

URBAN OPERATIONS

A game by S. de Peyret



ERRATA & CLARIFICATIONS

Lead a combined arms combat team in an urban environment

Errata Rules

ER1: UA 3D attack action (bombing...) can target a block in a building. On the cards read "Loc" and not "Hex".

ER2: 4.3.3 is wrong. 8.2.1.3 is correct. The friendly block receives immediately an ACTIVE counter.

ER3: 5.1.7.2 Obstacle level: "Level 1: hillocks, outer walls and Wrecks & Vehicles counters". Delete "Wrecks".

ER4: Page 14 (plateau effect): read "A (on the roof) can not see B, the #25 building creates a plateau effect" and not "A (on the roof) can not see B, the #28 building creates a plateau effect".

ER5: Page 40 (impulses / reactions of the blocks / withdrawal): read "Roll 1D10: 0 to 1 = critical -2 OSL, 2 to 6..." and not "Roll 1D10: 0 = critical -2 OSL, 1 to 6...".

ER6: 5.2.3.5. (see movement points board). Add "The additional cost of any move in a hex neighboring a barricade is only applied within a 1 EP radius around the barricade".

ER7: There is no information on which map is A, B, C and D. Only the picture on the scenario can allow which map is to be used. Otherwise see next page for clarification.

ER8: On BOIVIKI card read "PLT LEADER" instead of "COM-MANDER".

Rule change

ER9: When firing from roof to roof, any hex/location costs 1 EP only (no additional cost for crossing). The same rule is applied when firing from roof to ground or from ground to roof, except when the lower block is immediately behind a breach/aperture, this crossing costs 2 EP.

ER10: 8.3.1

- Replace "A block may perform an opportunity fire on a moving (not withdrawal) block only"

by "A block may perform an opportunity fire on a block entering a location (except if it is during a withdrawal)"

- Replace "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."

by "It is not possible to perform an opportunity fire on a block in motion in its starting position."

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

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

8.3.1.1

- Replace "The block which performs the opportunity fire may scout the moving block first"

by "The block which performs the opportunity fire may scout the targeted block first"

ER11: 8.2.4.4

- Replace "The Foot unit block is removed from the scenario aid card and placed on the map, in a hexagon adjacent to the transporting vehicle."

by "The Foot unit block is removed from the scenario aid card and placed on the map, in a hexagon adjacent to the transporting vehicle and at 2 EP maximum" (dismounting directly on a roof is not possible).

ER12: 10.4.1

- Add "a pair can be created immediately during a dismounting action (assault dismounting). The Foot unit is placed directly on the hex of its transporting vehicle and both activations are over. It is not possible to make a reaction fire on the Foot unit during an assault dismounting".

ER13: 9.2

- Add the following "Exception: when a weapon has a minimum range to fire (like tank gun or rocket Launcher), these empty boxes still increases in 5 EP. They represent a physical limitation of the weapon which cannot fire at close range and this limitation is not impacted by night vision."

Errata Scenario

Scenario Phantom Fury

In campaign booklet page 5 / Victory conditions at turn 16: read "Draw: No building (or just one) south of the line 901-907-807-825 are secured." and not "Draw: No building north of the line 901-907-807-825 are secured."

In campaign booklet page 7 / Final Phase: read "Marines offensive falls out of sync; insurgents reorganize. Transfer a block from the Deployed Insurgents draw pile to the Insurgents Reserve draw pile." and not "Marines offensive falls out of sync; insurgents reorganize. Place a previously eliminated red block in the Insurgents Reserve draw pile. If there are no available eliminated blocks, transfer a block from the Deployed Insurgents draw pile to the Insurgents Reserve."

Scenario Alone in the Mog

In campaign booklet page 7 / Securing condition: read "2716 hex" not "0817 hex."

UN scenario aid / Impulse Force 3 / Setup: read "...2 in building #40..." and not "...2 in building #4..."

Scenario Tiger Trap

UN scenario card / Impulse Force 3: place the CP3 Joint Fire Obs in CP zone.

Scenario Good Morning Lenin

UN scenario card / Impulse Force 1: place the CP3 Joint Fire Obs in CP zone.

Use the US JFO values for the French JFO (the values are not specified on the French card)

Scenario The Cavalry

UN scenario card / Impulse Force 3: place the CP3 Joint Fire Obs in CP zone.

Scenario Operation Sinbad

In campaign booklet page 4 / Environment: read "6 Wrecks" instead of "6 vehicles"

Scenario They're Coming

Treat result T+1 results as T on 3D AA matrix.

Scenario The great escape

Treat result T+1 results as T on 3D AA matrix.

Scenario No Mercy

Treat result T+1 results as T on 3D AA matrix.

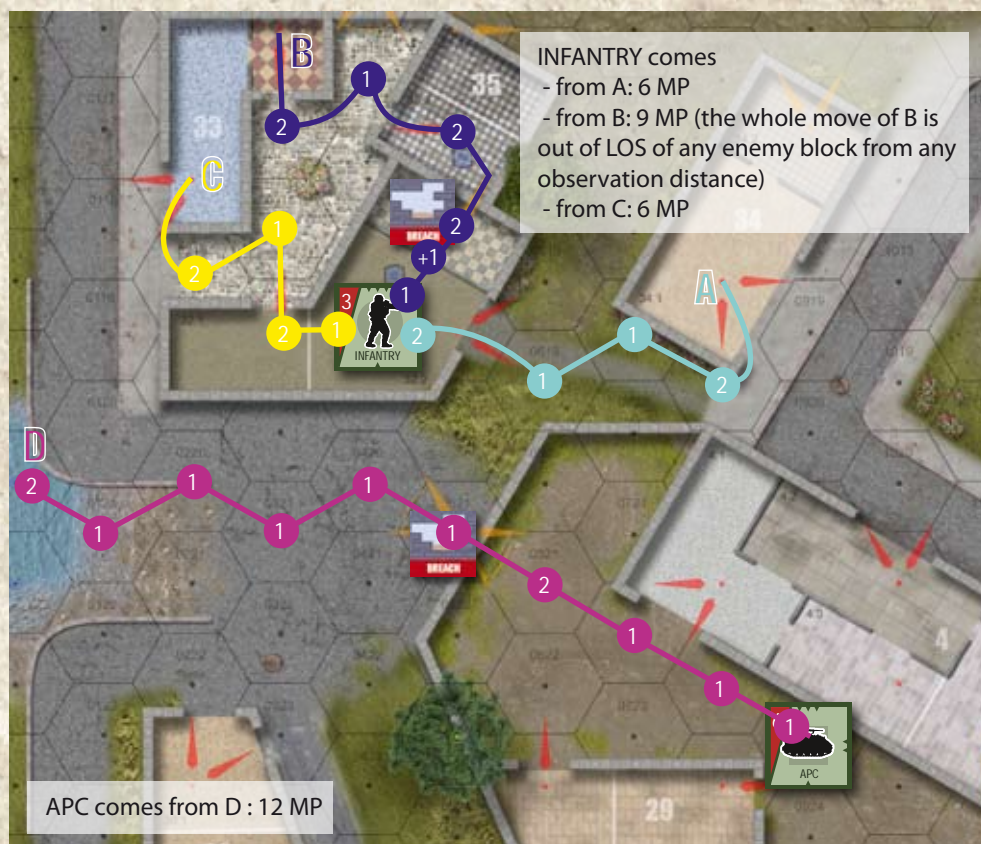
WARPAC scenario aid / Impulse Force 1 color is blue and not red.



Maps



Movement Points



BASICS

MP cost is not cumulative

EXPLANATION

Entering an hex/zone costs 1 MP; when moving through an outer wall/partition or an aperture/breach the player counts the crossing, but not the entry into the hex/zone

Coming from:

A: any move through an aperture costs 2 MP.

B: the block moves through two apertures before passing through a partition (+1 MP).

C: any move through an aperture costs 2 MP. The block complies with the fire arcs to enter 32.1 (rule 8.1.4).

D: the block enters the map through a ½ hex of water (water hex: 2 MP), then moves through a breach in a wall (2 MP).

Coming from:

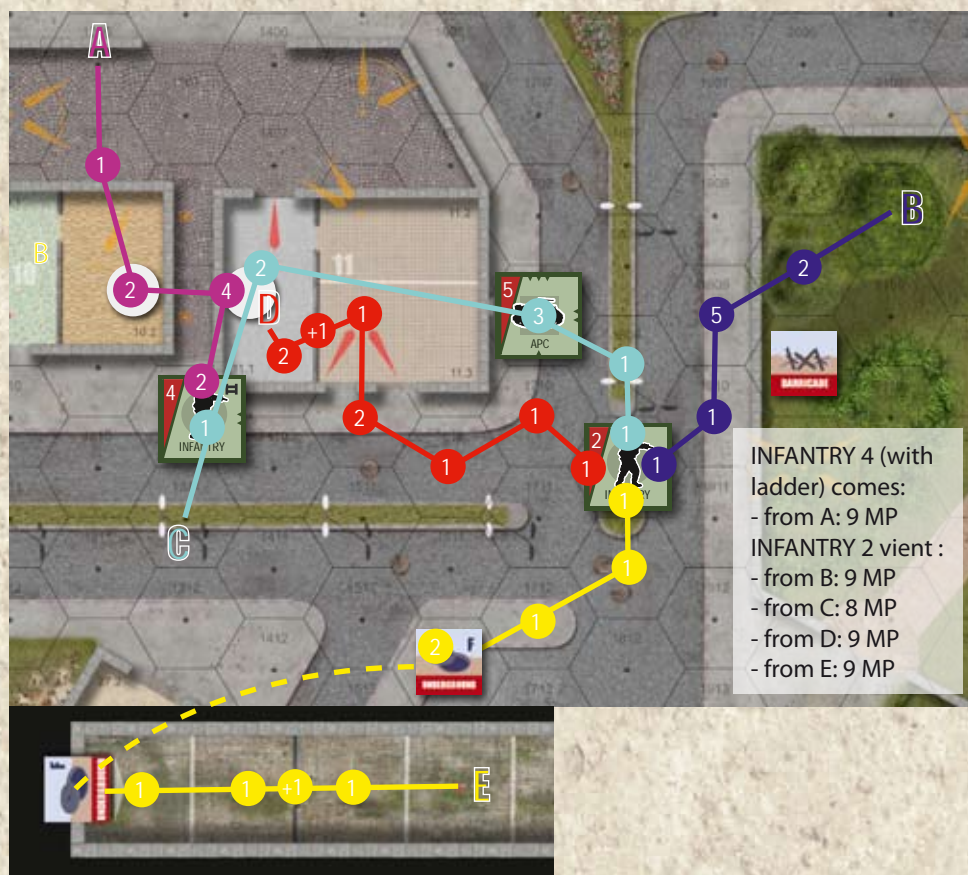
A: the INFASTRY 4 (ladder) block climbs onto the 10.2 roof with its ladder (2 MP), then passes from roof to roof (4 MP) and goes down from the roof with its ladder (2 MP).

B: the INFASTRY 2 block spends 2 MP to cross an hex neighboring the barricade. The barricade has no more effect on the move when the block has moved onto the wall (without ladder: 5 MP). **Note: this rule completes rule 5.2.3.5.** The additional cost of any move in an hex neighboring a barricade is only applied within a 1 EP radius around the barricade.

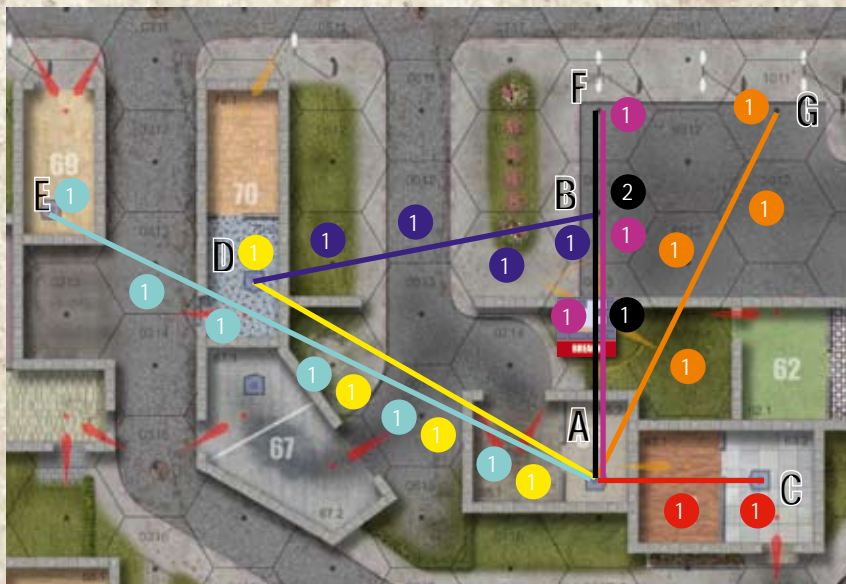
C: the block climbs onto the 11.1 roof for a whole of 3 MP (rule 8.1.7: 1 MP to move up on the INFASTRY 4 (ladder) block, then 2 MP to reach the roof). Then, the block goes down the roof for a whole of 3 MP (rule 8.1.7: 2 MP to go down from the roof, then 1 MP to get down from the APC block).

D: the block comes down the 11.2 roof (2 MP), then moves through an inner wall (+1 MP) and an aperture (2 MP).

E: the block moves through the zones and rooms of the underground, as in a building, then shifts from the underground map to the main map for 2 MP (rule 8.1.10).



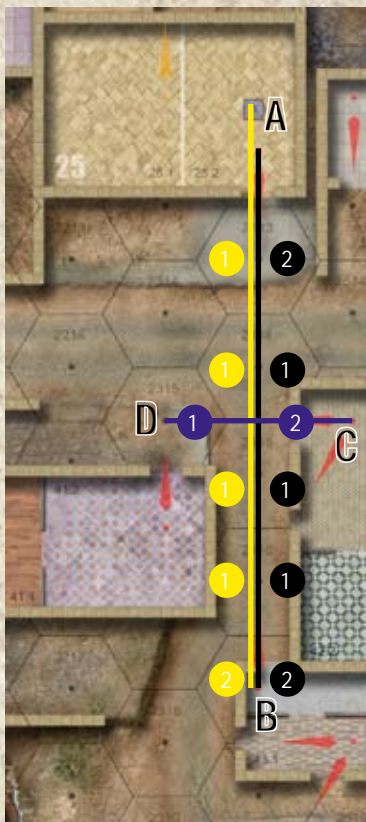
Effect Points



- All EP calculation when firing from or to a roof count for 1, except when the lower block is behind an aperture or a breach. In this case its location costs 2 (for the crossing).
- On the above examples A, C, D and E are on a roof. B, F and G are on the ground.
- So A to B costs 3 because B is immediately behind the breach, while A to F costs the same despite F being 1 hex farther than B from A.
- All other costs are limited to 1 by hex/location. Walls (A to G for a total of 4), building location (A to C for a total of 2 and A to D for a total of 4) and terrain (D to B for a total of 4) and outer wall (A to E for a total of 6)



- All EP distance calculation (3D, command range...) are made from the ground, except when there is a fire from or to a roof.
- All the examples above are for EP calculation except for fire as in this case the LoS is direct to the target
- Crossing a breach, an aperture, a facade or a wall costs 2 (A to G, A to B...), except for a breach in a wall (A to C) which costs only 1. In all those cases you count the crossing and not the terrain of the next hex.
- Partition are added to the total when crossed (D to E)
- Length to a target on a roof must pass by the stairs, which count for 1 (D to E)



- When firing from the ground the cost is calculated the straightest way to the target.
- If A is on the roof the cost to exit the roof is 1 as stated before (yellow path, total 6) but if firing from the ground the aperture cost of the firer is counted and the EP distance is 1 point higher (black path total 7).
- No matter if the LoS passes between 2 hex (C to D) in this case you count the crossing on one hex (the lower in EP) or the crossing instead if there is one, like on the blue path.