

5.56mm

Fast Play Reference Sheet

Actions

Move

Character moves up to 4".

Fire

If the enemy is 50% obscured the character must make a Morale check to spot him (D6+Morale). If the enemy has fired the Morale check is at +2.

| 3.21 | Distance | TN |
|------|------------|----|
| | 1" to 2" | 1 |
| | 2" to 4" | 2 |
| | 4" to 8" | 3 |
| | 8" to 16" | 4 |
| | 16" to 32" | 5 |
| | 32" + | 6 |

3.22 Modifiers to the TN

| | |
|----|--|
| +1 | Target is using Stealth action |
| +1 | Firer has less than 25% line of sight. |

Determine distance between character and enemy in inches and compare the number to the weapon's range categories to find the enemies TN. Roll to hit. (D6+Weapons) or for grenades, D6+Strength.

| 3.23 | Range Category | TN |
|------|----------------|----|
| | Close | 2 |
| | Short | 3 |
| | Medium | 4 |
| | Long | 5 |
| | Extreme | 6 |

3.24 Modifier to TN Reason

| | |
|----|--|
| +1 | Target in partial concealment (25% obscured) |
| +2 | Target in full concealment (50% obscured) |
| +1 | Target is using Sprint special action |
| +1 | Firer has already used a Move action |
| +1 | Firer is on moving vehicle |
| +2 | Firer is on vehicle moving at Full Speed |
| +2 | Firer is using a specialist weapon without the appropriate skill |
| +1 | Target is using Stealth action |
| +1 | Firer is using Auto-Fire special action with a sub machinegun, assault rifle at a second target. |
| +1 | Firer is using Auto-Fire special action with a machinegun at a target more than 2" from the first target |
| +1 | Target is not the closest enemy with a line of sight |
| +1 | Target is a vehicle moving at Full Speed |
| +1 | Firer is using Covering Fire action |
| +1 | Firer is "holding on" to a grenade |
| +1 | Target is a helicopter in flight |

3.25 Modifier to Fire Reason

| | |
|----|--------------------------------------|
| +2 | Target is incapacitated |
| +1 | Target is unaware of firer |
| +1 | Firer is using Aim action |
| +1 | Target is using Carry special action |
| +2 | Target is a vehicle |

3.26 Strength Result Effect

| | |
|----|--|
| -1 | The grenade overshoots or under shoots by D3 inches. |
|----|--|

| | |
|----|--|
| -2 | The grenade overshoots or undershoots D6 inches. |
| -3 | The grenade over or undershoots D6+1 inches. |

If a miss is caused roll a D6:

| 3.27 | D6 Result | Effect |
|------|-----------|--|
| | 1 | The grenade lands 90-degrees to the left of the target. |
| | 2 | The grenade lands 45-degrees to the left of the target. |
| | 3 | The grenade land short of the target. |
| | 4 | The grenade lands long of the target. |
| | 5 | The grenade lands 45-degrees to the right of the target. |
| | 6 | The grenade lands 90-degrees to the right of the target. |

Stealth

If shot at character has a +1TN.

Aim

Character adds a +1 modifier to subsequent Fire action.

First Aid

D6+Morale, if equals or beats TN wound is reduced to next level for D3+1 turns.

| 3.51 | Injury | TN |
|------|----------|----|
| | Minor | 2 |
| | Serious | 4 |
| | Critical | 5 |
| | Mortal | 6 |

Cover Fire

Character is allowed a single Fire action at any point during the opposing players turn.

Engage

To hit the enemy the character must attack (D6+Strength) and equal or beat enemy's TN (D6+Strength):

| 3.71 | Modifier to Attackers Roll | Reason |
|------|----------------------------|--|
| | +1 | Character is Engaging |
| | +2 | Defender is unaware of attackers presence (ie from behind) |
| | +1 | Character is attacking from higher ground. |
| | +1 | For each additional attacker |

| 3.72 | Modifier to Defenders Roll | Reason |
|------|----------------------------|--------------------------------|
| | +1 | Defender is behind an obstacle |
| | +1 | Defender is on higher ground |
| | +1 | For each additional defender |

Special Actions

Sprint

Character moves 4" and a number of additional inches equal to a Sprint check (D6+Movement).

Hide

Character may only move by making a D6+Movement roll against the TN of the terrain, with the distance moved dependant on the level of success:

| 4.22 | TN | Terrain |
|------|----|---------------------------------|
| | 3 | Even ground |
| | 4 | Light undergrowth, brush |
| | 5 | Light rubble, dense undergrowth |
| | 6 | Dense rubble, obstacles |

| 4.23 | Result | Distance Moved |
|------|--------|----------------|
| | 0 | 1" |
| | +1 | 2" |
| | +2 | 3" |
| | +3 | 4" |

Enemies attempting to attack the character must make a spot check (D6+Morale) against a TN dependant on the distance between the two.

| 4.24 | Distance | TN |
|------|------------|----|
| | 1" to 2" | 3 |
| | 2" to 4" | 4 |
| | 4" to 8" | 5 |
| | 8" to 16" | 6 |
| | 16" to 32" | 7 |
| | 32" + | 8 |

| 4.25 | Concealment | Modifier to TN |
|------|-------------|----------------|
| | Partial | +1 |
| | Full | +2 |

Auto-Fire

Sub machineguns and assault rifles Auto-Fire one time, machineguns Auto-Fire one or more times.

| Weapon | Auto-Fire Distance |
|----------------|--------------------|
| Sub Machinegun | 2" |
| Assault Rifle | 2" |
| Machinegun | 4" |

Treat Injury

If the roll (D6+Morale) is equal or higher than the injury's TN, the injury is reduced to next level permanently.

| 4.41 | Injury | TN |
|------|----------|----|
| | Minor | 2 |
| | Serious | 4 |
| | Critical | 5 |
| | Mortal | 6 |

Carry

Character makes a roll (D6+Strength) against the TN of the injured friendly soldier. The difference indicates how far both can move

| 4.51 | Character's Injury | TN |
|------|--------------------|----|
| | Critical | 2 |
| | Mortal | 3 |

| 4.52 | Result | Distance Moved |
|------|--------|----------------|
| | +0 | 3 |
| | +1 | 4 |
| | +2 | 5 |
| | +3 | 6 |

Drive / Pilot / Fast Rope / Use Radio

Refer to Special Actions (4.6 to 4.9) for details.

Injury

The attacker rolls (D6+DMG) for damage determining the TN. The defender then rolls (D6+Strength) to equal or beat the TN to avoid injury.

| 5.01 | Strength Result | Effect |
|------|-----------------|---|
| | -1 | Minor Wound – No effect, but treat a second Minor Wound as a Serious Wound. |
| | -2 | Serious Wound – Character suffers a +1 modifier to the TN of all tasks and only moves 3" when taking the Move action. |
| | -3 | Critical Wound – Character suffers a +2 modifier to the TN of all tasks and can only perform one action per turn and no special actions. When taking the Move action he only moves 2". |
| | -4 | Mortal Wound – Character can take no action and is incapacitated. He will die in D6+1 rounds unless treated. |
| | -5 | Dead. |

Battlefield Environments

Difficult terrain – The character must make a roll (D6+Movement) against the terrain's TN. The greater his success, the faster he may move.

| 6.01 | TN | Terrain |
|------|----|-------------------------------------|
| | 1 | Dense undergrowth, light rubble |
| | 2 | Shallow water, sand dunes |
| | 3 | Dense rubble, obstacle (1" height) |
| | 4 | Obstacle (1"-2" height), |
| | 5 | Deep water, Obstacle (2"-3" height) |

| 6.02 | Result | Effect |
|------|--------|---------------|
| | +0 | ¼ movement |
| | +1 | ½ movement |
| | +2 | Full movement |

Lighting – Characters performing actions without adequate light receive penalties to the TN of all actions.

| Light Level | TN Penalty |
|-------------|------------|
| No Light | +2 |
| Low Light | +1 |
| Full Light | +0 |

Morale Tests

Characters required to take a Morale Test (D6+Morale) do so against TN 4.

Factors requiring a Morale Test

- The squad leader has been killed or is fleeing.
- A character is within 2" of a friendly character who is killed
- Each time 25% of the squad is killed.

| Morale Result | Effect |
|---------------|---|
| -3 | The character must take two Move actions or a Sprint special action away from the enemy or Hide. |
| -2 | The character's courage has suffered a severe blow. On his next and subsequent turns he must take a single Move action away from the enemy as he tries to withdraw. |
| -1 | The character is shaken and must take a single Move action away from the enemy on his next turn only. After this he suffers no other effects. |