

Gen Ability Defined

Break Through Doors, Etc. – this is the probability that a player will knock down a door or break a window, etc. to gain entry to a room, car, etc.

Knock Unconscious – this is the probability that a player can successfully knock another player completely unconscious

Total Actions - this is the total number of actions that a player can perform in one Phase

Special Actions – this is the minimum number of actions that it will take a player to perform his/her special ability, i.e. heal a teammate, place an explosive, etc.

Sneak – this is the probability that a player can sneak past or through an area without the other people in the area noticing, or the ability of the player to perform an action with no one in the vicinity noticing

Concealment/Camouflage – this is the ability of the player to successfully conceal or camouflage him/herself beyond the point of recognition by another, unsuspecting person

Reloading – this is the minimum number of actions that it will take the player to reload his/her weapon

Single Shots - the maximum number of semi-auto shots that the player can fire in one action, i.e. a pistol, or a semi-auto rifle or shotgun

Bolt-Action Rifle Shot – this is the minimum number of actions that it will take the player to fire a bolt-action rifle