ACTIVATION

Stat Test – Mettle, Target Number (TN) 10
Success: Two Action Points (AP), and may activate another model; three AP on Critical.
Fail: 1 AP, and play passes to opponent.

FREE ACTIONS

Drop: Model may go prone.

1 AP ACTIONS

Move: Up to Move stat in inches
Stand: May stand from prone position.
Ranged Attack: Fire weapon once.
Un-jam Weapon: Remove one Jammed Token.
Close Combat Attack: Make a melee attack.
Concentrate: Gain +2 bonus in combat.
Use Ability: Use any special ability.
Climb: Climb 1” of vertical terrain.
Charge: Move and free close combat attack.
Hide: May attempt to hide.

2 AP ACTIONS

Overwatch: Sacrifice all current AP, holding model may interrupt the Active model’s action with its own during the turn. May take any action requiring 1 AP; ranged attacks by the holding model may only be in its front 180° arc.

MORALE

Stat Test – Will, TN 10
Morale Test: When model is damaged, leader taken out-of-action, when a model’s side is reduced to 50% starting models; when a model’s side is reduced to 75% starting models.
Success: No effect.
Fail: Figure makes an immediate Move action towards the closest board edge to its starting point, ending in cover if possible.

HIDING AND SPOTTING

Hide: Spend 1 AP to hide if out of enemy LOS.
Spotting: Can spot hidden models in Mettle x2”. Spend 1 AP and make Spot Test. If successful, remove Hidden status from enemy.
**SPECIAL ACTIONS**

**Blending In Crowds**
To blend in, a model must be in base contact with crowd and spend 1 AP to take a Survival Test. On a success, remove model from board they join the crowd. -3 to Survival Test if model's items are not concealable. Blended model may spend 1 AP to enter/leave crowd or travel to another crowd within 9”. Must move with crowd if it panics and model must take a Grazed Test should its crowd be dispersed.

**Taking Bystanders Hostage**
Hostages may be grabbed if in base contact with single bystander by spending 1 AP. While holding a hostage, any shots will hit the hostage unless the shooter rolls a Critical. While holding a hostage, all movement is halved and actions suffer a -2 penalty. At end of NPC Phase, any hostage will attempt to break free, pass a Strength Test or remove the hostage from the game.

**Bystander Activation**
Bystanders do not activate; only react to the following:

1. If a model makes a ranged attack within 12” of a bystander, the bystander must make a Panic Test.
2. If a model makes a melee attack within 6” of a bystander, the bystander must make a Panic Test.
3. If a bystander is not forced to make a Panic Test by the end of the Clean-Up Phase, move them in a random direction. Determine direction by either rolling some a scatter die or use the pointy end of the D10, and move them D3” in that direction.

**Panic Tests:** Roll D10 for bystander(s). On 2–10, they are fine, but will move towards the closest cover within 6” and hide. On a Fumble, roll a D10 and consult the following tables.

### SINGLE BYSTANDER PANIC TABLE

<table>
<thead>
<tr>
<th>D10 Result</th>
<th>Panic Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Flee – Remove the bystander from the board.</td>
</tr>
<tr>
<td>2-9</td>
<td>Flight – Move the bystander D6” toward the nearest board edge. A single bystander skirts any terrain or other models by the shortest distance possible.</td>
</tr>
<tr>
<td>10</td>
<td>Fight – The bystander draws a concealed gun and shoots at the closest player-controlled model within 12” (ignore this result if no such target is available). Roll a D10: if the result is 6 or higher, the shot hits. If the result is 5 or less, the shot misses. Resolve all hits as Strength 6 with a Max Damage of 3. Regardless of the result, remove the bystander from the board.</td>
</tr>
</tbody>
</table>

### BYSTANDER CROWD PANIC TABLE

<table>
<thead>
<tr>
<th>D10 Result</th>
<th>Panic Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Flee – Remove the crowd template from the board and replace it with D3 single bystanders. You must place the bystanders within the bounds of the original template.</td>
</tr>
<tr>
<td>2-9</td>
<td>Flight – Move the crowd D6” toward the nearest board edge. They attempt to skirt any terrain, but if they come in contact with a player-controlled model, they may trample them in terror. The crowd stops after making such contact, and the player-controlled model must pass an Agility Test or suffer D3 damage and be knocked Prone.</td>
</tr>
<tr>
<td>10</td>
<td>Fight – Move the crowd D6” toward the nearest player-controlled model. If the crowd comes in contact with a model, they attempt to trample it. The crowd stops after making such contact, and the player-controlled model must pass an Agility Test or suffer D3 damage and be knocked Prone.</td>
</tr>
</tbody>
</table>

**Wounding Bystanders:** If a bystander is hit by any attack, remove them from the game. If a crowd is hit, replace crowd with D6 single bystanders.