

URBAN OPERATIONS

A game by S. de Peyret

RULES OF PLAY



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Lead a combined arms combat team in an urban environment

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BASIC RULES

1. Introduction

1.1 About the designer

Infantry officer Sébastien de Peyret has worked for many years on a game system which smoothly simulates all the effects of urban combat. He has built on his reflections 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 centre (CENZUB). At this site, the French army trains all of its units for urban warfare, using very realistic methods and with a team of instructors with expertise recognised at the international level.

1.2 Overall game concept

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

The rules are divided in two sections:

- **Basic rules**, which add more realism and complexity, are detailed after the basic rules
- **Advanced rules**, which are explained in specific paragraphs following the basic rules

The game takes into account:

- limitations arising from the urban infrastructure on movement and firing weapons
- friendly fires and collateral damages
- the need to coordinate the effects provided by the different units (artillery, engineers, armoured vehicles, foot units etc.) at the player's disposal
- the fog of war factor, represented by the use of blocks
- external elements independent of the two enemies (population, unexploded ordnance, hazardous substances, obstacles)

1.3 Goal of the game

The aim of each player is, in a given number of turns, to complete the objectives assigned by the scenario. As a result of the number of victory conditions achieved by the players, a game can end up in a total or partial victory for one of the two sides, or an undecided 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 enemy units. Some actions, especially collateral damage among civilian populations, may result in the lowering of the victory level.

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



2. Game presentation

2.1 Components

- 1 rulebook
- 3 campaign books with scenario presentations
- 16 double-sided scenario aid cards
- 2 double-sided maps and 1 river map
- 1 double-sided underground map
- 2 ten-sided (D10) dice
- 1 double-sided and 1 single-sided play aid cards
- 156 rectangular blocks : 82 Green and 74 Red
- 2 sticker sheets
- 4 cylinder blocks
- 2 double-sided counter sheets
- 144 playing cards

2.2 Number of players

Urban Operations uses two opposing sides. Each player commands one combined-arms company team. The game is typically played with two players, but is also designed to have a multiplayer mode.



Game setup



Game instructions

Read the game instructions in the scenario presentation (campaign booklet). Check if there is any special rules. Check on www.nutspublishing.com if there is any rules update.

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 and 4. Support

Each player draws the Unit cards (mentioned on the scenario aid card) and the Support cards (named in the support matrix).

5. Special instructions

Each player takes their scenario aid card, and reads the special instructions it may contain: events and special rules. Place the Support markers in the zone provided for this purpose.

6. Event cards

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

7. The main play aid card

Place it with the turn marker.

8. Markers & counters

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

9. Impulse Forces

Each player reads the play entry procedures for each Impulse Force, and places the Support markers in the zones provided for this purpose if needed.



2.3 Glossary

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

AoE: Area of Effect. The area in which an effect is applied: the weapons effect, a group within the command range of its Platoon Leader, etc.

APC: Armored Personnel Carrier.

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

CACT: Combined Arms Company Team. About company size (100-150 men) with combined arms capability. Each side is usually composed of a CACT, composed of several platoons.

Combat service support (Plt Support): All actions to assist a unit: treatment of minor wounds, evacuation of the seriously wounded, emergency repairs of a vehicle, resupply of ammunition etc.

Combat support: Elements acting in support of an engaged unit. These are often reconnaissance or engineer blocks temporarily attached to a Platoon 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.

Control (of a location): A location is controlled by the side having a block present or being the last to have moved through it.

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

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

Event cards: Cards representing certain events, positive or negative, taking place during the action.

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

Hex: Hexagon(s) representing about 7 meters of ground.

Hidden/Revealed: A block is revealed when it is laid down 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 player.

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

Impulse: A sub-sequence of a turn during which a Platoon Leader may activate blocks.

Impulse Force: The term for all the blocks subordinated to a Platoon Leader, for the current scenario, and displayed in the same «Impulse Force» area on the scenario aid card. Those blocks are shown in the same Impulse Force as their Platoon Leader in the Order Of Battle but may also be support or command elements.

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

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

MBT: Main Battle Tank.

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

OSL: Operational strength level. Defines the overall resistance of a block. A loss of OSL may mean dead, wounded, a state of shock, a loss of morale, high consumption of ammunitions etc.

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

Platoon: A platoon includes all of the blocks placed under the responsibility of a platoon leader (Plt Leader). Each platoon is represented by a platoon unit card.

Plt Leader: Platoon leader. The Platoon Leader is represented by a block. In most of the armies portrayed, the Platoon Leader is a lieutenant, but it is not uncommon to see senior non-commissioned officers - such as warrant officer or chief warrant officer - command platoons.

Squad: A group of about ten soldiers (each nation has their own 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. Units are called *foot units* if the block has the silhouette of a soldier on it, or *vehicle units* if it has the silhouette of a vehicle.

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

Weapons effect: Indicates the effect of a direct fire or of a 3D action on the soldiers of both sides, on the civilian population or on the environment. This effect of fire can thus have an effect on the enemy (the desired effect) but may also have an effect on friendly units (friendly fires) or the population (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 Impulses. Certain 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 Impulses.

3.1.1 Initial phase

Note: Unless otherwise mentioned on the scenario aid cards, the only sequences of the initial phase for Turn 1 which are performed are events sequence and the 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 turned up, except for those in contact (within the LOS of any enemy unit placed at 1 to 3 EP). The No Man's Land revealed counters remain revealed.
- ▶ **Population movement sequence [Advanced rules]:** each revealed Population counter moves 1 MP in the direction given by the roll of 1d10.
- ▶ **Check IED/UXO stability sequence:** if a IED/UXO has been revealed by a weapons effect or a close movement, the 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 sequence:** certain scenarios have events that can influence the course of the game. If the scenario uses them, each player draws an Event card (according to the scenario) and/or rolls 1D10 (depending on the instructions) and checks against the campaign/scenario events table.
- ▶ **3D actions resolution sequence:** the blocks that are on target locations for recon / strike missions by 3D actions are revealed and damage applied immediately.
- ▶ **3D actions request sequence** for the next turn.
- ▶ **Order of battle reorganization sequence [Advanced rules]:** each side may reorganise the order of battle between two Impulse Forces already in play, or between two Impulse Forces coming into play at the same time.
- ▶ **Initiative determination:** the scenario states 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 Impulse. It becomes the active side. At the end of the Impulse, the enemy becomes the active side in the 2nd phase OR
- ▶ pass its Impulse and let the enemy become the active side for a possible 2nd phase.

3.1.4 Second and next phases

The active side may:

- ▶ Either execute an Impulse. At the end of the Impulse, his enemy becomes the active side for the 3rd phase. OR
 - ▶ Pass his Impulse and let his enemy become the active side for a possible 3rd phase.
- Both sides then alternate phases, players are free to activate their Impulse Forces in any order they choose.

If both sides pass an Impulse consecutively, the turn ends and a new one starts.

If a player has more available Impulse than his enemy, he performs them all (or pass) before the end of the turn.

3.1.5 Final phase

Players remove the Smoke counters, Completed, Reaction and Activated markers.

3.2 Impulse principle

During each Impulse, a side activates one (and only one) of its Impulse Forces (i.e. one platoon and the elements attached to it - command, support). Each Impulse Force can only be activated once a turn.

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

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

During an Impulse, enemy blocks cannot be activated, but they have the option to react (opportunity fire and withdrawal).

A block can only be activated within its Impulse Force.



4. Blocks, counters and cards

4.1 Side and environment

The blocks belong to three different entities:

- The green side
- The red side
- The non-combat elements of the urban environment, termed No Man's Land.

The green and red sides consist of:

- **Unit** blocks, which represent the groups of soldiers and their vehicles
- **Environment** blocks that represent dummies and obstacles

The side of each block is identified by its colour. Each has a hidden side and an information side.

Impulse Forces

IMPULSE FORCE

The Soviet #3 Impulse Force from The Breakthrough scenario is an infantry platoon mounted on BMP2 armored vehicles, reinforced by Main Battle Tank and engineers combined-arms elements and command post elements.



The Support counter is placed in the corresponding box



Card - Infantry + BMP2
Setup - when building #23 or #38 captured, enter on next turn by hex 0121 and/or 0110

Card : mentions the name of the unit card(s) used for the base platoon, supports and CP elements
Setup : describes the Impulse Force setup at game start or the entry condition during play
 ★ Gives the unit quality of each element (★ recruit / ★★ veteran / ★★★ elite)

When this Impulse Force is activated, the number 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 all of the blocks when the Impulse Force enters the map.

PLATOON

The infantry platoon of Lieutenant Simonov forms the base of the #3 Impulse Force. 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



4.3.4 Unit cards

The Impulse Forces are composed of several blocks that represent foot units or vehicles of different types.

4.3.5 Weapon specific capabilities

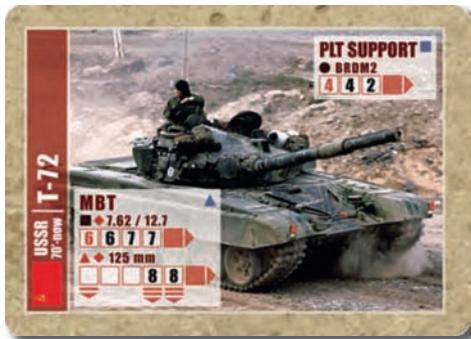
On the Unit cards, each weapon is linked to a symbol that gives the specific capabilities of the associated blocks.

- ▲ Weapons that are effective on any kind of target. A red symbol means it is a missile or a heavy shell (a more destructive critical hit)
- Weapons that are effective only against armoured vehicles, unarmoured vehicles or foot targets.
- Weapons that are effective only against unarmoured vehicles and foot targets.
- ◆ Weapons that have the capability 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 EP minimum).
- 🏠 Portable foot weapons which cannot be used from within a building (back blast, flames, heat, smoke...).

4.3.6 Firepower

The firepower of a block is stated 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 1 EP, that is during an assault or ramming. The following boxes (with black numbers) represent the firepower at 5 EPs intervals.

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

For the 7.62mm and 12.7mm machine guns:

- A 1 EP assault as a base 6-point firepower
- A 2-5 EPs fire also has a base 6-point FP
- A 6-10 EPs fire has a base 7-point FP
- A 11-15 EPs fire will also have a base 7-point FP
- No fire beyond 15 EPs

For the 125mm gun:

- No fire at a distance less than 11 EPs
- A 11-15 EPs fire has a base 8-point FP
- A 16-20 EPs fire has a base 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, weapons 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 (point of fire, trajectory, effect 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 locations neighbouring the target of the shooting

For the application of the weapons effect in combat and their application area, see 8.2.1.1 and the specific board.

4.3.8 Unit Quality

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

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

- ★ **Recruit:** for each loss of OSL 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 OSL. 4-9: no change in the loss of OSL.
- ★★ **Veteran:** straight application of the chart of combat resolution.
- ★★★ **Elite:** for each loss of OSL 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 OSL. 6-9: the block loses one less OSL.

Note: the quality and firepower of each block depend on the platoon they belong to, not the Impulse Force during which they are activated. So a MBT that comes from a Recruit platoon may be part of an Impulse Force in which every other block comes from Veteran or Elite platoons. For the combat resolution, the MBT block has the characteristics of a Recruit.



The cards

Title of the event:

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

Description:

The text on the card takes precedence over the written rules

Notes:

Explanations or historical background

Scenarios in which the card is used

Box providing information on:
 - the **side** (green or red)
 - the **name**
 - the **country**
 - the **period**

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

EVENT CARD

"We're taking heavy small arms fire"

All block movement is limited to 3 MP. Blocks that are taking an action cannot move. Does not apply to Impulse Forces arriving as reinforcement.

On many occasions, Rangers were pinned down by very heavy - if imprecise - fire.

1 2 3 4 5 6

Losses and weapons effect:

Target hex / 1 EP radius / 2 EPs radius

Affected target type:

- 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



SUPPORT CARD

UNIT CARD



FULDA 1985
 World War III in Germany

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

Name of the block

MBT

Weapons

◆ 12.7

▲ 120 mm

10 10

Block weight

number of hollow symbols

or transport capabilities

number of full symbols

Block type

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

Block capabilities:

- Can shoot foot units (and unarmored vehicles) only
- Can shoot foot units and armored vehicles
- ▲ Can shoot any target (▲ rockets / ▲ missile or shells)
- ◆ Can breach (◆ contact / ◆ remotely)
- Cannot shoot from within a building

Armament

▲ ◆ 105 mm

9 9

Firepower in a

1 / 5 / 10 / 15 / 20 EPs range

Weapons effect (LOS)

Red box: 5 EPs beyond the maximum range of the weapon

Weapons effect (blast/explo)

1 stripe: 1EP around the firer
 2 stripes: 2 EPs around the target

5. Urban environment

5.1 The map

Each of the maps represents a type of urban area with its own characteristics that affect movement and combat.

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

A map covers approximately 260x180 meters (850x590 feet). 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 feet) of real terrain from side to side. It should be noted that, although they are not represented on the map for sake of clarity, the streets are cluttered with various items: vehicle wrecks, 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 centre of the hexagons serves two purposes:

- when it is necessary to determine 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.

One cannot stack more than 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 have only one aperture.

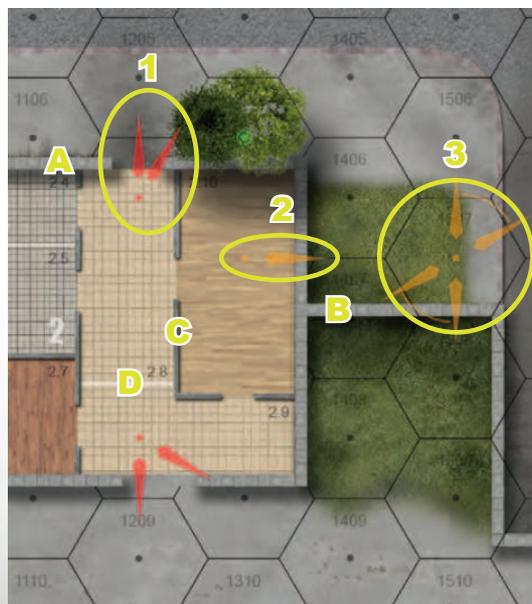
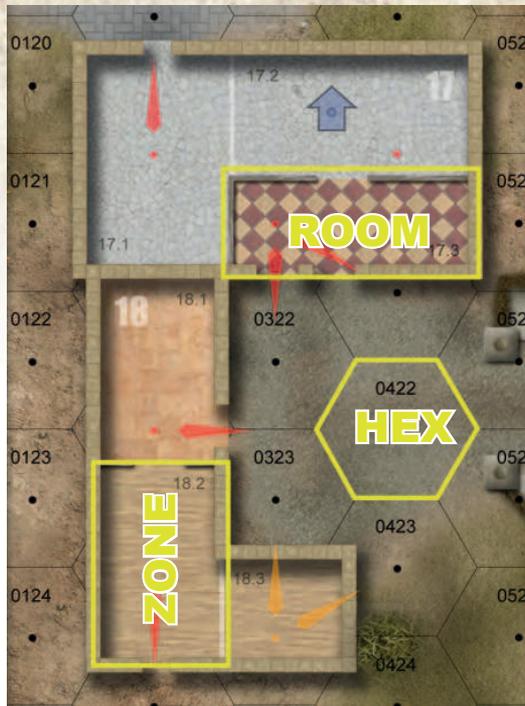
One cannot stack more than one block and one marker per zone or undivided room, except temporarily, during a movement (see 8.1.1).

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, weapons effect...)



- A. Facade
- B. Outer wall
- C. Partition
- D. Zone limit

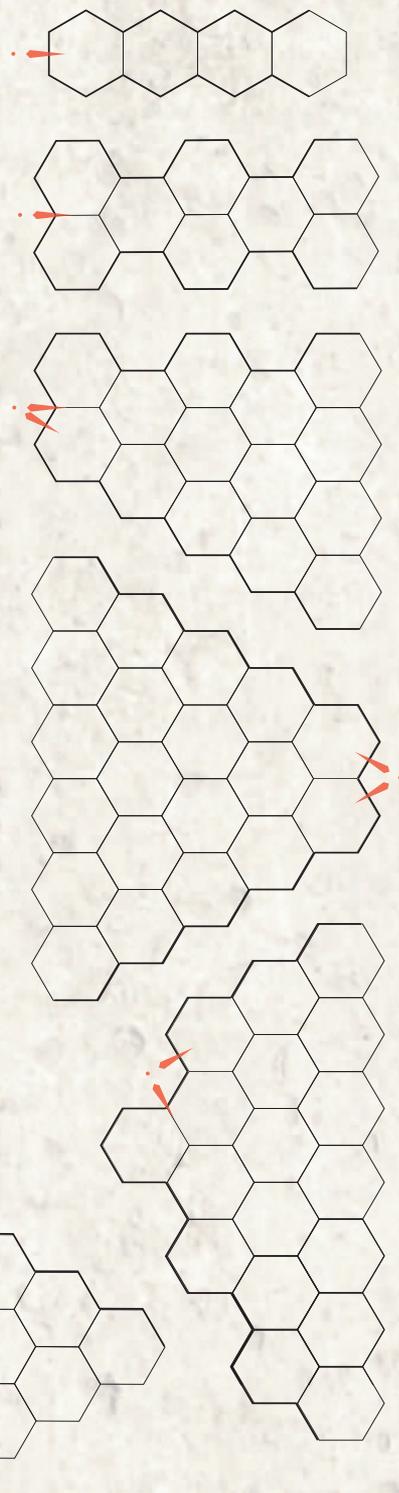
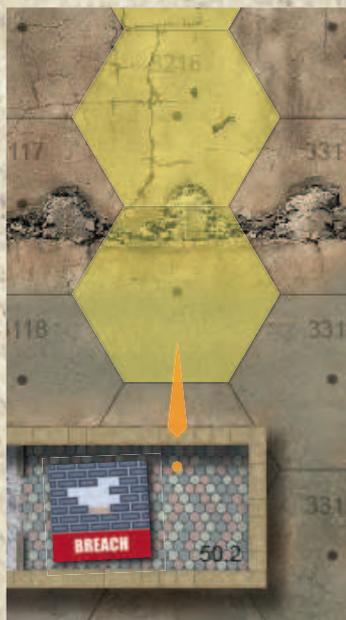
- 1. Aperture
- 2. Breach in a facade
- 3. Breach in a wall

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 along their side belong to the fire arc.



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

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

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):** marked by red arrows on the map, they allow firing (under certain conditions) and crossing facades.
- **Breaches:** marked by orange arrows on the map, they are identical to apertures as soon as they are created (a Breach marker is placed on it). A non-created breach is considered as a wall.

5.1.4 Levels

The terrain on the map and the Underground maps may represent several levels:

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

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

The Foot units blocks may move through any level. They may move from one level to another in several ways. Access to the roofs is made by:

- 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 (or climbing over a block with a ladder adjacent to a roof, under the same circumstances), with an access to the roof symbol
- if the block has a ladder symbol and is adjacent to a roof with an access to the roof symbol

Access to the lower levels is made from:

- any hex adjacent to open sewer
- an open sewer hex adjacent to an underground sewer hexagon
- an entry (Underground counter) to get to an underground network

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

5.1.5 Underground manholes

A scenario may necessitate the use of one or both Underground maps. 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 a connected open sewer hex, and vice versa.



5.1.7 Lines of sight (LOS)

Each location has a dot in its centre. 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 which can be remotely opened) if there is no obstacle between the block and the target. This is 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 can be 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's 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 LOS obstacles

The LOS obstacles are all the terrain elements that block the view (woods, walls, outer walls, partitions, hillocks), or the No Man's Land counters (Smoke, Wreck and Vehicles counters).

However, it is possible to fire through a block (which may suffer the weapons effect) or a No Man's Land counter (except Smoke, Wreck and Vehicles counters).

The woods, hillocks, Smoke, Wreck and Vehicles counters cover the hexes in their entirety, including sides.

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

5.1.7.2 Obstacle level

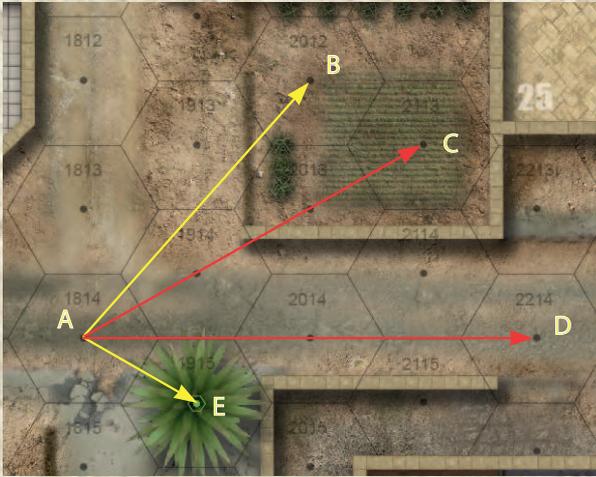
LOS obstacles do not have the same height; they are divided into 3 levels:

- Level 3: woods
- Level 2: buildings, Smoke and Wreck counters
- Level 1: hillocks, outer walls and Wrecks & Vehicles counters

Note: levels 0 (open terrain) and -1 (underground, sewers) do not count as obstacles and have no effect on the LOS.

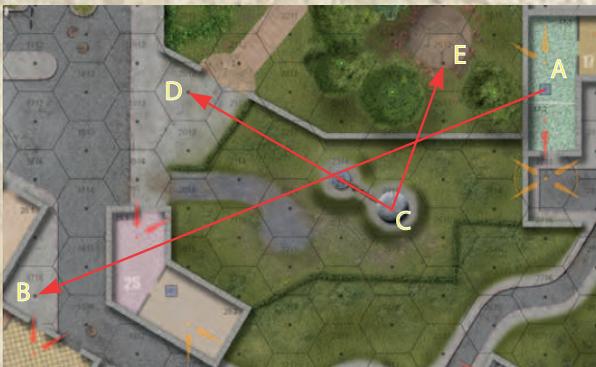
Lines of sight

Visual obstruction



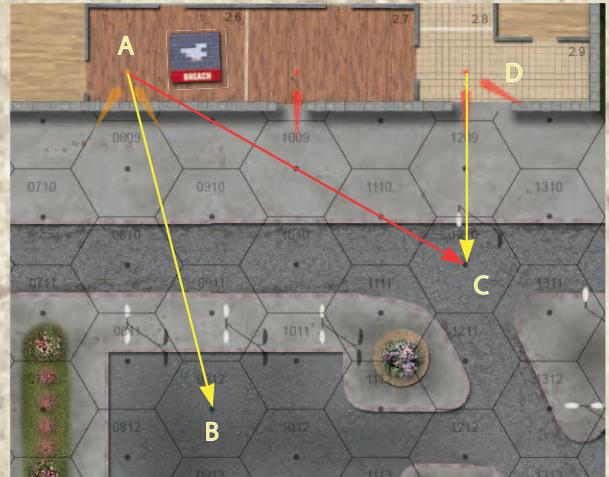
- A sees B, the LOS is clear
- A sees E, because E is located on the obstacle and not behind it
- A can not see C, the wall is an obstacle
- A can not see D, because the LOS runs along the side of an obstacle hex

Plateau effect



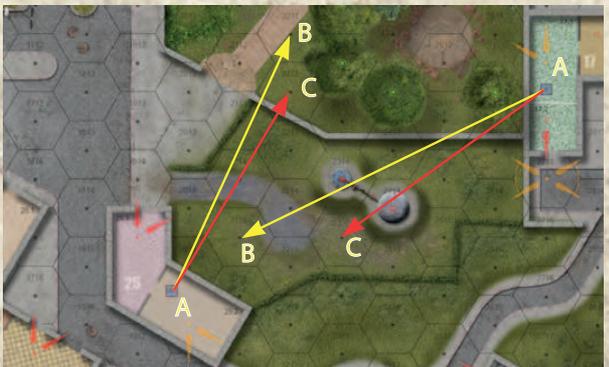
- A (on the roof) can not see B, the #28 building creates a plateau effect
- C can not see D, the first hex in the LOS is a hillock creating a plateau effect

Apertures and breaches

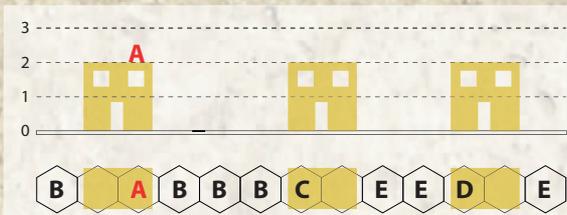


- A sees B, the LOS runs through the fire arc of a breach (Breach marker in zone 2.6)
- D sees C, the LOS runs through the fire arc of an aperture
- A can not see C, the LOS is out of the fire arc of the breach

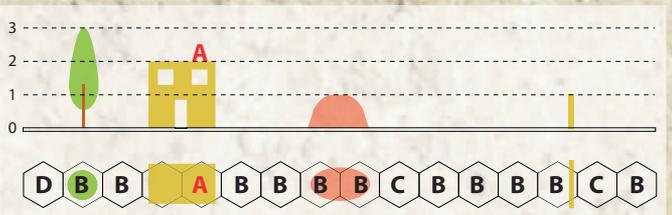
View from above and blind hexes



- A (level 2 on the roof) sees B, located at least one hex behind a level 1 obstacle
- A can not 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 not see E



- A (on the roof) sees B
- A (on the roof) cannot see C (blind hexes)
- A (on the roof) can not see D, the LOS runs through a tree (visual obstruction)

Visual obstruction: 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 direction, 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 effect on the LOS ; the block occupies the whole roof. However, the adjacent buildings generate a plateau effect. In calculating the distance, the EP costs is as on the terrain chart, 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 AT mines placed by both sides can be hidden (the player writes the location on note paper) or can be represented by counters.

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 enemy, often at locations suitable for firing (mortar, direct fire)
- **dummies:** placed at game setup, to impede the enemy's operational intelligence and cause errors in unit positioning (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 (an engineer block action). The player writes the number of the hex where he placed the mine on note paper.

5.2.2.2 Triggering an AT mine

An AT mine is not triggered by foot 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 enemy's block move to announce that a mine was encountered. The side with the vehicle rolls 1D10:

- On a result of 0-7 the Vehicle block is destroyed. Place a Wreck (down wind) counter, until the end of the game, on the mine location. The weapons effect rules for the AT mine are applied at the moment the mine explodes. Then the mine is removed from play.
- On a result of 8-9 the mine does not explode. It is removed from the game and the player can resume his activation.

If a player neglects to reveal a mine when an enemy vehicle moves through the hex in which it was placed, 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, up to 2 EPs range (with no obstacle to the LOS) of the hexes traversed by the block. To do so, the player reveals his Engineers/ Scouts block and announces "I am scouting". Its movement is limited to 3 MPs, but the enemy has the obligation to reveal any AT mine placed in the scouted zone. When the mine is scouted, it is revealed (the player places an AT mine counter) but it does not 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 the game start, all the No Man's Land counters are placed on the board. The scenario specifies if there are special instructions for their Placing (location, revealed or otherwise).

A No Man's Land counter is revealed (turned over):

- when it is scouted by a block
- when a block comes in contact with the marker
- when the marker is in a fire lane or in an Area of Effect of a weapon

If a hidden No Man's Land counter is revealed in a fire lane, or in a weapon's 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 weapons effect is applied 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 on a 1D10 roll, the IED/UXO, which is particularly

unstable, explodes immediately and the weapons effect applies within a 2 EPs range. 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.

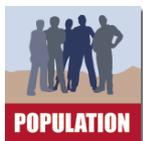


5.2.3.2 Toxic waste

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

A block may fire through a Toxic counter.

Toxic cloud counters are never removed from the game.



5.2.3.3 Population

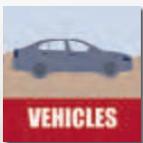
If a block comes into contact with a No Man's Land counter, and the counter turns out to be a Population counter, then the enemy player must move the Population counter 3 MPs away, following these rules:

- the Population counter HAS to get as far as possible from the block that came into contact with it
- if this move is impossible, the Population counter stops moving
- if the Population counter comes into contact with another block, it stops moving

No block may move through a Population counter.

One cannot fire (direct fire or 3D action) at 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 details).



5.2.3.4 Vehicles

A Vehicles counter represents several adjacent vehicles. It is an obstacle to the LOS in the entirety of the hex.

A block may cross a revealed Vehicles 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 into 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 (using explosives), generating a weapons effect.

A Barricade counter or block does not obstruct the LOS and has no effect on the weapons effect range, or command.

5.2.4 Environment counters

The number of environment counters is given for each side on its scenario aid card.



5.2.4.1 Breach counters

A breach can only be opened where the map allows it. The Breach marker is set in the hex or room/zone into 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.

Creating a Breach (in contact or remotely) is an action.



5.2.4.2 Fortified marker

The Fortified markers 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 any weapons effect:

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

The Fortified markers 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

One may fire smoke at a hex:

- from a vehicle (armoured 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, starting from the targeted hex and in the direction of the wind. It is removed at the end of the turn. If the 3 hex smoke area covers a building, the rooms in this 3 hex 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, that is, as soon as a block comes into contact with it, or if the counter is located in a weapon's area of effect.

The counter starts on the hex on which the Toxic counter was revealed for 3 hexes going 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 does not 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 up to 3 hexes in the direction of the wind.

A Wreck counter is a level 1 obstacle.

During the initial phase of the turn, munitions may explode, as in the IED/UXO rule (5.2.3.1). Unlike an 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 in placing the Smoke, Wreck and Toxic cloud counters. It is always indicated on the scenario presentation and scenario aid cards.



6. Events

Some scenarios include events, which can be positive or negative, and which affect the flow of the game. Those events are introduced either by an events table, or by Event cards. Instructions on event management are given on each player's scenario aid card:



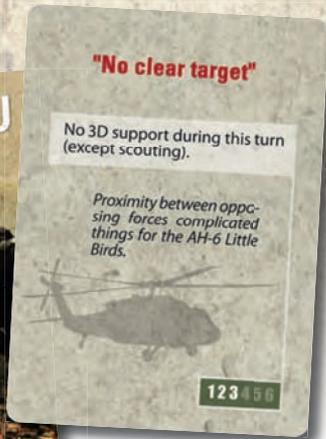
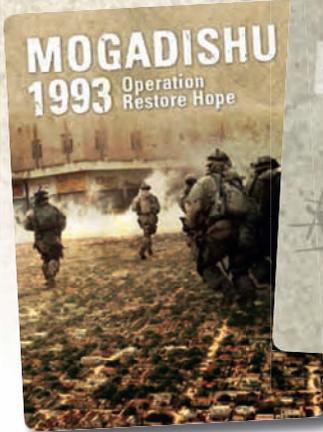
6.1 Setup

If the scenario refers to the use of Event cards, each player selects the 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 lists the following:

The back shows
the campaign



The front shows if the card is
used in the scenario



7. Commanding units

- Which Event cards must be shuffled, face down, in the deck
- 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.

Depending on the scenarios, there are four possible patterns for the events management:

- the scenario does not use any events
- events are managed by Event cards
- events are managed by an events table
- events are managed by both Event 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 states all details of the rules to be applied (if the play card text contradicts the rules book, the card text shall be applied) and of the time when the event may be implemented. It also states if the event must be played 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 must 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 a 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 on the table must occur during the current turn. However, if the table mentions the drawing of an Event card, this card may be kept in hand for further use.

7.1 Undertaking action

7.1.1 One side's impulse

The number of Impulse Forces available to each side each turn is stated on the scenario card. This value is equal to the number of platoon leaders available to the player at game start.

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

During each Impulse, it is possible to activate any block belonging to its Impulse Force, but limited in number:

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

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

7.1.2 Activating a block

During his Impulse, 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 whole of its movement is out of enemy LOS (see 8.1.13)
- move up to 6 MPs if it performs no other 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 whole of its movement is out of enemy LOS (see 8.1.13)
- move up to 12 MPs if it performs no other action

- perform an action then move up to 6 MPs
- move up to 6 MPs then perform an action
- armoured vehicles and tanks only: Move & Fire (fire during the movement); move/fire/move without spending more than 6 MPs for the whole movement

The activation of a block cannot be interrupted to activate another block. Once the activation of a block has ended, it is over for the rest of the turn.

7.2 Chain of command

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

The Commander and the Platoon Leaders have a command range of 6 EPs.

7.2.1 Effect on activations

When the Commander is within a 6 EPs range of the Platoon Leader AND if the CP is deployed on the map, the player may activate up to 7 blocks for the Impulse.

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

7.2.2 Effect on combat

When a block is within the command range of its Platoon Leader (6 EPs), it benefits from a +1 bonus for combat resolution.

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

7.3 Third dimension actions

7.3.1 Available 3D actions

3D actions can 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 armoured vehicles during Impulses)
- Mortar or artillery flare shelling

Available 3D actions that players may 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 made each turn (these 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?

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

- Joint Fire Observer: 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

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

It is not necessary to have a clear LOS between the requesting block and the target.

7.3.3 Procedure for 3D actions

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



A Platoon 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 sheet of paper the positions targeted by 3D actions, as well as the name of the desired support type. Where a building is targeted, 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).

Then, 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+I:** the 3D action will take place in 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 is 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 Platoon Leader or JFO and the targeted position, cancelling the action is possible
- If there is no LOS between the Platoon Leader or JFO and the targeted position, cancelling the action is impossible
- Adjusting is impossible in either case

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

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

7.3.3.3 Resolution of the 3D action

After any potential adjustment, the player refers to the Support card and immediately applies the weapons effect to the enemy and friendly blocks and to the population counters.



The specific box on the play card defines the 3D action effect:

- **Weapons 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

Special case for roofs: a block located on the roof of a building is treated for weapons effect as if it were in one of the rooms/areas (of this building) targeted by the 3D action. If the targeted position is not within the building, no weapons effect is to be applied on the roof.

7.3.3.4 Smoke and flares

Smoke and flares can be delivered by artillery or mortar fire. A Smoke counter is then placed on the targeted position. If located in this position a friendly or enemy block loses 1 OSL, a Population counter is eliminated. The area covered by the flare is mentioned on the card. Flares do not have a weapons effect.

7.3.3.5 Air defense

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

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

- **U:** air defense assets are unavailable; the enemy 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 enemy plane or helicopter is intercepted; the 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 anywhere **except** for buildings (exception roofs) and underground.

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. Activating a block

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, an Activated marker is placed on it.

It is mandatory to end the activation of a block before starting the activation of another block. Once a block has been activated, it cannot be activated again during this turn. But, while it is not Completed, it may perform a reaction.

8.1 Movement

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

During its activation, a Foot unit block may:

- move up to 9 MPs if the whole 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 whole 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 an action (before or after movement; exception: Fire & Move)

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 cannot stay in the same location at the end of an Impulse. 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 hex side.

8.1.3 Moving inside a building

Only Foot unit blocks may move inside the buildings. Changing room costs 2 MP (1 MP for the zone and 1 MP for the partition). Changing zone inside the same room costs 1 MP.

8.1.4 Crossing an aperture

The fire arcs shown on 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 its fire arc for a cost of 2 MPs.

Vehicle blocks cannot enter buildings, except the hangars of B map (buildings #53, #54, #55 and #56).

8.1.5 Crossing a breach

The fire arcs marking the breaches (orange) are used to represent the direction from which the breaches may be crossed. The breaches may be crossed only if a Breach marker 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 Foot unit blocks may cross the breaches in the facades. All blocks (including vehicles) may cross the breaches in the outer walls.

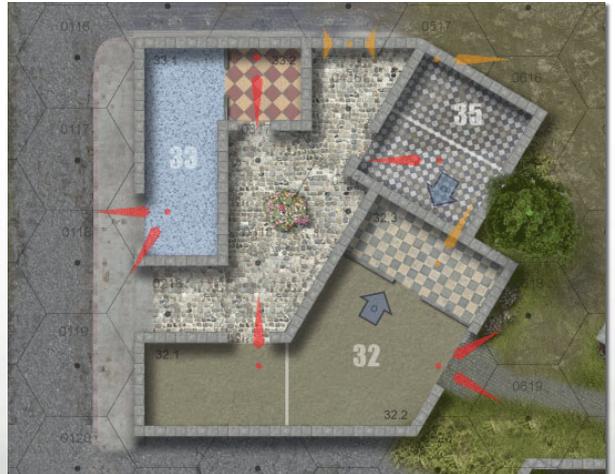
8.1.6 Crossing an outer wall

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 block with a ladder, 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 roof 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 cannot 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 to any terrain for a cost of 2 MPs.

A Foot unit block without a ladder may climb on, or come down from, a roof by moving over a block which has a ladder or a vehicle block (APC and MBT only) located in a hex adjacent to the building. To do so, the block pays 1 MP to move over the vehicle or block with a ladder, then 2 MPs to climb on, or go down from the roof, for a total cost of 3 MPs.

Place a white cylindrical 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 to the 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 cylindrical 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 presence or otherwise of underground terrain, as well as the knowledge of maps or access possibility, are stated in the scenario instructions.



Access to the underground is made via an Underground counter. Each counter has a different letter, linking the location where the counter is placed on the map and the underground zone. Thus the Underground 'A' counter allows access to the 'A' zone of the Underground map.

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

The scenario instructions may also specify that some Underground counters are dummies (they do not lead to a zone on the underground map and are just destined to mislead the enemy).

Moving from the location containing an Underground counter to the Underground map 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 Foot unit blocks may move inside the underground sewers.

Movement inside the underground sewers is performed exactly as 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 range 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 counter (and the latter is immediately revealed if needed) if the block becomes adjacent to the counter location during its movement.

When the block of a player comes within 1 hex/room/zone of a Population counter, the enemy player 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 enemy'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 enhanced move is not allowed in the underground.

8.1.14 Movement after assault

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 Fire & Move

During a Fire & Move, MBTs and armoured 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 (Fire & Move) movement. The various actions a block may perform are:

- *Without announcing the action:*

- ▶ Support
- ▶ Placing
- ▶ 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 Weapons effect

Light or heavy weapons and explosions (3D actions, IED/UXO, breaching...) generate a weapons effect that may affect all the blocks and counters on the map. This obviously can include enemy blocks (intended effect), but also friendly blocks (friendly fire), or the population (collateral damage).

8.2.1.1 Blocks and counters affected

Although on the battlefield all fires and explosions affect everybody in the same way, in game terms, for educational purposes, their effects are differentiated according to side (friendly, enemy, population). For the determination of which blocks or markers are affected by a weapons effect, there are 5 specific cases detailed below. The application of the Effect chart on the Combat play-aid cards allows one to deal with all of these situations:

- A weapons effect, whatever the source, always affects No Man's Land counters.
- A block performing a voluntary action of fire, assault, breaching or destroying causes a weapons effect. The effect affects all the blocks of its side within the weapons effect zone, excepted the block performing the action.
- A block performing an involuntary action (contact with an IED/UXO, AT mine) causes a weapons effect. The effect affects all the blocks of its side within the weapons effect zone, including the block performing the action.
- A weapons effect caused by fire or an assault against an enemy block affects only the enemy target block, never the other enemy blocks.
- A weapons effect triggered 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 weapons effect applies to all the friendly and No Man's Land counters AND in a close 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 weapons 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 firer and its target and from the firer's position up to 5 EPs beyond the maximum range of the weapon.
- *Range weapon effect:* caused by 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 range around the firer (blast effect) and/or the target (explosion)

8.2.1.3 Impact

The result of the weapons effect is described in the Effect chart on the next page. Each block suffering a weapons effect immediately receives an Activated marker.

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

A weapons effect on a Population counter always lead to its elimination.

If a face-down 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 revealed face

8.2.1.4 Terrain-based modifications

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

- *In the fire lane:* The weapons effect applies up to 2 EPs beyond the obstacle.
- *Within range:* The weapons effect is lowered for each obstacle crossed (see the number of EP on the Terrain effect aid card).

Underground network: The weapons effect of light weapons when underground is more powerful than on open ground, because of the deafening reverberation caused by the fire and explosions. The area of effect spreads along the fire lane, but also within a 2 EPs range around the firer, causing a -1 OSL loss.

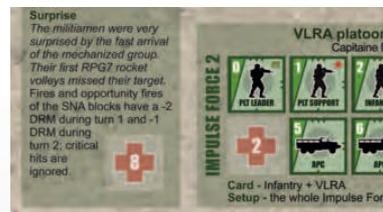
Levels: When the firer and its target are not at the same level, weapons effect takes effect on the LOS anywhere shooting is possible (no effect on the blind hexes and where plateau effect applies).

8.2.2 Support

The creation of a supply chain allows every block to offset the OSL losses caused by combats from the Plt Support and Logistics blocks.

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

- All blocks are fully operational
- Each Impulse Force has 2 support points, represented by the Support marker placed on the boxes with red crosses of each Impulse Force
- The Logistics block has some support points in reserve (shown on the scenario instructions), the required markers are then placed in the corresponding red cross box on the scenario play-aid



In order to recover 1 level of OSL, 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 for the supporting block. Pay attention to the blocks activation rules. For example, 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.

A Platoon Support block can perform a support action for itself.

Weapons effect

IMPACT

Area of effect

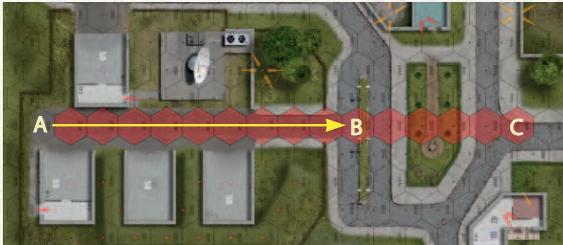
The effect of every armament is described with the symbols on the Unit or Support card.

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

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

Light weapons

This light weapons (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 weapons effect is effective up to C, 5 EPs beyond A's maximum range.

Heavy weapons

This 105mm gun cause a weapons 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 range effect around A and 2 EPs range around B. The weapons effect in the fire lane will be effective up to a 25 EPs range (i.e., 14 EPs beyond the B target).

3D actions

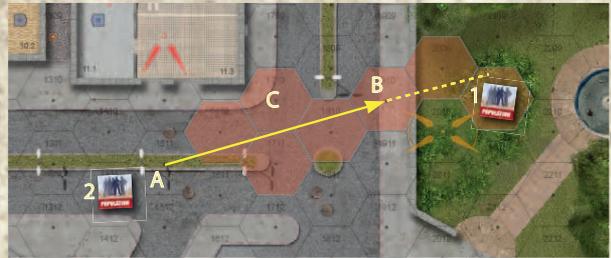
The 3D strike of this HOT Gazelle causes a weapons effect effective within a 2 EPs range around the target.



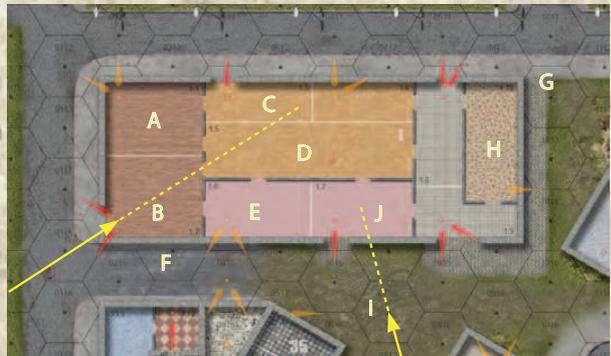
SA 342M Gazelle HOT
Hex -2 OSL ● Destruction ●▲▲
1EP -2 OSL ●●▲▲
2EP -1 OSL ●

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

● Foot unit 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 weapons 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 weapons effect. If it is enemy, no weapons effect is applied.
 - If B does not withdraw and returns fire to A, then the 2 Population counter is affected by the weapons 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 weapons (explosion range = 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 range = 2 EPs), H is affected by the weapons effect.
 - I is the target of a light weapon fire, J is affected by the weapons effect, not D.

Before each support action, adjust the Support marker corresponding to the block (the one of its Impulse Force) 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 cannot perform this action.

A Plt Support block which has no more Support markers must come into contact with 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. The Logistics block, only in this case, may be activated out of its impulse. It must not be already activated. During this Support markers recovery action, move the marker(s) from the logistics red cross box to the Impulse red cross box.

If a Plt Support or Logistics block is eliminated, the attached Support markers are permanently lost.

A support action performed in favour 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 Placing / Destroying

The Engineer blocks have the capability to place and destroy No Man's Land elements.

8.2.3.1 Placing

An Engineer block may place an AT-mine, a barricade or an IED/UXO in an adjacent location if this is specified in the scenario instructions. The player announces "I am placing" 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
- place an AT-mine counter, face down in an adjacent hex
- write the AT-mine location on a scratch of paper

8.2.3.2 Destroying

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

The player announces "I am destroying" and permanently removes the block or marker from the map. Immediately apply the weapons effect (2 EPs around the target). The Engineer block must move (2 MPs) in any direction after the destruction. As for the Assault, move after destruction does not count any additional MP.

The IED/UXO 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 capability

- On the Vehicle cards, the number of blue-filled symbols (see alongside) 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 cannot be higher than the vehicle

transport capability. This transport capacity may be lowered if the vehicle block already transports a unit. For example, a Vehicle block (transport capacity of 3) transports a Sniper block (weight of 1). It can transport another block only if it weighs 2 or less.

The mounted unit block is removed from the map and placed on the transporting vehicle illustration on the scenario aid card.

A mounting/unmounting action is an action for the mounting block AND for the transporting block. Pay attention to the blocks activation rules in this respect. The actions of the two blocks must be consecutive. For example, one cannot move a Vehicle block, then move a Foot unit block, and then attempt to perform a mounting action (the Vehicle block activation was over when the Foot unit moved). 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.

8.2.4.4 Dismounting

Dismounting counts as an action for the Vehicle block AND the Foot unit block. Pay attention to the blocks activation rules. The actions of the two blocks must be consecutive. For example, one cannot move a Vehicle block, then move a Foot unit block, and then attempt to perform a dismounting action (the Vehicle 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.

The Foot unit block is removed from the scenario 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 OSL losses and is also eliminated if the vehicle is eliminated.

Activating a Vehicle block transporting one or more Foot unit blocks counts as just one activation if none of the mounted blocks dismount during the turn. Each block performing a dismounting action is nevertheless activated.

8.2.5 Scouting

Scouting a block or a counter reveals 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 JFO 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 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 5.2.4.4).

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 wishing 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 does, it is considered to have 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 then moves the Population counter up to 6 MPs. The counter cannot be placed in contact with an enemy or friend block.

8.2.7 Fire

All blocks can fire up to the limit of the range of their 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 cannot 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
- ▶ Enemy 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 clear, 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. Losses are applied to friendly blocks and counters within the weapons effect range.

8.2.7.3 Opposing block reaction

The block on which a player has opened fire has a choice of withdrawing, returning fire on the attacking block, or benefiting from covering fire. Withdrawing is a reaction but returning fire is never an action. Therefore, a block can fire only once by Impulse when it is activated, and as many times as it is fired on.

Withdrawal: The attacking block does not roll the die. However, the weapons effect is nevertheless applied.

Fire: The targeted block makes a return fire on the attacking block. This return fire causes the weapons effect of a normal fire. The block is then 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 range from the targeted block to conduct the fire in its place. Use the capabilities of the covering fire block for the resolution, but the losses are applied only to the targeted block. The weapons 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-armoured, anti-tank).

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

- withdraw, or
- immediately lose 2 OSL (no die is rolled; however, the firer's weapons effect is, nevertheless, still applied)

Snipers are a special case, they can only engage with their long range weapon the following targets:

- a Platoon Leader, a Commander or a JFO (these blocks cannot return fire because of insufficient range)
- another sniper (the targeted sniper can return fire)
- a vehicle, armoured or not (return fire is possible if the vehicle has a weapon with sufficient range)
- a MBT (which cannot be reduced below its operational OSL, because the sniper has no anti-tank capability)

8.2.7.5 Fire resolution

Each player, SIMULTANEOUSLY:

- ▶ Selects the relevant firepower for 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 aid card).
- ▶ *Chance:* 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 appropriate.

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 on the losing block.

8.2.7.6 Losses application

The player applies the losses given on the Combat results table, potentially modified by the Losses application table.

The Losses application table may reduce or increase the OSL 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 OSL.

8.2.7.7 Friendly fires and collateral damages

Each player applies the weapons effect on the friendly blocks and the No Man's Land counters in the area of effect of their wea-

pons. The No Man's Land counters suffering a weapons effect from both sides are affected only by the attacking player.

8.2.7.8 Smoke

The armoured 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 weapons effect is applied.

8.2.8 Assault

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

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

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

- the covering fire rule cannot be applied during an assault
- if one of the blocks engaged in the assault withdraws or is destroyed, the winner can advance to occupy its location
- the weapons effect is applied normally to Foot unit blocks, but not to the vehicles (vehicles overrun the Foot unit blocks or ram the other vehicles, however they do not fire)

8.2.8.1 Assault to enter in a building

An Assault to enter a building is only possible within the Platoon Leader command range (because of the need to coordinate this hazardous action). This rule does not apply to elite blocks.

If the block defending the entrance loses the assault, it must withdraw. If it cannot move, it is eliminated.

8.2.8.2 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. As stated elsewhere 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 unit 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 an underground exit

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

As stated elsewhere the block on the surface benefits of a +1 bonus.

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

8.2.9 Breaching

It is possible to open a breach in facades or outer walls at the location of the Breach symbol.

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 weapons effect within a 2 EPs range around the breach (the block that conducts the breaching action is not affected by the weapons effect). The Engineer block must move (2 MPs) in any direction after the Breaching. As for the destruction, move after breaching does not count any additional MP. Weapons effect for remote breaching is similar to the weapons effect of firing (in the fire lane and/or around the firer and/or around the target).

As soon as the breach is opened, a Breach marker is placed into the relevant 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 enemy's Impulse (if it suffers a fire or assault), or during its activation (if it is 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 has not 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 (not withdrawal) block only. If the enemy player wants to perform an opportunity fire, he interrupts the movement of the targeted block whenever he wants.

The targeted block has to be in motion, that is entering a location. It is not possible to perform an opportunity fire on its 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 neither have a Reaction nor a 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 standard fire.

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

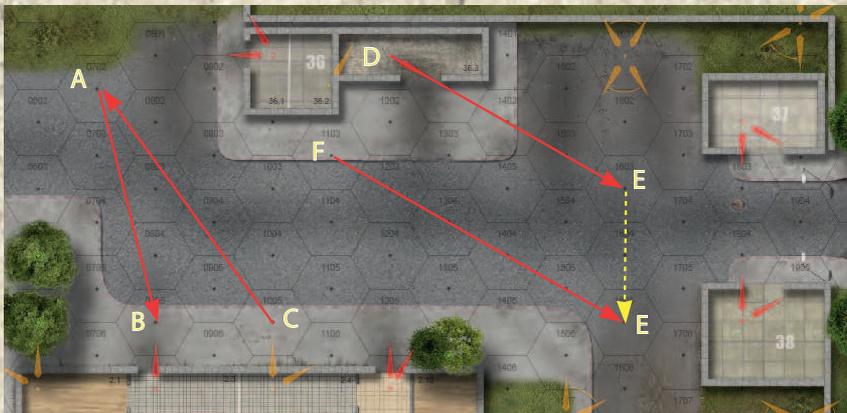
8.3.1.2 Conclusion of an opportunity fire

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.

The block performing the opportunity fire receives a Reaction or Completed marker, even if it has not opened fire after the scouting.

Combat

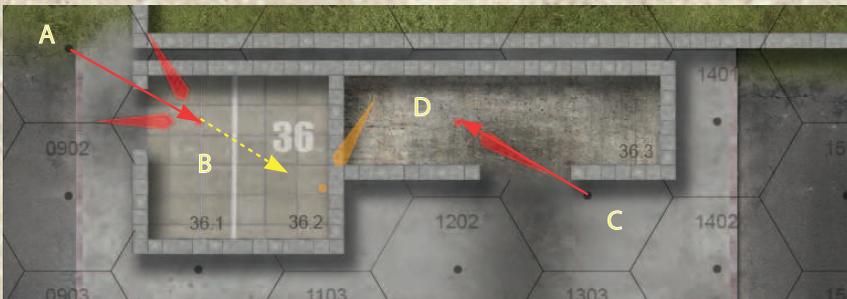
FIRE



- A (Infantry) fires on B (Plt Support). Since B has a weak firepower (FP), the player decides that C (Infantry within a 3 EPs range 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 OSLs

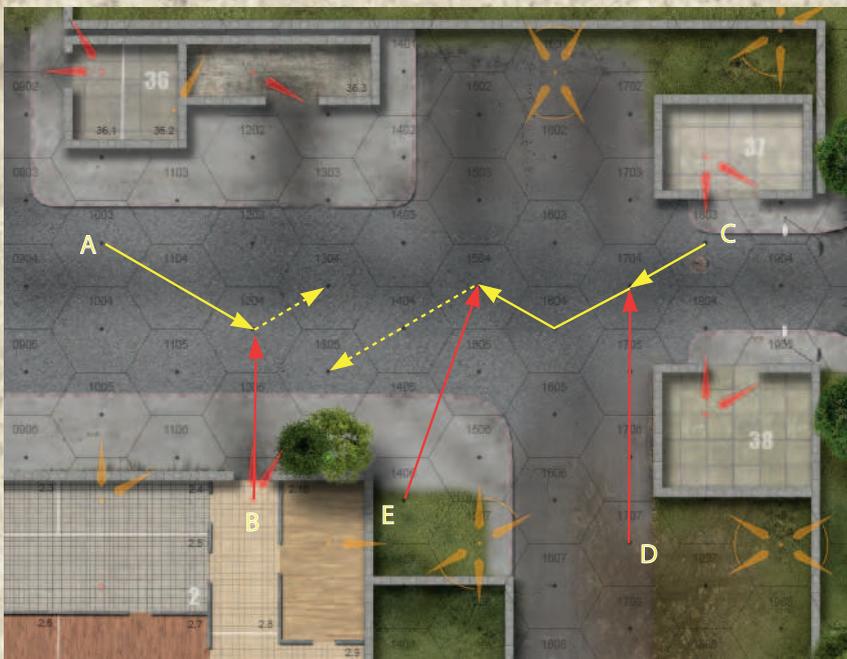
ASSAULT



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

- C assaults D, which cannot 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 enemy 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 OSL.

- C moves, it is stopped in hex 1704 by the enemy, 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 M1A1 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 recruit platoon. The infantry is operational while the MBT is poorly operational.



1. FIREPOWER

12 EPs: the NATO block has a 9 firepower
12 EPs: the Warsaw Pact block has a 7 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 range.
NATO's modified FP is $9-1=8$, Warsaw Pact'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 OSL

6. LOSSES APPLICATION

NATO's MBT block is elite, the player rolls 1D10. Result: 7.
The losses are reduced by 1 OSL, 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 OSL (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 OSL 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 OSLs and is eliminated, the NATO block wins 1 OSL.

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 weapons effect, except the weapons effect in the firer's range.

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 armament (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 return there at the end of its withdrawal movement.

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

- 0 to 1: critical hit: - 2 OSL
- 2 to 6: - 1 OSL
- 7 to 9: no effect

After a withdrawal, the block receives a Reaction marker. If it was 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 Impulse Forces or blocks may be equipped with night vision equipment.

9.1 Impact on movement

Normal movement is not affected by night but movement *out of the enemy's sight* is forbidden.

9.2 Impact on combat

Weapon accuracy decreases as follows:

- *Unequipped blocks:* the range is no longer increased in increments of 5 EPs, but of 3 EPs (1 / 5 / 10 / 15 / 20 / 25 becomes 1 / 3 / 6 / 9 / 12 / 15)
- *Equipped blocks:* the range is no longer increased in increments of 5 EPs, but by 4 EPs (1 / 5 / 10 / 15 / 20 / 25 becomes 1 / 4 / 8 / 12 / 16 / 20)

Note: the weapons effect is not affected, it is still determined by the weapon range in broad daylight.

9.3 Impact on scouting

Night scouting capability is as follows:

- *Unequipped blocks:* 5 EPs for the Scout, Recon, Sniper and Joint Fire Obs blocks, 3 EPs for the other blocks
- *Equipped blocks:* 10 EPs for the Scout, Recon, Sniper and Joint Fire Obs blocks, 5 EPs for the other blocks



ADVANCED RULES

Urban Operations is perfectly playable with the basic rules alone. Skilled players may want to add more realism into their games at cost of a slight increase in complexity. It is strongly recommended to use rule 10.5 (antitank weapons vs infantry).

Advanced rules are optional and players may decide to use any or only a part of them. Do so before the game begins. These rules are organized in four parts: combat, movement, command and environment.

10. Combat

10.1 Infantry smoke usage

Among the Foot unit blocks, only the Infantry and Engineers blocks can use smoke grenades.

The player announces he is firing smoke, which counts as one action. The block can throw the smoke grenade within a 3 EPs range. Place the Smoke counter as for a 3D action or vehicle fire action. A smoke grenade can be tossed over any obstacle, but can be thrown inside a building only through an aperture.

10.2 Supporting fire

Supporting fire is a specific firing action allowing an A block to benefit from a B block support (A and B must belong to the same Impulse Force).

The player announces he is firing support when the A block is activated, he designates the target, then the B block that will support the firing action.

The procedure is exactly the same as a firing action, except as noted:

- The B block gives a +2 bonus to the A block firepower.
- Only the A block is affected by the combat results (including a possible withdraw before rolling the die)
- The Plt Leader gives its +1 bonus normally if the A block is within its command range (only the A block may profit from this bonus)
- B must have an LOS to the target and appropriate weapons (otherwise, the +2 bonus is not applied, but B is still considered activated)
- When combat ends, place an Activated marker on A and B (or Completed if a Reaction marker is present)

10.3 Suppressing fire

Suppressing fire is a specific firing action, which can be performed by an Infantry block (or a Spt Weapons block if it's a machin-gun) versus an opposing Foot unit block. Contrary to the other actions, a block performing suppressing fire can't move during its activation. The player must announce it is firing - suppressing when activated.

The procedure is exactly the same as a firing action, except as noted:

- The block gains a +1 bonus in combat.
- On every critical hit result (7, 8 or 9) the block wins the combat instead of usual critical hits results.
- If the block wins the combat, place a Reaction marker on the targeted block (or Completed if the block already had an Activated marker), ignore the possible OSL losses and the losses application table.

10.4 Armor cover

A Foot unit block can benefit from the proximity of a tank or an armored vehicle to protect itself from enemy fire, moving directly next to the flanks or just behind.

10.4.1 Creating a pair

In order to be protected by the vehicle, the Foot unit block must enter the protecting vehicle's hex (append the two blocks); thus forming a pair. This special move does not count as an action, neither for the Foot unit block, nor for the Vehicle block. The Foot unit block activation is immediately over and the Vehicle block cannot be activated for this turn.

A Foot unit block inside a pair cannot be targeted or scouted. However, it suffers all the area weapons effect (heavy weapons effect, including at the beginning of the fire and 3D actions).

10.4.2 Activating a pair

During the next turns, the player may activate the pair, counting as the activation of the two blocks. The only action the Vehicle

block can perform is a firing action, and the only possible reaction is an opportunity fire. The Foot unit block can perform no action or reaction.

The pair may move up to 6 MP.

10.4.2 Splitting a pair

Instead of activating a pair, a player may decide to activate only one of its blocks (counting for only one activation). The player must immediately, before performing any action, leave the pair's hexagon (and possibly resume its movement).

A pair is immediately split when one of its blocks is eliminated.

10.5 Antitank weapons against infantry

A Foot unit block using an antitank weapon (red or black triangle symbol) against another Foot unit block loses 1 OSL. This loss of OSL is applied just after the combat results application.

Design note: antitank rockets and missiles are regularly used against infantry even if this is not their primary function. Some models even have specifically designed antipersonnel ammunition. The -1 OSL penalty simulates the low availability of ammunition for these weapons and serves reminder to the player it is better to use the correct weapon against the appropriate target.

10.6 Antitank weapons and breaching

A Foot unit block can use an antitank weapon (red or black triangle symbol) to remotely open a breach. If this rule is used, assume the antitank weapon has a *can remotely open a Breach* symbol (red diamond).

A Foot unit block using an antitank weapon to open a breach loses 1 OSL.

Design note: The caliber and explosive amount of some antitank weapons allow them to open a breach in a wall. Nonetheless, this actions leads to unpredictable results (wall passed through, small sized breach) and may require excessive ammunition. The -1 OSL penalty simulates the low availability of ammunition for these weapons and serves reminder to the player it is best to use the correct weapon against the appropriate target.

10.7 Anti-sniping

When a friendly block is the target of a sniper's fire or opportunity fire (not return fire), a friendly sniper can perform covering fire even if he's not within a 3 EPs range from the targeted block. The opposing sniper block must be in the friendly sniper block LOS and within range of its main armament (between 11 and 20 hexes). If the friendly sniper block was not revealed when the combat starts, it benefits from a +2 bonus.

10.8 Ambush against vehicle

A Foot unit block firing with an anti-tank weapon on a Vehicle block benefits from a surprise effect if no adverse Foot unit block conducts a covering fire instead of a return fire from the targeted Vehicle block.

Surprise effect is: the Vehicle block conducts a return fire with a FP of 5 regardless of the engagement distance.

11. Movement

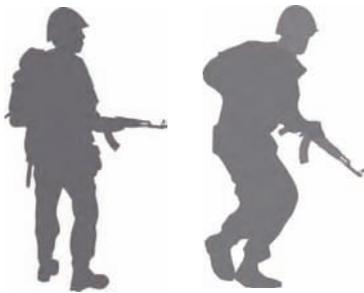
11.1 Superstructure transport

A Foot unit block can mount a vehicle superstructure. The rules are the same as the mounting/dismounting action, except as noted:

- If the Vehicle block is targeted, the Foot unit block suffers only the weapon's area of effect (heavy weapons effect, including at the start of the fire and 3D actions).
- If the Foot unit block is targeted, the Vehicle block suffers only the weapon's area of effect (heavy weapons effect, including at the start of the fire and 3D actions).
- A Vehicle block transporting a Foot unit block can't move out of the opponent's sight.

11.2 Crossing walls

A block performing an opportunity fire on a Foot unit block crossing an outer wall (except via a breach) earns a +3 bonus (not +2). The opportunity fire must be performed within the hexagon in which the outer wall is drawn. The targeted block may perform a withdrawal, but with a -1 DRM penalty.

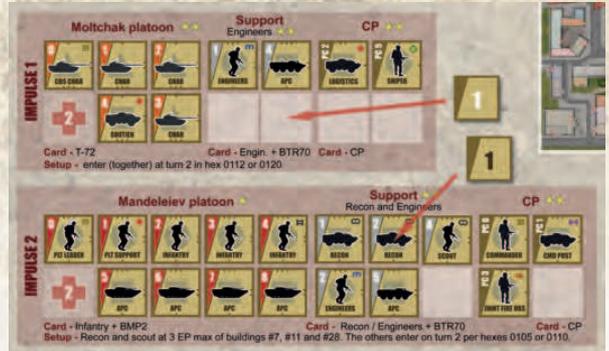


12. Command

12.1 Order of battle modification

Every player can rearrange their order of battle during the game, which is the block affectation modification between Impulse Forces (on or off map). This operation can be performed during the order of battle reorganization sequence of the initial phase.

A player uses the numbered markers to transfer the blocks from an Impulse Force to another. The number of markers provided in the box is a design limit.



The Warsaw Pact player wishes to reinforce the recon capacity of his Impulse Force 1. He places the black 1 marker on the block he wishes to detach from Impulse Force 2 and the white 1 on its attachment box in the Impulse Force 1.

The involved Impulse Forces, whether by the detachment or attachment of a block, won't be able to perform a firing or assaulting action for the rest of the turn.

12.2 Impulse Force cohesion

12.2.1 Commander elimination

When the Commander block is eliminated, all the Impulse Forces which still have their Plt Leader are penalized as follow:

- only 3 blocks can be activated
- the Plt Leader forfeit their +1 combat bonus

This penalty is applied just after the elimination of the Commander block and until the end of the current game turn.

12.2.2 Plt Leader elimination

When the Plt Leader of an Impulse Force is eliminated, apply the following penalties:

- Elite Impulse Force: only 4 blocks can be activated per game turn until the end of the game (this rule modifies rule 7.1.1).
- Veteran Impulse Force: only 3 blocks can be activated per game turn until the end of the game. Additionally, just after the elimination of the Plt Leader block, all of the impulse's blocks within the Plt Leader LOS roll 1D10: 0-1 = -2 OSL; 2-7 = -1 OSL; 8 = no effect; 9 = +1 OSL.
- Recruit Impulse Force: only 2 blocks can be activated per game turn until the end of the game (this rule modifies rule 7.1.1). Additionally, just after the elimination of the Plt Leader block, all of the impulse's blocks in the Plt Leader LOS roll 1D10: 0-2 = -2 OSL; 3-8 = -1 OSL; 9 = no effect.



13. Environment

13.1 Blocking an underground entry

An Engineer block can perform a demolition action on an underground entry (materialized by an Underground counter) from the 0 level (but not from underground). A Barricade counter is immediately placed in the underground location with the same letter as the Underground counter. If there is a block in this location, it is eliminated.

13.2 Traps and antipersonnel mines

A player can use its AT-mine allotment to create antipersonnel traps (assume the mines allotment includes AT and AP mines). These traps can be set in accordance with the AT mines setup (either during the game setup, or with a setting action during game). Each AP mine needs two AT mines of the initial allotment.

An AP trap can be set in a room or a zone (including undergrounds). The player may secretly note the location on a side record, or set the counter on the map.

Scouting an AP trap follows exactly the same rules as scouting an AP mine (but an IED/UXO counter is placed instead of an AT mine counter).

A block entering a trapped location suffers -2 OSL. The weapon effect is -1 OSL within a 1 EP range.

13.3 Population movement

During the population movement sequence of the initial phase, each revealed Population counter performs the following action according to the result of a 1D10 roll:

- **0:** Panic, the population scatters. Remove the Population counter from the game.
- **1-6:** Move the Population counter 1 MP in the direction given by the die-roll (1 = north, and so on, clockwise, as mentioned on the compass printed on the map).
- **7:** The Population counter remains in place.
- **8:** The red player moves the Population counter 1 MP in the direction of its choice.
- **9:** The green player moves the Population counter 1 MP in the direction of its choice.

If a Population counter cannot move, roll the die again.

A Population counter inside a building does not move further during the population movement sequence.

13.4 Rubble

A building in a weapon's area of effect after a heavy weapon fire or a 3D action targeting one of its locations (room, zone, but not the roof) may collapse. Apply the combat or 3D action result normally, then roll 2D10 consecutively. If the result of the first die is a 9, a part of the building collapses (no effect on every other result), consult the result of the second die:

- Even result:
 - the block in the targeted location is eliminated
 - place a Barricade counter in the targeted location
- Odd result:
 - the block in the targeted location is eliminated
 - place a Fortified marker in the targeted location
 - remove a possible Breach marker in the targeted location

Design note: A collapsed building creates a new unpredictable configuration. The rubble may collapse inside the building, considerably complicating the access, or on the exterior, which may result in the creation of a thick backfill along the walls.



DESIGN NOTES

Urban Operations was designed from observations and lessons learned in the field, in real operations and on military training sites. From the start, the game was also intended to be used as part of a professional's training. Therefore, balance was sought between realism and playability as in most games, but also with an intention to teach habits in the game that reinforced the designer's goals. From its genesis to completion, the game has gone through a significant number of intermediate versions, often with deep changes and radical choices, but the key points to represent remained consistent with the starting goals. This offers the player a special experience, where the urban environment must be fully considered and where every action in this complex universe could have significant consequences.

The designer is always tempted to add more realistic effects to the detriment of playability. The balance is maintained in the basic rules. Advanced rules allow more details. Freedom is left to players to include house rules according to their needs.

Time and space scale

A turn represents theoretically a few minutes on the battlefield. During this period, a combat group may move a much greater distance than the forty meters shown on the map. But when a group's actions during a real combat mission are summarized, the list of actions is often brief. The game time scale allows representation of the frequent waiting orders, reorganization delays and observation phases, not otherwise shown in the game, which are inserted between two actions.

The use of two simple concepts - movement points and effect points - help us to understand this elastic time and space scale.

Modeling the terrain

Choices had to be made for the map representation. In a combat zone the view is very limited by many obstacles: street furniture, vehicles, vegetation, rubble, barricades, smoke, debris and other piles. This greatly hinders orientation, the combatant's ability to target and observe. Representing all the debris on the map would have been realistic, but it also would have made the map unreadable, and would have greatly confused LOS (line of sight) arbitration. Hence, it was decided to represent relatively clean streets, and limit the effective weapon range on map sections. Blind spots are numerous in cities. Arcs of fire representation for holes and breaches greatly constrain players, making them perceive the combatants' difficulty to choose the best travel routes and best fighting locations.



In urban areas, the lines of sight are quickly blocked with multiple visual obstructions. The effect of fighting (rubble, vehicle wrecks ...) reinforces this phenomenon.

To understand the omnidirectional threat, we need to represent the third dimension. For this reason, it was important to provide the opportunity to fight underground and on roofs, on a 2D map.

The battlefield environment

The game features all the elements that operational forces may meet on the urban battlefield that do not belong to a given "side" and which bring uncertainty.

Population

Combatants are rarely alone in operations areas: most of the time there remain refugees or locals who had no place to flee to, or who do not want to leave their property unattended. People can even constitute a major issue in the battle if they are hostages (Kolwezi) or hostile (Mogadishu). So combatants are not alone in town.

Modeling the presence of population in the combat zone realistically in a game demands a little imagination. The units shown in the various Urban Operations campaigns each have their own way of behaving with respect to the population remaining in the combat zone. It was necessary to encourage compliance with the rules of engagement, for those troops who have them. At the same time it was inconceivable that the framework given by the game (rules, scenario instructions, events) causes the opponent to commit lawless

actions such as war crimes. Game mechanics thus bring all sides to take into account the population's presence.

Other No Man's Land's elements

Easier to integrate into the game than population, their presentation is made in the rules: IED/UXO, barricades etc.



The urban environment is dotted with risk elements for the combatants: electrical cables, fuel, toxic materials, rubble ... IED/UXO and toxic counters also simulate the presence of these dangerous elements.

Mines and booby traps

Combatants' imagination - including irregulars - being limitless, it is not possible to represent simply all the devices used in current urban conflicts. The anti-tank mines and markers IED/UXO allow the combatants to stage this particular threat in a generic manner. Advanced rules offer, for interested players, a more refined simulation of booby traps.

The fog of war

In town, the soldier and his leader feel threatened from all directions: the opponent is present but it is very difficult to locate him precisely and track his movements. Noise is distorted and there are strong echoes. The line of sight is obstructed (barriers, smoke) and appearance time are often very short, which greatly limit the identification and firing possibilities.



Smoke clouds and dust caused by combat (moving vehicle, fire shots, explosions, fires, rubbles ...) strongly contribute to short lines of sight and complicate target identification (friend, enemy, neutral?).

Most of the time, the enemy position must be occupied to confirm the target's destruction. Intelligence must be constantly gathered and updated. To represent those difficulties in the game, the choice was made to use blocks, all of the same size, and to limit firing opportunities.

Arbitrating combats

In town, it is often difficult to determine where enemy fire is coming from, but most engagements are at short or very short range. Combats are successions of duels, which are shown in the game by the fact that every fire brings the possibility of a reaction. The combat resolution table, however, takes into account two other very common opportunities: inability to fight back, or the choice to break contact, which is risky. It is important to remember that the number of reaction fires is unrestricted - reaction is not counted as an action - even if the player knows he takes risks at every engagement.

The opportunity fire mechanism allows to maintain a permanent rythm to gameplay, and gives a realistic advantage to the defender and to the side who planned ambushes.

In urban combat there are a few mottos such as "armor's worst enemy is the infantryman, and the infantryman's worst enemy is armor."



From inside an armored vehicle, the viewing angles are very limited, which is a problem especially at close range.

Setting variable firepower depending on the distance is the most effective way to highlight this, and also to effectively model training and doctrinal differences between the represented sides.

Weapon range is deliberately reduced in the game, because of target acquisition difficulties and firing conditions. The combat resolution table prevents aberrant situations such as the destruction of a tank by a sniper, and represents weapons limitations.

The missiles and rockets have a minimum distance of engagement to allow the ammunition to arm itself. Some missiles may not be fired from inside buildings due to the backblast. Tanks have large blind spots both for vision and firing.

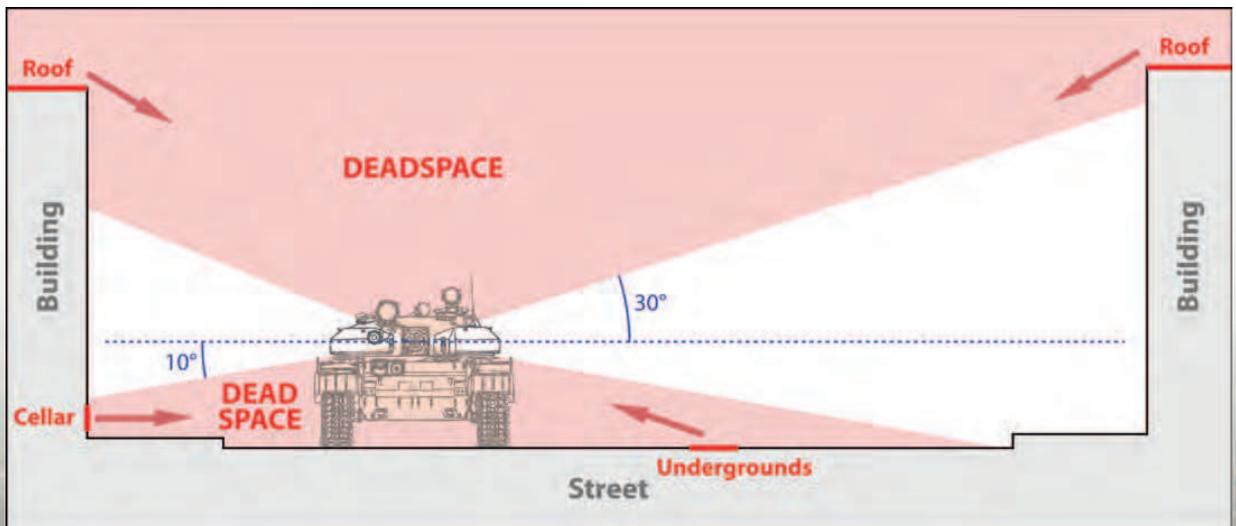
Weapons effects

A leader's main concern in operation is to avoid friendly fire and collateral damage. But in cities, with very diverse armaments, ballistic, blast effects (over pressure), ricochets and various sprays, or echoes in underground, causes significant risks. The weapons effect rules represent them.



The firing of a shell causes a strong blast and a deafening noise around the tank. In front, the risks are considerable: ejection of the sabot, flames, strong shock wave...

It is true that bullets and explosions affect everyone the same way but to drive the lesson home, any damage to friendly forces and the civilian population is more severely punished than that inflicted upon the opponents. The rule encourages more players to be vigilant in their manoeuver when performing strikes with collateral effects.



Players may find this weapons effect mechanism unusual, but will soon learn to set up and observe firing lanes when coordinating actions.

The units and their actions

A block is a vehicle or a combatant group. Detailed studies undertaken on conflicts since the early twentieth century, show that only a small number of committed soldiers are actually active during combat. In this spirit, when a combat group occupies part of a building, firing action and scouting are from only one position. This is also why a significant loss of OSL limits firepower. For a poorly trained unit, it is estimated that 10% of soldiers are really active. This can go up to 20-30% for better trained units, which is shown by elite unit modifiers.

Many factors must be represented to make the game realistic: doctrine, morale, armament, combat group size, probable losses. The key points are represented by firepower and OSL. The OSL symbolizes the unit's combat readiness: morale, cohesion, losses, ammunition consumption. This could decrease due to combat failure and increase in case of victory, or if a support action was undertaken.

Firepower combines attack and defense capabilities into a single value. This value allows combat resolution in form of a duel, on which most firefights are based in Urban Operations. Firepower is given by the scenario designer. It also represents a unit's training level: a highly efficient unit fires more effectively than a heavily armed but poorly trained unit. Similarly a crew, well protected behind armor, is more likely to hit than a crew operating an unprotected missile launcher. It may therefore happen that a vehicle with strong armor but light weapons has at a certain distance the same firepower than a more weakly armored vehicle with better penetration capabilities.

Unit quality completes this classification. Combat resolution results may increase or limit losses if the unit is well trained and resilient (elite) or inexperienced (recruit).

A group that has suffered high losses is not always physically destroyed and can maintain some resilience, but its response capacity is limited. It suffers a penalty in combat resolution when it has a poor OSL. However when a group sustains major losses, it can no longer fulfill its mission and is totally devoted to the protection of the wounded. In the game, OSL drops below poorly operational OSL and the counter is removed from the map.

Without complex rules and at low cost, unit cards allow the designer a great freedom in depicting various weapons and special ammunition.

Command and logistics

Despite the development of more and more efficient digital devices, communications remain very difficult in town. The proximity of the leader therefore facilitates passing orders and reports, as well as fire coordination instructions, which are essential. This is the reason for the two types of bonuses which award the completion of a chain of command.

In the same way a force whose supply lines are well organized will perform better than others. Evacuation of the wounded to the rear, and replenishment of all types of supply (ammo, water, equipment) are done by combat units temporarily assigned to a support mission. To implement this in the game, it was easier to include logistics-dedicated small teams (Plt Support blocks) that perform these actions.

Scouting

To highlight the importance of intelligence gathering, scouting rules offer many opportunities to players. It is indeed crucial to clearly identify a target before engaging it to avoid collateral damage or not to disclose itself to a very powerful adversary. Cases of mistaken identity are common in town, this is why scouting distances are intentionally very limited in the game.

It was first considered to create two different block sizes: small for foot units and large for vehicles. This option was abandoned to better recreate the fog of war. Indeed, even if they do not know the nature of the adverse blocks, players can nevertheless survey the entire enemy position. To balance this advantage, it was chosen to reinforce the fog of war by not allowing blocks differentiation.

Third dimension actions

Given the map size, it is logical to represent indirect fire (howitzers, mortars...) by off map units.

The availability of supports (unavailable/available in the next round/immediately) represents the uncertainty of several elements. For ground support, it can mean a support already committed to another area, the target of counter battery fire, communication cut off, a battery on the move... For air support, uncertainty is often stronger: support not available in this area, communication impossible, uncertain support on the target, support already engaged in aerial combat, weather conditions...

Credits

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Urban Operations in a nutshell (introduction)

THE GAME

What is the objective of the game ?

- Fulfill one or more of the victory conditions described for each side on the scenario sheet. Often victory is decided by taking control of designated buildings, while avoiding civilian casualties.

What are the forces at play ?

- Two opposing sides with non-combatants also represented: see, No Man's Land (4.2).
- Each side consists of up to a company and reinforcements.
- A block represents a vehicle or a group of fighters.

What do the maps do ? (5.1)

- Urban Operations is concerned exclusively with military actions in the city. The maps used in the scenarios represent a district.

How many players ?

- Some scenarios are designed for solo play, but usually the game is played one-on-one.
- Multiplayer games are made possible by sharing impulses...

What is the duration of the game ?

- From 90 minutes to 5-6 hours, depending on the scenario and the level of experience of the players.
- Scenarios are designed to offer an immersive game from the first turns: even an interrupted game can provide an intense gaming experience.



Scenario aid card
This player has 3 Impulse Forces

PLAY A SCENARIO

How to choose a scenario ?

- Play time (number of turns), square (one or two contiguous cards), theme, the level of players, the number of players.
- The campaign booklet summarizes details of the scenarios, without revealing specific instructions to each side, which are found on the individual scenario sheets.

How to set up ? (cf. board Game Setup P.4)

- Scenario-specific setup details are found on the on the scenario presentation and aid cards.
- The scenario presentation specifies the number of turns, which side setups up its blocks first, which begins.



Scenario presentation,
displayed in the campaign book.

THE DIFFERENT BLOCK STATUSES

Rotation of blocks

- Each block has a operational support level (OSL) that evolves with the fighting. Each gain or loss of OSL is noted by a quarter turn of the block. (4.3.2)

Activation Marker

- Place a marker on each block as it is activated; remove the markers at the end of the turn.

Hidden blocks (4.3.2.2)

- A block that has been identified by the opposing player is turned face up until the end of the turn.

NECESSARY ELEMENTS (cf. board game Setup P.4)

Synopsis

- The game is played on the main maps and secondary maps (underground, bridge).

Cards (cf. board The Cards P.10)

- *Unit cards* (4.3.4): summarize combat factors for each block.
- *Support cards* (7.3): used at the beginning of a turn.
- *Event cards* (6.2.1): taken at the beginning or during the game, for staging assets or specific incidents.

Campaign

- The campaign booklet includes the summary and, in some cases, special rules and a table of events.

Counters, Blocks, Markers

- Each side has its own blocks and counters. The positions of mines are recorded on a slip of scratch paper.
- No Man's Land is depicted using counters.
- Markers can be placed on counters, on blocks or on the map.

Player Aids

- One scenario card per side describing unit organization, 3D support, special instructions for the scenario.
- Two player aids: a turn track and other references.

PLAY A TURN

What does a game turn represent? (3.1 & P.34)

- A turn represents the action of two opposing company team over a few minutes.



How to activates units ?

- Each side is organized into a number of Impulse Forces (3.2 and 7.1), specified in the scenario. A block can only be activated during its impulse.
- Each side alternates impulses during the turn.
- See Activate a Block on the next page.

What are the phases of a game turn ? (3.1)

- The preliminary phase allows play of most events and 3D actions (fire requests, bombing run, drones actions, etc.). Details in 3.1.
- Combat actions are performed during the impulses.

How many impulses per turn ?

- Each side can have 2 to 5 impulses (scenario card).
- Each impulse can be activated once per turn.

In what order are impulses played ?

- The side with initiative at the beginning of the turn is specified in the scenario. They choose which side plays the first impulse.
- The impulse activation order is the choice of the player.
- All Impulse Forces can be activated at every turn.
- Except in particular cases (event card) both sides alternate activating their Impulses Forces.

Unit Quality

- The scenario card indicates which blocks are Elite, Veteran or Recruit, which has an impact on their defense.

Transported Blocks

- A block can embark a vehicle (4.3.2.3) or superstructure (see advanced rules).

Urban Operations in a nutshell (introduction)

PLAY AN IMPULSE

What is an Impulse Force ?

- An Impulse Force represents a section (infantry, tanks...), with its leader, and reinforcements received during the game (command, engineers, etc).

3, 5 or 7 blocks can be activated ? (7.1.1)

- According to the state of the chain of command the player can activate a number of blocks in each Impulse Force.

Can the opponent react during my impulse?

- During an impulse the opponent may perform an opportunity fire (8.3.1) or announce the passage on an anti-tank mine (5.2.2).



During a turn, a block can perform an action and a reaction (or a reaction and an action)

ACTIVATING A BLOCK

What can a block do during its activation ? (8.1)

- Conduct an action.
- Move (6 MP for a foot unit block, 12 MP for a vehicle block).
- Move and conduct an action:
 - foot unit block = 3 MP + action
 - vehicle block = 6 MP + action
- Conduct a quick movement (8.1).

What is an action ?

- Blocks perform ordinary combat actions (fire, assault) but can accomplish more specific actions (scout, provide support, place / destroy an obstacle, conduct an assault, make a breach in a wall...).

And reactions ?

- The fighting can lead two reactions:
 - withdrawal under fire
 - opportunity fire during activation of an opposite impulse.



6 MP
(3 MP if action)

12 MP
(6 MP if action)

MOVEMENT

Is the whole map playable ? (Terrains Player Aids)

- All terrain is not accessible to all blocks, particularly vehicles.

Other movement ?

- A location vacated after an attack can be occupied by the opponent.
- Depending on the kind of block, walls and breaches can be crossed, undergrounds entered, etc.

MOVEMENT POINTS, EFFECT POINTS

Counting movements MP (Terrains Player Aids)

- Example: a foot unit block spends 2 MP to cross an aperture.

Effect Points (4.3.7)

- EP quantify weapons range, the weapons effect, the distance between a leader and subordinates...
- Count: Terrain effects player aid

TERRAIN

Open terrain

- Foot unit blocks and vehicles blocks can move in open terrain (Street), cross the hillocks, woods, or flooded areas, avoiding battlefield obstacles.

Buildings

- Foot unit blocks can enter buildings through doors and windows, breaches, and progress from room to room. They can cross walls by different means.

3D terrain

- Foot unit blocks can move underground and in sewers.
- Access to some roofs is possible.

WHAT IS NO MAN'S LAND ? (5.2)

Population

- Are affected by weapons effect (collateral damage).
- Some sides can use them as shields.

IED / UXO

- These are traps (Improvised Explosive Device) and unexploded munitions (Unexploded Ordnance) that may be encountered on the battlefield. They can explode randomly.

Other Elements

- Now and then players can encounter wreckage or toxic waste.
- Both sides can create barricades, lay anti-tank mines and use dummies.



Removed at the end of the turn



Remain until game end

CONSEQUENCES FROM THE URBAN ENVIRONMENT

- Movements: various buildings and obstacles limit movement.
- Observation and fire: weapon ranges are limited; observation hindered by obstacles.
- Choosing combat positions: consider the arcs of fire from doors, windows and breaches to avoid blind spots, or at the contrary use them at the best. (5.1.3 & 5.1.7)

COMMAND AND LOGISTICS

The chain of command (7.2)

- Proximity to the company commander allows activation of more Impulse Forces.
- A block close to its platoon leader receives a combat bonus (+1).

Logistics

- Logistic support blocks should be in permanent liaison with units in contact.

3D Actions (7.3.2)

- The Joint Fire Observer can request within a certain radius. Platoon leaders can request fire at shorter range.

HOW ARE ARTILLERY AND AVIATION REPRESENTED ?

3D Actions (7.3.2)

- At the start of the turn sequence, players may request mortar fire, artillery, smoke, illumination, or support from planes, helicopters or drones. Can be used for air defense.
- The requested actions can be executed immediately, on the next turn, or might be temporarily impossible.

Weapons effect (8.2.1)

- As with normal combat, 3D Actions lead to the application of weapons effect.



Support card

Urban Operations in a nutshell (introduction)

HOW IS COMBAT RESOLVED ? (Fire and Assault)

Every combat action is an exchange of fire

- If a block which is fired upon does not retaliate, it may perform a withdrawal (8.3.2)
- If it doesn't want to or can not (inadequate armament) retaliate, it must perform a withdrawal. (cf. board Combat P.28 and P.29)
- Perform a withdrawal can lead to a loss of operational Strength Level.

Course of a fight

- The player announces which block will fire and which target.
- The opponent announces whether he returns fire or performs a withdrawal.
- Arbitration is done by applying terrain and command bonuses to the OSL of the unit.

Combat results (cf. board Combat P.29)

- The loser loses Operational Strength Level, or might be directly destroyed (critical hit).
- In case of a tie, both lose operational Strength Level.
- A Recruit or Elite block (4.3.8) can see its losses aggravated or reduced.

Weapons effect (8.2.1)

- In all cases weapon effects are applied at the end of combat resolution.

- ★ ★ ★ **Elite unit**
Loss decreased on 6 to 9 on the D10
- ★ ★ **Veteran unit**
Result applied normally
- ★ **Recruit unit**
Additional losses on 0 to 3 on the D10

ASSAULT

An assault is close quarter combat **Where can an assault be carried out ?**

- A vehicle block that leads an assault overruns its target.
- Anywhere on the map, but the defender might be eliminated if he can not perform a withdrawal into building interiors. (8.3.2)
- An assault can be made into a building via a roof access, or on a roof from a neighboring roof. (8.2.8)

NIGHT ACTIONS (9)

- The scenario indicates if the action takes place at night.
- Night has an impact on observation, fire, and movement. Being equipped with night vision equipment lessens this impact.

FIRE

Inadequate armament ? **Line Of Sight - LOS ? (5.1.7)**

- The range of weapons is limited in urban areas due to reduced visibility and the fleeting appearance of targets: it can happen that a block does not have sufficient range to engage a target or return fire.
- Once the shot is announced the player checks that the line of sight is clear. LOS must be clear from and to the position via openings over obstacles on the path, and unmasked by intervening buildings or hillocks.
- Some targets are only affected by certain weapons (example: antitank).

Which Ammunition ? (cf. board Cards P. 10)

- According to information from the unit card, a unit can fire light weapons, anti-armor, or antitank (rocket, missile or shell).
- Some munitions are used to create breaches in buildings when they are in close proximity or contact (explosive) or remotely (shells).
- Smoke munitions may be fired. (8.2.7.8)

WEAPONS EFFECT (8.2.1)

When ?

- Weapons Effect is calculated for each use of munitions: small-arms and heavy weapons fire, fire from aircraft, mortar fire and artillery, use of explosives to breach or remove an obstacle, or when a mine or IED explodes.

Who is affected ? (cf. board Weapons Effect P.24)

- More often friendly units and civilian. In some cases neighboring enemy units, too.
- All instructions are on the weapons effect chart and support cards.

Where ?

- Applied over the entire trajectory of the shot, from firing position to the maximum weapon range (beyond the target), around the target, sometimes around the shooter (heavy weapons) . It can be felt through the obstacles and walls.
- The application range is measured in EP and is indicated on unit cards, support cards, as well as on the weapons effect chart.

HELPFUL TIPS

Keep command blocks in reasonable proximity to your forces' main effort

- Company commanders within range of platoon leaders carrying out the main effort.
- Platoon leaders in range of blocks in contact with the enemy.

Control the Operational Rhythm

- Never let blocks in the rear.

Study the Terrain

- Do not be surprised by unexpected arcs of fire.

Know the strengths and weaknesses of your forces

- Study the operational capabilities of each unit and their firepower.

Manage your support

- Anticipate support actions.

Employ Support

- Do not forget smoke.

Conduct reconnaissance continuously

- Avoid engaging an unrevealed block.



THE FOG OF WAR

Know your opponent	Uncertainty in combat	Uncertainty of No Man's Land	How the events happen ?
<ul style="list-style-type: none"> • To win each side must be sure of the objectives before hitting them. Every possible opportunity to unveil enemy blocks should be taken. 	<ul style="list-style-type: none"> • Use a 10-sided die, with the possibility of critical hits (board Combat, P.29) to assess outcomes in each fight. 	<ul style="list-style-type: none"> • Depending which elements of No Man's Land the blocks are faced with, their operations can be profoundly changed. 	<ul style="list-style-type: none"> • At the beginning of each turn incidents may occur. Consult the event table (campaign book) or the events cards.

Urban Operations in a nutshell (memento)

INITIAL PHASE

1. Hide revealed blocks (4.3.2.2)

- All blocks except those 3 EP or nearer to an opposing block in LOS.

2. Population movement (Advanced rules)

- 1 MP in the direction determined by 1D10.

3. Check IED/UXO stability (5.2.3.1 and 5.2.4.5)

- 1D10: 0 to 3, the IED/UXO explode 4 to 9, IED/UXO remains in place, to be tested in the next turn

4. Events (6)

- Red** title: play card immediately.
- Black** title: can be played immediately or saved for later.
- If generated by the event table, roll 1D10 and see the result in table.

5. 3D Actions (7.3)

- Resolution of 3D actions from previous turn.
- Request 3D actions for the next round.



Plt Leader: up to 15 EP (mortar, artillery, smoke, flare)



JFO: up to 20 EP (all actions)

6. Order of battle reorganization (Advanced rules)

- Each side can exchange blocks between Impulse Forces.

7. Initiative determination

- See scenario.

BLOCKS ACTIONS

The active player plays blocks from the impulse yet unmarked with an Activated or Completed marker. Place the marker when the activation is finished

Movement, foot unit blocks (8.1)

- Movement out of LOS = 9 MP
- No action = 6 MP
- Action before or after = 3 MP

Scouting (8.2.5)

- For all blocks: up to 5 EP if LOS free.
- Scout, Recon, JFO, Sniper: up to 10 EP if LOS free.
- Free before opportunity fire.

Movement, vehicle blocks (8.1)

- Movement out of LOS = 18 MP
- No action = 12 MP
- Action before, during or after movement = 6 MP

Scattering population (8.2.6)

- Block adjacent to revealed population: moved 6 MP max by the active player, any direction, not into contact with any friendly or enemy block.

Support (8.2.2)

- 2 adjacent blocks including a Plt Support or Logistics block.
- Completes the activation of one, immediately begins the activation of the other.

Fire (8.2.7 and P.28/29)

- The strongest combined Firepower (FP) wins.
- Roll 1D10: possible critical hit.

Assault (8.2.8 and P.28/29)

Placing / Destroying (8.2.3)

- Engineer block only.

- One block against an adjacent block.
- Possibility to seize the location.

Mounting / Dismounting (8.2.4)

- 1 vehicle block and 1 foot unit block.
- Completes the activation of one, immediately begins the activation of the other.

Breaching (8.2.9 and P.24)

- In contact (◆): Engineer block on the position or the arc of the breach, in contact.
- Remotely (◆): block at least 2 EP distance.

IMPULSES

The active player moves his impulse. If both sides pass, the turn ends.

Activating blocks (7.1.2)

- The Plt Leader is not on the map: 3 blocks
- The Plt Leader is on the map: 5 blocks
- The Plt Leader is at 6 EP or less of the Commander: 7 blocks
- Entering the map: all blocks of the Impulse Force may enter the map

Reaction of the blocks (blocks without Reaction or Completed marker)

- Opportunity fire:** Can be triggered by opponent's movement. Bonus +2. Possibility of scouting before firing, without revealing. After scouting (whether or not followed by fire) place a Reaction marker.
- Withdrawal:** Can be undertaken by an active or inactive block. A foot unit block can move 2 MP, a vehicle block 4 MP. Place a Reaction marker. Roll 1D10: 0 = critical -2 OSL / 1 to 6 = -1 OSL / 7 to 9 = no loss

FINAL PHASE

- Removing the Smoke, Activated, Reaction and Completed markers.

COMING IN CONTACT WITH...

A hidden No Man's Land marker

- The block is in an adjacent location.
- The No Man's Land marker is revealed.

An opposing block

- Up to 3 EP and in the LOS
- In the same room

A revealed population counter

- The opposing player moves the Population counter 3 MP.

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

● foot unit or unarmored vehicle block / ■ armored / ▲ MBT

Blue = friendly blocks only AND Population counters

Red = all blocks AND Population counters

* affects only fully operational vehicles