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

Flank Attack
Attacker rolls additional die
Rear Attack
Attacker rolls additional die; target cannot react
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

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

CIVI'S

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

BLACK OPS

🔫 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