

UB-01: RATTENKRIEG

Your team has been ordered to take control of the area, eliminating the enemy forces.

Objective: reach Stripe #1 and eliminate all the enemies from the map

Setup: place a LMG and a Rifle with one Grenade on the First Floor of a Multi-Store building on Stripe #2. Those units won't leave this terrain during this scenario (when activated they will always attempt to execute an attack or wait for a target)

Special Rules: this scenario requires the Urban Warfare Rules. If playing with the USSR army (only) place one Sewer counter on Stripe #2, #3 and #5. USSR units (only) can use Sewer movement.

Game turns: 12

[Terrain Table]

- Stripe #1 and #2:** (1-2) 2x {Building} (3-5) {Building} and {Wall} (6) {Rubble} and {Building}
- Stripe #3 and #4:** (1) 2x {Multi-Store Building} and {Wall} (2-3) 2x {Multi-Store Building} (4-5) {Building} and {Multi-Store Building} (6) {Multi-Store Building}, {Rubble} and {Wall}
- Stripe #5 and #6:** (1) {Building} and {Multi-Store Building} (2) 2x {Building} (3-4) {Building} and {Wall} (5) {Rubble} and {Building} (6) {Rubble} and {Wall}

EVENTS

Initial Setup: take Event Markers E1-E8 and place one random marker on each Stripe; discard the unused EMs without looking at them.

Event description:

- E1 and E2:** nothing
- E3 and E4:** roll on [Assault Team Table]
- E5:** Enemy: LMG on a {Building} on previous Stripe.
- E6:** Civilians. You can peek at the Event Marker in the previous Stripe (without activating it).
- E7:** *Barbed Wire*. Placed an Obstacle marker adjacent to the active group as a reminder.
- E8:** *Enemy artillery fire*: execute an attack CF=1 and Area(2) against the Active Group.

[Enemy Presence Table]

- (1-3) nothing
- (4-6) Roll on the [Assault Team Table]. Use the [Enemy Location Table] to determine where to place the enemies.

[Assault Team Table]

- (1) Enemy: 2xSMG
- (2-4) Enemy: 2xSMG (with one Grenade) on previous Stripe
- (5) Enemy: 3xSMG on previous Stripe
- (6) Enemy: SMG (with one Grenade) + Flamethrower. Reroll if Flamethrower already on the Map.

[Enemy Location Table]

- (1) Open terrain
- (2) Adjacent to {Wall} (or {Building} if no wall available).
- (3) Adjacent to {Rubble} (or {Building} if no wall available).
- (4) Adjacent to {Multi-Story Building} (or {Building} if feature not available).
- (5-6) First Floor of {Multi-Story Building} (or {Building} if feature not available).

[Target Table]

Group Selection

- (1-3) Smaller Group
- (4-5) Larger Group
- (6) Group with LMG or Larger Group

Unit Selection

- (1-4) Unit with lower TN
- (5-6) Unit with higher CF: if attack cannot cause damage then select Unit with lower TN

[Enemy Activation Table]

- (1) If the activated group contains Suppressed units then @Rally, otherwise @Attack nearest target group.
- (2-3) If there's a Target Group is in range, @Attack nearest Target Group, otherwise @Advance
- (4-5) If Target Group at Range 0: @Close_Combat otherwise @Attack nearest Target.
- (6) Remove Cover counter from Target group (if any). If Target Group is at Range 1: @Advance then @Attack otherwise @Cover then @Attack Target

UB-02: THE FACTORY

Your team has been ordered to support the attack to a large industrial area.

Objective: reach Stripe #1 and eliminate all the enemies from the map

Special Rules: this scenario requires the Urban Warfare Rules. If playing with the USSR army (only) place one Sewer counter on Stripe #2, #4 and #6. USSR units (only) can use Sewer movement. Place a Building Complex (Multi-Story buildings) on Stripe #1 and #2. This building has been fortified and it's not possible to enter it without before creating a breach with a Demo Charge. Enemy units in a Building Complex or Multi-Site buildings will not leave this terrain feature when activated.

Special Equipment. Your squad received a Demo Charge from the Company HQ.

Game turns: 12

[Terrain Table]

Stripe #1 and #2: (1-3) 2x {Building} (4-5) {Building} and {Wall} (6) {Rubble} and {Building}

Stripe #3: (1-2) {Building} and Building Complex (Multi-Story buildings) on Stripe #3 and #4. (2) {Multi-Store Building} and {Building} (3-4) {Building} and {Wall} (5-6) {Rubble} and {Building}

Stripe #4,#5 and #6: (1) 2x {Multi-Store Building} and {Wall} (2-3) 2x {Multi-Store Building} (4-5) {Building} and {Multi-Store Building} (6) {Multi-Store Building}, {Rubble} and {Wall}

EVENTS

Initial Setup: Shuffle E1..E3 and place one random marker on the Building Complex in Stripe #2. Shuffle the remaining markers with E4..E8 and place one random marker on Stripes #1, #3, #4, #5 and #6; discard the unused EMs without looking at them.

Event description:

E1: Enemy: SMG (with one Grenade) + Flamethrower

E2 and E2: roll on [Assault Team Table]

E4: Nothing

E5: Enemy: LMG on a {Multi-story Building} on previous Stripe (use {Building} if no {Multi-story Building} available).

E6: *Sealed ground entrances.* To enter the buildings (move adjacent to them) in this Stripe, you must spend 2 AP (instead of 1) or 1 BAP. After entering a building, the cost reverts to 1 AP.

E7: *Barbed Wire.* Placed an Obstacle marker adjacent to the active group as a reminder.

E8: *Enemy artillery fire:* execute an attack CF=1 and Area(2) against the Active Group.

[Enemy Presence Table]

(1-3) nothing

(4-6) Roll on the [Assault Team Table]. Use the [Enemy Location Table] to determine where to place the enemies.

[Assault Team Table]

(1) Enemy: 2xSMG

(2-4) Enemy: 2xSMG (with one Grenade) on previous Stripe

(5) Enemy: 3xSMG on previous Stripe

(6) Enemy: SMG (with one Grenade) + Flamethrower. Reroll if Flamethrower already on the Map.

[Enemy Location Table]

(1) Open terrain

(2) Adjacent to {Wall} (or {Building} if no wall available).

(3) Adjacent to {Rubble} (or {Building} if no wall available).

(4) Adjacent to {Multi-Story Building} (or {Building} if feature not available).

(5-6) First Floor of {Multi-Story Building} (or {Building} if feature not available).

[Enemy Activation Table]

(1) If the activated group contains Suppressed units then @Rally, otherwise @Attack nearest target group.

(2-3) If there's a Target Group is in range, @Attack nearest Target Group, otherwise @Advance

(4-5) If Target Group at Range 0: @Close_Combat otherwise @Attack nearest Target.

(6) Remove Cover counter from Target group (if any). If Target Group is at Range 1: @Advance then @Attack otherwise @Cover then @Attack Target

[Target Table]

Group Selection

(1-3) Smaller Group

(4-5) Larger Group

(6) Group with LMG or Larger Group

Unit Selection

(1-4) Unit with lower TN

(5-6) Unit with higher CF: if attack cannot cause damage then select Unit with lower TN