

# BLACK OPS

Tactical Espionage Wargaming

## Quick Reference Sheet

### CARD TYPES

- **Aces:** Leaders (your Bonds, Bournes, Solos and other heroes... or villains).
- **Kings:** Heavies (e.g. weapons specialists such as snipers and RPG operators).
- **Queens:** Specialists (e.g. scientists, medics and hackers).
- **Jacks:** Soldiers (the rank and file).
- **Deuces (2s):** Non-combatants (e.g. civilians).

### ACTIVATION

When activated, a model may perform one of the following actions:

- **Hold:** Remain stationary, and may either fire a single aimed shot (-1) or become Hidden.
- **Cautious Move:** Move up to 3", and may either fire without penalty or become Hidden.
- **Advance:** Move up to 6", and may fire with a penalty (+1).
- **Run:** Move up to 9", no shooting possible.
- **Reload:** Reload a heavy weapon.
- **Major Action:** Pass on a message, operate a computer etc.
- **Reserve:** The action is saved for later in the turn (see [here](#)).

A model in Reserve may move or shoot only if an enemy moves into their Visual Arc. Alternatively, it may activate when a friendly model of a different card type activates within 6". Note that a model in Reserve may choose to either shoot or move, not both. Once the action is taken, the model loses its Reserve status.

### SHOOTING MODIFIERS

There are a few modifiers that affect the ACC target:

Situation	ACC Modifier
Shooting at extreme range	+2
Shooting at effective range	+1
Shooter moving (between 3" and 6")	+1
Darkness or smoke	+1
Target is stationary and unaware	-1
Large target (vehicle)	-1
Suppression fire or aimed shot (see below)	-1

### AIMED SHOT

If a model does not move, it may choose to aim and make a single shot with a weapon as an action. This grants a -1 modifier to his ACC. A model cannot move (or even turn) and only a single shot can be fired. Weapons with the capacity to fire more than one shot may not fire more than once and still claim the bonus.

### SUPPRESSION

Suppression is un-aimed fire at the rough location of an enemy. The soldiers are firing to keep the enemy's heads down as much as shooting to kill. Roll to hit with the bonus (-1) for suppressive fire. Each successful hit is marked by a Suppression counter next to the target rather than causing physical damage. When the Suppressed unit is activated, it can choose one of three options:

- **Face the Fire:** If the Suppressed target wants to act (moving, firing back etc.), it may do so but as it is exposing itself to enemy fire, it must first resolve the hits against them exactly as for any other successful hit.
- **Head Down:** Alternatively, the target may keep its head down and hide from the fire. It remains where it is, taking no action but effectively missing that activation.
- **Retreat:** Finally, the target may elect to retreat away from the fire. It moves directly away from the source of the suppressive fire with no ill effects.

If the suppressive fire is very heavy (resulting in a number of hits greater than the number of models being targeted) then the target(s) will have to make a DED test (see Dedication and Morale [here](#)), or automatically be forced to choose from the Head Down or Retreat options.

Suppression can also be aimed at a point on the board to deny it to the enemy. Roll to hit as normal, and place the Suppression counters on the designated location – they will affect any model or unit which goes within 3" of them (the Dividing Fire rule applies here, see [here](#)). If a model clips the suppressed area, it will take half the hits. If it enters the suppressed area, it takes all the hits. Suppression counters placed on an area in this way are removed when resolved as above, or at the end of a turn if still unresolved (unlike Suppression counters on a target model).

To work out the effects of CQC, the attacker and defender both roll dice against their CQC score. Compare the results:

CQC Results		
Attacker CQC Roll	Defender CQC Roll	Result
Succeeds	Fails	Defender Wounded
Succeeds	Succeeds	Lowest Roll Wins
Succeeds – tie with defender	Succeeds – tie with attacker	Compare Weapons
Fails	Fails	No Effect
Fails	Succeeds	Attacker Wounded

An attack to the flank gains the attacker an additional die on the CQC roll. Rear attacks grant the attacker one additional CQC dice and the defender cannot defend – the attacker simply rolls his CQC dice and scores hits if the dice match or exceed his CQC score. Should a defender survive this onslaught, the defender may choose to move the model and turn to face his attacker.

Saves	
Standard save	5+
Tough save	4+

  

Situation	Save Modifier
Body armour	-1
Heavy body armour	-2
EOD armour	-3
Shield (versus front only)	-2
In hard cover or brush (versus ranged hits)	-1
Shooting over close range at hard cover	-2
Prepared cover	-2
Pillbox or bunker	-3

Cover	
Situation	Save Modifier
Brush or undergrowth	-1
Hard cover (close range)	-1
Hard cover (effective or extreme range)	-2
Prepared cover (all ranges)	-2
Pillbox or bunker (all ranges)	-3

Climbing		
D6 Roll	Result	Effect
1	Success	Obstacle crossed, model may complete remaining movement
2		Obstacle crossed, model may move up to 3"
3		
4	Failure	Obstacle crossed, movement ends
5		Model fails to cross
6		Model ends up prone

Climbing Modifiers	
Situation	Modifier
Elite	-1
Two or more models attempting to cross at same point at once	-1
Militia	+1

### HIDDEN

When a model is on the table, it is assumed that its default position is to be ready to fire at the enemy, and can therefore (if observed) be targeted by the same enemy. Models may instead choose to hide in cover, remaining out of sight of the enemy. Hidden models may move up to 3" in their activation and keep their Hidden status as long as the move was entirely in cover. However, they cannot observe the enemy nor can they shoot without losing their Hidden status. An enemy may attempt to observe the Hidden position. Vehicles cannot be Hidden (see [here](#)).

## CIVILIANS

Innocent passers-by may sometimes get caught up in and get in the way of a mission. They are assumed to have the following stats:

Name	ACC	CQC	DED	Save	Card	Equipment	Special	Points
Civilian	5	5	5	5	Deuce	–	–	–

Their reactions are rolled for randomly, just as with guards. To determine a civilian's move, a D6 is thrown every action to see how they react.

Civilian Reaction		
D6 Roll	Result	Effect
1	Yawns and stretches	No movement.
2-3	Looks around	Civilian turns 90 degrees. Roll another D6: odds, turns left; evens, turns right.
4	"Get away!"	Civilian moves 6" away from closest enemy model (including Hidden models).
5-6	Wanders	Civilian moves 3" and turns 90 degrees. Roll another D6: odds, turns left; evens, turns right.
7	"What was that noise?"	Civilian moves 6" towards closest enemy model (including Hidden models).
8+	"Who's that?"	Roll for Civilian loyalty.

The presence of Noise counters will modify a civilian's reaction, exactly as for a guard (see Guard Reactions [here](#)). On a roll of 8+, the attacker should roll again to see whose side the civilian is on.

Civilian Loyalties		
D6 Roll	Result	Effect
1	Positive	The civilian offers solid information. Reveal a defender's Blind.
2	Positive	The civilian has some vague information. Reveal a defender's Blind on a 4+.
3-4	Neutral	The civilian simply doesn't care. No effect.
5	Unfavourable	The civilian causes a disturbance. One Noise counter.
6+	Unfavourable	The civilian attempts to warn the enemy! Two Noise counters.

Civilian Loyalty Modifiers	
Situation	Modifier
Deep in enemy territory.	+1
Accompanied by an interpreter.	-1
In friendly territory.	-1

## MOVING VEHICLES

Vehicles are activated on Kings. They have activations similar to infantry and have three speeds that correspond to the three infantry moves. They also may aim and lay down suppressive fire if armed, and may opt to wait in Reserve. They cannot, however become Hidden.

The following movement rates assume a typical vehicle. Players wishing to model specific vehicles may want to modify these rates as they see fit, subject to consensus.

- **Cautious Move:** Move up to 6", may turn up to 180 degrees, and may fire without penalty.
- **Advance:** Move up to 12", may turn up to 90 degrees, and may fire with a penalty (+1).
- **Run:** Move up to 18", may not turn, and no shooting possible.

Vehicle Hit Location					
Vehicle Type	D6 Roll				
	2	3	4	5	6
Car	Tyres	Engine	Weapon	Crew	
Truck	Tyres	Engine	Crew	Cargo OR Passengers	
APC	Tyres/Tracks	Engine	Weapon	Crew	Passengers
Tank	Tracks	Engine	Weapon	Crew	

Once the location has been identified, the vehicle makes a Save on a 4+, modified by the appropriate armour and the Save modifier for the weapon. If it passes, no damage is taken. If it fails, check on the following table for the effects.

Vehicle Hit Effects			
Hit Location	Failed by 1-2	Failed by 3-4	Failed by 5+
Tyres/Tracks	Slowed	Halted	On Fire
Engine	Halted	On Fire	Explodes
Weapon	Weapon Knocked Out	On Fire	On Fire
Crew/Passenger	Hit	Hit	Hit
Cargo	No Effect	On Fire	Explodes

## RAISING THE ALARM

Only an enemy Ace can raise the alarm and end the stealth rules. The defender's commander is assumed to be resting along with the defender's reserves (we generally place our Aces in separate quarters from the common men). This means that when an Ace is drawn, the defender cannot activate the commander unless there are Noise counters on the table – the sound of gunfire or alarm calls will rouse him to action.

Guard Reaction		
D6 Roll	Reaction	Effect
1	Yawns and stretches	No movement. (3" drift is still allowed).
2	Looks around	Guard turns 90 degrees. Roll another D6: odds, turns left; evens, turns right.
3	Patrol	Guard turns 90 degrees, then moves 3". Roll another D6: odds, turns left; evens, turns right.
4	Patrol	Guard turns 180 degrees, then moves 6".
5	Patrol	Guard turns 90 degrees, then moves 6". Roll another D6: odds, turns left; evens, turns right.
6	"Huh?"	Guard moves 6" in the direction he is facing.
7	"What was that noise?"	Guard turns as necessary and moves 6" towards closest enemy model.
8+	"Advance and be recognised!"	Guard comes under the defender's control.

The presence and number of Noise counters will modify a guard's reaction, increasing the possibility that they will move towards the attackers. Distance and cover, however, reduce this likelihood.

Guard Reaction Modifiers	
Situation	Modifier
Per Noise counter on the board.	+1
The closest Noise counter is more than 12" away from the guard.	Halve the total modifier (round down, minimum +1).
There is cover between the guard and the closest Noise counter.	Halve the total modifier (round down, minimum +1).

Noise	
Situation	Noise Counters
Attacker running or climbing	1
Ongoing CQC	1
Per gunshot	1
Guard shouting 'Intruder Alert!'	2
Explosion	3 (plus Smoke)
Smoke	2

Explosive Results		
Roll	Effect	Damage
Two greater than target number	Direct hit	Full damage
Equal to target number	Near miss	Suppression
Lower than target number	Clean miss	No effect

Smoke Markers	
Projectile	Number of Smoke Markers
Grenade, 40mm, 60mm	4
81 mm	9

In addition to their normal activation, a model may, once per activation, force an enemy model in their Visual Arc to make an Observation Test, by rolling a D6:

Observation Tests	
Situation	Test Modifier
Standard test (in the open)	6+
Per full 12" between target and observer	-1
Brush cover between target and observer	-1
Darkness	-1
Target is wearing appropriate camouflage for the terrain	-1
Hard cover between target and observer	-2
Target is Hidden, a Blind, or Disguised	-2
Per Noise counter on the target (in stealth game)	+1

A Blind is revealed under two circumstances. A player chooses to 'reveal' the troops under the Blind, place the troops under the blind onto the table and then activate the troops normally. An enemy player may attempt to observe a Blind and force the contents to be revealed. Treat it as a Hidden unit. When a Blind is revealed, the troops the card represents are placed on the table. Troops revealed in this way cannot be Hidden or in Reserve.

Weapon Special Abilities	
Ability	Effect
Auto	Fires an additional shot when stationary.
Ammo	Limited to 4 rounds of shooting per game.
Blade	+1 Save against armoured targets.
Blunt	+1 Save against unarmoured targets.
HE (number)	Causes multiple hits (equal to the indicated number).
Heavy	Can only move and shoot 3" with penalty (+1 ACC). Cannot run (unless carried between two models).
Light	Can move 6" and shoot with no penalty.
Reload	An action must be spent to reload the weapon. An assistant may use an action to reload.
Save (+ number)	Increases target Save by indicated number.
Scope	Reduces shooting range penalties by -1.
Shot	+1 Save against unarmoured targets and doors.
Shock	+1 Save against unarmoured targets, target is unconscious.
Silenced	Makes no noise when fired.
Stun	DED check or miss next activation (+1 to the check if in a building).
Suppressor	Shooting 'noise' does not count for observation purposes.

Melee Weapons	Notes
Unarmed	-1 Save
Improvised weapon (e.g. chair leg, rifle or pistol butt)	May be Two-handed.
Fixed bayonet	Two-handed, Blade
Tonfa, baton	Blunt
Combat knife	Blade
Machete, sword, fire axe	+1 Save if used two-handed, Blade
Baseball bat, steel pipe	+1 Save, Blunt, Two-handed
Hand taser	Shock

Gear for 'Five Minutes From Now'		
Gear	Effect	Cost
Exoskeleton	Heavy armour and heavy weapons incur no movement penalty	+5
Stealth Suit	Defeats Heat Imaging.	+3
Heat Imaging	May shoot at Hidden targets and ignore smoke.	+3
Penetrator Ammo	+1 Save versus body armour.	+2
Thermal Smoke	Smoke that defeats Heat Imaging.	+3
Jump Pack	May ignore walls. Climbs levels at 6" per activation.	+4
Blinder	+1 ACC when shooting at a target with a Blinder. Cannot be Hidden.	+2
Stealth Camouflage	The model is always Hidden. "Any time".	+10

Weapons for 'Five Minutes From Now'	Close	Effective	Extreme	Shots	Notes	Cost
DEW	24	72	-	1	Light, Reload, Silenced, Heavy	+4
Railgun	15	30	60	1	+3 Save, Reload, Heavy	+3
Pulser	15	-	-	1	Stun D6	+2

Basic Weapons	Close	Effective	Extreme	Shots	Notes
Pistol	6	12	-	2	Light
Heavy Pistol	6	12	18	1	+1 Save
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	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

Heavy Weapons	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	+2 Save, Heavy, Scope
UGL	6	12	18	1 Grenade	Reload, HE D3, Ammo
MGL	6	12	18	1 Grenade	HE D3
RPG	9	18	27	1 Grenade	Reload, Save +5, Ammo
LAW	6	12	18	1 Grenade	Disposable, Save +4

Support Weapons	Close	Effective	Extreme	Shots	Notes
HMG	15	30	60	2	Auto, Save +1
AGL	12	24	48	2 Grenades	Auto, HE D3
ATGM	-	72	-	1 Grenade	Reload, Save +7, Ammo
Autocannon	18	36	72	2	Save +3
Cannon	18	36	72	1	Save +5
Light Mortar	-	6-18	36	1 Grenade	HE D3
Mortar	-	12-24	72	1 Grenade	HE D6

Hand Grenades	Close	Effective	Extreme	Shots	Notes
Hand Grenade	-	5	10	1	Grenade, HE D3
Flash Bangs	-	5	10	1	Grenade, Stun D3

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