



MAP KEY

Power-Ups: These let you grab weapons (gun symbol) or gadgets (helmet symbol). They are explained under *Movement* in the rules.

Shelves: These are shown in green. You cannot shoot over them unless you are on a table; from a table, you can shoot over *one* shelf, but not over two. (And vice versa, if someone is shooting back at you!) You cannot move onto shelves. If a shelf takes only part of a square, you may move normally into that partial square.

Tables: These are blue. They are not obstacles; you can shoot over them. It costs two movement to enter each table square (if a table only takes part of a square, you may move past it freely). When you enter a table area, you must declare whether you are **ON** the table (*reduce* the effective distance between you and all other characters by 3) or **UNDER** it (*increase* the effective distance by 3, and you are immune to "spillover" from weapons that are not aimed at your square). You cannot fire at someone *on* the same table you are *under*, or vice versa.