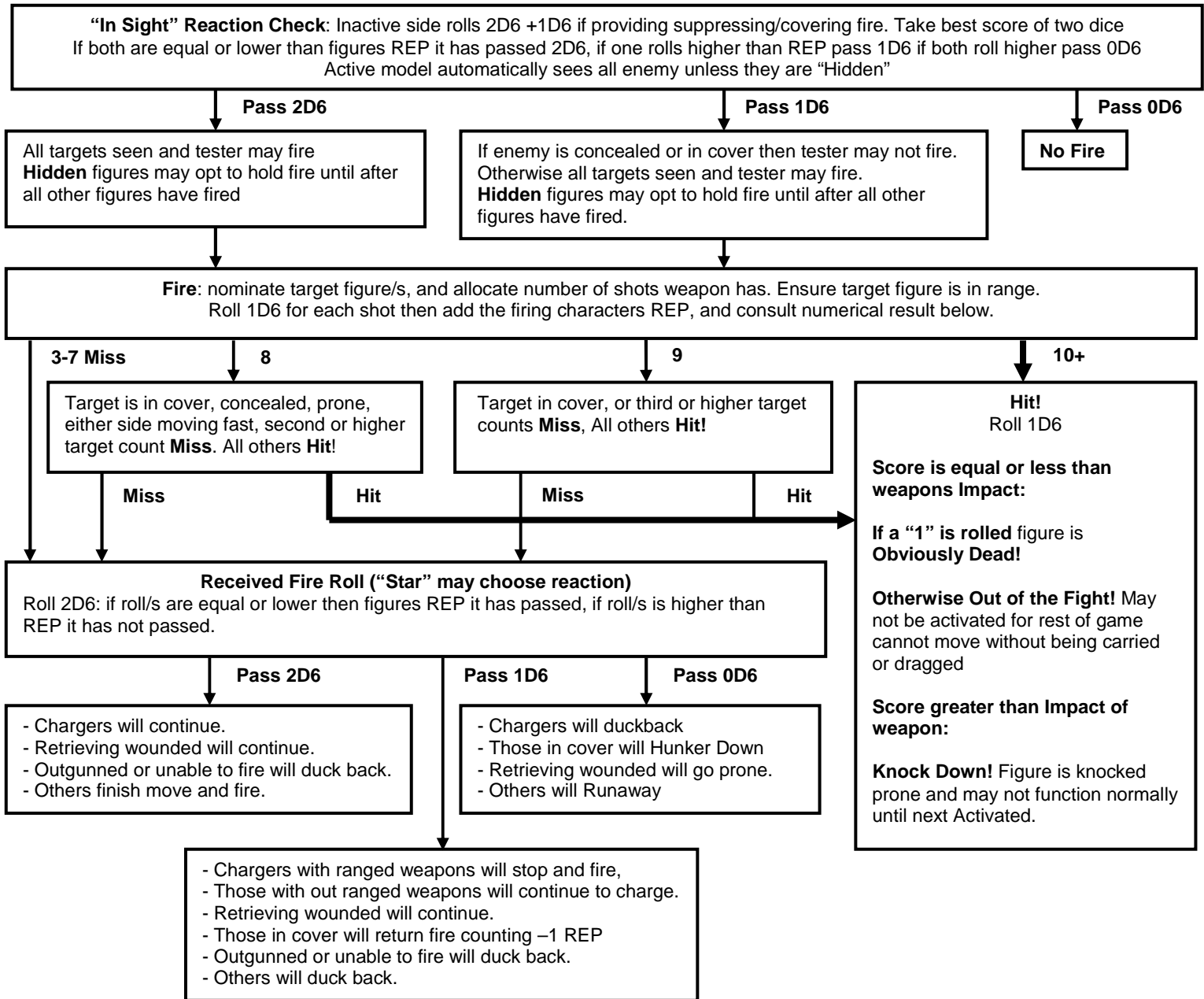


# FNG 2.0 - RANGED COMBAT FLOW CHART



**Hidden Figures:** A figure is "Hidden" if he is stationary in cover or concealing terrain *and* has yet to be seen by the enemy. An example would be someone in a window of a building.

**Cover** is defined as; the target as a passenger in a vehicle, or behind a solid obstruction (such as a wall) that reduces the area of the target exposed to fire. .  
**Concealment** is defined as something that obscures the target but does not protect it. An example would be someone hiding in bushes.

**Outgunned:**  
When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Rating (OGR). If you shoot at someone with a higher OGR weapon than they have, they are forced to Duck Back and cannot fire back. If they shoot at you with a higher OGR weapon, then you are forced to Duck Back. This is known as being outgunned. Note that Stars may never be outgunned.

**Outgunned Ratings:**  
"Star" is never outgunned.  
OGR 5 = Flamethrowers, Grenades, Satchel Charges, and all Antitank weapons.  
OGR 4 = HMG, MMG, and LMG.  
OGR 3 = SFR MP and SMG  
OGR 2 = Semi-automatic rifles and carbines.  
OGR 1 = Other weapons not listed.

**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.