

KILLZONE  
QUICK REFERENCE  
CAMBRIDGE CITY GAMES CLUB &  
KATIE LAUREN LUCAS

Initiative Mod	Score	Change Order Result
Group has 'Stay Sharp' orders x2	6+	OK. Place new order counter face down next to group. Reveal when all order changes done.
Group has an unsumm. Leader +3	3 - 5	Failure, old order stays.
Group has headset comms Win tie	2 or less	Failed, old order stays, all figs in group become immed. suppressed. Place suppression counters next to all figs in group.

Suppression remove on >6	D6+
Is Hero	AUTO
Fig is Group Leader	+3
Fig is Cyborg	+3
Fig in contact with Leader or Hero	+3
Fig in contact with Sub-Leader	+2
In contact w/any other grp memb.	+1
Group has taken <50% losses.	+1
Group has no suppress. members.	+1

Change Order Roll	D6+
No-one in group suppressed.	x2
Group leader still alive	+2
Sub-leader still alive	+1
Group spread >8" w/o headsets	NOT POSS
Unsuppressed Hero.	AUTO SUCC

Close Combat Modifier	CC Dice +
Best Weapon Bonus (Not Cyborgs)	+X
Has 2nd CC weap	+1
Combatant is a Cyborg	+2
Attacker has 'Assault' & not suppress.	X2

Close Combat Damage	Winner CC
ALWAYS	-Loser CC
Loser Light armoured	-2
Loser Medium armoured	-3
Loser Heavy armoured	-4
Loser is Hero	-2
Loser is Cyborg	-6
Loser is Pwr Arm	-6

Ranged Combat Modifier	D6 +
Aimed shot w/'Snipe' order.	+2
Hero shooting.	+1
Sighting aid.	+1
Close range, in daylight.	+1
Close range, at night, with night sight.	+1
Target has 'Keep Down' or suppressed.	-1
Shooter in vehicle moved > 9"	-1
Target in vehicle moved > 9"	-1

Ranged Combat Result	Weapon Dmg+	RC Hit D6
Targ @ 'Keep down'	-2	Rolled 1 Miss
Targ in Soft cover	-2	Rolled 6 Hit
Targ in Med. cover	-4	Total 6+ Hit

RC DMG vs Armour	Kill	Suppr.	Total	CC Outcome
None.	7+	1+	<0	No effect
Light.	9+	3+	1-3	Loser Suppr'd. (unless Savage).
Medium.	11+	5+	4+	Loser Killed. (Hero saves 3+).
Heavy.	13+	7+		
Cyborg.	14+	8+		
Power.	16+	10+		

Order	Detail	Assault	Move	Shoot?	Targets	Rapid?	Limits
SHOOT	Move/shoot or shoot/move.	NO	8"	YES	1+	YES	
STAY SHARP	x2 init. Move/shoot or shoot/move.	NO	6"	YES	1	NO	Not Cyborgs.
KEEP DOWN	Cover bonus. Armour bonus.	NO	4"	YES	1	NO	Not Power Armour.
ASSAULT	CC bonus. Move/shoot or shoot/move.	x2	8"	YES	1	NO	
SHOOTS	Move 8" or take aimed shot.	NO	8"	AIMED	1	NO	Not Power Armour or Cyborgs.
RUN	Move up to 14".	NO	14"	NO	0	NO	Not Power Armour or Cyborgs.
HIT & RUN	Rebs ONLY. Move/shoot or shoot/move.	NO	10"	YES	1	NO	Not PArm/Cyb. No figs suppress. Must have ldr&headsets.

Weapon	Cost	Short	Long	Rapid	CC	Dmg	Rules
Heavy Handgun	+7	0-5	5-14	2	+1	3D	
Handgun	+4	0-8	8-18	2	+1	2D	
SMG / Machine Pistol	+12	0-8	8-24	5	+1	2D	
Auto Shotgun	+3	0-6		2		4D	
Crossbow	+4	0-10	10-24	1		3D	
Shotgun	+2	0-6		1		4D	
Assault Rifle	+20	0-10	10-30	3		3D	
Military Rifle	+23	0-10	10-30	3/2		3D	Rapid 2 if use Grenade launcher as well.
Military Rifle, Grenade L.			0-6	0/1		5D	
Light Assault Cannon	+25	0-14	14-24	3		4D	
HMG	+30	0-12	12-30	5		3D	
Scatter Gun	+4	0-4	4-8	1		4D	
Light Laser	+36	0-12	LoS	1		3D	(Optl) Ignores light armour.
Missile Launcher	+24		0-48	1			Requires SHOTS. Pick targ. 1-2=No launch. 3-6=Hit. Not Law Enf. Max 1 launcher/gang for Scav,Sav. Max 3 miss/gang for Scav,Sav. Max 5 miss/fig. Miss @20pt. Hits do 5D,R=4"
Hand Grenade	+6		0-6	1			Max 3/fig. Max 2/fig Law Enf,Reb. Max 1/fig Scav,Savg. HIT;4D R=2" MISS;2D R=2"
Flamer	+25		0-5	1			Incl 6 ammo. HIT;4D,R=1" MISS;2D,R=1"
Pick/Axe/Club/Razorclaws	+2				+2		
Sword	+2				+3		
Chain, Baton, Dagger	+3				+1		
Stunstick	+1				+2		No kills, loser suppress.
Power Glove	+5				+1D		Pwr Arm only
Grenade Launcher	+25	0-10	10-24	2		5D	Pwr Arm only. 1st GL is FREE
Rotary Cannon	+40	0-10	10-30	4/8		3D	Pwr Arm only. Rapid=8 uses 2 ammo. Limit 6 ammo.
Molotov Cocktail	+4	0-5		1		2D	
Smoke Grenade	+6		0-12	1			Miss=>opp deviates targ 3" any dir. Creates 3" area blocks LoS, 1/2 moves. Max 1/fig
Gas Grenade	+6	0-6	6-12	1			Long=6+, Short=5+, unmasked figures in 3" suppressed. Max 1/fig
Light Armour	+4						
Medium Armour	+5						
Heavy Armour	+8						
Stealth Suit	+36						Gain -1 mod to hit rolls.
Power Armour	+100				+1D		Incl Night Sight, Sighting Aid. Move at -2"
Headset	+5						Init tie breaker. Option for Reb/Law Enf. Not Scav/Savg. Mand for Troops.
Night sight	+10						Shoot & move without - mods at night.
Sniper Scope	+10						+1 on shoot.
Basic figure	7				1D		
Upgrade to leader	+10						
Upgrade to sub-leader	+5						
Upgrade to Hero	+100				+1D		Gains killed=>suppress save on 3+.
Mk 7c S-type Cyborg	+75			?+1	2D+2		Limited Weapons. Incl Night Sight, Sighting Aid. Gain volley if rapid>1.

**NIGHT:** Max range any weapon is 12". Move is at -2". No target +1 mod for close range. **HERO;** On 3+ saves from a kill, becomes suppressed instead. **SCAV;** Move normally at night. **SAVAGE;** Never suppress in CC when have "assault" order. **TERRAIN;** Move @-4". **BUILDING;** Enter ends movement. Leave @-4" or -2" for Scav. **COMBAT;** Needs "assault" to enter. Fight immediate. Free to leave. Fight multiple; divide score between targets. **SUPPR;** Move limit to 3". Enemy contacting can choose to kill or capture. **CAPTIVE;** Not Cyborgs. Remains in contact with oppnt. May not attempt unsumm. Moves with captor. Captor moves @-2". Any party can fight "non-lethal" & all kills=>capture. **TROOPS/L.ENF;** (Optl) With headsets may split orders without group. **CC w/2 WEAPS;** Use highest mod +1.