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KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 5	SNAP 6
SPOTTING T(+20%) SHOOTING T(-20%) A(+10%)	SPOTTING T(+30%) SHOOTING T(-20%) A(-20%)	SPOTTING T(+20%) SHOOTING T(-10%) A(-10%)	SPOTTING T(-30%) SHOOTING T(-30%) A(+20%)	SPOTTING T(+20%) SHOOTING T(-10%) A(-10%)	SPOTTING T(-75%) SHOOTING T(0%) A(0%)	CHARACTER PRONE UNTIL NEXT COMBAT PHASE	SNAP FIRE (-30%)	SNAP FIRE (-30%)
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 7	SNAP 8
SPOTTING T(+20%)	SPOTTING T(+30%)	SPOTTING T(+20%)	SPOTTING T(-30%)	SPOTTING T(+20%)	SPOTTING T(-75%)	CHARACTER PRONE UNTIL	SNAP FIRE (-30%)	SNAP FIRE (-30%)
SHOOTING T(-20%) A(+10%)	SHOOTING T(-20%) A(-20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(-30%) A(+20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(0%) A(0%)	NEXT COMBAT PHASE		
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 9	SNAP 10
SPOTTING T(+20%)	SPOTTING T(+30%)	SPOTTING T(+20%)	SPOTTING T(-30%)	SPOTTING T(+20%)	SPOTTING T(-75%)	CHARACTER PRONE UNTIL	SNAP FIRE (-30%)	SNAP FIRE (-30%)
SHOOTING T(-20%) A(+10%)	SHOOTING T(-20%) A(-20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(-30%) A(+20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(0%) A(0%)	NEXT COMBAT PHASE		
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 1	SNAP 2
SPOTTING T(+20%)	SPOTTING T(+30%)	SPOTTING T(+20%)	SPOTTING T(-30%)	SPOTTING T(+20%)	SPOTTING T(-75%)	CHARACTER PRONE UNTIL	SNAP FIRE (-30%)	SNAP FIRE (-30%)
SHOOTING T(-20%) A(+10%)	SHOOTING T(-20%) A(-20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(-30%) A(+20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(0%) A(0%)	NEXT COMBAT PHASE		
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 3	SNAP 4
SPOTTING T(+20%)	SPOTTING T(+30%)	SPOTTING T(+20%)	SPOTTING T(-30%)	SPOTTING T(+20%)	SPOTTING T(-75%)	CHARACTER PRONE UNTIL	SNAP FIRE (-30%)	SNAP FIRE (-30%)
SHOOTING T(-20%) A(+10%)	SHOOTING T(-20%) A(-20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(-30%) A(+20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(0%) A(0%)	NEXT COMBAT PHASE		
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 5	SNAP 6
SPOTTING T(+20%)	SPOTTING T(+30%)	SPOTTING T(+20%)	SPOTTING T(-30%)	SPOTTING T(+20%)	SPOTTING T(-75%)	CHARACTER PRONE UNTIL	SNAP FIRE (-30%)	SNAP FIRE (-30%)
SHOOTING T(-20%) A(+10%)	SHOOTING T(-20%) A(-20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(-30%) A(+20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(0%) A(0%)	NEXT COMBAT PHASE		
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 7	SNAP 8
SPOTTING T(+20%)	SPOTTING T(+30%)	SPOTTING T(+20%)	SPOTTING T(-30%)	SPOTTING T(+20%)	SPOTTING T(-75%)	CHARACTER PRONE UNTIL	SNAP FIRE (-30%)	SNAP FIRE (-30%)
SHOOTING T(-20%) A(+10%)	SHOOTING T(-20%) A(-20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(-30%) A(+20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(0%) A(0%)	NEXT COMBAT PHASE		
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 9	SNAP 10
SPOTTING T(+20%)	SPOTTING T(+30%)	SPOTTING T(+20%)	SPOTTING T(-30%)	SPOTTING T(+20%)	SPOTTING T(-75%)	CHARACTER PRONE UNTIL	SNAP FIRE (-30%)	SNAP FIRE (-30%)
SHOOTING T(-20%) A(+10%)	SHOOTING T(-20%) A(-20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(-30%) A(+20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(0%) A(0%)	NEXT COMBAT PHASE		
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 1	SNAP 2
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KNEEL	RUN	WALK SPOTTING	PRONE SPOTTING	CRAWL	HIDDEN	PINNED	SNAP 3 SNAP FIRE (-30%)	SNAP 4 SNAP FIRE (-30%)
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T(-20%) A(+10%)	T(-20%) A(-20%)	T(-10%) A(-10%)	T(-30%) A(+20%)	T(-10%) A(-10%)	T(0%) A(0%)	PHASE		
KNEEL	RUN	WALK	PRONE	CRAWL	HIDDEN	PINNED	SNAP 5	SNAP 6
SPOTTING T(+20%)	SPOTTING T(+30%)	SPOTTING T(+20%)	SPOTTING T(-30%)	SPOTTING T(+20%)	SPOTTING T(-75%)	CHARACTER PRONE UNTIL	SNAP FIRE (-30%)	SNAP FIRE (-30%)
SHOOTING T(-20%) A(+10%)	SHOOTING T(-20%) A(-20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(-30%) A(+20%)	SHOOTING T(-10%) A(-10%)	SHOOTING T(0%) A(0%)	NEXT COMBAT PHASE		
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