

# BATTLE TROOPS

## ACTIONS

- You are allowed 2 Simple actions or 1 Complex action per turn
- You may perform any number of incidental actions each turn
- Only one action per turn may be movement

### *Incidental*

- Walking
- Stand Up, Sit Down, Drop Prone, Crouch (not considered 'movement')

### *Simple*

- Reload Weapon
- Ready non-crewed weapons
- Ranged/Melee Attack
- Recover from Stun
- Running, Climbing, Crawling

### *Complex*

- Suppression Fire
- Ready/Break down crewed weapon
- Recover Fatigue (BODY)
- Sprint

## MOVEMENT

- Rough Terrain, +1 MP/inch
- Crouching/Sitting, 1 MP
- Dropping Prone, FREE
- Standing Up, 2 MP
- Encumbered, 2x

## COMBAT

### *Ranged Combat*

- Range: (Point Blank, -1)(Short, +0)(Medium, +2)(Long, +4)(Extreme, +6)
- Target Cover: (Light, +1)(Medium, +2)(Heavy, +3)(Hardened, +4)
- Attacker Movement:(Stood Still, +0)(Walked, +1)(Ran, +2)
- Target Movement: (0-9m, +0)(10-45m, +1)
- Target Prone: +1
- Attacker Damage and Fatigue:
- Target Stunned: -2
- Burst-Fire Attack: +(Recoil Modifier)
- Grenade Attack: +4

### *Suppression Fire*

- Burst Fire weapons ONLY
- Mark a line to shoot at with chips
- Your weapon fires at double rate for the attack
- Fire 1-5 shots per inch
- Apply a modifier of +6 minus the number of shots per inch
- Make a ranged combat attack against any target between the shooter and the target for the rest of the turn

### *Melee Combat*

- Opposed Martial-Arts skill roll
- Prone Target: -2
- Friendly in Melee Helping: -2
- Attacker Stunned: +6
- Using Ranged Weapon in Melee: +2
- If Successful with a MoS > Defender: Defender takes damage
- If Successful with a MoS <= Defender: Both take damage
- If Failed and Defender successful: Attacker takes damage
- If both failed: No damage to anyone