

## EXPORTING CR 3.1

<b>2</b>	<b>PEF MOVEMENT</b> <i>(Taken versus the Rep of 4)</i>
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#D6 PASSED	RESULT
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

<b>2</b>	<b>PEF RESOLUTION</b> <i>(Taken versus PEF Rep of 4)</i>
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# D6 PASSED	RESULT
2	<i>Contact!</i> You have run into enemy. Go to the section called How Many Enemy.
1	<i>Something's out there!</i> Resolve the next PEF with 3d6 counting the lowest two scores.
0	<i>False alarm!</i> Just a case of nerves.

<b>STATUS AND ACTIONS</b>
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**CARRY ON** - The figure is in good order and can act and react as desired. This is the best status the figure can have. A figure is considered to be *carrying on* if it is *not* doing any of the following.

**DUCK BACK** - Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

**HUNKER DOWN** - Stay in cover or move to nearest cover within 6". If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not function until pass a Recover Test and if confronted by an enemy within 4" will surrender. Figures in Hunker Down cannot see or be seen by the cause of the test but those that go prone can. If a second Hunker Down is scored at any time during the fight this becomes a Leave the Battlefield result.

**LEAVE THE BATTLEFIELD** - Move to the nearest table edge at Fast Move and continue until exit the table.

**OBVIOUSLY DEAD** - The figure has taken damage that is so severe it is obvious that the figure is dead.

**OUT OF THE FIGHT** - The figure has taken serious damage and cannot continue the battle. He cannot move

on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

**OUTGUNNED** - Outgunned figures will behave as if scoring a Duck Back result.

**RETURN FIRE** - The figure immediately returns fire at the cause of the test.

**SNAP FIRE** - The figure immediately returns fire at the cause of the test but takes the Snap Firing penalty.

<b>REP</b>	<b>IN SIGHT</b> <i>(Looking for successes)</i>
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CIRCUMSTANCE	MOD
<i>Active</i> - Character is active and moved.	-1d6
<i>Concealed</i> - Enemy is concealed.	-1d6
<i>Ducking Back</i> - Character is Ducking Back.	(1)
<i>Hunker Down</i> - Character is Hunkered Down.	(1)
<i>Leaving the Battlefield</i> - Character is Leaving the Battlefield.	(1)
<i>Temporary Group leader</i> - Temporary Group Leader taking the test.	-1d6

(1) Figure cannot fire and will complete its reaction instead.

<b>RESOLVING IN SIGHT ACTIONS</b>
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- Fire.
- If the figure cannot fire it will Charge into Melee if within 6".
- If the figure cannot fire or Charge into Melee it will Duck Back.

<b>2</b>	<b>CHARGE INTO MELEE</b> <i>(Taken versus Rep)</i>
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CIRCUMSTANCE	MODIFIER
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	<i>Target</i> may not fire. <i>Charger</i> moves into melee. No Reaction Tests taken.	<i>Target</i> fires. <i>Charger</i> moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	<i>Target</i> Snap Fires. <i>Charger</i> moves into melee. No Reaction Tests taken.	<i>Target</i> Snap Fires. <i>Charger</i> moves into melee. No Reaction Tests taken.

## EXPORTING CR 3.1

### 1 MELEE DAMAGE

*(Read result as rolled)*

# SUCCESES	RESULT
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is knocked to the ground and Out of the Fight.
Higher than Impact	Target is knocked to the ground and immediately takes the Recover Test.

### HOW MANY ENEMY

- Roll 1/2d6 and read the result as rolled.
- Roll a second d6.
  - If a success (1, 2 or 3) is rolled, the 1/2d6 score is subtracted from the number of figures in your group.
  - If a success (1, 2 or 3) is not rolled, the 1/2d6 score is added to the number of figures in your group.
- You can never have less than one enemy figure.

### 2 REACTION TESTS

*(Taken versus Rep)*

\* = Star may exercise Free Will

CIRCUMSTANCE	MODIFIER
In cover.	+1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
<b>CRISIS TEST (LDR) *</b>	Outgunned: <ul style="list-style-type: none"> <li>• Duck Back.</li> </ul> Fired On: <ul style="list-style-type: none"> <li>• Return Fire.</li> </ul> Man Down: <ul style="list-style-type: none"> <li>• Carry On.</li> </ul>	Outgunned: <ul style="list-style-type: none"> <li>• Duck Back.</li> </ul> Fired On: <ul style="list-style-type: none"> <li>• Snap Fire.</li> </ul> Man Down: <ul style="list-style-type: none"> <li>• Duck Back.</li> </ul>	Outgunned: <ul style="list-style-type: none"> <li>• Hunker Down.</li> </ul> Fired On: <ul style="list-style-type: none"> <li>• Hunker Down.</li> </ul> Man Down: <ul style="list-style-type: none"> <li>• Leave the Battlefield.</li> </ul>
<b>RECOVER TEST (LDR) *</b>  <i>May use Leader Die only if Hunkered Down.</i>  <i>Star may only choose Free Will if Hunkered Down.</i>	If suffered damage: <ul style="list-style-type: none"> <li>• Knocked down but can still Carry On. Can regain feet when next active.</li> </ul> If Hunkered Down: <ul style="list-style-type: none"> <li>• Recover and immediately act as desired.</li> </ul>	If suffered damage: <ul style="list-style-type: none"> <li>• Out of the Fight.</li> </ul> If Hunkered Down: <ul style="list-style-type: none"> <li>• Recover to Duck Back.</li> </ul>	If suffered damage: <ul style="list-style-type: none"> <li>• Obviously Dead.</li> </ul> If Hunkered Down: <ul style="list-style-type: none"> <li>• Leave the Battlefield.</li> </ul>

### 2 NP FORCE MOVEMENT

*(Taken versus Rep)*

# D6 PASSED	IF NP OUTNUMBERS PLAYER 2+ TO 1	OTHERWISE
2	Split into two groups of equal size. One group will move to position, preferably in cover, to fire at closest player group. The second group will encircle to the left (1-3) or right (4-6) flank staying in cover if possible.	Move to cover that allows NP to fire at closest player group.
1	Move to cover that allows NP to fire at closest player group.	Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover.
0	Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover.	Remain in cover or move to nearest cover. May fire at enemy if in range after reaching cover.