

## TABLETOP – RULES 2 GO

### THE TABLE

Divide a 3' by 3' surface into 9 roughly equal Sections.

1	2	3
4	5	6
7	8	9

### GENERATING TERRAIN

Two options:

- One side lays out terrain however they want. Other side chooses which edge of the table to enter from.
- Roll 1d6 for each section:
  - (1 – 3) = Clear
  - (4 – 5) = Wooded
  - (6) = Hilly

Connect like terrain between adjacent Sections to form larger terrain, but leave Section 5's terrain unconnected.

Terrain in each section must occupy at least 75% of the section. You can use multiple pieces to represent terrain in one section.

### CITIES

If you are in a City, use a City Deck to determine what buildings you need to place. Otherwise, roll for each section:

- (1 – 3) = Goods
- (4 – 5) = Services
- (6) = Home

### DEFINING TERRAIN

- **CLEAR:** Provides zero Cover for figures.
- **WOODED:**
  - Figures within 1" of edge can see and be seen. Those farther back cannot.
  - Stationary figures are in Cover, moving figures are not.
  - Reduces movement by half.
  - Reduces visibility to 12" at day and 6" at night.
- **HILLY:**
  - Figures within 1" of crest are in Cover and can see and be seen. Those farther back from crest cannot see or be seen.
  - Chance of woods (1) and a road (1).
- **ROAD:**
  - If figure starts and finishes movement on road, add 1d6 when taking Fast Move test. Count best two results.
  - If road is called for, it extends into adjacent sections up and down (e.g. 1, 4, and 7) or left and right (e.g. 4, 5, and 6), leaving the table at opposite edges.
  - In Cities, all areas between buildings (or lines of the grid) are Roads and Alleys.
- **BUILDING:**
  - Figures inside buildings are in Cover.
  - Figures can spend 4" (half) movement to enter or leave a building.
  - Figures can spend 8" (full) movement to go up or down a level.
  - Buildings block Line of Sight.
- **SCATTER TERRAIN:**
  - You can add additional terrain such as dumpsters, vehicles, rocks, furniture, etc.
  - If a figure can fit behind Scatter Terrain so that it obstructs Line of Sight, the figure also gets Cover.
  - It costs an addition 1" of movement to move through or behind Scatter Terrain.

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### MOVEMENT

- **NORMAL MOVE:** Figures on foot can move up to 8”.
- **FAST MOVE:** Declare intent of figure to Fast Move and roll 2d6 versus Rep. Each pass adds 4” to move.
- **MOVE INTO MELEE:** If a figure moves into base-to-base contact with an enemy figure (or if its weapon can reach the other figure), figure stops and engage in Melee Combat.
- **INVOLUNTARY:**
  - **DUCK BACK:** Move to the nearest cover in any direction, even towards enemy. If no cover is available, figure counts as Duck Back but can still see and be seen. Must spend next Activation recovering.
  - **LEAVE THE FIGHT:** Move to the nearest table edge at Fast Move and exit the table.

### IN-SIGHT / REACTION TEST

- Line of Sight (LOS) is tracked between figure bases.
- LOS between figures is blocked by intervening terrain, any other figure, and possibly distance due to poor visibility. Figures in Cover can be seen.
- LOS extends across the whole table with the following exceptions:
  - **NIGHT:** 12”
  - **INCLEMENT WEATHER – DAY:** 12”
  - **INCLEMENT WEATHER – NIGHT:** 6”
- LOS between figures inside Woods is reduced to 12” at day and 6” at night. Figures within 1” of the edge can see and be seen outside the Woods as normal.
- LOS is to the front 180 degrees of the figure.
  - Alternatively, to simplify things you can use 360 degree LOS.

### TRIGGERING AN IN-SIGHT TEST

- When a Band enters the LOS of an opposing Band that was not seen previously during this Activation, go to the Action Table.
- When one figure enters sight of an opposing Band, the rest of the Band moves into sight as well.

### SHOOTING

Once you’ve established LOS, the side who wins on the Action Table can shoot.

**WEAPON RANGES:** Listed range for each weapon is *effective* range. You can shoot beyond effective range at -2 Rep penalty to Shooting Table.

TYPE	RANGE	TARGETS
Pistol (P-1)	12”	1
Big A\$\$ Pistol (B-2)	12”	2
Auto Pistol (A-3)	18”	3
Sporting Rifle (SR-1)	48”	1
Big A\$\$ Rifle (BR-2)	60”	2
Assault Rifle (AR-3)	48”	3
Hand Grenade	6”	All in 4” circle
Grenade Launcher	24”	All in 4” circle

**NON-LETHAL:** You can fire Non-Lethal shots or throw Non-Lethal grenades at a -1 penalty to the Damage roll.

**DUAL WIELD:** A figure can declare shooting with two P-1s or B-2s. Offhand weapon fires at -1 Rep to Shooting Table.

### PEFs

- Generate PEFs normally.
- Instead of resolving them one-by-one, roll 1d6 for each PEF and place it in the indicated section, in Cover if possible. Use an enemy figure to represent each PEF.
- Your Band enters through sections 7, 8, and 9.
- When PEF comes into LOS of your Band, use PEF Resolution Table.

### PEF MOVEMENT

- When enemy is Active, start with PEF farthest from Player.
- Roll 2d6 versus PEF Rep 4.
  - If pass 2d6, move one section directly toward Player. Remain in Cover if possible. If no Cover, end move in center of section.
  - If pass 1d6, do not move.
  - If pass 0d6, move away from Player. Remain in Cover if possible. If no Cover, end move in center of section.
    - If move would take PEF off table, do not move.

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### *TURN SEQUENCE*

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- Each side chooses d6 of a different color.
- At the start of each turn, roll both d6 for Activation.
- If die scores the same (doubles), neither side Activates. Otherwise, higher score Activates first.
- Only Leaders with Rep equal to or higher than die score can Activate. If “6” scored, nobody can Activate.
- Groups Activate from highest to lowest Rep with ties Activating in the order the player desires.
- Any group coming Into Sight of a PEF must Resolve it.
- Any group coming Into Sight of an enemy group triggers an Action Test.
- After the first side’s groups have been Activated, the other side can Activate one group at a time based on the previous rules.
- After both sides have Activated all eligible groups, and all reactions including Will to Fight are complete, roll Activation dice again for new turn.