

DISTRICT // QUICK REFERENCE

Range	Aim	Engagement	Damage Resistance	Protection	Tenacity	Bulk
ACTION POINTS Before ANYTHING, each side has 8 Action Points (AP). You can spend these Action Points on your Gangers. Each Ganger can spend up to 2 AP per Turn. TURN SEQUENCE Each Player alternates Activations. Each Activation is known as a PHASE. In Turn 1, the Attacker always goes first. You can activate Characters in any order. When either Player has no more Action Points or Characters to activate, the Turn ends. Following Turns alternate the starting Player. The Defender starts Turn 2. As Turn 2 starts: remove any AP lost to Downed Characters; carry out any Forced Actions; then the Turn starts with whatever AP is left.						
ACTIONS1 AP			ACTIONS2 AP			
MOVE A Character can move anywhere within their Radius. SHOOTING A Character may fire their Ranged Weapon. A Character can only Attack once per Turn. ENGAGEMENT A Character may attack an enemy. A Character can only Attack once per Turn. CALM DOWN May be used if the Character is in the required position to do so.			RUN A Character Running must travel R2 in a straight line, but no further than R3. While they are Running, they are harder to Hit: -1 to Hit. SPECIAL / HEAVY WEAPONS Brace -> Fire The extra AP represents the time needed to position and brace larger or more awkward Weapons before firing.			
SHOOTING			ENGAGEMENT			
1. Take D12s equal to the Character's Aim (A). 2. Apply the Weapon's Handling (H) to the number of Dice. 3. Roll the Dice. 4. Apply Range and Cover modifiers to the Dice Results. 5. Each result of 8+ scores 1 Hit. 6. Natural 1s and 12s cancel. 7. Each remaining natural 12 gives +1 Shot. 8. Resolve Hits up to the Weapon's available Shots (S). AIM +/- HANDLING -> ROLL -> RANGE / COVER -> HITS			1. Both Characters roll D12s equal to Engagement (E). 2. Apply the Weapon's Handling (H). 3. If attacked from behind, the Defender must pass a Tenacity Test to roll. 4. Each Dice Result higher than the opponent's DR scores 1 Hit. 5. Natural 1s and 12s cancel. 6. Each remaining 1 is a Fumble and gives the opponent +1 Hit. 7. Each remaining 12 adds +1 Hit. 8. Most Hits wins. Equal Hits means both Characters Hit. 9. Resolve Hits up to the Weapon's available Strikes (S).			
DAMAGE / INJURIES			RUN PINNED FLEE POINT GUARD			
Other Skills & Actions may also require AP to use. Check the relevant rule for the AP cost and any requirements.						