

URBAN WARFARE RULES ver 0.3

The rules in this document allow a better representation of the urban warfare combat in both *Rifles in the Ardennes* and *Rifles in the Pacific* (RiTA/RiTP) games, without adding too much complexity to the game engine.

Those rules can be considered part of an "advanced", or "optional" set of rules: scenarios designed to be played with the Urban Warfare Rules will include this requirement in the Special Rules section.

Unless specified otherwise, all the standard RiTA/RiTP rules apply.

1. URBAN TERRAIN

New Terrain Features

Rubble. Rubble markers represent collapsed buildings. Rubble provides the same cover of a standard building (+2 TN) but when attempting to enter a Rubble, a group must roll one die: on a result of (1-4) the cost to enter the Rubble is one AP (5-6) you need to spend 2AP to enter this terrain.



Walls. Wall markers are used to represent linear elements providing cover (including sandbags or small barricades).



Multi-Story Building. Those markers represent buildings with an additional floor above the ground level.



First Floor. This marker is used to determine if a group is located on the ground floor or on the first floor of a multi-story building.



Sewer Entrance. This counter is used to mark the presence of an entrance to the sewer system.



Multi-story buildings

Standard buildings in RiTA are considered to be single-story structures. Multi-Story Building markers are instead used to represent structures with one additional level above the ground floor.

A group entering a multi-story building is always considered at the ground floor.

Spending one AP a group can move to the first floor: place a First Floor marker on top of the multi-story building marker and put the units on top of the First Floor marker.

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

Spending one AP a group can move from the first floor to the ground floor.

On a multi-story building is possible to have units in both the ground and on the first floor: those units are considered to be at range 0. Apply a +1 TN (instead of the standard +2) for units firing to a target in the same multi-story building.

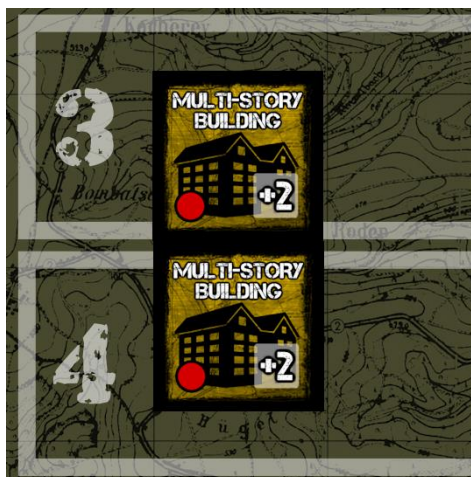
Rubble

Rubble is not considered as a Building even if provides the same cover of a Building.

If a group attempting to enter a Rubble is requested to spend 2 AP and you don't have enough AP (or you don't want to spend them), cancel this movement attempt; the group can still execute any other movement or action. The same group can be activated on a later turn to re-attempt this movement (this represents the group searching for a better entry point to the rubble).

Building Complex

Scenario rules can instruct to place a Building Complex between two Stripes: in order to create a Building Complex take two Buildings or Multi-Story buildings (on the base of the Scenario instructions) and place them adjacent so that, while each marker is placed on a single Stripe, they touch each other on their top/bottom sides.



Example of a Building Complex (Multi-Story) between Stripes 3 and 4.

Units on the same level of different buildings in the same Complex are considered at Range 0. Units on different levels cannot fire each other.

In addition, units can move from one building on a Complex to the adjacent one by spending 1 AP and without triggering an Exposed Movement (see below). In such a case the unit will remain at the same level (Ground or First Floor).

2. SPECIAL MOVEMENT RULES

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.

Exception: units moving between buildings in the same Building Complex do not trigger Exposed Movement.

Note. The Exposed Movement Table requires a roll of a D66: for such a roll you must use a combination of two six-sided dice distinguishable from each other by colour; the first die represents the tens digit, and the second die the ones digit. For example, a roll of 2 followed by a roll of 5 will give a total of 25.

SEWER MOVEMENT

Units allowed to use Sewer Movement (as per scenario rules) can spend 1 AP to move from a Stripe to a Sewer Entrance marker. Place a "Sewer Movement" marker

on those units: while under a "Sewer Movement" marker those units are considered Hidden.

Units under a "Sewer Movement" marker can move on adjacent stripe by spending 1 AP and then rolling one die: on a result of (1-5) the movement is successful, while on a result of (6) the movement is aborted (this represents the units being lost or finding an obstacle in the sewer system).

Units under a "Sewer Movement" marker can spend 1 AP to leave the sewer system if they are on a stripe with a Sewer Entrance marker. Remove the "Sewer Movement" marker in such a case.

3. SPECIAL EQUIPMENT

DEMO CHARGES

Demo Charges (DC) are a special type of equipment assigned to your squad by the scenario rules (only).

DC can be used in two ways in the game:

- 1) to create a breach on a fortified building (whose entrances has been sealed)
- 2) to attack units inside a building or pillbox

In order to place a DC a group must spend 2AP while on the same Stripe of the target terrain then roll 2d6: on a result of 3 or more the DC is placed and ready to detonate (see below for the effect). On a result of 2 something went wrong: the DC doesn't detonate but you can re-attempt to place the DC against the same target spending again 2 AP (in alternative you can spend 1 AP to re-equip the DC without attempting to detonate it).

To resolve the detonation of the DC proceed as follows

- Breach attempt. The DC detonation creates a breach: movement to/from the building is now possible.
- Direct attack. Execute an attack with CF=3 and no TN modifiers against all the units in the target building/pillbox. After this attack roll one additional die: on a result of "6" the building collapses; in such a case replace the Building with a Rubble and eliminates any unit that was occupying this feature.

Discarded the DC after the detonation.

4. ENEMY MOVEMENT

Enemy units will give priority to the following terrain features:

- Building Complex
- Multi-story building
- Building
- Rubble (no need to roll)
- Walls

MULTI-STORY BUILDINGS

When entering a multi-story building roll a die: on a result of 4 or more the enemy will move to the First Floor.

Enemies on the ground floor of a multi-story building with a @Cover or @Attack order will move to the First Floor as part of their activation.

Enemies can attack in Close Combat a friendly unit on the First Floor only if they are activated in the same Stripe.

BUILDING COMPLEX

Enemy units with an @Advance order on a Stripe with a Building Complex free of friendly units will attempt to leverage this feature: place the units on the Building element in the target Stripe.

5. CLOSE COMBAT

Close Combat represents close-in and hand-to-hand fighting, where units utilized small arms, pistols, bayonets, knives, helmets, fists, feet, and anything else that could be effective at extremely close range.

The Close Combat rules were added to the Rifles series starting with Rifles in the Pacific: urban warfare was often characterized by very close combat and hence the rules are included here for the players owning Rifles in the Ardennes.

You may spend one AP to order one Group to attack an Enemy at range 0. The selected Group must undergo a Morale Check first, with the following DRM:

- +1 one BAP spent to initiate the Close Combat
- +1 Leader present in the Group

- -1 Target Group contains a HMG or Flame Thrower

If the Morale Check is successful, the Group can enter Close Combat. Place the Group adjacent to the Target Group.

To determine the effects of Close Combat, roll 1d6 for both Groups and apply the following modifiers, considering each unit in both Groups:

- -1 Unit is suppressed
- -1 Unit equipped with a LMG, HMG, Mortar, FT or Anti-Tank Weapon
- 0 Unit equipped with a Rifle
- +1 Unit equipped with a SMG or Assault Rifle
- +1 Unit equipped with a Pistol
- +1 Group on a **BUILDING** (Defender only)
- +1 Group adjacent to a Terrain Feature (except Building) or inside a Terrain Marker providing TN bonus (first round only; does not apply to Engaged Groups). (Defender only).
- +1 Group with more units
- +1 Group with more Veteran units

The Group with the highest value is considered the winner of the Close Combat, while the other Group is considered the loser.

If the total of the winner is 2x or more the total of the loser, the loser Group must suffer 2d3 **SUPPRESSED** results (must be distributed as equally as possible). If the total of the winner is simply higher (less than two times the loser result), the loser Group suffers 1d3 **SUPPRESSED** Results (must be distributed as equally as possible).

In the case of a tie, both Groups immediately suffer one **SUPPRESSED** result, to be allocated to a random unit (unsuppressed units first, then **SUPPRESSED** units).

ENGAGEMENT AND CLOSE COMBAT END.

Close Combat ends when one of the two Groups is completely removed from the Map Card. If, after a round of Close Combat, both Groups still contain one or more units, the Groups remain adjacent on the Map Card. Those groups are now considered Engaged.

When activated, an Engaged Group can only execute a Close Combat attack, skipping the initial Morale Check.

When a single unit defeats a numerically superior Enemy Group in Close Combat, the Friendly player receives either 1XP (for Campaign Games) or can immediately promote the Friendly unit to Veteran status (player's choice).

JOINING A CLOSE COMBAT

An activated Group can join an existing Close Combat only if Friendly units in this Close Combat have not yet been activated. Proceed with the standard Morale Check procedure. If the check is successful, the activated Group joins the engaged Group (forming a new Group) and a Close Combat round is now executed to determine the effects of the fight.

ENEMY UNITS ENTERING CLOSE COMBAT

Enemy units will enter Close Combat as a result of a "Close Combat" order. A Morale Check is not needed for Enemy units.

Only Enemy Units equipped with a Pistol, Rifle, SMG or Assault Rifles will enter Close Combat, and only if the activated Group has an equal or greater number of units than the Target Group. In any other case, treat a "Close Combat" order as an "Attack" order.

6. USING THE ADVANCED URBAN RULES

If you want to include this set of rules on an existing scenario proceed as follows: every time you need to place a Building in the Map roll one die and consult the following table

(1-3) Place a standard Building

(4-5) Place a Multi-Store Building

(6) Place a Rubble

Apply to the Multi-Store Building and Rubble terrain the specific rules find in this package.

CREDITS

For any comment, suggestion and critique you can reach me at my email address:

zak965@libero.it

Copyright 2021 Studium CMLXV

All rights reserved

No part of these rules and associated content may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, including mechanical and/or electronic methods, without the author's prior written permission.