THIRD PERSON SHOOTER

Turn Sequence (all phases are simultaneous)

1: Call active weapon and / or action for the turn (Reload, Defuse Kit, etc)
2: Count out moves 1-10
3: Call your target! (1-2-3-Point!)
4: Actions: Carry out in this order:

Granates are thrown and explode
    Frag and smoke granates will explode next turn
    Flashbangs explode immediately
Knife
Pistols
Submachineguns
Shotguns
Rifles not using scopes
LMG
Rifles using scopes
Arm bomb, Defuse bomb, Reload
Bomb Explodes

All actions of the same type happen simultaneously, and all effects are implemented before the next type

Damage

Roll Damage vs target's Defense
Damage $\geq$ X $\times$ Defense = X Hits

🟥 = 🎲🎲 ( ) 🎲🎲   Headshot, only helmet armor is added to Defense

🟥 = • ( ) •   Out of Ammo, weapon cannot be used until a reload action has been taken (not for knife, duh!)

For each hit taken, loose 1 die of Defense, in order: Helmet, Vest, then Health
When defense is reduced to 0 dice, the unit is eliminated
Drop all weapons and equipment on the ground.

To-Hit

Roll To-Hit + modifiers (minimum 1 WD) $\geq$ Distance = Hit!

🟥 = 🎲🎲   Reroll the die and add to the total rolled

🟥 = • ( ) •   Friendly fire, random unit within 5 MU of called target, in sight, is attacked instead.

Modifiers
Scope	+1D	Target in 1/2 Cover	-1D
Crouching	+1D		

Movement

Move phase is 10 moves, numbered 1-10
In each move a unit is allowed to move 1 MU or the width of the base in any direction, or stand still. All movement is simultaneous.
Number of moves may be modified by the active equipment – Shown on equipment card! Moves that are lost are taken from the first moves

Modifiers
Crouching   Move only on even moves
Kniferunning   Gets a bonus 11th move, provided they moved every move this turn

Placing / Defusing bombs

Placing bomb takes an entire turn while stationary. Once placed, bomb will explode after 5 turns. Defusing bomb takes 2 entire turns while stationary without defusing kit, 1 with kit.
Placing and Defusing actions are interrupted by combat and taking damage. Interrupted defusing must start over.

Bomb damage: Same zone: death. Adjacent zone: 4D damage, All others 2D damage, rolled against Defense immediately.

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Shotguns and Frag granates

Have a pool of dice to be split between To-hit and Damage, minimum of 1 in either. Roll To-Hit and Damage normally

Smoke and FlashBang Grenades

Effect covers an entire zone (marked with - - - on map)
Flash Bang grenades detonate immediately. -2D To-Hit for all caught in zone
Smoke takes one turn to develop, and stays for 5 turns.
No attacks into or out of zone. All attacks are -1D To-Hit within affected zone

Throwing grenades

Measure the distance, then roll up to 3D (1⚅) for distance.
Grenades bounce of hard surfaces encountered to go the rolled distance

Activating hostages

Activating a hostage takes one move, while in base-to-base contact. Hostages follow directly behind leader in long string.
Deactivating hostage also takes one move while in contact

Cover

Units in half cover can fire across cover. Units in full cover cannot
Half height cover : Standing behind: 1/2 cover
                     Crouching behind: Full cover
Half of base visible behind corner: 1/2 cover

Knife fighting

Must be in base to base contact. Roll Damage directly vs Defense for damage

Autofire

Weapons using autofire can split their damage dice evenly against 2 or more targets within 3 MU of each other, with the first target taking any remainder

Sniping/camping

Set up: Must spend an entire turn stationary, doing nothing but setting up for sniping. Action is declared like other actions. Once set up, the sniper may fire once a turn during movement, by calling out "Bang" and designating a target in sight. Shot is resolved before play continues.
Sniperrifles MUST use their scope when firing! (A sniperrifle has a scope but not autofire)

Points:

For the 1st round, each player has 8 points to buy equipment, along with the free weapons (see the player control board)
Picked up weapons stay with the unit after a round, if the unit survives
Units cannot buy equipment exclusive to other clans
Money earned stays with the player until used for weapons and equipment

Feat	Reward Individual / Team
Rescue hostage	10 / 2
Kill hostage	-15
Activate hostage (first time only)	1 / 1
Kill Opponent	3
Kill Team mate	-30
Win by bombing target	25
Win by defusing bomb	28
Win by rescuing all live hostages	15
Win by elimination, bomb map	20
Win by elimination, hostage map	20
Surviving hostagebonus (CT)	1 per hostage
Hostage Rescue bonus, per hostage (CT)	2 per hostage
Round lost	14
Bonus per consecutive lost round	5 (max 15)