

URBAN OPERATIONS

A game by S. de Peyret

RULES OF PLAY



NUTS!
PUBLISHING

Lead a combined arms combat team in an urban environment

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Advanced rules

TBA...

BASIC RULES

1. Introduction

1.1 ABOUT THE AUTHOR

Sébastien de Peyret, a commissioned officer, has been working for years on a game system which simulates smoothly the effects of urban combat. He fed his thoughts during his various postings as instructor at Saint-Cyr, the French officers academy, as well as operational training chief of the Sissonne urban warfare training center (CENZUB). In this site, the French army prepares all of its units to the urban warfare, with very realistic means and a team of instructors with a worldwide known skill level.

1.2 GAME CONCEPT

Urban Operations is a tactical wargame. The rules are designed to conduct operations in an urban environment, through campaigns ranging from World War II to present days. The first campaigns published in this version are contemporary.

The rules are divided in two sections :

- **Basic rules**, which provide the essential parameters for the game
- **Advanced rules**, which are detailed in specific paragraphs following the basic rules

Urban Operations takes into account :

- constraints relative to urban infrastructure for movement, and firing weapons
- friendly fires and collateral damages
- the need to coordinate the effects provided by the different units (artillery, engineers, armored vehicles, infantry etc.) at the player disposal
- the «fog of war» factor, represented by the use of blocks
- external elements independent of the opponents (population, unexploded ordnance, hazardous substances, obstacles)

1.3 GOAL

You have to fulfill the objectives assigned by the scenario, in a determinate number of turns. Depending on the number of victory conditions fulfilled by the players, one game can end up in a total or partial victory of one of the two sides, or an indecisive situation if neither of the sides managed to impose its will.

Those victory conditions may be controlling buildings, controlling parts of the battleground or destroying adverse units. Some actions, especially collateral damage among civilian populations, may result in the lowering of victory level.



2. Game presentation

2.1 COMPONENTS

- 1 rulebook
- 3 campaign books
- 16 double-sided scenario aid cards
- 2 double-sided maps and 1 river map
- 1 double-sided underground aid card
- 2 ten-sided dice
- 2 double-sided aid cards
- 156 blocks : 82 Green and 74 Red
- 1 sticker sheet
- ? cylinder blocks
- 1 double-sided counter sheet
- ? playing cards

2.2 NUMBER OF PLAYERS

Urban Operations sets the scene for two opposite sides. Each player commands one combined-arms company group. The game usually opposes two players, but has a multiplayer mode (see 10.7).



« French soldiers in Afghanistan »
The cover of the box was made from a
photograph provided by Thomas Goisque
(<http://www.thomasgoisque-photo.com>)

Game setup



1. The map

Unfold the map(s) in the middle of the table.

2. Scenario aid cards

Each player places their side's scenario aid card.

3. « Unit » cards

Each player sets the « unit » cards mentioned on the scenario aid card.

4. « Event » cards

Depending on the scenario, each player may have to create a deck of « event » cards.

5. The main aid card

Place it with the turn marker.

6. Markers

Place the different markers, as well as the cylinder blocks, somewhere you can easily reach them.

7. Special instructions

Each player takes their scenario aid card, and reads the special instructions it may contain: « event » cards and special rules. Place the « support » markers in the zone provided for this purpose.

8. Impulsions

Each player reads the play entry procedures for each impulsion, and places the « support » markers in the zones provided for this purpose if needed.



2.3 GLOSSARY

3D Action (3rd dimension action): Unmanned aerial vehicles (UAV, or drones) missions, mortar bombs, smoke, airstrikes (Close Air Support, Helicopter Fire Support).

AoE: Area of Effect. The area in which an effect applies: weapon effect, a group within the command radius of its Plt Leader, etc.

APC: Armored Personnel Carrier.

Aperture : On the map and in a building, a graphic element that represents a door/window (red symbol) or a breach (orange symbol).

CACT: Combined arms company team. Volume of a company (100-150 men) with combined arms means. Each side is usually composed of a CACT, composed of several platoons.

Combat service support: Actions in support of a unit : healing the minor wounds, evacuating the serious wounds, repairing a vehicle, ammunition supplies...

Combat support: Elements acting for the benefit of an engaged unit. They are often recon or engineers blocks temporarily attached to a platoon leader (Plt Leader).

Contact: A block within a certain distance of another element (3 EPs for an enemy block, 1 EP for a counter) is said to be «in contact» with this element.

Commander: Company commander. The commander, the officer in charge of a combined arms company team, is represented by a block. In most nations, this role is given to a captain, but some armies (United Kingdom) have majors as company commanders.

EP: Effect point. Used to determinate the range of a weapon, its effect, and the command radius. It depends on the terrain.

«**Event**» cards: Playing cards that represent assets (3D actions) and events taking place during the action (incidents, support).

FP: Firepower. Defines the combat capacity of a block.

Hex: Hexagons. One hex represent about 7 meters (23 ft.) of ground.

Hidden/Revealed: A block is revealed when it is set flat, with its face up and visible to both sides. A block is hidden when it is set so that its face is only visible to the owning side.

IED/UXO: Improvised exploding device/Unexploded Ordnance. They are represented by counters.

Impulsion: 1) A sequence in a turn during which a Plt Leader may activate blocks. Those blocks are represented in the same «impulsion» zone as this Plt Leader in the order of battle. Those blocks may come from the same section as the Plt Leader, and may also be support or command elements. 2) name of the whole of blocks subordinated to a Plt Leader, for the current scenario, and displayed in the same «impulsion» area on the scenario aid card.

Location: A part of the map on which it is possible to set a block (hex, room, zone or roof).

LOS: Line of Sight, the straight line from a location central dot to the central dot of another location. The LOS may exist only if there is no obstacle between the central dot of two locations.

MBT: Main Battle Tank.

MP: Movement point. Used to determinate the distance a block may move. It depends on the terrain.

OL: Operational level. Sets the overall resistance of a block. A loss of OL may mean death, wounds, shock, low morale, high consumption of ammunitions...

Opportunity fire: Fire performed during an opponent's action phase against a moving block.

Platoon: A platoon includes all of the blocks placed under the responsibility of a Plt Leader. Each platoon is represented by a «platoon card».

Plt Leader: Platoon leader. The Plt Leader is represented by a block. In most of the portrayed armies, the Plt Leader is a lieutenant, but it's common to see senior non-commissioned officers - such as warrant officer or chief warrant officer - command sections.

Squad: A group of about ten soldiers (each nation has specific norms), represented by a block.

Turn track: See the play aid card. Each turn represents a few minutes of real time.

Unit: A unit is represented by a block. The units are called «foot units» if the block has the silhouette of a soldier on it, or «vehicle units» if the silhouette of a vehicle is represented.

«**Unit**» cards: Playing cards that represent the characteristics of the blocks deployed on the map. There are «platoon» and «vehicle» cards.

Weapon effect: Indicates the effect of a direct fire or of a 3D action on the fighters of both sides, on a civilian population or on the environment. This effect has an impact on enemies (which is wanted) but may also have an impact on the allies (friendly fires) or populations (collateral damage).

Withdrawal: Movement made by a block to get out of an enemy fire area. A withdrawal may be performed during an enemy action phase, or after an opportunity fire.



3. Sequence of play

3.1 Game turn

A game turn is a succession of phases, sequences and impulsions. Specific actions, such as 3D actions, are resolved during the initial phase, at the beginning of a turn. The main actions of combat and support take place during impulsions.

3.1.1 INITIAL PHASE

Note: Unless otherwise mentioned on the scenario aid cards, the only sequences of the initial phase which are performed are events sequence and 3D actions request sequence. The full initial phase is played from the beginning of turn 2.

- ▶ **Hide revealed blocks sequence:** the blocks revealed during the previous turn are now hidden, except for those «in contact» The «No Man's Land» counters stay revealed.
- ▶ **Population movement sequence [Advanced rules]:** each revealed «population» counter moves for 1 MP in the direction given by 1d10.
- ▶ **Check IED/UXO stability sequence:** if a IED/UXO has been revealed by a weapon effect or a nearby movement, a player rolls 1d10. On a result of 0-3, the IED/UXO explodes. Apply the same rule for the wrecks counters of destroyed vehicles.
- ▶ **«Event» cards sequence:** each player draws an «event» card (according to the scenario). Depending on the information printed on the card, the event may take effect immediately (card title printed in red), or be kept to be played in a later turn (card title printed in black).
- ▶ **3D actions resolution sequence:** the blocks that are on target locations for recon / strike missions by 3D actions are revealed and the damages apply immediately.
- ▶ **3D actions request sequence** for the next turn.
- ▶ **Order of battle reorganization sequence [Advanced rules]:** each side may reorganize the order of battle between two impulsions already in play, or between two impulsions coming into play at the same time.
- ▶ **Initiative determination:** the scenario determines which side starts the game with the initiative and, unless otherwise instructed, the conditions of the initiative change at each game turn.

3.1.3 FIRST PHASE

The side which has the initiative may:

- ▶ either execute its impulsion. It then becomes the active side. At the end of the impulsion, the opponent becomes the active side in the 2nd phase.
- ▶ either not execute the impulsion, give it to the opponent, and let him become the active side for a possible 2nd phase.

3.1.4 SECOND AND NEXT PHASES

The active side may:

- ▶ either execute an impulsion. At the end of the impulsion, the opponent becomes the active side for the 3rd phase.
- ▶ either not execute the impulsion, give it to the opponent, and let him become the active side for a possible 3rd phase.

Both sides then alternate phases, players are free to activate their impulsions in any order they choose.

If both sides choose to not execute an impulsion consecutively, the turn ends and a new one starts.

If a player has more available impulsions than its opponent, he performs them all before the end of the turn.

3.1.5 FINAL PHASE

Players remove the «smoke», «completed», «reaction» and «activated» counters.

3.2 Impulsion

During each impulsion, a side activates one (and only one) of its platoons and the elements attached to it (command, support). An impulsion can only be activated once a turn.

An impulsion includes all of the blocks under the responsibility of a Plt Leader: the squads and/or vehicles of the platoon, the CP and the supports.

Given the command status, a player may activate up to 3, 5 or 7 blocks during the impulsion (7.1.1).

During the impulsion, the opponent blocks can't be activated, but they have the option to react (opportunity fire and withdrawal).

A block can only be activated within its impulsion.



4. Blocks, counters and cards

4.1 Side and environment

The blocks belong to three different entities:

- The green side
- The red side
- The elements composing the non-combatant urban environment, called «No Man's Land».

The green and red sides include:

- «unit» blocks, representing all the squads and vehicles
- «environment» blocks, representing dummies and obstacles

Each block is identified by the color of its side. Each block has a hidden face and an informative side.

The impulsions

IMPULSION

The Soviet #3 impulsion from "The Breakthrough" scenario is an infantry platoon mounted on armored vehicles BMP2, reinforced by tanks and engineers combined-arms elements and command post elements.



Card : mentions the name of the unit card(s) used for the base platoon, supports and CP elements

Setup : describes the impulsion setup at game start or the entry condition during play.

★ Gives the experience level of each element (★ novice / ★★ veteran / ★★★ elite)

When this impulsion is activated, the volume of blocks that can be activated is related to the situation: only 3 if the platoon leader is not on the map, 5 if the platoon leader is on the map, 7 if the platoon leader is inside the command range of the company commander, and the whole of the blocks when the impulsion enters the map.

PLATOON

The infantry platoon of Lieutenant Simonov forms the base of the #3 impulsion. It is associated with two cards, one for the infantry ("infantry" card), the other one for the armored vehicles ("BMP2" card).



Each block composing the platoon has an ID and ratings



BLOCK



4.2 «No Man's Land» counters

The «No Man's Land» counters consist of:

- IED/UXO (Improvised Explosive Device / Unexploded Ordnance)
- Toxic wastes
- Population
- Vehicles wrecks
- Barricades

Consult the scenario card for the environment counters setup.

4.3 Fighting units

Each block is associated to a «unit» card, containing the combat capacities of the whole platoon. These «unit» cards are set next to the scenario card. Warning : a block has all the capacities described on the original platoon card, even if it is attached to the command of another Plt Leader.

All the units types represented are summarized in the capacities chart, Annex 2 – unit capacities summary.

4.3.1 «Foot unit» and «vehicle» blocks

Each block represents a squad or a vehicle. Some blocks represent also environment elements for each side.

Each block has a neutral face and an informative face. On the informative side are mentioned:

- The side color (Green, Red)
- Specific information (see next page)

4.3.2 Block status

4.3.2.1 Operational level (OL)

Each block has 3 operational value levels (2 levels only for the «Commander», «Logistics», «Joint Fire Obs», «CP», «Sniper» blocks). When the block stands upright (hidden), the OL is read at the bottom of the block. When the block is laid flat (revealed), the OL used is the one pointing towards the owning player edge map.



Fully operational



Operational



Poorly operational

The OL varies according to the combat losses, or because of a result of specific actions (opposing block destruction, support action).

A block may be eliminated after a «critical» result or a 3D action, or when its OL is reduced while its actual OL is poorly operational:

- If it is a foot block, it is removed from the map.
- If it is a vehicle block, it is destroyed and removed from the map. Replace it with a «wreck» counter.

4.3.2.2 Hidden/Revealed block

At the beginning of each game turn, all the blocks of both sides are raised face hidden to the opponent, in order to preserve the fog of war. Only the blocks in contact (3 EPs or less from an opposing block) are left revealed. A block is revealed (laid flat) when:

- it has fired or attacked
- was damaged by the effects of a 3D action
- it has been scouted by an opposing block
- it has opened a breach
- it has performed an opportunity fire
- it is within 3 EPs radius and in the LOS of an opposing block

4.3.2.3 Mounted block

A foot block mounted in a vehicle is not on the map anymore, it is removed and placed on the scenario aid card of its side. It is placed standing upright, on the vehicle depiction in which it is mounted.



The #2 infantry block mounts in the #6 transport. Is placed on the scenario aid card, on the 36 vehicle depiction.

4.3.3 Markers

During the course of play, markers are placed on the blocks according to the actions and reactions performed.



«Activated» marker: a block who just performed an action and/or a movement receives an «activated» marker. The block can't be activated further until the end of turn.

«Reaction» marker: a block which has conducted a withdrawal, performed an opportunity fire or has been hit by the weapon's effect of a friendly block, is provided with a «reaction» marker. This block cannot conduct any additional opportunity fire or withdrawal until the end of the turn.

«Completed» marker: Place a «completed» marker on a block which:

- has been activated then has performed a reaction
- has performed a reaction then been activated

The players may lift those markers at any time to see the nature of the block, if it is revealed.

4.3.4 «Unit» cards

The impulsions are composed of several blocks that represent foot units or vehicles of different types. The characteristics of those blocks are detailed on the «unit» cards.

4.3.5 Weapon specific capacities

On the “unit” cards, each weapon is associated to a symbol that gives the specific capacities of the associated blocks.

- ▲ Weapon effective on any kind of target. A red symbol means it is a missile or a heavy shell (more destructive critical hit)
- Weapon effective only against armored vehicles, unarmored vehicles or foot targets.
- Weapon effective only against unarmored vehicles and foot targets.
- ◆ Weapon with the capacity to open breaches in the walls. A black symbol means it can breach only in contact, a red symbol means it can breach remotely (2 PE minimum).
- 🏠 Portable infantry weapon which cannot be used from within a building (backblast, flames, heat, smoke...).

4.3.6 Firepower

The firepower of a block is mentioned on its «unit» card. It may vary, depending on the distance between the block performing an action and its target.

This firepower provides the basis for the resolution of fires and assaults between blocks. Bonuses related to the situation or terrain may be added to it (see the play-aid card).



The first box (with the number in red) represents the firepower of the block against another block within a 1 EP radius, i.e. during an assault or ramming. The following boxes (with black numbers) represent the firepower with 5 EPs intervals.

According to the example above, each «MBT» block on the map has the following firepower:

For the 7.62 and 12.7 machine guns:

- A 1 EP assault will be based on a 6-point firepower
- A 2-5 EPs fire will also be based on a 6-point FP
- A 6-10 EPs fire will be based on a 7-point FP
- A 11-15 EPs fire will also be based on a 7-point FP
- No fire beyond 15 EPs

For the 125mm cannon:

- No fire at a distance closer than 11 EPs
- A 11-15 EPs fire will be based on a 8-point FP
- A 16-20 EPs fire will be based on a 8-point FP
- No fire beyond 20 EPs

4.3.7 Effect Points and weapons area of effect

4.3.7.1 Effect Points (EP)

Distances are calculated in Movement Points (MP) only for moving the blocks. The other distances (fire range, command, weapon effect, 3D action...) are given in Effect Points. The costs of MP and EP, depending on the terrain, are given on the play-aid card.

4.3.7.2 Weapons Area of Effect (AoE)

The area of effect of a weapon is given on the unit card for each type of block. It represents all the effects caused by the fire (shot departure trajectory, impact on the target).

The area of effect of light weapons extends in the fire axis, up to the maximum range of the weapon used.

The area of effect of heavy weapons extends:

- in some cases, around the firing unit
- always in the positions neighbouring the target of the shooting

For the application of the weapon effect in combat and their application area, see 8.2.1.1 and the dedicated board.

4.3.8 Unit Quality

The units are ranked in 3 different qualities, which represent their level of fire resistance and their experience.

The quality is given on the scenario aid card, in the order of battle box. The quality of a unit has an impact on the combat results:

- ★ **Novice or militia:** for each loss of OL caused by a fire, an opportunity fire or an assault, the player rolls 1D10. On a result of 0-3, the block loses 1 additional OL. 4-9: no change in the loss of OL.
- ★★ **Veteran:** plain application of the chart of combat resolution.
- ★★★ **Elite:** for each loss of OL caused by a fire, an opportunity fire or an assault, the player rolls 1D10. On a result of 0-5: no change in the loss of OL. 6-9: the block loses one less OL.

Note: the status and firepower of each block depend on the platoon they belong to, not the impulsion during which they are activated. So a MBT that comes from a «novice» platoon may be part of an impulsion in which every other block come from «veteran» or «elite» platoons. For the combat resolution, the «MBT» block has the characteristics specific to the «novice».



The cards

Title of the event :

Red : the event must be played immediately
Black : the card may be kept and played anytime

"EVENT" CARD

"We're taking heavy small arms fire"

Description :

The text on the card takes precedence over the written rules

Moves are limited to 3 PM for all blocks. Blocks doing an action cannot move. This rule is not to be applied by impulsion coming as reinforcement.

Notes :

Explanations or historical background

On many occasions, Rangers were pinned down under very heavy, although non accurate, fire.

Scenarios in which the card is used

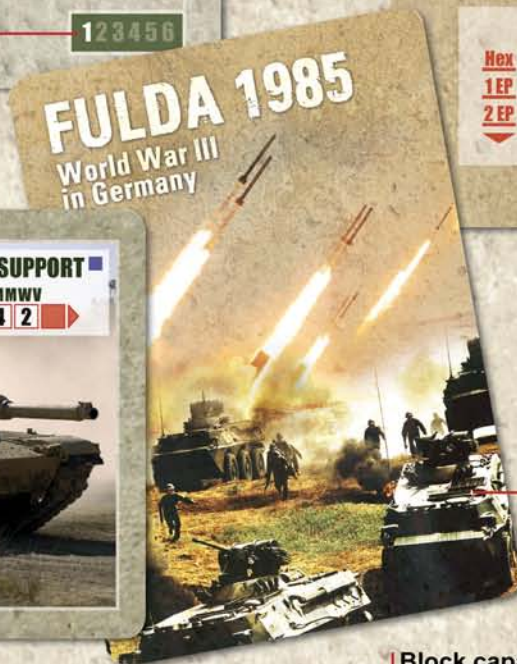
123456

Box providing information on :

- the **side** (green or red)
- the **name**
- the **country**
- the **time**

Each white box refers to a **block** on the map

"UNIT" CARD



"SUPPORT" CARD

Losses and weapon effect :
 Target hex / 1 EP radius / 2 EPs radius

Affected target types :

- Foot units (and unarmored vehicles) AND population
- Foot units and armored vehicles AND population
- ▲ Foot units, armored vehicles, tanks AND population

Affected sides :

Red symbol : any block AND population
Blue symbol : friendly blocks AND population

The back mentions the **campaign** in which the card is used

Block capacities :

- Foot units (and unarmored vehicles) only
- Foot units and armored vehicles
- ▲ Any target (▲ rockets / ▲ missile ou shells)
- ◆ Can breach (◆ contact / ◆ remotely)
- ⊠ Cannot shoot from within a building

Armament

Name of the block

MBT

◆ 12.7

6 6 7 7

▲ 120 mm

10 10

Block weight

number of hollow symbols

or transport capacity

number of full symbols

Block type

- Foot unit (or unarmored)
- Armored
- ▲ Main Battle Tank

Firepower in a

1 / 5 / 10 / 15 / 20 EPs radius

Weapon effect (blast/explo)

1 EP around the firer
 2 EPs around the target

Weapon effect (LOS)
 5 EPs beyond the maximum range of the weapon

5. Urban environment

5.1 The map

Each map represents a type of urban area with its own characteristics, which affect movement and combat.

The «underground» inserts are to be used according to the scenario aid card instructions. The blocks move on those inserts when they use the sewers and underground passages.

A map covers approximately 260x180 meters (850x590 ft). Depending on the scenario, a single map may be used, or an assembly of several maps.

5.1.1 Hexagons

A grid of hexagons is superimposed on the terrain located outside of buildings. The hexagon is used to regulate block movements and weapon ranges.

A hexagon represents approximately 7 meters (23 ft) of real terrain from side to side. It should be noted that, although they're not represented on the map for sake of clarity, the streets are cluttered with various items: scrap vehicles, smoke, streetlights, street furniture... that greatly restrict LOS and weapons fire range.

Unless otherwise instructed in the scenarios, the half-hexagons on the edge of the maps are playable.

The dot printed in the center of the hexagons serves two purposes:

- when determining a line of sight, an imaginary line is drawn between two dots. If the line crosses an obstacle, the target is out of sight.
- the terrain type on which the dot is printed determines the terrain type for the whole hexagon, including its sides.

There is a stacking limit of one block per hexagon, EXCEPT temporarily, during a movement (see 8.1.1).

5.1.2 Buildings, rooms and zones

The inside of the buildings printed on the map is divided into rooms, bordered by shaded lines representing the walls. A room may contain several apertures (door, window or breach). A room may include several zones.

A white line separates two zones of the same room. Each zone may contain only one aperture.

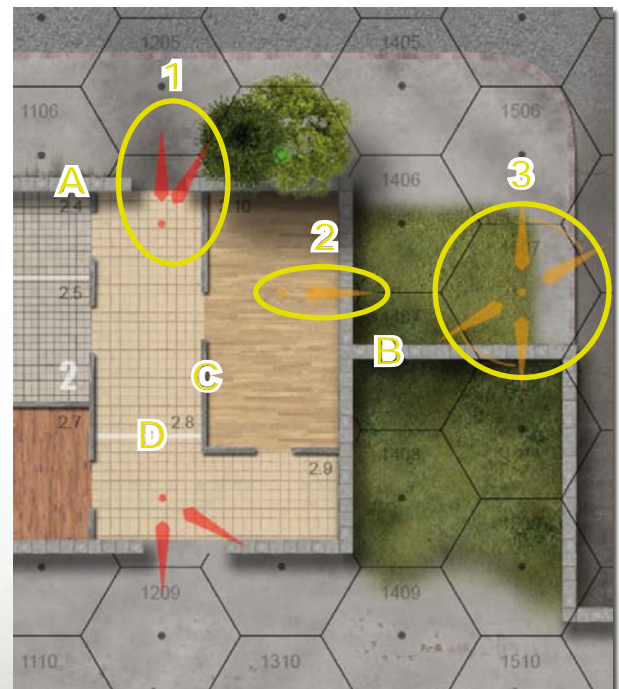
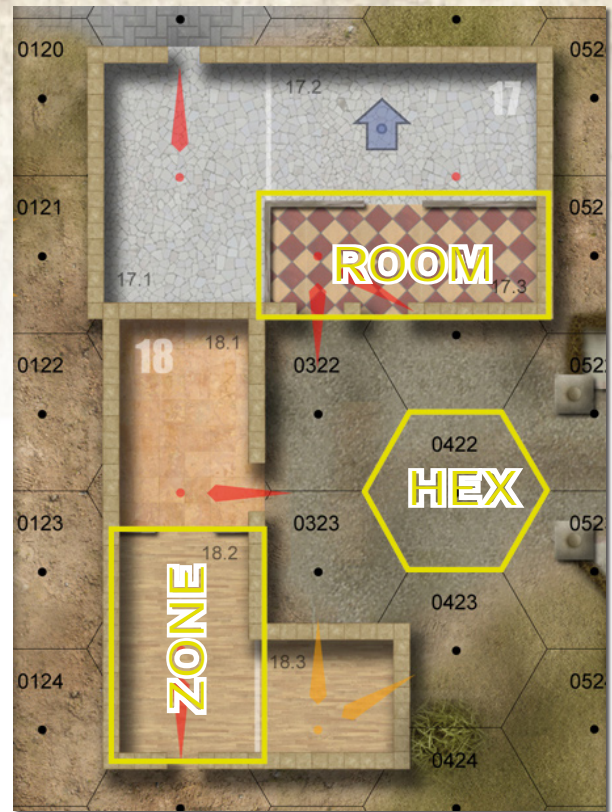
There is a stacking limit of one block and one marker per zone or undivided room, except temporarily, during a movement (see 8.1.1).

5.1.3 Walls and apertures

5.1.3.1 Walls, facades, partitions and zone limits

There are 3 different types of walls on the map: outer walls, facades and partitions:

- **Outer walls** : they obstruct the LOS, restrict movements and add a penalty to some effects (command, weapon effect...)



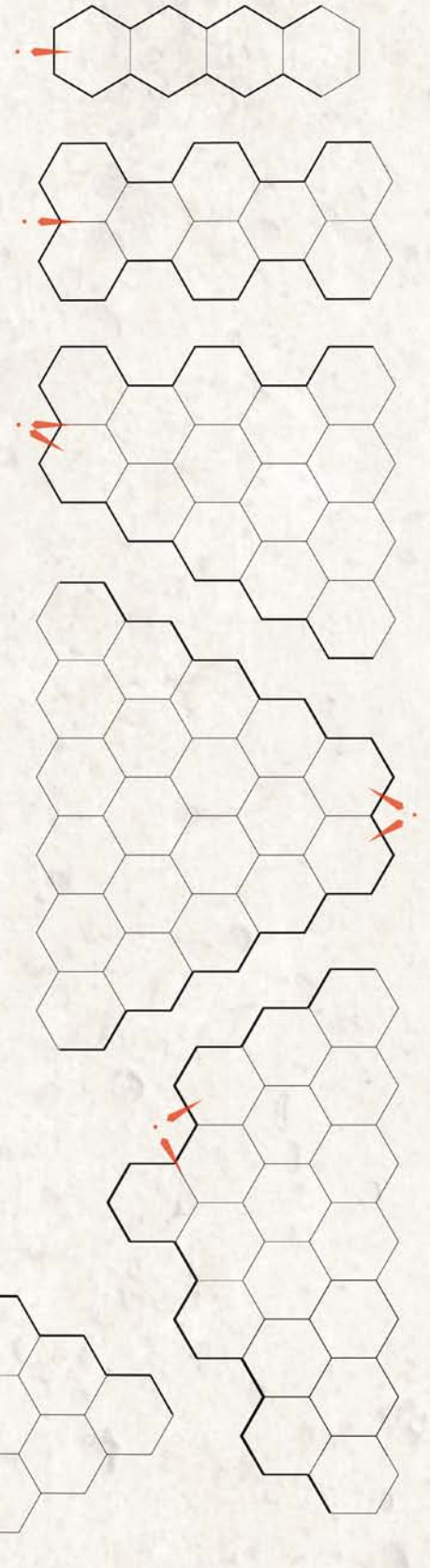
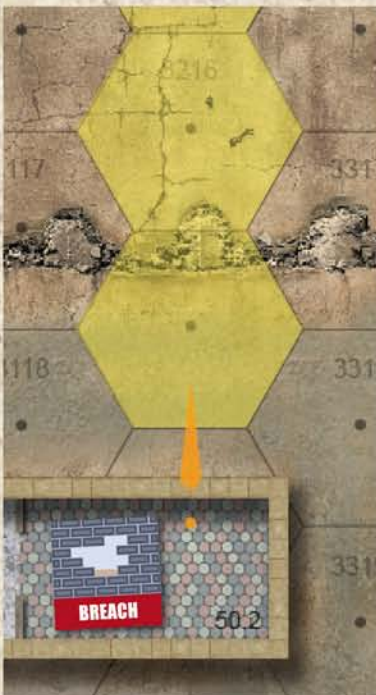
- A. Facade
- B. Outer wall
- C. Partition
- D. Zone limit
- 1. Aperture
- 2. Breach in a facade
- 3. Breach in a wall

Apertures

The red arrows (apertures) and orange arrows (breaches) represent the fire arcs.

If the arrow points towards the center of a hexagon, then the whole row belongs to the fire arc.

If the arrow points towards a hexside, draw an imaginary line along all the hexsides in the extension of the arrow. The hexagons crossed by the line and those where the line passes on their side belong to the fire arc.



- **Facades:** they obstruct the LOS and cannot be crossed, unless there is an aperture, and add a penalty to some effects (command, weapon effect...)
- **Partitions:** they penalize fire and movement ; they also affect effects (command, weapons effect).

The **zone limits** divide the larger rooms, they can be crossed for free (note: but an area costs 1 PM).

For more information on the EP and MP costs of the walls, facades and partitions, see the play-aid card (“terrain effects”).

5.1.3.2 Apertures and breaches

Outer walls and facades may be pierced by apertures or breaches:

- **Apertures (doors, windows):** materialized by red arrows on the map, they allow firing (under certain conditions) and crossing facades.
- **Breaches:** materialized by orange arrows on the map, they're identical to apertures as soon as they're created («breach» counter placed on them). A non-created breach is considered as a wall.

5.1.4 Levels

The terrain on the map and the “underground” inserts may represent several levels:

- Level 3: woods
- Level 2: buildings
- Level 1: outer walls and hillocks
- Level 0: clear terrain
- Level -1: water surfaces, sewers (open or underground) and underground networks

The «vehicle» blocks may move through levels 1, 0 and -1 but can not enter underground. Note: some open ground hexes (yellow central dot) are impassable to vehicles.

The «foot» blocks may move through any level. They may move from one level to another in several ways. Access to the roofs is performed:

- using the access to the roofs from inside the buildings (see the symbol on the play-aid card)
- climbing over a «vehicle» block adjacent to a roof, with a «access to the roof» symbol
- if the block has a «ladder» symbol and is adjacent to a roof with a «access to the roof» symbol

Access to the lower levels is performed:

- from any hex adjacent to open sewer
- from an open sewer hex adjacent to an underground sewer hexagon
- from an manhole to get to an underground network

Note: the above rules function both ways. A block can go up the same way he went down, and vice versa.

5.1.5 Underground manholes

A scenario may need the use of one or both «underground» inserts. Any manhole that allows access to the underground network is identified on the map by an «underground» marker.

A block moving through a hex with an «underground» marker on it must choose between going down or staying on the surface.

5.1.6 Sewers

The sewers, both open or underground, are one level below the ground (-1).

There is no «underground» symbol to get from an underground sewer to an open one. A unit may exit an underground sewer only through an open sewer hex, and vice versa.



5.1.7 Lines of sight (LOS)

Each location has a dot in its center. The LOS goes from the central dot of the firing location, to the central dot of the target location.

A block sees its target (block, marker or breach to remotely open) if there is no obstacle between the block and the target. This can be verified by linking the central dots on the map with a transparent ruler or a thread:

- If there is no obstacle in the LOS, the fire or scouting action is resolved.
- if there is an obstacle in the LOS, the firing unit is revealed (not the scouting unit) and the activation is complete. The losses are applied to the blocks and markers located within the weapon area of effect between the firing unit and the obstacle.

The lines of sight are reciprocal: if a clear LOS exists from one block to another, then both blocks can see each other.

5.1.7.1 Obstacles to the LOS

The obstacles to the LOS are the terrain elements that block the view (woods, walls, outer walls, partitions, hillocks), or the «No Man's Land» smoke, wreck and vehicle markers.

However, it is possible to fire through a block (which may be affected by weapon effect) or a «No Man's Land» marker (except smoke, wreck and vehicle).

The woods, hillocks, «smoke», «wreck» and «vehicle» markers cover the hexes in their entirety, including sides.

However, the walls are not considered as an obstacle in the entire hex they pass through; only their outlines are.

5.1.7.2 Obstacle level

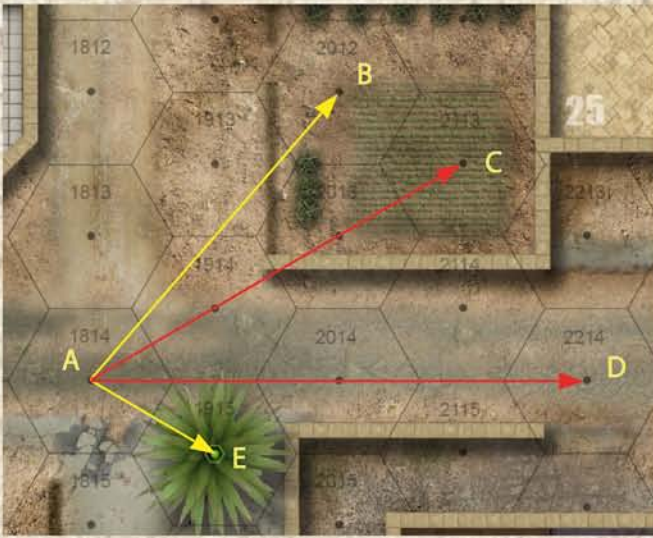
The obstacles to the LOS don't have the same height; they are divided in 3 levels:

- Level 3: woods
- Level 2: buildings, «smoke» and «wreck» markers
- Level 1: hillocks, wrecks, vehicles and outer walls

Note: levels 0 (open ground) and -1 (underground, sewers) don't count as obstacles and have no impact on the LOS.

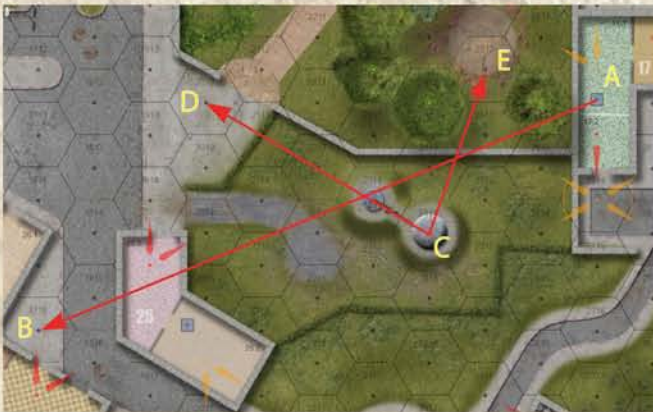
Lines of sight

Topographical masks



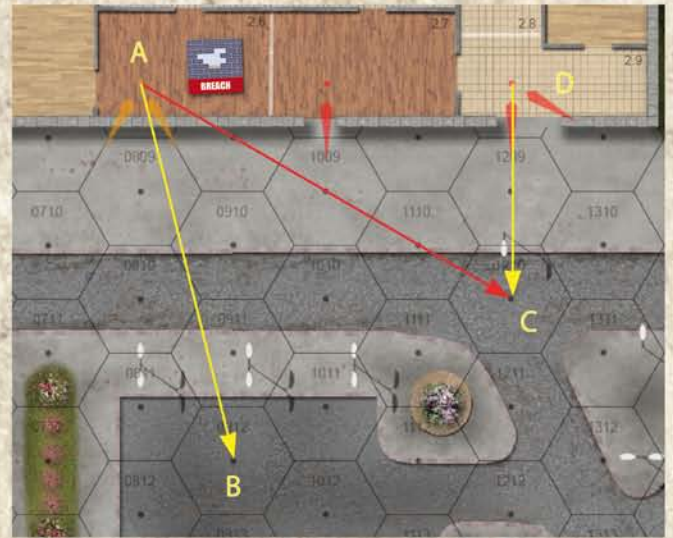
- A sees B, the line of sight is clear
- A sees E, because E is located on the obstacle and not behind it
- A can't see C, the wall is an obstacle
- A can't see D, because the LOS runs on the side of an obstacle hex

Plateau effect



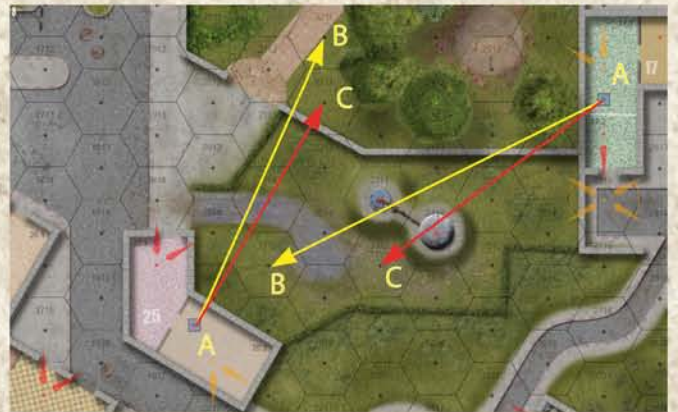
- A (on the roof) can't see B, the #28 building creates a plateau effect
- C can't see D, the first hex in the LOS is a hillock creating a plateau effect
- C can't see E, the wall creates a plateau effect

Apertures and breaches

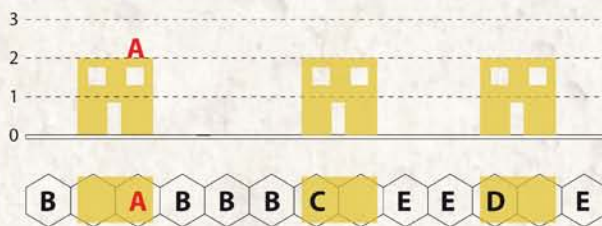


- A sees B, the LOS runs through the fire arc of a breach ("breach" marker in zone 2.6)
- D sees C, the LOS runs through the fire arc of an aperture
- A can't see C, the LOS is out of the fire arc of the breach

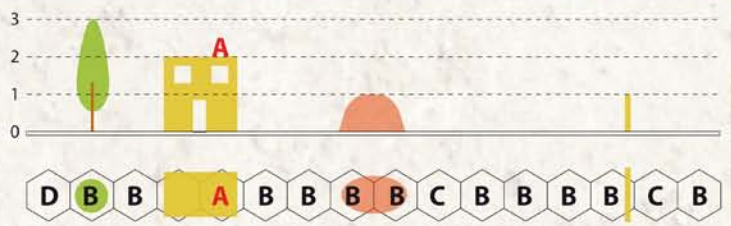
View from above and blind hexes



- A (level 2 on the roof) sees B, located at least one hex behind a level 1 obstacle
- A can't see C because it is located right behind a level 1 hex (blind hex)



- A (on the roof) sees B
- A (on the roof) sees C, whether C is on the roof or in the building (given the LOS runs through an aperture)
- A (on the roof) sees D, only if D is on the roof
- A (on the roof) can't see E



- A (on the roof) sees B
- A (on the roof) can't see C (blind hexes)
- A (on the roof) can't see D, the LOS runs through a tree (topographical mask)

Topographical mask: the LOS is blocked by an obstacle if both blocks are located on a lower level than the obstacle level.

Plateau effect: the LOS is blocked by an obstacle if one of the two blocks is located on the same level as the obstacle, and the other block on a lower level.

5.1.7.3 Firing / Scouting over/from an obstacle

View from above: a block located on a higher level to the obstacle has a clear LOS on a block located on a lower level to the obstacle.

Blind hex: the hex located right behind an obstacle, on a lower level to that obstacle, is said to be blind. A block with a view from above has no LOS on that hex.

Firing from a roof: a block may fire from a roof in any directions, the LOS is checked from the blue dot in the «access to the roof» symbol. The building on which the block is located (defined by its walls) has no impact on the LOS; the block occupies the whole roof. However, the adjacent buildings generate a plateau effect. To calculate the distance, EP counting complies with usual rooms and areas crossing, but the walls bordering the roof are not counted.

5.2 The «No Man's Land» environment

The «No Man's Land» environment is represented by blocks that belong to both sides, and neutral markers. The land mines placed by both sides may be materialized by markers, or not materialized (the player writes the location on a loose-leaf of paper).

5.2.1 «No Man's Land» blocks

The «No Man's Land» blocks of both Green and Red sides are either barricades or dummies:

- **barricades:** obstacles created by the engineers to hinder the mobility of the opponent, often at locations suitable for firing (mortar, direct fire)
- **dummies:** placed at game start, to impede the opponent's intelligence and mislead their posture (dummies cannot move, unless expressly specified on the scenario aid card)

Each player deploys them along with their other blocks. When they are scouted or suffer a direct fire, the player reveals them. A barricade stays revealed until the end of the game (or until it is destroyed), a dummy is immediately removed from the game.



5.2.2 Anti-tank mines (AT mines)

The only mines represented in the game are the AT mines, which each player may place according to the scenario instructions.

5.2.2.1 Placing an AT mine

The AT mines are placed at the game start, or during a turn (engineer block action). The player writes the number of the hex where he placed the mine on a loose-leaf of paper.

5.2.2.2 Triggering an AT mine

The AT mine is not triggered by foot units blocks, it is triggered by any vehicle moving through the hex in which the mine was

placed. The player who has set up the mine waits for the end of his opponent's block move to announce that a mine was on the way and has hit the block:

- On a result of 0-7 the vehicle block is destroyed. Place a «wreck» counter (into the wind), until the end of the game, where the mine was located. The weapon effect rules for the AT mine are applied when the mine explodes. Then the mine is removed from the game.
- On a result of 8-9 the mine doesn't explode. It is removed from the game and the player can resume his activation.

If a player forgets to announce a mine when an opponent vehicle moves through the hex it was placed in, the mine is removed from the game.

5.2.2.3 Scouting an AT mine

Only the «scouts» and «engineers» blocks are able to detect those mines, in a 2 EPs radius (with no obstacle to the LOS) around the hexes crossed by the block. To do so, the player reveals his engineers/scouts block and announces «I'm scouting». Its movement is limited to 3 MPs, but the opponent has the obligation to reveal any AT mine placed in the scouted zone. When the mine is scouted, it is revealed (the player places a «AT mine» counter) but it doesn't explode.

5.2.3 «No Man's Land» counters

The «No Man's Land» counters do not belong to any side.

The front side of each marker is generic. The back side shows the obstacle or incident type.

At game start, all the «No Man's Land» counters are placed on the board. The scenario specifies if there are special instructions for their setting (location, revealed or not).

A «No Man's Land» counter is revealed:

- when it is scouted by a block
- when a block comes in contact with the marker
- depending on the scenario, when the marker is in a fire lane or in a weapon area of effect

If a hidden «No Man's Land» counter is in a fire lane, or in a weapon area of effect:

- if it is a «population» counter, it is immediately eliminated
- if it is a «toxic» waste, it is pierced/opened
- if it is another type of counter, it suffers no damage



5.2.3.1 IED/UXO

When a block comes in contact with, or scouts an IED/UXO counter, the player rolls 1D10. On a result of 0-3, the IED/UXO explodes. The weapon effect applies immediately.

An IED/UXO counter revealed by a weapon does not explode. It may explode during the initial phase of the following turns. At the beginning of each turn the revealed IED/UXO may explode. On a result of 0-3 after a 1D10 roll, the IED/UXO, which is particularly

unstable, explodes immediately and the weapon effect applies within a 2 EPs radius. The counter is then removed from the game.

It is forbidden to enter a hex with an IED/UXO counter, but it is possible to fire through it. Only an «engineer» block may attempt to destroy it.



5.2.3.2 Toxic waste

If a «toxic» waste counter is revealed, the player places the «toxic» cloud counter, which represents the permanent toxic cloud. Any block that crosses the cloud loses 1 OL, as well as any block located in the cloud when it is placed. If a population marker crosses the «toxic» cloud, it suffers no damage.

A block may fire through a «toxic» waste counter.

Only an «engineer» block may attempt to neutralize the «toxic» waste counter. Once it is neutralized, the «toxic» waste and «toxic» cloud counters are removed from the game.



5.2.3.3 Population

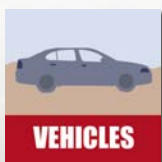
If a block comes into contact with a «No Man's Land» counter, and the counter turns out to be a «population» counter, then the opponent must move the «population» counter 3 MPs away, following these rules:

- the population marker HAS to get as far as possible from the block that came into contact with it
- if it is impossible, the population marker has to stop moving
- if the population marker comes into contact with another block, it has to stop moving

No block may move through a «population» counter.

No direct hit or 3D action can target «population» counters.

Firing through a «population» counter leads to its elimination. Any «population» counter eliminated by a side's action may cause a penalty in terms of victory conditions (see the scenario).



5.2.3.4 Vehicles

A «vehicle» counter represents several piled vehicles. It is an obstacle to the LOS in the entirety of the hex.

A block may cross a revealed «vehicle» counter.



5.2.3.5 Barricade (No Man's Land and sides)

No block may cross a «barricade» block or counter.

In clear terrain, moving a block in a hex adjacent to a barricade costs 2 MPs per hex. There is no additional effect if the hex is adjacent to several barricades.

In a building:

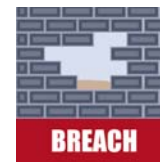
- a block that moves into a room adjacent to a barricade located in the street moves normally
- a block that moves into a room or a zone adjacent to a barricade in the building moves normally

Only an «engineer» block may remove a barricade, creating a weapon effect.

A «barricade» counter or block does not obstruct the LOS and has no effect on the weapon effect radius, or command.

5.2.4 Environment counters

The number of environment counters is set for each side in its scenario aid card.



5.2.4.1 «Breach» counters

A breach can only be open where the map allows it. The «breach» counter is set in the hex or room/zone in which it is open, so that the players can check the fire arc. It remains in place until the end of the game.

Foot units may cross any breach, vehicles may only cross the breaches opened in the outer walls.

Setting a «breach» counter is an action.



5.2.4.2 «Fortified» counter

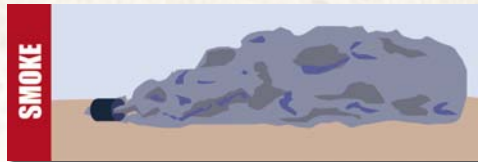
The «fortified» counters are set up at game start, as indicated by the scenario aid card (number, location).

They may be placed in any terrain type (hex, room, zone, roof, underground). They give a +1 bonus during the combat resolution, effective in all directions (when fighting room to room, the block located in a fortified room benefits from the bonus).

Furthermore, they offer protection against the weapon effect:

- If the block is located in a fire lane or weapon area of effect, the player rolls 1D10. On a result of 0-7: the loss caused by the weapon effect doesn't apply.
- In case of 3D fire, the block located in a fortified zone loses 1 less OL than the stated result.

The «fortified» counters are never removed from the game. Their protection effect is still valid after direct and indirect hits or breaching.

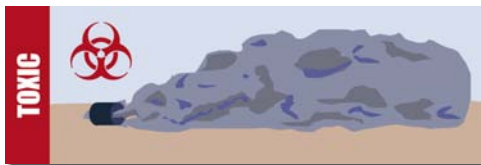


5.2.4.3 «Smoke» counters

A smoke fire in a hex is allowed:

- from a vehicle (armored or MBT) during a fire action
- as part of a 3D action, to be resolved during the initial phase of the turn

The «smoke» counter is placed in 3 hexes, from the targeted hex and in the direction of the wind. It is removed at the end of the turn. If the 3 PE smoke area covers a building, the rooms on this 3 PE area are crossed by the smoke.



5.2.4.4 «Toxic» cloud counters

The «toxic» cloud counter is placed as soon as a «toxic» counter is revealed, i.e. as soon as a block comes into contact with it, or if the counter is located in a weapon area of effect.

The counter is placed from the position on which the «toxic» counter was revealed, in 3 hexes, and in the direction of the wind. The revealed «toxic» counter and the «toxic» cloud counter remain in place until the end of the game.

A «toxic» cloud counter doesn't obstruct the LOS nor the fire.



5.2.4.5 «Wreck» counters

When a vehicle block is eliminated, remove it from the map and replace it with a «wreck» counter, placed from the location of the block, in 3 hexes, and in the direction of the wind.

A «wreck» counter is a level 1 obstacle.

During the initial phase of the turn, ammunitions may explode, according to the IED/UXO rule (5.2.3.1). Unlike the IED/UXO, the

wreck remains in play after an explosion and may explode again during the initial phase of the following turns.

5.2.4.6 Wind direction

The wind direction is taken into account to place the «smoke», «wreck» and «toxic» cloud counters. It is always indicated on the synopsis and scenario cards.



6. Events

Some scenarios stage events, which can be positive or negative, and which affects the flow of the game. Those events are introduced either by an events table, or by «events» cards. Instructions on events management are detailed on each player's scenario aid card:



6.1 Setup

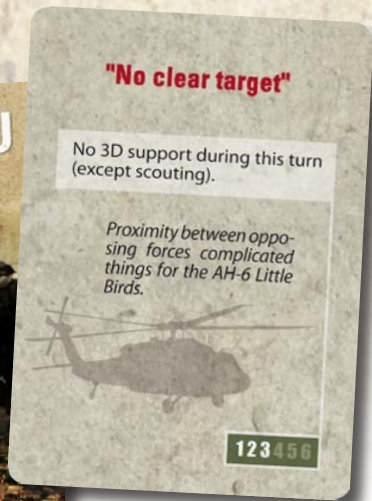
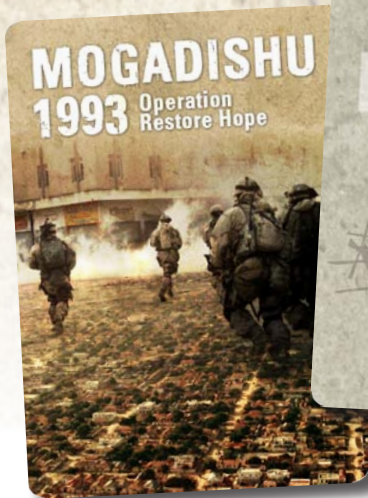
If the scenario refers to the use of «events» cards, each player selects the play cards which will be used by his side:

- Cards must be those of the right **campaign** (see the back of the card)
- Cards must be those of the **scenario** (see the front of the card : the name or number of the scenario is written in white at the bottom right rectangle of the card)

The scenario aid card mentions as well :

- Which «event» cards must be randomized, face down, in the deck

The back shows
the campaign



The front shows if the card is
used in the scenario



7. Commanding units

- Which «event» cards must be in the player hand at the beginning of the game

If the scenario refers to the use of an events table, this table is displayed on the campaign book.

According to the scenarios, there are four probable patterns for the events management:

- the scenario does not use any event
- events are managed by «events» cards
- events are managed by an events table
- events are managed by both «events» cards and an events table

6.2 Events drawing

6.2.1 «Event» cards

During the events phase, each player draws a card from his deck and places it in his hand.

Each «event» card depicts all details of the rules to be applied (if the play card text does not comply with the rules book, the card text shall be applied) and of the time when the event may be implemented. It mentions as well if the event must be implemented immediately or if the player may keep it in his hand for later use:

- **black** title: the card may be used immediately or kept for further use
- **red** title: the event is to be implemented immediately

Playing any number of events in one turn is possible. If both sides want to play an event at the same time, the player who has the initiative plays first.

Unless otherwise mentioned the card, once used, is removed from the game.

6.2.2 Events tables

During the events phase, each player rolls 1D10 and reads the events table. Events of the table must apply during the current turn. However, if the table mentions the drawing of an «event» card, this card may be kept on hand for further use

7.1 Taking action

7.1.1 Side's impulsion

The number of impulsions given to each side during each turn is defined on the scenario card. This value is equal to the number of platoon leaders given to the player at game start.

Unless otherwise instructed, a player activates his impulsions in any order he wishes.

During each impulsion, it is possible to activate any block belonging to its impulsion, but in they are limited in number:

- up to 3 blocks if the Plt Leader has been eliminated during a previous impulsion
- up to 5 blocks in normal situation (the Plt Leader is not out of the game or not within the command range of the company commander)
- up to 7 blocks if the Plt Leader is in the command radius (see 7.2) of the Commander when the impulsion starts AND if the «Cmd Post» block is deployed on the map

When a platoon enters into play after game start, all the block of the impulsion are activated for this turn. All of the blocks must be placed on the map, from the entry hex specified on the scenario card.

7.1.2 Block activation

During its impulsion, a player activates his blocks successively. The movement of a block may be interrupted by an opposing block performing an opportunity fire.

During its activation, a «foot unit» block may:

- move up to 9 MPs if the integrality of its movement is out of enemy LOS (see 8.1.13)
- move up to 6 MPs if it performs no action
- perform an action then move up to 3 MPs
- move up to 3 MPs then perform an action

During its activation, a «vehicle» block may:

- move up to 18 MPs if the integrality of its movement is out of enemy LOS (see 8.1.13)
- move up to 12 MPs if it performs no action

- perform an action then move up to 6 MPs
- move up to 6 MPs then perform an action
- armored vehicles and tanks only: «hit & go» (fire during the movement); move/fire/move without spending more than 6 MPs for the whole movement

The activation of a block can't be interrupted to activate another block. When a block activation has ended, it is over until the end of the turn.

7.2 Command hierarchy

The Commander commands the Plt Leaders. The Plt Leaders command the units (blocks).

The Commander and the Plt Leaders have a 6 EPs command radius.

7.2.1 Effect on activations

When the Commander is within a 6 EPs radius from the Plt Leader AND if the CP is deployed on the map, the player may activate up to 7 blocks for the impulsion.

If the Plt Leader is off-map, the player may only activate up to 3 blocks for the impulsion (whether the units are within the Commander command radius or not).

7.2.2 Effect on combat

When a block is within the command radius of its Plt Leader (6 EPs), it benefits of a +1 bonus for the combat resolutions.

The command radius between the Plt Leader and the block is determined when the combat occurs (fire, assault or opportunity fire). The Commander and Plt Leaders blocks do not benefit from this bonus.

7.3 Third dimension actions

7.3.1 Available 3D actions

3D actions may be of different types:

- helicopter reconnaissance mission
- drone reconnaissance mission
- close air support
- close combat attack (helicopter)
- mortar or artillery fire
- mortar or artillery smoke shelling (not to be confused with smoke shelling performed by some armored vehicles during impulsions)

3D actions that players can use during a scenario are depicted in the 3D actions matrix on each side's scenario aid card.

3D support	#	U	T+1	T
AH-1 Cobra	2/1	0-4	5-8	-
A-10 Thund.	2/1	0-4	5-9	-
Mo 120mm	1/1	0	1-7	8-9
M109 155mm	2/1	0-2	3-8	9
OH-58 Kiowa	1/1	0-2	3-8	9
Smoke	2/2	0	1-7	8-9
Air defense				
M163 Vulcain	1/1	0-2	-	3-9

- **3D support/air defense** : name of the available support asset, referring to the related «support» card
- **#** : number of missions available for the scenario/number of support requests that can be done for each turn (those requests depend on a dice roll)
- **U** : unavailable support (result of the dice roll)
- **T+1** : 3D action taking place during next turn's 3D actions resolution sequence (result of the dice roll)
- **T** : immediate 3D action (result of the dice roll)

7.3.2 Who can request a 3D action?

Plt Leaders and Joint Fire Observers (JFO) only can request 3D actions, within a given distance around the requesting block:

- JFO : the targeted position must be no farther than 20 EP when support is requested
- Platoon leader : the targeted position must be no farther than 15 EP when support is requested

Plt Leaders can only request mortar, artillery or smoke shelling, but JFOs can request any kind of 3D action.

3D actions can be requested even if the LOS is not clear between the target and the requesting block.

7.3.3 3D actions request procedure

A player can request a 3D action (plane, helicopter, drone, artillery...) only if this action is listed in the 3D actions matrix on his scenario aid card. In addition, the authorized number of actions is limited during the game. All details around the requested action and its effects on the ground are depicted on the card.



A Plt Leader or a JFO can only request one action at a time. If the player wants to request several 3D actions during the same turn, he must task one platoon leader or JFO per mission.

Unless otherwise mentioned 3D actions are requested during the 3D actions request sequence of the initial phase. If the request succeeds, the 3D action takes place during next turn's 3D actions resolution sequence or, more rarely, may have an immediate effect.

All units performing 3D actions are off map, they are only represented by «support» cards.

7.3.3.1 3D action request

During the 3D actions request sequence, the player writes out on a loose-leaf the positions targeted by 3D actions, as well as the name of the desired support. If a building is aimed by fire, only a room or an area can be targeted, but no roof (any fire against a room or an area of a building affects its roof).

Subsequently, the player rolls 1D10 and checks the result on the 3D actions matrix of his scenario aid card (see the line related to the requested support). Three different results may occur:

- **U:** support is unavailable (radio contact is impossible, support assets are already tasked to another area...). The mission is delayed, and the action is not deducted from the number of missions available for the scenario (first number in # column).
- **T+1:** the 3D action will take place to next turn's 3D action resolution sequence. It is deducted from the number of missions available for the scenario (first number in # column).
- **T:** 3D action immediately implemented. It is deducted from the number of missions available for the scenario (first number in # column).

7.3.3.2 Adjusting a requested 3D action

During the 3D actions resolution sequence, in some circumstances, cancelling or adjusting a planned 3D action is possible.

Rules for ground-to-ground 3D actions (mortar, artillery, smoke...):

- If the LOS is clear between the Plt Leader or JFO and the planned position, cancelling the action is possible
- If there is no LOS between the Plt Leader or JFO and the planned position, cancelling the action is impossible
- Adjusting is impossible

Rules for air-to-surface 3D actions (close air support, helicopter, drone...):

- Even if there is no LOS between the Plt Leader or JFO and the planned position, cancelling the action is possible
- If the LOS is clear between the Plt Leader or JFO and the planned position, adjusting the position of the 3D action is possible up to 10 PE from the original position (even if there is no LOS to the adjusted position)

7.3.3.3 Resolution of the 3D action

After a potential adjustment, the player refers to the «support» play card and immediately applies the weapon effect to the opponent and friendly blocks and to the population counters.



The dedicated box on the play card defines the 3D action impact:

- *Weapon effects (left, in red):*
Targeted hex / 1 EP around / 2 EP around / ...
- *Kind of affected target:*
 - Foot unit blocks and unarmored vehicle AND population
 - Foot unit blocks, armored / unarmored vehicle AND population
 - ▲ Any kind of block AND population
- *Affected side:*
Red symbol: both sides AND population
Blue symbol: friendly side AND population

Particular case of the roofs: a block positioned on the roof of a building is affected by weapon effect as if it were in one of the rooms/areas (of this building) aimed by the 3D action. If the targeted position is not within the building, no weapon effect is to be applied on the roof.

7.3.3.4 Smoke

Smoke shelling can be performed by artillery or mortar fire. A «smoke» counter is then placed on the targeted position. If located on this position a friendly or opponent block loses 1 OL, a «population» counter is removed.

7.3.3.5 Air defense

When a player announces a 3D air-to-surface action (only plane or helicopter, no drone) on a position, his opponent may try an immediate interception if some air defense asset is available on his 3D actions matrix.

The result of 1D10 roll is to be read on the 3D actions matrix:

- **U:** air defense assets are unavailable; the opponent 3D action takes place. No air defense action is deducted from the number of missions available for the scenario (first number in # column)
- **T:** the opponent plane or helicopter is intercepted; his 3D action is cancelled. Both 3D actions are deducted from the number of missions available for the scenario (first number in # column)

7.3.4 Scouting with 3D actions

A 3D scouting action is allowed only outside of the buildings (exception: roofs) and the undergrounds.

The 3D scouting action procedure is the same as any other 3D actions. The scouting rules are the same as the vehicle or foot blocks scouting rules.





8. Block activation

During a game turn, each activated block may move and/or perform an action. Once a block has performed its movement and/or its action, it receives an «activated» marker.

It is mandatory to end the activation of a block before starting the activation of another block. Once a block has been activated, it can't be activated again during this turn. But, while it is not «completed», he may perform a reaction.

8.1 Movement

The blocks and counters movement is counted in Movement Points (MPs). The number of MPs spent by a block or a counter depends on the terrain crossed (see the dedicated play-aid card).

During its activation, a «foot unit» block may:

- move up to 9 MPs if the integrality of its movement is out of enemy LOS (see 8.1.13)
- move up to 6 MPs if it performs no action
- move up to 3 MPs if it performs an action (before or after movement)

During its activation, a «vehicle» block may:

- move up to 18 MPs if the integrality of its movement is out of enemy LOS (see 8.1.13)
- move up to 12 MPs if it performs no action
- move up to 6 MPs if it performs perform an action (before, during or after movement)

Entering the map (entering the game) : a block entering the map begins its move when entering the first hex on the map (so it can be targeted by an opportunity fire).

8.1.1 Moving through a block

Two blocks can't stay in the same location at the end of an impulsion. However, a block may cross a friendly block (or move over it) during its movement.

8.1.2 Moving from one hex to another

A block may move from one hex to another while there is no impassable obstacle blocking the WHOLE shared hexside.

8.1.3 Moving inside a building

Only the «foot» blocks may move inside the buildings. Crossing a partition between two rooms costs 2 MPs. Changing zone inside the same room costs 1 MP.

8.1.4 Crossing an aperture

The fire arcs materializing the doors/windows (red) are used to represent the direction from which a crossing of the apertures is allowed. A block in a hexagon adjacent to an aperture must be located in its fire arc to be able to cross it.

A «foot unit» block may cross an aperture by moving in the fire arc for a cost of 2 MPs.

The «vehicles» blocks can't enter inside the buildings, except the hangars of B map (53, 54, 55 and 56 buildings).

8.1.5 Crossing a breach

The fire arcs materializing the breaches (orange) are used to represent the direction from which a crossing of the breaches is allowed. The breaches may be crossed only if a «breach» counter is placed on the map over the location where a breach has been opened. A block in a hexagon adjacent to a breach must be located in its fire arc to be able to cross it.

The crossing of a breach costs 2 MPs. All of the «foot unit» blocks may cross the breaches in the facades. All the blocks (including vehicles) may cross the breaches in the outer walls.

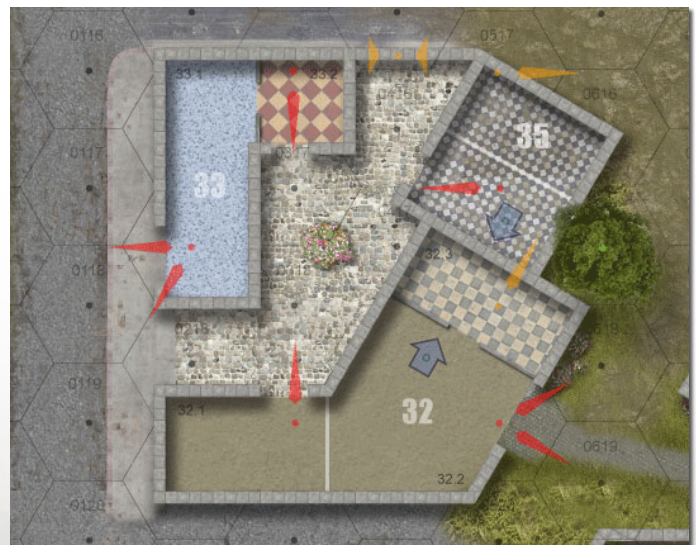
8.1.6 Crossing an outer wall

A «foot unit» block, without a ladder or adjacent vehicle may cross an outer wall for a cost of 5 MPs.

A «foot unit» block with a ladder may cross an outer wall for a cost of 2 MPs.

A «foot unit» block without a ladder may cross an outer wall by moving over a block with a ladder or a vehicle block located in a hex adjacent to the outer wall.

To do so, the block spends 1 MP to move over the vehicle or the «with a ladder» block, then 2 MPs to cross the outer wall, for a total cost of 3 MPs.



In the example above, a block located in the 32.2 zone of the building #32 may climb on the roof for a cost of 2 MPs, then move on the room of building #35 for a cost of 4 MPs. This move is legal because the «access to roof» symbols are two arrows pointing to each other.

8.1.7 Climbing on a roof with a ladder or a vehicle

A «foot unit» block, without a ladder or adjacent vehicle can't climb on a roof from the outside of the building.

A «foot unit» block with a ladder may climb on a roof from the outside of a building, or go down from the roof towards clear terrain for a cost of 3 MPs.

A «foot unit» block without a ladder may climb on, or go down from, a roof by moving over a block with a ladder or a vehicle block located in a hex adjacent to the building. To do so, the block pays 1 MP to move over the vehicle or «with a ladder» block, then 3 MPs to climb on, or go down from the roof, for a total cost of 4 MPs.

Place a white cylinder block under a block on a roof. The cylinder is placed on the «access to roof» symbol.

8.1.8 Climbing on a roof from the inside of a building

Every «foot unit» block may climb on a roof. When the block is in a room/zone with an «access to roof» symbol, it spends 2 MPs to climb on the roof. Use the same procedure to go down from a roof. Place a white cylinder block under a block on a roof. The cylinder is placed on the «access to roof» symbol.

8.1.9 Moving from roof to roof

Once on a roof, a «foot unit» block may move on the roof of a contiguous building if the «access to roof» arrows of the two building point to each other. This move costs 4 MPs.

8.1.10 Moving underground

The undergrounds presence or not, as well as the knowledge of maps or access possibility, are pieces of information given in the scenario instructions.



Access to the underground is done via an «undergrounds» counters. Each marker has a different letter, linking the location where the marker is placed on the map and the undergrounds zone. I.e. The «undergrounds» A counter allows to access the A zone of the «undergrounds» insert.

It is possible that only one side owns the undergrounds map, in which case, the «undergrounds» counter may be placed face-down (letter hidden). It is turned face-up only when an opposing block enters the undergrounds using this manhole. If a block wants to exit an underground without knowing the exit manhole, then the player owning the map has to show him the exit location.

The scenarios instructions may also specify that some «undergrounds» counters are dummies (they don't lead to a zone on the undergrounds insert and are just destined to mislead the opponent).

Moving from the location containing an «undergrounds» counter to the undergrounds insert zone costs 2 MPs. Performing the opposite move costs also 2 MPs.

8.1.11 Moving inside the sewers

All blocks may move inside the open sewer, but only the «foot» blocks may move inside the underground sewers.

The movement inside the underground sewers is performed exactly as a surface movement (the sewers map also uses hexes).

8.1.12 Contact with a counter or a block

Two blocks are «in contact» and immediately revealed if, during their movement, one of the two blocks is:

- within a 3 EPs radius and with a clear LOS from the opposing block, or
- in the same room as the opposing block

A block is «in contact» with a «No Man's Land» marker (and this later is immediately revealed if needed) if the block becomes adjacent to the marker location during its movement.

When the block of player comes to 1 hex/room/zone from a population marker, the opponent moves the population counter 3 MPs, in any direction.

After a contact, a block may resume its movement.

8.1.13 Moving out of the opponent's sight

A block may move faster (9 MPs for a «foot unit» block and 18 MPs for a «vehicle» block) if its movement is ENTIRELY out of sight of all opposing blocks (including start location). This quick move is prohibited in the underground passages.

8.1.14 After assault movement

When a block takes the place of an eliminated block, or a withdrawing block during assault, it does not spend any additional MP.

8.1.15 Hit and go

During a «Hit & Go», the MBT and armored vehicles may move, fire, then move up to 6 MPs max.

8.2 Performing an action

In addition to its movement, a block may perform an action. This action may occur before, after or during (Hit & Go) the movement. The various actions a block may perform are:

- *Without announcing the action:*

- ▶ Support
- ▶ Setting
- ▶ Loading/unloading
- *Announcing only the targeted block or counter:*
- ▶ Scouting
- ▶ Scattering population
- *Announcing the targeted block AND the block performing the action:*
- ▶ Fire/opportunity fire (announce the weapon used if the block has two armament types)
- ▶ Assault
- ▶ Smoke fire
- ▶ Breaching
- ▶ Destroying

8.2.1 Weapon effect

The light or heavy weapons, the explosions (3D actions, IED/UXO, breaching...) cause a weapon effect that may affect all the blocks and counters on the map. They obviously may include the opposing blocks (intended effect), but also friendly blocks (friendly fire), or the population (collateral damage).

8.2.1.1 Blocks and counters affected

If on a battlefield, all the fires and explosions affect everybody in the same way, in game terms. For educational reasons, their effects are distinguished according to the sides (friendly, enemy, population). For the determination of which blocks or markers are affected by a weapon effect, there are 5 specific cases detailed below. The application of the «impact» chart on the «combat» play-aid cards allows to deal with all of these situations:

- A weapon effect, whatever the source is, always affects the «No Man's Land» counters.
- A block performing a voluntary action of fire, assault, breaching or destroying causes a weapon effect. The effect affects all the blocks of its side within the weapons radius effect, excepted the block performing the action.
- A block performing an involuntary action (contact with an IED/UXO, AT mine) causes a weapon effect. The effect affects all the blocks of its side within the weapons radius effect, including the block performing the action.
- A weapon effect caused by a fire or an assault against an enemy block affects only the enemy target block, never the other enemy blocks.
- A weapon effect caused during the initial phase (IED/UXO or wreck explosion) affects all the blocks and «No Man's Land» counters.

Special case of 3D actions (area of effect weapons) : The weapon effect applies to all the friendly and «No Man's Land» counters AND in a shorter area of effect (see "support" cards), to all the enemy blocks.

8.2.1.2 Area of effect

The area of effect is given on each «unit» or «support» card according to the symbols described on the next page (area of effect). Two situations may occur:

- *Fire lane weapon effect*: caused by the light and heavy weapons, it affects all the friendly blocks and «No Man's Land» counters in the LOS between the shooter and its target and from the shooter's position until 5 EPs beyond the maximum range of the weapon.
- *Radius weapon effect*: caused by the heavy weapons and all types of explosions (IED/UXO, 3D actions, Breaching, AT mines...), it affects all the friendly blocks and «No Man's Land» counters within a radius around the shooter (blast effect) and/or the target (explosion)

8.2.1.3 Impact

The impact of the weapon effect is described in the «impact» chart on next page. Each block suffering a weapon effect immediately receives an «activated» marker.

The impact of the weapon effect on friendly blocks varies according to the block type (foot unit, armored, MBT) and the weapon type used (light, heavy, 3D action). Important: an armored or MBT block may never go below the «operational» OL because of a weapon effect.

Weapon effect on a «population» counter always lead to its elimination.

If a non-scouted «No Man's Land» counter is affected by a weapon effect, immediately flip the marker face visible:

- if it's a «population» counter, it is eliminated
- every other counter stays on its scouted face

8.2.1.4 Terrain-based modifications

The weapon effect may be lowered because of the presence of walls obstacles (outer walls and buildings) and woods:

- *In the fire lane*: The weapon effect applies up to 2 EPs beyond the obstacle.
- *Within radius*: The weapon effect is lowered by 1 EP for each obstacle crossed.

Underground network : the weapon effect of light weapons in undergrounds is more powerful than on open ground, because of the deafening reverberation caused by the fires and explosions. The area of effect spreads along the fire lane, but also within a 2 EPs radius around the shooter, causing a -1 OL loss.

Levels: When the shooter and its target are not at the same level, weapons effect takes effect on the LOS anywhere shooting is possible (no effect on the blind hexes and where plateau effect is).

8.2.2 Support

The settlement of a supply chain allows every block to offset the OL losses caused by combats from the «Plt Support» and «logistics» blocks.

Unless specified otherwise in the scenario instructions, at game start:

- Unless specified otherwise in the scenario instructions, at game start
- All blocks are fully operational
- Each impulsion has 2 support points, represented by the «support» marker placed on the boxes with red crosses of each impulsion
- The CP logistics has some support points in reserve (specified on the scenario instructions), the needed markers are then placed in the corresponding red cross box on the scenario play-aid



In order to recover 1 level of OL, a block must be in a location adjacent to the «Plt support» or «logistics» block.

A support action is an action for the supported block AND the supporting block. Pay attention to carefully follow the blocks activation rules. I.e., it is forbidden to move a «Plt support» block, then a «foot unit» block, and perform a support action (the «Plt support» block activation is now over). Both actions of the two blocks must be consecutive, in other words, the first action must terminate the activation of the first block, and the second one must start the activation of the second block.

Weapon effect

Area of effect

The effect of every armament is described with the symbols on the "unit" or "support" card.



Fire lane

This symbol means the weapon effect applies up to 5 EPs beyond the maximum range of the weapon.



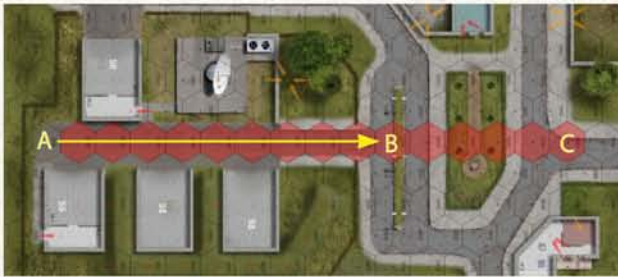
Radius

This symbol means the effect applies within a radius around the shooter (blast effect) and/or the target (explosion). The radius effect is 1 EP per stripe above the red arrow.

Light weapons

This light weapon (AK 47) causes a weapon effect up to 15 EPs in the fire lane:

- whatever the range to the target is (even point-blank assault).
- even if the weapon has a range limited to 10 EPs

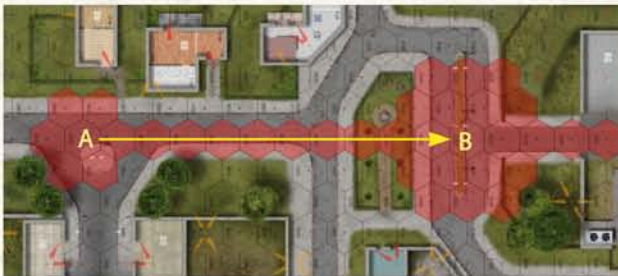


A fires on B, which is at maximum range (10 EPs). The weapon effect is effective up to C, 5 EPs beyond A's maximum range.

Heavy weapons

This 105mm gun cause a weapon effect:

- up to 25 EPs in the fire lane.
- up to 1 EP radius around the firer.
- up to 2 EPs radius around the target



A fires on B, causing a 1 EP radius effect around A and 2 EPs radius around B. The weapon effect in the fire lane will be effective up to a 25 EPs range (i.e., 14 EPs beyond the B target).

3D actions

The 3D strike of this HOT Gazelle causes a weapon effect effective within a 2 EPs radius around the target.



SA 342M Gazelle HOT

- Hex** -2 OL ● Destruction ■▲
- 1PE** -2 OL ●■▲
- 2PE** -1 OL ●

IMPACT

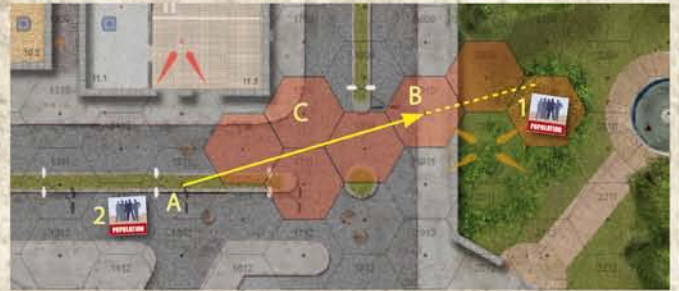
	Around shooter	In the fire lane	Target location	Around the target
Light weapons		-1 OL ● No effect ■▲	● According to the combat result	
Heavy weapons	-1 OL ● No effect ■▲	-1 OL ● -1 OL* ■▲	●■▲ According to the combat result	-2 OL ● -1 OL ■▲
3D actions			●■▲ See "support" card	●■▲ See "support" card
Breaching Destroying actions				-1 OL ●■▲ within 2 EPs radius
IED/UXO, AT mine and Wreck				-1 OL ●■▲ within 2 EPs radius

● Foot units or unarmored vehicle block / ■ armored / ▲ MBT

Blue = friendly block only AND "population" counters

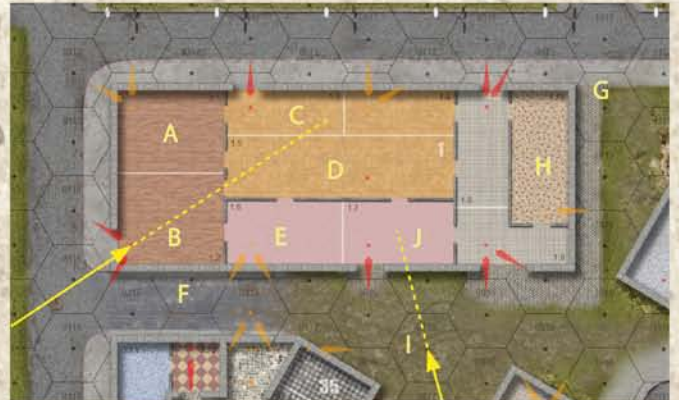
Red = all blocks AND "population" counters

* affects only "fully operational" vehicles



A fires on B:

- The weapon effect is effective only 2 EPs beyond the wall, but this is enough to eliminate the "1" population counter.
- If C is friendly to A or is a "population" counter, it suffers the weapon effect. If it is enemy, no weapon effect is applied.
- If B does not withdraw and returns fire to A, then the "2" population counter is affected by the weapon effect and is eliminated.



- B is the target of a light weapon fire, the effect is applied up to 2 EPs beyond the partition, C and D are affected.
- If B is the target of a heavy weapon (explosion radius = 2 EPs), then A, D, E and F are affected by the weapon effect due to the explosion. C is affected because it is in the fire lane.
- G is the target of a 3D action (explosion radius = 2 EPs), H is affected by the weapon effect.
- I is the target of a light weapon fire, J is affected by the weapon effect, not D.

A Plt support block can perform a support action for itself.

Before each support action, adjust the «support» marker corresponding to the block (the one of its impulsion) performing the support on the scenario play-aid: remove a 1 «support» marker, or flip a 2 «support» marker on its 1 face. A «Plt support» or «logistics» block which has no more «support» markers in its corresponding box on the scenario play-aid card can't perform this action.

A «Plt support» block which has no more «support» markers must come into contact of the «logistics» block to recover up to 2 supports points max. This costs 1 action to the «Plt support» block AND to the «logistics» block. In this case, move the marker(s) from the logistics red cross box to the impulsion red cross box.

If a «Plt support» or «logistics» block is eliminated, the attached «support» markers are definitively lost.

A support action performed in favor of a vehicle with mounted personnel can only be performed on the vehicle block, never the mounted block. «Foot unit» blocks must disembark to receive support.

8.2.3 Setting / Destroying

The «engineer» blocks have the capability to set and destroy the No Man's Land elements.

8.2.3.1 Setting

An «engineer» block may set an AT-mine, a barricade or an IED/UXO in an adjacent location if this is specified in the scenario instructions. The player announce «I'm setting» and may:

- place an IED/UXO counter, face-down in an adjacent location
- place a «barricade» block (standing) of its side in an adjacent hex, room or zone
- write the AT-mine location on a scratch of paper

8.2.3.2 Destroying

An «engineer» block can destroy an IED/UXO, a «toxic» counter, a mine or a barricade (friendly, enemy or from No Man's Land). The «engineer» block must be in an adjacent location.

The player announce «I'm destroying» and definitely remove the block or marker from the map. Immediately apply the weapon effect (2 EPs around the target).

The IED/UXO, «toxic» counter and AT-mines must be revealed in order to complete the destruction action. The barricades may be revealed or not (friendly barricades).

8.2.4 Mounting / Unmounting

8.2.4.1 Vehicles transport capacity

- On the «vehicle» cards, the number of blue-filled symbols shows the transport capacity of each vehicle block.

8.2.4.2 «Foot unit» blocks weight

- On the «platoon» cards, the number of hollow symbols shows the weight of each «foot unit» block in transport terms.

8.2.4.3 Mounting

The «vehicle» and «foot unit» blocks must be in adjacent hexagons.

The weight of the mounting block can't be higher than the vehicle transport capacity. This transport capacity may be lowered if the vehicle block already transports a unit. I.e. a «vehicle» block (trans-

port capacity of 3) transports a «sniper» block (weight of 1). It can transport another block if it weighs 2 or less.

The mounted unit block is removed from the map and placed on the transporting vehicle depiction on the scenario play-aid.

Mounting count as an action for the «vehicle» block AND the «foot unit» block. Pay attention to carefully follow the blocks activation rules. I.e. it is forbidden to move a «vehicle» block, then a «foot» block, and perform a mounting action (the «vehicle» block activation is now over). Both actions of the two blocks must be consecutive, in other words, the first action must achieve the activation of the first block, and the second one must start the activation of the second block.

8.2.4.4 Unmounting

Unmounting a block count as an action for the «vehicle» block AND the «foot unit» block. Pay attention to carefully follow the blocks activation rules. I.e. it is forbidden to move a «vehicle» block, then a «foot unit» block, and perform a mounting action (the «vehicle» block activation is now over).

The «foot unit» block is removed from the scenario play-aid card and placed on the map, in a hexagon adjacent to the transporting vehicle.

8.2.4.5 Mounted «foot unit» block

A «foot unit» block mounted in a vehicle cannot perform an action or be targeted.

A mounted «foot unit» block shares the fate of its transporting vehicle. It suffers the same OL losses and is also eliminated if the vehicle is eliminated.

Activating a «vehicle» block transporting one or more «foot» blocks counts as just one activation if none of the mounted blocks unmount during the turn. Each block performing an unmounting action must be otherwise activated.

8.2.5 Scouting

The scouting of a block or a counter allows to reveal it, the block is then laid flat, face visible, or the counter is flipped.

8.2.5.1 Scouting with a block

Every block can scout an environment or opposing block up to 5 EPs provided the LOS is clear.

8.2.5.2 Specific means of observation

The «scout», «recon», «sniper» and «Joint Fire Obs» are equipped with specific means of observation. They may scout up to 10 EPs provided the LOS is clear.

8.2.5.3 Scouting inside a building

A room or a zone can only be scouted from the outside, only if the scouting block is in the aperture fire arc and the LOS is clear.

It is not possible to scout from one room to another.

8.2.5.4 «Toxic» marker scouting

Scouting a «toxic» counter causes a toxic cloud, place a «toxic» cloud counter (see 5.3.2.1).

8.2.5.5 «IED/UXO» scouting

Scouting an IED/UXO may cause its triggering (see 5.2.3.1).

8.2.5.6 Scouting an AT-mine

Scouting of an AT-mine is only possible with a «scout» or «engineer» block (see 5.2.2).

8.2.5.7 Scouting before an opportunity fire

A block willing to perform an opportunity fire may scout its target beforehand, without revealing itself. The block is then free to open fire or not, but whatever it is doing, it is considered as having performed a reaction.

8.2.6 Scattering population

A block which comes in contact (adjacent) with a «population» counter can perform a «scattering population» action. It moves then the «population» counter up to 6 PM. The counter can not be placed in contact with an enemy or friend block.

8.2.7 Fire

Every block can fire up to the limit of its range armament, provided there is no obstacle in the LOS. A block can fire over an opposing block if it targets a specific block behind.

A block can't fire at point-blank, but it may conduct an assault.

The targeted block may choose between withdrawing or opening fire on the attacking block (this fire is not an action or a reaction).

Strictly follow this procedure to resolve a fire:

- ▶ Fire declaration.
- ▶ LOS check
- ▶ Opposing block reaction
- ▶ Range and capability check
- ▶ Fire resolution
- ▶ Losses application
- ▶ Friendly fires and collateral damages

8.2.7.1 Fire declaration

The attacking player indicates the firing block, reveals it and indicates the target of the action. Then he shows the armament used on the «unit» card.

8.2.7.2 LOS check

If after checking, the LOS is unobstructed, the fire is resolved.

If after checking, the LOS is obstructed, place an «activated» marker on the attacking block. No fire or opposing reaction is resolved. The losses are applied on the friendly blocks and the counter within the weapon effect radius.

8.2.7.3 Opposing block reaction

The block on which a player has opened fire may choose between withdrawing, returning fire on the attacking block, or benefits from a covering fire. If the withdrawal is a reaction, then the fire does not count as an action. Therefore, a block can fire only once by impulsion when it is activated, and as many times it is fired on.

Withdrawal: The attacking block does not roll the dice. However, the weapon effect is applied.

Fire: The targeted block makes a return fire on the attacking block. This return fire causes the weapon effect of a normal fire. Then the block is revealed and the player indicates the armament used on the «unit» card.

Covering fire: The player may designate a friendly block within a 3 EPs radius from the targeted block to conduct the fire in its place. Use the capacities of the covering fire block for the resolution, but the losses are applied only to the targeted block. The weapon effect applies

only to the covering fire block. The covering fire block is revealed and the player indicates the armament used on the «unit» card.

8.2.7.4 Range and capability check

The weapons used by both blocks must have an adequate range to hit their target AND the appropriate capability (anti-armored, anti-tank).

Inadequate armament : a block which can't fire or return fire because of an out-of-range target and/or inappropriate capability must either:

- withdraw
- immediately lose 2 OL (no dice is rolled ; however, the shooter's weapon effect is applied)

Snipers are a special case, they can only engage target with their long-range gun on:

- a Plt Leader, a Commander or a Joint Fire Obs (these blocks can't return fire because of an insufficient range).
- another sniper (the targeted sniper can return fire).
- a vehicle, armored or not (return fire possible if the vehicle has a weapon with a sufficient range).
- a MBT (which can't be reduced below its «operational» OL, because the sniper has no anti-tank capability)

8.2.7.5 Fire resolution

Each player, SIMULTANEOUSLY:

- ▶ Selects the firepower according to the fire range of his block (see the «platoon» or «vehicle» card).
- ▶ Modifies the firepower with the appropriate modifiers (see the «combat» and «terrain effects chart» play-aids card).
- ▶ *Randomness application:* Roll 1D10. The player with the highest result benefits of a +1 bonus (no bonus in case of tie).
- ▶ *Critical hit:* Refer to the critical hits chart («combat» play-aid card) on a 7 to 9 result. The «destruction» results are applied immediately, simultaneously if needed.

The side winning the combat is the one with the highest modified firepower.

Victory can also be the result of a critical hit («the block wins the combat» or «destruction, the opposing block loses the combat»).

A tie occurs when the firepower modified are of the same value or if both sides have at the same time a critical hit «the block wins the combat».

Finally, the players refer to the «combat results table» to determine the losses inflicted to the losing block.

8.2.7.6 Losses application

The player applies the losses directed by the «combat results» table, potentially modified by the «losses application» table.

The «losses application» table may reduce or increase the OL loss according to the block quality. Roll 1D10 and, if needed, modify the losses caused by the «combat results» table.

When a block eliminates an opposing block, it earns immediately +1 OL.

8.2.7.7 Friendly fires and collateral damages

Each player applies the weapon effect on the friendly blocks and the «No Man's Land» counters in the area of effect of their weapons. The «No Man's Land» counters suffering a weapon effect from both

sides are affected only by the attacking player.

8.2.7.8 Smoke

The armored and MBT blocks can also conduct a smoke fire during the turn. Use the same procedure as for a normal fire, the targeted objective is a hexagon.

Place a «smoke» counter (staying in play until the end of the turn). No weapon effect is applied.

8.2.8 Assault

Every block can conduct an assault on an opposing block in an adjacent location, provided a movement is possible between the blocks.

As for all actions, a block can conduct an assault at the end of its movement, or before it. Taking the place of block after an assault does not cost any MP.

The assault resolution procedure is the same as the fire resolution procedure, except:

- the covering fire rule can't be applied during an assault
- if the defender chooses to withdraw or is eliminated because of the result, the attacking player can take its place
- the weapon effect is applied normally to the «foot unit» blocks, but not on the vehicles (the vehicles «overrun» the «foot unit» blocks or ram the other vehicles, however they don't fire)

8.2.8.1 Assault to enter in a building

An assault to enter in a building is only possible within the Plt Leader command radius (because of the requirement to well coordinate this hazardous action). Do not apply this rule on the elite blocks.

If the block defending the entrance loses the assault, it must withdraw. If it can't move, it is eliminated.

8.2.7.2 Assault in an access to the roof

Combats between a block located on a roof symbol and another block inside the room with the access to the roof follow the assault rules. According to the rules pertaining to the different level combats, the block on the roof benefits of a +1 bonus.

It is impossible to conduct an assault between a roof and the outside of a building (via a ladder) and vice versa.

8.2.8.3 Assault between two roofs

A foot block located on a roof may assault a block located on an adjacent roof under the same conditions as a normal assault.

8.2.8.4 Combat at the exit of an underground

A combat action between a block in an underground and a block on the surface may only happen if both blocks are located at the entrance of the underground (one underground, one on the surface).

According to the rules pertaining to the different level combats, the block on the surface benefits of a +1 bonus.

The weapon effect in the fire lane is not taken into account. However, the block firing from the inside of the underground causes the weapon effect around it (echo) (-1 OL within a 2 EPs radius).

8.2.9 Breaching

It is possible to open a breach into facades or outer walls at the location of the «breach» marker.

Breaches may be opened by blocks with the breach capability on their «unit» card. The symbol may be :

- ◆ The block can breach in contact. The block has to be located in the room/zone with the «breach» symbol, or in the firing arc of it and adjacent to the wall.
- ◆ The block can breach remotely. The block has to be located in the firing arc of the «breach» symbol, at least 2 EPs away from it, and have a sufficient fire range.

Opening a breach in contact causes a weapon effect within a 2 EPs radius around the breach (the block that conducts the breaching action is not affected by the weapons effect). It is similar to the weapon effect of a fire (in the fire lane and/or around the shooter and/or around the target).

As soon as the breach is opened, a «breach» marker is placed into the adequate room/zone. It stays in place until the end of the game.

8.3 Reactions

A block with no «reaction» or «completed» marker may perform a reaction during the opponent's impulsion (if it is under fire or assault), or during its activation (if it's the target of an opportunity fire).

Two types of reactions are possible: opportunity fire (opening fire on a moving target) and withdrawal (avoiding enemy fire).

A block may benefit from only one reaction per game turn. The player whose block performed the reaction adds a «reaction» marker to it if it hasn't been activated yet, or «completed» if it has been previously activated.

8.3.1 Opportunity fire

A block may perform an opportunity fire on a moving block only. If the opponent wants to perform an opportunity fire, he may interrupt the movement of the targeted block whenever he wants.

The targeted block has to be in motion, i.e. entering a location. It is not possible to perform an opportunity fire on the starting position.

A moving block may be the target of only one opportunity fire per location it enters.

To perform an opportunity fire, a block must have no «reaction» or «completed» marker.

8.3.1.1 Procedure

The player who wants to perform an opportunity fire interrupts the active player as soon as the activated block enters a location. Once the block exits the location, it is not possible to go back.

The block which performs the opportunity fire may scout the moving block first (it does not count as an action). Then it may either open fire (and be revealed) or do nothing.

The procedure for performing an opportunity fire is then identical to that of a classic fire.

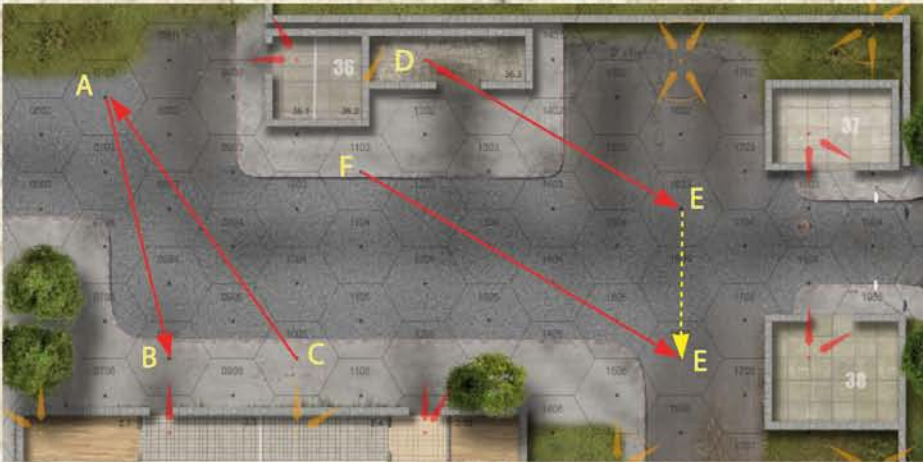
Note: as shown in the «modifiers» table, the block performing an opportunity fire has a +2 bonus.

8.3.1.2 Conclusion of an opportunity fire

At the end of an opportunity fire, the targeted block may resume its movement from the location where it was interrupted, and, where appropriate, perform an action.

Combat

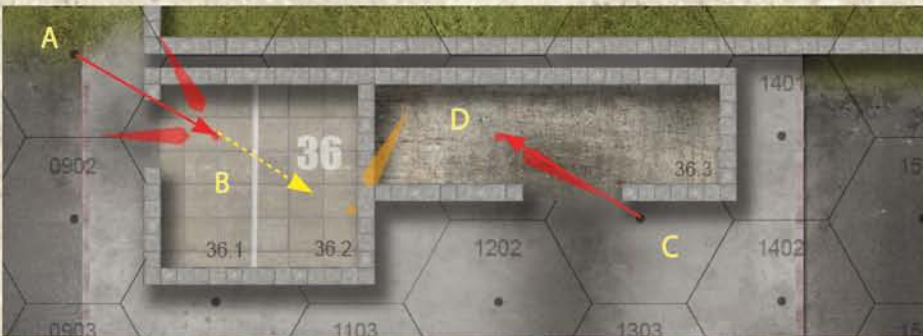
FIRE



- A (infantry) fires on B (Plt support). Since B has a weak FP, the player decides that C (infantry within a 3 EPs radius from B) will perform a covering fire. C's FP is used, but B will suffer the damages.

- D (infantry) fires on E (Plt Leader), which performs a withdrawal and moves 2 MPs. The player then activates F (MBT) to fire on E. E can't perform another withdrawal and has no anti-tank capability : it immediately loses 2 OLS

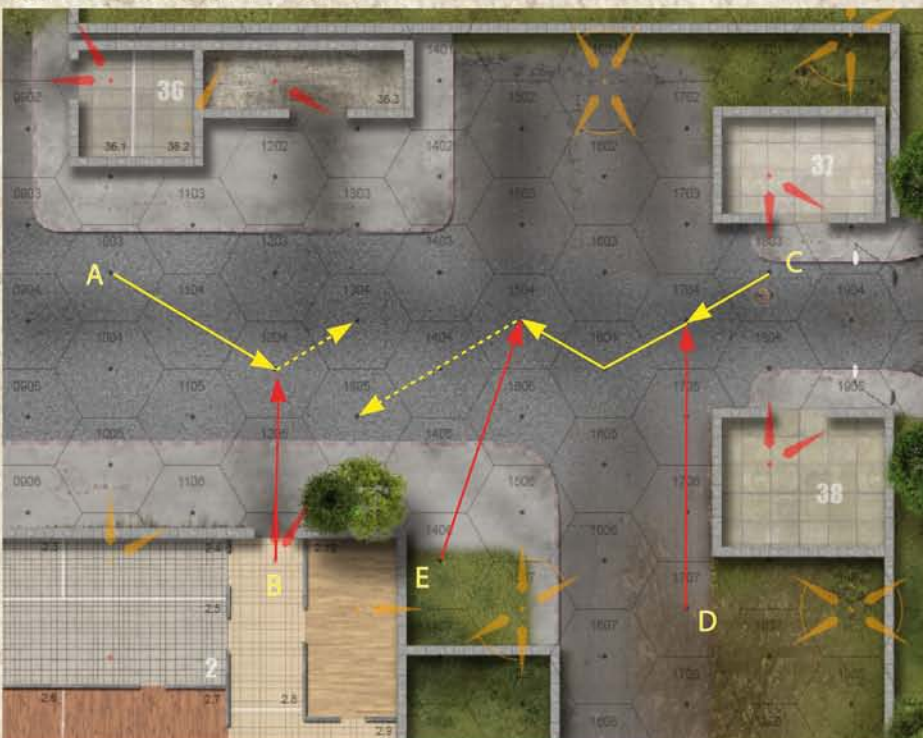
ASSAULT



- A assaults B, which decides to withdraw in 36.2. A takes the place of B in 36.1.

- C assaults D, which can't perform a withdrawal since it has no possibility to move. If C wins the assault, then D is eliminated since it cannot perform its mandatory withdrawal.

OPPORTUNITY FIRE



- A moves. As soon as it enters hex 1204, the opponent stops it to perform an opportunity fire with B. The fight is too hazardous for A, the player thus performs a withdrawal towards hex 1304 (he chooses to move only 1 MP). The result of the D10 roll is 5, A loses 1 OL.

- C moves, it is stopped in hex 1704 by the opponent, who chooses to perform an opportunity fire with D. After the exchange of fire, C resumes its movement. It is stopped again in hex 1504, E performs an opportunity fire. This time, C chooses to withdraw and moves towards 1305. Since it has withdrawn, its activation is complete (it receives a "completed" marker).

Note : C can only be the target of one opportunity fire per location. D performs one in 1704. E must wait for C to resume its movement (towards 1504) to perform another one during its turn.

Combat

EXAMPLE



The moving NATO's M1 Abrams MBT is the target of a RPG7 fire from a soviet infantry section. The engagement range is 12 EPs, the MBT belongs to an "elite" platoon, and the infantry to a "novice" platoon. The infantry is "operational" while the MBT is "poorly operational".



1. FIREPOWER

The NATO has a 9-12 EPs firepower
The Warsaw Pact has a 7-12 EPs firepower

2. MODIFIERS

The NATO suffers a -1 penalty because the block is "poorly operational".
The Warsaw Pact has a +2 bonus for the opportunity fire, and a +1 bonus because the Plt Leader is within a 6 EPs radius.
NATO's modified FP is 9-1=8, WarPac's is 7+2+1=10

Each player rolls 1D10. Here are three different possible cases

CASE 1

3. RANDOMNESS

Result : NATO = 6, WarPac = 4
The NATO gets a +1 bonus
The modified FPs are :
NATO = 9 and WarPac = 10

4. CRITICAL HIT

No critical hit

5. COMBAT RESULT

Despite a better die roll, the NATO loses the combat, the "MBT" block loses 1 OL

6. LOSSES APPLICATION

NATO's "MBT" block is "elite", the player rolls 1D10. Result : 7.
The losses are reduced by 1 OL, the MBT is narrowly saved.

CASE 2

3. RANDOMNESS

Result : NATO = 5, WarPac = 9
The WarPac gets a +1 bonus
The modified FPs are :
NATO = 8 and WarPac = 11

4. CRITICAL HIT

The WarPac gets a "destruction" critical hit

5. COMBAT RESULT

The WarPac wins the combat

6. LOSSES APPLICATION

NATO's "MBT" block is replaced by a "wreck" counter. The WarPac block wins 1 OL (for eliminating a block) and becomes "fully operational".

CASE 3

3. RANDOMNESS

Result : NATO = 9, WarPac = 2
The NATO gets a +1 bonus
The modified FPs are :
NATO = 9 and WarPac = 10

4. CRITICAL HIT

The NATO gets a critical hit. The WarPac loses 1 additional OL and NATO automatically wins the combat.

5. COMBAT RESULT

Despite a lower FP, the NATO wins the combat due to the critical hit.

6. LOSSES APPLICATION

The WarPac block loses 2 OLs and is eliminated, the NATO block wins 1 OL.

The block performing the opportunity fire receives a «reaction» or «completed» marker, even if it has not opened fire after the scouting.

8.3.1.3 Special cases

Simultaneous fire: if the active player enters a location and chooses to perform an assault or a fire action, and the enemy block decides to perform an opportunity fire, the opportunity fire is resolved first. The assault or fire of the active block is then performed, if the result of the opportunity fire still allows it.

Passing over a friendly block: an opportunity fire on a block passing through an occupied location (passing over a friendly block, passing over a block to cross a wall or climb on a roof) is resolved normally. The exchange of fire takes place where the two blocks are temporarily stacked. The friendly block does not suffer any weapon effect, except if the weapon effect in the shooter's radius.

8.3.2 Withdrawal

A block may perform a withdrawal if:

- it is the target of an opportunity fire when it is activated
- it is the target of a fire or an assault when not activated
- if it has fired with an inadequate weapon (8.2.7.4)

A «foot unit» block may then move up to 2 MPs in the direction of its choice. A «vehicle» block may move up to 4 MPs in the direction of its choice.

A block performing a withdrawal has to exit the location it is occupying, and may not go back once its withdrawal movement is over.

There is no fire or assault between the firing block and the block performing the withdrawal. However, the withdrawing block may suffer some damages. Roll 1D10:

- 0 à 1: critical hit: - 2 OL
- 2 à 6: - 1 OL
- 7 à 9: no effect

After a withdrawal, the block receives a «reaction» marker. If it is activated, it receives a «completed» marker. A block performing a withdrawal after an opportunity fire immediately ends its activation (no movement, or action allowed) at the end of the withdrawal.

Remember: An assaulted block placed on a building access and losing the combat must withdraw.

9. Night rules

The conditions to switch to night combat are defined in the scenario. Some impulsions may be equipped with night vision equipment.

9.1 Impact on movement

Normal movements are not impacted by the night. Movements «out of the opponent's sight» are forbidden.

9.2 Impact on combat

Weapon accuracy decreases as follows:

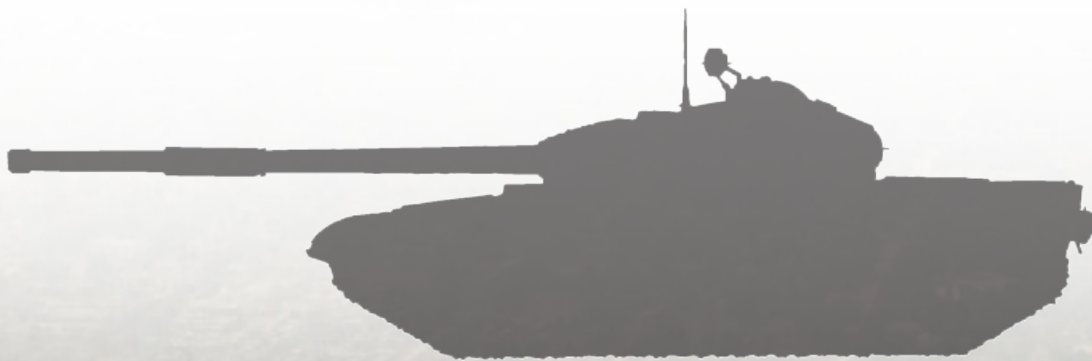
- *Unequipped platoons and vehicles:* the range is no longer increased by 5 PE, but by 3 PE (1 / 5 / 10 / 15 / 20 / 25 becomes 1 / 3 / 6 / 9 / 12 / 15)
- *Equipped platoons and vehicles:* the range is no longer increased by 5 PE, but by 4 PE (1 / 5 / 10 / 15 / 20 / 25 becomes 1 / 4 / 8 / 12 / 16 / 20)

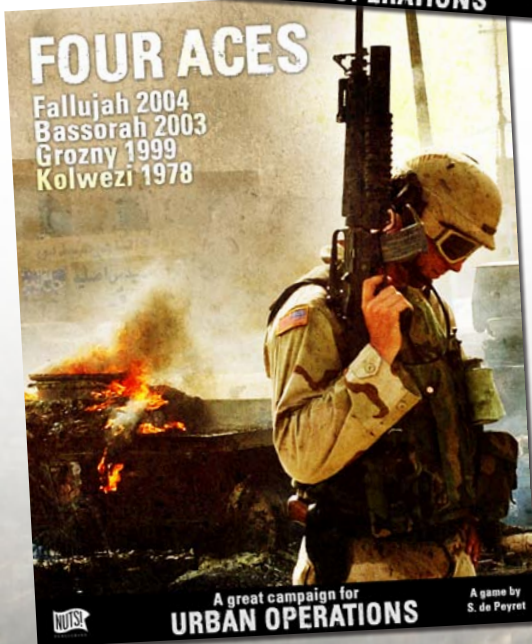
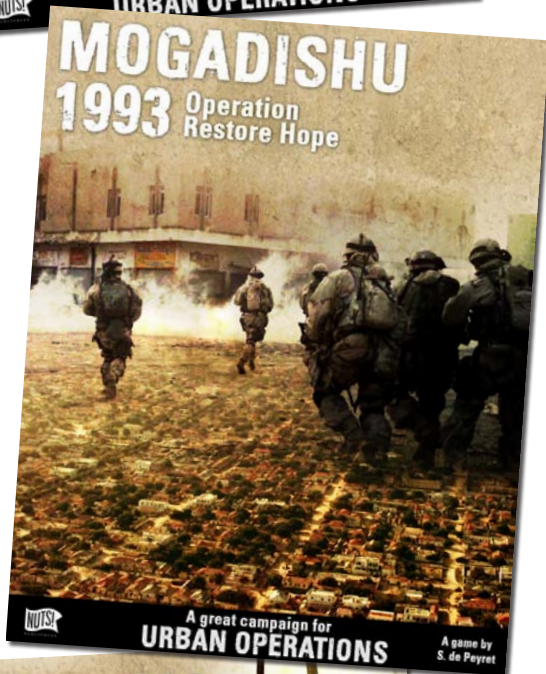
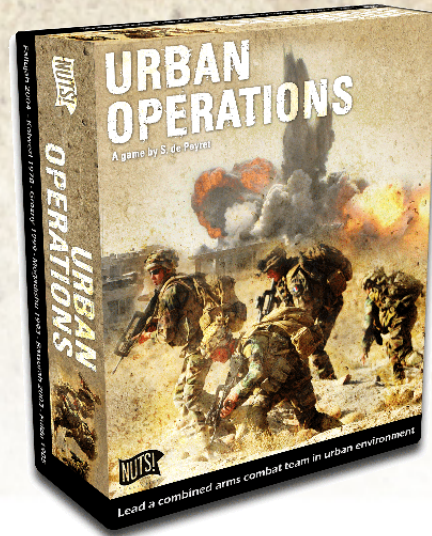
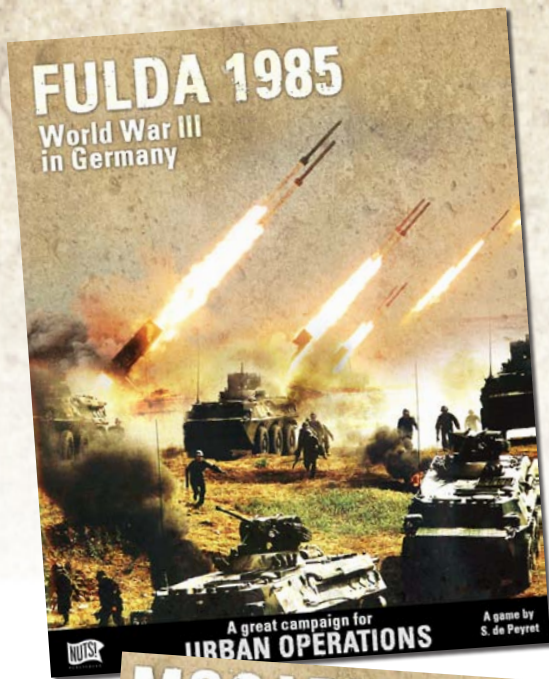
Note: the weapon effect is not impacted, it is still determined from the weapon range in broad daylight.

9.3 Impact on scouting

Night scouting capability is as follows:

- *Unequipped platoons and vehicles:* 5 EPs for the «scout», «recon», «sniper» and «Joint Fire Obs» blocks, 3 EPs for the other blocks
- *Equipped platoons and vehicles:* 10 EPs for the «scout», «recon», «sniper» and «Joint Fire Obs» blocks, 5 EPs for the other blocks





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