

BLACK OPS

	ACES	
	HEAVIES	
	SPECIALISTS	
	SOLDIERS	
	CIVILIANS	

	HOLD	Remain stationary + shoot a single aimed shot (-1) or become Hidden.
	CAUTIOUS MOVE	Move up to 3 + shoot without penalty or become Hidden.
	ADVANCE	Move up to 6" + shoot with +1 penalty.
	RUN	Move up to 9", cannot shoot.
	RELOAD	Reload heavy weapon.
	MAJOR ACTION	Pass on a message, operate a computer etc.
	RESERVE	Save action for later in the turn (either Move or Shoot).

	SHOOTING
Extreme range	+2
Effective range	+1
Moving (3"-6")	+1
Darkness or Smoke	+1
Target stationary or unaware	-1
Large target (vehicle)	-1
Suppression or aimed shot	-1

	SUPPRESSION
If more hits than models targeted, force a DED test. Failure means targets can only select Head Down or Retreat.	
Face the Fire: Resolve hits before acting.	
Head Down: Lose action.	
Retreat: Move directly away from source.	

	EXPLOSIVES
Two greater than target number	Direct Hit: Full damage
Equal to target number	Near Miss: Suppression
Lower than target number	Clean Miss: No effect
Direct Hit on an enclosed space	+1 Save (Direct Fire only)

	CQC
Attacker succeeds; Defender fails	Defender wounded
Attacker & Defender succeeds	Lowest roll wins
Attacker & Defender ties	Compare weapons
Attacker & Defender fails	No effect
Attacker fails; Defender succeeds	Attacker wounded

CQC MODIFIERS	
F flank Attack	Attacker rolls additional die
R rear Attack	Attacker rolls additional die; target cannot react
A assisted Attack	Attacker rolls additional die
Two Weapons	Model rolls additional die

	SAVES
Standard save	5+
Tough save	4+
Body Armour	-1
Heavy Body Armour	-2
EOD Armour	-3
Shield (vs front only)	-2
Hard cover or brush (vs ranged)	-1
Shooting >close range at Hard cover	-2
Prepared cover	-2
Pillbox or bunker	-3

	OBSERVATION
Standard test	6+
Per full 12" away	-1
Brush cover	-1
Darkness	-1
Camo clothing	-1
Hard cover	-2
Hidden, Blind or Disguised	-2
Per Noise counter on target	+1

	CLIMBING
1 Success	Complete movement
2 Success	Move up to 3"
3-4 Success	Movement ends
5 Failure	Movement ends
6 Failure	Model becomes Prone
Elite	-1
Two+ models climbing	-1
Militia	+1

	NOISE
Running or climbing	+1 counter
Ongoing CQC	+1 counter
Gunshot	+1 counter
Guard shouting	+2 counters
Explosion	+3 counters
Smoke	+2 counters

	REACTIONS
GUARDS	<ul style="list-style-type: none"> 1 Yawn 3" drift only 2 Looks Turn 90° d6: odd turn Left, even turn Right 3 Patrol Turn 90° + 3" d6: odd turn Left, even turn Right 4 Patrol Turn 180° + 6" 5 Patrol Turn 90° + 6" d6: odd turn Left, even turn Right 6 Huh? Move 6" straight ahead 7 Hmm Turn towards closest enemy and move 6" 8+ Halt! Guard comes under defender's control
CIVILS	<ul style="list-style-type: none"> 1 No movement 2-3 Turn 90° d6: odd turn Left, even turn Right 4 Move 6" away from closest enemy model 5-6 Move 3" + turn 90° d6: odd turn Left, even turn Right 7 Move 6" towards closest enemy model 8+ Roll for loyalty

REACTION MODIFIERS	
Per Noise counter on the board	+1
Closest Noise counter is >12" away	Halve modifier
Closest Noise counter has cover	Halve modifier
CIVILIAN LOYALTY	
1 Positive	Reveal a defender Blind
2 Positive	Reveal a defender Blind on 4+
3-4 Neutral	No effect
5 Negative	Add one Noise counter
6 Negative	Add two Noise counters
In enemy territory	-1
Accompanied by an interpreter	-2
In friendly territory	-3

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BASIC WEAPONS

Weapon	Close	Effective	Extreme	Shots	Notes
Pistol	6	12	-	2	Light
Heavy Pistol	6	12	18	1	Save +1
Carbine	9	18	27	1	Auto
Rifle	12	24	36	1	-
DB Shotgun	9	18	-	2	Reload, Shot
Pump Shotgun	9	18	-	1	Auto, Shot

MILITARY WEAPONS

Weapon	Close	Effective	Extreme	Shots	Notes
Assault Rifle	9	18	27	2	Auto
Battle Rifle	12	24	36	1	Auto
PDW	6	12	18	3	Light
Auto Shotgun	9	18	-	2	Auto, Shot
ASh-12.7	6	12	18	2	Save +1, Auto

HEAVY WEAPONS

Weapon	Close	Effective	Extreme	Shots	Notes
Minimi	9	18	36	3	-
LMG	9	18	36	2	Auto
GPMG	12	24	48	3	Auto, Heavy
Minigun	9	18	36	6	Ammo, Heavy
DMR	12	24	42	1	Auto, Scope
Sniper Rifle	12	24	48	1	Scope
AM Rifle	15	30	60	1	Save +2, Heavy, Scope
VSSK Vykhlop	6	12	18	1	Save +1, Silenced, Scope, Auto
UGL	6	12	18	1(G)	Reload, HE d3, Ammo
MGL	6	12	18	1(G)	HE d3
RPG	9	18	27	1(G)	Save +5, Reload, Ammo
LAW	6	12	18	1(G)	Save +4, Disposable

SUPPORT WEAPONS

Weapon	Close	Effective	Extreme	Shots	Notes
HMG	15	30	60	2	Save +1, Auto
AGL	12	24	48	2(G)	Auto, HE d3
ATGM	-	72	-	1(G)	Save +7, Reload, Ammo
Autocannon	18	36	72	2	Save +2
Cannon	18	36	72	1	Save +5
Light Mortar	-	6-18	36	1(G)	HE d3
Mortar	-	12-24	72	1(G)	HE d6

GRENADES

Weapon	Close	Effective	Extreme	Shots	Notes
Hand Grenade	-	5	10	1	Grenade, HE d3
Flash Bang	-	5	10	1	Grenade, Stun d3

EXOTIC WEAPONS

Weapon	Close	Effective	Extreme	Shots	Notes
Knife/Shuriken	-	3	6	1	Silenced, Blade
Bow/Crossbow	-	9	18	1	Save +1, Silenced, Blade

MELEE WEAPONS

Unarmed	Save -1
Improvised	May be 2-Handed
Fixed Bayonet	2-Handed, Blade
Tonfa, baton	Blunt
Combat knife	Blade
Sword, axe	Save +1 if 2-Handed, Blade
Bat, pipe	Save +1, Blunt, 2-Handed
Hand taser	Shock

WEAPON ABILITIES

Auto	Additional shot when stationary
Ammo	Four rounds per game only
Blade	+1 Save vs armoured targets
Blunt	+1 Save vs unarmoured targets
HE (x)	Multiple hits equal to x
Heavy	Can only move 3" and shoot at +1; cannot Run unless carried by 2 models
Light	Can move 6" & shoot with no penalty
Reload	Must spend an action to reload
Save (+x)	Increases Save by x
Scope	Reduce range penalties by -1
Shot	+1 Save vs unarmoured targets & doors
Shock	+1 Save vs unarmoured targets (target becomes unconscious)
Silenced	No noise when fired
Stun	DED test or miss next turn (+1 if in a building)
Suppressor	Shooting noise does not count for observation

