FNG 2.0 - RANGED COMBAT FLOW CHART "In Sight" Reaction Check: Inactive side rolls 2D6 +1D6 if providing suppressing/covering fire. Take best score of two dice If both are equal or lower than figures REP it has passed 2D6, if one rolls higher than REP pass 1D6 if both roll higher pass 0D6 Active model automatically sees all enemy unless they are "Hidden" Pass 2D6 Pass 1D6 Pass 0D6 All targets seen and tester may fire If enemy is concealed or in cover then tester may not fire. No Fire Hidden figures may opt to hold fire until after Otherwise all targets seen and tester may fire. all other figures have fired Hidden figures may opt to hold fire until after all other figures have fired. Fire: nominate target figure/s, and allocate number of shots weapon has. Ensure target figure is in range. Roll 1D6 for each shot then add the firing characters REP, and consult numerical result below. 3-7 Miss 9 10 +8 Target is in cover, concealed, prone, Target in cover, or third or higher target Hit! either side moving fast, second or higher counts Miss, All others Hit! Roll 1D6 target count Miss. All others Hit! Score is equal or less than weapons Impact: Miss Hit Miss Hit If a "1" is rolled figure is **Obviously Dead!** Received Fire Roll ("Star" may choose reaction) Otherwise Out of the Fight! May Roll 2D6: if roll/s are equal or lower then figures REP it has passed, if roll/s is higher than not be activated for rest of game REP it has not passed. cannot move without being carried or dragged Pass 0D6 Pass 2D6 Pass 1D6 Score greater than Impact of - Chargers will continue. - Chargers will duckback weapon: - Retrieving wounded will continue. - Those in cover will Hunker Down - Outgunned or unable to fire will duck back. - Retrieving wounded will go prone. Knock Down! Figure is knocked - Others finish move and fire. Others will Runaway prone and may not function normally until next Activated. - Chargers with ranged weapons will stop and fire, - Those with out ranged weapons will continue to charge. - Retrieving wounded will continue. - Those in cover will return fire counting -1 REP - Outgunned or unable to fire will duck back. - Others will duck back. Hidden Figures: A figure is "Hidden" if he is stationary in cover or Cover is defined as; the target as a passenger in a vehicle, or behind a solid concealing terrain and has yet to be seen by the enemy. An obstruction (such as a wall) that reduces the area of the target exposed to example would be someone in a window of a building. fire. Concealment is defined as something that obscures the target but does not protect it. An example would be someone hiding in bushes. Outgunned: **Outgunned Ratings:** When firing, some weapons are perceived to have greater "Star" is never outgunned. firepower than others. This is called their Outgunned Rating OGR 5 = Flamethrowers, Grenades, Satchel Charges, and all Antitank weapons. (OGR). If you shoot at someone with a higher OGR weapon than OGR 4 = HMG, MMG, and LMG. they have, they are forced to Duck Back and cannot fire back. If OGR 3 = SFR MP and SMG they shoot at you with a higher OGR weapon, then you are forced OGR 2 = Semi-automatic rifles and carbines. to Duck Back. This is known as being outgunned. Note that Stars OGR 1 = Other weapons not listed. may never be outgunned. Duck Back: Move towards and into/behind nearest cover AWAY from threat and duck behind it, or go prone if no cover is within 12". Once forced to Duck Back the figure cannot see or be seen by the figure that caused the Duck Back. This does not limit the figure's ability to move or fire if called on to do so by a subsequent Reaction checks. Next Activation the figure will function as normal. Hunker Down: Sometimes either from volume of fire or fear, figures in cover may decide to Hunker Down. In effect, they are in a perpetual state of Duck Back and may not try to pop up or move in any way. A Hunkered Down figure stays that way until either rallied, the side withdraws, or the battle ends. Those figures Hunkering Down, and taking direct fire from the enemy, will automatically Runaway. If an armed enemy within 6" and sight confronts them

they will surrender instead. **Runaway:** Leave the board. Those surrounded with no gap of at least 6" between enemy figures will surrender. If there is a building within sight and away from the enemy, the reacting figure will run to it at fastest speed. It may take more than one turn to reach. Once inside figure will not move or shoot unless attacked. If no building is in sight, the figure will head for the nearest table edge and exit the board at the fastest speed possible. Those that have Runaway may take a Rally Reaction check to return to the fight if they are confronted by a friend prior to leaving the board.