

THE CHICAGO WAY

EMPERIAL REFERENCE SHEET

SHOOTING MODIFIERS

SHOOTER IS...	MODIFIER	NOTES
Taking 2 Move Actions	-1	Applies no matter the order of actions
Firing from a moving vehicle	-1/-2	-1 to hit for each speed of the vehicle
At Long Range	-1	Take a single shot
Aiming	+1	Only rifle armed models can aim twice
Firing a 2nd Shoot Action	-1	-
Firing a 3rd Shoot Action	-2	-
Under Fire	-1	-1 for each under fire marker

TARGET IS...	MODIFIER	NOTES
Moving	-1	-1 per move action includes vehicle movement
Behind substantial cover	-1	-
A Leader	-1	Does not apply if firing model is also a Leader
A Vehicle	+2	-
Obscured	-1	Obscured models are ones where a clear line of sight cannot be drawn to the model's entire base due to intervening models, whether friend or foe
Inside a moving vehicle	-2	-2 per vehicle speed

WEAPONS TABLE

WEAPON	MAX. SHOTS	WEAPON RANGE (INCHES)			NOTES
		POINT BLANK	CLOSE	LONG	
Pistol	3	0 - 4	4 - 8	8 - 12	+2 to hit at point blank range
Rifle	1	N/A	0 - 20	21 +	May aim twice
Shotgun	2	0 - 4	4 - 8	N/A	+4 To hit at point blank range, may not aim, out of ammo if 2 shots are taken in 1 turn
Shotgun - Both Barrels	1	0 - 4	N/A	N/A	+6 To hit & out of ammo, may not aim or quick shot
Pump action shotgun	3	0 - 4	4 - 8	N/A	+3 To hit at point blank, may not aim
Tommy Gun	SPECIAL	0 - 4	4 - 8	8 - 12	Automatic fire, may not aim

SHOOTING RESULT

FINAL RESULT	EFFECT
Natural 1	Out of Ammo/Jam
2 - 10	Miss
11 - 14	Under Fire Marker
15 - 18	Under Fire Marker & Nerve Test
19+	Out of Action

ACTIONS

ACTION	SUMMARY
Move	move up to 4", enter/exit vehicle, enter hand-to-hand, take one vehicle move/turn
Aim	+1 to hit per aim
Shoot	Take a single shot
Reload/Unjam/Change weapon	Reload, Unjam or Swap weapons
Recover	Remove an under fire marker

NERVE TESTS MODIFIERS

THE MODEL...	MODIFIER	NOTES
is Under Fire	-1	-1 for each Under Fire Marker
has a friend	+1	friendly models within 6" (max +1)

HAND-TO-HAND COMBAT

YOUR MODEL...	MODIFIER	NOTES
is the one which initiated combat	+1	Only applies for the first round of combat
is attacking from a higher position	+1	Includes jumping off a building or other terrain piece into combat
has the highest initiative card	+1	In further rounds of combat after the first

YOUR OPPONENT HAS...	MODIFIER	NOTES
under fire markers	+1	Each under fire marker gives your model +1