

URBAN WARFARE PLAY AID

SPECIAL TERRAIN

Multi-Story Building

One AP to move from ground floor to First Floor and vice versa

Units on the ground floor are considered adjacent to units on the First Floor at zero range. Use a +1 TN in such a case.

Units firing from the First Floor to a target on the Ground Floor benefits of a +1 DRM

Rubble

To enter a Rubble, a group must roll one die:
(1-4) the cost to enter the Rubble is one AP
(5-6) you need to spend 2AP to enter this terrain

CLOSE COMBAT

- 1 Unit equipped with a LMG, Mortar, FT or Anti-Tank
- 1 Unit is Suppressed
- 0 Unit equipped with a Rifle
- +1 Unit equipped with a SMG or Pistol
- +1 Target Group on a Building (defender only)
- +1 Group with more Units

EXPOSED MOVEMENT

Every time a Group moves to a different Stripe you must roll on the Exposed Movement Table before revealing any EM.

You can spend one Recon Point to avoid this check.

EXPOSED MOVEMENT TABLE roll d66

11-13	All clear	14-16	Collapse	21-26	Long range Enemy Fire
		Replace one empty Building with a Rubble		Roll one die: (1-4) The active Group is not affected (5-6) One random unit is Suppressed	
31-33	Friendly Civilian	34-36	Combat Stress	41-46	Enemy Fire
You can peek at one EM in the current Stripe		One random unit in the active group must execute a Morale check: if failed the unit is Suppressed		If there is at least one EM on the current stripe or on an adjacent one: <ul style="list-style-type: none">Execute an attack with CF=2 against the active group	
51-53	Debris on the road	54-56	Camouflaged Enemy Forces		
The Active Group has a -1 TN modifier until is moved adjacent to a terrain feature or is moved on a different Stripe.		A random Enemy Group in the same stripe of the active group (or on an adjacent stripe if no group is present in the same stripe) is now Hidden.			
61-63	Sniper	64-66	Artillery fire		
Execute an attack CF=2 against the Active Group. If the Active Group contains the Squad Leader select this unit as a target.		Roll one die: (1-3) The active Group must spend one additional AP or move back to the starting Stripe. (4-5) The activation of the group is terminated (6) One random unit is Suppressed			