ZONA ALFA REFERENCE SHEET

BASICS

Initiative: D10 roll minus the number of pinned units. Player with the highest modified value chooses to go first or second.

Combat Experience:

- Rookie – 1 Action per activation
- Hardened – 2 Actions per activation
- Veteran – 3 Actions per activation

ACTIONS (P. 11-13)

Aim: *+1 to next ranged attack CA roll.*

Alert: *costs 2 actions. May interrupt enemy turn with one Action of their choice.*

Attack: *one Melee or Ranged attack.*

Climb: *not ladder or stairs. Half Move rate.*

Inspect: *Model must be in LOS and 12" or Mission Objective or Hot Spot. See page XX.*

Jump: *Jump gap up to 2" wide.*

Move: *Model may move up to full movement rate. Does not have to be straight line.*

Throw Grenade: *Ranged attack. If attack misses roll d10, half that value in inches the grenade scatters.*

Rally: *Remove one pinned counter. Action cost only, no Will check required.*

Recover: *Regain footing after being knocked prone for whatever reason.*

Reload: *Reload Support Weapon. (See page XX) or after using Unload skill.*

Use/Interact: *Catch all for simple acts like opening door, freeing prisoner, or starting generator.*

TERRAIN AND COVER MODIFIERS (p. 15-16)

Obstructions: *Any low terrain that interrupts but does not totally block the Line of Sight/Line of Fire. -1 penalty to attackers CA per item. Cumulative with other Cover.*

Soft Cover: *Wooden boxes, low bushes/scrub brush, a chain link fence, etc. -1 penalty to Attacker's CA and +1 bonus to Defender's Will Stat.*

Hard Cover: *Brick walls, jersey barriers, stone, concrete. -1 penalty to Attacker's CA, a +1 to Defender's Armor stat, and +2 bonus to Defender's Will stat.*

Hardened Cover: *Concrete bunkers, sandbag weapon emplacements. -2 penalty to Attacker's CA, a +2 to Defender's Armor stat, and +3 to Defender's Will stat.*

Elevated Attacker: *Provided there is Range and LOS, downshift any cover mods to next lowest type/penalty. (Hard shifts to Soft etc.)*

Reminder: Most Armor confers extra 'Obscured Target' penalty to Ranged Attacks when model is adjacent to cover/terrain.*

GENERAL COMBAT (P.17-21)

To Attack: Number of dice / attack = FP of Weapon

- **Target Number:** Attacker's Combat Ability or less, plus or minus any modfiers.

Armor Save: Number of dice = successful hits.

- **Target Number:** Defender's Armor Value or less minus Weapons Damage Rating, plus or minus any cover modifiers
- **Armor Types:**
  - **Basic BDU / Foul Weather Gear:** No Armor Save (except the Critical Success roll of 1). Counts as an Obscured Target when in Cover.
  - **Salvaged / Improvised Body Armor:** Armor 3, Obscured Target when in Cover
  - **Civilian/Commercial Body Armor:** Armor 5 and the unit counts as an Obscured Target when in Cover.
  - **Military Body Armor:** Armor 6 and the unit counts as an Obscured Target from when in Cover
  - **Advanced Body Armor:** Armor 7 with a -1" penalty to Move Stat counts as an Obscured Target in Cover. Grants 1 extra die to Armor Save rolls, choosing best result.
  - **Mimetic Camo:** Armor 4 **plus** Counts as an Obscured Target for **any** Melee or Ranged Combat. Cumulative with regular cover and obstruction modifiers.
  - **Military Exo Suit:** Armor 7 with a +2" bonus to Move stat. PLUS counts as Obscured Target when in Cover. Does not need to make a Will check for Deflected Hits. Grants 1 Extra die to Armor Save rolls. Choose best result.

Indirect fire: *-1 Penalty to attacker's CA No LOS = -3 Penalty*

Non-Melee Weapon in Melee: *-2 Penalty to CA*

Results: (Ranged):

- Miss = No Effect.
- Hit + Failed Armor Save = 1 Wound
- Hit + Successful Armor Save = Will Check.
  - Will Check Pass = No Effect
  - Will Check Fail = 1 Pinned Counter

Melee: *Both Attacker and Defender roll FP of respective weapons. Target Number = CA, plus or minus Mods.*

Attacker may then use any Hits to parry equal number of Defenders Hits. **See Page 18 for details**

Melee Weapon Table			
Weapon	**Range**	**Firepower**	**Damage**
Knife, Claws/Teeth	Melee	1/weapon	0
Machete, Big Claws/Teeth	Melee	1/weapon	1
Very Big Claws/Teeth	Melee	1/weapon	2
Pistol	Melee–12"	1/weapon	0
Magnum Pistol	Melee–12"	1/weapon	1
Shotgun	Melee–12"	3	3 at melee–6" 2 at 6+"
SMG	Melee–18"	4	0

Rifle Table			
Weapon	**Range**	**Firepower**	**Damage**
Assault Rifle (AK 74)	1–36"	3	1
Battle Rifle (AK-15)	1–48"	2	2

Support Weapon Table				
Weapon	**Range**	**Firepower**	**Damage**	**Special Rules**
Flame Thrower or Chemical Sprayer	Flame Template	NA	3/model/flame template	Limited Ammo, Support Weapon, Burn
40mm Grenade Launcher	4–24"	1	1/model. SBT	Indirect Fire, Reload, Limited Ammo, Support Weapon
Squad LMG (RPD or RPK)	1–48"	4	1	Support Weapon
Rocket Launcher (RPG)	4–48"	1	4 (anti-armor)	Reload, Limited Ammo, Support Weapon
Rocket Launcher (RPG)	4–48"	1	2/model SBT (anti-inf.)	Reload, Limited Ammo, Support Weapon, SBT
Sniper Rifle (Dragunov SVD-63)	1–60"	1	4	Support Weapon
HMG	1–60"	4	3	Crew Served
Mortar	6–60"	1	2/model LBT	Crew Served, Indirect Fire, Reload, Limited Ammo

Grenades and Explosives Table			
Weapon	**Range**	**Firepower**	**Damage**
Molotov Cocktail	1–18"	1	SBT 1/model. BURN
Flash Bang	1–18"	1	SBT Auto 1Pinned/model
Smoke Grenade	1–18"	1	LBT/Smoke Blocks LOS/Will check -2 for any model caught in LBT.
Hand Grenade	1–18"	1	SBT 2/model
Satchel Charge	2–12"	1	LBT 3/model