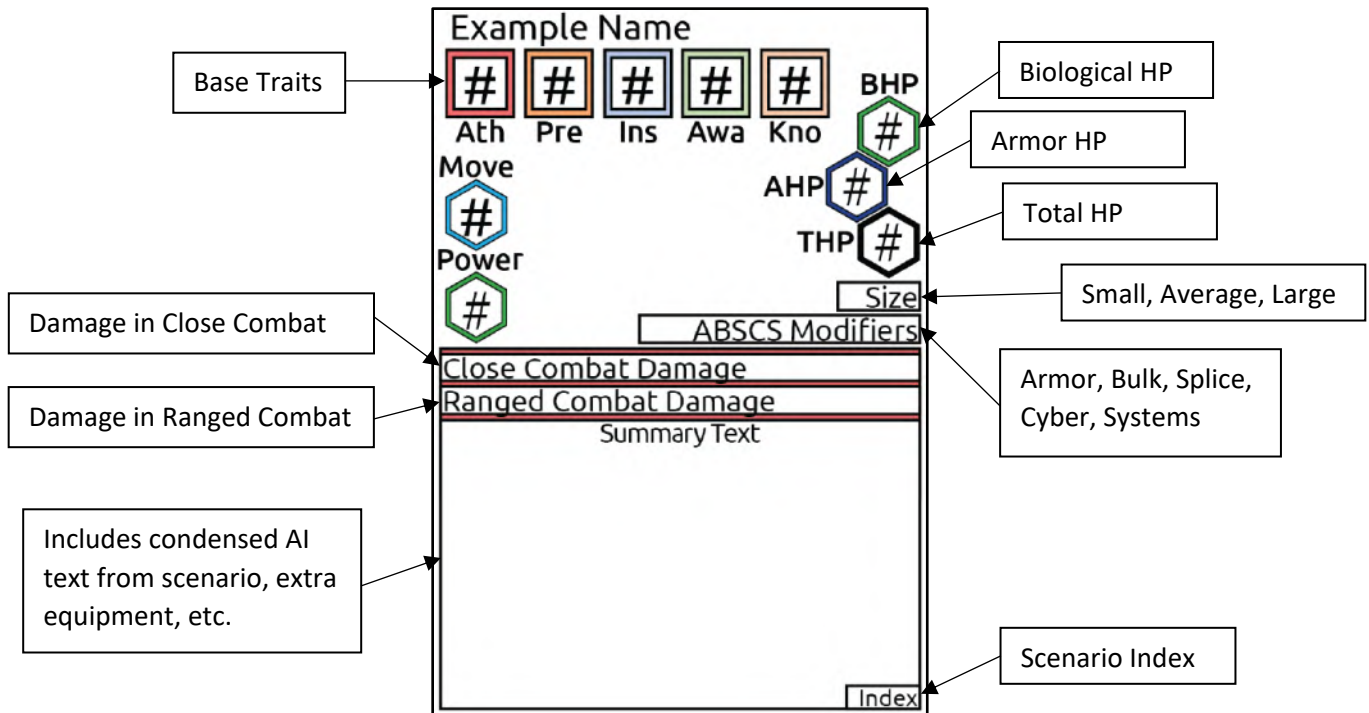


Appendix – RC-1

Contained within this Appendix are 15 OPFOR reference cards to help you manage gameplay. The cards are meant to be summaries of the information contained in the various scenarios. The scenario text always takes priority over whatever text is located on the cards. You should read the full description in the scenario before using the cards. I had to do a lot of trimming to get the text to fit onto the card, but they offer a much quicker way to look up the information needed to play with the characters versus having to look in the full document. I often place the cards near the actual characters that are using them on the game board.

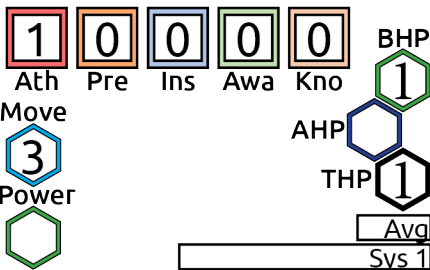


Most of these terms are described fully in the rulebook, except for the Scenario Index. The index is generally in the format of 3 digit format separated by dashes. The first digit represents the mission, the second is the campaign, and the third is the scenario. The digits can have modifications such as +’s or –’s.

For example, "1-1-1+" indicates that this card is for the first mission, first campaign, first scenario, "+" additional scenarios in the campaign.

"0" is used in the mission slot to indicate that it is not attached to any particular mission narrative. In general this means it is instead part of a scenario pack. For example, "0-1-2" is used to indicate that this card is for the first scenario set, second scenario.

Zombie A

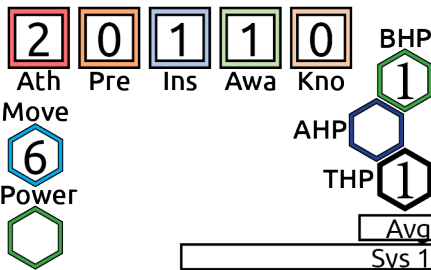


1 Damage

Approaches the nearest T in LoS and attacks. Otherwise moves 3" in a random direction. If more than 1 are attacking the same opponent, the first Attacker will attempt to Entangle the opponent for their 2nd Action. Repeat until opponent is entangled, or no other Attacking zombies remain. Activate Zombie A's in order from the closest to an opposing figure to the farthest.

[1-1-2+]

Zombie B

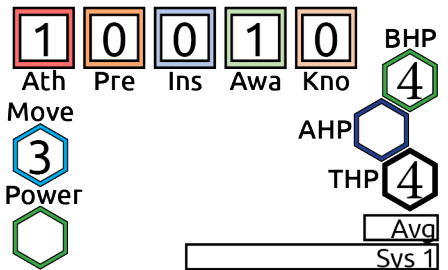


1 Damage

Moves before other Zombies. Approaches the nearest T in LoS and attacks. Otherwise moves 4" in a random direction. If more than 1 are attacking the same opponent, the first Attacker will attempt to Entangle the opponent for their 2nd Action. Repeat until opponent is entangled, or no other Attacking zombies remain. Activate Zombie B's in order from closest to an opposing figure to farthest.

[1-1-2+]

Zombie C



1 Damage

Moves after Zombie B, but before Zombie A. Approaches nearest T in LoS and attacks. Otherwise moves 3" in a random direction. If more than 1 are attacking the same opponent, the first Attacker will attempt to Entangle the opponent for their 2nd Action. Repeat until opponent is entangled, or no other Attacking zombies remain. Activate Zombie C's in order from the closest to the farthest.

[1-1-3+]

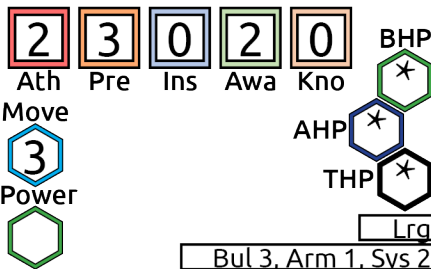
Zombie D



Moves after Zombie A's. Ranged attack on target with the least Instinct within 6" with a Pierce of 1. If it hits, its attack does 1 Dam. Zombie D's can shoot through other zombies with no penalty. If no figures are within 6", it moves up to 3" and then fires. If no figure is within 9" of its current position, it moves another 2" and ends its turn. If engaged in CC prior to its turn, follow rules for Zombie A.

[1-1-5+]

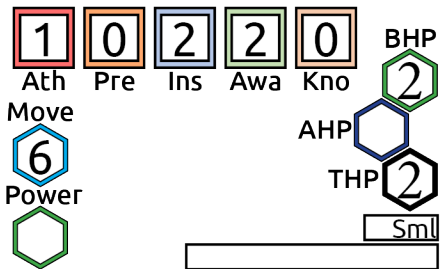
Kill Iron



Each turn, draw one card and follow its instructions, placing the card in the discard pile when finished. Reshuffle the deck when all cards are drawn. Each time Kill Iron takes Dam, remove 1 card from the top of the deck for each Dam point and place it out of play. If out of cards in the deck, reshuffle the discard pile back into the deck. If no cards remain in deck or discard pile, Iron is defeated.

[1-1-5+]

Bio Animalus

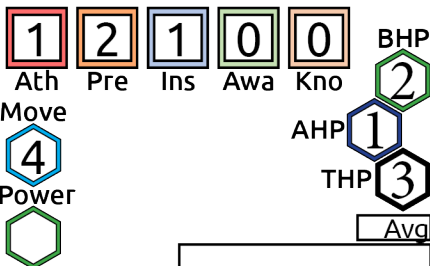


1 Damage, 1 Venom

Approaches the nearest opposing figure in Line of Sight and attacks. Will Dash if not in range of a target for its 2nd Action. If no figures are in Line of Sight, it moves 4" in a random direction. Prefers to work in pairs, and will stick with its companion until its death.

[0-1-1]

Bandit



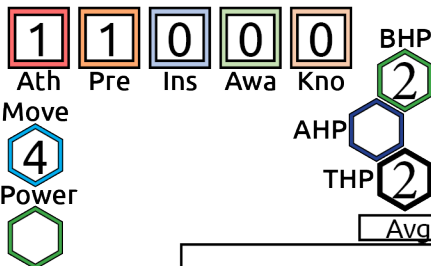
1 Damage

1 Damage

Roll 1d6 before firing. On a 1 or 2, Bandit fires at the weakest unobstructed (i.e., lowest THP with no cover) figure. On a 3 or 4, Bandit fires at the closest unobstructed figure. On a 5 or 6, Bandit fires on a random unobstructed figure. In Close Combat always attacks weakest character possible. If not in Area B, and no opposing figures in sight, Bandit will move to Area B.

[0-1-2]

Rookie



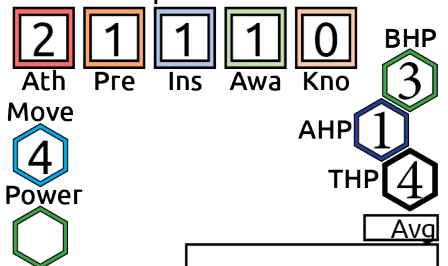
1 Damage

1 Damage, 1 Pierce, +4 toHit at R>5

Equipped with an assault knife and Heavy Pistol. Must spend an Action to switch weapons or suffers a -1 Ath penalty in Close Combat. Does 1 Damage in Close Combat and 1 Damage, 1 Pierce at Ranged Combat with a +4 toHit if Range > 5.

[0-1-3]

Rookie Squad Leader



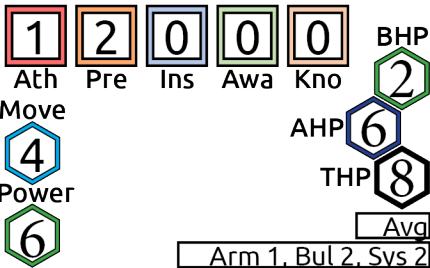
1 Damage

1 Damage, 1 Pierce, +4 toHit at R>5

Must spend an Action to switch weapons or suffers a -1 Ath penalty in CC. Does 1 Dam in CC. In Ranged Combat, does 1 Damage, 1 Pierce with a +4 toHit if Range > 5. Carries 1 Attack Grenade, doing 2 Dam at 1" on all figures w/in 1" or 1 hex of the impact point. If still holding their grenade upon dying, it automatically explodes, centered on last position. Roll Instinct vs 5 for -1 Dam for Allies within range.

[0-1-3]

Pirate



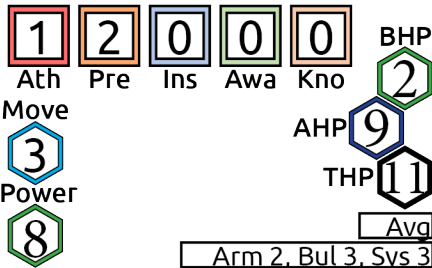
2 Dam, up to 2 Ts w/in 1"

2 Damage at -2 to Hit

Will spend 1 Pow every turn when in CC for +1 Ath, Pie 1, and Sho 1. Turns to target weakest enemy. Will fire twice at range on 1st turn of combat if able and not already in CC. On other rounds, will spend 1 Action to Move if not already in CC. If still not in CC, will use remaining Action to fire. When moving, will try to position so that they can hit 2 enemies with one CC swing.

0-1-3

Pirate Leader



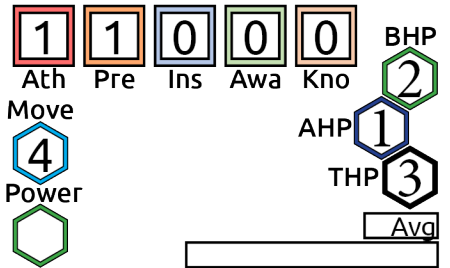
3 Dam, up to 2 Ts w/in 1"

2 Damage at -2 to Hit

Will spend 1 Pow every turn when in CC for +1 Ath, Pie 1, and Sho 1. Turns to target weakest enemy, otherwise a random enemy. Will fire twice at range on 1st turn of combat if able and not in CC. On other rounds, will spend 1 Action to Move if not already in CC. If still not in CC, will use remaining Action to fire. When moving, will try to position so that they can hit 2 enemies with one CC swing.

0-1-3

Rookie Standard Rifle



1 Damage

1 Damage

Equipped with an assault knife, Standard Rifle, Combat Suit. Must spend an Action to switch weapons or suffers a -2 Ath penalty in Close Combat. Does 1 Damage in CC and 1 Damage in Ranged Combat. Attacks nearest visible opfor target if a NPC. If they can make a single Move Action to get a clear shot they will do so and Attack on the 2nd Action. Prefers Ranged Combat.

0-0-0