Combat Leader

Action Deck Guidelines

The Action Deck has been created to simplify several aspects of Combat Leader play. These guidelines describe how to use the deck to be best effect. However, players are free to find new uses for the deck to handle game mechanics that may have been overlooked when these rules were written.

The action deck is comprised of sixty cards. Fifty-two of these cards are a standard deck, noted in the upper left corner with a card's value and suit. The remaining eight cards are four "Jam!" cards and four "Reshuffle!" cards. Although a single deck is fine, it is ideal that each player have his or her own deck to limit reshuffling.

To assemble the decks, it is advised that the cards be printed on heavy stock and then slipped into card sleeves with regular playing cards as backing. A special sheet of card "backs" is provided for those with clear card sleeves.

1.0 Soldier Selection

When determining which soldier is the target of an attack (or which soldier is not the target, if that makes more sense at the time), draw a card from the deck and check the soldier selection table at the right side of the card. The first column indicates the number of soldiers in the target hex. To the right of that value is the number of the chosen soldier. In the diagram, if the target hex has five (5) soldiers, the fourth (4) soldier would be the one targeted.

2.0 d6 Die Roll Result

The fifth row on the soldier selection table is usable as a random d6 die roll. When a die roll is called for, draw a card and check the result number next to the d6 symbol. Two cards can be drawn and summed to acquire a DR (2d6) die roll result, if necessary.

3.0 Repair Result

When checking for jam repairs, draw and check the Repair Check result. A "Fixed!" result repairs the jammed weapon. A "Broken!" result permanently jams the weapon. A "N/A" result indicates that the jammed weapon remains so.

4.0 Accuracy Results

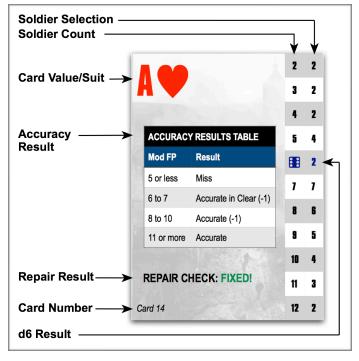
Under the standard Combat Leader rules, when determining the accuracy of a shot, modifiers are summed into a single value, a card is drawn and the value of the card is modified to determine the result. Using the action deck simplifies this process. First add up the total modifiers as a single "modified firepower" (Mod FP) value and draw a card. Look up the Mod FP on the Accuracy Results Table on the card. The result based on the Mod FP is listed in the right column. The "Accurate in Clear (-1)" result is considered a "Miss" if the target is not in Clear terrain. Draw an additional card and compare the d6 Result (modifying it by -1 according the the accuracy result, if necessary) on the Casualty Table.

5.0 Jam Results

If a "Jam!" card is drawn when checking for an accuracy result, check to see if the firing weapon jams. If the weapon does not jam, draw another accuracy check card. If a "Jam!" card is drawn when resolving melee, draw an additional card to see which side is affected (use the '2' row with a 1 result being the attacker and a 2 result being the defender) and then a third to determine which soldier's weapon might jams. If the weapon jams, recalculate the melee values of each side and draw a new melee result to determine the outcome. Repeat this process if additional "Jam!" results are drawn until the melee is resolved. Note that "Jam!" effects are only applied during accuracy and melee result checks. Depending upon how the cards fall, multiple soldiers' weapons might jam during a melee.

6.0 Reshuffle

If a "Reshuffle!" card is drawn at any time other than soldier selection or d6 results, immediately reshuffle the action deck and draw a new card. Note that the action deck is also reshuffled when it is necessary to draw a card and none remain in the action deck.



	ACCURACY	(RESULTS TABLE
	Mod FP	Result
	5 or less	Miss
	6 to 7	Accurate in Clear (-1
	8 to 10	Accurate (-1)
	11 or more	Accurate
1		
		(RESULTS TABLE
		r RESULTS TABLE Result
	ACCURACY	
	ACCURACY Mod FP	Result Miss
	ACCURACY Mod FP 2 or less	Result Miss
	ACCURACY Mod FP 2 or less 3 to 4	Result Miss Accurate in Clear (-1

5	Y RESULTS TABLE	ACCURAC
	Result	Mod FP
	Miss	-1 or less
7	Accurate in Clear (-1)	0 to 1
8	Accurate (-1)	2 to 4
9	Accurate	5 or more
10		
11	HECK: N/A	EPAIR C
12		rd 07

2 2 3 ACCURACY RESULTS TABLE 4 Mod FP Result 4 or less Miss 5 to 6 Accurate in Clear (1) 7 3 5 to 6 Accurate 10 or more Accurate REPAIR CHECK: FIXED! 7 3 ACCURACY RESULTS TABLE 1 Mod FP Result 1 or less Miss 2 to 3 Accurate in Clear (1) 4 to 6 Accurate (1) 7 a 10 or more Accurate 10 Accurate in Clear (1) 10 accurate 10 Accurate 11 1 12 1 13 Accurate 14 1 15 1 16 1 17 1 18 1 19 1 10 Accurate 11 1 12 1 13 1 </th <th></th> <th></th> <th></th> <th></th>				
ACCURACY RESULTS TABLE Mod FP Result 4 or less Miss 5 to 6 Accurate in Clear (-1) 7 to 9 Accurate (-1) 10 or more Accurate REPAIR CHECK: FIXED! 10 Card 02 12 1 Accurate in Clear (-1) 10 or more Accurate in Clear (-1) 10 or more Accurate in Clear (-1) 10 or more Accurate (-1) 11 Accurate in Clear (-1) 12 1 Card 05 1 12 1 13 Accurate in Clear (-1) 14 Accurate in Clear (-1) 15 1 16 Accurate in Clear (-1) 11 1 12 1 15 1 16 1 17 1	1			2
ACCURACY RESULTS TABLE Mod FP Result 4 or less Miss 5 to 6 Accurate in Clear (-1) 7 to 9 Accurate (-1) 10 or more Accurate REPAIR CHECK: FIXED! 10 Card 02 12 1 Accurate in Clear (-1) 10 or more Accurate in Clear (-1) 10 or more Accurate in Clear (-1) 10 or more Accurate (-1) 11 Accurate in Clear (-1) 12 1 Card 05 1 12 1 13 Accurate in Clear (-1) 14 Accurate in Clear (-1) 15 1 16 Accurate in Clear (-1) 11 1 12 1 15 1 16 1 17 1				3
Mod FPResult4 or lessMiss5 to 6Accurate in Clear (-1)7 to 9Accurate (-1)10 or moreAccurate10noreREPAIR CHECK: FIXEDI1Card 021Accurate in Clear (-1)16Accurate (-1)1or lessMod FPResult1or lessMiss12 to 3Accurate in Clear (-1)4 to 6Accurate (-1)7 or moreAccurate101Card 051112 or lessMiss-2 or lessMiss-1 to 0Accurate (-1)1 to 3Accurate (-1) <td></td> <td></td> <td></td> <td>4</td>				4
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4 or less Miss 7 5 to 6 Accurate in Clear (-1) 7 7 to 9 Accurate (-1) 9 10 or more Accurate 9 10 REPAIR CHECK: FIXED! 11 Card 02 12 Accurate 12 Accurate in Clear (-1) 12 Accurate in Clear (-1) 1 1 1 1 or less Miss 7 8 2 to 3 Accurate (-1) 9 1 1 or less Miss 7 8 2 to 3 Accurate (-1) 9 1 7 or more Accurate 10 1 REPAIR CHECK: FIXED! 11 Card 05 12 2 or less Miss 1 1 -2 or less Miss 1 1 1 -2 or less Miss 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1				_
5 to 6 Accurate in Clear (-1) 7 7 to 9 Accurate (-1) 8 10 or more Accurate 9 10 REPAIR CHECK: FIXED! 10 12 3 4 6 2 3 ACCURACY RESULTS TABLE Mod FP Result 1 1 or less Miss 1 2 to 3 Accurate in Clear (-1) 8 2 to 3 Accurate 1 10 REPAIR CHECK: FIXED! 10 Accurate in Clear (-1) 8 2 3 Accurate in Clear (-1) 1 3 4 12 10 12 12 10 10 10 10 10 10 1		4 or less	Miss	
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2 3 4 5 6 ACCURACY RESULTS TABLE 10 10 10 10 10 10 10 10 10 10 10 10 11 12 13 14 16 17 18 19 10 11 12 13 14 15 16 17 18 19 10 11 12 13 14 15 16 17 18 19 10 11 11 11		11 15		
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REPAIR CHECK: FIXED! 11 Card 05 12 Card 05 13 ACCURACY RESULTS TABLE 1 Mod FP Result -2 or less Miss -1 to 0 Accurate in Clear (-1) 1 to 3 Accurate (-1) 4 or more Accurate 1 1 REPAIR CHECK: N/A 1		7 or more	Accurate	9
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Card 05 12 Card 12 Car		REPAIR CI	HECK: FIXED!	11
2 3 ACCURACY RESULTS TABLE Mod FP Result 2 or less Miss -1 to 0 Accurate in Clear (-1) 1 to 3 Accurate (-1) 1 to 3 Accurate (-1) 1 or more Accurate 10 REPAIR CHECK: N/A	~	1.05		
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-2 or lessMiss-1 to 0Accurate in Clear (-1)1 to 3Accurate (-1)4 or moreAccurate9REPAIR CHECK: N/A11		ACCURACY	(RESULTS TABLE	5
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-1 to 0 Accurate in Clear (-1) 1 to 3 Accurate (-1) 4 or more Accurate 9 10 REPAIR CHECK: N/A 11		-2 or less	Miss	
4 or more Accurate 9 10 REPAIR CHECK: N/A 11		-1 to 0	Accurate in Clear (-1)	1
10 REPAIR CHECK: N/A 11		1 to 3	Accurate (-1)	8
REPAIR CHECK: N/A 11		4 or more	Accurate	9
/// · · · · · · · · · · · · · · · · · ·				10
		REPAIR CI	HECK: N/A	11
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		aiù 00		12

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ACCURAC	Y RESULTS TABLE	5
Mod FP	Result	_
3 or less	Miss	
4 to 5	Accurate in Clear (-1)	1
6 to 8	Accurate (-1)	8
9 or more		9
		10
REPAIR C	HECK: FIXED!	11
nrd 03	C. S. Krite	12
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		3
		4
ACCURAC	Y RESULTS TABLE	5
Mod FP	Result	_
0 or less	Miss	
1 to 2	Accurate in Clear (-1)	7
3 to 5	Accurate (-1)	8
6 or more	Accurate	9
		10
REPAIR C	HECK: N/A	
		11
rd 06		12
		2
		3
		4
ACCURAC	Y RESULTS TABLE	4
ACCURAC Mod FP	Y RESULTS TABLE	5
		-
Mod FP	Result Miss	5
Mod FP -3 or less	Result	5
Mod FP -3 or less -2 to -1	Result Miss Accurate in Clear (-1)	5 •••• 7
Mod FP -3 or less -2 to -1 0 to 2	Result Miss Accurate in Clear (-1) Accurate (-1)	5 7 8 9
Mod FP -3 or less -2 to -1 0 to 2 3 or more	Result Miss Accurate in Clear (-1) Accurate (-1) Accurate	5 7 8 9 10
Mod FP -3 or less -2 to -1 0 to 2 3 or more	Result Miss Accurate in Clear (-1) Accurate (-1)	5 7 8 9

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Mod FP	Result	
-4 or less	Miss	7
-3 to -2	Accurate in Clear (-1)	-
-1 to 1	Accurate (-1)	8
2 or more	Accurate	9
		10
	HECK: N/A	



Card 10

Card 16

5	Y RESULTS TABLE	ACCURAC
	Result	Mod FP
7	Miss	-7 or less
	Accurate in Clear (-1)	-6 to -5
8	Accurate (-1)	-4 to -2
9	Accurate	-1 or more
10		
11	HECK: BROKEN!	REPAIR C
12		ard 13
2		
3		
4		
5	Y RESULTS TABLE	ACCURAC
	Result	Mod FP
_	Miss	3 or less
1	Accurate in Clear (-1)	4 to 5
8	Accurate (-1)	6 to 8
9	Accurate	9 or more
10		

2	2			2
3	1	J		3
4	2			4
5	5	ACCURACY RES	SULTS TABLE	5
	4	Mod FP Res	sult	
1	3	-5 or less Mis	s	1
8	2	-4 to -3 Acc	urate in Clear (-1)	8
-			urate (-1)	
9	1	1 or more Acc	urate	9
10	10			10
11	10	REPAIR CHEC	K: N/A	11
12	10	Card 11		12
2	1			2
3	1			3
4	1			4
5	3	ACCURACY RES	SULTS TABLE	5
	1	Mod FP Res	sult	
1	6	5 or less Mis	s	1
-	-	6 to 7 Acc	urate in Clear (-1)	
8	5	8 to 10 Acc	urate (-1)	8
9	4	11 or more Acc	urate	9
10	3			10
11	2	REPAIR CHEC	K: FIXED!	11
12	1	Card 14		12
2	2		1	2
3	1	4		3
4	4			4
5	1	ACCURACY RES	SULTS TABLE	5
	4	Mod FP Res	sult	_
		2 or less Miss	s	
1	2	3 to 4 Acc	urate in Clear (-1)	1
8	8	5 to 7 Acc	urate (-1)	8
9	7	8 or more Acc	urate	9
10	6			10
11	5	REPAIR CHEC	K: FIXED!	11
12	4	Card 17		12
			and the second second second second second second	

		2
		3
		4
ACCURAC	Y RESULTS TABLE	5
Mod FP	Result	
-6 or less	Miss	_
-5 to -4	Accurate in Clear (-1)	1
-3 to -1	Accurate (-1)	8
0 or more	Accurate	9
		10
REPAIR CI	HECK: BROKEN!	11
rd 12		12
		2
		3
		-
		4
	Y RESULTS TABLE	5
Mod FP	Result	
4 or less	Miss	1
5 to 6	Accurate in Clear (-1)	8
7 to 9	Accurate (-1)	
		9
10 or more		_
10 or more	Accurate	10
10 or more		_
10 or more	Accurate	10
10 or more	Accurate	10 11
10 or more	Accurate	10 11 12
10 or more	Accurate	10 11 12 2
10 or more REPAIR Cl ard 15	Accurate	10 11 12 2 3
10 or more REPAIR Cl ard 15	Accurate HECK: FIXED!	10 11 12 2 3 4 5
10 or more REPAIR Cl ard 15 ACCURACY	Accurate HECK: FIXED! Y RESULTS TABLE	10 11 12 2 3 4 5
10 or more REPAIR CI rd 15 ACCURACY Mod FP	Accurate HECK: FIXED! Y RESULTS TABLE Result	10 11 12 2 3 4 5
10 or more REPAIR Cl ard 15 ACCURAC Mod FP 1 or less	Accurate HECK: FIXED! Y RESULTS TABLE Result Miss	10 11 12 2 3 4 5
10 or more REPAIR Cl ard 15 ACCURACY Mod FP 1 or less 2 to 3	Accurate HECK: FIXED! Y RESULTS TABLE Result Miss Accurate in Clear (-1)	10 11 12 2 3 4 5 E 7
10 or more REPAIR Cl ard 15 ACCURACC Mod FP 1 or less 2 to 3 4 to 6	Accurate HECK: FIXED! KESULTS TABLE Result Miss Accurate in Clear (-1) Accurate (-1)	10 11 12 2 3 4 5 5 5 7 8
10 or more REPAIR Cl ard 15 ACCURAC Mod FP 1 or less 2 to 3 4 to 6 7 or more	Accurate HECK: FIXED! KESULTS TABLE Result Miss Accurate in Clear (-1) Accurate (-1)	10 11 12 2 3 4 5 5 5 5 7 8 8 9

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3	4		
4	5	(RESULTS TABLE	ACCURACY
1		Result	Mod FP
		Miss) or less
5	1	Accurate in Clear (-1)	to 2
3	8	Accurate (-1)	3 to 5
1	9	Accurate	6 or more
9	10		
8	11	HECK: N/A	REPAIR CH
7	12		rd 19
2	2		
1	3		
2	4		
2	5	(RESULTS TABLE	ACCURACY
4		Result	Mod FP
1	7	Miss	-3 or less
6	8	Accurate in Clear (-1)	-2 to -1
-	-	Accurate (-1)	0 to 2
4	9	Accurate	3 or more
2	10		
11	11	HECK: N/A	REPAIR CH
10	12		nrd 22
1	2		
1	3		Į
1	4		12
5	5	(RESULTS TABLE	ACCURACY
1		Result	Mod FP
4	7	Miss	-6 or less
	-	Accurate in Clear (-1)	-5 to -4
1	8	Accurate (-1)	-3 to -1
1	9	Accurate	0 or more
5	10		31.3
3	11	HECK: BROKEN!	REPAIR CH

Card 25

2		
3		
4		
5	Y RESULTS TABLE	ACCURACY
	Result	Mod FP
1	Miss	-1 or less
-	Accurate in Clear (-1)	0 to 1
8	Accurate (-1)	2 to 4
9	Accurate	5 or more
10		
11	HECK: N/A	REPAIR CH
12		ard 20
2		
-		
-		
4		
5	RESULTS TABLE	
	Result	Mod FP
1	Miss	-4 or less
8	Accurate in Clear (-1)	-3 to -2
9	Accurate (-1)	-1 to 1 2 or more
-	Accurate	2 of more
10	HECK: N/A	
11		
12		Card 23
2		
3		KV
4		
5	RESULTS TABLE	ACCURACY
	Result	Mod FP
	Miss	-7 or less
1	Accurate in Clear (-1)	-6 to -5
8	Accurate (-1)	-4 to -2
9	Accurate	-1 or more
10		
11	HECK: BROKEN!	REPAIR CH
12		rd 26

		2	1
Ŭ 🛡		3	3
		4	1
ACCURAC	Y RESULTS TABLE	5	1
Mod FP	Result		3
-2 or less	Miss	1	1
-1 to 0	Accurate in Clear (-1)		-
1 to 3	Accurate (-1)	8	5
4 or more	Accurate	9	3
		10	1
REPAIR C	HECK: N/A	11	10
Card 21		12	9
		2	2
		3	3
		_	-
		4	4
	Y RESULTS TABLE	5	4
Mod FP	Result		6
-5 or less	Miss	7	3
-4 to -3		8	8
-2 to 0	Accurate (-1)	9	6
1 or more		-	-
REPAIR C	HECK: N/A	10	4
		11	2
Card 24		12	12
		2	1
A 💎		3	3
		4	3
ACCURAC	Y RESULTS TABLE	5	2
Mod FP	Result	-	_
5 or less	Miss		3
6 to 7	Accurate in Clear (-1)	1	6
8 to 10	Accurate (-1)	8	3
11 or more	Accurate	9	9
		10	7
REPAIR C	HECK: FIXED!	11	5
Card 27		12	3
Gald 21		2	U

2		3
12	· · · · · ·	4
ACCURAC	Y RESULTS TABLE	5
Mod FP	Result	
4 or less	Miss	7
5 to 6	Accurate in Clear (-1)	8
7 to 9	Accurate (-1)	_
10 or more	Accurate	9
		10
REPAIR C	HECK: FIXED!	11
rd 28		12
		2
		3
		4
1		_
	Y RESULTS TABLE	5
Mod FP	Result	
1 or less	Miss	1
2 to 3	Accurate in Clear (-1)	8
4 to 6	Accurate (-1)	9
7 or more	Accurate	_
		10
	HECK: FIXED!	11
rd 31		12
	4	2
i		3
		4
ACCURAC	Y RESULTS TABLE	_
Mod FP	Result	5
-2 or less	Miss	
-1 to 0	Accurate in Clear (-1)	1
	Accurate (-1)	8
1 to 3	· ·	
	Accurate	9
1 to 3 4 or more	Accurate	9 10

2		2
1	3 🔶	3
4		4
3	ACCURACY RESULTS TABLE	5
4	Mod FP Result	
1	3 or less Miss	1
4	4 to 5 Accurate in Clear (-1)	-
	6 to 8 Accurate (-1)	8
1	9 or more Accurate	9
8		10
6	REPAIR CHECK: FIXED!	11
4	Card 29	12
1		2
1	6 🕈	3
3		4
1	ACCURACY RESULTS TABLE	5
	Mod FP Result	-
1	0 or less Miss	
3	1 to 2 Accurate in Clear (-1)	1
7	3 to 5 Accurate (-1)	8
4	6 or more Accurate	9
1		10
9	REPAIR CHECK: N/A	11
1	Card 32	12
		2
2	9 🔺 🔺	_
1		3
2		4
4	ACCURACY RESULTS TABLE	5
4	Mod FP Result	
6	-3 or less Miss -2 to -1 Accurate in Clear (-1)	7
2	0 to 2 Accurate (-1)	8
1	3 or more Accurate	9
4		10
	REPAIR CHECK: N/A	_
1		11
10	Card 35	12

		2
		3
		4
ACCURAC	Y RESULTS TABLE	5
Mod FP	Result	
2 or less	Miss	1
3 to 4	Accurate in Clear (-1)	8
5 to 7	Accurate (-1)	-
8 or more	Accurate	9
2113		10
EPAIR C	HECK: FIXED!	11
rd 30		12
		2
		3
		-
		4
	Y RESULTS TABLE	5
Mod FP	Result	
-1 or less	Miss	1
0 to 1	Accurate in Clear (-1)	8
2 to 4	Accurate (-1)	
		D
	Accurate	9
5 or more	Accurate	9 10
5 or more		_
5 or more	Accurate	10
5 or more EPAIR C d 33	Accurate	10 11
5 or more	Accurate	10 11 12
5 or more EPAIR C d 33	Accurate	10 11 12 2
5 or more EPAIR C ad 33	Accurate	10 11 12 2 3 4
5 or more EPAIR C d 33	Accurate HECK: N/A	10 11 12 2 3 4 5
5 or more EPAIR C d 33 O ACCURAC Mod FP	Accurate HECK: N/A Y RESULTS TABLE	10 11 12 2 3 4 5
5 or more EPAIR C d 33 0 4 ACCURAC Mod FP 4 or less	Accurate HECK: N/A Y RESULTS TABLE Result	10 11 12 2 3 4 5
5 or more EEPAIR C ad 33 C ACCURAC Mod FP 4 or less -3 to -2	Accurate HECK: N/A Y RESULTS TABLE Result Miss	10 11 12 2 3 4 5
5 or more EPAIR C ad 33 C ACCURAC Mod FP -4 or less -3 to -2 -1 to 1	Accurate HECK: N/A Y RESULTS TABLE Result Miss Accurate in Clear (-1)	10 11 12 2 3 4 5 5 5 7
5 or more EPAIR C d 33 d 33 ACCURAC Mod FP 4 or less -3 to -2 -1 to 1	Accurate HECK: N/A Y RESULTS TABLE Result Miss Accurate in Clear (-1) Accurate (-1)	10 11 12 2 3 4 5 5 7 8
5 or more EPAIR C d 33 C d 33 ACCURAC Mod FP -4 or less -3 to -2 -1 to 1 2 or more	Accurate HECK: N/A Y RESULTS TABLE Result Miss Accurate in Clear (-1) Accurate (-1)	10 11 12 2 3 4 5 5 5 7 8 8 9

J	
	•

-5 or less Miss -4 to -3 Accurate in Clear (-1) -2 to 0 Accurate (-1)	7
	-
-2 to 0 Accurate (-1)	
	8
1 or more Accurate	9
	10



Card 37

ACCURACY	RESULTS TABLE	5
od FP	Result	
5 or less	Miss	1
6 to 7	Accurate in Clear (-1)	-
8 to 10	Accurate (-1)	8
11 or more	Accurate	9
		10
EPAIR CI	HECK: FIXED!	11
		-
rd 40		12



			•	
	ACCURACY	RESULTS TABLE	5	3
2	Mod FP	Result		1
	2 or less	Miss	_	
	3 to 4	Accurate in Clear (-1)	1	1
	5 to 7	Accurate (-1)	8	3
	8 or more	Accurate	9	1
			10	3
REPAIR CHECK: FIXED!			11	10
Card 43			12	1

		1
		1
•		
		-
Mod FP	RESULTS TABLE	
		8
	Miss	1
	Accurate in Clear (-1) Accurate (-1)	
0 or more		
	Accurate	
	HECK: BROKEN!	1
	TECK. BRUKEN!	1
ard 38		1
	4	
		_
	RESULTS TABLE	
Mod FP	Result	B
4 or less	Miss	:
5 to 6	Accurate in Clear (-1)	
7 to 9	Accurate (-1)	
10 or more	Accurate	
REPAIR CI	HECK: FIXED!	1
ard 41		1
-		
5		
-		-
ACCURAC	RESULTS TABLE	1
Mod FP	Result	
1 or less	Miss	B
2 to 3		:
2 to 3	Accurate in Clear (-1)	
	Accurate (-1)	
7 or more	Accurate	_
		1
REPAIR CI	HECK: FIXED!	1
	0	1
ard 44		

		2	1
K		3	3
		4	3
ACCURACY	RESULTS TABLE	5	4
Mod FP	Result		3
-7 or less	Miss	1	4
-6 to -5	Accurate in Clear (-1)		-
-4 to -2	Accurate (-1)	8	7
-1 or more	Accurate	9	3
		10	9
REPAIR CH	IECK: BROKEN!	11	6
Card 39		12	3
		2	2
3.		_	
		3	3
		4	2
ACCURACY	RESULTS TABLE	5	2
Mod FP	Result		6
3 or less	Miss	1	1
4 to 5	Accurate in Clear (-1)	8	2
6 to 8	Accurate (-1)	-	-
9 or more	Accurate	9	6
-		10	2
REPAIR CH	IECK: FIXED!	11	9
Card 42		12	6
		2	1
600		3	3
-		4	1
ACCURACY	RESULTS TABLE	5	•
Mod FP	Result	_	-
0 or less	Miss		3
1 to 2	Accurate in Clear (-1)	1	3
3 to 5	Accurate (-1)	8	5
6 or more	Accurate	9	9
		10	5
REPAIR CH	IECK: N/A	11	1
11 1			-
Card 45	C. S. A. A. S. S.	12	9

7	

			Т
	ACCURACY	RESULTS TABLE	5
	Mod FP	Result	
	-1 or less	Miss	7
	0 to 1	Accurate in Clear (-1)	_
	2 to 4	Accurate (-1)	8
	5 or more	Accurate	9
	10		
	11		
Card 46			12
10 0			2
			3

ACCURAC	5	
Mod FP	Result	
-4 or less	Miss	7
-3 to -2	Accurate in Clear (-1)	-
-1 to 1	Accurate (-1)	8
2 or more	Accurate	9
		10
REPAIR C	HECK: N/A	11

Card 49

Card 52



ACCURACY RESULTS TABLE					
Mod FP	Result				
-7 or less	Miss				
-6 to -5	Accurate in Clear (-1)				
-4 to -2	Accurate (-1)				
-1 or more	Accurate				

REPAIR CHECK: BROKEN!

-		-						
1		3						
2		4						
1	ACCURACY RESULTS TABLE	5						
4	Mod FP Result							
4	-2 or less Miss	7						
6	-1 to 0 Accurate in Clear (-1)	8						
1	1 to 3 Accurate (-1)	_						
	4 or more Accurate	-						
6	REPAIR CHECK: N/A							
2	REFAIL ONE ON MA	11						
10	Card 47	12						
1	1.0	2						
1	J♣	4 5 6 6 6 6 7 8 9 10 10 11 12 2 6 6 10 11 12 2 3 4 5 10 11 12 2 3 4 5 10 11 12 2 3 4 5 10 11 12 2 3 4 5 10 10 10 10 10 10						
1		4						
4	ACCURACY RESULTS TABLE	5						
1	Mod FP Result							
1	-5 or less Miss	1						
1	-4 to -3 Accurate in Clear (-1)	-						
	-2 to 0 Accurate (-1)							
4	1 or more Accurate	-						
9	REPAIR CHECK: N/A	10						
5	REFAIR CHECK. N/A	11						
1	Card 50	12						
2		2						
1	JAM!	3						
4		4						
2	Check for weapon jam. If drawn during a melee, determine which soldier's weapon							
4	is affected and check for jam of that weapon. If it jams, recalculate the melee							
3	values for each side and draw a new resolution.	7						
4		-						
-								
1		-						
2	REPAIR CHECK: BROKEN!							
8		11						
4	Card 53	12						

			2		
			3		
	-		4		
Δ	CCURACY	RESULTS TABLE	5		
	lod FP	Result	-		
	3 or less	Miss			
-2	2 to -1	Accurate in Clear (-1)	1		
0	to 2	Accurate (-1)	8		
3	or more	Accurate	9		
		Was and	10		
RE	PAIR CH	IECK: N/A	11		
	140		12		
al U	48				
			2		
Į			3		
			4		
A	CCURACY	RESULTS TABLE	5		
N	lod FP	Result			
-6	6 or less	Miss	1		
-{	5 to -4	Accurate in Clear (-1)	-		
-3	3 to -1	Accurate (-1)	8		
0	or more	Accurate	9		
			10		
REPAIR CHECK: BROKEN!					
ard	51				
Card 51					
-			12 2		
	AM		2		
J	AM	<u>[</u>	2		
			2 3 4		
nec	ck for weap e, determin	on jam. If drawn during a which soldier's weapon	2		
nec ele aff	ck for weap e, determin ected and c bon. If it jam	on jam. If drawn during a le which soldier's weapon check for jam of that ls, recalculate the melee	2 3 4		
nec ele aff eap	ck for weap e, determin ected and c bon. If it jam	on jam. If drawn during a le which soldier's weapon check for jam of that	2 3 4 5		
nec ele aff eap	ck for weap e, determin ected and c bon. If it jam es for each	on jam. If drawn during a le which soldier's weapon check for jam of that ls, recalculate the melee	2 3 4 5		
hec ele aff eap	ck for weap e, determin ected and c bon. If it jam es for each	on jam. If drawn during a le which soldier's weapon check for jam of that ls, recalculate the melee	2 3 4 5 		
hec ele aff eap	ck for weap e, determin ected and c bon. If it jam es for each	on jam. If drawn during a le which soldier's weapon check for jam of that ls, recalculate the melee	2 3 4 5 7 8 9		
hec ele aff eap alue sol	ck for weap e, determin ected and c oon. If it jan es for each ution.	on jam. If drawn during a le which soldier's weapon check for jam of that ls, recalculate the melee	2 3 4 5 7 8		

	2	1		2	2		2	1
JAM!	3	1	JAM!	3	2	SHUFFLE!	3	1
	4	3		4	4		4	•
Check for weapon jam. If drawn during a melee, determine which soldier's weapon	5	5	Check for weapon jam. If drawn during a melee, determine which soldier's weapon	5	1	Reshuffle the action deck and then draw another result card.	5	
s affected and check for jam of that veapon. If it jams, recalculate the melee alues for each side and draw a new		1	values for each side and draw a new		2			
values for each side and draw a new resolution.	1	6		1	1		7	
	8	7		8	8		8	
	9	R		9	R		9	
	10	5		10	6		10	
REPAIR CHECK: BROKEN!	11	11	REPAIR CHECK: BROKEN!	11	R		11	
Card 55	12	7	Card 56	12	8	Card 57	12	
SHUFFLE! 🤺	2	2	SHUFFLE!	2	1	SHUFFLE!	2	
OUOLLE:	3	1	JULLLI	3	2	JUOLLE:	3	
	4	2		4	3		4	
Reshuffle the action deck and then draw another result card.	5	3	Reshuffle the action deck and then draw another result card.	5	4	Reshuffle the action deck and then draw another result card.	5	
		4			5			
	1	R		1	R		1	
	8	R		8	R		8	
	9	R		9	R		9	
	10	8		10	9	1	10	
	11	R		11	R		11	
Card 58	12	10	Card 59	12	11	Card 60	12	1

