

# Urban operations

## Blocs

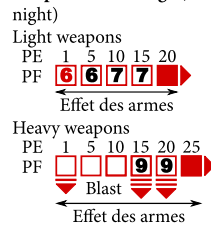
### Types et qualité

- Unit's weight
- Foot unit/Unarmored
- Armored unit
- ▲ Main Battle Tank
- ☆☆☆ Elite (Bonus in case of losses)
- ☆☆ Veteran
- ☆ Recruit (Malus in case of losses)

### Weaponry

- Can fire against ●
- Can fire against ●, ■
- ▲ Can fire against ●, ■, ▲
- ▲ Can fire against ●, ■, ▲ Bonus for critical hits
- ◆ Breach at contact
- ◆ Breach from distance
- 🏠 Can't fire from building

### Firepower and range (Except night)



### Buildings/Obstacles

Height Type	
3	Trees
2	Buildings, Smoke, Wrecks
1	Outer Walls, Vehicles and buttes
0	Clear terrain
-1	Water, Sewers (underground or open) and underground terrains
1 turn : <b>Initial Phase</b> + <b>Impulses</b> + <b>Final phase</b>	

## Initial phase

- Hide revealed blocks** Except blocks within 3 EP or less from an enemy block (and in their LOS).
- Population movement** 1 PM determined by the roll of 1d10.
- Check IED/UXO and wrecks** (wrecks remain in game after explosion)

### 1d10 Result

- 0-3 IED/UXO/Wreck explodes
- 4-9 IED/UXO/Wreck remains in play and must be tested again next turn

- Events** Each player draws an event card in its own pile. If the title is in **red**, the card must be played immediately, if the title is **black** it can be played at the player's will. If there is an event table (Phantom Fury, operation Sinbad) roll 1D10 and check the corresponding table.

- 3D actions**

- Canceling or adjusting for T+1 actions. Resolution of actions from the previous turn. (Weapons effect, Fortification : lose 1 less OSL)
- Request for next turn (no LOS needed, 1 max per block)

Range	Who	What
15 EP	🏠 CDS	Mortar, Artillery, Smoke, Flare shelling
20 EP	🔥 JFO	All actions

Actions are limited by the scenario : X/Y in column # means can be requested X times per scenario and Y times per turn.

- Order of battle reorganization sequence** Each side can exchange blocks between impulses
- Initiative determination** (choice to start or not) See each scenario.

## Impulses

Each side play their impulses (1 impulse played each turn maximum), each player can pass, if both do then start the final phase of the turn (the turn ends).

### Number of blocks played per impulse (⚙️)

#### Nb Condition

- 3 Platoon leader not on the map (even if the Commander is deployed)
- 5 Platoon leader 🏠 on the map (⚙️ Platoon leader elimination)
- 7 Platoon leader 🏠 at 6 EP or less from Commander 🏠 with PC (🔥) deployed on the map

### Activation of blocks



- Movement** in MP, see table for precise count.

Type	Out of enemy LOS (Except night)	Move only	Move+Action (Any order)
Foot	9 (except underground)	6	3
Vehicle	18	12	6 (can be splitted)

Modified by : Barricades(2), Partition(2), Apertures(2), Roofs(2/3), Walls(2/3/5), Water (2).

- Actions**

- Support** +1 VO (works on yourself) only if adjacent to the other block, activation of the blocks must be consecutive (cannot split move), action for both blocks
- Destroy** (2 free MP)/Place on no man's land tokens or barricades from all sides.
- Mounting/Unmounting** Activate 1 ■/▲ + 1 ● activation of the blocks must be consecutive (cannot split move). Transfer one block to/from the scenario aid card. Capacity : ○ ≤ ■/●/▲ (● suffers OSL losses) (⚙️ Superstructure)
- Scout** Normal block : 5 EP / Block 🏠 🌿 🔥 : 10 EP. Free on opportunity fire, needs a LOS.
- Scatter population** Population adjacent to block, 6 MP max from the active block, not in contact of another block (both sides)
- Breach**
  - ◆ At contact : Range of 2 EP for the action, the block must move 2 MP before the explosion (free MPs). The block must be in the arc of fire of the breach when placing.
  - ◆ From distance : The block must be at least 2 EP away from the breach and must be in the arc of fire of the breach.
- Fire** (Firing smoke grenades available for ■ ▲, see ⚙️ for ●)
- Assault** no weapons effect for vehicles, assault on building only if <6 EP from 🏠 except for ☆☆☆

## Fire (⚙️ Supporting, ⚙️ Suppressing)

- Announce**
  - Check LOS and range
  - Withdrawal** (2 MP for ●, 4 MP for ■ and ▲), weapons effect

1D10	Result
0-1	-2 OSL
2-6	-1 OSL
7-9	No effect

- If inadequate weaponry : -2 OSL + weapons effect (+ withdrawal)
  - Cover fire available (By a friendly block at 3 EP max, forbidden during assaults)
- Randomness** May perform a critical hit (7-9), **Total** only if highest dice roll, otherwise **Bonus** only

1D10 Weapon	Target Bonus	Total +FP
0-6		+1 FP
7-8	●	+1 FP (added to +1 FP from randomness) +2 FP
9	●	Opponent loses the fight, <b>additional -1 OSL</b> +1 FP
7-8	■ ▲	+2 FP (added to +1 FP from randomness) +3 FP
7-8	▲	+1 FP (added to +1 FP from randomness) +2 FP
7-9	▲	■ ▲ <b>Destruction</b> , Opponent loses the fight +1 FP
9	■ ▲	■ ▲ <b>Destruction</b> , Opponent loses the fight +1 FP
7-9	Sniper (>10 EP) 🏠	<b>Destruction</b> , Opponent loses the fight +1 FP
7-8	Assault	+2 FP (added to +1 FP from randomness) +3 FP
9	Assault	<b>Destruction</b> , Opponent loses the fight +1 FP

- Total Firepower strength** FP + Bonus + Randomness bonus (Warning : differs from result of randomness roll !)  
Bonus for command chain : +1 FP (< 6 EP from 🏠, ⚙️), Infrastructure : +1 FP (behind breach, fortified building, dominant position/roof, sewers) , Opportunity fire : + 2 FP, Operational strength -1 FP (🏠).

- Result** Apply critical hit, if no destruction -- equality if both sides have a critical hit with "Opponent loses the fight".

Type	Loser	Equality
Fire	-1 OSL	-1 OSL each
Assault	-2 OSL+withdrawal (or destruction)	-1 OSL each

- Apply weapons effect (mandatory)**

Apply losses except :

Type	1D10	Result
☆☆☆	6-9	Lose one less OSL
☆	0-3	Lose one more OSL

If destruction of opponent : +1 OSL, if ■ ▲ destroyed : wreck; If assault+destruction/withdrawal : gain position (free)

## Weapons Effect

### Friendly blocks AND population All blocks AND population

Protection given by fortifications (On 3D actions and fire),

Action	⚙️ Around shooter	Axis of fire /obstacle +2 EP	⚙️ Around objective (obstacles)
● ■ Light weapons	● -1 OSL on 2 EP radius if underground	● -1 OSL	
▲ ▲ Heavy weapons	● -1 OSL	● -1 OSL ■ ▲ -1 OSL (only if 🏠)	● -2 OSL ■ ▲ -1 OSL
◆ ◆ Breach			● ■ ▲ -1 OSL (radius of 2 EP)
🏠 Destruction			
No man's land (IED/wrech/AT mine)			● ■ ▲ -1 OSL (radius of 2 EP)
3D actions	see card		

## Reactions

Once per turn maximum

- Withdrawal** : Same table as when firing
- Opportunity fire** (+2 FP), Free scouting, Can hold fire (to avoid exchange of fire)

## Final phase

Remove activated, reaction, completed and smoke tokens.






























## Game setup

- 1 | Deploy map(s)
- 2 | Place scenario aid cards
- 3 | Select Unit cards and support cards
- 4 | Read the special rules of the scenario
- 5 | Create event deck
- 6 | Place main play aid card
- 7 | Place markers and tokens
- 8 | Place impulses according to scenario





## Tokens

Revealed by : scouting, contact or weapons effect.

Token	Rules
	If revealed, check exposition (same as during initial phase), 2 EP radius Placed/Destroyed by  , Impassable, doesn't block fire nor LOS.
	Place according to wind direction Test explosion at the beginning of each turn like IED/UXO, Can't be removed Blocks LOS (level 2)/Shootings
	Impassable, Placed/Destroyed by  2 MP to cross adjacent hexes (1 EP radius, not cumulative) No hindrance between adjacent zones if placed in a building No hindrance in building if placed in the street Placed/Destroyed by  (noted on free paper)  Antipersonnel mines)
	Triggered only by  ,  , removed after being triggered. <b>1D10 Result</b> <b>0-7</b> Vehicule destroyed (place wreck)+ weapons effect. <b>8-9</b> Technical problem, nothing happens  and  can scout: detection with 2 EP radius while movement, (3 MP limit). If scouted, does not explode.
	If revealed,  (Wind direction) -1 OSL if contact with cloud (Population untouched) Doesn't block shootings nor LOS.
	If revealed at contact, moves 3 MP away to get as far as possible, stops if contact with another block, stops if it can't run away If contact, population moved 3 MP by opponent Impassable, forbidden to fire intentionally (fire, 3D action) on population Weapon effects means destruction of the population
	Blocks LOS (level 1)/Shootings Can move through
	See breaching action 2 MP to cross breach (Impassable for vehicles in buildings) Can't be removed
	+1 FP if in fortified building Protects from weapon effect if <b>0-7</b> on 1D10 Lose 1 less OSL on 3D action Can't be removed
	Place according to wind direction Available through 3D action or fire from  ,  (no weapons effect) Blocks LOS (level 2)/Shootings If done by 3D action, -1 OSL   
	The letter gives the link,  destructible by  2 MP to change map Weapons effect around shooter : -1 OSL (2 EP radius)

### 3D actions

- I/U : unavailable (considered not used); T+1 : next turn ; T : this turn.
- Targeting a building also targets its roof and blocks therein. No weapons effect if block placed next to targeted position and on roof with targeted hex is at street level.




Type	Canceling	Modification
<b>Terrestrial</b>	If  or  have LOS on target	Forbidden
<b>Aerial</b>	Always possible	If  or  have LOS on target, 10 EP max (possible out of LOS)

If Air defense (does not work on drones) :

- Result I : unavailable, not counted
- Résultat T : interception, both 3D actions are counted

### Night rules


- Weapons range** 3 by 3 EP (not equipped) or 4 by 4 EP (equipped) instead of 5 by 5, except weapons effect that remains 5 by 5.
- Scouting




























Block	Day	Equipped	Unequipped
<b>Normal</b>	5 EP	5 EP	3 EP
  	10 EP	10 EP	5 EP

### Contact if

- 1 | 3 EP or same room as enemy block
- 2 | At contact of a no man's land token
- 3 | At contact of a population token (3 MP chosen by oponent)








## Movement

Hex : means surface + edges; obstacle  limits weapons effet to 2 EP beyond, reduces blast effect; Can pass through friendly block but 1 block per hex/zone at end;




































Type	MP (   )	MP (  )	EP	level
• <b>Clear</b>	1	1	1	0
 <b>Hillocks</b>	1	1	1	1
 <b>Woods</b>	1	1	1	3
 <b>Narrows</b>	X	1	1	0
 <b>Water</b>	2	2	1	-1
 <b>Facade</b>	X	X	2	2
 <b>Outer Wall</b>	X	5 3 (1+2, on top of vehicle/  )/2 (  )	1	1
 <b>Breach in wall</b>	2	2	1	
 <b>Door/Window/Breach in facade</b>	X	2	2	
<b>Room</b>	X	1	1	
<b>Zone</b>	X	1		
<b>Partition</b>	X	+1	1	
<b>Roof</b>	X	2 (  stairs)/4 (   roof to roof) 3 (1+2, on top of vehicle/  )/2 ( (stairs)  )	1	2
 <b>Barricade (central)</b>	X	X		
 <b>Barricade (next)</b>	2	2		
 <b>Vehicle</b>				1
 <b>Smoke</b>				2
 <b>Wreck</b>				
 <b>Toxic</b>	-1 OSL	-1 OSL		
 <b>IED/UXO</b>	X	X		
 <b>Population</b>				
 <b>Underground</b>	X	2		

## Sniper




Can fire only on :

-    (cannot return fire)
-  (can return fire)
-  (can return fire if in range)
-  cannot go below 

## Advanced rules

- Smoke block**  Infantry or  : range of 3 EP (can pass over obstacle/apertures of buildings)
- Supporting fire** Another block (B) with LOS on target brings +2 FP (both activated , does not suffer from combat
- Suppressing fire** if against  and did not move : +1 FP; aléa **7-9** : Enemy loses the fight (replaces usual table for critical hits); If victory, no losses but block reacted 
- Armor cover**
  - 1 | Create pair : block  on /  block hex (0 MP), Activates both blocks for this turn
  - 2 | **Activation** 6 MP max, Activates both blocks,  inactive: /  fire or opportunity fire only
  - 3 | **Splitting** If block destroyed or activation of only one block which leaves the shared hex.
-  with  on  : -1 OSL after shooting
-  with  for  : -1 OSL
- Anti-sniping** If fire/opportunity fire of , then friendly  can do a cover fire if it has a LOS against and in range (11/20 EP). If friendly  not revealed, +2 FP.
- Embush against vehicle** if  with  on / , if no cover fire : /  has 5 FP whatever the range.
- Superstructure**  suffers only from heavy weapons and 3D actions; If  targeted, /  suffers only from heavy weapons and 3D actions; Movement out of enemy LOS impossible for / 
- Crossing walls** If crossing an outer wall without breach, opportunity fire gives : +3 FP (instead of +2 FP), if withdrawal : -1 on the table
- Changing order of battle** : with numbered markers, transfer block from one impulse to the other. Fire and assault actions impossible.
- Elimination**  : 3 blocks activated, loss of +1 FP for  until the end of the turn.
- Platoon leader elimination**  :

Type	Nb of playable blocks	1D10 when  lost (in his LOS)
☆☆☆	4	None
☆☆	3	<b>0-1</b> -2 OSL <b>2-7</b> -1 OSL <b>8</b> None <b>9</b> +1 OSL
☆	2	<b>0-2</b> -2 OSL <b>3-8</b> -1 OSL <b>9</b> None

-  can destroy from surface (if destroyed, place a barricade , if block under the entrance : destruction
- Antipersonnel mine** Equivalent to 2 AT mines. Can be placed in building, scouted like AT mines (but IED/UXO token if scouted). If crossed by , explosion : -2 OSL (-1 OSL on 1 EP radius)
- Population movement** for each block, 1 MP if moved  
**0** Panic (removed) **1-6** 1 north, 4 south **7** Same place **8** "Red" chooses **9** "Green" chooses
- Rubbles** Collapsing possible on 3D action. 1D10, if **9**, Collapsing : 1D10, **Even** : block destroyed + barricade, **Odd** : block destroyed + fortified – breaches