

# CITYFIGHT

## Modern Combat in the Urban Environment

### RULES OF PLAY

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#### Read this First:

The rules of this SPI simulation game are organized in a format known as the *Case System*. This system of organization divides the rules into *Major Sections* (each of which deals with an important aspect of play). These Sections are *numbered* sequentially as well as being named. Each of these Major Sections is introduced by a *General Rule*, which briefly describes the subject of the Section. Many times this General Rule is followed by a *Procedure* which describes the basic action the Player will take when using the rules in that Section. Finally, the bulk of each Major Section consists of *Cases*. These are the specific, detailed rules that actually regulate play. Each of these Cases is also numbered. The numbering follows a logical system based upon the number of the Major Section of which the Cases are a part. A Case with the number 6.5, for example, is the fifth *Primary Case* of the sixth Major Section of the rules. Many times these Primary Cases are further subdivided into *Secondary Cases*. A Secondary Case is recognizable by the fact that it has two digits to the right of its decimal point. Each Major Section can have as many as nine Primary Cases and each Primary Case can have as many as nine Secondary Cases. The numbering system is meant as an organizational aid. Using it, Players can always easily tell where a Case is located in the rules. As a further aid, an outline of the Major Sections and Primary Cases is given at the beginning of the rules.

#### How the Section and Case Numbers Work:

*Major Section Number*

*Primary Case Number*

*Secondary Case Number*

[6.53]

The preceding example would be the number of the third Secondary Case of the fifth Primary Case of the sixth Major Section of the Rules.

#### How to Learn to Play the Game:

Familiarize yourself with all of the components. Read all of the General Rules and Procedures and read the *titles* of the Primary Cases. Set up the game for play (after reading the pertinent Section) and play a trial game against yourself referring to the rules only when you have a question. This procedure may take you a few hours, but it is the fastest and most entertaining way to learn the rules short of having a friend teach them to you. You should not attempt to learn the rules word-for-word. Memorizing all that detail is a task of which few of us are capable. SPI rules are written to be as complete as possible — they're not designed to be memorized. The Case numbering system makes it easy to look up rules when you are in doubt. Absorbing the rules in this manner (as you play) is a much better approach to game mastery than attempting to study them as if cramming for a test.

We hope you enjoy this SPI game. Should you have any difficulty interpreting the rules, please write to SPI, phrasing your questions so that they can be answered by a simple sentence, word, or number. You must enclose a stamped, self-addressed envelope. We cannot guarantee a proper answer should you choose to phone in your question (the right person is not always available — and since SPI has published hundreds of games, no one individual is capable of answering all questions). Write to:

SPI

Rules Questions Editor for  
CityFight  
257 Park Avenue South  
New York, N.Y. 10010

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## [1.0] INTRODUCTION

"Many areas of the world, especially Western Europe, have experienced a massive growth in built-up areas and man-made changes to the natural landscape. These changes significantly affect potential future battlefields. Avoidance of built-up areas is no longer possible. Rather, military operations in built-up areas are an integral part of combat operation and present special opportunities and challenges to the commander."

*U.S. Army Field Manual 71-2,*

*The Tank and Infantry Battalion Task Force*

*Cityfight* is a tactical simulation of contemporary and post World-War II combat in the urban environment. Placed in the role of platoon, company, or battalion commander, the Player is faced with a wide variety of offensive or defensive missions to be carried out in a built-up area. In so doing, the Player comes to learn how to use such specialized units as sappers, snipers, spotters, flamethrowers and military police. Very limited intelligence with respect to the Enemy is a key characteristic of urban warfare, and is an equally important foundation of the *Cityfight* game system. As a result, *Cityfight* assumes complete integrity on the part of all Players; adherence to the rules is largely a matter of personal honesty.

If there is sufficient interest, SPI hopes to update *Cityfight* from time to time by incorporating the latest military developments in weaponry, doctrine, and organization in inexpensive kits. In order to make this updating process as accurate as possible, we welcome unclassified information sent in by Players regarding the various aspects of the military situations presented in the game. Weapons performances and TO&Es are particularly important. Players are encouraged to forward suggestions relevant to the rules of play, ideas for the update, and reports on games played. We are particularly interested in details on scenarios played (especially good ones may be included in the future or printed in *MOVES Magazine*) and advice to Players. Please do not write these reports on the same page as a rules question. Send reports to:

Cityfight Update  
Simulations Publications, Inc.  
257 Park Avenue South  
New York, N.Y. 10010

## [2.0] HOW TO PLAY THE GAME

*Cityfight* is played in *Game-Turns*, each of which is divided into a number of *Stages*. The focus of each Game-Turn is on the *Action Stage*, when Players move and attack (fire) with their units. This is done by moving the individual units through the hexgrid and by using their various weapons systems. Play in the Action Stage alternates back and forth between Players. Various other functions, such as issuing commands, and recovery from ammunition depletion or suppression, are performed during other Stages of the Game-Turn. Victory in each game is awarded on the basis of accumulated *Victory Points* for various acts and achievements.

*Cityfight* is presented in a series of three levels of complexity. The *Basic Game* (Sections 1 through 17) introduces the standard game-system, featuring infantry combat. It is a "Player's Game," can be learned quickly, and is relatively simple and abstract.

The *Intermediate Game* (Sections 18 through 30) builds on the *Basic Game* by introducing vehicles,

anti-tank weapons, building destruction, smoke, snipers, new sighting rules, combat in special environments, and various special weapons. It takes longer to learn and play than the *Basic Game*, and is more realistic.

The *Advanced Game* (Sections 31 through 47) builds on the *Intermediate Game*. Standard features of the *Advanced Game* are height levels and artillery. In addition there are many more optional advanced rules covering sappers (combat engineers), rubble, mines, etc. When these optional rules are included, the game is a realistic simulation of urban warfare. The price for this heightened realism is a high level of complexity and a lengthy playing time.

Not everyone will want to play *Cityfight* at the *Intermediate* or *Advanced* levels, but for those who do, it is strongly recommended that you first master the *Intermediate Game* before proceeding to tackle the *Advanced Game*.

Sections 48 through 70 provide rules for multi-Player gaming, use of an umpire (which is not required), a guide to constructing "home-made" scenarios, and our own scenarios to start off with.

Modern warfare is a complex subject, and the rules to *Cityfight* are thus also complex, especially when compared to much simpler games (such as *Monopoly*, for example). We have tried to keep the rules as short as possible while ensuring their clarity and thoroughness. Basically, the rules are written within a special and highly organized system:

1. Each separate topic is presented as an individual *Major Section*, numbered consecutively from 1.0. Further divisions within the Sections are made by *Primary Cases*, which contain rules clarifying one aspect of a Section as a whole (e.g., 5.2, Movement Commands); and by *Secondary Cases*, which are the individual rules themselves (e.g., 5.2.1).
2. Most rules are presented with an accompanying *General Rule and Procedure* which describe the general subject and concept of the rules that will follow. (Further information can also be found in the *Commentary* paragraphs.)
3. **Terminology:** The rules use a specific jargon — gamespeak. If confusion arises from unfamiliar terms, Players should consult the Definition of Terms (Case 3.5).
4. As a last note, Players should not be frightened off or be ill at ease with the "Legalistic" wording of the rules. Players should not feel compelled to let the rules "Play the game for them." After all, *Cityfight* is designed to provide a simulation of modern urban combat in an enjoyable game format, not as an exercise in law. Players are free to make modifications they feel will improve the game (and are mutually acceptable to each Player).

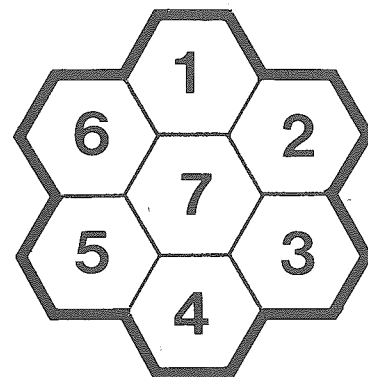
## [3.0] GAME EQUIPMENT

### CASES:

#### [3.1] THE GAME MAP

There are two identical 17" x 22" map sheets, one for each Player, depicting the typical, if imaginary, small town of Gerlafingen in West Germany. Each Player uses one of the two identical maps; his opponent's map remains hidden from him at all times. The same maps are used for all *Cityfight* scenarios, including those set outside Germany. A hexagonal grid is superimposed on the maps in order to regularize movement and

positioning of the playing pieces. The regular (small) hexagons (henceforth called *hexes*) are grouped into patterns of seven hexes called *Megahexes*. Each megahex has a distinct code number, printed on the map, consisting of a number and a letter, e.g. 7K. Each hex is numbered in accordance with its position within the megahex, starting with 1 at the top and proceeding clockwise around the center hex of the megahex, with the center hex given the number 7. Thus, a single hex may be referred to as "7K2". See the following example:



Megahex with Hex Numbers Shown

## [3.2] GAME CHARTS AND TABLES

Various visual aids are provided to simplify and illustrate certain game functions. These aids include the Action Tracks, Combat Results Tables, Unit Status Sheets, Unit Data Tables, and other charts and tables. The Unit Status Sheet will be written on and should be photocopied for use as needed; other visual aids do not require duplication. Use of a pencil for the Unit Status Sheet is recommended, since changes are often made in the course of play.

## [3.3] THE PLAYING PIECES

### [3.31] Counters and Markers

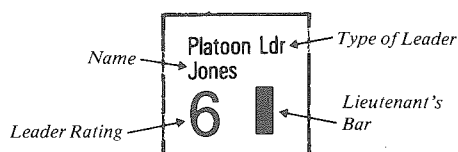
There are 1400 playing pieces, or counters, in each game of *Cityfight*. Of these, 833 are *Informational Markers*, or chits. Among the markers included are Command chits, Suppression indicators, Out-of-Ammo indicators, markers indicating the physical status of areas on the map, and many more. All of these markers indicate the current status of a given unit or hex or megahex. The actual units in the game — the fireteams, tanks, leaders, etc. — are represented by *Organizational Counters*, which may denote anything from a single man or vehicle to a full 12-man squad.

### [3.32] Organizational Counters

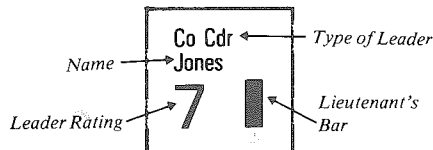
The Soviet counters, representing a fixed organization, have more information printed on them than do the NATO counters, which must be easily adaptable to a wide range of organizations and equipment. Each Organizational Counter, however, bears an identification number and an indicator of the type of unit it represents. Many additional values for each unit are provided in the Unit Data Tables; others, which may vary from time to time within a single game, are noted on the Unit Status Sheets, or are listed in scenario instructions. The Soviet counters may also be used to represent the forces of Vietnam and other Soviet allies. The NATO counters may be used to represent the forces of the United States, United Kingdom, West Germany, France, China, Canada, and the Netherlands.

### [3.33] How to Read the Units

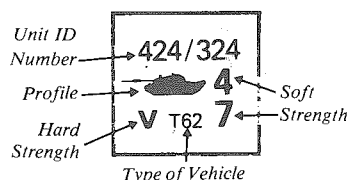
#### REGULAR LEADER (Front)



#### NEW LEADER (Back)



#### COMBAT UNIT (Front only)



### [3.34] How to Read Unit Identification Numbers

Unit Identification Numbers consist of three digits. For Soviet and Vietnamese units, and for the U.S. Army mech-heavy task force and its constituent elements, each digit indicates a level of organization. The first digit is the number of the company the unit is attached to; "0" indicates battalion-level attachments. The second digit is the number of the platoon the unit is attached to; "0" indicates a company-level attachment. The last digit is the number of the unit within the platoon or other organization to which it is attached. The third digit is separated by a hyphen from the second digit whenever its value exceeds "9"; e.g., 41-12: 4th company, 1st platoon, 12th unit.

In the case of Soviet or Vietnamese tank counters, there are two identification numbers printed. The 4XX number is used when the tanks are organized into pure tank units. The 1XX, 2XX, or 3XX number is used when the tanks are attached to motor rifle units.

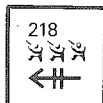
When using NATO counters for organizations other than the U.S. Army mech-heavy task force and its constituents, the identification numbers do not necessarily indicate the unit's organizational attachments. Players must consult the standard or scenario Tables of Organization and Equipment (TO&Es) for the organization of these units, and must note the platoon and company affiliation of each unit on the Unit Status Sheet.

are two soft Attack Strengths printed, e.g., "7 + 4." This indicates that the unit concerned has two separate machine guns, which are treated as separate weapon systems (see the Unit Data Tables).

### [3.36] Sample Units

#### Organizational Counters

##### Front NATO Back



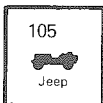
Tripod Machinegun



Bipod Machinegun



Fireteam with Machinegun



Jeep



Scout Vehicle



Truck



Fireteam without Machinegun



Tank



Self-Propelled Gun



Bridgelaying



Armored Personnel Carrier/  
Mechanized Infantry  
Combat Vehicle



Anti-Tank  
Guided Missile Vehicle

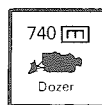


Sapper



Ad hoc Sniper

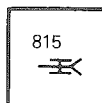
##### Front



Bulldozer



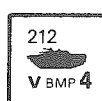
Combat Engineer Vehicle



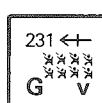
Anti-Tank Gun



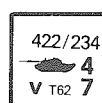
SOVIET  
BMP Mechanized Infantry  
Combat Vehicle/BTR-60  
Armored Personnel Carrier



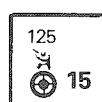
Squad with Machinegun



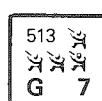
Tank (T62)



Sniper



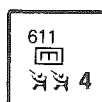
Fireteam without Machinegun



BRDM 2 Scout Vehicle



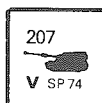
Sapper



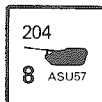
Forward Observer  
(Spotter)



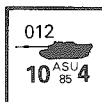
SP74 Self-Propelled Gun  
(122mm)



ASU57 Assault Gun







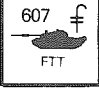
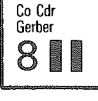
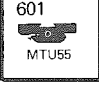
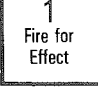













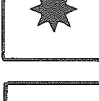



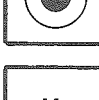
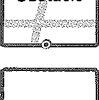




ASU85 Assault Gun



SP73 Self-Propelled Gun  
(152mm)



Front		Back	
	T-12		Crater/Ditch
	Tripod Machinegun		Platoon Sergeant New Platoon Leader
	Ad hoc Sniper		Platoon Leader (Lt.) New Company Commander
	Flamethrower Tank		Company Commander (Capt.; NATO) Utility
	Bridge-layer		Indirect Fire Unit Fire for Effect Registration Fire
			Observation Post Bridge Destroyed
	Platoon Action Track Marker		
	Command Marker		
	Command Marker		
	Suppressed Out of Ammunition		
	Building Damaged Building Destroyed		
	Incomplete Breach Obstacle		
	New Starshell Old Starshell		Breach Obstacle
	Player's Aid Player's Aid		
	Real Mine Obstacle		
	Vehicle Damage No Fire No Movement		

by movement through these hexsides (7.31, 7.34, 36.0)

**Action.** An action is a specific deed by a unit which alters its position on the map, attempts to gather information on Enemy units, or attempts to inflict loss on the Enemy. There are five types of actions: movement (cautious and bold), sighting, fire, and work. (5.3, 5.4, 5.5, 34.2)

**Action Point.** The limits on a platoon's ability to effectively coordinate the actions of its soldiers in furtherance of the platoon's mission are measured in units called *Action Points*. Each platoon starts out each Action Stage with a variable number of Action Points. As the units of the platoon perform actions, the platoon's store of Action Points is reduced. When all of the platoon's Action Points have been used up, the units of that platoon are prevented from performing any further actions until the next Game-Turn. (5.6)

**Blocked.** In some cases, that part of a hexside which divides buildings in adjacent hexes is "blocked" on the map. When this is the case, units may not move through the blocked hexside, and line of sight for the firing of weapons may not pass through the blocked portion of the hexside. (7.44, 11.27)

**Command.** The coordination of friendly units requires a certain amount of advance planning, usually by a platoon leader and his assistants. In the game, this planning is represented by *commands*, which are issued to each unit at the beginning of each Game-Turn and set limits on the types of actions which may be performed by units. Without a command, no action may be performed. There are five types of commands: cautious and bold movement, fire, search, and work. Each command allows a different set of actions to be performed by the unit it is issued to. (5.0, 34.2)

**Hard.** Weapons are classified as either *soft* or *hard*, and so are their targets. Most vehicles are armored and are therefore hard targets; these vehicles can only be damaged by hard weapons. Fire attacks by such weapons are resolved using the Hard Combat Results Table. The classification of each vehicle and weapon is listed on the unit data charts. (18.53, 18.58)

**Leader.** A leader is a commissioned officer (company commanders are usually captains, platoon leaders are normally lieutenants) or a non-commissioned officer (platoon sergeants). These men are important in providing combat organizations with goals and objectives, and thus play a key role in determining how many Action Points (q.v.) a platoon has. They are also authority figures, capable of motivating soldiers to overcome the fear of personal harm in favor of attaining the organization's objective; thus they have a crucial role in removing suppression. (6.0, 15.4, 18.2)

**Megahex.** A *megahex* is a cluster of seven smaller, regular hexagons (called *hexes* in the rules); it represents an area 50 meters across. (7.1)

**Soft.** Weapons are classified as either *soft* or *hard*, and so are their targets. All personnel units and some vehicles are soft targets; they are particularly vulnerable to soft weapons such as rifles and machineguns. Fire attacks by such weapons are resolved using the Soft Combat Results Table. The classification of each vehicle and weapon is listed on the unit data charts. In the Basic Game, only soft targets and weapons are used. (11.8)

**Spotted.** A unit is *spotted* by an Enemy unit when it is precisely located by that Enemy unit through sight, hearing, or other means. In *Cityfight*, units are spotted through specific procedures by which the Enemy units attempt to locate them. Once spotted, a unit is subject to well-aimed and therefore often deadly Enemy fire. Sometimes in-

### [3.4] GAME SCALE

Each hex represents 16.67 meters; each megahex 50 meters; each Game-Turn 20 seconds. In the Advanced Game, each height level represents 1.5 meters; each floor level 3 meters.

### [3.5] DEFINITION OF TERMS

Numbers in parentheses refer the reader to that Case number for a primary definition.

**Accessible Hexside.** One or more hexsides of each building hex is marked as "accessible" on the map. Building hexes may only be entered or exited

formation on the location of a unit is given to the Enemy player through the operation of other rules, but a unit is only spotted when located through the specific procedures listed in the rules to spot units: megahex sighting, automatic spotting, declared sight, declared position. All spotting is performed by specific units, so that a spotted unit is only spotted with respect to a unit which has located it. A distinction is made between *Search*, which is a command (q.v.); *sighting*, which is an action in the form of an attempt to locate Enemy units; and *spotting*, which is the outcome of a successful sighting attempt. (5.5, 10.0, 11.4, 18.4, 24.1, 27.0)

### [3.6] PARTS INVENTORY

A complete game of *Cityfight* contains:

- Two rules booklets
- Two identical 17" x 22" maps
- 1400 counters
- Two large and two small plastic dice
- One game box assembly

If any of these parts are missing or damaged, fill out the Complaint Card enclosed in the game and return it to SPI with the appropriate items checked on the card. Note: The process used in the manufacturing of the die-cut counters used in SPI games sometimes results in colors from one counter overlapping the color of a neighboring counter, or in the slightly off-center printing of the letters and/or numbers on a counter. SPI cannot replace counters displaying these minor manufacturing inaccuracies. Only counters that are illegible can be replaced by SPI.

# THE BASIC GAME

*The following sections present the standard game system of Cityfight. It is suggested that Players master the Basic Game before proceeding to the more complex Intermediate and Advanced Games.*

## [4.0] SEQUENCE OF PLAY

### GENERAL RULE:

*Cityfight* is played in Game-Turns, each of which represents 20 seconds of real time. Each Game-Turn is composed of seven Stages, during which both players will perform the actions explained in the body of the rules.

### CASES:

#### [4.1] GAME-TURN SEQUENCE OUTLINE

The following Game-Turn sequence outlines the progression of each Game-Turn. It is an explanation of the flow of play, and novice readers may be slightly confused upon completion of the first reading. All of the concepts covered in this outline are explained in detail later in the body of the rules. Therefore, it is recommended that the Players only glance through this outline before go-

ing on to the rest of the rules. Once actual play has commenced, however, Players will find this Section an invaluable reference guide to the questions that will occur. Follow this outline Stage by Stage until the flow of play has been mastered.

**Note:** If questions of rules interpretation arise, the relevant rules case governs, not the sequence outline.

#### A. COMMAND DECISION STAGE

After a scenario has been chosen and units have been deployed on the map (for the first Game-Turn) or reinforcement units have been placed on the map (for subsequent Game-Turns), each Player must issue a *Command* to each of his units. Simply place the appropriate Command chip on each unit deployed on the map. All of this is done secretly.

#### B. COMMAND-CONTROL STAGE

##### 1. Initial Action Point Determination Phase

Both Players determine the initial number of Action Points each platoon has. Each Player indicates the number of initial Action Points for each of his platoons on his respective Action Point Track. The number of initial Action Points is equal to twice the number of units issued commands.

##### 2. Action Point Total Adjustment Phase

The Player having *Advantage* (as designated in the scenario) rolls one die for each of his platoons. For each platoon, if the die roll result is higher than that platoon's leader's rating, the owning Player must consult the Action Point Loss Matrix to determine how many Action Points (if any) are subtracted from the initial number of Action Points for that platoon. If the dice roll result is less than or equal to the leader's rating, then nothing further is done. The Player without the advantage does the same, except he rolls two dice for each leader. All of this is done secretly.

#### C. ACTION STAGE

This Stage is the heart of the Game-Turn, and consists of an alternating sequence of actions. The Player who has advantage goes first. He must choose one of the three actions listed or pass. Unless the action is performed by a leader or a spotter, or the Player passes, he adjusts his Action Point Track to reflect the expenditure of one Action Point; then he performs the action. Unless a Fire action or Sighting action is announced, the Player, when he is finished, simply tells his opponent "Done" or "Your turn." Unless one of his units which has been issued a fire command has successfully spotted an Enemy unit (see Sighting action), the next action is performed by the opposing player. In turn, this Player must choose one of the following three actions or pass. Similarly, he adjusts his Action Points Track to reflect the expenditure of one Action Point. If a Player controls more than one platoon, the action-taking is rotated among the platoons each time it is his turn to perform an action. Platoons without Action Points left do not participate in the rotation. A *pass* is not counted against any particular platoon except when the Player is the one without advantage.

When the Player with advantage has exhausted his available Action Points (Action Point Track to "0" for all platoons) he continues to say "Done," etc., as if he were moving units. When the Player without advantage has exhausted his available Action Points, he announces the fact; the Action Stage is thereby completed. The three actions which may be chosen by each Player are:

**1. Movement Action:** The owning Player may move any unit that was issued a Movement command one hex. If the unit was issued a Cautious

Movement command, it may not move any further for the remainder of the Game-Turn. If the unit was issued a Bold Movement command, it may move a second hex at some later point in the Action Stage. However, note that if a unit enters a building or woods hex, it may never move any further, regardless of any Movement command, for the remainder of the Game-Turn.

**2. Sighting Action.** Each unit on the map is allowed to perform a certain number of Sighting Actions depending on the command it was issued in the Command Decision Stage. To have a unit perform a Sighting action, the owning Player flips over that unit's counter, indicating that it may not attempt to sight again for the remainder of the Game-Turn (**Exception:** Case 5.4). He then calls out the number of a megahex which the unit occupies or which is adjacent to or no more than 2 megahexes away from the megahex occupied by the sighting unit. Next, the opposing Player must state if any of his units occupy any open hexes in the designated megahex, and if so, their hex numbers. Additionally, if the megahex contains woods or building hexes, the sighting Player rolls two dice and his opponent cross-references the dice roll with the Search rating of the megahex, while both Players make any necessary adjustments to the Search rating. If the result is equal to or greater than the Adjusted Search rating of the megahex being sighted, the Enemy Player must state the locations of his units occupying building or woods hexes in this megahex. Otherwise, the Enemy Player remains silent in regard to his units occupying these hex-types. If a sighting attempt was unsuccessful or a successful spotting was achieved by a unit with a Cautious Movement or Search command, play immediately proceeds to the opposing Player. However, if a unit that just successfully completed a Sighting action possesses an uncompleted Fire command, that unit may perform a Fire action regardless of the normal alternating action sequence (see Case 10.6). After this immediate Fire Phase has been resolved, it is the opposing Player's turn to perform an action.

**3. Fire Action:** The owning Player may only declare a fire action for those units which have been issued a Fire command. If a Fire action is declared, the owning Player immediately states the hex number he is firing at, the hex number he is firing from, and the type of fire. Both Players then verify that a line of sight exists between the two hexes. The owning Player determines the firing unit's Fire Strength. He rolls two dice and consults the appropriate Combat Results Table, making sure to take any modifiers to the result into account, such as the terrain occupied by the target, or the target's Movement command. The result, if any, is immediately applied. The firing unit removes its Fire command to indicate that it may not fire again during the Action Stage.

Remember that for every action performed by a combat unit (not a leader or spotter), including an immediate Fire action, the owning Player must expend one Action Point out of that platoon's available Action Points. A Player may pass instead of performing an action, but, if he does not have advantage, he must still expend one Action Point to do so; if he does have advantage, he may pass without expending an Action Point.

When the player without advantage has expended all his Action Points for all of his platoons, the Action Stage is completed, even if the Player with advantage still has Action Points remaining on his Action Point Track.

If both Players are with or both are without advantage, the Action Stage ends as soon as one Player or the other has expended all his Action Points for all of his platoons.

## D. ENGAGEMENT DETERMINATION STAGE

Players determine which hexes require *Engaged* markers and place them on the hexes, in accordance with Case 13.3.

## E. AMMUNITION STAGE

All units out of ammunition (marked with Out of Ammo markers) that did not run out in the current Game-Turn may attempt to recover from this condition. For each unit out of ammo, the owning Player rolls a single die once and refers to the scenario instructions concerning his Ammunition rating. On a die roll equal to or less than this rating, the Player may remove the Out of Ammo marker. On a die roll greater than this rating, the unit must remain out of ammo until the next Ammunition Stage, when the Player may roll again. Of course, units that are out of ammo may not fire.

## F. SUPPRESSION RECOVERY STAGE

Players may attempt to have units recover from suppression either with or without using leaders, in accordance with Cases 15.3 and 15.4.

## G. GAME-TURN RECORD STAGE

When the Suppression Recovery Stage has been completed, the Game-Turn is over. Advance the Game-Turn markers on the Action Point Tracks by one.

Then play proceeds to Stage A (Command Decision Stage). Play continues in this manner until the indicated length-of-game is reached, or one Player has achieved a victory before this time. Note that in the Advanced Game, this sequence of play will be elaborated on and added to.

## [4.2] SKIPPING GAME-TURNS

In urban warfare, there are frequent lulls in the battle. By mutual agreement, entire Game-Turns may be skipped. In other Game-Turns, both sides may be passing (see Section 12.0) most of the time, waiting for artillery, leader replacement, reinforcements, etc.

## [4.3] TIMING OF MOVES (OPTIONAL RULE)

In order to speed up play, Players may agree to limit the time spent deciding what to do during the current Friendly Action Phase to 7 seconds per action or some other time limit per action. If this is done, the "clock starts running" as soon as the opposing Player indicates "Done," etc. Once the Phasing Player has decided what he wants to do, the clock stops and he may take as much time as is necessary to complete the action. Should he fail to make up his mind in the required period, or should he find that the action he has decided to take is impossible or illegal, he must pass (see Section 12.0) instead. Players may also agree to limit the amount of time spent in the Command Decision Stage (7 seconds per command decision is suggested). In both cases, the resultant hasty decision-making is a part of the simulation of urban fighting on the *Cityfight* time-scale.

## [5.0] COMMANDS

### GENERAL RULE:

Commands are necessary in order for a Player to have his units perform actions. Commands include Fire, Search, and Bold and Cautious Move. At the beginning of each Game-Turn, the Players secretly issue a command to each of their eligible units. During the course of the Game-Turn, the Players may have their units perform actions in accordance with the commands they have been

issued. A unit for which a Player issues no command may not undertake any actions (Exception: Leaders, see Case 6.3).

Search/  
Work

### PROCEDURE:

During the Command Decision Stage, each Player issues commands to each of his units, by placing the appropriate Command marker (depending on which command is chosen) on top of the unit counter. During the course of the Game-Turn, these markers will be removed as actions are performed.

### CASES:

#### [5.1] WHICH UNITS RECEIVE COMMANDS

Friendly, unsuppressed units may be issued commands (Exceptions: see Cases 5.33, 19.1, 29.23) during the Command Decision Stage of each Game-Turn. Note that the fact that a unit is issued a command in no way obligates that unit to eventually perform an action; if the unit does perform an action, however, it must be in accordance with that command.

#### [5.2] MOVEMENT COMMANDS

If a Player decides to give a unit a Movement command, he must designate one of two types of movement: Cautious or Bold.

[5.21] If a Player wishes to issue a unit a Cautious command, he places a Cautious Command chit directly on top of this unit, face up. A Cautious command indicates that the unit may move a maximum of one hex during the current Game-Turn. In addition, this unit may perform one Sighting action during the same Stage (see Case 5.4). A personnel unit with a Cautious command is less vulnerable to fire than a unit with a Bold command (see Case 8.1).

[5.22] If a Player wishes to issue a Bold command to a unit, he places a Bold command chit directly on top of this unit, face up. A Bold command indicates that the unit may move a maximum of two hexes in the current Game-Turn, subject to all movement restrictions. Such a unit may not perform a Sighting action in the same Game-Turn (see case 5.4).

[5.23] Tripod-mounted machinegun units may not be issued Bold commands (the machineguns are too heavy to run with).

#### [5.3] FIRE COMMANDS

[5.31] If a Player wishes to issue a Fire command to a unit, he simply places a Fire command chit on this unit, face up. Such a unit also may perform one Sighting action during the current Action Stage, although it may not move. Of course, the unit may also perform a single Fire action.

[5.32] Spotters and leaders may not receive Fire commands.

[5.33] Tripod machinegun units may not be issued a Fire command unless they received either a Fire command or no command at all during the previous Game-Turn (this simulates set-up time).

#### [5.4] SEARCH COMMANDS

If a Player wishes to issue a Search command to a unit, he simply places a Search command chit on this unit, face up. Such a unit may perform two sighting actions during the current Action Stage, although it may neither fire nor move.

#### [5.5] SIGHTING ACTIONS

Players do not issue specific Sighting commands to units. Instead, each type of command given to a unit automatically enables the unit to perform a

certain number of Sighting actions (see Cases 5.3 and 5.4). A unit with a Bold command may not perform any Sighting actions. (Flip the actual combat unit over to indicate this status.)

## [5.6] THE ACTION POINT TRACK

Each combat unit in the Basic Game belongs to a specific platoon (see Case 3.34). A number of functions in the game, including command control and the sequence of play in the Action Stage, are based on the platoons to which units belong. These functions are regulated by means of Action Points. Performance of any action by a combat unit requires the expenditure of one Action Point. The number of Action Points which may be expended by all the combat units of any one platoon in each Game-Turn is limited, and is recorded and kept track of on that Player's Action Point Track.

A marker is placed on the Action Point Track for each platoon in play. The marker's position on the Action Point Track indicates the number of Action Points that may be expended by units of that platoon. The platoon markers are numbered consecutively; when a Player sets up a platoon or brings units of a new platoon into play as reinforcements, he must choose a platoon Action Point Track marker for that platoon and indicate on the Unit Status Sheet the number of the platoon marker on the Action Point Track corresponding to that platoon.

[5.61] After all commands have been issued by both Players to their combat units, each Player must determine the initial Action Point total that each platoon possesses. For each combat unit that is issued a command, that unit's platoon has two initial Action Points. Therefore, simply multiply the number of combat units in the platoon issued commands by two and indicate this number on the owning Player's Action Point Track by placing the platoon marker on that number. A platoon gets no Action Points for units which do not receive commands (Exception: in the Intermediate Game, see Case 19.12).

[5.62] After the initial Action Point total for each platoon has been determined, the markers on the Action Point Track are further adjusted under the provisions of Case 6.2 to arrive at the number of Action Points available to each platoon at the beginning of the upcoming Action Stage.

[5.63] Each action performed by a combat unit during the Action Stage costs one Action Point. For each action performed, the marker corresponding to that unit's platoon on the Action Point track is moved downward (toward zero) by one.

[5.64] When any platoon's marker on the Action Point Track has reached zero Action Points, units of that platoon may perform no more actions for the remainder of the Game-Turn, nor may they perform close assault or do anything else requiring the expenditure of Action Points. Such units may be suppressed or killed, however.

[5.65] Movement or other actions by non-combat units (leaders and spotters) cost no Action Points. Spotters and leaders are not counted in determining the initial Action Point total available per platoon, and when they perform an action, no markers on the Action Point track are moved.

## [6.0] LEADERS AND COMMAND CONTROL

### COMMENTARY:

In urban warfare, small unit leadership is an even more critical factor than it is in the countryside, for coordination of large numbers of men is very



difficult, and morale is harder to maintain. Also, the difficulty of maintaining good radio communications in a built-up area forces platoons to rely on their own initiative more than they would if communications with higher commanders were assured.

#### GENERAL RULE:

During the Command Control Stage of each Game-Turn, each Player must determine if any of his platoons are going to suffer from an impairment of command control. Such an impairment is reflected by lessening the number of Action Points a platoon has.

#### PROCEDURE:

The impairment (if any) of a platoon's command control is determined by rolling a die (or two dice for the side not having advantage) for that platoon's leader. The die roll is compared to the leader's rating to determine if and to what extent the platoon's command control is impaired during the current Game-Turn. As soon as the command decision stage has been completed, the Player without advantage determines the initial number of Action Points each of his platoons has (see Case 5.6) and places the platoon marker on the Action Point Track. Then he must roll two dice for each of his platoon leaders. If the result is equal to or less than that leader's rating, nothing further is done. If the result is greater than that platoon leader's rating, the difference is immediately determined; this difference is called the *initial Action Point loss*.

Having determined the initial Action Point Loss for a platoon, the Player cross-references this number with the number of initial Action Points for the platoon, using the Command Control Loss Matrix (Case 6.23). The resultant number of Action Points is immediately subtracted from that platoon's Action Point total by adjusting the platoon's marker on the Action Point Track downward accordingly. At the same time, the Player with advantage determines his command control status in the same way, except that this Player rolls only one die for each platoon leader.

**Example:** The Soviet Player, who does not have advantage, has a platoon leader with a rating of 6. He has 6 units and therefore 12 initial Action Points indicated for the platoon on his Action Point Track. He rolls 2 dice, obtaining a result of 10. This is 4 more than the leader's rating, so 12 (the number of initial actions) is cross-referenced with 4 (the initial action loss) on the Command Control Loss Matrix. The resultant number is 3, so that platoon's marker on the Action Point Track is moved down from 12 to 9. The U.S. Player (having advantage) has a platoon leader on the map with a rating of 5. His platoon has 10 initial Action Points. The U.S. Player rolls one die, obtaining a 2. As a result, he does not suffer from command control impairment and loses and no Action Points on his track.

Co Cdr Lansky 5 **	Platoon Ldr Zimmer 3	Platoon Sgt Headon 4
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#### CASES:

##### [6.1] LEADER UNITS

[6.11] There are three types of leaders: company commanders, platoon leaders, and platoon sergeants. Leaders are non-combat personnel units.

[6.12] Each leader is rated from 1 (worst) to 12 (best), as printed on the leader counter. This rating is a vital determinant of command control and recovery from suppression (see Section 13.0).

[6.13] Each scenario indicates the number and

type of leaders available to each Player. Leaders are chosen at random by the owning Player from one of three pools containing all available and eligible Friendly leader units of the appropriate type (company commander, platoon leader, or platoon sergeant) included among the counters provided. The scenario may specify minimum and maximum ratings for leader pools; only leaders with ratings at or above the minimum and at or below the maximum are eligible for inclusion in the pool. If no such limits are set by the scenario instructions, all leader counters of the appropriate type of included in the pool.

[6.14] The owning Player must list on the Unit Status Sheet the rating of each of his leaders, its type, and platoon or company affiliation.

[6.15] Unless specifically stated otherwise, a platoon leader or platoon sergeant's rating is used to resolve command control determination and/or suppression recovery attempts for his own platoon only, and a company commander's rating is used to resolve suppression removal attempts for units in his own company only.

[6.16] Company commander ratings do not affect command control in the Basic Game, but may be used by the Players in attempts to remove suppression from units in that commander's company, and perform miscellaneous other functions, see Case 17.12; in the Intermediate Game Section 26.0; in the Advanced Game, Cases 33.5 (Artillery Observation) and 48.3 (Communications Between Allied Players in multi-Player Games).

[6.17] Platoon leader ratings are used to determine command control and in attempts to recover from suppression by units in that leader's platoon.

[6.18] Platoon sergeant ratings do not affect command control, but may be used in suppression recovery attempts for units in that platoon. If a platoon leader is killed, the platoon sergeant is used to replace him.

**Player's Note:** Player's who wish to add to the available leader counters by mutual agreement should feel free to do so; a Player may, for example, desire a leader with his own name. The Players should take care not to unbalance the mix of leader ratings in the leader selection pools by such addition, unless the scenario clearly provides for a leader pool weighted at one end or the other. When using a leader counter with a Player's name, it is advisable to first pick a leader counter from the leader pool, and then replace that counter with the counter bearing the Player's name, but retaining the leader rating of the counter originally picked from the leader pool.

##### [6.2] COMMAND CONTROL

Each platoon's current command control status is indicated on the Action Point Track by the marker for that platoon.

[6.21] When determining command control for suppressed platoon leaders, subtract 2 from the leader rating. However, no leader rating may ever drop below 1.

[6.22] When determining command control for platoons without platoon leaders, see Case 6.55.

[6.23] **Action Point Loss Matrix**  
(see charts and tables)

**Bold**

##### [6.3] LEADER MOVEMENT

[6.31] Leaders and spotters receive commands like normal units, although they may not receive Fire commands.

[6.32] If a leader is stacked with a Friendly combat unit, that leader may be moved with that combat unit during the Action Stage as part of the same individual action.

[6.33] A leader may move individually during the Action Stage.

[6.34] A leader may be moved individually and while stacked with another unit as separate actions during the same Action Stage.

[6.35] Leaders may be moved at no cost in Action Points but they must be moved no more than one hex at a time and no more than twice during any Game-Turn. When a leader is moved, play passes back to the opposing Player.

##### [6.4] LEADER SUPPRESSION

A leader may become suppressed only voluntarily or as a result of being fired on; he is not suppressed by fire at other hexes in the same megahex (see Case 15.12). Suppressed leaders may not move.

##### [6.5] LEADER REPLACEMENT

[6.51] If a platoon sergeant is killed, he is removed from the game and not replaced.

[6.52] If a platoon leader is killed, he is removed from the game. The owning Player then designates that platoon's platoon sergeant, if there is one, as the new platoon leader. When the "promotion" takes effect, the platoon sergeant counter is flipped over to the *New Platoon Leader* side. If the platoon has more than one platoon sergeant, the sergeant with the highest rating is promoted. If there is more than one sergeant with the highest rating, the owning Player may promote the sergeant of his choice. A promoted platoon sergeant is considered a platoon leader for all purposes. Exception: 6.54.

[6.53] If a platoon leader is killed and there is no platoon sergeant, the owning Player randomly chooses a replacement platoon leader from among the unused counters. The replacement platoon leader, however, has the minimum rating specified by the scenario for platoon leaders, regardless of what is printed on the counter. If there is no minimum rating specified, the new leader is automatically rated a "2." The new leader may be placed with any combat unit of his platoon.

[6.54] If a company commander is killed, the owning Player designates the highest-rated platoon leader of that company (new platoon leaders excepted — a sergeant cannot become company commander as long as there is a lieutenant left in the company) as company commander. If there is more than one platoon leader with the highest rating, the owning Player may promote the one of his choice. When the promotion takes effect, the leader counter is flipped over to the *new company commander* side. The platoon which loses its platoon leader in this fashion then replaces the platoon leader as described in Cases 6.52 and 6.53.

[6.55] In the Basic Game, leader replacement takes effect at the beginning of the fifth Game-Turn following the one in which the original leader is killed. This is superseded by Case 26.6 in the Intermediate Game.

[6.56] Platoons which are temporarily without platoon leaders use their platoon sergeants to determine command control. If there is more than one platoon sergeant, use the highest-rated one. If there is no platoon sergeant, the platoon receives 2 initial Action Points.



## [7.0] THE MAP

### COMMENTARY:

The type of town represented with this map was chosen because it is the most common type of "city" that would be fought over in Europe should a new war arise. Towns of the size represented in this game will be critical to commanders because of the control of the road or railroad network that they offer (witness the importance of Bastogne during the Ardennes Offensive in 1944), or because they contain critical bridges, depots, or other objectives. Although they may be bypassed by initial attacking waves, later echelons will receive the task of securing towns such as that represented in this game. Actually, our map represents something between the U.S. Army classifications of "small village" (1000 or less people) and "towns and small cities" (less than 10,000 people).

*Cityfight* is best played by two or more people (perhaps with a third person playing the role of umpire). The crux of any urban fighting is that it is very difficult to tell where the Enemy is hiding or moving. For this reason, the concept of limited intelligence is critical. A dividing screen between the players or a back-to-back seating allows for this limited intelligence game-system to work effectively. At the start of the game, each Player knows little more about the Enemy than his counterpart in reality.

### GENERAL RULE:

Both Players are provided with identical maps. When a scenario has been chosen for play, each Player obtains his starting forces and deploys them on the map. Before the deployment, however, a dividing screen must be placed between the Players or the Players should sit back-to-back so that their actions during the course of the game will remain hidden from their opponent. It is strictly forbidden to observe the opponent's map. Finally, as terrain plays a critical role in the resolution of combat in built-up areas, the map includes a relatively intense rendering of the significant terrain features; Players should familiarize themselves with these features before the start of play.

### CASES:

#### [7.1] MEGAHEXES

There are two types of hexes in *Cityfight*: regular hexes (each identified by a megahex code followed by a one digit number) and megahexes (each identified by a number-letter-code). A megahex is one large hex comprising seven smaller hexes (see 3.1). The megahex serves several critical game functions, most specifically those having to do with sighting Enemy units. Each megahex is 50 meters in diameter.

#### [7.2] OPEN HEXES

Regular hexes are divided into three types: open, woods, and building. Each regular hex is 16.67 meters in diameter.

[7.21] An open hex is any regular hex that does not contain a building or woods feature.

[7.22] An open hex may or may not contain a street feature. Regardless of whether it does or not, it is still an open hex.

## [7.3] BUILDING AND WOODS HEXES

[7.31] Any regular hex that contains a building feature is a building hex. Note that each building hex contains one or more accessible hexsides. The only way a unit may enter or leave a building hex is through these accessible hexsides (accessability does not affect fire). If a unit enters a building hex in an Action Stage, it may not move any further during that Action Stage.

[7.32] Any regular hex that contains a woods feature is a woods hex. Woods hexes may be entered from any adjacent hex. However, if a unit enters a woods hex in an Action Stage, it may not move any further during that Action Stage.

[7.33] Note that building hexes are differentiated as to general type: either wood, stone (includes brick), or concrete. Combat results applied in hexes with different types of buildings may vary (see Case 11.5).

[7.34] When a building feature extends across a hexside (no intervening empty space) and such hexside is not blocked (see Case 7.44), the hexside is accessible, even though not marked so on the map.

### [7.4] OTHER MAP FEATURES

[7.41] Railroad tracks have no effect on play, unless noted in the scenario.

[7.42] Height levels and streets have no effect in the Basic Game.

[7.43] River hexsides may or may not be impassable in the Basic Game, depending on the scenario; intact bridge hexsides are always passable.

[7.44] Blocked hexsides may not be traversed and the blocked part of the hexside may not be fired through in the Basic Game.

[7.45] Hex 3L3 (the Schneider Farm's pond) cannot be moved into (except, in the Intermediate Game, via amphibious movement). But it may be fired through. The railroad bridge may be used like any other bridge. The fountain in the village square has no effect on play.

### [7.5] MAP TRANSLATION

German: English

*Buildings:*

**Altersheim:** Old Folks' Home

**Altes Rathaus:** Old Town Hall

**Arndt-Schule:** Arndt School

**Bahnhof:** Railroad Station

**Bierhalle:** Beer Hall

**Bundeswehr:** Armory/Reserve Training Center

**Das Neue Einkaufszentrum:** New Shopping Center

**Dorfmühle:** Village Mill

**Dorfschule:** Village School

**Feuerwehr:** Fire Department

**Guterlager:** Warehouse

**Kommerzbank:** Bank of Commerce and Industry

**Krankenhaus:** Medical Clinic

**Metalwaren Fabrik:** Factory of the Metalwaren Company

**Neues Rathaus:** New Town Hall

**Paulus-Kirche:** Church of St. Paul

**Polizeiamt:** Police Station

**Postamt:** Post Office (includes telephone and telegraph functions)

**Schloss Gerlafingen:** Manor House of the Gerlafingen Family

**Sporthaus:** Field House

**St.-Annen-Kirche:** Church of St. Anne

**Volkstheater:** Theater

*Bridges:*

**Adenauerbrücke:** Adenauer Bridge

**Freiherrnbrücke:** Baron's Bridge

**Fussgängerbrücke:** Footbridge

**Kaiser-Wilhelm-Brücke:** Kaiser Wilhelm Bridge

**Neubücke:** New Bridge

*Woods and Parks:*

**Burschenhain:** Boy's Grove

**Dorfpark:** Village Park

**Dunkelwald:** Dark Woods

**Eichholz:** Oak Woods

**Herrenpark:** Manor Park

**Neugeholz:** New Forestation

**Nordwald:** North Woods

**Pilzwald:** Mushroom Forest

**Schneiderteich:** Schneider Pond

*Areas:*

**Bauernhof d. Fam.:** Farm of the Family

**Dorfsriedhof:** Village Cemetery

**Freiherrnwiase:** Baron's Mall

**Fussball Spielplatz:** Soccer Field

**Kriegsdenkmal:** War Memorial

**Schulhof:** Schoolyard

**Schuttablade:** Dump

## [7.6] THE OLD VILLAGE

The "Old Village" is the more densely-built up heart of Gerlafingen, the majority of the buildings of which date back to before World War II; in the game it functions to limit the range of megahex search (see Case 10.2) and is often given particular significance in scenario instructions.

## [8.0] MOVEMENT

### GENERAL RULE:

In order for a Player to move a unit other than a leader, he must have issued a Movement Command to that unit. After a Movement action is performed, play passes on to the opposing Player. Movement is always voluntary — a Player is never obligated to move a unit.

### PROCEDURE:

If the owning Player chooses a Movement action, he may move any unit to which he has issued a Cautious or Bold command one hex. If a unit with a Cautious command chit is moved, at the conclusion of this movement, the Cautious command chit is removed to indicate that this unit may move no further for the remainder of the Action Stage. If a unit with a Bold command chit on top of it is moved, at the conclusion of this movement, the Bold command chit is placed under the unit counter, indicating that this unit may be moved one more hex in the current Action Stage. If a unit with a Bold command chit beneath it makes its second hex of movement, the command chit is removed, indicating that the unit in question may be moved no further in the current Action Stage.

### CASES:

#### [8.1] FIRE AT A UNIT ISSUED A BOLD COMMAND

If any personnel unit that was issued a Bold command in the current Game-Turn is fired upon by the Enemy Player, this fact must be announced by the owning Player. The firing unit has its Fire Strength doubled against the unit(s) with the Bold command. This may require separate resolutions of the attack against different units which are stacked together, as an exception to Case 11.52.

#### [8.2] MOVEMENT RESTRICTIONS

[8.21] In the Basic Game a unit may enter or leave a building hex only through an accessible hexside.

[8.22] If a unit enters a building or woods hex in an Action Stage, it may not move again for the remainder of that Action Stage.

[8.23] Unless specified in the scenario instructions, a unit may never move off the map.

[8.24] A unit may move only to one of the six adjacent hexes (subject to movement restrictions). Megahexes have no effect on movement.

[8.25] A suppressed unit (see Section 15.0) may not move.

### [8.3] EXPENDING ACTION POINTS

Before carrying out each Movement action by a combat unit, the owning Player reduces the number of Action Points indicated for that unit's platoon on his Action Point Track by one.

## [9.0] STACKING (More Than One Counter In a Hex)

### GENERAL RULE:

Each unit counter represents a certain number of men. (This number is noted in the Unit Data Tables). In the Basic and Intermediate Games, the maximum number of Friendly men that may end any Game-Turn stacked together in the same hex — regardless of how many counters are in the hex — is 13 for the Chinese and 11 for all other nationalities. Informational counters (e.g., command chits) do not count against stacking restrictions. There is no movement cost to stack or unstack.

### CASES:

#### [9.1] LEADER STACKING

[9.11] A leader who is stacked with a unit of his platoon may move with that unit.

[9.12] When a leader is stacked with a unit which becomes suppressed, the leader is suppressed and may not move further during the current Game-Turn; see Section 15.0.

[9.13] When a leader is stacked with a Friendly combat unit which is killed, the owning Player rolls one die. On a 1-3, the leader is also killed. On a 4-6, the leader is not killed, but is suppressed.

[9.14] If only non-combat units are stacked together with a leader, a K result eliminates all of them.

[9.15] A leader counts as one man for stacking purposes.

#### [9.2] EFFECTS OF STACKING ON ACTIONS

[9.21] If units of the same platoon are stacked together at the beginning of the Game-Turn and receive identical command chits, the stack may, by taking identical actions:

1. Move together;
2. Sight together, in which case the units may gain a favorable adjustment to the Search Rating of the megahex they are attempting to sight (see Case 10.33);
3. Fire together, using a single weapon type at a common target, in which case the Fire Strength is the sum of the Fire Strengths of the units in the stack having that type of weapon. Fireteams with and without machineguns, and machinegun units, may also fire together, in any combination, if in the same platoon.
4. Perform these joint actions without play passing to the opposing Player until all the units performing actions together have completed their actions.

[9.22] The performance of an action by a unit which is acting together (see Case 9.21) with another unit still requires the expenditure of an Action Point (i.e., if two units of the same platoon are moved together, two Action Points would be expended by that platoon).

**Example:** Two German three-man fireteams of the same platoon, one with and one without machinegun, are stacked together in hex 8D1. During the Command Decision Stage, the German Player issued Fire commands to both units. Now, during the Action Stage, the German Player announces an attempt to sight megahex 9E. He does this by having both fireteams perform a joint action, and flips the counter of each one over to indicate the completion of a Sighting action. He also subtracts two Action Points from his Action Point Track for that platoon by moving the platoon marker on the track. He rolls a 34 for the megahex sighting, but adjusts this by +10 under Case 10.33 to reflect the total of six men in the sighting units, making the roll 44. Since the Search Rating of the megahex is 41, the adjusted sighting dice roll is successful. The opposing Player announces the presence of a Soviet squad in hex 9E4. The German Player now decides to take an "immediate Fire action" jointly, since it is obvious that the line of sight is clear. The Attack Strength of the fireteam without machinegun is 5, while the other fireteam has an Attack Strength of 9. He adds these two figures to obtain a joint Attack Strength of 14, and reads the results on the 14-19 column of the Soft CRT. He removes the Fire chits from both units and subtracts an additional 2 Action Points from his Action Point Track for that platoon. Following the resolution of the attack, play passes to the Soviet Player.

[9.23] Units stacked together are never obligated to perform actions together.

[9.24] Combat results achieved against a hex containing a stack of units are applied to all units in the stack. **Exception:** Case 9.13.

#### [9.3] ORGANIZATIONAL RESTRICTIONS ON STACKING

Units of different platoons may not be stacked together. Company commanders may not be stacked with a unit attached to a different company.

## [10.0] MEGAHEX OBSERVATION (SIGHTING) AND IMMEDIATE FIRE

### COMMENTARY:

The megahex observation procedure is a highly abstract way of representing search and observation without revealing the observing/searching unit's presence.

### GENERAL RULE:

A Player may have a unit attempt to observe enemy units by performing a Sighting action, but only if that unit has been issued a Fire, Search, or Cautious Movement command. Each unit must observe for itself (**Exception:** Case 9.21). If the owning Player chooses a Sighting action, his unit may attempt to "observe" the Enemy in the megahex occupied by the observing unit or any one adjacent megahex. Outside the Old Village, the observing unit may alternatively attempt to observe a megahex two megahexes away.

Sighting is always voluntary; a unit is never obligated to perform a Sighting action. A unit that performs a successful Sighting action has "spotted" one or more Enemy units. Under certain circumstances, a unit which spots an Enemy unit may

perform an immediate Fire action against that Enemy unit.

### PROCEDURE:

During an Action Stage, if a Player decides to have a unit perform a Sighting action, he calls out loud the code number of the megahex he wishes to observe. As he calls out the code number, he flips over his own observing unit to indicate that it may not perform another Sighting action for the remainder of the Game-Turn (**Exception,** Case 5.4). He must also expend one Action Point, adjusting the appropriate platoon's Action Point Track marker, unless the observing unit is a spotter or leader. The Sighting action is then resolved (see Case 10.3).

**Player's Note:** Players may wish to use the military alphabet in calling out megahex codes. The military alphabet is as follows: Alpha, Bravo, Charlie, Delta, Echo, Foxtrot, Golf, Hotel, India, Juliet, Kilo, Lima, Mike, November, Oscar, Papa, Quebec, Romeo, Sierra, Tango, Uniform, Victor, Whiskey, X-ray, Yankee, Zulu.

### CASES:

#### [10.1] WHICH UNITS MAY PERFORM SIGHTING ACTIONS

Each command enables the unit to which the command is issued to perform a number of Sighting actions between zero and two. For a description of how many Sighting actions each command allows, see Case 5.5. A unit that is suppressed may not perform a Sighting action.

#### [10.2] RESTRICTIONS ON SIGHTING ACTIONS

[10.21] A Player resolving a Sighting action may call only one megahex per sighting action (i.e., after the attempt to observe Enemy units in that megahex is resolved, the opposing Player may then have a unit perform an action).

[10.22] In order for a unit outside the Old Village to attempt a Sighting action into a megahex two hexes away, the owning Player must be able to trace a line of sight from any part of the hex his unit occupies to the center of any hex in the megahex being observed. See Case 11.22 for the definition of a line of sight. No hex through which this line of sight passes may be within the Old Village. There are no other situations when a line of sight must be traced.

[10.23] (**Optional Rule**) Players may alternatively agree before play to require a valid line of sight (determined by the sighting player) as a prerequisite for all Sighting actions. The line of sight is determined from any part of the hex containing the unit performing the sighting action to the center of any hex in the megahex being observed. If so, then this requirement supercedes Case 10.22. See Case 11.22.

#### [10.3] SIGHTING RESOLUTION PROCEDURE

After the Player attempting to observe has called out the code number of a megahex, the opposing Player must determine if the Sighting action is successful or unsuccessful.

[10.31] If the opposing Player has one or more units in any open hexes (see Case 7.21) of the megahex being observed, he immediately states the regular hex number(s) of the hexes occupied by these units. These units are *spotted*. It is not necessary to state how many men actually occupy the hex (or state their weapons); the Player whose unit(s) are sighted is simply obligated to state the numbers of the open hex(es) in which they are, whether they are suppressed, and whether a combat unit is in each hex. A successful observation may lead to a special change in the alternating ac-

tions of the two Players (see Case 10.6). Otherwise, the opposing Player may have a unit perform an action.

### [10.32] Sighting Procedure

1. If a megahex being observed contains any woods and/or building hexes or if foul weather or night (Intermediate Game) is in effect, the sighting Player must roll one large and one small die after calling out the number of the megahex in question (see Case 10.21). The result of this dice roll is announced (see step 2), though it may be modified first; see Cases 10.33–10.35, and in the Intermediate and Advanced Games, 18.42 and 27.17; if the dice roll result is modified by the sighting Player, only the modified number is announced (all modifications are made secretly by the sighting Player; the dice roll result is simply announced — it is not seen by the Enemy player). Furthermore, the sighting Player may at his option announce a dice roll result lower than he is entitled to. (This may be useful to conceal strength or location). After the sighting Player has announced the megahex and the dice roll result, the opposing Player must state whether or not he has any units in open hexes in this megahex (see Case 10.31).

2. The dice roll is read as a two-digit figure, with the larger die giving the first digit and the smaller die giving the second digit. Thus, if the larger die is a "3" and the smaller a "5," then the result is read as a "35."

3. If the result as adjusted by both Players is equal to or greater than the search rating of the megahex being sighted, the sighting attempt is successful and the opposing Player must immediately state the hex number(s) of the building and or woods hexes in which he has units. These units are *spotted*. He need not announce how many units there are, what type they are, whether suppressed, etc. If he has no units in these hex-types in the megahex, he states this fact to the sighting Player. A successful observation may allow the sighting unit an *Immediate Fire action* (see Case 10.6).

4. If the adjusted dice roll is less than the Search rating of the megahex, the attempt at sighting units in woods or building hexes is unsuccessful and the opposing Player remains silent, whether or not he has units present in such hexes. Play then passes on to the opposing Player.

[10.33] If a unit of one or two men is performing the sighting, 20 is subtracted from the sighting dice roll. If there are 6 or 7 men in the unit(s) performing the Sighting action, the sighting dice roll is increased by 10; if there are eight or more men in the units performing the Sighting action, the sighting dice roll is increased by 20.

[10.34] If a unit is sighting the megahex it is currently located in, the sighting dice roll is increased by 20. Moreover, if a unit or stack of 4 or more men is attempting to sight its own megahex (the megahex currently occupied), the Search rating of the megahex for that sighting attempt may never exceed 64, regardless of other modifications (such as weather) which would otherwise raise it higher.

[10.35] If a unit is sighting a megahex two megahexes away (possible only outside the Old Village), the sighting dice roll is reduced by 20.

[10.36] The Player whose unit is being observed adds 20 to the announced sighting dice roll result when applying it to units which have performed a Fire action in the current Game-Turn and have not been moved since. (Players must keep track of which of their units have fired). Other units which may be in the same megahex, but would not be spotted ordinarily, remain unspotted.

**Example:** The Search rating of a megahex is 55. The announced sighting dice roll result is 43. Since this is less than the Search rating of that megahex, units in buildings or woods hexes which have not

fired remain undisclosed and are not spotted. A unit which has fired in that Game-Turn, however, is spotted as the dice roll result must be adjusted to 63 ( $43 + 20 = 63$ ) as applied to them and thus is successful. The owning Player must now announce the location of the unit which had fired in that same Game-Turn, even though he does not announce the presence of other units in the hex. If more than one unit had fired in that Game-Turn, the location of each such unit which had fired must be announced.

[10.37] (Optional in Basic Game; Standard in Intermediate Game) The opposing Player adds 10 to the announced sighting dice roll result when applying it to units which have already been spotted in the current Game-Turn by a Friendly unit and which have not been moved since. Other units which may be in the same megahex, but would not be spotted ordinarily, remain unspotted. If the Friendly side does not have use of a telephone center (10.8), this modification may only be used if the Friendly unit which did the previous spotting is in the same or an adjacent megahex as the unit taking the current Sighting action; this fact must be announced by the sighting Player if he wishes to benefit from this modification, but he is not obligated to do so, if he is willing to forego the advantage.

[10.38] The Player whose unit is being observed subtracts 20 from the announced sighting dice roll when applying it to units which are suppressed in a woods or building hex.

**Example:** In the example cited in Case 10.36, the observing Player has another unit perform a Sighting action and rolls a 62. An unspotted unit in a building hex is successfully spotted. A suppressed unit in a building hex, however, is not spotted, as the dice roll is adjusted to 42 ( $62 - 20 = 42$ ) for that unit.

[10.39] Search Rating Modification Chart  
(see charts and tables)

Engaged

### [10.4] AUTOMATIC SPOTTING AND OBSERVATION POSTS

[10.41] Engaged units (see Case 13.3) are automatically spotted by each other; if a unit moves out of the close assault hex, the opposing Player must be so informed; however, the direction is not announced since withdrawal cancels automatic spotting.

[10.42] An unspotted Enemy unit that opens fire from a hex which is currently occupied by a Friendly unit is automatically spotted by that Friendly unit; but if the Friendly unit does not open fire, the Friendly unit is not automatically spotted by the Enemy unit.

[10.43] In some scenarios, certain hexes or buildings may be designated observation posts (OP) for one Player or the other. Observation posts are effective as long as the Friendly Player controls the telephone office (see Case 10.8). The location of all OPs must be revealed to the opposing Player at the start of play.

[10.44] The first time that a unit enters an Enemy observation post hex, the Player controlling that unit must immediately inform his opponent of that fact; the unit moving in is automatically spotted and may be fired on by any Friendly unit able to do so in the subsequent Friendly Action Phase. If the unit is not killed in that action, however, and is not close assaulted, it is no longer automatically spotted but must be spotted using normal procedures. Once an observation post has been occupied by an Enemy unit, the observation post marker is removed from the map and the hex no longer functions as an observation post.

### [10.5] SPOTTERS

[10.51] Spotters are 2-man non-combat personnel units assigned by the scenario to one or both Players. Spotters may be given search or movement commands only. Actions by spotters do not cost Action Points.

[10.52] After a spotter performs an action, play passes to the opposing Player. Spotters may be suppressed or killed just as other units. Killed spotters, however, do not count for Victory Points. (Exception: In the Advanced Game, killed forward observers do count for Victory Points.)

[10.53] Spotters do not count in determining preservation levels (see Section 17.0).

[10.54] Spotters function normally if the telephone center is in Friendly hands and functioning (see Case 10.81). If the telephone center is no longer functioning, or has been in Enemy control from the start, a spotter may be issued a command only if it is in the same megahex as a combat unit or a leader; otherwise the spotter remains where it is and does not move or attempt to sight. (Exception: In the Advanced Game, forward observers.)

[10.55] Spotters suffer combat results in the same manner as combat units.

### [10.6] IMMEDIATE FIRE ACTION

[10.61] A unit or stack of units which successfully sights an Enemy unit may be permitted an Immediate Fire action under certain circumstances — disregarding the normal, alternating sequence of actions between Players. This *Immediate Fire action* may be performed only under the following conditions:

1. The unit which has just successfully spotted must have been issued a Fire command and not yet performed a Fire action, and
2. The sighting Player must be able to trace a clear line of sight (see Case 11.3) from the sighting unit to one of the Enemy units just observed.

[10.62] The decision to perform an Immediate Fire action must be made immediately upon completion of the successful observation. If the Immediate Fire action is chosen, the owning Player must expend two Action Points (one for the Sighting action and one for the Fire action), flip over the firing unit — indicating that it may not sight again for the remainder of the Action Stage — and remove the Fire command chip.

[10.63] If a stack of units that have been issued Fire commands jointly sights Enemy units, each of the units in the stack is entitled to an Immediate Fire action. They may fire individually in an order chosen by the owning Player, or may fire in combination (with a single Fire Strength) at a common target (see Case 9.12-3).

### [10.7] SPECIAL SIGHTING SITUATIONS

[10.71] Hex 4H7 (the courtyard) is not considered an open hex for sighting purposes only. **Exception:** If the sighting unit is in megahex 4H, he may announce this fact and sight hex 4H7 as an open hex.

[10.72] A unit which is surrounded by adjacent woods and/or building hexes may only attempt to sight the megahex it is in. See also Case 10.23.

### [10.8] TELEPHONE OFFICES

[10.81] There is a telephone office in hex 5E5 (Advanced Game: on the 3rd floor). A scenario may, however, designate an alternate location for the telephone office, or give each side a telephone office. Control of a telephone office at the start of play is designated in the scenario.

[10.82] As soon as an Enemy combat unit occupies the hex containing a telephone office,

even if eliminated while performing close assault on the hex, the telephone ceases to function. It may not be restored to a functioning status.

## [11.0] FIRE COMBAT

### GENERAL RULE:

A Player may choose to perform a Fire action with any of his units to which he has issued a Fire command. If the owning Player chooses a Fire action, he may fire at any hex on the map to which the firing unit may trace a line of sight (LOS). A unit, however, may only fire at the hex it occupies through close assault (Section 13.0). This fire is of two types: against spotted hexes and against unspotted hexes. Fire is always voluntary — units with a Fire command are never obligated to fire.

### PROCEDURE:

If a Player decides to perform a Fire action, he declares, "I am firing against hex 'X' with a unit in hex 'Y.'" Both Players then verify that the LOS is clear, and if so, the fire attack is resolved. After a Fire action is conducted, play passes on to the opposing Player. Remember that fire may be initiated due to an Immediate Fire action (see Case 10.6).

### CASES:

#### [11.1] WHICH UNITS MAY FIRE

Any combat unit that has been issued a Fire command which has not been performed may be chosen by the owning Player to carry out a Fire action. However, any unit that is out of ammunition (see Section 14.0) or is suppressed (see Section 15.0) may not fire. For close assault fire, see Section 13.0.

#### [11.2] HORIZONTAL LINE OF SIGHT

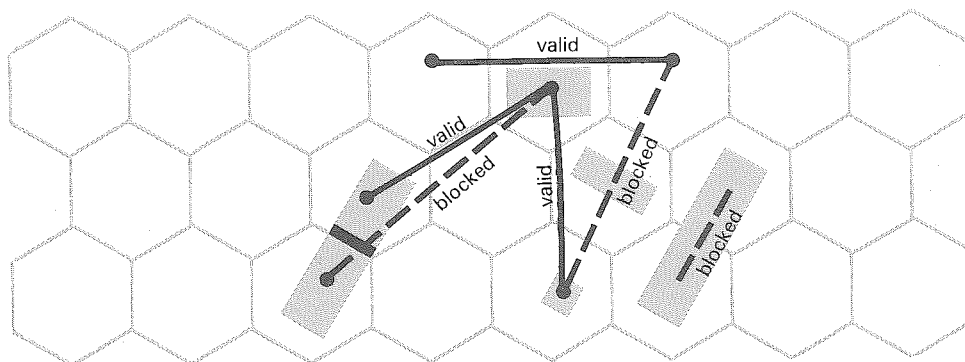
[11.21] A unit may only fire at a hex to which a line of sight (LOS) may be traced. If an LOS is blocked, fire may not take place. In the Basic and Intermediate Games, Players are only concerned with the horizontal line of sight.

[11.22] A LOS is defined as an imaginary straight line connecting:

1. If the hex occupied by the firing unit and the target hex are both open hexes: any part of the hex containing the firing unit to the center of the target hex;
2. If both hexes are building or woods hexes; any part of the building or woods feature occupied by the firing unit to the center of the building or woods feature of the target hex;
3. If the firing unit is in a building or woods hex and the target hex is open: any part of the building or woods feature occupied by the firing unit to the center of the target hex;
4. If the firing unit is in an open hex and the target hex is a building or woods hex: any part of the hex occupied by the firing unit to the center of the building or woods feature of the target hex.

An LOS is considered "clear" if this straight line may be traced such that it does not pass through an actual outline of a building, woods, or embankment feature, except any in the hex fired from and the target hex. (Exception: Case 11.27). If the LOS does pass through any of these three features other than in the hex fired from or the target hex, it is considered *Blocked*. Any type of straight edge should be used by the players to determine a LOS.

**Player's Note:** A line of sight is not necessarily reciprocal; a unit may be fired upon from a hex to which it cannot return fire. This simulates the practice, for example, of firing from just around



Valid and Blocked Horizontal Lines of Sight

building

blocked hexside

Point of Reference from which LOS is measured

the corner of a building and then ducking out of sight. The only way of countering this tactic is through use of overwatching units with different lines of sight to the Enemy.

**Example:** There is a line of sight from the northeast corner of the building in hex 7I6 to the center of the building in hex 4F7, but there is no line of sight from any part of the building in hex 4F7 to the center of the building in hex 7I6. A unit in 7I6 can fire on 4F7, but not vice versa.

[11.23] If an LOS passes directly along the edge of a building or woods or embankment boundary, that LOS is not blocked.

**Player's Note:** If a serious and unresolvable disagreement should arise, Players should resort to a die roll to resolve the question.

[11.24] During close assault, a personnel unit may fire only at the hex it occupies. This line of sight may never be blocked. (See Section 13.0, Close Assault).

[11.25] Friendly or Enemy units never block LOS.

[11.26] Whether a building hexside is "accessible" or not has no bearing on line of sight; one can fire into or out of any building so long as the hexside fired through is not blocked.

[11.27] A building outline which is blocked (representing the separation of adjoining buildings) blocks line of sight even if it is a hexside of the target hex or the hex fired from, so long as it crosses the line of sight.

#### [11.3] FIRE ACTION RESOLUTION PROCEDURE

[11.31] If a Fire action is declared, the owning Player immediately states the hex number he is firing at and the hex number occupied by his firing unit. Next, the opposing Player should verify that a clear LOS exists between the two hexes (see Case 11.2). (**Player's Note:** Any severe disagreements should be resolved by a die roll). The firing Player rolls two dice and consults the appropriate Combat Results Table for the type of weapon or unit firing (in the Basic Game, always the Soft CRT, Case 11.8), making sure to apply any modifiers to the result. He announces the result, which is immediately applied (see Case 11.5).

[11.32] Before a unit has completed a fire action, the owning Player removes the Fire command chit, indicating that this unit may not fire again for the remainder of the Action Stage. Similarly, the owning Player reduces the number of Action Points remaining to the firing unit's platoon on his Action Point Track by one.

[11.33] The firing Player must announce whether the fire is *rifle* (fireteam without machine gun), *machinegun* (machinegun units), or *mixed* (fireteam with machinegun; or units stacked and firing together with both rifle and machinegun fire). In the Intermediate Game, the following additional categories are added: main gun, the various types of anti-tank weapons (recoilless rifle, ATGM, or LAW), sniper fire, grenade, flamethrower, demolition rocket, M202 FLASH. The number of men or units firing is not announced.

#### [11.4] SPOTTED AND UNSPOTTED TARGET HEXES

Fire is always performed against hexes, not units. It is not necessary for a target hex to be occupied by Enemy units (in fact, the firing Player will often have no idea whether it is or not). Fire is of two types:

1. Against "spotted targets."
2. Against "unspotted targets."

[11.41] A spotted target is defined as any hex being fired on by a Player utilizing an Immediate Fire action (see Case 10.6), close assault, or in which an Enemy unit is automatically spotted (see Case 10.4). All other targets are considered *unspotted*. Thus, a spotted target hex must be one that was the successful object of an immediately preceding Sighting action, or a hex which has been automatically spotted.

[11.42] Fire against unspotted targets is reduced in effectiveness (see Case 11.54).

#### [11.5] FIRE COMBAT RESULTS

[11.51] Soft combat results mean the following:

A "—" indicates "No Effect." Nothing further is done, and no units on the map have been affected.

An "S" indicates that all Enemy units in the target hex are suppressed (see Section 15.0). *If the target was an open hex, then all Enemy units occupying open hexes in the entire megahex are also immediately suppressed.* However, if the target was a building or woods hex, then only the Enemy units in that specific building or woods hex are suppressed. A Suppression marker is placed on each unit or stack which is suppressed due to this fire. In addition, for every unit suffering suppression and attached to a platoon, the owning Player immediately reduces the number of Action Points on his Action Point Track by one for that platoon. Any unit that suffers a suppressed result when already suppressed is not affected.

A "K" result means that all Enemy units in the target hex are killed and removed from play (Exception: see Case 11.54). In addition, *all Enemy*

units occupying open hexes other than the target hex in that megahex are immediately suppressed. For every unit suffering a "K" result and attached to a platoon, the owning Player immediately reduces the number of Action Points on his Action Point Track by two for that platoon. A unit that is suppressed and suffers a "K" result is eliminated from play.

[11.52] The opposing Player is not obligated to state how many of his units have been affected in any way by Enemy fire (including those which are suppressed in other open hexes of the megahex). **Exception:** In close assault, see Case 13.24.

[11.53] Note that the effects of terrain are integrated into the CRT. Certain dice roll results achieved by the firing Player may have no effect against a building or woods target hex.

[11.54] If a target hex is *unspotted* (see Case 11.4), all "K" results achieved by the firing player on the Soft CRT are read as "S" results.

[11.55] If a target hex about to be fired upon contains any personnel units that were issued a Bold Movement command, whether or not it has been performed, the owning Player must state this fact aloud to the firing player. As a result, the Fire Strength of the firing unit is doubled when resolving this attack; see Case 8.23.

[11.56] If all of the units in a spotted target hex are already suppressed, the Fire Strength of each firing unit on the Soft CRT may be reduced by one half (fractions rounded up) when resolving this attack. This reduction does not apply to close assault combat. For this reduction to apply, the owning Player must declare the fact that his units are suppressed; he may at his option choose not to declare this information (for units in building or woods hexes) and thus not benefit from this provision.

[11.57] There is no range attenuation in the Basic Game: use the highest attack strength listed for the unit on the Unit Data Tables, and the maximum range listed. If no maximum is listed, the range is unlimited.



## [11.6] MACHINEGUN UNITS

Bipod and tripod mounted machinegun units are combat personnel units which possess special properties with regard to fire combat. **Note:** This case does not apply to fireteams with machineguns, only to machinegun units.

[11.61] When a bipod or tripod mounted machinegun unit is chosen to perform a Fire Action, it may make three separate, individual attacks against any three contiguous hexes as long as an LOS can be traced to each of them (see Case 11.2). These separate attacks must be completed before the opposing Player may perform an action in turn. The owning Player is not obligated to make three attacks, however; he may make only one, or two if he wishes. The firing Player may attack the same hex more than once, as long as no more than three attacks are made by each unit. Only one Action Point is subtracted from the platoon's available action points regardless of whether one, two or three hexes are attacked.

[11.62] The target hex(es) fired at by machinegun units must be chosen and stated aloud by the owning Player before the first attack dice roll is made.

[11.63] Bipod and tripod mounted machine gun units are more vulnerable than normal units to running out of ammunition (see Case 14.14).

**Example:** There is a British tripod machinegun unit in hex 4H6, which had been issued a Fire command. Earlier in the Action Stage, the unit had

performed a sighting action with respect to megahex 4G but had not spotted any Enemy units there. Now, play having returned to the British side, the British Player decides to undertake suppression fire (so-called because under Case 11.54, all K results against unspotted hexes are converted to S) along Friedrichstrasse. He has the machinegun unit perform a fire action, removes the Fire command chit, and reduces the Action Points remaining to the machinegun unit's platoon by 1. He decides to fire at hexes 3G3, 3G4, and 2H2, and announces all three hex numbers, together with the location of the firing unit and the type of fire ("machinegun," though this is obvious from the fact that three target hexes were announced). He announces fire resolution for hex 3G3. His attack strength is 7, and he rolls a 2. The K result is converted to S, but the ammunition depletion result does not apply under case 14.14. He then attacks hex 3G4, rolls a 6, and obtains an S result. Finally he attacks hex 2H2, rolls an 8, which produces an S result; this time the ammunition depletion is effective since it is the last fire attack of that Fire action.

[11.64] Tripod machinegun units may not be issued Bold commands.

[11.65] Tripod machinegun units may not be issued a Fire command unless they were issued either a Fire command or no command at all during the previous Game-Turn. (This simulates setting-up time.)

[11.66] Whenever a Soviet or North Vietnamese Player has advantage, before beginning play he may break down one squad per company into two bipod machinegun units and one 4-man fireteam without machinegun.

[11.67] A bipod machinegun unit or a fireteam produced as a result of squad breakdown may recover from suppression (see Section 15.0), or close assault on a Movement command, only if a leader is stacked with it.

## [11.7] AUTOMATIC RIFLES

Use of this rule is optional in the Basic Game and Standard in the Intermediate Game.

Any unit that is indicated as possessing automatic fire capability in the Unit Data Section may be fired "automatically" at the discretion of the owning Player.

[11.71] If the owning Player wishes to make an automatic fire attack with a unit to which he has issued a Fire command, he must state this fact before he rolls the dice in order to resolve the combat.

[11.72] A unit making an automatic fire attack may make two separate, individual attacks against contiguous hexes to which it can trace an LOS (see Case 11.2). These attacks are subject to the same restrictions as described in Case 11.61.

[11.73] The target hexes fired at due to an automatic fire attack must be chosen by the owning Player before the first dice roll is made.

[11.74] Units making an automatic fire attack are more vulnerable to ammunition depletion than other units.

[11.75] The fire strength of units making an automatic fire attack is reduced to two-thirds, fractions rounded up, for that attack.

## [11.8] SOFT COMBAT RESULTS TABLE

(see charts and tables)

## [12.0] PASSING

### GENERAL RULE:

A Player may *pass* rather than perform an action during the Action Stage. To do so, the Player simply does nothing and tells his opponent that he is done, "your turn," etc. However, to take a pass still obligates the Player, if he does not have advantage, to expend one Action Point. This expenditure is counted against the platoon which would have taken an action if the Player had not chosen to pass, and advances the platoon rotation (see Case 4.1, 2c). The Player with advantage may pass without expending an Action Point or advancing the platoon rotation, if he chooses.

## [13.0] CLOSE ASSAULT

### COMMENTARY:

Close assault represents the actions of troops in close proximity to the Enemy. Hand grenades are the primary weapons used in this type of combat.

### GENERAL RULE:

*Close Assault* is a special form of combat. Close assault affects only Enemy units in the same hex as the unit performing the assault.

### PROCEDURE:

There are two ways of initiating a close assault. A Player may declare a close assault at the end of a unit's Movement action, be it on a Cautious or Bold command. Of course, only the units which just completed this movement may perform the assault. Alternatively, close assault may be declared as a Fire action by a unit which was issued a Fire command, affecting the hex which the unit issued the Fire command occupies. Close assault is considered to be fire combat (with certain critical modifications), even if it is resolved as a consequence of Movement action.

### CASES:

#### [13.1] WHICH UNITS MAY CLOSE ASSAULT

[13.11] A close assault may be conducted in any hex type.

[13.12] In the Basic Game, only units or stacks containing three or more men may conduct a close assault as part of a Movement action; in the Advanced Game, sapper units may also do so. Tripod machinegun units may not fire as part of a Movement action even if involved in a close assault (see Case 9.21).

[13.13] Any combat unit or stack may conduct close assault on a fire command.

[13.14] Spotters may never close assault; leaders may close assault only when stacked with a combat unit that does so.

[13.15] More than one unit may participate in a single close assault if they have identical commands.

#### [13.2] CLOSE ASSAULT RESOLUTION PROCEDURE

[13.21] As with fire combat, close assaults are not made against Enemy units *per se*; rather, they are made against hexes. After completing a movement into a hex for a unit which had been issued a Movement command, or without moving for a unit with a Fire command, a Player may state to his

opponent that he is making a close assault (of course, he must state this fact before the other Player performs the next action). The moving Player states the hex number the assault is being made against. He subtracts an additional Action Point (for the close assault fire) from that platoon's Action Points.

**Note:** Close assault as a result of movement is not a separate action, but it does consume an Action Point.

[13.22] The owning Player rolls two dice and consults the Soft CRT (Case 11.8). The result is read as described in Case 11.51, except:

1. The terrain in the hex assaulted is always considered to be open.
2. All S results are read as "No Effect" insofar as the Enemy is concerned; the firing unit may still run out of ammunition.
3. Case 11.54 does not apply.

[13.23] Unlike normal fire combat, the unit performing a close assault may suffer an immediate adverse result. If the assaulting player rolls a 1 or a 2 on the large die, the unit or stack performing the close assault is eliminated — but only if the assaulted hex contained any Enemy combat units (see Case 13.24). This adverse result occurs regardless of any result suffered by the assaulted unit; leaders are also killed (Case 9.13 does not apply). If the close assaulting unit was issued a Bold Movement command, the assaulting unit is eliminated if the assaulting player rolls a 1-3 on the large die.

[13.24] If a "No Effect" results due to a close assault, the assaulted Player is under no immediate obligation to state whether or not he has units in the assaulted hex. If a K result is achieved, the assaulted Player must immediately state if any of his units are killed in the assault and show his opponent the killed units (this is an exception to Case 11.53; however, see also Case 13.25).

If any units are eliminated, he must reduce the number of Action Points on his Action Point Track for the allied unit's platoon by two for each unit so destroyed. If the assaulting Player rolls a result which would eliminate his own unit (see Case 13.23), he may ask his opponent if the assaulted hex was empty of combat units. If the hex was in fact empty of combat units, the opposing Player must say so; the assaulting unit then suffers no adverse effects, other than ammunition depletion.

[13.25] If the assaulting unit is killed as a result of the large die roll, the defending Player need not give out any information about the defending unit(s).

[13.26] Machinegun units and automatic weapons may only perform one fire attack per close assault.

U.S. Unit A (Fire Strength of 8) having been issued a Cautious Movement command, performs its movement action by entering hex 5K7. The U.S. Player announces "I am close assaulting hex 5K7." He rolls two dice and achieves a result of "4" (A "2" and a "2"). The result is K — even though Soviet unit B is in a woods hex. The Soviet Player notes that one unit has been destroyed by the assault and reduces his available Action Points by two for that platoon. However, the U.S. unit is also destroyed due to the "2" result obtained on the large die. The U.S. Player expends one Action Point for the movement, one for the close assault, and two for the elimination of his unit; he is not told about the Soviet unit which was eliminated.

### [13.3] ENGAGED UNITS

[13.31] When Friendly and Enemy units in the same hex are involved in a close assault which does not eliminate one side or the other, those units are considered to be *engaged* from the end of that Ac-

tion Stage on. Both Players should place an Engaged marker on the hex during the Engagement Determination Stage.

[13.32] As soon as only one Player's units, or no units at all, remain in the hex, whether due to elimination of units or movement out of the hex, the Engaged marker is removed from the hex.

[13.33] Units in an engaged hex are automatically spotted by each other.

[13.34] An engaged unit with a Movement command may leave the hex, thus terminating its Engaged status. In this case, the fact of the unit's exit must be announced, but not the direction of exit.

[13.35] Engaged units may not be fired upon by units outside of the engaged hex.

[13.36] Engaged units may not perform Sighting actions while still engaged, nor may they perform a Fire action against any hex other than the one they are in.

[13.37] A unit which is engaged at the start of the Game-Turn must be given a Fire command if it is to fire while remaining engaged. In other words, once a unit has become engaged it may not continue to close assault that same hex under a Movement command. An engaged unit with a Movement command may, however, move out of the engaged hex and close-assault the hex it moves into, as long as this is not the same hex in which it started the Game-Turn.

[13.38] Units may move into an engaged hex.

### [13.4] EFFECTS OF CLOSE ASSAULT ON MOVEMENT COMMANDS

[13.41] A unit may not move after performing a close assault until the next Game-Turn.

[13.42] A unit with a Cautious Movement command may never attempt a Sighting action from the hex a close assault was conducted in during that Game-Turn. Note: Engaged markers are not placed until the Engagement Determination Stage.

## [14.0] AMMUNITION DEPLETION

### COMMENTARY:

Ammunition depletion for most weapons (all Basic Game weapons) represents weapons exhausting their ammunition belts, etc. Ammunition recovery is from local stocks presumably carried by the unit itself.

### GENERAL RULE:

After performing a Fire action, a unit may run out of ammunition. Units which are out of ammunition may not fire, although they may recover due to a successful die roll during the Ammunition Stage. Ammunition status is not announced.

### CASES:

#### [14.1] HOW UNITS RUN OUT OF AMMUNITION

[14.11] Any unit performing a Fire action or a close assault may run out of ammunition. Various combat results on the Soft CRT (11.8) indicate that the firing unit has run out of ammo. Any unit that runs out of ammunition has an Out-of-Ammo marker placed on it immediately.

[14.12] Note that the likelihood of various weapons running out of ammunition is different. For example, a unit firing automatically has the greatest chance of running out of ammunition, then a machine gun, then a fireteam or squad with machinegun, then a fireteam without machinegun.

[14.13] Ammunition depletion takes effect at the end of the Fire action.

[14.14] A machinegun unit may only suffer ammunition depletion on its second target hex dice roll (if two attacks are chosen) or on its third target hex dice roll (if three attacks are chosen). If only one attack is chosen, the machinegun suffers ammunition depletion normally (see CRT, 11.8).

[11.15] A unit which performs an automatic fire attack may only suffer ammunition depletion on its second target hex dice roll (see CRT, 11.8).

### [14.2] EFFECTS OF BEING OUT OF AMMUNITION

Any unit that is out of ammunition may not perform a fire action. Exception: Such units may close assault at half normal attack strength, rounded down.

### [14.3] RECOVERY FROM BEING OUT OF AMMUNITION

[14.31] Players may attempt to remove their unit's Out-of-Ammo markers in an Ammunition Stage of any Game-Turn other than the Game-Turn in which the Out-of-Ammo marker was placed on the map.

[14.32] For each eligible, out-of-ammo unit, the owning Player rolls a single die. He compares each die roll result to that platoon's ammunition rating as provided by the scenario instructions. On a die roll result equal to or less than this rating, the Player may remove the unit's Out-of-Ammo marker. On a die roll result greater than this rating, the unit must remain out of ammunition until (at least) the next Ammunition Stage.

## [15.0] SUPPRESSION

### COMMENTARY:

Suppressed units have taken maximum available cover, either by hitting the ground, or by staying out of sight in buildings.

### GENERAL RULE:

Due to Enemy fire combat or at the option of the owning Player, a unit may become suppressed. Suppressed units may not be issued commands or perform actions. Units may recover from suppression either by themselves or through the use of Friendly leader units.

### CASES:

#### [15.1] HOW UNITS BECOME SUPPRESSED

[15.11] A unit becomes suppressed when a result of S on the Soft CRT (11.8) is obtained against the hex it occupies.

[15.12] A unit may be suppressed if it is in the same megahex as a hex which an S or K result (see Case 11.52) has been obtained against.

[15.13] Units may be voluntarily suppressed by the owning Player during the Command Decision Stage.

[15.14] Place a Suppressed marker on each unit on the map that becomes suppressed.

#### [15.2] EFFECTS OF SUPPRESSION

[15.21] A suppressed unit may not be issued a command and may perform no actions.

[15.22] For every combat unit (except snipers; Intermediate Game) or leader that is suppressed during the Action Stage, the owning Player must subtract one Action Point from the suppressed unit's platoon.



[15.23] Suppressed units benefit from a reduction in the Attack Strength of Enemy fire (see Cases 11.56, 32.36, 33.69).

[15.24] Suppressed units are more difficult to observe, see Case 10.38.

### [15.3] RECOVERY FROM SUPPRESSION WITHOUT LEADERS

[15.31] All odd-numbered fireteams and all squads may recover from suppression without the help of a leader during the Suppression Recovery Stage. The owning Player simply rolls one die for the unit concerned. If a "1" results, the unit recovers from suppression; otherwise it remains suppressed. (This Case simulates the effect of squad leaders).

[15.32] (Optional) A unit which has been voluntarily suppressed may recover from suppression during the Suppression Recovery Stage at the owning Player's option. Involuntary suppression cancels voluntary suppression. When playing this rule, Players must keep track of which units have been voluntarily suppressed.

### [15.4] RECOVERY FROM SUPPRESSION WITH LEADERS

[15.41] All units may recover from suppression with the help of a leader during the Suppression Recovery Stage, provided that the leader is attached to the same platoon as the suppressed unit or is a company commander of the company to which the suppressed unit is attached directly or indirectly, and that the leader is in the same megahex as the suppressed unit or in an adjacent megahex. A Player may utilize the leader rating of a leader to have that leader recover from suppression.

[15.42] In attempting to have a unit recover from suppression with the help of a leader, the owning Player simply rolls one die. This die roll may be modified as noted in Cases 15.44 through 15.46. If the modified die roll result is equal to or less than the leader's rating, the unit has successfully recovered from suppression and the marker on it is removed. If the modified die roll result is greater than the leader's rating, the unit remains suppressed and the marker is not removed.

[15.43] A Player may only attempt to have a unit recover from suppression once in each Game-Turn. A leader's rating may be used twice in each Game-Turn, in suppression recovery attempts by two different units from that leader's platoon (or company for company commanders).

[15.44] For the Player with advantage, the Suppression Recovery rating specified in the scenario is subtracted from any suppression die roll results.

[15.45] If the leader being used is stacked with the unit for which suppression recovery is being attempted, 3 is subtracted from the suppression die roll result.

[15.46] If the leader being used is not in the same megahex as the unit for which the suppression recovery attempt is being made, 4 is added to the suppression die roll result, unless a telephone center is operative and in Friendly hands, in which case only 3 is added to the suppression die roll result. If there is a clear line of sight from the leader to the unit for which the suppression recovery attempt is being made, if they are in separate hexes, subtract 1 from the suppression die roll result. (Determine LOS as if the leader were firing on the suppressed unit.)

[15.47] If the suppressed unit is in a smoke hex, 2 is subtracted from the suppression die roll result.

[15.48] All additions and subtractions involving suppression die roll results are cumulative.

[15.49] **Suppression Recovery Modification Schedule**  
(see charts and tables)

## [15.5] SUPPRESSION AND SPOTTERS

[15.51] A Player may have his suppressed spotters attempt to recover from suppression without the help of a leader during the Suppression Recovery Stage, simply by rolling one die. If the result is equal to or less than the Suppression Recovery rating specified in the scenario, the spotter unit concerned is considered to have recovered; otherwise it remains suppressed.

**Note:** This is the only case in which the Player without advantage uses his Suppression Recovery rating.

[15.52] Suppressed spotters may also recover from suppression using leaders in the same manner as a combat unit, provided that no suppression recovery attempt for such a spotter has been made (as per Case 15.51) during the current Game-Turn. Spotters may use any Friendly leader for this purpose.

## [15.6] LEADERS AND SUPPRESSION

[15.61] A Player may use the leader rating of a suppressed leader when he attempts to have that same leader recover from suppression, just as with other suppressed units (see Case 15.4).

[15.62] A Player may use the rating of a platoon leader in attempts to have a platoon sergeant (of the same platoon) recover from suppression. He may utilize the leader rating of a company commander when attempting to have a platoon leader recover from suppression (as long as the leader is in that company). Only the company commander's own leader rating may be used when a Player attempts to have that company commander recover from suppression.

[15.63] Attempts to have suppressed leaders recover from suppression are resolved prior to all other suppression recovery attempts in each Suppression Recovery Stage, beginning with company commanders and proceeding in order of rank to platoon sergeants.

[15.64] A suppressed leader's rating may not be used for suppression recovery attempts by any other unit; it may only be used in attempts to have the leader himself recover. However, should a Player succeed in having a leader recover from suppression, he may use that leader's rating for suppression recovery attempts for up to two other units, as per Case 15.43, during that same Suppression Recovery Stage.

## [16.0] ADVANTAGE

### COMMENTARY:

The defender of a town which is familiar to him or whose populace is Friendly has many advantages over the attacker.

### GENERAL RULE:

In most scenarios, one side (usually the defender) possesses advantage; in some scenarios neither side or both may have advantage. Advantage gives the owning Player several benefits in sighting, suppression recovery, and command-control.

### CASES:

#### [16.1] HOW ADVANTAGE IS DETERMINED

The scenario instructions will state which Player has advantage. Advantage remains with the Player who possesses it for every Game-Turn of the scenario — it may never be lost.

#### [16.2] EFFECTS OF ADVANTAGE

[16.21] The Player who has advantage may always perform the first action during the Action

Stage. If neither Player or both has advantage, the right to first action is determined by the roll of a die.

[16.22] If the Player who has advantage possesses any units that are suppressed, these units benefit from a die roll modification in suppression recovery attempts (see Case 15.44); this modification is given in the scenario instructions.

[16.23] When a Player who has advantage is determining command-control, he is only obligated to roll one die for each platoon leader on the map. Die rolls greater than the leader Command rating will result in the loss of Action Points (see Case 6.22).

[16.24] A Player with advantage may *Pass* without expending an Action Point, see Section 12.0.

## [17.0] PRESERVATION LEVELS

### GENERAL RULE:

In every scenario, each organization (platoon, company, or battalion) controlled by a player has a *Preservation Level*, which is a certain number of Preservation Points. At the beginning of a scenario, each organization starts with zero Preservation Points. Each time a Player's organization incurs casualties, that organization accrues Preservation Points. The number of Preservation Points accrued by a organization is an abstract indicator of that organization's morale — if that number equals or exceeds its Preservation Level, the organization is *demoralized* — the soldiers of the organization become more concerned with self-preservation than with carrying out a mission. In game terms, the organization is critically hindered in certain vital game functions. The number of Preservation Points accrued by an organization at any point in time is not revealed to the opposing Player unless stated otherwise in the scenario instructions.

### PROCEDURE:

Preservation Points are kept track of, individually, for each platoon, company, and battalion. The Preservation Level for each unit used in a given scenario is listed in the instructions for that scenario. For each soldier or leader killed, Preservation Points are accrued by every unit to which that soldier or leader belongs. Players must record the number of Preservation Points accrued by each of their units. If the number of Preservation Points accrued by a unit reaches or exceeds its Preservation Level, the owning Player flips over the marker of each affected platoon on the Action Points Track to indicate that that platoon is demoralized.

### CASES:

#### [17.1] HOW UNITS ARE DEMORALIZED

[17.11] Each time a soldier or leader is killed, the platoon that that soldier or leader belongs to, the company (if any) that that soldier or leader belongs to, and the battalion (if any) that that soldier or leader belongs to accrues a certain number of Preservation Points.

[17.12] If a soldier is killed, any units to which he belongs each accrue one Preservation Point. A platoon sergeant's demise causes three Preservation Points to accrue. A platoon leader (including any sergeant acting as a platoon leader) is worth five Preservation Points. A company commander is worth ten Preservation Points.



[17.13] Whenever a platoon accrues a number of Preservation Points equal to or greater than its Preservation Level (as specified in the scenario), that platoon is demoralized.

[17.14] When a company has accrued a number of Preservation Points equal to its Preservation Level (as specified in the scenario), all platoons in the company are demoralized.

[17.15] Whenever a battalion accrues a number of Preservation Points equal to or greater than its Preservation Level, all platoons in that battalion are demoralized.

## [17.2] EFFECTS OF DEMORALIZATION

[17.21] Whenever a platoon is demoralized, the platoon leader's rating is considered to be lowered by two for all purposes, and (if any) the platoon sergeant's rating is reduced by one. However, no leader rating may ever be reduced below "1."

[17.22] If all of a Player's platoons are demoralized, any spotters possessed by him are immediately removed. (Exception: In the Advanced Game, forward observers.)

[17.23] Units of a demoralized platoon may not perform any close assaults when issued a Movement command for the remainder of the game; such units may close assault when issued a Fire command.

[17.24] The Ammunition rating of a demoralized platoon is decreased by "1." It may never be decreased below "1."

[17.25] Units belonging to demoralized platoons may not utilize the provisions of Cases 15.31 and 15.44.

[17.26] Units of demoralized platoons may not enter a megahex in which an Enemy unit was spotted during the current Game-Turn, unless the scenario specifies otherwise (breakout attempts).

[17.27] Whenever a combat unit of a demoralized platoon performs a Fire action, two Action Points are subtracted from the Action Points Track for that platoon, not one.

**Note:** It is possible for all platoons on both sides to have become demoralized and for the game to continue in many instances.

## STOP!

*It is now possible to play the Basic Game scenarios for Cityfight (see Sections 50.0-55.0). It is highly recommended that players familiarize themselves with the game-system before proceeding with Intermediate Game rules.*

# THE INTERMEDIATE GAME

*The following Sections present additional rules that may be used in conjunction with the Basic Game rules. It is suggested that Players consider Sections 18.0, 19.0, and 20.0 as a unit, and either use all three of them or none of them. Otherwise, it is feasible to employ any of the Intermediate Game rule Sections independently with the Basic Game rules. In general, the Intermediate Game rules make the flow of the game somewhat more complex and time-consuming, while increasing its realism.*

## [18.0] VEHICLES

### GENERAL RULE:

In Intermediate Game scenarios, either Player or both may be provided with vehicles. These are combat units and are treated as such, but possess certain special characteristics in terms of command, movement, sighting, and fire combat. Unless specifically contradicted by the rules of the Intermediate or Advanced game, vehicles are subject to all the restrictions of the Basic Game. Each vehicle unit represents one vehicle.

### CASES:

#### [18.1] COMMANDS

[18.11] Commands are issued to vehicles by the owning Player. Thus, each vehicle may be given a Cautious or Bold Movement command, a Search, or a Fire command. As with personnel combat units, each command issued to a vehicle may allow one or two Sighting actions.

[18.12] Each command issued to a vehicle indicates that it may perform *three* actions in the upcoming Action Stage:

1. If the vehicle was issued a Cautious command, it may perform one Movement, one Sighting, and one Fire action.
2. If the vehicle was issued a Bold command, it may perform two Movement actions and one Fire action.
3. If the vehicle was issued a Fire command, it may perform one or two Fire actions (see Case 18.52) and one Sighting action.
4. If the vehicle was issued a Search command, it may perform one Movement and two Sighting actions.

Thus, in the Command Control Stage, when Players are determining the total number of Action Points available to each of their platoons, for each personnel unit issued a command, two initial Action Points are credited to that platoon and for each vehicle issued a command, three initial Action Points are accrued by that platoon (see Case 5.6). Note that in order to properly keep track of the actions appropriate to its command, each vehicle will generally be stacked with more than one command chit — sometimes two of one type.

A vehicle issued a Cautious command has one Cautious and one Fire chit placed on top of the counter.

A vehicle issued a Bold command has one Bold and one Fire chit placed on top of the vehicle counter.

A vehicle issued a Fire command has two Fire chits placed on top of the vehicle counter.

A vehicle issued a Search command has one Search and one Cautious chit placed on top of the vehicle counter.

**Example:** A platoon has one tank which is issued a Cautious command and one issued a Fire command. The first tank has a Cautious chit and a Fire chit placed on top of it. The second has two Fire chits placed on it. This same platoon has three ground units issued commands. At a glance, the owning Player may determine that his platoon has a total of 12 initial Action Points.

[18.13] When tanks are provided in a scenario, it will be specified whether the tanks are organized in tank platoons and companies or are attached to infantry platoons and companies. If the tanks are attached to infantry platoons, the tank's three action points are added to the infantry platoon's Action Points on the Action Point Track, and when

the tank performs an action, an Action Point is subtracted from the infantry platoon's Action Points on the Action Point Track.

[18.14] Vehicles without weapon systems (see Unit Data Charts) may not be issued Fire commands or perform Fire actions.

#### [18.2] COMMAND CONTROL AND TANK LEADERS

[18.21] Any Player possessing tank platoons determines command control precisely as described in Section 6.0.

[18.22] Platoon leaders and platoon sergeants attached to tank platoons, and company commanders attached to tank companies, are tank leaders. Tank leaders are normally attached (placed directly on top of) an individual tank, and move with the tank. A tank leader may leave a tank only if the tank suffers a KM result due to combat.

[18.23] A tank platoon leader who is not attached to a tank is considered to rate as a "1" when determining command.

[18.24] Tank leaders may not be used to aid suppression recovery attempts by non-tank units.

[18.25] A tank leader is eliminated if the tank he is being transported in suffers a K result or a KF result. Also see Case 20.5 (Anti-Personnel Fire Against Open Vehicles).

[18.26] Only one tank leader may be attached (see Case 18.22) to any single tank.

#### [18.3] STACKING AND MOVEMENT

[18.31] A maximum of two Friendly vehicles may be stacked in the same open hex. A maximum of one Friendly vehicle may be placed in any building or woods hex containing a street (see Case 18.33). However, vehicles may be stacked with personnel units (see Section 9.0) — vehicles and personnel units follow stacking restrictions independently. Stacking limits apply at all times. Personnel units in or on vehicles do not count against the stacking limits on personnel units. Vehicles may perform as personnel units with regard to Case 9.3 (Joint Actions).

[18.32] A maximum of six men (other than tank leaders, who are considered to be "in" the tank) may "ride on" a tank. The procedure for picking up and dropping off these men is the same as given in Case 19.1. These men, however, are subject to fire as if they were dismounted (see Case 18.38). A tank transporting such men may not be issued a Bold command.

[18.33] In the Intermediate game, a vehicle may not enter or leave buildings or woods hexes, unless it enters or leaves through a hexside through which a street passes. Such a vehicle is considered to be in an open hex for all but stacking purposes, however, and is exempt from Cases 8.21 and 8.22 (Movement Restrictions in Building and Woods Hexes).

[18.34] A vehicle that has been issued a Cautious Movement command may be chosen for a Movement action by the owning Player during the Action Stage. A vehicle with such a command may be moved two hexes by the owning Player (although he may choose to move it only one hex). Before moving the vehicle, the Cautious command chit is removed to indicate that this vehicle may move no further during the Action Stage — while the owning Player reduces his action Points available to that platoon by one.

[18.35] A vehicle that has been issued a Bold Movement command may perform up to two Movement actions during the Action Stage. The first Movement action is performed exactly as described in Case 18.34 — that is, the vehicle may be moved one or two hexes — after which the Bold

Movement command is flipped over. However, this reverse counter-side indicates that the vehicle may perform a second identical Movement action in the same Stage. Just before this second Movement action, the command chit is removed, indicating that the vehicle may not move again for the remainder of the Game-Turn.

[18.36] If a vehicle that has been issued a Bold Movement command moves from one street hex to another adjacent, connected street hex, that movement is only considered to constitute one-half of a hex. Thus, a tank performing a Movement action directly along a street may move up to four hexes in one action if it had been issued a Bold command.

[18.37] If two known vehicles are stacked together in a hex and a combat result is obtained against that hex, the attacking Player determines which vehicle suffers the combat result. If either vehicle is forced to *button up*, however, the other vehicle is also forced to button up immediately. In the Advanced Game, however, indirect fire affects all vehicles in the hex.

[18.38] Any personnel unit which is stacked with a vehicle unit in an open hex is considered to be in a woods hex for sighting and fire resolution (but not line of sight) purposes.

[18.39] A vehicle which has been issued a Bold Movement command may not enter any hex of the Old Village (see Case 7.6) during that Game-Turn.

#### [18.4] OBSERVATION (SIGHTING) LINE OF SIGHT, AND POSTURE

[18.41] Vehicles perform Sighting actions (see Case 18.12) like personnel units (with certain critical exceptions). That is, if a vehicle performs a Sighting action, having been issued a Cautious, or Fire command, the vehicle's counter is flipped over after the resolution of this action, indicating that it may not perform another Sighting action for the remainder of the Game-Turn. If the vehicle has been issued a Search command, the Search chit is removed when the vehicle performs the first Sighting action of the Game-Turn; the vehicle counter is flipped over when the vehicle performs the second Sighting action of the Game-Turn. The Cautious chit is removed when the vehicle performs a Movement action.

[18.42] At the option of the owning Player (unless a vehicle has been fired on) vehicles may operate in one of two *Postures*: buttoned up or open. This is noted on the Unit Status Sheet, or Players may improvise markers to denote vehicle posture. Some vehicles may not button up; this is noted on the Unit Data Chart.

[18.43] The owning Player may only change the posture of his vehicles from open to buttoned up during the Command Decision Stage; such changes at other times are involuntary. He may change the posture of his vehicles from buttoned up to open during the Suppression Recovery Stage (see Case 18.58).

[18.44] An open vehicle may attempt to perform Sighting actions exactly as described in Cases 10.2 and 10.3. However, a Player may only have a vehicle that is buttoned up attempt a Sighting action for the megahex it occupies (i.e., he is not permitted to call any adjacent megahex), and only units in open hexes can be spotted. (The sighting Player must be sure to call out a search dice roll result low enough to be sure he will fail to sight anything in a hex containing any buildings or woods.) Buttoned-up vehicles may use declared sighting, see Case 27.13.

[18.45] If a vehicle is spotted by the opposing Player, the owning Player must state its location as per Case 10.3. He also must state what type (e.g., T-62) of vehicle it is, and whether or not it has a **KF**

or **KM** marker on it. Finally, he must state its posture (open or buttoned up). He need not state if the vehicle has attached leader units, and if the vehicle is buttoned up, he need not state if it carries personnel. If the vehicle is open and transporting personnel units other than leaders, the owning player announces "personnel"; if there are topside riders, "Topside riders" is announced. (see Case 18.32).

[18.46] Line of sight to or from a vehicle in an open hex is always drawn to or from the center of the hex. If the vehicle is in a building hex containing a street (in the Advanced Game: and the vehicle is also not in the building), line of sight is drawn to or from the center of that portion of the street which lies in that hex.

[18.47] If a Friendly vehicle fires on a given hex, any Enemy unit in the target hex or any hex traversed by the Friendly vehicle's line of sight or continuation thereof is considered to have a return line of sight for the remainder of the Game-Turn to the hex from which the Friendly vehicle fired.

[18.48] Like personnel units, vehicles may perform Immediate Fire actions (see Case 10.6) as a result of successful spotting, and their fire against spotted hexes is more effective than fire against unspotted hexes (see Case 18.53F).

#### [18.5] FIRE ACTION RESOLUTION PROCEDURE

[18.51] If a vehicle possesses a Cautious, Bold or Fire command, the owning Player may declare a Fire action for this vehicle during the Action Stage (see Section 11.0). If a vehicle has been issued a Fire command in the preceding Command Decision Stage, the vehicle may perform two Fire actions in the same Action Stage.

[18.52] Vehicles usually possess more than one weapon type (see Unit Data Sheets): The owning Player must obey the following restrictions with regard to vehicle weapons during the Action Stage:

1. No single weapon may be fired more than once in a Game-Turn. **Exceptions:** Main guns only of ASU-57, PT-76, T-12, BMP, BMD, AMX-30, AMX-10, Leopard 2, Marder, XM-2, XM-3, XM-1, T-80, Fox, Luchs, Sp-73, Sp-74, and Chieftain may be fired twice per Game-Turn (when issued a Fire command). These exceptions are also noted on the Units' Data Charts.

2. A co-axial machine gun may not be fired in the same stage as a vehicle's main gun (and vice versa).

3. A vehicle's turret machine gun or anti-tank guided missile may only be used if the vehicle is open (see Case 18.42). Exception: see Data Charts.

[18.53] If a Player is taking a Fire action with a vehicle, he must state the weapon-type that he is employing to undertake that Fire action (see Case 11.33). All attacks made by a vehicle's main gun are resolved on the Hard CRT (18.9). The following adjustments are made in a vehicle's firing strength:

1. When resolving fire against personnel in a woods or wood building hex, the Hard Fire Strength of a vehicle is reduced by 2;

2. When firing against personnel in a concrete hex, the Hard Fire Strength of a vehicle is reduced by 3;

3. When firing against personnel in a stone building hex, the Hard Fire Strength of the vehicle is reduced by 4;

4. If the personnel unit is suppressed (see Case 11.57), in a stone or concrete building hex, the reduction in clauses 2 and 3 is doubled;

5. (Optional) When a hard weapon is fired twice or more in the same or consecutive Game-Turns at

the same spotted target hex, the Fire Strength of the second and following consecutive rounds is increased by 4. (This simulates range adjustment by fire.) In order for this case to apply, the hex must have been spotted once in that Game-Turn by the firing unit.

6. When a hard weapon is fired against an unspotted hex, its Attack Strength is halved (fractions dropped). This does not apply, however, in resolving *second round* fire (clause 5) against hexes which were spotted earlier in the Game-Turn by the firing unit.

A weapon's Fire strength may never be reduced below 1.

To determine the order in which adjustments to Fire Strength are made, see Case 19.26. None of the adjustment in this case apply in resolving building damage.

**All attacks made by a vehicle's machineguns are resolved on the Soft CRT (11.8).**

Regardless of the CRT employed, the owning Player must remove one of the vehicle's Fire command chits upon completion of the action.

[18.54] Tank machineguns function as per Case 11.6 (Non-Tank Machineguns).

[18.55] A vehicle may never perform a close assault, but it may fire at Enemy units in the same hex with its turret machineguns only.

[18.56] The fire of a vehicle's main gun or ATGM against a building hex may affect that building (see Case 21.1).

[18.57] In the Intermediate (and Advanced) Game variations in Attack Strength due to range, which are noted on the Unit Data Tables, must be taken into account, whether personnel or vehicle.

[18.58] Most vehicles are hard targets and may, if buttoned up, only be attacked by weapons with hard Fire Strengths or by indirect fire. If *Open*, a hard vehicle may be attacked utilizing the Soft CRT, but a **K** result will only kill personnel, including leaders (but see Case 9.13), stacked with the vehicle; all attacks on the Soft CRT will force the vehicle to button up immediately. The button-up posture of the vehicle is treated as a suppression result in that the owning Player must, in order to have it open up again, use the same procedure as suppression recovery during the Suppression Recovery Stage. Further, this can only be done if the vehicle is in the same megahex as a leader of its platoon or its company commander. If a vehicle is a soft target this is listed on the Unit Data Chart. Soft targets may be attacked by either weapons with Soft Fire Strengths (on the Soft CRT) or Hard Fire Strengths (on the Hard CRT).

[18.59] Vehicles do not incur a penalty for Bold Movement when fired on; the attacker's Fire Strength is not doubled due to bold movement.

#### [18.6] AMMUNITION

[18.61] A vehicle may run out of ammunition due to a Fire action as per Case 14.1. However, only the actual weapon fired during that action is affected. For example, if a turret machinegun runs out of ammunition, the vehicle's co-axial machinegun and main gun are not affected.

[18.62] A weapon that is out of ammunition may not perform a Fire action.

[18.63] A vehicle-mounted main gun that runs out of ammunition is *permanently* ammo depleted.

[18.64] Vehicle mounted machineguns run out of ammunition and recover from ammo depletion in the same manner as other machineguns (see Case 11.63 and 14.3).

#### [18.7] TANKS AND PRESERVATION

An organization is demoralized if it has accrued a

certain number of Preservation Points (see Section 17.0). Each tank is worth five Preservation Points in the calculation of Preservation Levels. Whenever a tank is eliminated from play, the tank's unit(s) accrue(s) five Preservation Points; whenever a tank has a **KF** marker placed on it, the tank's unit(s) accrue(s) three Preservation Points; whenever a tank has a **KM** marker placed on it, the tank's unit(s) accrue(s) two Preservation Points. These losses are not cumulative; i.e., the loss of a single tank can never result in the accrual of more than five Preservation Points for that tank. If the loss of a tank also causes the elimination of personnel, these are counted separately.

**Example:** A Player's platoon consists of 16 men and 2 tanks. His total force, therefore, is worth 26 Preservation Points. The platoon is demoralized if it accrues 13 Preservation Points. If the two tanks and four men were eliminated on the first Game-Turn, this platoon would have reached its Preservation Level (see Case 17.1).

### [18.8] SELF-PROPELLED GUNS

Some vehicle are designated as *Self-Propelled Guns*. SP guns function as tanks except when they perform a Fire action with their main gun. In this circumstance, any SP gun that performs a Fire action against an open or woods hex has its fire strength halved (round fractions up).

### [18.9] HARD COMBAT RESULTS TABLE (see charts and tables)

## [19.0] MECHANIZED INFANTRY COMBAT VEHICLES (MICV) AND OTHER VEHICLES

### GENERAL RULE:

MICVs are almost identical to tanks, although they possess certain different characteristics with regard to command, fire and movement. MICVs are always attached to infantry platoons. MICVs are issued commands and perform actions exactly like tanks.

### CASES:

#### [19.1] TRANSPORTING PERSONNEL WITH MICVs

An MICV may be used to *transport* (carry) personnel. The counters representing any personnel being transported by an MICV are placed under the MICV counter. (If an MICV is in a hex containing personnel it is not transporting, place the MICV counter under them.) The transport capacities of MICVs are listed on the Unit Data Charts.

[19.11] In order to transport personnel units, an MICV must *pick up* (load) those units. The loading process is carried out as follows: any personnel unit a Player wishes to pick up with an MICV must begin an Action Stage in a hex either stacked with, or adjacent to that of, the MICV. Such personnel unit may not have been issued a command during the immediately preceding Command Decision Stage. The MICV must be issued a Fire command; it may not move in that Action Stage. If, at the end of this Action Stage, neither the personnel unit nor the MICV has suffered any adverse combat results (i.e., a **K**, **KF**, **KM** or an **S**), the personnel unit may be placed underneath the MICV. It is now considered to be loaded in and may be transported by that MICV during subsequent Game-Turns. This process is never affected by the command control status of either unit. If the hex

containing the personnel being picked up is subjected to fire during this process, the personnel are considered to be outside the vehicle for purposes of resolving the fire. MICVs may begin a scenario already loaded.

[19.12] During any Game-Turn(s) in which a personnel unit is being transported by a buttoned up MICV (or is picked up or dropped off — see Case 19.13), it may not be issued commands; such a personnel unit would, however, be counted in calculating its platoon's initial Action Points on the Action Point Track in the Command Control Stage.

[19.13] A unit being transported by an MICV may be *dropped off* and resume independent movement. This process is the reverse of that described in Case 19.11. That is, the transported unit may not be issued a command in the preceding Command Decision Stage; it may not perform any actions in the ensuing Action Stage. The MICV must be issued a Fire command; it may not move during the Action Stage. If, at the end of this Stage, neither has incurred any adverse combat results, the transported personnel unit may be placed on top of the MICV (indicated it is now outside) or — if this violates stacking restrictions — in any adjacent hex. Both the MICV and the personnel unit may be issued independent commands in the ensuing Game-Turns. If the hex is subjected to fire during this process, the personnel being dropped off are considered to be outside the vehicle for purposes of resolving the fire (see Case 18.38).

[19.14] MICVs may pick up or drop off units only in an open posture. Personnel units in any open MICV are subject to attack on the Soft CRT, but are treated as if they were in a concrete hex when resolving fire on the Soft CRT. Personnel units in a buttoned-up MICV are not subject to separate fire on the Soft CRT.

[19.15] A personnel unit transported by an open vehicle (other than trucks and ASU-57s) may be issued a Fire command. See Cases 19.23 and 19.24. If it is issued no command, it still contributes two Action Points to its platoon's initial Action Points as per Case 19.13.

[19.16] If a vehicle transporting personnel units is killed, (incurs a **K** result) all personnel units transported by that vehicle are also killed.

### [19.2] FIRE

[19.21] Note that, unlike tanks, MICVs and scouts may carry out a maximum of one Fire action per Action Stage—even if they possess more than one weapon with which to carry this out. **Exceptions:** Soviet BMD, BMP, German Marder, Luchs; French AMX10, American XM2, XM3, British Fox. This is also noted on the Unit's Data Charts.

[19.22] Certain MICV and scout main guns may be treated as automatic weapons, as per Case 11.7. This is noted on the Unit Data Charts.

[19.23] Personnel units in an open vehicle (other than a truck or ASU57) that are issued Fire commands may fire normally if the vehicle has also been issued a Fire command, except such units may not fire MAWS.

[19.24] Personnel units in an open vehicle (other than a truck or ASU-57) may not fire special weapons (anti-tank weapons and flamethrowers) or grenades (including smoke and starshell) if the vehicle has been issued a command other than Fire. When utilizing the Soft CRT, the owning Player must reduce his Attack Strength to one-third, fractions rounded down, in this situation.

[19.25] Personnel units in trucks and ASU57s may not receive Fire commands.

[19.26] In applying different modifications to firing strengths of any weapons in the Intermediate and Advanced Games, first apply all absolute modifications (e.g., "+4"), and then all proportional modifications (e.g., two-thirds).

### [19.3] PRESERVATION LEVELS FOR MICVs, APCs, SCOUTS

[19.31] The elimination of an MICV causes any units to which that MICV belonged to accrue 4 Preservation Points. An MICV that gets a **KF** marker causes 2 Preservation Points to be accrued; an MICV that gets a **KM** marker causes 2 Preservation Points to be accrued. However, no more than 4 Preservation Points may ever be accrued due to the loss of a single MICV (these accruals are not cumulative). If the loss of an MICV also causes the elimination of personnel, these are counted separately.

[19.32] The elimination of an APC causes any units to which that APC belonged to accrue 3 Preservation Points. An APC that gets a **KF** marker causes 2 Preservation Points to be accrued; an APC that gets a **KM** marker causes 2 Preservation Points to be accrued. However, no more than 3 Preservation Points may ever be accrued due to the loss of a single APC (these accruals are not cumulative). If the loss of an APC also causes the elimination of personnel, these are counted separately.

[19.33] The Preservation Points accrued by the elimination of **KM** or **KF** results to other vehicles are noted on the Unit Data Charts for those vehicles.

### [19.4] ARMORED PERSONNEL CARRIERS (APCs)

Armored personnel carriers (APCs) are treated like mechanized infantry combat vehicles, unless otherwise noted. An APC, unlike a MICV, has no main gun and its fire is never resolved using the Hard CRT.

### [19.5] SCOUTS

Scout vehicles are treated like MICVs, unless otherwise stated.

### [19.6] SOFT VEHICLES

[19.61] Trucks, jeeps, cars and dozers (other than the LVTE7 and CEV) are considered *Soft* vehicles; these have no Fire Strength and may be attacked using either the Soft or Hard CRT. When attacked using the Soft CRT, they are treated like personnel units; when attacked using the Hard CRT, they are treated like vehicles.

[19.62] Jeeps may enter any hex without regard to streets and accessible hexsides (**Note:** They are not in the building). They are still obstructed by obstacles, conflagration, etc.

[19.63] Soft vehicles are always open.

[19.64] Dozers receive *work* commands rather than *search* commands (see the Advanced rules).

[19.65] An **S** result attained on the Soft CRT against a soft vehicle is treated as a **KM** for the vehicle, and suppresses any transported personnel units, which are immediately dropped off in that hex or in any adjacent hex by the owning Player. A **KF** against a soft vehicle is treated as a **KM**.

## [20.0] ANTI-TANK WEAPONS

### GENERAL RULE:

Anti-tank weapons are considered *special weapons* and are available to the Players as per the scenario instructions or Standard Tables of Organization & Equipment (TO&E). Being special weapons, anti-tank weapons (ATW) must be issued to specific combat personnel units by the owning Player. ATW give these units the capability to destroy Enemy vehicles, although there are extensive restrictions on their use. Each type of ATW possesses its own characteristic Fire Strength (see Special Weapon Data Sheet); they are generally divided into LAWs (Light Anti-tank Weapons) and MAWs (Medium Anti-tank Weapons).

**Note:** The game's MAW category includes weapons classified as Heavy Anti-tank Weapons (HAWs) by the U.S. Army; the game's LAW category includes the RPG-7, which is classified as a MAW by the Army.

### CASES:

#### [20.1] HOW ANTI-TANK WEAPONS ARE ISSUED

[20.11] A combat personnel unit may only be issued half as many MAWs as there are men in that unit (fractions rounded down). A combat personnel unit may be issued up to as many LAWs (or twice as many M72 or Viper LAWs) as there are men in the unit.

[20.12] The number and type of MAWs or LAWs issued to each unit is noted in pencil in the appropriate box corresponding to the unit on the Unit Status Sheet. Players may also use improvised markers to keep track of ATW.

[20.13] Once ATW have been assigned to a combat unit they must remain with that unit for the remainder of the game. They may not be switched to another unit. If the unit transporting the ATW is destroyed, the ATW are destroyed also. If the unit is dissolved into separate components (see Case 25.2), the ATW must be assigned among those components also.

[20.14] ATW may be assigned to units that possess other special weapons, although they may not be assigned to vehicle units. **Exception:** see Case 20.17.

[20.15] ATW may not be assigned to non-combat units (spotters and leaders) or snipers. **Exception:** LAWs other than RPG-7 may be assigned to snipers.

[20.16] MAWs may not be assigned to machine-gun units.

[20.17] MAWs which are attached to vehicles (M150 and its TOWs, FV438 and its Swingfires, Raketes and their HOTs, any Soviet vehicle equipped with AT-4 or AT-5 ATGM according to scenario instructions) may not be separated from its carrier vehicle and assigned to another unit either before or during play. These MAWs are treated as vehicle weapons.

#### [20.2] HOW ANTI-TANK WEAPONS ARE USED

[20.21] If a unit possesses ATW, the owning Player may utilize either the ATW's Hard Fire Strength or the fireteam's normal Soft Fire Strength when the unit is performing a Fire Action. However, it may not utilize both strengths in the same action. In order to use ATW, the owning Player must state this fact, along with the type of ATW (e.g., M72) and resolve the attack as described in the following cases.

[20.22] All ATW attacks are resolved on the Hard CRT (18.9). Fire and line-of-sight are traced normally (see Cases 11.3, 11.4, and 11.5). Note that ATW may be used for other purposes than destroying vehicles; they may be used against

buildings and Enemy personnel as well.

[20.23] A combat unit may attack with more than one ATW against one target hex in a single Fire action. Before resolving the first ATW attack, the owning Player must announce exactly how many ATW attacks will be made. This number of dice rolls must then be made during the Fire action. For example a 12-man Chinese squad could perform — theoretically — 6 MAW attacks in one action.

[20.24] A MAW of the recoilless rifle, Dragon, or Milan type is subject to ammunition depletion in the same manner as a main gun. Once ammo is depleted, the MAW is struck from the box corresponding to the unit on the Unit Status Sheet.

[20.25] MAWs of the TOW, Swingfire, HOT, AT4, or AT5 type are distributed at the beginning of the game and expended with each attack in units of one. The number of MAWs of this type assigned to each unit are noted in the box corresponding to the unit on the Unit Status Sheet. Each time an attack is made, the number of MAWs assigned is reduced by one.

[20.26] A LAW of the M202, RPG7, SARPAC, Armbrust, or Panzerfaust variety is subject to ammunition depletion in the same manner as a main gun. Once ammo depleted, the LAW is struck from the box corresponding to the unit on the Unit Status Sheet.

[20.27] The M72 and Viper LAWs are distributed and expended in pairs. Thus a pair of M72 or Viper LAWs are automatically used up in each attack. A pair may not be divided among separate target hexes under Case 20.23. Each time a pair of M72 or Viper LAWs is expended, the number of M72 or Viper LAWs in the box corresponding to the unit to which it was assigned on the Unit Status Sheet is reduced by two.

#### [20.3] RESTRICTIONS ON ATW

[20.31] ATW may always be fired from open hexes and woods hexes. (In the Advanced Game, also from roof level).

[20.32] A LAW may be fired from building hexes only under the following conditions:

1. The building hex is either stone or concrete and has at least two accessible hexsides or the building hex is wood and has at least 3 accessible hexsides.
2. The building hex is destroyed or demolished.

[20.33] A MAW may be fired from building hexes only under the following circumstances:

1. The building hex is concrete and has at least two accessible hexsides.
2. The building is stone and has at least one accessible hexside.
3. The building hex is destroyed or demolished.

[20.34] Units transporting a recoilless rifle MAW may not be given Bold commands and, for the use of the recoilless rifle only, are subject to Case 11.65 (set-up time).

#### [20.4] CLOSE ASSAULTS AGAINST VEHICLES

[20.41] Any personnel unit that is eligible to make a close assault (see Case 13.1) may perform an *anti-vehicular* close assault. A Player simply states this fact, and the ensuing close assault is resolved on the Hard CRT (18.9) instead of the Soft CRT. It is not required that such a unit possess ATW; handgrenades (Molotov Cocktails for irregulars) are here the weapon of choice.

[20.42] All units making anti-vehicular close assaults have constant Fire Strengths:

1. Four against buttoned up vehicles
2. Six against open vehicles

[20.43] Results on the Hard CRT are read normal-

ly, except that all **K** results against buttoned up vehicles are read as **KM**.

[20.44] Anti-vehicular close assault is not affected by ammunition status.

#### [20.5] ANTI-PERSONNEL FIRE AGAINST OPEN VEHICLES

Any vehicle that is open (see Case 18.42) in a spotted hex may be fired upon by the Enemy Player as if it were a personnel unit (using the Soft Attack Strength) in a concrete building hex. All **K** results apply only to personnel, including leaders. Whatever the result on the CRT, the vehicle must immediately button up. For soft vehicles, see Case 19.5.

#### [20.6] MULTIPLE TARGETS

[20.61] A unit which has been assigned more than one MAW, more than one LAW other than the M72 or Viper, or more than one pair of M72 or Viper LAWs, may, as part of a single Fire action, fire these anti-tank weapons at different targets. All such fires must be declared before any of them are resolved. Only one Action Point is expended. Thus, a Chinese squad with 3RPG-7 LAWs, having spotted two Enemy vehicles in a Sighting action, may perform an immediate Fire action (see Case 10.6) consisting of two RPG-7 attacks on one vehicle and one RPG-7 attack on the other Enemy vehicle. The Chinese Player must expend one Action Point from those available for the squad's platoon, and proceeds to resolve all three attacks. Then it is the opposing Player's turn.

[20.62] A Player causing two or more ATW (treating two M72 or Viper LAWs as a single unit) of the same type (Carl Gustav recoilless rifle, for example), to be fired in a single Fire action by a unit against a common target under Case 20.23, may at his option combine their Attack Strengths, using the sum of their individual Attack Strengths in a single CRT resolution. Out-of-ammo results apply to all participating weapons.

## [21.0] DESTRUCTION OF BUILDINGS

### COMMENTARY:

Often the best way to defeat an Enemy unit in a building is to destroy the building. Building destruction can, however, be a two-edged sword, and can be the cause of regret for the attacker.

### GENERAL RULE:

Buildings may be destroyed due to the fire of a vehicle's main gun or an ATW. Destroyed building hexes affect movement as well as fire combat. **Note:** In the Advanced Game, there are substantial modifications to the cases below.

### PROCEDURE:

The same dice roll is used to obtain results against personnel in a building hex and against the building itself. Sometimes the results, however, are read from different Attack Strength columns, due to adjustments required under Case 18.53, which are not applied to building damage resolution.

### CASES:

#### [21.1] HOW BUILDINGS ARE DAMAGED, DESTROYED AND DEMOLISHED

[21.11] Vehicle main gun and ATW fire Actions against building hexes are always resolved on the

Hard CRT. Due to this combat resolution, the building hex may be damaged, destroyed, or demolished. Each status is indicated by placement of an appropriate marker (damaged, destroyed, or demolished).

[21.12] Any building hex that suffers a damage result when already damaged is considered destroyed — flip over the Damaged Building marker to the Destroyed Building side.

[21.13] Once destroyed, a building hex may be further damaged by placing a Damaged marker on it, but under the Destroyed marker. Such damage has no effect. Still further damage, or destruction to a building which has a Destroyed marker on it, results in the building being demolished — replace all Damaged and Destroyed markers with a Demolished marker.

[21.14] MICV, scout and assault gun main guns may not produce damage against stone and concrete building hexes, though personnel in those hexes may be killed.

[21.15] All results against buildings are made known to both Players and marked on both maps.

## [21.2] EFFECTS OF DAMAGED AND DESTROYED BUILDINGS

[21.21] Personnel units may enter a destroyed building hex from any adjacent hex (as if it were a woods hex); blocked hexsides become unblocked.

[21.22] A destroyed building hex is still considered to be a building hex when a Player is taking a Sighting action or determining line of sight (see Case 10.33). (The line of sight provision is superceded by Section 31.0 in the Advanced Game).

[21.23] A damaged building hex retains all the characteristics of normal building hexes.

[21.24] A destroyed building hex negates any streets in that hex. (This Case is superceded by Section 37.0 in the Advanced Game.)

[21.25] If personnel are in a building hex at the time it is damaged, the owning Player rolls one die for each such unit. On a 1, the unit is eliminated; on a 2-6 it survives. This die roll is also made if the unit has survived direct fire which also produces building damage.

[21.26] If personnel are in a building hex at the time it is destroyed or demolished, the owning Player rolls one die for each such unit. On a 1-4, the unit is eliminated; on a 5-6 it survives. This die roll is also made if the unit has survived direct fire which produces building destruction or demolition.

[21.27] (Optional in Intermediate Game; Standard in Advanced Game) The search rating of a megahex is permanently reduced by 1 for each height level (see terrain key) of a destroyed building hex; but may never be permanently reduced below half (rounding fractions down).

## [21.3] EFFECTS OF DEMOLISHED BUILDINGS

Demolished building hexes have all the effects of destroyed building hexes except they block vehicle movement into or out of any adjacent hexes and they do not block line of sight (this Case is superceded by Sections 31.0 and 37.0 in the Advanced Game).

## [21.4] FIRES CAUSED BY DESTRUCTION

When a building is damaged, there is a chance that it will catch fire. The Player making an attack against a building that results in it being damaged or destroyed immediately rolls one die. On a 1, the building catches fire (see Case 22.31). On a 2-6, nothing happens. Further attacks on a destroyed building do not cause fires.

## [22.0] FLAMETHROWERS AND INCENDIARY ROCKETS

### GENERAL RULE:

Flamethrowers and incendiary rockets are considered to be *special weapons* and are assigned to particular combat units by the owning Player.

### CASES:

#### [22.1] HOW FLAMETHROWERS AND INCENDIARY ROCKET LAUNCHERS ARE ISSUED

[22.11] Flamethrowers and M202s (FLASH) are available to the Players as per specific scenario instructions or for some units in accordance with their standard TO&E. If a Player is to receive flamethrowers or M202s, he must distribute them among the forces at his disposal, noting their presence on the Unit Status Sheet by placing a dot in the flamethrower/M202 box across from the unit. Players may also use improvised markers to indicate these special weapons.

[22.12] A maximum of one flamethrower or M202 may be assigned to a unit. Only fireteams, squads, and sappers may be assigned a flamethrower or incendiary rocket launcher.

[22.13] Once a flamethrower or M202 has been assigned to a unit, it must remain with that unit for the remainder of the game. It may not be switched to another unit. If the unit transporting the flamethrower or M202 is destroyed, the flamethrower or M202 is also considered destroyed.

[22.14] A flamethrower or M202 may be assigned to units that possess ATW (see Case 20.1) or other special weapons, although a flamethrower may not be issued to a tank or APC unit. Note, however, that flamethrower tanks have built-in flamethrowers.

#### [22.2] HOW FLAMETHROWERS AND INCENDIARY ROCKET LAUNCHERS ARE USED

[22.21] If a flamethrower (FT) or M202 performs a fire action, that unit assigned the FT or M202 may not fire any other weapon in the same Game-Turn. In order to use FT or M202, the owning Player must state it is being used and resolve the attack as described in the following cases.

[22.22] If an FT attack is declared, the maximum range from the firing hex (exclusive) to the target hex (inclusive) is two hexes for personnel FT, and four hexes for FT tanks. Line of sight is traced normally (see Cases 11.3, 11.4, and 11.5).

[22.23] All FT attacks are resolved on the Soft CRT.

[22.24] An FT may only be used twice per game. After the first fire action performed by a FT, a mark is placed in the flamethrower box corresponding to the unit. After the second fire action, the box is filled in; the unit may no longer use the flamethrower. **Exception:** FT tanks run out of ammo like automatic weapons.

[22.25] All M202/Flash attacks are resolved on the Hard CRT.

[22.26] M202s run out of ammo like main guns.

[22.27] M202s have a minimum range of 2 hexes (they may not be fired against the hex they occupy or adjacent hexes); a maximum range of 6 hexes against open or concrete or stone building hexes with an Attack Strength of 9 in the 2-4 hex range and 7 in the 5-6 hex range; and a maximum range of 12 hexes against woods or wood building hexes with an Attack Strength of 9 in the 2-6 hex range and 4 in the 7-12 hex range. In resolving Flash attacks against buttoned-up vehicles, the owning

Player of the vehicle rolls only one die but still uses the Hard CRT, whereby a 1 is "button up."

[22.28] The firing of an M202 does not reveal the position of the firing unit; the unit, however, is still subject to the provisions of Case 10.36 (making it easier to be spotted in megahex search).

[22.29] M202/Flash may not be used against vehicles in unspotted hexes.



#### [22.3] BURNING BUILDINGS AND WOODS

[22.31] After an FT or M202/Flash Fire action against a building or woods hex has been resolved, the owning Player must roll a single die and consult the Flamethrower Table (22.4). As a result of this die roll, the hex may catch fire (see Case 22.32). Demolished stone or concrete building hexes may not catch fire.

[22.32] Any building or woods hex that catches fire has a Burning marker placed on it immediately. At the beginning of the next Game-Turn evenly divisible by 20 (in the Advanced Game: by 10), this marker is flipped over to indicate *fire spreading* status.

[22.33] No unit may ever enter a building or woods hex with a Fire Spreading marker on it. Any unit which occupies a building or woods hex with a Fire Spreading marker on it at the end of an Action Stage is eliminated.

[22.34] A fire may not be *put out* during the course of the game. In the Intermediate Game a fire may not spread to any adjacent hexes.

[22.35] A hex with a Fire Spreading marker on it is considered to be a smoke hex (see Section 30.0) for all sighting and line of sight purposes. It is also considered destroyed (see Case 21.1). (In the Advanced Game, the hex is destroyed only when all floors other than the cellar are aflame.)

[22.36] A suppressed unit in a hex with a Burning marker on it automatically recovers during the Suppression Recovery Stage.

[22.37] The line of sight of a Sagger, AT4, AT5, TOW, Dragon, or Milan may not pass through (or, in the Advanced Game, over) a Fire Spreading hex.

[22.38] All references to Burning hexes in the following Sections apply equally to hexes with Burning and with Fire Spreading markers on them.

#### [22.4] FLAMETHROWER TABLE (see charts and tables)

## [23.0] GRENADE LAUNCHERS

### GENERAL RULE:

Some combat units may be indicated as possessing grenade launchers on the Unit Data Chart. Grenade launchers are hard weapons and are somewhat similar to ATW. They may be used to destroy vehicles or personnel and fire on buildings or woods.

### CASES:

#### [23.1] WHICH UNITS POSSESS GRENADE LAUNCHERS

Each combat personnel unit with a "G" (grenade launcher) capability (as noted on the Unit Data Tables) is considered to have grenade launchers.

## [23.2] HOW GRENADE LAUNCHERS WORK

[23.21] A unit that fires a grenade launcher (GL) in performing a Fire action may not fire any other weapon that it possesses in the same Game-Turn. In order to use GL, the owning Player must state it is being used and resolve the attack as described in the following cases.

[23.22] The maximum range for a grenade launcher is 20 hexes; the minimum range is 2 hexes. Line of sight is traced normally (see Cases 11.3, 11.4, and 11.5).

[23.23] All GL attacks are resolved using the Hard CRT (18.8). GL Attack Strength is always 5 versus vehicles, and 6 versus personnel (ignore modifications of Case 18.53).

[23.24] There is one exception to the results printed on the Hard CRT when using GL. When firing against a building hex, ignore the effects against that building listed on the CRT. Instead, a wooden building is damaged if a "2" or "12" has been rolled; a concrete building is damaged if a "2" has been rolled; stone buildings may not be damaged by GL.

[23.25] When firing GL against a hex in which no Enemy units are spotted, vehicles and buildings are not attacked; all **KM** and **KF** results against personnel are treated as **S** results.

[23.26] If a unit is capable of firing GL, it may run out of ammunition for this weapon after the resolution of a fire action. The owning Player rolls a single die. On a die roll equal to or above that Player's ammunition rating for the scenario, that unit may not fire GL for the rest of the game (Intermediate Game). It is permanently out of GL ammo. Place a check mark in the *GL Deplete* box corresponding to that unit on the Unit Status Sheet. It may still fire starshell or smoke.

[23.27] A GL may fire a starshell (see Case 24.4). This will affect visibility in scenarios that take place at night.

[23.28] The firing of a GL does not reveal the position of the firing unit. The firing Player is only obligated to state the target hex.

## [24.0] NIGHT

### GENERAL RULE:

Some scenarios take place at night. The decreased visibility experienced at night has considerable effect on Sight and Fire. All rules for sighting and fire are considered to be in effect in night scenarios, except as modified by this Section.

### CASES:

#### [24.1] OBSERVATION DURING NIGHT SCENARIOS

Observation during night scenarios is performed in the same manner as in daytime scenarios with the following exceptions:

[24.11] All unilluminated megahex Search Ratings are increased by 20; all illuminated megahex Search Ratings are increased by 10.

[24.12] Enemy units in open hexes are not automatically spotted in the megahex searched unless the megahex is illuminated by starshell (Case 24.15). Instead, such units are spotted only if the sighting dice roll rule is 21 or higher. (This requires a dice roll for attempts to sight megahexes containing only open hexes; see Case 10.32).

[24.13] The search modification for a unit which has fired from an unilluminated megahex in that Game-Turn is -40, not -20 (see Case 10.36).

[24.14] If the sighting unit is *STANO-equipped* (see Case 24.3), 10 is added to the sighting dice roll result for any attempt by that unit to sight an unilluminated megahex.

[24.15] A unit may not attempt to sight a megahex 2 megahexes away unless that megahex is illuminated by a starshell.

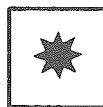
[24.16] A unit in a hex which is illuminated by starshell may not attempt to sight a megahex which is not illuminated by starshell.

#### [24.2] FIRE COMBAT AT NIGHT

All units' Fire Strengths are reduced by one-third (fractions eliminated) during night scenarios. This reduction applies to all direct fire weapons, be they ATW, grenade launchers, flamethrowers, machine-guns, fireteams, tank guns, etc. The reduction also applies to units making close assaults. Weapons firing at illuminated open hexes are not affected. See also Case 24.3.

#### [24.3] STANO (SURVEILLANCE, TARGET ACQUISITION, NIGHT OBSERVATION)

In night scenarios, a player's force may be designated *STANO-equipped*. If so, 10 is added to the sighting dice roll for attempts to sight unilluminated megahexes by units so equipped, and the nighttime reduction of Fire Strength is reduced by one-quarter (fractions eliminated) instead of one-third (Case 24.2), when firing into unilluminated open hexes and all illuminated building and woods hexes. The Fire Strength is still reduced by one-third for fire into unilluminated building and woods hexes.



#### [24.4] STARSHELL

[24.41] If a combat unit possesses grenade launcher capability (see Case 23.1), and that unit performs a Fire action, the owning Player may declare that it is firing starshell. This task is considered to be a complete Fire action.

[24.42] If a unit is firing starshell, the owning Player must choose any megahex within 6 megahexes of the firing unit; no line of sight is required. He states the code number of the megahex to be illuminated and a starshell marker is placed in the center of the megahex chosen, "new" side up, on both maps.

[24.43] Starshell affects the megahex it occupies as well as all adjacent megahexes and all megahexes which are two megahexes away, for a total illuminated area of 19 megahexes. The Search Rating of any megahex lighted by a starshell is reduced by 10 from its unilluminated nighttime rating (see Case 24.11).

[24.44] At the beginning of the Action Stage following the one in which a starshell counter was placed on the map, that starshell counter is flipped over to its "old" side. In this state, it may remain on the map throughout the Action Stage. At the beginning of the next Action Stage, all "old" starshell counters are removed from play entirely.

[24.45] A unit which fires starshell may *permanently* run out of ammunition (see Case 23.26). If this occurs, the owning Player may not fire starshell with this unit again, although the unit may use its grenade launcher capability in other ways. Place a check mark in the *starshell deplete* box corresponding to that unit on the Unit Status Sheet.

[24.46] The illuminating effects of each starshell are the same for both players.

## [24.5] SUPPRESSION RECOVERY AT NIGHT

Units in megahexes which are not illuminated by starshell benefit from a -1 modification in their suppression recovery die rolls.

#### [24.6] ILLUMINATION FROM BURNING BUILDINGS/WOODS (Optional Rule)

If a line of sight can be traced from the center of a building or woods feature of a burning hex (one with a Burning or Fire Spreading marker on it) to the center of an open hex which is no more than 3 hexes away, that open hex is considered illuminated.

## [25.0] SNIPERS

### GENERAL RULE:

Players may be provided with snipers as per scenario instructions, TO&E, or by breaking units down *ad hoc* to form snipers. These are combat personnel units, although they possess certain special properties with regard to combat; each sniper is one man, except for the Chinese, British and U.S. Marines, who use 2-man sniper teams. Being combat units, snipers are issued commands, perform actions, contribute and consume Action Points. Snipers may not be assigned MAWs or other special weapons, though they may be assigned LAWs other than RPG-7.

### CASES:

#### [25.1] HOW SNIPERS OPERATE

[25.11] Any sniper issued a Fire command while in an undemolished building or woods hex may perform a Fire action slightly differently than normal units. When a Fire action is declared for a sniper in an undemolished building or woods hex, the owning Player simply states the target hex. He is not obliged to state the firing hex, although he still must check line of sight normally. The fire combat is then resolved normally. At the conclusion of the combat, regardless of its outcome, the owning Player rolls a single die. If the die roll is an even number, the firing Player must state the megahex (not hex) from which this fire originated. If the die roll is an odd number, the firing Player is not required to give any information in regard to where the fire originated from.

[25.12] All **K** results achieved by snipers against personnel units of 3 or more men are read as **S** results. (Exception: For Chinese, British and U.S. Marine sniper teams, this rule applies against 5 or more men.) Sniper fire eliminates any leaders, spotters, other snipers, and bipod machinegun units in a hex whenever a **K** result is obtained, whether they are alone in the hex or stacked with other units (which are then suppressed). (In the Advanced Game, this includes sappers; see Case 34.16). This is an exception to Case 9.13. **Note:** Snipers, like other soft weapon firing units, cannot achieve a **K** result against an unspotted hex (see Case 11.4).

[25.13] Snipers do not run out of ammunition, except for LAWs.

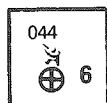
[25.14] Snipers have no effect on close assault; units performing close assault against snipers which are unaccompanied by other Enemy combat units may not suffer adverse results (Case 13.23) from the Close assault.

[25.15] Snipers recover from suppression in the same manner as spotters (see Cases 15.51 and 15.52). When using leaders for suppression recovery, however, only leaders of the sniper's pla-



toon and company may be used. In all cases, snipers benefit from a -2 die modification on suppression recovery die rolls.

[25.16] When a sniper is suppressed or killed as a result of combat, no Action Points are subtracted from the sniper's platoon. This is an exception to Case 11.51.



## [25.2] AD HOC FORMATION OF SNIPERS

*Ad hoc* snipers are riflemen armed with standard weapons who are temporarily assigned to sniper duties. They are represented by *ad hoc* Sniper counters and have Attack Strengths which are different from those of regular snipers.

[25.21] Either Player may, at the beginning of the Command Decision Stage, replace any fireteam without machinegun with a number of *ad hoc* snipers equal to the number of men in the team (keeping in mind that British and Chinese form 2-man *ad hoc* sniper teams). The *ad hoc* snipers remain part of the platoon the fireteam was attached to. No platoon may dissolve more than one fireteam in this fashion.

[25.22] *Ad hoc* snipers of the same platoon, brought into play through dissolution of a fireteam without machinegun (see Case 25.21), may, if stacked together in the same hex at the beginning of a Command Decision Phase, be replaced with the original fireteam without MG unit. This may only be done if none of the *ad hoc* snipers formed under Case 25.21 from that fireteam have been killed.

[25.23] The number of snipers which may be formed through dissolving fireteams is limited by the available counters.

[25.24] A Soviet or North Vietnamese squad may be dissolved as per Case 25.21 into one tripod machinegun unit and five AKM (*ad hoc*) snipers, or into one tripod MG unit, one 4-man fireteam without MG, and one *ad hoc* sniper, but this may only be done for Soviets if the player has advantage.

[25.25] A Chinese squad (12 men) may be dissolved under Case 25.21 into one tripod MG unit, one 4-man fireteam without MG, and two *ad hoc* sniper teams. Advantage is not required.

## [26.0] INDEPENDENT-COMMAND AND LEADERS

### GENERAL RULE:

As indicated in the scenario instructions or standard TO&E, some units are not attached to platoons. These units are known as independent-command units. Such units may be either attached to companies, or completely independent.

### CASES:

#### [26.1] ACTIONS BY INDEPENDENT-COMMAND UNITS

[26.11] Independent-command units receive commands like all other units, but actions by such units do not require the expenditure of Action Points. Upon completion of such an action, play passes to the opposing player.

[26.12] An independent-command unit which is attached to a company may become ineligible to undertake any Action Points if (1) the company commander is suppressed; (2) he is absent (killed and not replaced); (3) there is no Friendly working telephone center and the company commander does not have line-of-sight to the unit. If any of

these conditions applies, a die is rolled during the Command Control Stage for each such unit. If the result is 1 or 2, the command chit is removed and the unit may not undertake any action but a close assault fire (as if it had a Fire command). If the result is 3-6, the unit is not affected.

[26.13] During the Command Decision Stage, the owning Player rolls one die for each independent-command unit not attached to a company. A die roll of "1" for the Player with advantage, or a die roll of "1" or "2" for the Player without, prohibits him from issuing any commands to (and hence, performing any actions with) that unit during the current Game-Turn; on any other die roll, he may issue a command normally.

#### [26.2] STACKING OF INDEPENDENT-COMMAND UNITS

Independent-command units attached to a company may be stacked with any other unit attached to that company or its platoons. Independent-command units not attached to a company may not be stacked with any unit attached to that company or its platoons.

#### [26.3] SUPPRESSION OF INDEPENDENT-COMMAND UNITS

[26.31] A Player may utilize a company commander's leader rating to aid suppression removal attempts for suppressed independent command units attached to the unit (see Case 15.4), no matter how far the unit is from the company commander. The suppression recovery die roll result however, is modified by +5 if the company commander is more than one megahex away from the suppressed unit, and there is no Friendly working telephone center. All other modifications apply as stated in Cases 15.44-15.48. Such units may also attempt suppression recovery without using a leader. A company commander may be used in suppression recovery attempts by any number of independent-command units attached directly to his company (Exception to Case 15.43).

[26.32] A Player may attempt to have suppressed independent command units not attached to companies recover from suppression without the help of a leader by rolling one die in the Suppression Recovery Stage. If the modified die roll is 5 or 6, the unit remains suppressed; if it is 1-4, the suppression is removed. All modifications not involving leaders apply to this die roll.

#### [26.4] PRESERVATION AND INDEPENDENT-COMMAND UNITS

[26.41] Independent command units attached to companies are counted in determining company Preservation Levels (see Section 17.0) and are considered to have become demoralized if the company has been demoralized.

[26.42] Independent command units which are attached to battalions are counted in determining battalion preservation levels, and are considered to have become demoralized if the battalion has become demoralized.

#### [26.5] LEADER REASSIGNMENT

If the only surviving units of a platoon are leaders, and their company commander is on the map, these leaders may be reassigned to a new platoon. To be reassigned, the leader must be stacked with the company commander at the beginning of the Game-Turn. A platoon leader may only be reassigned to another platoon if that platoon's original platoon leader has been killed; when this occurs, the replacement platoon leader's

promotion is rescinded and he reverts to his status prior to the elimination of the old platoon leader (i.e., a promoted platoon sergeant reverts to his role as platoon sergeant; a new leader picked from the pool returns to the pool). A platoon sergeant may be reassigned to another platoon, in the same manner as a platoon leader is reassigned, whether or not there is already a platoon sergeant in his new platoon. Reassignment of a platoon sergeant has no effect on the platoon leader of the sergeant's new platoon.

#### [26.6] LEADER REPLACEMENT

If the replacement leader is in the same hex as the killed leader, the replacement takes effect immediately; if not and if the telephone center is in Friendly hands and is still functioning or the replacement leader is in the same megahex as the killed leader, the replacement takes effect at the beginning of the third Game-Turn following the one in which the leader is killed. In other circumstances, the owning Player rolls two dice; the result is the number of Game-Turns (including the one in which the leader was killed) which must elapse before the leader replacement takes effect. The replacement then takes effect at the beginning of the Game-Turn.

#### [26.7] PLATOON SERGEANT ASSISTANCE

If, in any given platoon, the platoon sergeant has a rating equal to or higher than the platoon leader, the owning Player may add half the platoon sergeant's rating (fractional points rounded down) to the platoon leader's rating as long as the two leaders are stacked together. If this is done, the platoon sergeant may not have any other effect on play until after he has been separated from the platoon leader for three full Game-Turns, or the platoon leader has been killed.

## [27.0] DECLARED SIGHTING AND DECLARED POSITION

### GENERAL RULE:

As alternatives to megahex observation procedures, a unit may either undertake declared sighting or a unit with a Search or Fire command may undertake declared position.

### CASES:

#### [27.1] DECLARED SIGHTING PROCEDURE

[27.11] The declared sighting procedure is an alternative to the megahex sighting procedure (see Section 10.0). A Player may not have a unit utilize both procedures in performing the same Sighting action, but the choice between procedures is made by the owning Player at the time the Sighting action is performed.

[27.12] In declared sighting, the Player whose turn it is declares the location of the sighting unit; he does not declare what type of unit it is. Following this declaration, the opposing Player surveys his map and determines what units in open hexes, vehicles in building or woods hexes containing streets, and units which have fired in that Game-Turn are within the sighting unit's line of sight. (In declared sighting, however, line of sight is measured only from the center of the hex occupied by the sighting unit to the center of the hex occupied by the unit being sighted.) These units are spotted. Units in buildings or woods are



not spotted through declared sighting unless they have fired in the current Game-Turn and have not been moved since firing or occupy the same hex as the sighting unit.

[27.13] If the sighting unit consists of only a leader, buttoned up vehicle, or sniper, the owning Player must state that it is a 1-man unit in his sighting declaration. Such a unit may only observe Enemy units in an arc formed by hexrows radiating from two contiguous hexes adjacent to the sighting unit (see diagram). The owning Player must declare the sighting arc from such a unit.

[27.14] If the sighting unit(s) consists of two or three men, or an open vehicle (a spotter is considered to be two men), the owning Player must state that it is a 2-man unit in his sighting declaration. Such a unit may only observe Enemy units in an arc formed by hexrows radiating from three contiguous hexes adjacent to the sighting unit (see diagram). The owning Player must declare the sighting arc for such a unit.

[27.15] If the sighting unit(s) consists of 4 or 5 men, the owning Player must state that it is a 4-man unit in his sighting declaration. Such a unit may only observe Enemy units in an arc formed by hexrows radiating from four contiguous hexes adjacent to the sighting unit (see diagram). The owning Player must declare the sighting arc for such a unit.

[27.16] If the sighting unit(s) consists of more than 5 men, the owning Player must state that it is a 6-man unit in his sighting declaration. Such a unit observes without any restrictions with regard to an arc.

[27.17] The Player declaring a Sighting action may not declare a unit of more men than are actually performing the Sighting action. He may, however, declare fewer men in order to deceive his opponent.

[27.18] A unit which spots an Enemy unit through declared sighting may perform an Immediate Fire action (see Case 10.6) against the spotted hex.

[27.19] Declared Sighting Arc Diagram (below).

## [27.2] RESTRICTIONS ON DECLARED SIGHTING

[27.21] During daylight and good weather, there is no maximum range for declared sighting.

[27.22] During nighttime or foul weather, a unit performing declared sighting with a line of sight to an Enemy unit may nevertheless be out of range. The maximum visible range is noted in the Declared Sighting Chart, Case 27.25.

[27.23] A unit which is in an illuminated hex is sighted by declared sighting as if it were daytime; thus, in good weather there would be no maximum range for sighting such a unit.

[27.24] If the sighting unit is STANO-equipped in a nighttime scenario, the maximum sighting range is doubled.

[27.25] **Declared Sighting Chart**  
(see charts and tables)

[27.26] If the sighting unit is in an area illuminated by a starshell, it may only spot units in hexes also illuminated by a starshell.

[27.27] For the effects of smoke on declared sighting, see Cases 30.45 and 30.46.

[27.28] The number of hexes which may be spotted in a single declared Sighting action is limited to the number of men declared (as per Cases 27.14, 27.15 and 27.16) to be in the sighting unit(s). The opposing Player is required to announce the hexes closest to the sighting unit, up to the limit specified in this Case; if hexes are equidistant, the choice is his. Vertical distance (in the Advanced Game) is not a factor. If the same unit or stack, having a Search command, performs declared sighting a second time in a single Game-Turn, previously spotted hexes do not count against the limit specified in this Case, although they must be announced if still occupied.

## [27.3] DECLARED POSITIONS

[27.31] The declared position procedure is an alternative to performing Sighting actions *per se*. It is in effect a passive Sighting action. No unit

may be assigned a declared sighting position and perform a megahex or declared Sighting action in the same Game-Turn.

[27.32] Only a unit issued a Search or Fire command may be assigned by a Player to a declared position.

[27.33] Units assigned to a declared position may not subsequently be moved in that Game-Turn.

[27.34] Buttoned-up vehicles and suppressed personnel units may not be assigned to a declared position.

## [27.4] DECLARED POSITION PROCEDURE

[27.41] When it is his turn to have a unit perform an action, a Player may declare the position of a unit to the opposing Player. The unit's counter is not flipped over, and a (second) Search chit should be placed on top of the unit at the time its position is declared.

[27.42] The opposing Player must then inform the declaring Player of any Enemy units which are in open hexes (or vehicles in streets) which are in the line of sight of the Friendly unit, are not affected by smoke, foul weather, or night, and are within 6 hexes of the Friendly unit. He must also inform the sighting Player of any Enemy units which are in open hexes (or vehicles in streets) which are in line of sight and within 2 hexes of the Friendly unit, even if smoke, foul weather or night are present. He must also inform the sighting Player of any un-suppressed Enemy units which are in building or woods hexes which are adjacent to the hex occupied by the Friendly unit.

[27.43] Finally, he must inform the sighting Player of any Enemy unit whatsoever which occupies the same hex as the Friendly unit. In this case, if the sighting unit is a spotter, the spotter is immediately eliminated. If the sighting unit is a combat unit, and the Enemy unit is a personnel unit, the Enemy unit is eliminated. If the sighting unit is a combat unit and the Enemy unit is a vehicle, the Enemy vehicle is immediately attacked by any weapons available to the sighting unit, including anti-vehicle close assault (see 20.4), regardless of command, and even if the sighting unit's platoon has no action points remaining; if the Enemy vehicle does not thereby suffer a K or F result, both units remain in the same hex.

[27.44] Once declared position has been initiated, it remains in effect for the remainder of the Game-Turn. Any Enemy unit coming within the area prescribed above is spotted as soon as it enters that area, and remains spotted (by the declared-position unit) for as long as it is in that area and the declared-position unit is alive.

## [27.5] DECLARED POSITION DIAGRAM (see diagram at right)

## [28.0] WEATHER

### GENERAL RULE:

Foul weather has important effects on observation, movement, and use of flamethrowers.

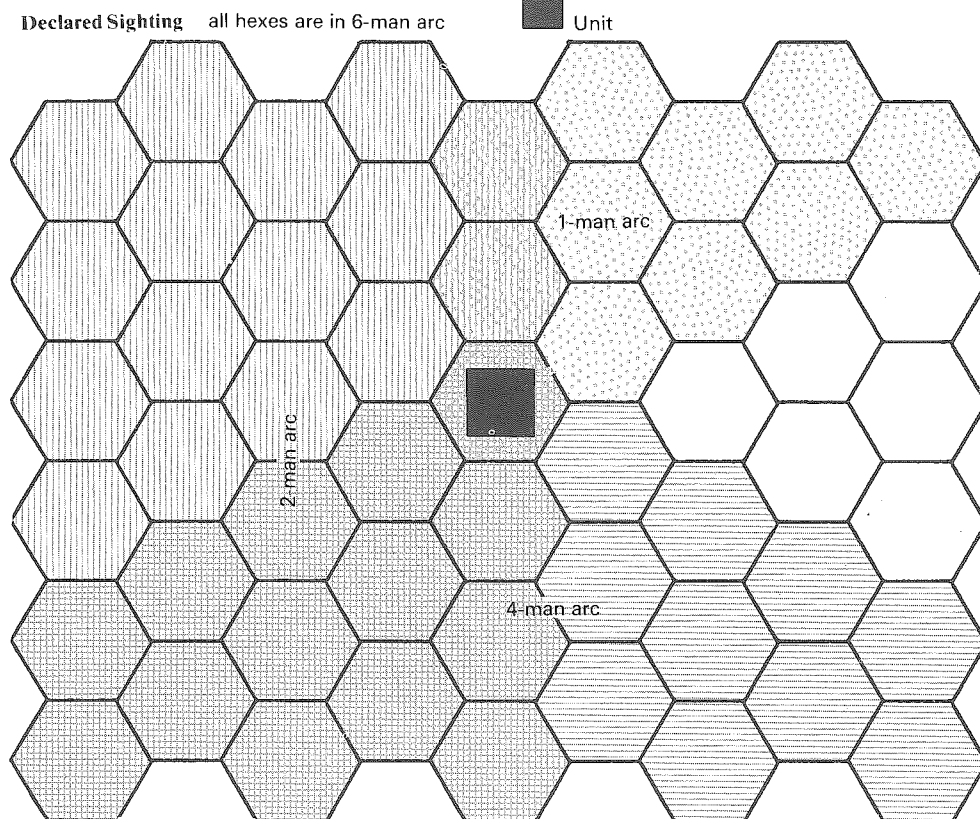
### CASES:

#### [28.1] CLEAR WEATHER

Clear weather is considered to be the normal state of affairs; all other rules Sections apply during clear weather unless stated otherwise.

#### [28.2] RAIN/MUD

Rain restricts the range of a unit undertaking declared sighting; see Case 27.25. In designing a scenario, one may consider the effects of a heavy rain on the Eiche River. A scenario may also assume heavy mud; in such a case units may not





the river without being issued any commands. Each bridgelayers may lay one bridge only. Place a Work chit *under* the bridgelayers to indicate a completed bridge. The bridgelayers may reclaim the bridge in another nine Game-Turns, provided that it and the bridge are intact. Bridgelayers are inert while their bridge is down.

[29.42] Bridgelayers bridges may also be used to bridge craters and ditches of one hex width and to replace one destroyed hex of a bridge, whether over the river or not.

## [30.0] SMOKE

### COMMENTARY:

Smoke is a critical element of urban warfare, especially to the attacker.

### GENERAL RULE:

Smoke hexes block line-of-sight, slow movement, obscure observation, and affect fire.

### CASES:

#### [30.1] GRENADE-LAUNCHED SMOKE

[30.11] Units with grenade launchers may perform a Fire action by firing smoke grenades. This act is declared and is considered to be a complete Fire action.

[30.12] The target hex of a smoke grenade must be at least two hexes away from the firing unit. A smoke grenade may, however, be fired over a building or woods hex which is adjacent to the hex containing the firing unit. Apart from this exception, normal line of sight rules apply.

[30.13] There is a 9-hex maximum range for smoke grenades.

[30.14] The target hex of a smoke grenade and two immediately adjacent hexes chosen by the firing Player so as to form a triangular pattern immediately become smoke hexes. Place a *Smoke Hex* marker at the junction of the three hexes. In addition, any personnel units in open hexes in the triangular pattern are attacked with a strength of 8 (unsuppressed) or 5 (suppressed) on the Soft CRT at the time the smoke grenade is placed.

[30.15] A unit which fires smoke grenades may permanently run out of ammunition (see Case 23.26). If this occurs, the owning Player may not fire smoke grenades with this unit again, although the unit may use its grenade launcher capability in other ways. Place a check mark in the *Smoke Grenade Deplete* box corresponding to the unit on the Unit Status Sheet.

[30.16] If the target hex (not the adjacent hexes) of a smoke grenade is a woods hex or a wood building hex, the firing Player must roll two dice and consult the Flamethrower Table (Case 22.4), applying the indicated results. (7-12 = no effect).

#### [30.2] VEHICLE SMOKE

[30.21] The following vehicles are smoke-equipped: T62, T59, T72, BMP, M60A2, XM1, Leopard, Kanone, Luchs, Lynx, Chieftain, Scorpion, Scimitar, AMX-VC1, Fox, AMX 30, AMX 10, T80, FV438, M60A3.

[30.22] A smoke equipped vehicle may deposit smoke in any hex it leaves while performing a Movement action, except when snorkeled. The moving Player must announce which hexes have been covered in this manner. This may be performed for a maximum of 10 Game-Turns per vehicle. Players may keep track of the number of Game-Turns in which smoke has been produced by each vehicle on the Unit Data Sheet. A scenario may also assume prior use of vehicle smoke, and

may therefore limit the number of Game-Turns in which vehicles (or particular vehicles) may produce smoke.

[30.23] Any hex in which a vehicle deposits smoke becomes a smoke hex immediately; place a Smoke Hex marker on the hex.

#### [30.3] SMOKE DISPERSAL

[30.31] The amount of time it takes smoke grenade and artillery smoke to disperse depends on the wind strength, and will therefore vary. See the Scenario Guide.

[30.32] Vehicle smoke will disperse in half the number of Game-Turns (fractions rounded up) listed for other smoke dispersion.

[30.33] Each time smoke is placed in a hex, Players should write down the hex number and Game-Turn when it is due for dispersal. During the Suppression Recovery Stage of the indicated Game-Turn, all Smoke markers due for dispersal are removed.

#### [30.4] SMOKE AND OBSERVATION

[30.41] Units in smoke hexes may undertake megahex search only for the megahex they are located in, and then only if the owning Player obtains a 1, 2, or 3 result with one die. On a result of 4-6, they may not undertake any Sighting action in that Game-Turn. Even when megahex search is allowed for such a unit, the searching Player must call out a dice roll low enough to get an unsuccessful result with regard to building and woods hexes.

[30.42] Units in smoke hexes may undertake declared sight, but only into adjacent hexes.

[30.43] Units in smoke hexes may always be spotted via automatic spotting (see Case 10.4).

[30.44] When a unit is the object of Enemy megahex search, and is in open hex (or, for a vehicle, in a street hex outside of a building) which is also a smoke hex, the owning Player rolls one die to determine whether it is spotted or not. On a roll of 1, the unit is spotted. On a roll of 2, a vehicle is spotted unless the entire megahex is smoked up, in which case it is not spotted; personnel units are not spotted on a roll of 2. On a roll of 3 through 6, the unit is not spotted.

[30.45] When a unit is the object of Enemy declared search, and is in an open hex (or, for a vehicle, in a street hex outside of a building) which is a smoke hex, and there are no other smoke hexes between that unit and the searching unit, the Player who owns the target unit rolls one die. On 1-2, the unit is sighted; on 3-6, the unit is not sighted. If the target unit is in a smoke hex, and there is only one other smoke hex between the target unit and the sighting unit, the Player who owns the target unit rolls one die, and on a 1 only, the unit is sighted; on a 2-6, the unit is not sighted.

[30.46] When a unit is the object of Enemy declared search, is in a smoke hex, and is not covered by Cases 30.44 and 30.45, the unit is not spotted.

[30.47] In conditions (such as night and foul weather) when the sighting of units in open smokeless hexes is not automatic under megahex search procedures, the die roll is only necessary if the unit would have been spotted had there been no smoke present.

[30.48] Smoke hexes may not be illuminated by starshell.

[30.49] Smoke does not affect the sighting of units within 2 hexes of a declared position (Case 27.4).

#### [30.5] SMOKE AND COMBAT

[30.51] A unit in a smoke hex which is successfully observed under Case 30.4 may be fired upon in an

Immediate Fire action as through it were in a smokeless hex.

[30.52] In all other cases, line of sight may be traced through, into, or out of a smoke hex, but all K results from fire on the soft CRT are considered to be S, if the line of sight passes through, into, or out of a smoke hex. On the Hard CRT, if the line of sight passes through a smoke hex, against personnel all K, KM, and KF results are treated as *Suppression*; against soft vehicles all K and KF results are treated as KM; against hard vehicles, all K results are considered to be *button up*, but have no other effect; against buildings all attacks are undertaken at half strength, fractions rounded down.

#### [30.6] SMOKE AND MOVEMENT

Units may move into a smoke hex only on a Cautious command.

#### [30.7] SMOKE AND FIRE

Whenever there is a Burning or Fire Spreading marker on a hex, that marker also doubles as a smoke hex marker. In other words, where there's fire, there's smoke.

#### [30.8] SMOKE AND SUPPRESSION RECOVERY

Two is subtracted from any suppression recovery die roll result for a unit which is in a smoke hex.

## STOP!

*It is now possible to play Intermediate Game scenarios for Cityfight (see Cases 50.4-50.5 and 56.0-60.0). It is recommended that Players experiment with these scenarios before proceeding with the Advanced Game.*

# ADVANCED GAME

*The Advanced Game is intended for experienced gamers who place a high value on realism. Play in the Advanced Game is more realistic, but is also more time-consuming. In order to cover all possible questions arising from the optional rules in the Advanced Game, a thick book would be required. Thus, there are no rules to cover vehicles upon which tanks fall after being pushed off of embankments by dozers. Such rare situations should be resolved by the Players in the spirit of good will and common sense. Players are advised to integrate the Advanced rules in digestible chunks, having mastered the Intermediate Game; thus, one might first incorporate the height rules, then the indirect fire rules, then additional Advanced rules. Players may use any combination of Advanced Game rules that they wish; Intermediate Game rules are fully in effect unless contravened by Advanced Game rules being used.*

## [31.0] HEIGHT

### COMMENTARY:

In the Advanced Game, Players add a new dimension to play. Playing with height levels involves more record-keeping, and slows down play, since the height line-of-sight display or algorithm must

be resorted to frequently until players are familiar with them. On the other hand, height is an element which is essential to a real simulation of urban combat.

## GENERAL RULE:

In the Advanced Game, Players attend to the location of all units in the vertical dimension as well as in a particular hex. The different elevations are represented by *height levels*, each of which approximates 1.5 meters. Two height levels (3 meters) constitutes a *floor level*. All references to **Hexes** in Sections 4.0 through 30.0 apply to individual floor levels within a hex in the Advanced Game, unless specifically stated otherwise. The term *location* in this and the following Sections refers to a specific floor level in a building or woods hex, or to the ground floor level of a specific open hex. Height has important effects on movement, observation (including LOS determination), and stacking. Heights are represented on the map by color.

Vehicles are considered to be at height level 1 (1 level above street level) for purposes of observation and fire. Personnel units may be located at any height level from -2 (cellar or basement) on up. A suppressed personnel unit, or a bipod or tripod machinegun unit is always at the lower height level of the floor level which it is on, unless it is on the roof. (*Cityfight* utilizes the European system; thus the *first floor* is one flight up.) An unsuppressed personnel unit is always at the higher level height level of the floor it is on; therefore an unsuppressed personnel unit in an open hex as at height level 1, on the second floor is at height level 5, etc.

## PROCEDURE:

In order to change the floor level of a personnel or machinegun unit, the unit must be moved from one floor level to the next highest or lowest within a single hex. In general, Players keep track of the floor level of their units, rather than the specific height level of each, as the latter is always determinable depending upon the class and suppression status of the unit, if the floor level is known.

## CASES:

### [31.1] HEIGHT LEVELS AND FLOOR LEVELS

[31.11] Height levels are measured from street level, which is height level 0. All units in the cellar or basement level are at height level -2. All vehicles are considered to be at height level 1, unless on bridges or embankments (see Cases 31.16 and 31.17).

[31.12] Each floor level consists of two height levels. The ground floor is height levels 0 and 1; the first floor is height levels 2 and 3; the second floor is at height levels 4 and 5; the third floor is at height levels 6 and 7; the fourth floor is at height levels 8 and 9; the fifth floor is at height levels 10 and 11; the sixth floor is at height levels 12 and 13, etc.

[31.13] A suppressed personnel unit or a bipod- or tripod machinegun unit is always at the lower height level of the floor level it is on (this height level number is always even or "0").

[31.14] An unsuppressed personnel unit is always at the higher height level of the floor level it is located on; this is always an odd-numbered height level.

[31.15] Units on the roof level of a building hex are considered to be one floor level higher than the highest floor level of the building. **Exception:** see Case 31.72.

[31.16] Units in an open hex containing an embankment are raised in floor level by the number of floor levels of the embankment. Thus a tank on an embankment which is 1 floor level high is considered to be at height level 3; if the embankment is

2 floor levels high the tank is considered to be at height level 5.

[31.17] Units in bridge hexes and on the bridge (not under it) are considered to be at the floor level of the embankments on either side of the bridge. To be on a bridge, a unit must have entered the bridge hex by way of a street hexside.

[31.18] On the Unit Status Sheet there is a box for each unit in which the current floor level of the unit is noted. A unit at ground floor level (height level 0 or 1) need not have this fact noted on the Unit Status Sheet. Whenever a personnel unit climbs or descends to a different floor level, the new floor level must be noted on the Unit Status Sheet; when a personnel unit climbs to or descends to ground floor level, the previous floor level notation should be erased or replaced with a G.

[31.19] Whenever a unit is spotted by an opposing Player, its floor level must be announced.

### [31.2] HEIGHT AND MOVEMENT

[31.21] Unless specifically stated otherwise, a unit may change floor levels only by moving within a single hex.

[31.22] When moving along street hexsides which contain embankments, a unit is automatically raised or lowered in accordance with the height of the embankment.

[31.23] A unit must be at ground floor level in order to move from one hex to another, unless:

1. The unit is in an embankment or bridge hex
2. The unit is moved within a single building feature and does not cross a blocked hexside; that is, the building feature extends across the hexside without intervening space, or blocked hexsides.
3. The unit moves at roof level within a single building feature which extends across the hexside without intervening space. The difference between (2) and (3) is that at roof level, blocked hexsides are ignored.

[31.24] Personnel units may be moved from one floor level to another when issued either a Bold Movement command or a Cautious Movement command, in the same manner as moving from hex to hex. A unit issued a Cautious Movement command may move up or down one floor level (2 height levels) in one Movement action. A unit issued a Bold Movement command may move up or down one floor level (2 height levels) in one Movement action, and move in the same fashion for its second Movement action of the Game-Turn. A unit issued a Bold Movement command may also move to ground level with one Movement action and exit the building hex with its second Movement action, but the reverse procedure is not possible. Case 8.32 therefore applies only to hexes, not to floor levels, except as noted in Case 31.25.

[31.25] A unit which enters a building hex in any way other than from another hex of the same building feature may not move up or down within the building hex entered during the Game-Turn of entry. This is an application of height to Case 8.3. When a unit enters a hex via the roof level, it may not be moved down within the building hex entered during the Game-Turn of entry.

[31.26] Accessibility of hexsides noted on the map applies at ground floor level *only*. Breaches (Section 36.0) are usually made at ground floor level also. Breaches at other than ground floor level may only be made through blocked hexsides.

### [31.3] FLOOR LEVELS AND STACKING LIMITS

[31.31] In the Advanced Game, up to 30 men may be stacked at any floor level of a building hex, other than the roof level. The stacking limit at the roof level is 6 men. **Exception:** Squad units may be

moved to roof level. This is a modification to Case 19.23.

[31.32] **(Optional)** No more than 8 Friendly men may be moved from a given floor level to either adjacent floor level in the same hex in the same Game-Turn. **Exception:** Chinese squads. The owning Player must keep track of this if he has a large number of men moving within any single building hex.

[31.33] No more than two units, or one squad, at any given floor level of the same building hex may be issued Fire or Search commands.

### [31.4] HEIGHT AND OBSERVATION

[31.41] Units at cellar level (height level -2) may not be spotted through sighting procedures; such units may only be discovered by performing a close assault.

[31.42] Units at roof level are considered to be in building hexes for purposes of observation, provided they have not fired in that Game-Turn, and may not be spotted via declared sighting or position if the height difference (in floor levels) between them and the sighting units is greater than the horizontal distance (in hexes).

[31.43] Vertical line of sight (see Case 31.5) must be taken into consideration in declared sighting of units to determine whether they are visible or not. Vertical line of sight does not affect Cases 27.25 and 27.28 (distance from sighting unit).

[31.44] Unsuppressed units in building hexes which are not at cellar level may be sighted through Declared Sighting procedure in the Advanced Game; this is a modification to Case 27.12. For each such unit which is within range (at night or during foul weather) and has a clear line of sight to the Enemy unit performing the declared sighting, the owning Player rolls one die. If the die roll is a 1 or 2, the unit in question is sighted; if the die roll is a 3 through 6, the unit remains unsighted.

### [31.5] VERTICAL LINE OF SIGHT

[31.51] In the Basic and Intermediate Games, a line of sight is blocked by any building or woods feature. In the Advanced Game, however, a line of sight is blocked only if it is blocked both horizontally (this is the aspect of line of sight which is measured in the Basic and Intermediate Games) and vertically. Thus, a building which would have blocked line of sight in the Basic or Intermediate Game may fail to block line of sight in the vertical dimension; if this happens, line of sight is not blocked in the Advanced Game.

[31.52] Vertical line of sight need only be measured if horizontal blockage of line of sight is first established using the procedures in Case 11.2.

[31.53] In order to determine how high a building feature extends in determining line of sight, add 1 (for the roof) to the number of floors in the building (see Terrain Key) and then multiply the sum by two to obtain the result in height levels. Thus, a building feature which has 3 floors extends to height level 8 (**Exception:** see Case 31.72).

[31.54] Players may determine the vertical line of sight by using the Vertical Line of Sight Gauge (Case 31.57) or they may use the basic algorithm (a mathematical expression of the line of sight). Players may find themselves using the algorithm only to check an occasional close call on the gauge.

[31.55] Unlike horizontal line of sight determination, in *Cityfight* vertical line of sight is not natural, but somewhat rationalized, being measured from center of hex to center of hex, with standard heights for all vehicles and men. (**Note:** Players who wish to may design their own vertical natural line of sight procedures, taking the horizontal line of sight as a guide. Basically, all you need is a homemade *Cityfight* Ruler demarcating fractions of a hex and mutual agreement on

how high weapons systems and targets are).

**[31.56]** To use the Vertical Line of Sight Gauge, follow this procedure: On the zero distance line, locate the height of the higher position, in height levels. Measuring from this point (horizontally, in hexes) locate the range to the lower position, and then at that range line locate the height of the lower position. Connect these two points with a straight edge. Now locate the height and distance of any suspected obstacle. Remember that in *Cityfight*, buildings have roofs, and thus the blocking height of a building is determined by adding 1 to the number of floors in the building (see Terrain Key) and then multiply the sum by two to obtain the result in height levels. If the obstacle is higher than the line of sight at the point of intersection, then the line of sight is blocked. If the line of sight is tangential to the obstacle, or passes over it, then the line of sight is not blocked. If there is any doubt, Players should resort to the algorithm (Case 31.58).

### **[31.57] Vertical Line of Sight Gauge** →

**[31.58]** The algorithm procedure is as follows: a clear line of sight exists only if...

H/D is equal to or greater than H\*/D\* whereby:

H = Height (in height levels) of the higher position minus the height of the lower position.

D = Distance (in hexes) from higher position to lower position.

H\* = height (in height levels) of potential obstacle minus height of lower position.

D\* = Distance (in hexes) from potential obstacle to lower position.

### **[31.6] EMBANKMENTS, BRIDGES AND WOODS**

An embankment is any *street* above ground (zero) floor level (see Terrain key).

**[31.61]** All units may enter embankment hexes via street hexsides. A vehicle unit cannot enter an embankment hex via a non-street hexside, although it may leave one through such a hexside; a personnel unit can enter or leave an embankment hex via a non-street hexside only when issued a Cautious Movement command. Tripod machinegun units may enter embankment hexes of floor level 2 or 3 only via a street hexside. In mud and snow conditions, all units are prohibited from entering or leaving embankment hexes other than via street hexsides. This Case supercedes Case 28.6.

**[31.62]** An embankment blocks vertical line of sight. In determining how high an embankment is, multiply the number of floor levels of the street (see Terrain Key) by two; the result is the height of the embankment in height levels.

**[31.63]** Units in a bridge hex may be either on the bridge or under it; Players will have to remember at which level the unit is located, or note it on the Unit Status Sheet.

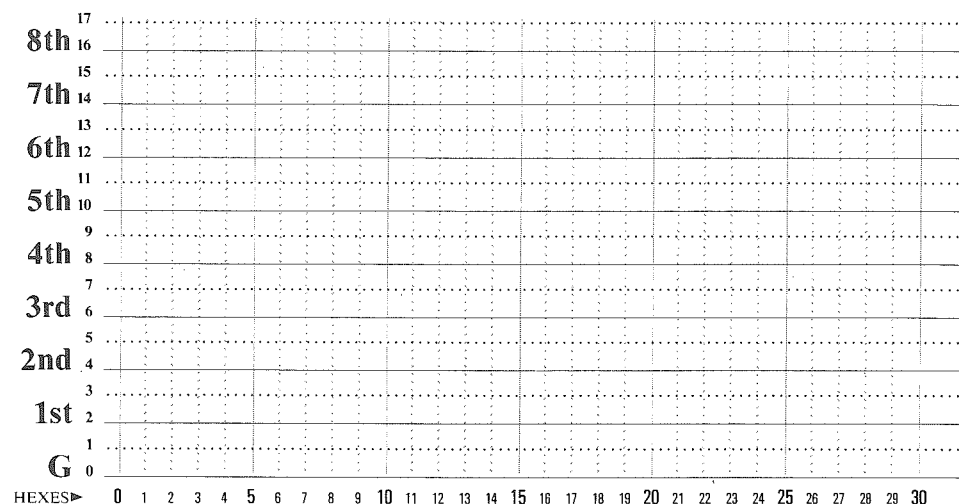
**[31.64]** The height of a bridge is equal to the height of the two embankments leading to the bridge on either side. Any unit on a bridge uses the height of the bridge as its base in determining its own height. A unit under a bridge is considered to be at ground level.

**[31.65]** In considering whether a bridge blocks line of sight, the bridge is considered to extend 1 height level above and below the height of the bridge. **Example:** The *Freiherrnbruecke* is at height level 4. For line of sight purposes, the bridge is considered to extend from height level 3 to height level 5.

**[31.66]** A unit may be moved onto or off of a bridge only from or to an embankment hex.

### **Vertical Line of Sight Gauge**

FLOOR HEIGHT (Meters)



**[31.67]** The footbridge (5C4-5D6) never blocks line of sight; it is considered to be 2 height levels high. The railroad bridge (5C1-5B4) does not block line of sight; it is considered to be 2 height levels high, and is exempted from Case 31.66. The bridge at 4C2 is considered to be 3 height levels high.

**[31.68]** The height of woods is given in floor levels on the map (see Terrain Key); to translate this into height levels simply multiply by two.

**[31.69]** A spotter or sniper may climb trees, and may thus move from height level 0 or 1 to the maximum height level of the woods concerned, using Cautious Movement to climb 1 height level (starting at 1) per Game-Turn. A unit at the top height level can see, be seen, fire, and be fired upon from the same or a higher level, and is not subject to Case 10.72.

### **[31.7] ROOFS AND CELLARS**

**[31.71]** All buildings are considered to possess roofs. The roofs of the towers in hexes 4G2 (St. Annen Kirche) and 7J7 (The Schloss) may not be entered; all other roofs may be entered from the top floor of their building.

**[31.72]** The roofs of the Fabrik (3K etc.), the Volkstheater (7M etc.), the Arndt Schule (6D etc.) and the Einkaufszentrum (8D2-9G1 and 9E1-9E4) are all considered to be flat, and thus do not extend 2 height levels above the height level of the highest floor; these roofs only extend 1 height level above the highest floor. **Example:** The factory has 4 floors. The factory roof is on height level 9 (4 × 2 = 8 + 1 = 9).

**[31.73]** All stone and concrete buildings, and all wood buildings of 2 floors or more, are considered to have cellars (height level - 2).

**[31.74]** Units in cellars are protected from Enemy search; see Case 31.41. Units in cellars, however, may not perform Sighting actions.

**[31.75]** When a building is destroyed, personnel in the cellar have a chance of surviving and being able to exit. For each such unit, the owning Player rolls one die; on a 1-4, the unit survives; on a 5-6, the unit is eliminated. Units not in the cellar are always killed when a building is destroyed.

### **[31.8] DAMAGED, DESTROYED, DEMOLISHED AND BURNING BUILDINGS**

**[31.81]** Damaged, destroyed, and demolished *status* always applies to all floors of a building.

**[31.82]** When a building is damaged by direct or indirect fire other than GL, units on the floor level which is the target of the fire *only* may be affected. The owning Player rolls one die. On a 1-2, the unit is eliminated; on a 3-6, the unit is not affected. This is in addition to any effects of the fire on the units *per se*. Units on other floors are not affected, and no units are affected *per se* by damage due to GL attack.

**[31.83]** A destroyed building does not have a roof for determining whether line of sight is blocked; however, it continues to block line of sight for its floor height (the walls of the building remain even though the floors have collapsed). Units may not enter any level but the ground floor and cellar.

**[31.84]** A demolished building of 1 floor (not counting the cellar) is reduced to 1 height level. A demolished building of 2 or more floors is reduced to 2 height levels. Demolished buildings have no cellars.

**[31.85]** A Burning or Fire Spreading marker in a building hex only affects the floor level it is applied to; in a woods hex it applies to all floor levels containing woods.

**[31.86]** In determining the floor at which conflagrations in buildings due to indirect fire originate, roll one die. On a 1 or 2, the conflagration is on the roof; on a 3 or 4, it is on the top floor; on a five it is 2 floors down (ground floor on a one floor building); on a 6 it is 3 floors down (ground floor in a one or two floor building).

### **[31.9] HEIGHT OF SMOKE, THE TELEPHONE OFFICE, AND OBSERVATION**

**[31.91]** Vehicle, and wreck, smoke extends from height level 0 to height level 3, inclusive. Grenade-launched smoke extends from height level 0 to height level 8, inclusive. All other smoke (megahex smoke markers and fire-produced smoke) extends indefinitely upward.

**[31.92]** Unless otherwise designated in the scenario, the telephone office is located on the third floor of the building in hex 5E5.

**[31.93]** Observation Posts are always placed on a specific floor; ground floor unless otherwise noted.

**[31.94]** Case 10.72 (sighting while surrounded by woods or buildings) applies only to units at ground floor level.

## [32.0] HEIGHT AND COMBAT

### GENERAL RULE:

The height level at which a unit is located, or to which or from which it is moving, has important effects on combat. In the Advanced Game, direct fire is aimed at a specific location (hex and floor level); close assault is resolved for each location rather than for the hex as a whole. **Note:** As per the general rule of Section 31.0, the firing Player announces the complete location of the firing unit.

### PROCEDURE:

Before announcing a fire action or close assault, a Player must check both the vertical line of sight and the effects of height differences on the weapon concerned. In announcing a fire action, the location being fired on must be announced.

### CASES:

#### [32.1] DIRECT FIRE

[32.11] Direct fire affects an entire floor level (2 height levels) but does not *per se* affect other floor levels of the same hex.

[32.12] In announcing direct fire, the firing Player must announce which floor level is receiving the fire. This fire may not be split between height levels of different floor levels.

[32.13] In order to fire on a location, there must be an unblocked vertical line of sight (see Case 31.5) to both height levels of the floor level concerned.

[32.14] The portion of a hexside between two buildings of different heights which is blocked (if any), blocks line of sight between the higher building and the lower building from street level up to the lower level of the lower building's roof. Thus it is possible to fire onto or beyond the roof of the lower building from the higher building.

[32.15] A unit on the roof level of a building hex may direct fire against the roof level of another building hex on which it would otherwise be barred from firing as per Case 11.28.

[32.16] Machinegun units and automatic weapons may not fire at different floor levels in the same fire action; i.e., multiple-target fire by these weapons must be distributed horizontally rather than vertically.

[32.17] A unit firing from roof level has its attack strength increased by one-third (rounded down).

#### [32.2] FIRING UP

[32.21] Flamethrowers may not fire at any location more than 3 floor levels higher than the firing unit.

[32.22] The Attack Strength of all soft weapons and ATW is reduced to 2/3 (rounding fractions down) when the weapon is fired upward at an angle of 20 degrees or more. To determine whether the angle is 20 degrees or more consult the Gun Elevation Table, Case 32.24. If the difference in height levels between the firing unit and the target location is greater than the number given for the range at 20 degrees for the lower height level of the floor level being fired upon, the penalty in this case applies. For bipod MG units *only*, the penalty is 12 degrees. (This Case simulates difficulties in vertical range estimation, for which soldiers are not usually trained.)

[32.23] [Optional Rule] Certain guns have an angle of fire so limited that, at close ranges, upper height levels may be immune from fire. When using this rule, consult the Gun Elevation Table, Case 32.24, to determine whether the weapon in question is subject to elevation restrictions. Note that coaxial machineguns are subject to the same restrictions on elevation as apply to the main guns

of the same vehicle. If a weapon's angle of elevation is not listed on the Unit Data Chart, it is not restricted by this Case.

#### [32.24] Gun Elevation Chart (see charts and tables)

#### [32.3] FIRING DOWN

[32.31] Flamethrowers may not fire at any location more than three floor levels lower than the firing unit.

[32.32] LAWs and MAWs may always be fired from rooftop level. This is an exception to Case 20.3. However, see Case 32.34.

[32.33] The Attack Strength of soft weapons is reduced by 1 when the weapon is fired downward at an angle of 20 degrees or more. To determine whether the angle is 20 degrees or more, consult the Gun Elevation Table, Case 32.24. If the difference in height levels between the firing unit and the target location is greater than the number given for the range at 20 degrees for the higher height level of the floor level being fired upon, the penalty in this Case applies. For a machinegun unit, the penalty point is 12 degrees. Snipers are not affected by this Case.

[32.34] When a vehicle is being fired upon by an ATW at an angle of 12 degrees or more, the Attack Strength is increased by 2 and all **KM** results are converted to **K**. When a vehicle is fired upon by an ATW at an angle of 20 degrees or more, the Attack Strength is increased by 4 and all **KM** and **KF** results are converted to **K**. This does not apply to the M202, which is not an ATW. Also, the Dragon MAW may not be fired down at an angle of 20 degrees or more. This Case also covers **GL**.

[32.35] Any unit capable of performing close assault may undertake a special anti-vehicular close assault (see Case 20.4) against an open vehicle in the same or any adjacent hex, provided that the assaulting unit is at least two floor levels above the vehicle. The assault strength is 8 from the same hex and 5 from an adjacent hex. All **KM** results are converted to **K** results. This procedure is an alternative to regular anti-vehicular close assault against open vehicles.

[32.36] Case 11.56 (protection due to suppressed status) does not apply to attacks made from an angle of 12 degrees or more downward.

[32.37] Personnel units in an open vehicle coming under attack use the Soft CRT (see Case 20.5) from an angle of 20 degrees or more are not considered to be in a concrete building when resolving the attack on the CRT; instead, the results are read normally. All **K** results still apply only to personnel.

#### [32.4] CLOSE ASSAULT

[32.41] Close assault is always resolved location by location.

[32.42] Case 13.22(2) is modified so that an **S** result on the soft target CRT is read as a **K** result if the assaulting unit is moving down or is assaulting on a fire command; if the assaulting unit is moving up an **S** result is read as No Effect.

[32.43] In an assault on a Fire command, the assaulting unit is only eliminated if a "1" is rolled on the large die; in an assault moving up, the assaulting unit is eliminated if a "1," "2," or "3" is rolled on the large die (exceptions to Case 13.23).

[32.44] Units may not move into an engaged location (exception to Case 13.38).

[32.45] If a Friendly unit has entered a location without close assaulting it, and while the unit remains at that location the owning Player discovers an Enemy unit at the same location, the Friendly unit is automatically eliminated; this fact must be

announced, and the eliminated counter shown to the opposing Player. Case 27.43 supercedes this Case where applicable.

[32.46] In the case of upward close assaults in hexes 4G2, 7J7 and 6D5, beginning with assaults on the 1st floor, Case 13.24 is modified so that a 1-3 on the large die eliminates the assaulting unit even if there is no Enemy unit at the assaulted floor level, provided that there is an Enemy unit at a higher floor level. (This simulates the ease with which winding staircases can be defended.)

#### [32.5] FIRE FROM CELLARS

Units at cellar level may not fire at any other location; they may fire only in close assault.

## [33.0] INDIRECT FIRE UNITS

### COMMENTARY:

Due to the difficulties of communication, short distances between opposing forces, and other factors, it is not expected that indirect (off-map) artillery fire will play a prominent destructive role during the course of an urban battle. Artillery preparation prior to combat, however, serves to demolish Enemy strongpoints or buildings which would serve as footholds for an invading Enemy force. Furthermore, artillery is expected to have a prominent role in delivering smoke and illumination. The Soviets also plan on using as much as 50% of their artillery tubes in a direct fire (on-map) role. Doctrine on both sides emphasizes that it is preferable to destroy a building than to assault it; if Players want to avoid an artillery-dominated game they must be careful in drawing up scenarios.

### GENERAL RULE:

Indirect fire units (artillery, mortars, and rockets) may be available to one or both Players as per the scenario instruction. Indirect fire units are generally kept off-map; the only way off-map units affect the game is by delivering indirect fire. Some units that are available to a Player for indirect fire may instead be used in a direct fire role, in which case they are represented by counters on the map. In order to use his allotted indirect fire, the owning Player must *call down* this fire onto a specific part of the map. As this procedure involves delays, it must be planned in advance. Indirect fire affects all targets, including buildings, in its impact area, whether Friendly or Enemy.

### PROCEDURE:

If the scenario provides for indirect fire, an additional Stage is added to the standard sequence of play (see Section 4.0). This Stage is called the *Indirect Fire Stage* and it takes place at each Game-Turn, immediately after the Command Decision Stage. It proceeds as follows:

#### A. INDIRECT FIRE STAGE

##### 1. Plotting Phase:

Each Player plans for future indirect fire, determines the delay before impact, and secretly writes down on the Artillery Plot Sheet the target megahex, the type of munitions being fired, the caliber of the firing unit, and the ID number of the indirect fire marker being used for this mission.

##### 2. Impact Phase:

All indirect fire which is scheduled to arrive during the current Game-Turn is announced and its actual impact hex determined.

##### 3. Resolution Phase:

All combat results caused by indirect fire which impacts during the current Game-Turn is resolved.



If the scenario provides for an opening artillery barrage, the Indirect Fire Stage may be repeated for as many times (equivalent to Game-Turns) as the scenario specifies before play proceeds to the command decision stage of Game-Turn 1.

When a scenario provides for indirect fire, the scenario will indicate how many indirect fire units and what type and caliber of unit are available to each Player. The scenario may also designate indirect fire units as being *dedicated* or in general support (attached to a larger unit of which only part is on the map).

## CASES:

### [33.1] DESIGNATING INDIRECT FIRE UNITS FOR DIRECT FIRE ROLES

[33.11] Prior to the start of play, each Player may designate some of his dedicated indirect fire units for direct fire roles; these are then subtracted from his available dedicated indirect fire units. In order to be used in a direct fire role, the unit's type must be listed on the Unit Data Tables. The unit is represented by a number of counters (which may be improvised).

[33.12] A NATO Player may not designate more than one third (fractions rounded down) of his dedicated indirect fire guns of any given caliber for direct fire roles. A North Vietnamese, Chinese, or Soviet Player may not designate more than half of his dedicated indirect fire guns of any given caliber for direct fire roles. See Case 52.5 to determine the number of guns in each unit.

[33.13] Indirect fire units which are designated for direct fire roles may be attached to platoons or companies or left unattached. Attachment is done before beginning play and may not be changed during the course of play. An attached unit counts as a tank for purposes of Preservation Levels, command control, etc. See Case 18.8.

[33.14] If an indirect fire unit is utilized in a direct fire role, it must be broken down into individual guns. Each gun in that unit eligible for a direct fire role is represented by a counter on the map. Any guns which cannot be so designated (as per Case 33.12) have no effect on play (i.e., they are lost if the unit is broken up).

[33.15] Indirect fire units which are designated for direct fire roles are considered part of the owning Player's forces (as attached under Case 33.14) in determining when and where they are set-up or are brought onto the map.

### [33.2] FIRE PLOTS

[33.21] Before beginning play, each Player with indirect fire units available (subtracting those designated for direct fire roles) lists these units on the Indirect Fire Plot Sheet and removes the correspondingly-numbered indirect fire markers from the counter mix.

[33.22] Indirect fire missions may be plotted before beginning play, unless the scenario prohibits it. Once play has begun, plotting is performed in the Plotting Phase of the Indirect Fire Stage. In this phase, all indirect fire units may be assigned a new mission (see Case 33.23).

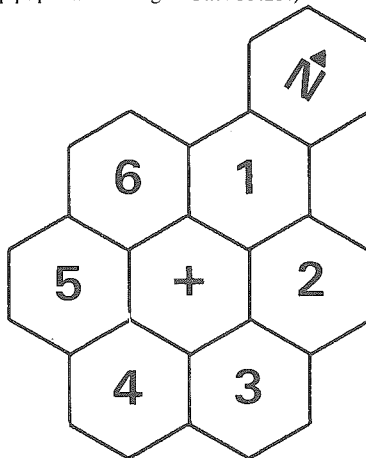
[33.23] In order to plot an indirect fire mission, the owning Player notes the code of the target megahex, the type of munitions being fired, the caliber of the indirect fire unit, and the ID number of the Indirect Fire marker being used for this mission. In addition, if suppressive fire (see Case 33.34) is plotted, this must be noted.

[33.24] After an indirect fire mission has been plotted, the firing Player must determine *delay* according to the provisions of Case 33.3.

[33.25] Prior to the beginning of play, each Player may assign up to four *on-call* target megahex

codes to each indirect fire unit; these are also noted on the Indirect Fire Plot Sheet in the space provided. On-call target megahexes may not be changed during play, and may only be applied (see Case 33.33) to the indirect fire unit to which they are assigned.

[33.26] If the scenario provides a player with dedicated indirect fire units, the owning Player may assign one *priority* target megahex code to each dedicated indirect fire unit. This priority target megahex must be chosen from among the four on-call target megahexes (see Case 33.25); this must also be noted on the Indirect Fire Plot Sheet. (This sheet is not provided in *Cityfight*. Each Player must draw up his own on a piece of scrap paper according to Case 33.23.)



[33.49] Scatter Diagram

### [33.3] COMPUTING DELAY

[33.31] After plotting a new mission for an indirect fire unit, it is necessary for the owning Player to compute the number of Game-Turns the indirect fire mission is delayed before impacting on the map. For a standard fire mission (opportunity fire), one die is rolled, any adjustments are then made to the die roll, and the modified die roll is multiplied by the delay factor for that unit. The resultant number is the number of Game-Turns the mission is delayed before impacting on the map. Having determined this number, the owning Player takes that indirect fire unit's marker and places it on the Action Point Track corresponding to the Game-Turn of scheduled impact. Delay factors are listed on the Indirect Fire Data Charts.

[33.32] If the target megahex is one of the on-call target megahexes of the fire unit, the die roll is not adjusted before multiplying by the delay factor.

[33.33] If the target megahex is a priority target megahex, 2 is subtracted from the die roll before multiplying by the delay factor; the die roll, however, may never be reduced below 1.

[33.34] A Player may plot a fire mission as *suppressive fire*, which is more responsive but not as deadly as an ordinary fire mission. Suppressive fire may only be ordered from mortars or dedicated batteries. If suppressive fire is plotted, the delay factor itself is the number of Game-Turns of delay.

[33.35] If the target megahex is not covered by Cases 33.32–33.34, 2 is added to the die roll before multiplying by the delay factor.

[33.36] If the indirect fire unit is designated by the Scenario as in general support, two dice are rolled under Case 33.31.

### [33.4] SCATTER AND REGISTRATION FIRE

A major problem with artillery is the lack of accuracy of its fire. Rather than landing on the chosen target, artillery shells tend to *scatter*. The usual way of correcting scatter is to fire a round of *registration* fire as the first salvo. The purpose of this registration fire is not to harm the Enemy (since it probably landed in the wrong spot anyway), but to allow a Friendly *forward observer* to see the fire and report back to the artillery unit where it landed. In this way the artillery commander can adjust his weapons so as to compensate for the initial scatter. The subsequent rounds, having benefited by this adjustment, are usually more accurate. Registration fire begins a new fire mission by a gun or mortar unit, while scatter is a feature of each salvo, though it is most unpredictable before the fire has been adjusted on the basis of an observation report.

[33.41] A fire mission's first Game-Turn of impact on the map is called *registration fire*. Exceptions are Suppression Fire (see Case 33.46) and the fire of rockets (see Case 33.48). Registration fire procedures take place only in the Impact Phase; there is nothing to be done in the Resolution Phase with regard to registration fire. Registration fire never has effects on units or physical features; its only purpose is to provide information to the artillery commander.

[33.42] Beginning with the Game-Turn *following* the one in which registration fire was delivered, the fire is called *fire for effect* or *effective fire*. Unless a fire mission is terminated or suspended (see Cases 33.54 and 33.59), fire for effect *must* follow registration fire, one Game-Turn later. There is only one Game-Turn of registration fire per indirect fire mission; all subsequent fire of that mission is fire for effect. In any Game-Turn in which fire for effect is delivered to the map during the Impact Phase, a Resolution Phase follows in which the Players determine the results of that fire (see Case 33.6).

[33.43] Regardless of the type of indirect fire being delivered, the firing Player must *each Game-Turn* determine the scatter of all indirect fire scheduled to impact on the map in that Game-Turn. This is done in the Impact Phase.

[33.44] When determining scatter for registration fire (see Case 33.41), the firing Player first removes the Indirect Fire Marker representing the indirect fire unit from the Action Point Track (it should be in the same box as the Game-Turn Marker). He then rolls two dice.

1. If doubles are rolled, the registration fire impacts in the target megahex specified in the Indirect Fire Plot for that mission;

2. If the larger die result is greater than the smaller die result, the registration fire is scattered *one* megahex. The firing Player now rolls a single die and consults the Scatter Diagram (Case 33.49) in order to determine the *direction* of this one-megahex scatter;

3. If the result shown on the large die is less than the result shown on the small die, the registration fire is scattered *two* megahexes (**Exception:** see Case 33.45). The firing Player now rolls a single die and consults the Scatter Diagram (Case 33.49) in order to determine the *direction* of this two-megahex scatter.

Having determined the megahex of impact of registration fire in this manner, the firing Player takes the Indirect Fire marker and places it with its Registration side face up in the center hex (hex 7) of that megahex. He then informs the opposing Player that "registration fire has arrived" in that megahex, and notes the megahex on the indirect fire plot sheet for later reference.



[33.45] If the indirect fire is either *on call* or *priority* fire (see Cases 33.32 and 33.33), registration fire will scatter *two* megahexes only if the result on the small die is greater than the result on the large die by 2 (e.g., 5 to 3) or more. If the difference is only 1, the fire is only scattered *one* megahex. Direction of scatter is determined as in Case 33.44.

[33.46] If the indirect fire is suppression fire (see Case 33.34), there is no registration fire; the first salvo of suppression fire is fire for effect. Suppression fire scatter is determined using two dice.

1. If doubles are rolled, fire impacts in the target megahex specified in the Indirect Fire Plot for that mission;

2. If the result on the large die is greater than the result on the small die by a factor of 3 or more (e.g., 4 to 1), the fire scatters one megahex (direction of scatter is determined as in Case 33.44);

3. In any other dice result, the fire scatters two megahexes. Direction of scatter is determined as in Case 33.44.

Once scatter has been determined, the firing Player takes the Indirect Fire marker representing the indirect fire unit performing the suppression fire mission and places it with its Effective side face up in the center hex (hex 7) of that megahex. He then informs the opposing Player that "suppression fire has arrived" in that megahex, and tells him the type (gun or mortar) and caliber of the fire.

[33.47] If the indirect fire is effective fire, is not suppression fire, and is not rocket fire, scatter is determined using one die. The megahex from which the scatter is measured is the impact megahex of the *registration* fire of that fire mission (but see Cases 33.74-33.77). If an even number is rolled, the fire scatters one megahex. The direction of the scatter is determined as per Case 33.44, and the firing Player shifts his Indirect Fire marker on the map appropriately while informing his opponent of the shift. Future scatter determination for that mission continues to be measured from the impact megahex of that mission's registration fire. If an odd number is rolled, the fire does not scatter at all, but impacts in the registration fire's impact megahex. If scatter is being determined for the second Game-Turn's fire of that mission, the Indirect Fire marker is flipped over from its Registration side to its Effective side.

[33.48] Rocket fire does not have registration fire, but is always fire for effect. Rocket fire scatters as per Case 33.71(2).

#### [33.49] Indirect Fire Scatter Diagram

### [33.5] CONTINUITY OF FIRE

[33.51] Artillery and mortar (not rocket) fire for effect continues to impact Game-Turn after consecutive Game-Turn unless the fire mission is terminated or suspended.

[33.52] Each rocket fire mission is limited to a single Game-Turn. Moreover, a new rocket fire mission may not be plotted to impact on the map until a number of Game-Turns after the previous fire mission from that rocket unit has impacted. This minimum interval between rocket fires is listed on the Indirect Fire Unit Data Chart for that type of rocket.

[33.53] The type of munitions to be delivered by a fire mission (*HE* or *high explosive*, smoke, or starshell) may be changed without terminating the mission. This is done during the Plotting Phase. Such a change, however, automatically suspends the fire mission for three Game-Turns, beginning with the Game-Turn following the one in which the mission is changed. During the period of sus-

pension, the indirect fire unit is inactive. Following the period of suspension, the mission resumes with the changed type of munitions.

[33.54] Fire missions may be terminated by the owning Player. The order to terminate a fire mission is given during any Plotting Phase. If the fire of this mission is observed (see Case 33.72), the termination goes into effect with the next Game-Turn. If not observed, the termination goes into effect 10 Game-Turns later. Whether the fire is observed or not is determined during the Plotting Phase. If the fire is not observed at the time the termination order is given, the owning Player may in any subsequent Plotting Phase determine whether the fire is observed or not. If in a subsequent Plotting Phase, the fire is observed, the termination goes into effect with the following Game-Turn. Players must keep track of termination orders and the Game-Turns in which they take effect on the Indirect Fire Plot Sheet. **Note:** rocket fire missions can only last one Game-Turn and thus are automatically terminated.

[33.55] A termination order may be included in the original fire plot (see Case 33.2). Such termination orders always take effect with the Game-Turn specified in the original order. A fire mission with an original termination order may, however, be terminated earlier as per Case 33.54.

[33.56] Any unit entering any hex within the burst radius of effective fire (see Case 33.68) in the course of an Action Stage is immediately attacked by the indirect fire in the same manner as units attacked during the Resolution Phase. This also applies to units leaving buildings or climbing to roof level.

[33.57] During the Plotting Phase of the Game-Turn in which a termination order takes effect, the Indirect Fire marker representing that unit is removed from the map or Action Point Track. During the Plotting Phase of the following Game-Turn, a new fire mission for this unit may be plotted as per the procedures outlined in Case 33.2.

[33.58] A termination order which is given prior to the Game-Turn in which registration fire is scheduled to impact on the map for that fire mission takes effect five Game-Turns later.

[33.59] During the Plotting Phase of any Game-Turn in which fire for effect is observable (see Case 33.72) the owning Player may order a suspension of the fire mission for the subsequent Game-Turn, providing the firing unit is dedicated (see Case 33.26). During the Game-Turn of suspension, the indirect fire unit is inactive. The suspension may be continued from Game-Turn to Game-Turn; the indirect fire marker remains immobile on the firing Player's map and continues to be used in determining observation. If the site of the last pre-suspension fire for effect (as indicated by the Indirect Fire marker) is no longer observed during any Plotting Phase, the suspension ends with the next Game-Turn and fire for effect is resumed.

### [33.6] FIRE FOR EFFECT RESOLUTION

[33.61] During the Resolution Phase, the Players consider each Fire for Effect marker on the map, in any order. At the beginning of this Phase, the markers should all be in the center hexes of the megahex they are in. The first procedure of the Resolution Phase for each effective fire marker under consideration is the determination of which regular (small) hex in the impact *megahex* is the actual impact *hex*. First, the firing Player rolls two dice. If a 1 is rolled on the large die, the indirect fire marker remains in Hex #7. If a 2-6 is rolled on the large die, the firing Player looks at the small

die. The number rolled on the small die is the regular hex number to which the indirect fire marker should be shifted immediately.

[33.62] The opposing Player is informed of the location of the impact hex and reminded of the type and caliber of the mission.

[33.63] If the munitions being fired in this mission are high explosive (HE), the firing Player rolls two dice and announces the result. Both Players consult the Indirect Fire Combat Results Table (see Case 33.69).

[33.64] After the indirect fire result is determined, both Players check the burst effectiveness range of the weapon being fired in this mission (see Indirect Fire Burst Effectiveness Range Chart, Case 33.68). This chart indicates the range around the regular impact hex in which the combat result applies. Note that this range of effectiveness varies, as does the Indirect Fire Combat Results Table, according to the categories listed. Also note that indirect fire is non-discriminatory — that is, it affects units of both the firing Player and the opposing Player which happen to be within burst effectiveness range.

[33.65] After the burst effectiveness has been determined, both Players apply the appropriate combat result (see Case 33.63) to all units within the burst effectiveness range for the category into which the unit falls. All losses inflicted by indirect fire remain secret.

[33.66] If the regular impact hex of an indirect fire mission is a building hex, the Indirect Fire Combat Results Table may indicate damage or destruction of the building in that hex. However, suppression fire never affects buildings. A bridge is attacked as if it were a stone building. If the building is damaged, personnel on the roof or top floor level may be affected as per Case 31.92. If the building is destroyed, personnel units above the cellar level are killed; for personnel in the cellar, see Case 31.75.

[33.67] If the regular impact hex of an indirect fire mission is a building or woods hex, the combat result may indicate that a fire has been started, see Case 22.32. If the fire starts in a building hex, it always begins on the top floor *and* on the roof.

[33.68] **Indirect Fire Burst Effectiveness Range Chart**  
(see charts and tables)

[33.69] **Indirect Fire Combat Results Table**  
(see charts and tables)

### [33.7] INDIRECT FIRE OBSERVATION AND ADJUSTMENT

[33.71] When playing a scenario with indirect fire, Forward Observer (FO) units provided in the Standard TO&Es or scenario instructions are included. These FOs are a type of Spotter unit and are subject to all rules governing Spotters (see Case 10.5). FOs are two-man units. Any unsuppressed Friendly FO or company commander which has been issued a Search command may perform indirect fire observation.

[33.72] *Registration fire* is observed if a line of sight can be drawn from (A) any part of an open hex containing an indirect fire observer (see Case 33.71), or from any part of a building or woods feature in a building or woods location containing an indirect fire observer, to (B) the center of any open hex at street level or the center of any woods hex at the highest height level of the woods or the center of any building hex at the lower height level of the roof location, provided that the hex is within the impact *megahex* of the registration fire. *Fire for effect* is observed if the line of sight can be drawn as defined above to the regular impact *hex* or any adjacent regular hex.

[33.73] Indirect fire observation is not an action and does not consume Action Points. It is always measured during the Indirect Fire Stage.

[33.74] If registration fire is observed (see Case 33.72), after its scatter has been determined, the firing Player may in that same Impact Phase shift the Indirect Fire marker to any adjacent megahex. He does not announce this shift to the opposing Player. In resolving scatter for the subsequent fire for effect (see Case 33.46), the megahex to which the Indirect Fire marker has been shifted is considered to be the registration fire's megahex; the shift is also noted on the fire plot.

[33.75] If fire for effect is observed (see Case 33.72), at the end of the Resolution Phase the owning Player may shift the Indirect Fire marker to the center hex of any megahex adjacent to the megahex containing the impact hex. He does not announce this shift to the opposing Player. In resolving scatter for the subsequent fire for effect (see Case 33.47), the megahex currently containing the Indirect Fire marker is considered to be the registration fire's megahex; the shift is also noted on the fire plot.

[33.76] Once an Indirect Fire marker has been shifted under Case 33.74, or fire for effect has been observed and either shifted or not shifted, the original megahex of registration ceases to have any significance, even if the fire ceases to be observable. In the absence of continued observation, scatter is determined from the megahex containing the Indirect Fire marker on the firing Player's map.

[33.77] If registration fire scatters off-map, the scatter remains valid, but cannot be observed. Players then determine the scatter of subsequent fire for effect from the hypothetical off-map megahex to which the registration fire has scattered, continuing the megahex pattern as if it extended off-map. Thus fire for effect may scatter back onto the map, or it may remain off-map (in which case it has no effect on the game other than ammunition depletion).

[33.78] Observed fire may not be shifted to off-map.

[33.79] Additional effects of indirect fire observation are noted in Cases 33.54 and 33.59.

### [33.8] ROCKETS, SMOKE AND STARSHELL

[33.81] Some indirect fire units are labeled *rocket* units. Rocket units possess all the characteristics of other indirect fire units except in the following respects:

1. They do not undertake registration fire. Instead, delay is computed normally (see Case 33.3), and fire for effect arrives on the first Game-Turn of impact.
2. The scatter of rocket fire is more drastic than normal indirect fire. To determine scatter, the firing Player should roll both dice. If the larger die is greater than the smaller die by a factor of 4, 5, or 6 the fire scatters four megahexes. If the larger die is greater than the smaller die by a factor of 1, 2, or 3, the fire scatters three megahexes. If the result on the smaller die is greater than the result on the larger die by a factor of 4, 5, or 6, the fire scatters two megahexes. If the smaller die is greater than the larger die by a factor of 1, 2, or 3, the fire scatters one megahex. If the two dice show equal results, the fire does not scatter at all. In order to determine the direction of scatter, the firing Player should roll a single die and consult the scatter diagram (33.49). Note that when the megahex scat-

ter of rocket fire has been resolved, the actual regular impact hex must be determined according to the provisions of Case 33.61.

3. Rocket artillery fire may not impact Game-Turn after Game-Turn after an initial fire for effect attack (see Case 33.52).

4. Rocket artillery fire may not be "shifted" (see Case 33.75).

5. If the firing unit is a SCUD rocket, the Indirect Fire Combat Results Table is applied a second time to any units or map features (buildings, woods, uncratered open hexes) which have not been eliminated, demolished, or cratered in the first resolution.

[33.82] If smoke is the type of munitions delivered by an indirect fire mission, place a Megahex Smoke marker in the center hex (hex #7) of the impact megahex (as determined after scatter) of both Players' maps. Megahex scatter for smoke missions is determined normally (see Cases 33.44 and 33.47). *Smoke missions employ the Indirect Fire Combat Results Table only to determine ammunition depletion (see Case 33.9).*

[33.83] It is unnecessary to determine the actual regular impact hex of a smoke mission (see Case 33.62). Instead *all* smoke missions impact in the center hex of their impact megahex.

[33.84] *Megahex Smoke* covers each one of the seven hexes of its impact megahex, but not adjacent megahexes. Artillery delivered smoke extends indefinitely upward in terms of height level and line of sight purposes. Megahex Smoke markers are removed in the same manner as Hex Smoke markers.

[33.85] If an artillery mission is delivering starshell, place a Starshell marker on the mapedge of both maps. This type of starshell functions in the same way as grenade-delivered starshell (see Case 24.4), but it affects the entire map area. If it is unnecessary to resolve scatter of starshell missions. Such missions employ the Indirect Fire Combat Results Table only to determine ammunition depletion (see Case 33.9).

[33.86] Smoke missions' fire for effect is observed by any indirect fire observer (see Case 33.71) with a line of sight from a position as per Case 33.72(A) to any height level of a hex of the megahex containing the smoke. Thus, the only thing that can block observation of megahex smoke is other megahex smoke.

### [33.9] ARTILLERY AMMUNITION DEPLETION

[33.91] An indirect fire unit may run out of ammunition when resolving a fire for effect attack (see Case 33.69). If the firing Player rolls doubles (i.e., 1 and 1, 6 and 6, etc.) when consulting the Indirect Fire Combat Results Table, there is a possibility that the firing indirect fire unit has run out of ammunition for the type of munitions being fired. A single die should be immediately rolled in this case. If the indirect fire unit is a mortar or rocket, or is firing smoke or starshell, a die roll of 1, 2, 3 or 4 indicates that it may not fire that type of munitions again for the remainder of the game. If the indirect fire unit is a gun firing high explosive a die roll of 1 or 2 indicates that it may not fire that type of munitions again for the remainder of the game. This Case may be modified by scenario instructions.

[33.92] An indirect fire unit that has run out of a certain type of munitions may continue to fire missions with other types of munitions (*Exception: see Case 33.93*).

[33.93] When Megahex Smoke or Starshell counters are exhausted, smoke or starshell missions may not be fired by any indirect fire unit on the map.

## ADVANCED OPTIONAL RULES

### [34.0] ENGINEERS

#### COMMENTARY:

Engineers (sappers) are more important in urban combat than in rural fighting: they have a wide variety of missions.

#### GENERAL RULE:

Combat engineers are represented in *Cityfight* by various vehicles and by 2-man sapper units. These sappers are used in demolition, minelaying and clearing, the creation and removal of obstacles, setting and removing boobytraps, and other functions. Sappers perform engineering functions through *Work* actions.

Sappers are provided as per scenario instructions or standard TO&E. They are organized into engineer squads, platoons, and companies.

#### CASES:

##### [34.1] SAPPERS

[34.11] Sappers are 2-man combat personnel units, organized into engineer platoons or squads. All references to other combat personnel units apply also to sappers unless specified otherwise.

[34.12] Engineer platoons may include combat engineer vehicles, trucks, bridgelayers, dozers, tanks, and troop carriers. These vehicles are treated in the same manner as vehicles attached to infantry platoons.

[34.13] Engineer squads are treated like platoons.

[34.14] Engineer units may be stacked with units of other platoons, subject to the stacking restrictions (Section 9.0, General Rule).

[34.15] Sappers may recover from suppression without the help of a leader during the Suppression Recovery Stage. The owning Player simply rolls one die for the unit concerned. If a 1, 2, or 3 is rolled, the sapper recovers from suppression; otherwise, the sapper remains suppressed. Sappers may also recover from suppression with the help of a leader; see Case 15.4.

[34.16] Sappers are subject to K results from sniper fire.

[34.17] A dozer-equipped tank may perform all functions of a normal dozer. Such a tank may not be issued a Search command.

##### [34.2] WORK COMMANDS

[34.21] Sappers may not be issued Search commands. A sapper may, however, be issued a Work command, using a Search/Work command chit. When issued a Work command, sappers may perform one Work action only, and no other actions, in the course of the Action Stage of a Game-Turn.

[34.22] Consecutive Work actions may be spread over more than one Game-Turn. Work actions are consecutive as long as no intervening Fire or Movement command is given to the unit.

[34.23] When a Work command is performed, two (if by a personnel unit) or three (if by a vehicle unit) Action Points are expended by that unit's platoon.

[34.24] Sappers are amphibious and may cross the river by performing a Work action, provided this is done by no more than two units per engineer platoon per Game-Turn (this simulates the use of inflatable rafts).

[34.25] The Work actions required for various events may be performed by different sapper units

stacked together only in the case of preparing for demolition (Case 34.32), minesweeping (38.2), and blasting craters (39.22).

### [34.3] SAPPER DEMOLITION

[34.31] Bridges, buildings, and open hexes may be designated in a scenario as prepared for demolition by one side or the other. The Player must list such prepared sites on a separate piece of paper before play begins.

[34.32] Alternatively, a sapper unit may prepare a site for demolition by expending a certain number of consecutive Work actions in the hex concerned. This number is 15 for obstacles and open hexes, 30 for wooden buildings, and 40 for other buildings.

[34.33] A sapper which has been issued a Work command and is in a hex adjacent to or two hexes away from any part of a bridge or building which is prepared for demolition, may attempt to destroy or demolish the structure by performing a Work action. This action is performed as follows:

The owning Player rolls one die. If the die roll result is a 1-5, the demolition succeeds; if the die roll is a 6, the demolition fails and in order to achieve a demolition, the owning Player must begin the entire process again as per 34.32. The required number of work action is *halved* (disregard fractions). Only successful demolition is announced.

[34.34] A bridge, any hex of which has been demolished by sappers, ceases to have any function in the game, other than to block line of sight in undestroyed bridge hexes, if any.

[34.35] Place a Destroyed marker on any building which has been destroyed by sappers.

[34.36] A building which has been demolished by sappers is a demolished building; place a Demolished marker on it.

[34.37] A sapper unit may *defuse* a hex prepared for demolition by performing three consecutive Work actions in that hex. When this is done, the hex is no longer prepared for demolition.

## [35.0] BOOBY TRAPS

### GENERAL RULE:

Boobytraps may be established as per scenario instructions, or they may be constructed by sappers, at specific locations in building, woods, or obstacle hexes.

### PROCEDURE:

When an Enemy unit has conducted a close assault against a location, if that location has been boobytrapped, the assaulting unit may be killed by the boobytrap.

### CASES:

#### [35.1] ESTABLISHING BOOBYTRAPS

[35.11] If a scenario provides that a Player with advantage may designate a certain number of locations as being boobytrapped, that Player must secretly list the boobytrapped locations on a separate piece of paper.

[35.12] A sapper establishes a boobytrap at a location by performing a certain number of consecutive Work actions in that location.

[35.13] The number of Work actions required to establish a boobytrap is determined at the outset of the first Work action by the owning Player, who rolls two dice. This is the number of Work actions required.

[35.14] The owning Player must keep track of the number of Work actions required, and the number completed, toward establishment of a boobytrap

in each location in which this is attempted; completion takes effect at the end of the Action Stage.

### [35.2] EFFECTS OF BOOBYTRAPS

[35.21] Boobytraps affect Enemy units and Friendly units not accompanied by Friendly sappers.

[35.22] When an Enemy unit which has been issued a Movement command conducts a close assault against a boobytrapped location, and the Enemy unit is not killed as a result of close assault resolution, the Player who placed the boobytrap announces that the location is boobytrapped. The assaulting Player then rolls one die. On a 1-3, the assaulting unit or stack is eliminated. On a 4-6, the boobytrap fizzles. If the assaulting unit or stack includes sappers, the boobytrap also fizzles when a 3 is rolled.

[35.23] When an Enemy unit is discovered in a boobytrapped location which has not been close assaulted, the Friendly Player may announce the boobytrap; the Enemy Player then rolls one die and applies the results as per Case 35.22.

[35.24] Once announced, a boobytrap ceases to exist; it may not be used a second time.

### [35.3] DEFUSING BOOBYTRAPS

A Player may defuse Enemy boobytraps by moving a sapper into a location and announcing its presence. The opposing Player must then state whether the location is boobytrapped or not. If the location is boobytrapped, the sapper may remove the boobytrap by performing a Work action in the boobytrapped location. The defusing of a boobytrap takes effect at the end of the Action Stage.

## [36.0] BREACHING WALLS

### COMMENTARY:

In attempting to seize an Enemy-held building, attacking forces often find it more convenient to create their own door than to walk through the reception lobby.

### GENERAL RULE:

Through use of direct fire weapons or sappers, Players may convert inaccessible or blocked building hexsides into breached (accessible) hexsides. A demolished building hexside may not be breached.



### PROCEDURE:

When an entrance has been forcibly made through an inaccessible or blocked building hexside, place a Breached marker on an adjacent hex with its arrow pointing toward the breached hexside. The hexside is then accessible. Breaches are announced to the opposing Player (**Exception:** Case 47.32). If the breach is not at ground level, the Player must note the floor level of the breach.

### CASES:

#### [36.1] DIRECT FIRE BREACHING

[36.11] Prior to resolving a direct fire attack against a building location, the attacking Player may announce that the attack is a breach attempt.

[36.12] In a breach attempt, all *destroyed* results against the location are converted to *breached* results. All *damaged* results against the location are treated as *incomplete breach* results. An additional *damage* result against a hexside with an *Incomplete Breach* marker on it results in a com-

pleted breach. These results have no effect on the building *per se*.

[36.13] A breach attempt by a direct fire weapon may only be made against an inaccessible or blocked hexside, and then only if a line of sight can be traced from the firing unit through the hexside to be breached to any part of the building feature(s) inside the target hex. The firing Player must announce which hexside he is attempting to breach.

[36.14] If successful, a Breached marker is placed on one of the hexes adjacent to the breached hexside, with the arrow on the marker pointing toward the breached hexside on both maps.

### [36.2] SAPPER CHARGES

[36.21] A sapper issued a Work command may move, as part of a Work action, from any adjacent ground-floor location into a building hex via an inaccessible hexside only. The sapper does not close assault the building hex, and is considered to be in the open for sighting and fire purposes. On the following Game-Turn, the sapper exits the building hex by the same route, again as a Work action, moving only one hex. As part of the same action, the owning Player notes that a charge has been placed on that hexside, but he need not announce this.

[36.22] Once a sapper charge has been successfully placed, it may be detonated during any subsequent Action Stage simply by announcing its detonation, at no cost in Action Points. Upon detonation, a Breached marker is placed as per Case 36.14; the detonating Player may then have a unit perform an action, and immediately exploit the breach.

[36.23] A sapper charge may also be placed by a sapper who has entered a building hex normally, as a Work action on a Work command, without moving. (Such charges are usually used in order to escape from buildings rather than enter them, but any breach may be used in either direction.)

[36.24] If the building hex into which the sapper moves (Case 36.21) or in which the sapper is located (Case 36.23) is a concrete building hex, the first detonation of a charge is not sufficient to breach the hexside. Instead, an *Incomplete Breach* marker is placed, and the charge placing procedure must be performed 3 times before a Breached marker is placed as per Case 36.14. (This simulates the presence of reinforcing steel rods in the walls.)

## [37.0] OBSTACLES

### COMMENTARY:

Obstacles, whether roadblocks, wrecks, rubble, or other devices, help the defender by delaying the attacker and channeling his attack into exposed kill zones.

### GENERAL RULE:

Obstacles may be created in various ways. All obstacles block movement by units; they also provide cover and protection.

### PROCEDURE:

When an obstacle is created, place an Obstacle marker on the obstructed hex. When the obstacle is cleared, remove the marker. The placement and removal of obstacles is announced.

### CASES:

#### [37.1] SCENARIO-DESIGNATED OBSTACLES

The scenario instructions may provide a Player with advantage with a certain number of obstacles, and may limit the areas in which they are to be placed.

### [37.2] WRECKS

[37.21] A wreck is a destroyed vehicle. Wrecks may be created by Enemy action (K results), or through self-destruction. Any vehicle may be turned into a wreck through the performance of a Fire action on itself; this is always successful.

[37.32] Place a Wreck marker on any open hex in which a wreck is created.

[37.33] Place an Obstacle marker and a Hex Smoke marker on any building hex (containing a street) in which a wreck is created.

[37.24] If a second wreck is added to a hex which already has a Wreck marker on it, replace the Wreck marker with an Obstacle marker and a Hex Smoke marker.

[37.25] Wrecks count against vehicle stacking limits.

[37.26] Wrecks may be moved by combat engineer vehicles or dozers performing a Cautious Movement command at the rate of one hex per Game-Turn. In this case, the wreck is stacked with the mover vehicle and is moved with it until such time as the owning Player decides to drop the wreck in a hex.

[37.27] Wreck markers also function as Hex Smoke markers.

### [37.3] RUBBLE

Rubble is another form of obstacle; it may be created specially or as a result of various actions.

[37.31] When a building hex is *demolished*, Obstacle markers are placed in adjacent hexes. The number of markers placed is the same as the number of floors in the building which was demolished, subtracting one. For each Obstacle marker, roll one die, and place the Obstacle marker in the hex which is in the same direction from the demolished building hex as the hex with the number rolled is from hex number 7 in any megahex. Obstacle markers from rubble may be accumulated in a single hex.

[37.32] Whenever a building hex is *destroyed*, one die is rolled. If the result is equal to or less than the number of floors of the building, one Obstacle marker is placed in accordance with the Procedure given in Case 37.31.

[37.33] A sapper unit may create rubble by destroying or demolishing any building as per Case 34.3; in such a case, however, the owning Player determines which adjacent hexes receive the rubble, rather than having it determined randomly.

[37.34] Any personnel unit or soft vehicle which is in an open or woods hex when rubble is placed in the hex (other than by movement, Case 37.5) is eliminated. For any other vehicle, one die is rolled by the owning Player. If the result is 1-4, the vehicle is eliminated. If the result is 5, a KM marker is placed on the vehicle. If the result is 6, the vehicle is undamaged and may leave the hex. If the vehicle is open when attacked by rubble, any personnel units are eliminated. If the vehicle is buttoned up when attacked by rubble, personnel units being transported are not affected, unless the vehicle is destroyed.

### [37.4] MOVING OBSTACLES

Obstacle markers may be moved, one at a time, by combat engineer vehicles or dozers performing a Cautious Movement Command, using the Procedure outlined in Case 37.26. Obstacle markers may be stacked as a result of movement.

### [37.5] REMOVING OBSTACLES

A sapper unit may remove an Obstacle marker by performing sapper demolition (see Case 34.3). A CEV may remove an obstacle marker by performing nine consecutive Work actions in a hex ad-

jacent to the obstacle hex. A dozer may remove an obstacle by performing 15 consecutive Work actions in a hex adjacent to the obstacle hex.

### [37.6] EFFECTS OF OBSTACLES ON MOVEMENT

[37.61] Vehicles may not enter a hex containing an Obstacle marker.

[37.62] Personnel units may enter locations containing obstacles only when issued a Cautious Movement command. However, such units are subjected to being attacked at double Fire Strength as if they were performing Bold movement. **Exception:** Vertical movement in building hexes containing obstacles is not affected by this Case.

### [37.7] EFFECTS OF OBSTACLES ON LINE OF SIGHT

[37.71] Obstacle markers cover the entire hex for purposes of determining horizontal line of sight.

[37.72] Each Obstacle marker extends 1 height level up in determining vertical line of sight; personnel units in obstacle hexes are considered to be at the upper height level of the obstacle, whether suppressed or not.

### [37.8] OTHER EFFECTS OF OBSTACLES

[37.81] A personnel unit in an obstacle location is considered to be in a concrete building hex when fired upon and when sighting is resolved.

[37.82] Obstacles themselves are not affected by direct or indirect fire.

[37.83] The stacking limit in an obstacle hex other than a building hex is 7 men. **Exception:** One squad and up to one leader may be stacked together in such an obstacle hex.

[37.84] If the obstacle hex is also a building hex, the building may not be entered from another hex at the location of the obstacle(s); it may be entered at the next highest floor level. Vertical movement within the building is not affected.

[37.85] Close assault into a location containing an obstacle is treated the same as close assault moving upward (Case 32.4).

[37.86] Units in obstacle locations benefit from a die roll modification of -2 when engaged in suppression recovery attempts.

[37.87] Obstacles do not burn, but a building in the same hex as an obstacle may burn.

[37.88] The Fire Strength of ATW is reduced by 3 against personnel units in obstacle locations.

## [38.0] MINES

### GENERAL RULE:

Mines are effective against vehicles and personnel.

### CASES:

#### [38.1] MINELAYING

[38.11] The scenario instructions may allow a Player to *mine* a given number of locations, and may place restrictions on the location of the mines. Only ground-floor locations may be mined.

[38.12] The mined locations and dummy-mined locations must be written down on a separate sheet of paper before play begins, and both mined and dummy-mined locations are announced to the opposing Player as mined locations prior to the start of play; Mined markers are placed on real mined hexes on the owning Player's map and on all announced mined hexes on the opposing Player's map.

#### [38.2] MINESWEEPING

A combat engineer vehicle, or mine-plough-equip-

ped vehicle may cause a real Mine marker to be removed by performing two consecutive Work actions in the mined hex. A sapper may cause a real Mined marker to be removed by performing 15 consecutive Work actions in the mined hex.

### [38.3] EFFECTS OF MINES

[38.31] Personnel units entering a real mined location are subject to attack by the minefield with a Strength Rating of 8 on the Soft CRT. Units performing mine removal are attacked with a rating of 4 the first time they enter the hex; if they do not complete the mine removal, they are attacked again with a rating of 8 as soon as they perform an action other than mine removal.

[38.32] Vehicles entering a real mined hex are subject to attack by the minefield with a Strength Rating of 9 on the Hard CRT, whereby all KF results are changed to KM. Units performing mine removal are attacked in the same manner and with the same strengths as noted in Case 38.31.

[38.33] Friendly units entering a minefield established by the owning Player are attacked at half strength, fractions rounded down.

[38.34] Minefields can be removed only by minesweeping (**Exception:** Case 39.43). They are never affected or removed because of units moving through the hex.

[38.35] Upon entering a mined hex, the opposing Player inquires if the hex is really mined or dummy-mined. If it is only dummy-mined, the marker is immediately removed, and the unit is not attacked.

## [39.0] CRATERS AND DITCHES

### GENERAL RULE:

Craters and ditches are barriers to movement.

### CASES:

#### [39.1] DITCHES

The number of street or open hexes containing ditches is given in the scenario instructions to each Player; these may be placed at the owning Player's option, subject to scenario restrictions.

#### [39.2] CRATERS

[39.21] Craters are formed in open hexes according to the results achieved in the Crater Formation column of the Indirect Fire CRT (Case 33.69).

[39.22] A sapper unit may create a crater through demolition (Case 34.3) in open hexes or building hexes.

#### [39.3] CREATING AND REMOVING CRATERS AND DITCHES

[39.31] A Crater marker is placed on both maps to mark all ditches and craters.

[39.32] If an Obstacle marker is placed in a hex containing a Crater marker, both are removed. A Crater marker is never placed in a hex containing an Obstacle marker.

[39.33] A CEV or dozer may remove a Crater marker by performing 8 consecutive Work actions in an adjacent hex.

#### [39.4] EFFECTS OF CRATERS AND DITCHES

[39.41] Vehicle units may not enter hexes containing Crater markers. **Exception:** Combat engineer vehicles or dozers moving an obstacle into the hex.

[39.42] Personnel units may only enter or exit hexes containing Crater markers under a Cautious command.

[39.43] Placement of a Crater marker removes all mines in the hex.

[39.44] A personnel unit in a crater hex is at height level -2 if suppressed, -1 if unsuppressed. Such units are considered to be in buildings for sighting purposes; in the open when subject to indirect fire in the impact hex (not adjacent hexes, where they are unaffected) of that fire.

## [40.0] FIRING PORTS

### GENERAL RULE:

Fireteams in MICV (Not APC) vehicles may be given fire commands, and may fire even though the MICV is buttoned up. These fireteams may not, however, perform Sighting actions from a buttoned up vehicle; thus, all of their fire is against unspotted hexes. Special weapons may not be fired from buttoned up vehicles.

### PROCEDURE:

If the MICV has a fire command, the attack is made at two-thirds strength (fractions rounded down). If the MICV has any other command, the attack is made at one-third strength (fractions rounded down).

## [41.0] RULES OF ENGAGEMENT

### COMMENTARY:

While they may be annoying to some gamers, *Rules of Engagement* or restrictions on weapons or targets due to political, cultural, economic, historical or other considerations are a very real part of the problem of urban warfare. Not only does the defender wish to avoid destroying the place he is defending, but the attacker, too, may have need of certain facilities or have other reasons to be limited by his own rules of engagement. Some rules of engagement are built into *Cityfight* — there are no nuclear or chemical weapons — others are left to the scenario.

### GENERAL RULE:

The scenario instructions may establish Rules of Engagement which restrict one or both Players in their choice of weapons or targets or include other restrictions. These rules may be absolute, or they may merely establish Victory Point penalties.

**Player's Note:** A good way to keep artillery from dominating a game is to impose strict Rules of Engagement.

## [42.0] CONFLAGRATIONS

### COMMENTARY:

In high-intensity urban warfare, with water lines cut and fire departments immobilized or evacuated, the risk of a spreading, uncontrollable conflagration is always present.

### GENERAL RULE:

A fire, once started, may spread. Fire may spread from any location containing a Fire Spreading marker (see Case 22.32). Locations to which a fire spreads are marked with Fire Spreading Markers.

### [42.1] CONFLAGRATIONS WITHIN BUILDINGS

[42.11] When playing with this Section, rules contained herein supercede Case 31.85.

[42.12] Players will have to keep track of the locations where fire is present, and time intervals noted

in this Section on a separate sheet of paper. All fires and their locations are known to both Players.

[42.13] Demolished stone or concrete buildings do not burn.

[42.14] In buildings, fire spreads one floor level downward every 150th Game-Turn; one level upward every 50th Game-Turn. Fire spreads during the Record Stage.

[42.15] Fire spreads horizontally from one location to another adjacent location of the same building feature (not separated by an impassable hexside) each Record Stage of every Game-Turn evenly divisible by ten.

### [42.2] CONFLAGRATIONS IN WOODS HEXES

Unless the scenario specifies rain, snow, or mud, a fire in a woods hex automatically covers all height levels and will spread to all adjacent woods hexes each Record Stage of every Game-Turn evenly divisible by five.

### [42.3] SPREADING CONFLAGRATIONS

[42.31] Fire may spread from one building or woods hex to an adjacent building or woods hex across open space. If, during the Record Stage of any Game-Turn evenly divisible by 50, two or more floors of a building or woods hex are burning, one of the Players must roll two dice and consult the Conflagration Table (42.34) for each adjacent building or woods hex. If the adjacent hex catches fire, this fire begins at the floor nearest in height to the topmost burning floor of the previously burning building.

[42.32] In scenarios with winds of 20 mph or more fires may jump over open hexes in the general direction of the wind. When playing with this case, the scenario will specify the wind direction. In this situation Case 42.31 is applied to building or woods hexes separated only by an open hex from any part of a burning hex.

[42.33] Once spread to a new hex, the fire may continue to spread vertically in that hex.

[42.34] **Conflagration Table**  
(see charts and tables)

[42.35] The results on the Conflagration Tables are read as follows:

**STOPPED** = fire does not spread to the hex concerned

**SPREAD** = fire spreads to the hex concerned

[42.36] Dice rolls on the Conflagration Table are cumulatively modified as follows:

"Dry weather" (established by scenario):	+2
Rain, snow, mud (established by scenario):	-3
Hexes separated by blocked hexside feature:	-4
Crossing river:	-3
Jumping open hex:	-3
Prepared position:	-3

### [42.4] ADDED EFFECTS OF CONFLAGRATIONS

When playing with this Section, several additional effects are added to the effects of fires listed in other Sections.

[42.41] No unit may enter an open hex which is adjacent to a spreading fire at ground level or first floor level, unless exiting the hex containing the fire; such exiting units must leave the adjacent hex as soon as possible.

[42.42] If, at any time, a circle can be drawn from any point, within whose circumference there are 40 or more burning hexes and no more than 40% of these hexes (including open hexes) are not burning, a firestorm has been created, and the game automatically ends.

## [43.0] AMMUNITION STORES

### COMMENTARY:

Due to very high rates of ammunition expenditure, units are expected to establish ammunition stores in the urban area being fought over.

### GENERAL RULE:

In the Advanced Game, any unit may permanently run out of ammunition. These units may be resupplied with ammunition by utilizing an ammunition storage site. Such ammo stores are also liable to capture or fiery destruction. The locations of ammo stores are not revealed unless they are captured or explode.

### PROCEDURE:

Whenever a unit temporarily runs out of ammunition (Section 14.0), a check mark is made in the appropriate box on the Unit Status Sheet. The third time this happens, the unit may no longer recover from ammunition depletion under the provisions of Section 14.0. Such a unit remains out of ammo until it spends a certain number of Game-Turns in or adjacent to a location which has been designated as an ammunition store, according to the scenario instructions.

### CASES:

#### [43.1] ESTABLISHING AN AMMO STORE

[43.11] The number of ammo stores which may be established by either Player is determined in the scenario instructions, as well as any limitations on the areas where they may be placed.

[43.12] The location of ammo stores is noted on a separate piece of paper before beginning play.

[43.13] Ammo stores may only be placed at ground or cellar level of building hexes.

[43.14] Ammo stores may not be moved.

#### [43.2] DESTRUCTION OF AMMO STORES

[43.21] Ammo stores may be voluntarily destroyed by a Friendly sapper performing a Work action three or more Game-Turns after the same sapper has performed a Work action in the ammo store location.

[43.22] Ammo stores are destroyed if the location containing the store is successfully attacked. This means that a unit in the store location is eliminated or suffers a **KF** or **KM** result from any type of fire other than sniper fire; or the building containing the store is destroyed, or the building containing the store is damaged and a die roll is made for the ground floor under Case 31.82 resulting in a **kill** result at the location of the store. (This is done even if there are not units in the store location.)

[43.23] Whenever an ammo store on the ground floor is destroyed, there is an explosion, which is announced by the owning Player. The effects of the explosion of an ammo store are as follows:

1. Vehicle units in the store hex or in adjacent hexes are eliminated; vehicle units two hexes away from the store hex are attacked with a strength of 8 on the Hard CRT; vehicle units three hexes away are attacked with a Fire Strength of 4 on the Hard CRT;

2. Personnel units in open hexes within two hexes are eliminated; if three hexes away are attacked with a strength of 8 on the Soft CRT; if four hexes away are attacked with a strength of 5 on the Soft CRT; if five hexes away are attacked with a strength of 3 on the Soft CRT;

3. Personnel units in building or woods hexes are attacked as follows: (a) If units are in the store hex, the result is automatic elimination; (b) If units are adjacent to the store hex and not suppressed, the result is automatic elimination (suppressed units in stone buildings always survive), units in concrete buildings survive on a single die roll of 1-4; in woods and wood buildings survive on a single die roll of 1-2; (c) If units are two hexes away, they are attacked with a strength of 12 on the Soft CRT, having the usual protection of buildings or woods on the Soft CRT; (d) If units are three hexes away, they are attacked with a strength of 6 on the Soft CRT; (e) If units are four hexes away, they are attacked with a strength of 3 on the Soft CRT;

4. Personnel units in cellar floors are not attacked by an explosion unless they are in the store hex. Personnel units in floors higher than the second floor in building hexes which are two or three hexes away from the store hex subtract 1 from the Attack Strength on the Soft CRT for each floor level which intervenes between the unit and the ground floor level.

5. Buildings are attacked as follows: (a) The store hex is demolished; (b) Adjacent building hexes are attacked with a strength of 15 on the Hard CRT; (c) Building hexes which are 2 hexes away are attacked with a strength of 10 on the Hard CRT; (d) Building hexes which are 3 hexes away are attacked with a strength of 5 on the Hard CRT.

6. All mines within four hexes of the store hex are detonated;

7. All boobytraps within 3 hexes of the store hex are removed;

8. All Smoke markers within 10 hexes are removed; smoke resulting from fires remains.

### [43.3] "PERMANENT" AMMUNITION DEPLETION

[43.31] In the Basic and Intermediate Games, most weapons systems do not run out of ammunition *permanently*, but may attempt to recover from ammunition depletion in the Game-Turn following the one in which they run out of ammo. In the Advanced Game, however, when using this Section, the third time a unit runs out of ammo, it may no longer recover from ammo depletion under the provisions of Section 14.0. The Out of Ammo marker remains on that unit, and its *permanent ammo depletion* is noted on the Unit Status Sheet.

**Note:** Those weapons (all of which are introduced in the Intermediate Game) which are not eligible for recovery from ammo depletion in the Intermediate Game are permanently out of ammo whenever their ammo is depleted.

[43.32] Units in a building feature which is a prepared position (see Section 46.0), may attempt ammunition recovery under the provisions of Section 14.0 any number of times; they do not permanently ammo deplete on the third time.

### [43.4] RECOVERY FROM "PERMANENT" AMMO DEPLETION

[43.41] Ammo stores are Friendly only to the forces of the Player who established the ammo store, unless scenario instructions state otherwise.

[43.42] Any unit which has suffered permanent ammo depletion (see Case 43.3) may recover from this state by meeting all of the following conditions:

1. It spends X Game-Turns in an ammo store location (or, for vehicles, in a hex which is adjacent to a hex containing an ammo store) Friendly to it;

2. It receives no commands and undertakes no actions during the X Game-Turns;

3. It is unsuppressed (and, for vehicles, open) throughout the X Game-Turns;

4. It meets any organizational restrictions imposed by the scenario instructions.

The number of Game-Turns represented by X is 3 for all soft weapons, 15 for all main guns (including SP guns, demolition guns) 3 for LAWs, 6 for MAWs and demolition rockets, 3 for M202.

The owning Player must keep track of the number of Game-Turns spent by units in fulfillment of these conditions.

[43.43] When a unit has recovered from permanent ammo depletion, all *out of ammo* check marks are erased from the appropriate boxes on the unit status sheet and the Out of Ammo marker is removed.

[43.44] The cycle of permanent ammo depletion and recovery may be performed any number of times.

[43.45] ATW which are expended with each use (see Case 20.2) may be gained by a unit up to the maximum allowable for that unit (see Case 20.12) through the procedure in Case 43.42.

[43.45] Special weapons available to a Player through the scenario instructions or TO&E may, instead of being allocated to a specific unit from the start, be allocated to a specific ammo store. If this is the case, the owning Player must keep track of these stored weapons on a separate piece of paper. They may then be gained by any eligible unit through the procedure in Case 43.42; such distributed weapons must immediately be subtracted from the stockpile in that ammo store.

## [44.0] CIVIL STRIFE

### GENERAL RULE:

Scenarios dealing with civil strife may feature units representing police, urban guerillas, or other non-military units. Police units are organized according to TO&Es or scenario instructions; various special rules pertain to other irregular units. Many of these are to be found in scenario instructions.

### CASES:

#### [44.1] POLICE

[44.11] Police units always begin the game with use of the telephone center (see Case 10.81); such use may continue as long as the telephone center is not destroyed by the irregular Player.

[44.12] Police units may not close assault a location unless an Enemy unit has been discovered in that location during the current or a previous Game-Turn.

[44.13] Police Players may not attempt to destroy or demolish buildings, and may not use indirect fire, mines, or ditches.

#### [44.2] IRREGULARS

[44.21] Irregular units also have use of the telephone center (see Case 10.8), unless destroyed by the Irregular Player.

[44.22] Irregular units can never be demoralized.

[44.23] Irregular units may not execute indirect fire; they may, however, execute the mayor.

#### [44.3] CARS (AUTOMOBILES)

Cars may never leave street hexes, other than by

exiting the map in scenarios providing for map exit. Cars may not move unless transporting one or more personnel units. Cars are always *open*. Cars may not perform sighting actions or Fire actions; they may only perform Movement actions.

## [45.0] DEFILADE

### COMMENTARY:

Vehicles in defensive positions are well-advised to place themselves such that the main body of the vehicle is protected from Enemy fire, while the vehicle's weapons system is still able to function normally. Such a position is called *defilade* or *hull down*.

### GENERAL RULE:

Vehicles in defilade have additional protection against direct fire.

### PROCEDURE:

It is up to the Player who controls the target vehicle to make a claim of defilade. If such a claim is raised, the line of sight is analyzed in accordance with this Section, and the claim is determined to be valid or invalid. In the case of a valid claim, the results on the CRT are adjusted accordingly.

### CASES:

#### [45.1] DETERMINING DEFILADE

A Friendly vehicle is in defilade with respect to an Enemy unit if all of the following conditions are met: (1) Both units are at the same floor level; (2) There is a hex adjacent to the friendly vehicle containing a single Obstacle marker or a demolished one-floor building; (3) The line of sight from the Enemy unit to the Friendly vehicle crosses the hex containing the Obstacle marker or the hex containing the demolished one-floor building.

#### [45.2] EFFECT OF DEFILADE

When resolving a direct fire assault against a vehicle which is in defilade, all **KM** results on the Hard CRT are converted to No Effect, and all **K** results on a dice roll of 7 or higher are converted to **KF**.

## [46.0] PREPARED POSITIONS

### COMMENTARY:

If there is sufficient time, engineers will seek to reinforce the ceilings of cellars so as to support collapsing buildings, remove flammable materials, and fortify strongpoint positions with sandbags and other material.

### GENERAL RULE:

The scenario instructions may allow a Player with advantage to designate certain building locations as *prepared positions*; these locations must be noted on a separate sheet of paper. Prepared positions provide additional protection against collapsing buildings, conflagration, direct fire, and close assault.

### CASES:

#### [46.1] DESIGNATING PREPARED POSITIONS

If the scenario being played allows a Player to designate a certain number of building locations as prepared positions, the player with advantage may write down a number of building locations equal to the number allotted by the scenario on a separate sheet of paper. This is done before beginning play.

#### [46.2] DURATION OF PREPARED POSITIONS



A prepared position remains so throughout the game, whether in Friendly or Enemy hands, unless destroyed or demolished. Cases 46.34 and 46.37 apply even to destroyed prepared positions.

#### [46.3] EFFECTS OF PREPARED POSITIONS

[46.31] A prepared position in a concrete building is equivalent to a stone building for all purposes; a prepared position in a wood building is equivalent to a concrete building for all purposes.

[46.32] In performing close assault against a Player's prepared position, Cases 13.23 and 32.43 are modified so that an assaulting unit of the other Player is eliminated on a 1-4 on the large die if the close assault is performed on a Bold or Cautious upward movement. See also Case 43.32.

[46.33] Units of the Player with advantage subtract 1 from the ammunition recovery die rolls under the provisions of Case 14.32, as long as they are in a prepared position. See also 43.32.

[46.34] The Player with advantage may move units from a cellar level which is a prepared position to the cellar level of any adjacent building hex, or to the ground floor of any adjacent open hex, by performing a Movement action on a Cautious Movement command. This also may be done in the reverse direction. If the unit thus moved is spotted and fired upon with a valid line of sight in the same Game-Turn in which it was moved, it is automatically eliminated.

[46.35] When the Enemy Player performs megahex search against a megahex containing a prepared position, the Friendly Player subtracts 20 from the sighting dice roll when applying it to units in the prepared position.

[46.36] Cases 21.4 (Fires Caused by Building Destruction) and 22.27 (Flamethrower Conflagration) are modified for prepared positions so that two dice, not one, are rolled: on a 2 or 12, the building catches fire; on any other result, nothing happens. *Note:* For buildings containing a prepared position, it is first determined where a fire would start (see Case 31.85); then the die or dice is rolled to determine whether there is fire at all. A prepared position also gains a favorable modification on the Conflagration Tables (see Case 42.37).

[46.37] Case 31.75 (Cellar Survival) is modified for prepared positions so that the unit survives on a die roll of 1-5; on a 6, the unit is eliminated.

[46.38] Extra demolition charges are required to breach all prepared positions, as per Case 36.24.

[46.39] When setting up a prepared position prior to the start of play, the owning Player may adjust the accessibility and blocked or unblocked status of the hexsides to suit himself. Thus, a hexside which is marked accessible may be made non-accessible, and vice versa. This must be written down on a separate piece of paper or noted with Breached markers. When a prepared position is made known (see Case 46.4), these adjustments are declared to the opposing Player.

#### [46.4] MAKING PREPARED POSITIONS KNOWN

The Player who has designated prepared positions may declare that they are prepared at any point in the game; he must declare this fact as soon as he becomes aware that an Enemy unit has occupied or is close assaulting a prepared position.

#### [47.0] DRIVE-INS

##### COMMENTARY:

According to army doctrine, the lighter vehicles

are expected to drive directly into wooden buildings in order to use them for concealment and protected loading/unloading of personnel.

##### GENERAL RULE:

Vehicles may be moved into wooden buildings under certain circumstances; this provides protection and concealment for the vehicle as well as breaching the building concerned.

##### PROCEDURE:

When a vehicle is moved into a wooden building hex which also contains a street, the owning Player must note whether the vehicle is in the street or in the building. Place a Breached marker on the hexside of entry or exit.

##### CASES:

#### [47.1] DRIVING INTO A BUILDING

[47.11] Cases in this section supercede the provisions of Case 18.33.

[47.12] Vehicles may only enter or exit buildings on a Cautious Movement command, and while buttoned up.

[47.13] Buildings may be entered or exited through any hexside by a vehicle, regardless of accessibility or blocked status.

[47.14] Only one vehicle may be in a building hex at any given time.

[47.15] Only undemolished wooden buildings may be entered by vehicles.

[47.16] Before any vehicle may enter a building, the building hex must first have been occupied by a Friendly personnel unit.

[47.17] A tank, SP gun, Bridgelay, Marder, Kanone, Luchs, may not enter multi-story buildings (i.e., buildings with cellars).

[47.18] Soft vehicles may not enter buildings at all.

[47.19] For other vehicles, these may enter multi-story buildings only if the building hex has first been occupied by a Friendly sapper unit.

#### [47.2] EFFECTS OF PLACEMENT IN BUILDINGS

[47.21] A vehicle in a building is treated as a personnel unit for the purpose of resolving megahex observation attempts. Such a vehicle may be sighted through declared sighting procedure only if a breached hexside is in the line of sight.

[47.22] A vehicle in a building may only fire through a breached hexside or in close assault.

[47.23] A vehicle in a building may not undertake Sighting actions.

[47.24] A vehicle in a building which is destroyed, demolished, or whose ground floor catches fire, is completely eliminated.

[47.25] A vehicle in an undestroyed building may not be the target of Enemy fire unless the line-of-sight goes through a breached hexside.

#### [47.3] MISCELLANEOUS

[47.31] No vehicle may enter a building until the first Enemy unit has been sighted or revealed in the game.

[47.32] As an exception to Section 36.0, breaches caused by vehicle travel need not be immediately announced to the other Player. If the Player causing the breach believes it likely that the breach is within observation of the Enemy, he should announce it immediately. The Enemy Player may at any time demand to know all such breaches which are within sight of a declared Enemy unit, or which are in the same megahex as an Enemy unit (in making a demand for all such breaches in a megahex, the Enemy Player need not, of course, state the ex-

act location of his unit; only calling out the megahex concerned.)

[47.33] If two vehicles should at any time find themselves in the same building hex in the building, both are destroyed.

[47.34] To resolve all disputes over discovered breaches and simultaneous occupation by hostile vehicles, an umpire is required.

## [48.0] MULTI-PLAYER GAME

### COMMENTARY:

Because of the fragmented, decentralized nature of urban combat, *Cityfight* lends itself to multi-player gaming.

### GENERAL RULE:

In multi-player gaming, the Players are divided into two teams representing the opposing forces. Within a team, individual players may be chosen to play particular platoons or companies, together with attached units, depending on the size of the forces involved. A single player may wear more than one hat.

### PROCEDURE:

The sequence of play is handled by teams, rather than by individual Players, in multi-player gaming. During the Command Decision, Command Control, Engagement Determination, Ammunition, and Suppression Recovery Stages, all the players on a team act simultaneously. In the Action Stage, however, play alternates between teams. Each time the play initiative returns to a team, it must be determined which player acts for the team, based on a rotation within the team.

### CASES:

#### [48.1] PLAYER RESPONSIBILITY

[48.11] In multi-player gaming, the Players represent either platoon leaders or company commanders. If the Players represent platoon leaders, each Player is solely responsible for the actions of the units of his platoon(s) and no others. If the Players represent company commanders and there are no players representing platoon leaders, each player is solely responsible for the actions of all the units coming under his company and no others.

[48.12] If different Players represent both company commanders and platoon leaders, the company commander Player is responsible for the actions of the company commander unit and all units attached at company level, rather than at platoon level, to his company. He may affect units in platoons only by using the company commander unit as described in the rules. He may give orders to the Players representing platoons under his company, but the execution of the orders is solely up to the platoon leaders.

[48.13] If there is a Player representing a battalion commander, he should be represented by an on-map counter. He interacts with the company commanders only, not the platoon leaders, and also has responsibility for independent command units not attached to companies or to platoons, as well as all off-map units.

[48.14] Independent command units not attached to Players under the preceding Cases must be allocated to Players before beginning play. These units are considered to be operationally under the control of the Players, but not attached to their platoons or companies.

[48.15] Player assignments may or may not be affected by elimination of specific leaders, depending on agreement reached before starting play.

## [48.2] PLAYER ROTATION

[48.21] During the Action Stage, play alternates back and forth between the two teams. The opportunity to take an action on behalf of a team is rotated among the different platoons.

[48.22] The order of rotation for platoons is determined by team agreement before beginning play. The rotation scheme must also provide for any company-level and unattached independent command units. The rotation scheme, once established, may not be altered except as provided in this Case.

[48.23] Once a platoon has reached zero actions remaining on the Action Track, that platoon is passed over in the rotation for the remainder of the Action Stage.

[48.24] Any Player whose platoon is due to take an action may instead take a *pass*.

[48.25] Once a platoon has been entirely eliminated, it is dropped from the rotation scheme.

## [48.3] PLAYER COMMUNICATION

[48.31] As long as the telephone center is in operation and in Friendly hands, Players representing leaders may communicate with other Friendly leaders without restriction other than time. In other circumstances, Cases 48.33 and 48.34 apply.

[48.32] Once play begins, conversations between Players on strategy, tactics, and other military planning should be limited to 20 seconds per Game-Turn. Conversations on game mechanics, of course, are not limited, but should not be used to circumvent the 20-second rule.

[48.33] In the absence of telephone communications, leaders may communicate directly only if there is a line of sight between the leader counters on the map.

[48.34] Leaders may also communicate by writing down messages (no more than 20 seconds' writing!), assigning the message to a specific counter, and moving the counter to the point of communication, at which time the message may be delivered.

## [48.4] MULTIPLE MAPS

When more than one set of *Cityfight* is available, it is possible for different Players on a team to use different maps. Where this is the case, only the units controlled by or spotted by the units of the particular Player are automatically placed on his map. The Player may, of course, place additional counters based on information received under Case 48.3. All Players are entitled to physical information (building damage, obstacles, etc.), which must be made available to the "opposing Player" under the preceding Sections. Enemy units are not automatically located for all members of a team, but only for the Friendly Player who units are interacting with the Enemy unit concerned (by being engaged, being fired upon, being sighted under declared sighting, performing successful observation, etc.). Observation posts, in this Case, must be assigned to specific Players. The location of spotted Enemy units may, of course, be communicated under Case 48.3.

## [48.5] OTHER EFFECTS

Case 10.37 may be applied only if the unit which performed the earlier successful observation is controlled by the same Player or is in communication (see Case 48.3) with the unit attempting the later observation.

## [49.0] USING AN UMPIRE

### GENERAL RULE:

*Cityfight* is designed for use without an umpire, but if an umpire is available, Players may use one. The umpire is given wide latitude and authority, not only in interpreting and enforcing the rules, but also in making exceptions to them in the interests of realism or playability. Ideally, the umpire ought to have a third map, but this is not strictly necessary. It is also advisable, if not using one of the game scenarios, for the umpire to draw up the scenario and only tell each Player what he needs to know about his own forces, objectives, and the physical environment.

What follows is a list of suggested umpire changes to various rules. The Case number cited is the reference Case.

[4.3] The umpire enforces time limits in all Stages.

[6.13] The umpire may assign specific leaders rather than have the Players pick them at random.

[6.2] The umpire may conduct the Command Control Stage while the Players are finishing up the Command Decision Stage.

[10.0] The umpire supervises megahex sighting, or he may take complete control of sighting procedures, in which case he does not inform the opposing Player of the results obtained by the searching Player. He ought to in any case insure that units in plain sight (in an open hex or a vehicle in a street hex) are seen by the opposing Player.

[10.4] The umpire monitors automatic sighting.

[11.2] The umpire resolves disagreements over line of sight.

[13.0] If a unit moves into a hex containing an Enemy combat unit without close assaulting the hex, the umpire declares the moving unit dead.

[13.24] The umpire is in charge of nullifying kill results on the large die due to hexes which are close assaulted but contain no Enemy combat units.

[17.0] The umpire keeps track of Preservation Levels and their effects.

[20.0] The umpire can keep track of ATW, thus saving time for Players.

[27.0] If using a third map, the umpire handles all declared sighting; without a third map, he chooses the units to be spotted in accordance with Case 27.29. If he is able to inform the sighting Player of units spotted without informing the opposing Player which of his units have been spotted, then he should do all declared sighting, using the correct number of men performing the Sighting action.

[30.0] When one Player produces smoke, the umpire only informs the other Player of the smoke when the smoke comes within line of sight of the other Player.

[30.3] The umpire keeps track of smoke dispersion.

[35.2] The umpire announces the triggering of all boobytraps whenever appropriate.

[36.23] Such breaches are kept from the other Player until the umpire determines that they would be visible to him.

[37.0] Obstacles are not placed on the opposing Player's map until the umpire determines that he can see them.

[38.13] Mines in woods and obstacle hexes are never announced prior to a minefield attack. All such attacks are announced by the umpire.

[42.3] The umpire keeps track of spreading fires.

[43.0] The umpire announces the capture of any ammo store.

[44.0] The umpire has a free hand in regulating the presence and effects of uninvolved civilians, traffic, etc.

[47.0] See Case 47.34

## [50.0] SCENARIO DESIGN GUIDE

*Cityfight* is set up so that Players may design their own scenarios and thus experiment with the wide range of variables which the game provides. This Section therefore outlines what may be varied within a scenario; it may be likened to a list of ingredients available and general cooking directions. Following this Guide are complete scenarios, much like sample recipes. Players are encouraged to become familiar with these scenarios before designing their own. The scenarios provided may, of course, be used in designing new ones simply by varying the key ingredients.

### CASES:

#### [50.1] THE BASIC GAME

##### [50.11] General Introduction

Here, the basic type of situation is outlined. This may be a meeting engagement, reconnaissance sortie, ambush, vital target raid, mopping-up operation, airborne landing, river crossing, breakout attempt, penetration, a battle in progress, etc. What is the strategic and operational background? What are the Players' general objectives?

##### [50.12] Map

Here, any restrictions on the area of the map in the scenario are noted. If off-map movement is allowed, this is covered here. Map changes (other than buildings) are noted here.

##### [50.13] Time

Here the number of Game-Turns to be played or other conditions for ending the game are noted.

##### [50.14] Orders of Battle

Here are listed the set-up forces available to each Player, together with any restrictions on the area or condition in which they are set up. In most cases, the organizations listed in the Standard Tables of Organization and Equipment (TO&Es, Case 52.5) should be used. If the units are supposed to be understrength or reinforced, this should be noted, with specific details. When designing the scenario, variables within the TO&Es must be resolved; e.g., is the Soviet Motor Rifle Company equipped with BMPs or BTR-60s?

##### [50.15] Advantage

If either Player has advantage, this will be noted here. Advantage usually goes to the defender, if he is presumed to be familiar with the area.

##### [50.16] Leaders

Any restrictions on the ratings of leaders eligible for placement in the Leader Pool must be noted here. A unit which has been through considerable combat is more likely to have good leaders. Airborne and Marine leaders are likely to be better than regular leaders. Rated higher than the American leaders are the British, Germans, and Chinese. Rated higher than the Soviets are the Vietnamese. Leadership ratings for the Dutch are considered lower than average. Note that the average of Soviet leader ratings is somewhat lower than the average of NATO leader ratings, as printed on the counters (of course, a veteran Soviet airborne unit is likely to rate higher than an American National Guard rifle company.) Average leader ratings are raised by keeping the lowest-rated leaders out of the Leader Pool; average leader ratings are lowered by keeping the highest-rated leaders out of the Leader Pool. If the Players add new leader counters to the leader counters

provided with the game, the new leader counters, when included in the Leader Pool, will affect the average leader rating drawn from that Pool.

#### [50.17] Ammunition Recovery Ratings

1 is very poor; 6 is very good. Apart from other considerations, the French probably rate one number higher than their NATO allies. Generally speaking, ammo ratings should reflect the general situation and background described in 50.11.

#### [50.18] Suppression Recovery Rating

1 is worst; 6 is best. This rating rises with the morale and dedication of the unit concerned; a home-defense unit protecting its own families would rate the highest, an attacking ally whose soldiers don't believe in their mission would have the lowest.

#### [50.19] Preservation Levels

The preservation level is an indication of morale and dedication; the higher the level, the more likely a unit is to continue with its mission despite casualties. Platoons, companies, and battalions all have preservation levels. Exceptions to Case 17.26, primarily involving breakout scenarios, will be noted here.

There follows a chart listing suggested "base" Preservation Levels, which should be altered according to the situation unique to the scenario. These are given in percentages. To translate a percentage to the number of Preservation Points for that unit, consult the TO&E of that unit, as provided in the scenario under consideration, and add up the number of men and vehicles in that unit, excluding leaders and spotters, and counting vehicles as the number of preservation points which would accumulate in the event of their elimination. Apply the percentage to the resultant sum, and you have the preservation level for that organization. Remember that leaders, though not counted in determining what the preservation level is, still cause preservation points to accrue in the event of their elimination from the game.

	Offense	Defense
USA	40%	50%
USSR	50%	60%
West Germany	40%	70%
United Kingdom	35%	40%
France	40%	50%
		(in Germany)
		60%
		(in France)
Canada	35%	40%
Netherlands	20%	35%
		(in Germany)
		70%
		(in Holland)
Vietnam	50%	80%
China	60%	80%
Warsaw Pact Allies	30%	40%
		(in W. Ger)
		50%
		(in Eastern Eur)

### [50.2] BASIC GAME (continued)

#### [50.21] River Fordability

Is the Eiche River fordable or not? The answer is given here.

#### [50.22] Bridge Status

If any bridges are already destroyed, this is noted here.

#### [50.23] Observation Posts

##### (Player with advantage only)

The number of observation posts, if any, and restrictions on their placement will be noted here. If not otherwise specified, may be anywhere in setup area.

#### [50.24] Telephone

Who, if anyone, controls the telephone center, and where is it located? This is noted here.

#### [50.25] Reinforcements

Here are listed any reinforcements together with any applicable information, and their Game-Turn(s) and areas of arrival on the map. All reinforcement units are placed on the map during the Command Decision Stage. If more units are to enter the map at a single hex than stacking limits will allow, the extra units are presumed to have been "staged back." These units must first be deployed off the map, with the lead unit positioned adjacent to the desired entry hex, etc. Such units may never be attacked or fired upon until they are on the map. Once staged back, the relative position of reinforcement units may not be altered until they arrive on the map.

Players may choose to withhold some or all of their scheduled reinforcements, unless a scenario specifies mandatory arrival. Such units are available to enter the map during any subsequent Command Decision Stage, but under the same conditions of arrival location.

#### [50.26] Victory Conditions

Victory conditions reflect the nature of the situation (in a vital target raid, for example, losses are irrelevant and the only question is whether the objective is attained or not), the forces given to both sides, the time factor, and other special circumstances. Scenarios need not be "balanced," especially if they can be played twice with the Players changing sides.

Common ways of awarding Victory Points are:

1. Exiting organizations (platoons, companies, battalion) which have not reached their preservation level off of particular map edges.
2. Occupying particular hexes, features, or areas.
3. Demoralizing enemy units.
4. Killing enemy leaders.
5. Clearing routes through the town such that no enemy units are in position to fire on the cleared streets.
6. Doing any of the above by a certain Game-Turn.

Players may also choose to award Victory Points for killing particular enemy units, but this generally involves more record keeping, and is most appropriate for scenarios in which the defender is expected to fight desperately even after becoming Demoralized. In assigning relative Victory Point values for objectives (occupation of points, map exiting, or route-clearing) and losses, consider that the Soviets expect to lose units heavily in order to gain their objectives speedily. NATO Players, however, would be expected to be more cautious in jeopardizing their forces, with the West Germans less likely than the other NATO allies to give ground in order to preserve units. Unless otherwise stated, the Player with the most Victory Points wins the game.

#### [50.27] Structural Changes

If the scenario provides for different structures than are printed on the map, this must be noted here. Thus, it may be noted in a scenario that all the concrete buildings on the map are treated as wooden buildings, or that there are no buildings at all outside the Old Village, etc.

Scenarios set in cities which were devastated by World War II are likelier to have a heavier proportion of concrete buildings built since the war, and fewer wood or stone buildings, than our Gerlafingen. Buildings in the cities of Manchuria (the site of Soviet-Chinese scenarios) are not dissimilar in construction to our European cities, having been built to a large extent by the Japanese; villages

would have less concrete and more wood. Vietnamese towns would have less concrete and stone, and more wood.

Woods may be eliminated or reduced in Manchurian scenarios, being replaced with open hexes.

### [50.3] INTERMEDIATE GAME

#### [50.31] Anti-tank weapons

If there are deviations from the ATW allocations noted in the standard TO&Es, these must be noted here, along with such matters as: which type of LAW does a German unit possess? The Viper LAW and ITOW MAW are new American ATW expected to be deployed in the early 1980s. At the same time, the Soviet Union is expected to introduce the AT5 ATGM on its BMPs, BMDs, and many of the BRDMs; the manportable AT4 ATGM is expected to appear at about the same time at the level of 2 or more per battalion. Chinese units are likely to have the HOT beginning in 1981 and may have other NATO-produced ATW by the mid-1980s.

#### [50.32] Tank organization

How are tanks organized: are they in tank platoons/companies or attached to infantry organizations? Soviets will usually attach tank platoons to motor rifle companies or break down the platoons and attach the individual tanks to motor rifle platoons for prepared urban operations. Americans are unlikely to break up a tank platoon, but may well break up a tank company by incorporating one or more tank platoons in a company-sized Team. British armour troops are not usually broken down. The West Germans will break down panzer companies when they feel it is advantageous to do so; panzer platoons are less likely to be broken down, but not immune. Canadian, Dutch, Chinese and Vietnamese practice is not known to SPI.

#### [51.33] Flame Weapons

If there are flame weapons (flamethrowers, M202 FLASH, or flamethrower tanks) other than those provided for in standard TO&Es, that will be noted here. American units prepared for urban operations may be provided with additional M202 FLASH weapons, but other flame weapons are not likely to be provided outside the Marine Corps. Flamethrower tanks are much scarcer than manportable flame weapons in all armies. Soviet units are expected to have many flamethrowers for prepared urban operations.

#### [50.34] Independent command

Any independent command units which are to be attached to companies or platoons will be noted here. The scenario may also allow the player to do this on his own prior to start of play. For multi-player games, see Case 48.1.

#### [50.35] Snipers

Any special provisions for snipers, whether regular or "ad hoc," must be noted here. Regular snipers are trained and specially equipped for the sniper role; "ad hoc" snipers are ordinary riflemen given sniper missions on the spur of the moment. The U.S. Army does not currently train regular snipers, nor provide sniper rifles to units in the field, but this may change in the course of a war or the policy may change in the years ahead. The U.S. Marine Corps provides more sniper training, but still less than the Soviets, who provide one professional sniper to every motor rifle platoon. The French, Germans, and Chinese apparently do have sniper training, but do not have fixed TO&E positions for trained snipers in their units, so the number of trained snipers which may be available to them would vary from none to perhaps two (for the Chinese, one sniper team) per platoon. The Chinese are not reported to have special sniper weapons, hence all Chinese sniper teams are considered "ad hoc."

**[50.36] Vehicle Smoke Depletion**

The amount of smoke remaining for vehicles (see Case 30.22), is noted here, unless at maximum. This may vary from one organization to another, or even from one vehicle to another.

**[50.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT****[50.41] Night**

If the scenario takes place at night, this will be noted here, along with STANO-equipped units. Virtually all modern armies' first-line tanks and infantry platoons are STANO-equipped, but the equipment probably would not cover all units until well into a war. Chinese are unlikely to be STANO-equipped.

Nighttime attacks are often preferred by the Chinese, and somewhat favored by the Soviets. Doctrine for all armies suggests that attacks into strongly defended urban areas should take advantage of every cover, including that of nighttime conditions, and emphasize the need for continuous nighttime fighting (at least at the level of reconnaissance sorties) as long as the urban area is being contested.

**[50.42] Weather**

The following may be listed for weather conditions: Clear, rain, mud, snow, ground snow, fog. If the Eiche River is iced over, that would be noted here, together with its effects. Is it winter (see Case 28.7)?

In Germany, there is often rain; fog is common in the morning.

If the Eiche is iced up, this could make it fordable by personnel units. Ice is likely in a winter scenario involving Soviet and Chinese units.

The number of Game-Turns for smoke dispersion will be noted here, see Case 30.22.

In scenarios involving the M113 APC, it should be noted here whether the river is placid enough to permit amphibious movement by the M113; if there is much current, the M113 can't swim.

**[50.42] Building Damage**

If any buildings are already damaged, destroyed or demolished, this is noted here.

**[50.44] Conflagrations**

If there are any hexes which are on fire, these must be noted here. Are they "burning" or "fire spreading"?

**[50.5] ADVANCED GAME****[50.51] Wind Direction**

Wind direction is specified if Section 42.0 (Conflagrations) is being used and winds are 20 Km/Hr or more, simply by assigning a number from 1 to 6; wind moves from hex 7 to that numbered hex, following the same pattern all over the map. Winds from west to east are most likely to occur.

**[50.52] Dozer Tanks and Mine-Clearing Plows**

If any vehicles not specified in the standard TO&E as dozer vehicles are equipped with dozer blades in this scenario (most likely: Soviet vehicles; one or two per company), thus enabling them to double as dozers, this will be noted here. The presence of any mine-clearing plows will also be noted (one per company of any type is the expected average).

**[50.53] Height Levels**

If the scenario changes the height of any of the buildings or woods, this will be noted here. Buildings tend to be lower in Asia, higher in European inner cities. In some scenarios there may be true high-rise buildings or even skyscrapers.

**[50.6] INDIRECT FIRE UNITS****[50.61] Pre-Plotting**

If indirect fire may *not* be pre-plotted (see Case 33.22), this is stated here.

**[50.62] Opening Barrage**

If the Players are allowed opening indirect fire barrages (see Section 33.0, Procedure), this is noted here. Such barrages are time-consuming and cause great physical devastation. Soviet doctrine suggests that pre-assault barrages be limited to 20 or 30 minutes' worth (that's 60 to 90 Indirect Fire Stages, of course).

**[50.63] Forward Observers**

FOs not provided in the Standard TO&E's may be provided here.

**[50.64] Dedicated Batteries**

Indirect fire units must be noted as "Dedicated" or "in general support," see Case 33.11. Mortar units listed in Standard TO&E's are always Dedicated unless specified otherwise.

If indirect fire reference schedules (Case 50.65) show that a maneuver battalion is expected to have its own artillery, and the whole battalion is in the scenario, then all of that artillery will be dedicated, of course. If an assault or defense has been planned in advance, more of the artillery is likely to be dedicated. In a meeting engagement, most of it will be in general support.

**[50.65] Indirect Fire Reference Data**

An organization's artillery support from higher commands depends generally on the situation, missions of the lower organization, conflicting demands for the assets, whether the guns have to be moved or are already in place, and how well planned the mission is. Guns of the 130, 175, and 180mm caliber will often be used for counterbattery fire, and thus not available to units in the game. Players are cautioned that indirect fire is time-consuming, and that providing even a realistic level of indirect fire support can make the game an artillery contest.

**USSR**

A battery is equal to two platoons; an artillery battalion is equal to three batteries or six platoons.

In dividing indirect fire support among maneuver elements, remember that there are 3 or 4 companies per maneuver battalion, 3 or 4 battalions per maneuver regiment, 3 or 4 regiments per maneuver division (3 if tank organizations are distributed among lower motor rifle organizations or are not attached at all, 4 if tanks are kept separate and are attached at the next higher level of organization.) One or two of each level of organization will probably be in the "second echelon" and thus not draw upon indirect fire assets. For a planned assault, assets from Front and Army may be detached all the way down to the level of a Regimental Artillery Group.

Each motor rifle regiment has one to three batteries of SP74 122mm guns of its own. Each motor rifle division has two battalions of 122mm guns, one battalion of 152mm guns (which may be SP73), one battalion of BM-21 122mm multiple rocket launchers (airborne divisions have the RPU-14 140mm MRL instead), and four FROG launchers. Apart from the RPU-14, an airborne division only has one battalion of 122mm guns; its regiments have none.

Soviet guns of 130mm and 180mm, mortars of 240mm, and SCUD rockets are held at Army or Front level, and can be expected to show up only in a vital planned operation.

Second echelon organizations will often use their organic assets in support of the first echelon, so that a scenario may provide a first-echelon battalion with not only its own mortars, but also mortars from a second-echelon battalion; not only support from its own regimental SP74s but also support from a second-echelon regiment, etc. Second-echelon assets should always be designated as "general support."

A Regimental Artillery Group, which is formed by the division to support a specific regiment, is normally composed of two to four artillery battalions. RAG assets are expected to be placed in general support of first-echelon maneuver battalions.

In addition to general support, a first-echelon maneuver battalion may expect up to three dedicated batteries, coming from assets which are organic to the regiment or division. These dedicated batteries may be attached to lead companies by the maneuver battalion. In open terrain, batteries attached to companies would be in general support of the company. In urban warfare, however, these batteries may be dedicated to the company. Whether attached to battalion or company, these dedicated batteries may also be used in direct-fire roles.

**NATO**

Note: If it is desired to provide fewer tubes of a given caliber than are included in the indirect fire unit listed in the unit data charts, simply adjust the rate of fire. Thus, the US 175mm gun is listed as available as a battery of 6 tubes; as such it impacts every game-turn. The scenario, however, may provide a section of 2 tubes by allowing the fire to only impact every third Game-Turn, or it may provide a platoon of 3 tubes by allowing the fire to impact every second Game-Turn, etc.

**USA**

A 155mm battery is equal to six tubes; this is translated in game terms into two "platoons." A battalion has three batteries.

U.S. brigades have no organic artillery. The U.S. division has one battalion of 8" guns and three battalions of 155mm guns. Under the proposed organization for the 1980s, the 155mm battalion will be increased to five batteries. A U.S. Corps has two batteries of 175mm guns and three battalions of 8" guns. This must be divided among four divisions, each of which would have, on the average, eleven maneuver battalions (under the 1980's reorganization, sixteen maneuver battalions). An armored cavalry squadron (battalion) has one battery of 155mm guns and four sections of 4.2" mortars, to divide among its four Troops (companies).

A defending U.S. Task Force will normally have an artillery battalion in general support; sometimes a battery of that battalion will be dedicated. The Task Force's 4.2" mortars will be in general support if the entire Task Force is not present in the scenario.

**UK**

A British maneuver battalion has six tubes of 81mm mortar, to be divided among four companies or Teams. A Field Force has six sections of 105mm guns to divide among its four maneuver battalions. A division has six sections of 105mm guns, three sections of 155mm guns, and one-half battery of 8" guns, to divide among five battalions. A Corps has two batteries of 175mm guns to divide among its four divisions.

**West Germany**

Artillery is organized along U.S. lines. A Panzer-grenadier Brigade has a battalion of 155mm guns. A Luftlande Battalion has eight sections of 120mm mortars, to be divided among nine companies. The division has one and a half batteries of 175mm guns, one battery of 8" guns, four platoons of 110mm Multiple Rocket Launchers to be divided among three brigades. A Corps has one battalion of 155mm guns and two battalions of 105mm guns divided among three or four divisions.

**Canada**

A battalion has eight tubes of 60mm mortars, to be divided among four companies. The Lahr Brigade (formerly the 4th Canadian Mechanized Battle Group), the only Canadian unit in Germany, has

one battalion of 155mm howitzers, divided among three maneuver battalions.

#### Netherlands

Each brigade has six platoons of AMX 105A 105mm guns and six platoons of 155mm guns.

#### China

A Chinese regiment has four sections of 82mm mortars to divide among three battalions. A division has six sections of 120mm mortars, four platoons of 122mm guns, six platoons of 100mm guns and six platoons of 107mm MRL divided among three regiments. An Army has three platoons of 122mm, three platoons of 130mm, three platoons of 152mm, six platoons of RPU-14 140mm MRL, divided among three divisions.

#### Vietnam

Vietnamese artillery is presumed to be organized along Soviet lines, though quite possibly not as plentiful.

#### France

We have no information on French artillery organization.

### [50.7] ENGINEERS AND RELATED ITEMS

#### [50.71] Engineer Units

If engineer units are not provided by Standard TO&E, and are to be included in the scenario, they must be noted here. Sapper units are always two-man teams. A NATO company is more likely to be augmented with a sapper squad than with a full platoon; Soviets are more likely to provide a full platoon.

#### [50.72] Boobytraps

If the Player with advantage may set-up boobytraps, this is noted here, together with the number of locations to be boobytrapped and any restrictions on their placement, other than the previously noted set-up area. Assume a sapper squad can emplace ten boobytraps per hour.

#### [50.73] Breaches

If any hexsides have been breached before play begins, this will be noted here. Assume a sapper squad can breach ten hexsides/hour.

#### [50.74] Obstacles

If the Player with advantage may set-up obstacles, this is noted here, together with a maximum number and any restrictions on their placement, other than set-up area previously noted. Roadblock obstacles are most likely to utilize overturned streetcars. If there has been heavy building damage prior to the start of the scenario, rubble is available for roadblock construction. Otherwise materials must be hauled to the scene, which takes time. Assume a sapper squad can emplace a roadblock obstacle in two hours.

#### [50.75] Mines

If either Player may set-up mines, this is noted here, together with restrictions on number and location. In most cases, only the Player with advantage would have mines, but if the scenario envisions the forces without advantage having occupied an area for at least several hours, those forces could also have placed mines. Assume a sapper squad or infantry platoon can emplace three real mined hexes/hour.

#### [50.76] Ditches and Craters

If either Player may set up ditches, this is noted here, together with restrictions on number and location. Assume a dozer or sapper squad can dig one ditch/hour. Any pre-existing craters (from artillery or air bombardment) will be noted here.

#### [50.77] Demolition

If any bridges, buildings, or open hexes are prepared for demolition, this will be noted here. Assume a sapper squad may wire a bridge in two

hours, a building in one hour, an open hex in one-half hour.

### [50.8] OTHER ADVANCED GAME INFORMATION

#### [50.81] Building Status

If any buildings have already been damaged, destroyed or devastated, prior to the beginning of the scenario, the rubble procedure (Case 37.3) must be executed to determine where the rubble is before units are set up.

#### [50.82] Ammo Stores

If ammo stores are to be set up, this is noted here. There should not be more than one ammo store per company. Any limitations on organizations which can use the stores should be noted. For example, if there are two companies on one side and each has a store, the two companies may be restricted to their own stores unless either store or company is destroyed or captured.

#### [50.83] Prepared Positions

If the Player with advantage is allowed prepared positions, the number of these and any restrictions on their location is noted here. If not otherwise noted, they must be located in set-up areas. Assume a sapper squad can prepare a wood building floor in five hours, a concrete building floor in three hours, a stone building floor in four hours.

#### [50.84] Rules of Engagement

Rules of engagement are noted in accordance with Section 41.0. These rules are very important. They may be absolute (e.g., the player may not do such-and-such) or costly (the player loses Victory Points for such-and-such).

The most common rules of engagement prohibit indirect fire (other than smoke or starshell) in certain areas or all over the map; prohibit a player from firing hard (building-damaging) weapons (see Case 21.14 for exceptions) against building hexes either specifically or in general, usually with an exception for hexes in which an enemy unit has been spotted. Any provisions relating to civilians should be noted here. Also noted will be restrictions on drive-ins, demolitions, etc.

Forces defending their own or allied countries are usually strictest about rules of engagement. They are also applied frequently to attackers for specific purposes such as maintaining unblocked roads and railroads; preserving useful factories, government offices, etc.; preserving housing for future troop billets; political/propaganda considerations.

Facilities such as the Krankenhaus (Medical Clinic; 7F3), Altersheim (Old Folks Home; 9D1), Feuerwehr (Fire Department; 8C7), and historic sites like the Schloss or St. Anne's Church may be placed off-limits for both sides in order to preserve them from destruction.

### [50.9] SPECIAL RULES

Any special Scenario rules should be noted here. Where a scenario depicts forces not represented on the unit data tables provided with the game, their weapons system values should be noted here, if not under 50.14.

## [51.0] SCENARIO DESIGN NOTES

### CASES:

#### [51.1] FORCES USED

##### [51.11] USA

The Army's "rifle" units (as distinguished from "mech rifle" units) are found chiefly in Berlin,

Reserve and National Guard units, and possibly in infantry battalions which are part of some divisions in West Germany. Also, all airborne and air-mobile units are "rifle."

Army armored cavalry units are essentially recon elements, but also perform screening and delaying missions.

The Marines are most likely to be found in Norway, Iceland, Denmark, Greece, Turkey, the Middle East, or northern Germany, and may be assigned missions seizing or protecting ports in northern Germany.

##### [51.12] UK

"Recce" is the British term for "reconnaissance." A British Battlegroup is divided into four "Teams" of which the Third Team and Fourth Team are most likely to be found in an urban environment. The Royal Marines are only 9,000 strong in peacetime; they may be given missions guarding ports, staging raids, or operating in Denmark, Norway or Iceland. There is also a British Berlin Brigade.

##### [51.13] West Germany

Jaeger divisions are found in the Kassel area near the East German border and in southern Bavaria; there is one battalion of Jaegers in each Panzer-grenadier brigade; and Jaegers are found in reserve and home defense units throughout Germany. When a brigade commander preplans a town defense, he will probably entrust it to the Jaegers.

##### [51.14] Canada

The Canadian Lahr Brigade is expected to fight in southern Germany.

##### [51.15] USSR

Currently, one of the three motor rifle regiments of each motor rifle division is equipped with the BMP, the other two with the BTR-60; western intelligence is divided over the question whether the Soviets intend to convert the remaining BTR-60 regiments stationed in Germany (the first strategic echelon) to the BMP. Most Warsaw Pact ally units should be played with the BTR-60. All tank units in the Standard TO&E are assumed to be from motor rifle divisions rather than tank divisions. Motor rifle organizations in tank divisions all have the BMP. Tank platoons from tank division have only 3 tanks each. The battalion's three BRDMs are likely to be equipped with the AT5 ATGM MAW in the 1980s; see also 50.31.

Meeting engagements would be fought with the standard units. For pre-planned assaults against built-up areas, Assault Groups and Assault Detachments will usually be formed.

The USSR has eleven airborne divisions available for use in Europe or Asia.

Of the Warsaw Pact allies, the Czechs have one airborne brigade (the 22nd) and the Poles have one airborne division (the 6th).

Soviet tanks will be T-72s in some companies, T-62s in most, with the T-80 showing up in the mid-1980s.

Equipment is similar in the Soviet divisions facing China.

##### [51.16] France

French troops, if involved in combat east of the Rhine, are most likely to be found in southern Germany or in the Frankfurt area. There is also a French Berlin Brigade.

##### [51.17] Netherlands

Dutch troops are positioned in northern Germany not far from the border.

##### [51.18] China

Tanks and transport trucks are likely to be relatively scarce in Manchuria and Vietnam, somewhat more available in Xinjiang. The equip-

ment of militia-type units (including Border Divisions, etc. of the regular army) varies, but no such platoon is likely to have more than three RPG7s and most of them only one; they may have some 57mm recoilless rifles, but not 82mm RR's.

The People's Liberation Army is huge, and will probably operate in urban areas with an even higher unit density than NATO and Warsaw Pact armies are accustomed to.

### [51.2] QUANTITY OF FORCES

According to all of the urban warfare doctrine available to us, the forces attacking or defending a town are expected to be very dense in comparison with the countryside, with correspondingly small frontages. A prepared Soviet attack on a defended town of the size of Gerlafingen should require at least one Assault Detachment, if not more, to give an example. To use forces that large, however, will extend playing time to a length that will be unacceptable to many, if not most, Players. Therefore, Players should construct scenarios with small forces, emphasizing unplanned operations, for quick play. Those who wish to settle down for a long game are welcome to use the full set of counters, and can even stipulate more forces than a battalion by withdrawing beat-up (Demoralized) units and bringing the counters in again as fresh troops.

As a rough average in the Basic Game, a 3:1 superiority in force is required to conduct an attack with a good chance of success. This ratio tends to increase as one moves into the Intermediate and Advanced Games, since most of the new rules favor the defender. Published sources indicate that an attack against a fully dug-in, prepared and determined defender may require odds as high as seven or eight to one.

### [51.3] SET-UP LOCATIONS AND ENTRY AREAS

Specific hexes as set-up locations should generally be avoided; rather, it is preferable to outline a general area and give the player freedom to deploy as he wishes within that area.

The attacking forces should be given a foothold of one or two megahexes, or dense smoke as a cover for entry; otherwise the attacker's entire force may be slaughtered trying to get onto the map.

Entry areas should be broadly defined. Frequently, an attacking force will first have encircled and cut off the defenders, so that it would be able to attack from any and all directions.

It is generally unwise to specify exit along a single street, since streets are very easy to block.

### [51.4] FOG OF WAR

Since so much of the *Cityfight* game system revolves around the problems of limited intelligence, Players should find the following Fog of War suggestions to be very much in keeping with the spirit of the game; they introduce as much surprise, suspense, uncertainty and realism in the Fog-of-War context as possible. The price for these gains is that these provisions are likely to upset pre-planned Victory Conditions. But for Players who prefer a rip-roaring game and aren't too concerned about who comes out ahead on points, full speed ahead!

In order to take advantage of these Fog-of-War provisions, Players will need one or more decks of common playing cards and a number of envelopes. When picking cards, all cards are placed face down. The face of the chosen card is seen only by the Player picking it; this Player places it in an envelope marked as to the specific type of random event symbolized by the card (e.g., "reinforcements"). The card is not shown until the game has ended.

Players should agree beforehand if they intend to make use of any of the Fog-of-War provisions, and spell out which ones are to be used.

[51.41] List several set-up Orders of Battle, then match these with card suits or numbers for random selection.

[51.42] List reinforcement schedules as in 51.41. Here, however, there are additional variables: entry areas and times.

[51.43] Leadership rating ranges may be varied.

[51.44] Ammunition recovery ratings may be varied.

[51.45] Preservation Levels may be varied.

[51.46] The number of boobytraps allowed to the player with advantage may be varied.

[51.47] The number of Prepared Positions may be varied.

[51.48] The Rules of Engagement may be varied.

[51.49] Give the Players a variety of Victory Condition alternatives keyed to a variety of alternate objectives, chosen by matching them with cards. Take care, however, that the objectives do not mismatch. Some good combinations follow the Key to Objectives for the Defending Player.

A = hold onto specified area or particular buildings (this itself can be varied)

2 = prevent enemy from moving through specified area

3 = destroy enemy forces

4 = delay and withdraw with minimal losses (low Preservation Levels)

5 = ambush enemy

6 = counterattack

7 = hold at all costs (high preservation levels)

cards 8-10, J, Q, K can all be used for variations on A.

Attacking Player Objectives	Defending Player Objectives
Exit specified area with minimal losses (low preservation levels)	all
Exit specified area with heavy loss acceptable (high preservation levels)	all
Destroy the enemy forces	all
Seize a given objective	all, but care should be taken so that defending options "A," "2" are concerned with the same areas as the enemy objective
Clear a route	all but 4, and see above
Recon in force	2, 3, 5, 6, 7

### [51.5] STANDARD TABLES OF ORGANIZATION & EQUIPMENT (see charts and tables)

### [51.6] SCENARIOS INCLUDED WITH THE GAME

The "historical" scenarios are intended to convey the feel and flavor of the historical conflict of which they depict a representative part; they are not to be understood as literal simulations in which the details of Order of Battle, time, map, etc. are all known. In the case of Hungary, the cities in which the battles were fought may have gone by other names; the story was the same.

Fewer scenario examples have been provided for the Basic Game, since these are relatively easy to

make up. We have also concentrated on historical scenarios, which are difficult to design without access to information beyond what is extracted in this Scenario Design Guide.

Players may also design scenarios derived from the play of *Red Star/White Star* (1979) (with each Town hex equivalent to a *Cityfight* area of 4x4 megahexes) or other modern tactical games.

## SCENARIOS

### [52.0] ENCOUNTER ON THE STAUFFENBERGALLEE (Basic Game Training Scenario)

#### [52.1] THE BASIC GAME

##### [52.11] General Information

This scenario depicts a meeting engagement between two reconnaissance patrols. The main battle is elsewhere — Gerlafingen being a quiet suburb which, so far, has escaped the ravages of war.

The Soviet objective is to exit from megahex 8N. The American objective is to exit from megahex 8L.

##### [52.12] Map

Only part of the map is in use: that which lies to the east of the Eiche River and south of megahexrow G.

##### [52.13] Time

Scenario length is 20 Game-Turns.

##### [52.14] Set-Up Forces

The Soviet Player sets up a recon platoon (see Standard Tables of Organization & Equipment 51.5, ignoring vehicles and anti-tank weapons as this is a Basic Game Scenario; thus all recon platoons in the Soviet forces consist of three 4-man fireteams without machineguns) in the open hexes of megahex 8J.

The American Player sets up a depleted scout platoon of three 4-man fireteams without machineguns in the open hexes of megahex 8M. Note that both Players' platoons possess a platoon leader and a platoon sergeant.

##### [52.15] Advantage

Neither Player has advantage in this scenario.

##### [52.16] Leader Rating Ranges

U.S.

Co. Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change

U.S.S.R.

Co. Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change



**[52.17] Ammunition Recovery Ratings**

U.S.: 3  
U.S.S.R.: 3

**[52.18] Suppression Recovery Ratings**

U.S.: 2  
U.S.S.R.: 2

**[52.19] Preservation Levels**

When two of a Player's fireteams have been killed that recon/scout platoon is demoralized.

**[52.2] BASIC GAME (Continued)****[52.21] River Fordability**

and

**[52.22] Bridge Status**

Not applicable

**[52.23] Observation Posts/Spotters**

U.S.  
Spotters: 1  
Observation Posts: None  
U.S.S.R.  
Spotters: 1  
Observation Posts: None

**[52.24] Telephone**

and

**[52.25] Reinforcements**

Not applicable

**[52.26] Victory Conditions**

Each Player receives one Victory Point for each Enemy fireteam killed. The Soviet Player receives one Victory Point for each fireteam exited off the map from megahex 8N. The American Player receives one Victory Point for each fireteam exited off the map from megahex 8I.

**[53.0] BREAKOUT!  
(Basic Game)**

CASES:

**[53.1] THE BASIC GAME****[53.11] General Information**

Two Soviet platoons, cut off and low on ammunition, are attempting to break out from their encirclement in the Old Village. A reinforced American company is trying to prevent this.

**[53.12] Map**

No change

**[53.13] Time**

The scenario ends with the completion of the 30th Game-Turn or when all Soviet squads have been exited and/or killed.

**[53.14] Set-Up Forces**

The Soviet Player sets up two motor rifle platoons in the Old Village of Gerlafingen. The American Player sets up a rifle company with a fourth rifle platoon in any megahex outside the Old Village.

**[53.15] Advantage**

U.S.S.R. Player has the advantage.

**[53.16] Leader Rating Ranges**

U.S.  
Co. Cdr: Not applicable  
Plt Ldr: No change  
Plt Sgt: No change

**U.S.S.R.**

Co. Cdr: No change  
Plt Ldr: No change  
Plt Sgt: No change

**[53.17] Ammunition Recovery Ratings**

U.S.: 4  
U.S.S.R.: 2

**[53.18] Suppression Recovery Ratings**

U.S.: 3  
U.S.S.R.: 4

**[53.19] Preservation Levels**

U.S.S.R.: 24  
U.S.: 80 (co); 18 (plt)

**[53.2] BASIC GAME (Continued)****[53.21] River Fordability**

and

**[53.22] Bridge Status**

Not applicable

**[53.23] Observation Posts/Spotters**

U.S.  
Spotters: 5  
Observation Posts: None  
U.S.S.R.

Spotters: 1  
Observation Posts: None

**[53.24] Telephone**

and

**[53.25] Reinforcements**

Not applicable

**[53.26] Victory Conditions**

The Soviet Player receives 10 Victory Points for each squad which exits the map (*anywhere*). The American Player receives 10 Victory Points for each Soviet squad killed.

Note: Players may wish to design and play additional small-scale Basic Game scenarios before proceeding to the following large-scale battles.

**[54.0] NICOSIA, CYPRUS  
(Basic Game)**

CASES:

**[54.1] THE BASIC GAME****[54.11] General Information**

Cyprus, a large island in the Mediterranean Sea, has long been divided between two ethnic groups: Greeks and Turks. Civil war erupted in 1963, and continued sporadically until July 15, 1974, when Greek officers staged a coup, ousted the Cypriot government, and began intensive warfare against the Turkish community. Turkey responded by landing her regular army on July 20th. By August 16th, when a cease-fire took effect, the Turks had clearly emerged victorious.

This scenario depicts some of the fighting in Nicosia, the capital of Cyprus, in late July, 1974.

The Turkish objective is to eliminate Greek Cypriot forces; the Greek Cypriot objective is to maintain control of this area of Nicosia.

**[54.12] Map**

The map for this scenario is limited to the megahexes of the Old Village plus 6I, 7I, 3C, 4C and 5C. There is no river; the woods in 2E are ignored (treat the woods hexes as open hexes); the embankment on the street from 6G6 through 6F2 is ignored.

**[54.13] Time**

The scenario ends with the completion of Game-Turn 60.

**[54.14] Set-Up Forces**

The Greek Player, using the Soviet forces counter-mix, sets up a company of three platoons, each platoon consisting of a platoon leader, platoon sergeant, nine 3-man fireteams without machine-guns (use the squad counters), and one bipod machinegun. The machinegun has a strength of 4, the fireteams also have a strength of 4 and are rated A,G. In addition the Greek Player receives a company commander and a heavy weapons platoon

with a platoon leader and four tripod machineguns with an attack strength of 6. Greek units may be set-up in any megahex *except* 6F, 5C, 4C or 3C.

The Turkish Player, using the NATO forces counter-mix, sets up or brings in as reinforcements a battalion consisting of three companies. Each company has a company commander and three platoons. Each platoon has a platoon leader, a platoon sergeant, a tripod machinegun with an attack strength of 7, five 4-man fireteams with machineguns with an attack strength of 10 and five 4-man fireteams without MG with an attack strength of 6. One of the companies is short by one platoon. Turkish units may be set-up in megahexes 6F, 5C, 4C and 3C. If brought in as reinforcements, they may enter in hexes 1, 2 or 6 of those megahexes.

**[54.15] Advantage**

Greek Cypriot Player has the advantage

**[54.16] Leader Rating Ranges****Greek Cypriot**

Co. Cdr: No change  
Plt Ldr: No change  
Plt Sgt: No change

**Turkish**

Co. Cdr: No change  
Plt Ldr: No change\*  
Plt Sgt: No change

\*The two-platoon company's Platoon Leaders may not rate higher than 4.

**[54.17] Ammunition Recovery Ratings****Greek Cypriot: 2****Turkish: 3****[54.18] Suppression Recovery Ratings****Greek Cypriot: 4****Turkish: Not applicable****[54.19] Preservation Levels**

Greek Cypriot: 70 (co); 18 (plt); 9 (wpns plt)  
Turkish: 200 (bn); 65 (co)\*; 20 (plt)

The two-platoon company has a Preservation Level of 30.

**[54.2] BASIC GAME (Continued)****[54.21] River Fordability**

and

**[54.22] Bridge Status**

Not applicable

**[54.23] Observation Posts/Spotters****Greek Cypriot:**

Spotters: 15 (also use FO counters as Spotters)  
Observation Posts: 10

**Turkish**

Spotters: None  
Observation Posts: None

**[54.24] Telephone**

Greek Cypriot control in 5E5.

**[54.25] Reinforcements**

Not applicable

**[54.26] Victory Conditions**

The Turkish Player receives 100 Victory Points for Demoralizing all of the Greek platoons and an additional 100 Victory Points for eliminating all Greek combat units. The Greek Player receives 10 Victory Points for each Turkish platoon Demoralized and additional Victory Points for occupying certain hexes at the end of the game, as follows:

Location	Victory Point Value
5E5	20
5F4	10
5F6	6
2F7	10
2D2	20

2D3	20
5H2	10
4G2	20
4G1	5
4F4	10
3D2	10

## [55.0] BANGLADESH (Basic Game)

### CASES:

#### [55.1] THE BASIC GAME

##### [55.11] General Information

On March 25, 1971, President Yahya Khan of Pakistan ordered the Pakistani Army to crush a separatist movement in Bangladesh (East Pakistan). The East Bengal Regiment promptly defected, and guerrilla warfare began. On December 4, India joined the war against Pakistan, which ended on December 16 with Pakistan's surrender and the independence of Bangladesh under the rule of Sheikh Mujibur Rahman.

This scenario depicts the Indian attack at Jessore, a town at a key road and railroad junction in western Bangladesh, 40 km by road from the Indian border, on December 6, 1971. The Indian objective is to seize a corridor through which follow-up troops may pass in the general direction of Dacca, the capital. The Pakistani objective is to block this road.

##### [55.12] Map

Megahexrows I through N are not included in this scenario and are considered off the map.

##### [55.13] Time

Scenario length is 60 or fewer Game-Turns.

##### [55.14] Set-Up Forces

Using the NATO counter mix, the Pakistani Player sets up an infantry company consisting of three platoons. The Pakistani Army is organized and equipped along British lines; so all British weapon strengths are used unless noted otherwise. Each platoon consists of five 3-man fireteams with machineguns, five 3-man fireteams without machineguns, a platoon leader and a platoon sergeant. Pakistani units are set-up in any megahex *except* 1A-1H, 2C, 2G or 2H.

Using the Soviet counter mix, the Indian Player sets up most of an infantry battalion. The battalion consists of three companies each of a company commander and three platoons. Each platoon has three 8-man squads (strength of 12), one Bren LMG bipod machinegun unit (US values), one platoon leader and a platoon sergeant. Indian units are set up in megahexes 1A-1H or come in as reinforcements in any mapped hexes of megahexes 1A-1H.

##### [55.15] Advantage

Pakistan Player has the advantage

##### [55.16] Leader Rating Ranges

###### Pakistan

Co Cdr: 6...9

Plt Ldr: 2...5

Plt Sgt: No change

###### India

Co Cdr: 8...10

Plt Ldr: 4...9

Plt Sgt: 2...5

##### [55.17] Ammunition Recovery Ratings

###### Pakistan: 3

India: 5

##### [55.18] Suppression Recovery Ratings

Pakistan: 1

India: 4

##### [55.19] Preservation Levels

Pakistan: 25 (co); 9 (plt)

India: 140 (bn); 40 (co); 10 (plt)

#### [55.2] BASIC GAME (continued)

##### [55.21] River Fordability

and

##### [55.22] Bridge Status

Not applicable

##### [55.23] Observation Posts/Spotters

###### Pakistan:

Spotters: 5

Observation Posts: 5

###### India

Spotters: 15 (also use FO counters as Spotters)

Observation Posts: None

##### [55.24] Telephone

Pakistan control in 5E5.

##### [55.25] Reinforcements

Not applicable

##### [55.26] Victory Conditions

The Indian Player gains 100 Victory Points if, at the end of the game, no Pakistani combat units are in megahexrows 1 through 8; 10 Victory Points for each Indian platoon which has not been Demoralized and which has exited the map from megahex 6A or 7A; and 10 Victory Points for each enemy platoon that is demoralized.

The Pakistani Player gains 10 Victory Points for each Enemy platoon Demoralized and 50 Victory Points if no undemoralized Indian platoon has exited from the map from megahexes 6A or 7A.

##### [55.27] Structural Changes

All stone buildings on the map are treated as wood buildings.

**Note:** Players may wish to design and play additional Basic Game scenarios before proceeding to the Intermediate Game.

## [56.0] TANK BATTLE AT METALWAREN (Intermediate Game Training Scenario)

### CASES:

#### [56.1] THE BASIC GAME

##### [56.11] General Information

This scenario depicts a meeting engagement between two combined-arms detachments. The Soviet objective is to exit from megahex 4N. The American objective is to exit from 1H.

##### [56.12] Map

The map is limited to megahexrows 1-5 and H-N.

##### [56.13] Time

Scenario length is 20 Game-Turns.

##### [56.14] Set-Up Forces

The Soviet Player deploys two tank platoons of 3×T62 each and a motor rifle platoon (with BMPs) in open hexes of megahexes 1H and 2H. The American Player deploys a tank platoon (M60A1s) and a mech rifle platoon in open hexes of megahexes 4N, 4M and 5M.

##### [56.15] Advantage

Neither Player has advantage.

##### [56.16] Leader Rating Ranges

U.S.

Co Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change

U.S.S.R.

Co Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change

##### [56.17] Ammunition Recovery Ratings

U.S.: 3

U.S.S.R.: 3

##### [56.18] Suppression Recovery Ratings

U.S.: 3

U.S.S.R.: 3

##### [56.19] Preservation Levels

U.S.: 13 (tank plt); 12 (mech plt)

U.S.S.R.: 8 (tank plt); 17 (motor rifle plt)

#### [56.2] BASIC GAME (continued)

##### [56.21] River Fordability

and

##### [56.22] Bridge Status

Not applicable

##### [56.23] Observation Posts/Spotters

U.S.:

Spotters: 2

Observation Posts: None

U.S.S.R.

Spotters: 2

Observation Posts: None

##### [56.24] Telephone

and

##### [56.25] Reinforcements

Not applicable

##### [56.26] Victory Conditions

Each player receives 20 Victory Points for each demoralized Enemy platoon, and 20 Victory Points for each Friendly undemoralized platoon exited off the map from an eligible exit point. The Soviet Player's exit points are any hexes of megahex 4N. The American Player's exit points are any hexes of megahex 1H.

#### [56.3] INTERMEDIATE GAME

##### [56.31] Anti-Tank Weapons

Not applicable

[56.32] Tanks are organized in their own platoons.

##### [56.33] Flame Weapons

and

##### [56.34] Independent Command

Not applicable

##### [56.35] Snipers

The US Player has one ad hoc sniper, attached to the mech platoon.

#### [56.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT

##### [56.41] Day/Night

The scenario takes place in the day.

##### [56.42] Weather

Good. Smoke Dispersion, 5 Game-Turns.

## [57.0] TAKE THE MONEY AND RUN (Gerlafingen) (Intermediate Game)

### CASES:

#### [57.1] THE BASIC GAME

**[57.11] General Information**

This scenario depicts an attempt to escape after a bank robbery. The main objective of the robbers is to exit the map. The objective of the police is to prevent this.

**[57.12] Map**

Hexes 8F2, 6F1, 5I5, 4D1 and 3F1 all contain banks.

**[57.13] Time**

The scenario ends when all of the robbers have exited the map, been killed or surrendered.

**[57.14] Set-Up Forces**

The Robber Player (if he is Freiherr Johann v. Gerlafingen, he is a robber baron) sets up six units from the NATO countermix in any one of the banks listed in Case 57.12 above. He also sets up two cars (use Jeep counters), one of which must be at least one hex away from the bank; the other must be at least two hexes away from the bank.

The Cop Player (using the Soviet countermix) sets up one 3-man fireteam with MG (use West German values) and a platoon leader in hex 2D2 (the police station). Also set-up in 2D2 are three 4-man fireteams without MG, with a strength equal to the West German army 3-man fireteam without MG. Using BMP counters, set-up two (unoccupied) police cars in 2D7 and two in 2D3. Set up one police car and one 2-man police team in each of megahexes 5G, 5K, 8M and 9F. Set up a platoon sergeant with any one of the police cars (including any of the cars in 2D7 and 2D3). Set up 2-man police teams at 9D, 7J, 5F, 4E, 4C and 1D. Each 2-man police team (use sapper counters) has a fire strength of 8 in close assault, 7 at 1 hex, 6 at 2 hexes, 4 at 3 hexes, 2 at 4 hexes.

**[57.15] Advantage**

Robbers have the advantage.

**[57.16] Leader Rating Ranges****Robbers:**

Co Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change

**Police**

Co Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change

**[57.17] Ammunition Recovery Ratings**

Police MG teams have an Ammo Recovery Rating of 2. For the robbers and other police teams, ammo recovery is 5.

**[57.18] Suppression Recovery Ratings**

**Robbers:** 4

**Police:** Not applicable

**[57.19] Preservation Levels**

**Robbers:** 3

**Police:** 6

**[57.2] BASIC GAME (continued)****[57.21] River Fordability**

No

**[57.22] Bridge Status**

Not applicable

**[57.23] Observation Posts/Spotters****Robbers:**

Spotters: None

Observation Posts: None

**Police**

Spotters: None

Observation Posts: None

**[57.24] Telephone**

The police have use of the telephone at all times. The robbers do not have use of the telephone

**[57.25] Reinforcements**

Not applicable

**[57.26] Victory Conditions**

The Robber Player receives 10 Victory Points for each robber who successfully escapes (i.e., exits from any hex). The Police Player receives 20 Victory Points for each robber killed or surrendered (see Case 57.93).

**[57.3] INTERMEDIATE GAME**

Not applicable

**[57.4] INTERMEDIATE GAME  
PHYSICAL ENVIRONMENT****[57.41] Day/Night**

The scenario takes place in the day.

**[57.42] Weather**

Good.

**[57.43] Building Damage**

Not applicable

**[57.44] Conflagrations**

Not applicable

**[57.5] ADVANCED GAME**

through

**[57.8] OTHER ADVANCED GAME  
INFORMATION**

Not applicable

**[57.9] SPECIAL RULES**

**[57.91]** The six robbers are designated by the Robber Player as follows: One is platoon leader, one is platoon sergeant, one is sniper with rifle (use the West German ad hoc sniper rating), the remaining three are rank-and-file robbers. Each robber other than the sniper is equipped with a pistol giving a fire strength of 7 in close assault, 6 at one hex, 4 at 2 hexes, 2 at 3 hexes, 1 at 4 hexes. Note that Case 25.21 applies to all robbers.

**[57.92]** Units may change cars so long as both cars are in the same hex by spending one Game-Turn in that hex with no command.

**[57.93]** The robber "platoon" is demoralized when three are dead. If the "platoon" is demoralized, a robber surrenders as soon as he is spotted.

**[57.94]** Neither Players' units may fire at a building hex unless an opposing unit has been spotted in that hex in *that* Game-Turn. Only a hex containing a spotted Enemy unit may be close assaulted.

**[57.95]** At the beginning of Game-Turn 3, the Robber Player must inform the Police Player which bank (hex) was robbed (i.e., where the robbers were set up).

**[58.0] THE BRIDGES AT  
GERLAFINGEN  
(Intermediate Game)****CASES:****[58.1] THE BASIC GAME****[58.11] General Information**

The atmosphere was exuberant at the Soviet 8th Guards Tank Army's temporary headquarters in Lohr, as staff members scurried about with messages and continued to move pieces on the big plastic map of the Frankfurt-Wurzburg area. The 8th GTA had at last succeeded in crossing the Main during the day, and reports coming in at 8 PM indicated that the bridgehead at Worth was secure. General of the Army Boris Shchevchenko looked up from the map and beckoned to his Chief of Staff.

"Worth is not the best place for a crossing, as I have often told you," the General stated. "But the Americans must have come to the same conclusion, so we have caught them by surprise. Now, if

we can but take this little town" — his finger pointed to Gerlafingen on the map — "before they recover from the shock of our crossing, we will be in a position to fan out to the west, toward Darmstadt, to the south, toward Mannheim, or to the north — Frankfurt. This one town controls the road network, and has the only bridges across the Eiche for ten kilometers in each direction. Make sure we have the..." — the General paused and scrutinized the map carefully — "... 117th Guards Tank there by dawn, with as much air defense as we can spare."

As teletypewriters hammered away in Lohr, the American Military Police lieutenant stationed at the Dorfplatz in Gerlafingen was trying to unsnarl a massive traffic jam. Trucks were trying to bring ammunition up to the front, while ambulances came streaming back from the Main valley full of wounded for the hospital at Gerlafingen. Seeing a major in a command car inching his way over the Kaiser-Wilhelm-Bruecke, the MP walked over and anxiously asked the situation. "Yes, they crossed at Worth," the major replied, "but they are moving downstream toward Obernburg. I wouldn't worry about it, if I were you, though you can expect some heavy traffic through here in a few hours; Corps will be sending reserves."

By 10 p.m. traffic from the Main valley had virtually ceased; a single Armored Cav platoon from Michelstadt was stopped to refuel and rest, before moving east. "No news is good news," thought the lieutenant. It was then that he heard the choppers on their way to the front. The choppers, however, were Mi8 HIPs, and the front was Gerlafingen...

The Soviet objective is to seize the bridges over the Eiche and hold them for the arrival of the tank division. The American objective is to defend the bridges.

**[58.12] Map**

No change

**[58.13] Time**

The scenario ends with the completion of Game-Turn 50.

**[58.14] Set-Up Forces**

The American Player sets up a Military Police Security platoon as follows: the platoon leader, two jeeps and one fireteam in megahex 5G; the platoon sergeant, one fireteam and two jeeps in 3F2; one fireteam and one jeep at each of the following locations: 7B2, 4B3, 1F5, 9G3, 5K3 and 9I7. In addition, the American Player sets up an Armored Cavalry platoon (M60A2) in megahexes 6D, 7D, 7E and 8E.

The Soviet Player sets up a Parachute company as follows: one platoon in 3H, one platoon in 2G and the third platoon in 2J. The company commander and a sniper are in 3H5. The company has been augmented with the following (which may be freely divided among the platoons): Two 82mm RR MAW and two tripod MG from battalion; two SPG9 MAW from regiment. Also set up is a BMD platoon in or divided among megahexes 3H, 2G and 2J. Spotters are set up in 3H, 2G and 2J.

**[58.15] Advantage**

U.S. Player has the advantage

**[58.16] Leader Rating Ranges**

U.S.

Co Cdr: No change

Plt Ldr: No change

Plt Sgt: No change

U.S.S.R.:

Co Cdr: \*

Plt Ldr: 5...9

Plt Sgt: 4...5

\*The Soviet parachute company commander is Shernov; ROD co cdr, no change.

**[58.17] Ammunition Recovery Ratings**

U.S.: 5 (MP plt); 3 (Armored Cav plt)

U.S.S.R.: 3 (Airborne); 2 (other)

**[58.18] Suppression Recovery Ratings**

U.S.:

U.S. Suppression Recovery Rating varies:

Game-Turn: 1...6 7...9 10...12 13...15 16...60

Rating: 0 1 2 3 4

USSR:

3

**[58.19] Preservation Levels**

U.S.: 22 (MP plt); 20 (Armored Cav plt)

U.S.S.R.: 15 (Parachute plt); 58 (Parachute co);

12 (BMD plt); 10 (T-72 plt); 15 (Motor Rifle plt);

10 (Engineer plt); 35 (ROD)

**[58.2] BASIC GAME (continued)****[58.21] River Fordability**

No

**[58.22] Bridge Status**

No change

**[58.23] Observation Posts/Spotters**

U.S.:

Spotters: 12 (also use FO counters as Spotters).

Observation Posts: All named buildings are U.S. observation posts.

U.S.S.R.:

Spotters: 3

Observation Posts: None

**[58.24] Telephone**

U.S. control in 5E5.

**[58.25] Reinforcements****Game-Turn 10:** The Soviet parachute company receives two ASU 85's and three ASU 57's at any megahex with a printed search rating of 0 or 21.**Game-Turn 15:** The U.S. Player receives a second Armored Cav platoon at 4N or 1M (but not both), plus a jeep and a company commander for the Armored Cav Troop.**Game-Turn 25:** U.S. Player receives a third Armored Cav platoon plus two M113s at either 4N or 1M (not both). Soviet Player receives a Route-Opening Detachment at one of the following locations: 0I; 9H; 9A or 7A, or the detachment may be entered divided between 0I and 9H or 9A and 7A. The detachment's tanks are T-72s; the motor rifle vehicles are BMP's, and the engineer platoon has one RPG-7 LAW.**Game-Turn 40:** The Soviet Player receives one tank platoon (T-72s) at megahex 9A or 7A.**[58.26] Victory Conditions**

The Soviet Player wins by establishing a bridgehead of two tanks. Only his four tanks arriving on Game-Turn 40 may establish bridgeheads. A tank establishes a bridgehead if, at any point before the completion of Game-Turn 50, it enters a hex at least five hexes away from the river (not merely a bridge). The two tanks do not have to establish simultaneous bridgeheads, nor do they have to survive past the instant of the entering a hex sufficiently distant from the river. Otherwise, the American Player wins.

**[58.27] Structural Changes**

No change

**[58.3] INTERMEDIATE GAME****[58.31] Anti-Tank Weapons**

No change

**[58.32] Tank Organization**

No change

**[58.33] Flame Weapons**

Each Soviet Parachute platoon has one LPO-50 flamethrower special weapon.

**[58.34] Independent Command**

through

**[58.36] Vehicle Smoke Depletion**

No change

**[58.4] INTERMEDIATE GAME  
PHYSICAL ENVIRONMENT****[58.41] Day/Night**

The scenario takes place in the night.

**[58.42] Weather**

Good; Smoke Dispersion, 10 Game-Turns. M113s cannot swim the Eiche in this scenario.

**[58.43] Building Damage**

Not applicable

**[58.44] Conflagration**

Not applicable

**[58.5] ADVANCED GAME**

through

**[58.8] OTHER ADVANCED GAME  
INFORMATION**

Not applicable

**[58.9] SPECIAL RULES****[58.91]** All American personnel begin the scenario suppressed. In addition, vehicles of the first Armored Cav platoon may not be moved before Game-Turn 6. Soviet BMDs may not be moved before Game-Turn 4.**[58.92]** The bridges (other than the railbridge and footbridge) are invulnerable to destruction.**[59.0] REVOLT IN  
HUNGARY (Esztergom,  
October, 1956)  
(Intermediate Game)****CASES:****[59.1] THE BASIC GAME****[59.11] General Information**

On October 23, 1956, a popular uprising broke out in Budapest, capital of the Hungarian People's Republic, and soon spread to the rest of the country. A new government was formed in Budapest under Prime Minister Imre Nagy, who eventually declared Hungary neutral and withdrew it from the Warsaw Pact. With the Hungarian Army joining the uprising, the Soviet Union was forced on 28 October to withdraw its troops from the country. (See also Case 66.11.)

This scenario is set at Esztergom, a city on the Danube (which here forms the border with Czechoslovakia) some 40 kilometers northwest of Budapest; Esztergom is headquarters for the Soviet 2nd Tank Division.

The objective of the Soviet Player is to retain control of the city and exit forces in the direction of Budapest, where they could be used to put down the uprising. The objective of the Hungarian Player is to prevent the Soviets from moving in the direction of Budapest, and force them instead to leave in the opposite direction.

**[59.12] Map**

The direction labeled "Nord" on the map is actually west, toward the main road to Budapest. The river is the Danube. The entire north side of the Danube is outside of the scenario, being in Czechoslovakia. The following hexes are open hexes at normal ground level: 4B3, 5C1, 6G1, 6G6, 7I3, 7I7, 6L3, 6L5, and 6L7. The big structure in megahexes 3J and 3K is HQ, 2nd Tank Division.

**[59.13] Time**

The scenario length is 100 Game-Turns or earlier if either of the following occur: all Hungarian combat units are dead; all Soviet platoons have exited, been demoralized or have not been fired upon for six Game-Turns.

**[59.14] Set-Up Forces**

The Soviet Player, using the Soviet counters, deploys the following:

1. A tank company of T-54 tanks. The tank's 100mm main gun has a hard strength of 9; the 12.7mm turret machinegun a soft strength of 7; and the two coaxial 7.62mm machineguns have a combined (integral) soft strength of 7. The company's HQ tank may be placed anywhere. The first platoon sets up in megahexes 4J, 5K and 4K. The second platoon sets up in megahex 5G and any adjacent megahexes. The third platoon sets up in megahexes 2I, 1I and 1J.

2. A motor rifle company equipped with BTR-50 APCs and RPG-2 LAWs. The BTR-50 has a transport capacity of 12, is always "open" (having no roof at this time), and a single 7.62mm turret machinegun, with the following soft strength values:

Range (in hexes)	0...10	11...24	25 +
Strength:	7	6	5

The RPG-2 has the following hard strength values:

Range (in hexes)	1...3	4,5	6
Strength:	7	5	3

The company HQ vehicle (BTR-50) is set up in megahex 5E, company commander and company's (i.e., headquarters) squad in hex 5E5. The first platoon's vehicles are set up in megahexrows A through E, its first squad in megahex 2D, second squad in megahex 4C, third squad in megahex 4E. The platoon leader, platoon sergeant and sniper may be freely placed with any of the platoon's vehicles. The second platoon's vehicles are set up in megahexrows F through H, its first squad in megahex 4G, second squad in 5H and third squad in 2F. The platoon leader, platoon sergeant and sniper may be placed in any of the platoon's vehicles. The third platoon's vehicles are set up in megahexrows K through N, its first squad in megahex 9K, second squad in 5L and third squad in 2L. The platoon leader, platoon sergeant and sniper may be placed in any of the platoon's vehicles.

3. A division staff consisting of: Three BTR-50s, eight 4-man "spotter" units (these are non-combat units, use sapper counters), a platoon leader, a platoon sergeant, a Lt. General (use the Shernov or an improvised leader counter), a Maj. General (his Chief of Staff, use the Rudny or an improvised leader counter), and two Colonels (use the two company commander counters left over after the two actual company commanders have been picked). The Division Staff is set up in the Division Headquarters Compound, megahexes 2J-3J-3K-3L. The division staff is treated as if it were a platoon, with the "spotters" contributing available Action Points and expending them when performing actions, as well as counting for demoralization. The division staff has no weapons and may not be given Fire commands.

The Hungarian Player, using the NATO-counter-mix, deploys the following: Twelve ad hoc snipers, four trucks, thirty-six 4-man fireteams without machineguns (soft attack strength of 4) and six leaders anywhere *except* megahexes 2D, 2J, 2K, 3J, 3L, 3K or 5G or hexes 1D3, 2E1, 4C5, 5E5, 2F7, 4F4, 4G1, 4G2 or 5H2. These initially set-up Hungarian units all have independent command. The Hungarian leaders (use platoon sergeant counters) must have leader ratings of 1...4 and may be used to remove suppression from any set-up Hungarian unit.

**[59.15] Advantage**

Hungarian Player has the advantage

**[59.16] Leader Rating Ranges****Hungary**

Co Cdr: Not applicable

Plt Ldr: see Case 59.25

Plt Sgt: see Case 59.14

**U.S.S.R.:**

Co Cdr: 5...8

Plt Ldr: 2...4

Plt Sgt: 1...3

**[59.17] Ammunition Recovery Ratings**

**Hungary:** 2 (Set-Up units); 3 (Reinforcements)

**U.S.S.R.:** 5

**[59.18] Suppression Recovery Ratings**

**Hungary:** 5

**U.S.S.R.:** 1

**[59.19] Preservation Levels**

**Hungary:** 108 (Set-Up units) Snipers and Spotter teams count for Preservation Points. See Case 59.25.

**[59.2] BASIC GAME (continued)****[59.21] River Fordability**

and

**[59.22] Bridge Status**

No change

**[59.23] Observation Posts/Spotters****Hungary:**

Spotters: 15 (also use FO counters as Spotters)

Observation Posts: 5

**U.S.S.R.:**

Spotters: see Case 59.14

Observation Posts: None

**[59.24] Telephone**

Both Players may make use of the telephone center in 5E5. If either player destroys it, neither may use it.

**[59.25] Reinforcements**

There are no Soviet reinforcements.

Hungarian Player's Reinforcements are as follows:

**Game-Turn 3:** One tank platoon of T-34 tanks led by a crazy Hungarian lieutenant (use the 9-rated counter). The tank's 85mm main gun has a hard strength of 8; its coaxial 7.62mm machinegun has a soft strength of 4. No preservation level.

**Game-Turn 6:** One motor rifle platoon in trucks (use APC counters) with RPG-2 LAWs led by a 7-rated platoon leader. (Use fireteam with machinegun counters for the three squads.) Preservation level is 20.

The reinforcements may enter at any open mapedge hexes between 4A6 and 1G4 inclusive. Their ammo rating is 3.

**[59.26] Victory Conditions**

The Soviet Player receives 10 Victory Points for each undemoralized tank platoon he exits from megahexes 1A through 4A inclusive; 2 Victory Points for each Undemoralized tank or motor rifle platoon exited from megahexes 2N through 5N inclusive; 25 Victory Points for exiting the Lt. General from any of megahexes 1A through 4A inclusive; 15 Victory Points for exiting the Major General from any of these megahexes; 10 Victory Points for exiting a colonel from any of those same megahexes; and for occupying sites with squads at the end of the game.

The Hungarian Player receives 25 Victory Points for killing the Lt. General, 15 Victory Points for killing the Major General, 10 Victory Points for killing a colonel, 10 Victory Points for killing a

tank (not a KF or KM), 3 Victory Points for killing a BTR-50, 5 Victory Points for killing a squad; and for occupying sites with combat units at the end of the game.

Location	Victory Point Value	
	Soviet	Hung
Any one hex in the New Town Hall (1D-2D-2E)	5	10
All four hexes of the New Town Hall	0	50
Police Station (2D2)	5	25
Telephone Center (5E5)	3	5
Any one hex (not each) in 5G	3	0
Old Town Hall (5F4)	0	5
Hotel Joseph Stalin (5H2)	0	5
hex 3K7 (division commander's office)	0	50
Any one hex other than 3K7 in the building in 3J-3K	0	10

**[59.27] Structural Changes**

No change

**[59.3] INTERMEDIATE GAME**

No change

**[59.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT****[59.41] Day/Night**

The scenario takes place in the day.

**[59.42] Weather**

Good; Smoke Dispersion, 3 Game-Turns.

**[59.43] Building Damage**

Not applicable

**[59.44] Conflagration**

Not applicable

**[59.5] ADVANCED GAME**

through

**[59.8] OTHER ADVANCED GAME INFORMATION**

Not applicable

**[59.9] SPECIAL RULES**

**[59.91]** Any Russian vehicle occupied by a general or colonel may take actions even if its platoon has no Action Points left.

**U.S.S.R.:** 5 (Tank plt); 10 (Tank co); 8 (Motor Rifle plt); 22 (Motor Rifle co); 4 (Division staff)

## **[60.0] ASSAULT ON DOSHAN TAPPEH AIR BASE (Intermediate or Advanced Game)**

**CASES:****[60.1] THE BASIC GAME****[60.11] General Information**

The battle for Doshan Tappeh Air Base, Tehran, Iran, took place on the night of February 9-10, 1979. Earlier on the 9th the air base at the eastern edge of the Iranian capital city had been seized by a collection of guerrillas, armed civilians and Air Force cadets loyal to the revolutionary forces of Ayatollah Ruhollah Khomeini. Shortly after midnight, elite units of the crack Javidan ("Immor-

tal") Guards Division moved toward the base, fighting their way through the city of Tehran. The Guards, however, did not succeed in putting down the rebellion; and at a Feb. 10 meeting of the Shah's Prime Minister, Shahpur Bakhtiar, with the commanders of the Army and Air Force, it was decided to pull the army back to its bases, ensuring the fall of the Shah of Iran. The revolutionaries' objective is to bar the way to the air base and demoralize the Iranian army. The army's objective is to speedily crush the rebellion, thereby keeping the Shah in power. It is shortly after midnight, Saturday, February 10, 1979. (Note that this scenario takes a long time to complete.)

Players may adapt this scenario for Advanced Game play by using the height rules. No other Advanced rules are necessary.

**[60.12] Map**

There is no river on the map; in addition, ignore all bridges and embankments on streets crossing the printed river. The railroad is ignored. The direction labeled "N" is east for this scenario. All further compass directions in this scenario will be to the true (i.e., reoriented) map directions. The air base is off-map to the east while the Parliament building is off-map in the opposite direction (west). Historical Notes: Route 298 represents Shabbaz Street, Route 1A represents Farahabad Street and the building in 6D is a power station.

**[60.13] Time**

Scenario length is indefinite. The scenario ends at the completion of the first Game-Turn in which all of either Player's platoons are Demoralized.

**[60.14] Set-Up Forces**

The Khomeini Player uses the Soviet countermix and sets up his forces in megahexrows A through L. He possesses three types of units; airmen, guerrillas and armed civilians.

1. One company of airmen consisting of a headquarters force and three platoons. Each platoon consists of a platoon leader and three 8-man squads (with one MG3 machinegun and seven G3 rifles) with the following strengths: 10 at 0 ... 14 hexes, 7 at 15 ... 18 hexes and 4 at 19 ... 24 hexes. The headquarters force consists of a company commander, one RPG-7 LAW, one 90mm recoilless rifle MAW, two tripod machineguns (use Soviet values), two trucks (use BMP counters) and a ZSU23 (antiaircraft) vehicle. The ZSU23 has a quad 23mm MG which possesses a hard attack strength of 5 and a soft attack strength of 40. (Note that while the ZSU23 may use either of its attack strengths on any attack, it is a single weapon and may not fire at both hard and soft targets in a single attack).

2. One company of guerrillas consisting of one company commander and two platoons. Each platoon consists of five 4-man fireteams without MG (use Soviet values), one tripod machinegun (use Soviet values), four snipers (use SVD counters) with a soft strength of 6 and a maximum range of 18 hexes, a platoon leader and three platoon sergeants.

3. An armed civilian force consisting of eight ad hoc snipers with a soft strength of 4 and a maximum range of 18 hexes, and thirty-six 2-man fire units (use sapper counters) with soft strength values of 4 at 0 ... 10 hexes and 3 at 11 ... 18 hexes. These units do not have leaders and do not expend Action Points in performing actions.

The Shah Player uses the NATO countermix and sets up a battalion in megahexrows M and N. The battalion consists of three companies of infantry and a tank platoon. The tank platoon consists of a platoon leader, a platoon sergeant and five Scorpion tanks (see UK). Each company of infantry consists of a company commander, one truck, four jeeps with machineguns (use scout counters;

treat it as a soft vehicle with a soft attack strength of 7) and three platoons. A Javidan platoon consists of three 5-man fireteams with MG (rated A,G with a strength of 15 at 0 ... 14 hexes, 10 at 15 ... 18 hexes, 7 at 19 ... 24 hexes and 5 at 25+ hexes), three 5-man fireteams without MG (rated A,G with a strength of 8 at 0 ... 9 hexes, 6 at 10 ... 14 hexes and 3 at 15 ... 18 hexes), a platoon leader, a platoon sergeant, four M113 APCs, one RPG-7 LAW and two tripod MG teams (use UK values).

#### [60.15] Advantage

Khomeini Player has the advantage

#### [60.16] Leader Rating Ranges

The Khomeini Player's leaders are restricted as follows: The air force company commander must be rated a 5, 6 or 7; the guerrilla company commander must be rated a 9 or 10; the air force platoon leaders must be rated 2 or 3; the guerrilla platoon leaders must be rated within a range of 5...9 (inclusive); the guerrilla platoon sergeants must be rated 3, 4 or 5.

#### Shah

Co Cdr: 9...12

Plt Ldr: No change

Plt Sgt: 1...3

#### [60.17] Ammunition Recovery Ratings

Khomeini: 2

Shah: 5

#### [60.18] Suppression Recovery Ratings

Khomeini: 6

Shah: Not applicable

#### [60.19] Preservation Levels:

Khomeini: 20 (Air plt); 80 (Air co); (ZSU counts as 5); 22 (Guerrilla plt); 50 (Guerrilla co); 50 (Civilians; treat as plt)

Shah: 8 (Tank plt); 12 Infantry plt); 40 (Infantry co); 100 Battalion)

#### [60.2] BASIC GAME (Continued)

##### [60.21] River Fordability

No change

##### [60.22] Bridge Status

No change

##### [60.23] Observation Posts/Spotters

Khomeini

Spotters: 15 (also use FO counters as Spotters)

Shah: Observation Posts: 10

Spotters: None

Observation Posts: None

##### [60.24] Telephone

Not applicable (no telephone)

##### [60.25] Reinforcements

Not applicable

##### [60.26] Victory Conditions

The Khomeini Player receives 10 Victory Points for each enemy platoon Demoralized, 5 Victory Points for each company commander killed, 2 Victory Points for each platoon leader killed, 50 Victory Points for occupying a hex in or adjacent to Jaleh Square (the square in megahex 5G) at the end of the scenario and 20 Victory Points for occupying a hex in or adjacent to Farahabad Street (Route 1A) at the end of the game.

The Shah Player receives 10 Victory Points for each enemy platoon Demoralized, 4 Victory Points for killing the guerrilla company commander, 3 Victory Points for each guerrilla platoon leader killed; and 10 Victory Points for each eligible platoon which is exited off the east mapedge (except for platoons exited solely from hex 7A6, which instead scores 15 Victory Points for the Shah Player). Eligibility is determined at the end of the scenario. Only undemoralized platoons are eligible.

The Shah Player must indicate a travel route for each exited platoon. He may indicate a different route for each platoon. The route must extend from any hex in megahex row M or N to any of the

hexes the platoon exited from. The route must be traversable by vehicles (i.e., consist of all streets and/or open hexes). After all of the routes have been listed the Khomeini Player may negate the control of any or all of the routes. Any platoon whose route's control is negated is no longer eligible. The Khomeini Player negates a route by having any unit in a position to fire hard weapons at any hex of the route *or* by having any combat unit in or adjacent to a hex of that route. A Khomeini unit may negate an unlimited number of routes.

#### [60.27] Structural Changes

No change

### [60.3] INTERMEDIATE GAME

No change

### [60.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT

#### [60.41] Day/Night

Scenario takes place in the night. Tanks are STANO-equipped.

#### [60.42] Weather

Good; Smoke Dispersion, 10 Game-Turns.

#### [60.43] Building Damage

Not applicable

#### [60.44] Conflagration

Not applicable

### [60.5] ADVANCED GAME

*through*

### [60.9] SPECIAL RULES

Not applicable

## [61.0] BEIRUT (Advanced Game Training Scenario)

### CASES:

#### [61.1] THE BASIC GAME

##### [61.11] General Introduction.

Beirut, Lebanon's capital city and metropolis, has a number of high-rise buildings, which are frequently fought over. This scenario depicts a duel between two of the many factions in Lebanon's civil war, which has been going on since 1975 (with occasional cease-fires) without signs of ending.

The objective of each faction is to kill the other and occupy its building.

##### [61.12] Map

The map is limited to megahex 8A.

##### [61.13] Time

The game ends when one side or the other is demoralized.

##### [61.14] Set-Up Forces

Faction A sets up in hex 8A3: 12 × 4-man fireteams without MG (use American ratings), 2 × tripod MG (use American ratings), a platoon leader and a sergeant; 2 ad hoc snipers.

Faction B sets up in hex 8A4: the same.

In addition, Faction A receives an extra platoon of 12 sapper teams, platoon leader, and a platoon sergeant. This faction should be the one to go charging over to the other building. Use American values. Both sides can use the NATO counterterm.

##### [61.15] Advantage

The player without the sappers has the advantage.

##### [61.16] Leader Rating Changes

Faction A

Co Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change

Faction B

Co Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change

#### [61.17] Ammunition Recovery Ratings

Faction A: 3

Faction B: 2

#### [61.18] Suppression Recovery Ratings

Faction A: 2

Faction B: 3

#### [61.19] Preservation Levels

Faction A: 20

Faction B: 16

### [61.2] BASIC GAME (continued)

#### [61.21] River Fordability

*and*

#### [61.22] Bridge Status

No change

#### [61.23] Observation Posts/Spotters

Faction A

Spotters: 4

Observation Posts: none

Faction B

Spotters: 4

Observation Posts: None

#### [61.24] Telephone

Neither side controls the telephone

#### [61.25] Reinforcements

Not applicable

#### [61.26] Victory Conditions

Each faction receives 1 victory point per enemy man killed and 5 victory points per floor of the other faction's building which is occupied or was most recently occupied by friendly forces.

#### [61.27] Structural Changes

No change

### [61.3] INTERMEDIATE GAME

No change

### [61.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT

#### [61.41] Day/Night

Scenario takes place in the day.

#### [61.42] Weather

Good; Smoke Dispersion, 2 Game-Turns.

#### [61.43] Building Damage

Not applicable

#### [61.44] Conflagrations

Not applicable

### [61.5] ADVANCED GAME

#### [61.51] Wind Direction

Not applicable

#### [61.52] Dozer Tanks and Mine-Clearing Plows

Not applicable

#### [61.53] Height Levels

Each of the two buildings is 15 floor levels high.

### [61.6] INDIRECT FIRE UNITS

No change

### [61.7] ENGINEERS AND RELATED ITEMS

#### [61.71] Engineer Units

See 61.14.

#### [61.72] Boobytraps

Faction A: 2

Faction B: None



**[61.73] Breaches***through***[61.77] Demolition**

No change

**[61.8] OTHER ADVANCED GAME INFORMATION**

Not applicable

**[61.9] SPECIAL RULES**

Not applicable

**[62.0] ASSAULT ON GERLAFINGEN (Advanced Game)****[62.11] General Introduction.**

This scenario depicts a prepared assault with the objective of capturing the town of Gerlafingen. Participating are a Soviet assault detachment and a U.S. Infantry-Heavy Team. The Soviet objective is to cross the Eiche and occupy key facilities. The American objective is to prevent this.

The Soviet assault detachment is made up of units from the 39th Guards Motor Rifle Division, which has held its foothold east of the Eiche for four days while preparing to resume the attack. The Americans are from 3rd Brigade/3rd Mech Division.

**[61.12] Map**

No change

**[62.13] Time**

The game ends after the 90th game-turn, or when the Soviet assault detachment is demoralized, whichever occurs first.

**[62.14] Set-Up Forces**

The Soviet player sets up an assault detachment with 6×SP74's, 6×T-12s, divided into two assault groups and a detachment reserve. The detachment has 3 flamethrower tanks and 9 flamethrower special weapons. The Soviets are set up east of the river, and at least 5 hexes away from the river. Tanks are T-62s; BMPs are the motor rifle units' vehicles.

The American Player sets up an Infantry-Heavy Team anywhere west of the river or within 4 hexes east of the river. Tanks are M60A3.

**[62.15] Advantage**

U.S. Player has the advantage

**[62.16] Leader Rating Ranges**

U.S.

Co Cdr: No change

Plt Ldr: No change

Plt Sgt: No change

U.S.S.R.

Co Cdr: No change

Plt Ldr: No change

Plt Sgt: No change

**[62.17] Ammunition Recovery Ratings**

U.S.: 3

U.S.S.R.: 3

**[62.18] Suppression Recovery Ratings**

U.S.: 2

U.S.S.R.: 1

**[62.19] Preservation Levels**

U.S.: 20 (Motor Rifle plt; see 62.32); 15 (Tank plt); 70 (Company)

U.S.S.R.: 340 (Detachment); 18 (Motor Rifle plt); 12 (Tank plt); 18 (Sapper plt); 60% Preservation Points (Group)

**[62.21] BASIC GAME (Continued)****[62.21] River Fordability**

No.

**[62.22] Bridge Status**

All bridges across the Eiche River are destroyed, save one (American choice).

**[62.23] Observation Posts/Spotters**

U.S.

Spotters: 8

Observation Posts: 5

U.S.S.R.

Spotters: 7

Observation Posts: None

**[62.24] Telephone**

U.S. control in 5E5.

**[62.25] Reinforcements**

Not applicable

**[62.26] Victory Conditions**

The American player wins 100 Victory points for each Assault Group which is demoralized and a total of 300 Victory Points if the whole Assault Detachment is demoralized. If no undemoralized Soviet platoons have crossed the Eiche by the end of the game, the American player wins an additional 500 Victory Points.

The Soviet player wins Victory Points for being the sole occupant of the following buildings:

Metalwaren Fabrik	100 Victory Points
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Hotel Gerlafingen	20 Victory Points
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Guterlager	20 Victory Points
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Altes Rathaus	10 Victory Points
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Postamt	15 Victory Points
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Bahnhof	20 Victory Points
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Polizeiamt	20 Victory Points
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Neues Rathaus	50 Victory Points
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The Soviet Player wins 50 Victory Points for each American platoon which has been demoralized, and 10 Victory Points for each undemoralized Soviet platoon which exits the map west of the Eiche (15 Victory Points if the exit is from mega-hex 1G or 1F).

**[62.27] Structural Changes**

No change

**[62.3] INTERMEDIATE GAME****[62.31] Anti-Tank Weapons**

No change

**[62.32] Tank Organization**

Soviet tanks are in tank platoons; American tanks may be attached to mech rifle platoons. (Add 3 preservation points to the Preservation Level of a mech rifle platoon for each tank attached to it.)

**[62.33] Flame Weapons***through***[62.36] Vehicle Smoke Depletion**

No change

**[62.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT****[62.41] Day/Night**

Scenario takes place at night. All tanks and combat personnel units are STANO-equipped.

**[62.42] Weather**

Good; Smoke Dispersion, 9 Game-Turns. The M113 can swim in this scenario.

**[62.43] Building Damage**

Roll one die for each building hex on the east bank of the river, other than those in 7F7, 7F3, 9C1, and the Schloss. On a one, the building is demolished; on a 2 it is destroyed; and on a 3-4, it is only damaged; on a 5-6, it is intact. The Dorfpark has burned to the ground, so that its hexes are treated as if they were open.

**[62.44] Conflagrations**

Not applicable

**[62.5] ADVANCED GAME****[62.51] Wind Direction**

Not applicable

**[62.52] Dozer Tanks and Mine-Clearing Plows**

One Soviet tank per platoon is dozer-equipped.

**[62.53] Height Levels**

Not applicable

**[62.6] INDIRECT FIRE UNITS****[62.61] Pre-Plotting**

U.S.: Yes

U.S.S.R.: Yes

**[62.62] Opening Barrage**

U.S.: No

U.S.S.R.: 3...15 Game-Turns, as agreed.

**[62.63] Forward Observers Not in TO&E**

U.S.: 1 (Company)

U.S.S.R.: None

**[62.64] Dedicated Batteries**

Not applicable

**[62.65] Indirect Fire Reference Data**

U.S. has a second battery of 155mm guns in general support.

**[62.7] ENGINEERS AND RELATED ITEMS****[62.71] Engineer Units**

The U.S. player has a combat engineer detachment under the team, consisting of 6 sappers, 1 Dragon MAW, 6 M72 LAWs, 1 Jeep, and 1 CEV; preservation level: 12; treat as platoon.

**[62.72] Boobytraps**

U.S.: 10.

U.S.S.R.: None.

**[62.73] Breaches**

Not applicable

**[62.74] Obstacles**

U.S.: 10

U.S.S.R.: None

**[62.75] Mines**

U.S.: 10 (real); 10 (dummy)

U.S.S.R.: 20 (real)

**[62.76] Ditches and Craters**

U.S.: 10 ditches

U.S.S.R.: 5 ditches

**[62.77] Demolition**

The one remaining bridge and 5 open hexes may be set up for demolition by the U.S.

**[62.8] OTHER ADVANCED GAME INFORMATION****[62.81] Building Status**

The rubble has been cleared away already except in the three mega-hexes closest to and on the east side of the river. For this area, see 68.43.

**[62.82] Ammo Stores**

The U.S. may set up one ammo store, and the Soviets two.

**[62.83] Prepared Positions**

U.S.: 50 squad-hours.

U.S.S.R.: 50 squad-hours.

**[62.84] Rules of Engagement**

If any Soviet objective hex is damaged by Soviet effort, it is worth only half as many Victory Points (fractions rounded up); if destroyed or demolished it is worth 0 Victory Points. The U.S. may not fire at the Schloss, Krankenhaus, or any building on the west side of the river until a Soviet unit has been observed in that hex. The Krankenhaus is off limits to both players. Ammo stores may not be placed in or within 2 hexes of Soviet objectives.

**[62.9] SPECIAL RULES**

Not applicable

# **[63.0] THROUGH FRIENDSHIP PASS, Dong Dang, Vietnam. (Advanced Game)**

**CASES:****[63.1] THE BASIC GAME****[63.11] General Introduction.**

"At the railhead city of Dong Dang, A 30-ft. yellow gate marks Japan's invasion of Indochina in 1940, which prompted President Franklin Roosevelt's perhaps apocryphal vow that 'we will not go to war over any damn Ding Dong.'"

*TIME*, March 5, 1979

At 9. a.m. on Saturday, Feb. 17, 1979, forces of the Chinese People's Liberation Army crossed through Friendship Pass, swept through the village of Nam Quan, and marched 2 kilometers to the town of Dong Dang, there encountering the first resistance from border troops of Vietnam. Thus began the Chinese-Vietnamese war.

The Chinese objective is to quickly pass through the town on the way to the provincial capital of Lang Son, and secure a clear road for the thousands of troops and trucks to follow.

The Vietnamese objective is to delay the Chinese so that the defenses of Lang Son can be organized. See Case 68.11.

**[63.12] Map**

The map is upside down, so the direction "N" is actually south.

**[63.13] Time**

The game ends when no Vietnamese combat units are left on the map, or Game Turn 60, whichever is sooner.

**[63.14] Set-Up Forces**

The Vietnamese player, using the Soviet counter mix, sets up a company consisting of one BTR-60-equipped Motor Rifle Platoon, one T-62 Tank Platoon, one Engineer Platoon (from Regiment), including 1 dozer, and one BRDM Recon Platoon, in megahexrows A-I. The Vietnamese have one extra SVD sniper per platoon. Also, they have 2 militia platoons (each: 3 squads without vehicles, a platoon leader, and a platoon sergeant), and a militia company commander.

The Chinese set up one infantry platoon, one tank platoon, one truck, and one FO in megahexrow J through N, using the NATO counter mix.

**[63.15] Advantage**

Vietnam Player has the advantage.

**[63.16] Leader Rating Ranges****Vietnam**

Co Cdr: 9...10 (regular); 8...9 (militia)

Plt Ldr: 4...9 (regular); 4...7 (militia)

Plt Sgt: 4...5 (regular); 3...5 (militia)

**China**

Co Cdr: 8...11

Plt Ldr: 4...8

Plt Sgt: 3...5

**[63.17] Ammunition Recovery Ratings**

Vietnam: 4

China: 3

**[63.18] Suppression Recovery Rating**

Vietnam: 4

China: 1

**[63.19] Preservation Levels**

Vietnam: 18 (Militia plt); 40 (Militia co); 28 (Motor Rifle plt); 16 (Tank plt); 16 (Engineer plt); 19 (BRDM plt); 95 (Motor Rifle co).

China: 20 (Infantry plt); 50 (Infantry co); 10 (Tank plt); 20 (Tank co); 14 (Engineer plt); 45 (Engineer co); 25 (Flamethrower plt); 6 (Light Machinegun plt); 10 (Heavy Machinegun plt); 17 (Machinegun co); 8 (Recoilless Rifle plt); 8 (Assault Gun co); 290 (Battalion).

**[63.2] BASIC GAME (Continued)****[63.21] River Fordability**

Yes

**[63.22] Bridge Status**

Not applicable

**[63.23] Observation Posts/Spotters****Vietnam**

Spotters: 7

Observation Posts: 5

**China**

Spotters: 9 (1 with each infantry plt)

Observation Posts: None

**[63.24] Telephone**

Vietnam control in 5E5.

**[63.25] Reinforcements**

The Vietnamese player receives 1 Motor Rifle Platoon Game-Turn 15 and another one Game-Turn 30, both belonging to the same company as the set-up platoon, at any mapedge hexes between 1F5 and 011.

The Chinese player receives reinforcements as follows:

- GT 3: 1 truck, 1 infantry platoon, company commander
- GT 4: 1 truck, 1 infantry platoon
- GT 5: 1 truck, 1 light MG platoon
- GT 6: 1 truck, 1 infantry platoon (2nd company)
- GT 7: 1 truck, 1 infantry platoon (2nd company)
- GT 9: 1 truck, 1 infantry platoon (2nd company)
- GT 10: 1 jeep (carries Battalion commander), 1 dozer, 1 FO
- GT 11: 1 truck, Battalion Recoilless Rifle platoon
- GT 12: 1 tank platoon, tank company commander
- GT 14: 2 trucks, engineer platoon, engineer company commander
- GT 15: 1 dozer
- GT 16: 1 truck, 1 heavy MG platoon, MG company commander, 1 FO
- GT 18: 1 assault gun company
- GT 20: 1 truck, 1 flamethrower platoon
- GT 22: 2 trucks, engineer platoon
- GT 24: 1 MTU55 (AVLB)
- GT 27: 1 truck, 1 infantry platoon (3rd company)
- GT 30: 1 tank platoon
- GT 33: 1 truck, 1 infantry platoon (3rd company), company commander
- GT 36: 1 truck, 1 infantry platoon (3rd company)

Notes: use M113 counters for trucks. Chinese reinforcements arrive megahex N. Troops arrive mounted or three Game-Turns later dismounted.

**[63.26] Victory Conditions**

The Vietnamese receive 10 Victory Points for each enemy platoon which is demoralized, and 2 Victory Points for each Game-Turn in which no

undemoralized Chinese platoon has exited the map from megahexrow A.

The Chinese receive 10 Victory Points for each enemy platoon which is demoralized, and 10 Victory Points for each undemoralized Chinese platoon which exits the map from megahexrow A (1A5 to 0A6). In addition, the Chinese receive 50 Victory Points for clearing a street route from megahexrow A to megahexrow N, such that no enemy combat units are in position to fire on the hexes constituting that route; if this is done by Game-Turn 40, this is worth 75 Victory Points; if this is done by Game-Turn 20, this is worth 100 Victory Points. The Chinese also receive 5 Victory Points for each unit removed from the map under Case 63.91 and not exited southward.

**[63.27] Structural Changes**

All concrete buildings on the map are stone; all stone buildings are wood.

**[63.3] INTERMEDIATE GAME****[63.31] Anti-Tank Weapons**

The North Vietnamese have 3 SPG9 MAWs at set-up.

**[63.32] Tank Organization**

Vietnamese tanks may be attached to MR platoons during the command decision stage of any Game-Turn by the Vietnamese player, but if this is done, they may not be reformed into a tank platoon.

**[63.33] Flame Weapons**

Not applicable

**[63.34] Independent Command**

Not applicable

**[63.35] Snipers**

Eight ad-hoc snipers are attached to the Vietnamese militia company.

**[63.36] Vehicle Smoke Depletion**

Not applicable

## **[63.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT**

**[63.41] Day/Night**

Scenario takes place during the day.

**[63.42] Weather**

Good; Smoke Dispersion, 4 Game-Turns.

**[63.43] Building Damage**

Not applicable

**[63.44] Conflagrations**

Not applicable

**[63.5] ADVANCED GAME****[63.51] Wind Direction**

2

**[63.52] Dozer Tanks and Mine-Clearing Plows**

Not applicable

**[63.53] Height Levels**

All two-floor buildings on the map are 1-floor, all 3 and 4-floor buildings on the map are 2-floor, all higher buildings on the map are 3-floor. In addition, there is no tower in hex 4G2 (the former Buddhist Temple); it is the same height as the other hexes of that building.

**[63.6] INDIRECT FIRE UNITS****[63.61] Pre-Plotting**

Vietnam: No

China: Yes

**[63.62] Opening Barrage**

Vietnam: No

China: 3...15 Game-Turns, as agreed

**[63.63] Forward Observers Not in TO&E  
through****[63.65] Indirect Fire Reference Data**

The Vietnamese have 2 sections of 82mm mortars. The Chinese have organic mortars, all of which are effective from the beginning of the scenario; regimental 82mm mortars (4 sections); and, from division, two sections of 120mm mortars, two platoons of 122mm guns; two platoons of 100mm guns, and two platoons of 107mm MRL.

### [63.7] ENGINEERS AND RELATED ITEMS

#### [63.71] Engineer Units

through

#### [63.73] Breeches

Not applicable

#### [63.74] Obstacles

Vietnam: 5 (not in street hexes)

China: None

#### [63.75] Mines

Vietnam: 10 (real); 10 (dummy) (none in street hexes)

China: None

#### [63.76] Ditches and Craters

Vietnam: 10 ditches (not in street hexes)

China: None

#### [63.77] Demolition

Vietnamese have prepared 3 street hexes for demolition.

### [63.8] OTHER ADVANCED GAME INFORMATION

#### [63.81] Building Status

Not applicable

#### [63.82] Ammo Stores

The Vietnamese may set up 1 ammo store.

#### [63.83] Prepared Positions

Vietnam: 100 squad-hours

China: None

#### [63.84] Rules of Engagement

The Vietnamese player may not fire building damaging weapons against a building hex unless an Enemy unit has been observed there. The Medical Clinic (7F3) and the Fire Department (8C7) are off-limits to both sides.

### [63.9] SPECIAL RULES

[63.91] Vietnamese border guard units (non-militia) must be removed from the map if not exited southward (megahexrow "A") within 10 Game-Turns after their platoons are demoralized. Militia units may remain.

[63.92] Only concrete (stone in this scenario; see 63.27) buildings have cellars.

**Historical note:** We have it on good authority that when Deng Xiaoping's troops crossed the border, militiamen rang the town's bell to alert the townsmen. This prompted many curses. Said Tram Van Huong, who was standing in the fields a few kilometers away: "Listen! There goes the damn Deng Dong Dang ding-dong!"

## [64.0] BAADER-MEINHOF (Advanced Game)

### CASES:

#### [64.1] THE BASIC GAME

##### [64.11] General Introduction

Revolutionary urban guerrilla activity, symbolized by such groups as the Baader-Meinhof organization in Germany, the Brigade Rosse, in Italy, the Irish Republican Army in Ulster, and the Weather Underground in the United States, has become a prominent element of life in the developed

Western world. In this scenario, Gerlafingen is chosen for a strike by the Baader-Meinhof unit.

#### [64.12] Map

No change

#### [64.13] Time

This scenario is played until all revolutionaries have exited the map or have been killed, or Game-Turn 50, whichever is sooner.

#### [64.14] Set-Up Forces

The Gerlafingen police force is set up as described in case 57.14, using NATO counters.

The Baader-Meinhof "platoon" consists of a platoon leader, a platoon sergeant, 5 sapper teams (use West German sapper ratings), 5 snipers (use West German sniper ratings), 5 two-man fire teams (use same ratings as the police), 8 cars, and 1 bipod MG team (use West German ratings). These units are set up anywhere on the map other than in a school, town hall, police station, or armory. Use Soviet counters.

#### [64.15] Advantage

Baader-Meinhof has the advantage.

#### [64.16] Leader Rating Ranges

Baader-Meinhof

Co Cdr: Not applicable

Plt Ldr: 5...9

Plt Sgt: 4...5

Government

Co Cdr: Not applicable

Plt Ldr: No change

Plt Sgt: No change

#### [64.17] Ammunition Recovery Ratings

Baader-Meinhof: 4

Government: 2

#### [64.18] Suppression Recovery Ratings

Baader-Meinhof: 6

Government: 1

#### [64.19] Preservation Levels

Baader-Meinhof: Not applicable

Government: 7 (Police); 12 (Soldiers)

### [64.2] BASIC GAME (continued)

#### [64.21] River Fordability

The Eiche may be swum by personnel units, but only at the cost of giving up their ability to fire from that point on.

#### [64.22] Bridge Status

Not applicable

#### [64.23] Observation Posts/Spotters

Baader-Meinhof

Spotters: 12 (also use FO counters as Spotters)

Observation Posts: None

Government

Spotters: 12 (also use FO counters as Spotters)

Observation Posts: None

#### [64.24] Telephone

Government controls in 5E5.

#### [64.25] Reinforcements

The police force is reinforced by a Jaeger Home Defense platoon in megahex 8E on Game-Turn 30. This platoon, being reservists, has an ammo rating of 2. Their vehicles are M113s, their LAWs are PZF44.

#### [64.26] Victory Conditions

The government receives 20 Victory Points for each revolutionary killed or surrendered and 25 Victory Points for each of the leaders.

The Revolutionaries receive 20 Victory Points for each sapper unit which exits the map after performing at least one deed, 8 Victory Points for each other revolutionary who exits the map after 5 or more deeds are performed by the whole group, 3 Victory Points for each policeman killed, and 1 Victory Point for each soldier killed. Deed Victory Points are as follows:

#### Blowing up

	Victory Points
a factory hex	10 (once)
Kaiser-Wilhelm-Bruecke	30
Freiherrn Bruecke, Die	20
Neubruecke, or the railroad bridge	
Hotel Gerlafingen	20
Paulus-Kirche	10
a Schloss hex	40 (once)
a school hex	30 (once per school)
the Kommerzbank	40
a shopping center hex	10 (once)
the Postamt	30
a Bahnhof hex	30 (once)
a Neues Rathaus hex	50 (once)
the Polizeiamt	100
Mayor Schneider's house (4K6)	40

#### [64.27] Structural Changes

Not applicable

### [64.3] INTERMEDIATE GAME

Not applicable

### [64.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT

#### [64.41] Day/Night

Scenario takes place during the night. No units are STANO-equipped.

#### [64.42] Weather

Rain, no mud; Smoke Dispersion, 15 Game-Turns, M113s are amphibious.

#### [64.43] Building Damage

Not applicable

#### [64.44] Conflagrations

Not applicable

### [64.5] ADVANCED GAME

through

### [64.7] ENGINEERS AND RELATED ITEMS

Not applicable

### [64.8] OTHER ADVANCED GAME INFORMATION

#### [64.81] Building Status

Not applicable

#### [64.82] Tank Organization

Not applicable

#### [64.83] Prepared Positions

Not applicable

#### [64.84] Rules of Engagement

Government weapons may not be fired against building hexes unless revolutionaries have been spotted in them during that Game-Turn. Government units may not fire at the medical clinic (7F3), theater (7M-8M), Schloss (7J), Beer Hall (5F6), or the Old Folks Home (9D1).

### [64.9] SPECIAL RULES

[64.91] Cases 57.93 and 57.92 also apply to this scenario.

[64.92] All objectives listed in the Deed list of case 64.26 are considered wired for demolition. When sapper-destroyed, they catch on fire. (these buildings may only be destroyed, not demolished, by sapper action). Whenever a building is blown up, the government player is immediately so informed. Any units in a building hex when it is blown up are killed immediately.

[64.93] Any revolutionaries left on the map at the end of the game are considered surrendered.

[64.94] No revolutionary unit may enter the Bundeswehr building until the Jaeger platoon has entered the game.

## [65.0] LONDON'S BURNING (Advanced)

### CASES:

#### [65.1] THE BASIC GAME

##### [65.11] General Introduction

This scenario is a riot. It all starts off with a big mob at a punk rock concert in the Hammersmith Palace, fired up by one of the better groups, and sent out into the world with the urge to burn...

It is the punks' objective to burn, loot, and pillage. It is the police objective to contain the mayhem. It is the players' objective to have fun.

##### [65.12] Map

No Change

##### [65.13] Time

The game ends on the 90th game-turn, or when all the kids have been rounded up, whichever occurs sooner.

##### [65.14] Set-Up Forces

The police, using the Soviet counter mix, set up a local "platoon" of 4-man fireteams (using squad counters) and police cars (use BMP counters) as follows: 3 of each in 2D, one of each in: 4B, 5G, 9I, 8C, 8M, 7M (all in open hexes except 2D2). Each team is armed with clubs; these may only be used in close assault, and have a soft strength of 5. Also in 2D2: one company commander, one platoon leader, two platoon sergeants.

The punks, using the NATO counter mix, set up:

1. All the leaders in the NATO counter mix
2. 15 cars (use M113 counters)
3. 12 ad hoc snipers (use USA values)
4. 118 4-man teams (use all fireteam and sapper counters). These teams are variously armed, they may be used in close assault only, and have a soft strength of 3.

These units are set up in megahexes 7M, 8M, 6N, 7N. All have independent command, but can be unsuppressed by using any leader stacked with or adjacent to them. Disregard stacking limits in setting up punk units; outside the set-up area see 65.96.

##### [65.15] Advantage

Punks have the advantage.

##### [65.16] Leader Rating Ranges

###### Punks

See Case 65.14.

###### Police

Co. Cdr: No change

Plt Ldr: No change

Plt Sgt: No change

##### [65.17] Ammunition Recovery Ratings

Punks: Not applicable

Police: 4

##### [65.18] Suppression Recovery Ratings

Punks: 2

Police: 4

##### [65.19] Preservation Levels

Punks: 8 (Snipers); 350 (Teams) Punk leaders are not affected by demoralization and do not count for Preservation Points. The 12 Snipers and 118 Teams count as separate " platoons" for Preservation only.

Police: Not applicable.

#### [65.2] BASIC GAME (continued)

##### [65.21] River Fordability

Yes

##### [65.22] Bridge Status

Not applicable

##### [65.23] Observation Posts/Spotters

###### Punks

Spotters: None

Observation Posts: 7M1, 7M2, 8M5, 8M6

###### Police

Spotters: 12 (also use FO counters as Spotters)

Observation Posts: all named buildings (except theatre in punk set-up area).

##### [65.24] Telephone

Police control in 5E5.

##### [65.25] Reinforcements

Police reinforcements enter in platoons; each platoon has 4 cars and 4×4-man fireteams, with one platoon leader. All police platoons belong to one police company.

**Game-Turn 15:** 1 platoon, north mapedge

**Game-Turn 30:** 1 platoon, east mapedge

**Game-Turn 35:** 1 platoon, south mapedge

**Game-Turn 38:** 1 platoon, west mapedge

**Game-Turn 45:** 1 platoon, north mapedge

**Game-Turn 60:** 1 platoon, random

**Game-Turn 70:** 1 platoon, random

**Game-Turn 80:** 1 platoon, random

Random reinforcements arrive as follows: the police player rolls one die. On a 1, north mapedge; on a 2, east mapedge; on a 3, west mapedge; on a 4, south mapedge; on a 5 or 6, roll again. This roll is made when the reinforcements are due.

Also, the fire department turns out in megahex 8C three game-turns after the first fire is set. This consists of three firetrucks (use tank counters), each with a squad of 8 firemen, a platoon leader, and a platoon sergeant. Each firetruck has a transport capacity of 10 men.

##### [65.26] Victory Conditions

The police player receives Victory Points as follows:

20 Victory Points for each sniper killed or captured (see 65.94)

2 Victory Points for each team captured

Triple the leader rating in Victory Points for each leader captured.

The Punk Player receives Victory Points as follows:

5 victory Points for each

police team put out of action

Victory points for fires:

any hex of The Manor House (7J-8K) 10 (whole house: 50)

The New Church (7F7) 10

Bank of Commerce (8F2) 15

any hex of the New Shopping Centre (8D2-9G1) 5

any school hex (2F7, 6E1-6D1) 40 (whole school 6D-6E:200)

any factory hex 30

Old Town Hall (5F4) 30

Hotel hex (5H2, 3D1, 3D2) 5

St. Anne's Church, any hex 15 (whole church: 50)

Post office (5E5) 20

RR station, any hex 10

New Town Hall, any hex 30 (whole building: 150)

Police Station (2D2) 100

any other concrete building in the Old Village 4  
any other concrete or any stone building 2  
any wood building 1

Victory Points for fires are counted up at the end of the game. If the fire department puts out a fire, only one-third the victory points (fractions rounded up) are awarded.

##### [65.27] Structural Changes

Not applicable

#### [65.3] INTERMEDIATE GAME

Not applicable

#### [65.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT

##### [65.41] Day/Night

Scenario takes place in the night. No units are STANO-equipped.

##### [65.42] Weather

Fog; Smoke Dispersion not applicable.

##### [65.43] Building Damage

Not applicable

##### [65.44] Conflagrations

Not applicable

#### [65.5] ADVANCED GAME

Not applicable

#### [65.6] INDIRECT FIRE UNITS

Not applicable

#### [65.7] ENGINEERS AND RELATED ITEMS

##### [65.71] Engineer Units

through

##### [65.73] Breaches

Not applicable

##### [65.74] Obstacles

Punk units may build barricades (obstacles) in hexes containing or adjacent to a non-burning building, being given work commands for this purpose. It takes 15 men 15 game-turns to construct a barricade, 30 men 8 game-turns, etc. Police units may do likewise, though it takes them twice as long since most of them are no longer in good shape.

##### [65.75] Mines

through

##### [65.77] Demolition

Not applicable

#### [65.8] OTHER ADVANCED GAME INFORMATION

##### [65.81] Building Status

through

##### [65.83] Prepared Positions

Not applicable

##### [65.84] Rules of Engagement

Police units may not use firearms (65.93) against anyone but a sniper or a unit stacked with a sniper in the same location. The Old Folks Home (9D1) and Medical Clinic (7FA3) are off-limits to both sides.

#### [65.9] SPECIAL RULES

[65.91] A firetruck may extinguish a fire in any hex occupied by or adjacent to it by spending a number of game-turns equal to the following formula:  $(x) \times (y) \times (z) = GT$ , whereby  $x$  = number of floors in the building,  $y$  = 1 for stone, 2 for concrete, and 4 for wood, and  $z$  = the sum of two dice. This is determined when firefighting begins. Once begun, a firefighting effort may not be abandoned, or it will all have been in vain, until the requi-

site number of Game-Turns has passed. For every 10 building hexes burning at the end of a Game-Turn divisible by 10 evenly, one firetruck and squad arrives at a random mapedge (see 65.25) 8 Game-Turns later. See 65.99 for hoses.

**[65.92]** Vehicles may not occupy a hex containing 8 or more men whose presence is known to the owner of the vehicle.

**[65.93]** Any police unit in the set-up deployment may become armed by spending 5 Game-Turns in the police station (2D2); this may only be done after sniper fire has begun. Any armed police team may fire with a strength of 8 at a range of 1-20 hexes. Reinforcement police units may also come in armed, once sniper fire has commenced, but only if delayed by 15 Game-Turns. **Note:** if any sniper is captured prior to the initiation of sniper fire, the arming of the police may begin no later than 15 Game-Turns later.

**[65.94]** A K result against a unit, if not produced by sniper fire, indicates arrest (capture), being injured, knocked out, etc.

**[65.95]** Punk units stacked with leaders only may perform anti-vehicle close assault; all police units may do so.

**[65.96]** Stacking limits are 20 men per open hex for punks; normal for police.

**[65.97]** Any punk unit which is in a building or woods hex may attempt to set fire to that hex. This is a fire action. This is done by rolling one die and consulting the flamethrower table (Case 22.4). If successful, a "burning" marker is placed on the hex.

**[65.98]** Any police unit which has been in 2D2 may fire tear gas grenades at a 1-hex range. These grenades attack with a soft strength of 5, whereby all K results are converted to Suppression.

**[65.99]** Firemen may attempt to turn fire hoses on the punks instead of the fires. This may be done at a 1 or 2-hex range; the punks are attacked with a soft strength of 4, whereby all K results are converted to Suppression; the firetruck must remain stationary for 5 game-turns prior to and must remain stationary during the use of the hose weapon. Any firetruck which has used the hose is subject to capture as long as it remains on the spot (having used the hose, it takes another 5 Game-Turns to uncouple before the truck may be moved). Capture is made whenever the punk player has units in the hex with the firetruck and the government player does not (this may be claimed and tested at any time by the punk player). Once captured, the truck becomes part of the punks' TO&E and may be used by the punk player, including the hose weapon.

## **[66.0] GYOR, HUNGARY (Advanced Game)**

### **CASES:**

#### **[66.1] THE BASIC GAME**

##### **[66.11] General Introduction**

The Hungarian Revolt of 1956 forced the Soviets to pull out of the country, and for a week the people were jubilant. The Soviets, however, were merely gathering their forces, and on October 31 came pouring back across the border in great strength and began shooting November 4. The Hungarians fought bravely, but could not hold off the Soviet tanks indefinitely. While the Hungarians delayed the Soviet re-conquest of their country, 200,000 Hungarians were given time to escape to Austria. Resistance ended November 9.

This scenario is set at Győr, a provincial capital 45 kilometers from the Austrian border. This city, a

center of the Hungarian revolt, was a key choke-point for the Soviets seeking to seal off the border, for all the main roads from the east converged here, crossed the Rába River, and then fanned out to a 120 kilometer-long stretch of the Austrian-Hungarian border.

The objective of the Soviet Player is to secure a safe route across the Rába River and exit toward the border as soon as possible.

The objective of the Hungarian player is to hold the bridges as long as possible, then delay the exit of the Soviet forces; for every minute of delay, hundreds will escape to the West.

##### **[66.12] Map**

The river is the Rába. The main road from Budapest to Wien (Vienna), today called Route E5, enters at 7A6, follows the map's route 1a to the intersection with the map's route 298, then follows that route to exit at 1F5. There is no bridge at 4B3-5B5, and no street from 4B3 to 7A5.

##### **[66.13] Time**

The game ends when all undemoralized Soviet platoons (including reinforcements) have exited the map and the truck movement required by Case 66.26 has been completed or aborted.

##### **[66.14] Set-up Forces**

The Hungarian player, using the NATO counter-mix, sets up one tank platoon and a motor rifle company, as described in Case 59.25; the tank platoon is attached to the company; also an irregular force of 12 ad hoc snipers, 4 trucks, and 36 4-man fireteams without MG (soft attack strength: 4). The fireteams are organized into platoons of 6 teams each, complete with platoon leader and sergeant; the trucks and snipers have independent command; the whole irregular force constitutes a company, with company commander.

The Hungarians may set up anywhere but in megahexes 6A, 7A, 6B, 8A, 9A, 0A, 9B, 9H, 0I, 8N, and hex 9M5.

The Soviet Player sets up a tank company and a motor rifle company, as described in Case 59.14. There are three Soviet set-up areas, and no company may be set up (or enter as reinforcements) at more than one set-up area. The set-up areas are: (a) megahexes 6A, 7A, 8A, 9A, 0A; (b) megahexes 0G, 9H, 0I; (c) megahex 8N.

##### **[66.15] Advantage**

Hungarian Player has the advantage

##### **[66.16] Leader Rating Ranges**

###### **Hungarian**

Co Cdr: No change

Plt Ldr: No change

Plt Sgt: No change

U.S.S.R.

Co Cdr: No change

Plt Ldr: No change

Plt Sgt: No change

##### **[66.17] Ammunition Recovery Ratings**

Hungarian: 2

U.S.S.R.: 2

##### **[66.18] Suppression Recovery Ratings**

Hungarian: 6

U.S.S.R.: 1

##### **[66.19] Preservation Levels**

Hungarian: Not applicable

U.S.S.R.: 8 (Tank plt); 25 (Tank co); 75 (Tank bn); 10 (Motor Rifle plt); 40 (Motor Rifle Co); 10 (Engineer plt)

## **[66.2] BASIC GAME (continued)**

##### **[66.21] River Fordability**

No

##### **[66.22] Bridge Status**

Bridge at 6L3-7L5 is destroyed.

## **[66.23] Observation Posts/Spotters**

### **Hungarian**

Spotters: 12 (also use FO counters as Spotters)

Observation Posts: 15

U.S.S.R.

Spotters: None

Observation Posts: None

## **[66.24] Telephone**

Hungarian control in 5E5.

## **[66.25] Reinforcements**

The Soviets receive a second motor rifle company on Game-Turn 10 and a third one on Game-Turn 30. A combat engineer platoon (from division) enters Game-Turn 15, together with a BTR-50. An MTU-55 enters Game-Turn 20. Tank platoons which have been demoralized may be removed from the map at the end of any Game-Turn by the Soviet player and brought on as reinforcements the next Game-Turn, until in this manner a battalion of 3 companies has been brought on. Exited platoons may also be recycled. However, no tank company may begin appearing in any given reinforcement area (see 66.14) until 3 Game-Turns after the last vehicle of the previous company has appeared there.

## **[66.26] Victory Conditions**

The Soviet Player receives Victory Points for exiting an undemoralized platoon from megahex 1F or 1G or 1M, as follows:

by Game-Turn 15: 20 Victory Points

by Game-Turn 25: 15 Victory Points

by Game-Turn 35: 10 Victory Points

by Game-Turn 50: 7 Victory Points

by Game-Turn 75: 5 Victory Points

by Game-Turn 100: 3 Victory Points

The Soviet Player also receives 100 Victory Points for moving a truck from 7A6 to 1F5 via the Budapest-Wien road (see Case 66.12), without leaving the road. The location of this truck is always known to the Hungarian Player; it always has a Cautious Movement command and always moves as fast as permitted by the rules.

The Hungarian Player receives 7 Victory Points for each tank which is either killed, KM, or KF; 5 Victory Points for each BTR-50 which is either killed or KM.

## **[66.27] Structural Changes**

Not applicable

## **[66.3] INTERMEDIATE GAME**

### **[66.31] Anti-tank weapons**

The Hungarian irregular company is equipped with 15×RPG2; the motor rifle company is also equipped with 3×82mm recoilless rifle MAWs.

### **[66.32] Tank Organization**

through

### **[66.36] Vehicle Smoke Depletion**

Not applicable

## **[66.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT**

### **[66.41] Day/Night**

Scenario takes place in the day.

### **[66.42] Weather**

Good; Smoke Dispersion, 5 Game-Turns.

### **[66.43] Building Damage**

Not applicable

### **[66.44] Conflagrations**

Not applicable

## **[66.5] ADVANCED GAME**

### **[66.51] Wind Direction**

3

### **[66.52] Dozer Tanks and Mine-Clearing Plows**

In each Soviet tank company, 2 tanks are dozer-

blade-equipped; these must be designated when the company is set up or brought on.

**[66.53] Height Levels**  
Not applicable

#### **[66.6] INDIRECT FIRE UNITS**

Not applicable

#### **[66.7] ENGINEERS AND RELATED ITEMS**

**[66.71] Engineer Units**  
Not applicable

**[66.72] Boobytraps**  
Hungarian: 20  
U.S.S.R.: None

**[66.73] Breaches**  
Not applicable

**[66.74] Obstacles**  
Hungarian: 10  
U.S.S.R.: None

**[66.75] Mines**  
Not applicable

**[66.76] Ditches and Craters**  
Hungarian: 5 ditches  
U.S.S.R.: None

**[66.77] Demolition**  
Not applicable

#### **[66.8] OTHER ADVANCED GAME INFORMATION**

**[66.81] Building Status**  
Not applicable

**[66.82] Ammo Stores**  
Hungarians may set up one ammo store.

**[66.83] Prepared Positions**  
Hungarian: 10 squad-hours  
U.S.S.R.: None

**[66.84] Rules of Engagement**  
Hungarian units may not fire hard (building-damaging) weapons against building hexes unless an enemy has been spotted there in that or the preceding Game-Turn.

#### **[66.9] SPECIAL RULES**

**[66.91]** Soviet vehicles may not use Bold Movement commands to enter any hex which is in a megahex with a printed search rating of 30 or more.

**[66.92]** Main gun elevation on the T-44 and T-34 is 15 degrees.

### **[67.0] ESTELI, NICARAGUA: SANDINISTA GUERRILLAS vs. SOMOZA'S ARMY (Advanced Game)**

#### **CASES:**

##### **[67.1] THE BASIC GAME**

###### **[67.11] General Information.**

The second battle for the Nicaraguan city of Esteli (pop. 35,000) took place from April 9 to 15, 1979. Guerrillas of the Sandinista National Liberation Front seized the city, overcoming a 100-man garrison, on April 5, and immediately proceeded to set up its defenses. Esteli was to become the symbol of the second wave of uprisings against Nicaraguan strongman Anastasio Somoza and his Army, called the National Guard; it had been the scene of the bloodiest fighting of the first wave (September 1978). The Sandinista objective was to hold out long enough to gain world attention,

humiliate the National Guard, and thus begin the second-wave offensive with a political and psychological victory. The National Guard's objective was to crush the uprising as soon as possible, thus discouraging the Nicaraguan populace from lending further support to the Sandinista rebels. It is Good Friday, April 13, 1979.

**Note:** this scenario takes a long time to complete.

###### **[67.12] Map**

The river is the south branch of the Coco River. Route 1A is the Pan-American Highway. The building in 8E is a National Guard barracks.

###### **[67.13] Time**

The game continues until one Player accumulates 100 Victory Points.

###### **[67.14] Set-up Forces**

Sandinista forces, using the Soviet countertermix, set up in megahexrows A through I, but not in 8E. Set up are two companies, each consisting of three platoons. Each platoon has five 6-man fireteams (use squad counters), one trained sniper (use SVD snipers counters), a platoon leader and one platoon sergeant. Each company also has two tripod MG teams, a company commander, a sapper platoon of 5 sapper units, platoon leader and platoon sergeant, and four trucks (use BRDM counters). Having independent command are: 8 ad hoc snipers.

Soft strength ratings for the Sandinistas are as follows: Fireteam: (1 RPK MG, 5 AKMs) A, G 10 (0-18 hexes), 5 (19+ hexes); trained sniper (SVD) 15 tripod MG (PK) 7 (0-10 hexes), 6 (11-24 hexes), 5 (25+ hexes); sapper (2 AKM) A 4, maximum range: 18 hexes normal, 12 hexes automatic ad hoc sniper (AKM) 4, max range: 18 hexes

National Guard forces, using the NATO countertermix, set up in megahexrows K through N and also in megahexes 3J and 7J. The National Guard is organized along U.S. lines, so references are to U.S.A. TO&E and strengths, as herein modified.

A National Guard infantry platoon has three 4-man fireteams with MG, three 4-man fireteams without MG, 2 tripod MG, a Platoon Leader, a Platoon Sergeant, and 1 armored car (use scout counter; turret MG with soft strength of 7, transport capacity 5, non-amphibious, non-smoke). An infantry company has 3 infantry platoons, company commander, 1 jeep, 1 truck, and 1 FO. Battalion has 3 infantry companies and 1 jeep. This battalion is set up. Also attached to the battalion is one tank platoon of 5 M4 tanks (main gun hard strength of 8, .50 turret MG soft strength of 7, .30 coaxial MG soft strength of 4), a platoon leader; and one engineer platoon of 3 dozers, 10 sapper teams, a platoon leader, and a platoon sergeant.

In addition to the above, in megahex 8E is set up: 2 infantry platoons without armored cars, organized into a company with a company commander.

###### **[67.15] Advantage**

Sandinistas have the advantage.

###### **[67.16] Leader Rating Ranges**

###### **Sandinistas**

Co Cdr: 9...10

Plt Ldr: 5...9

Plt Sgt: 2...5

###### **National Guard**

Co Cdr: 6...9

Plt Ldr: 2...6

Plt Sgt: 1...4

###### **[67.17] Ammunition Recovery Ratings**

Sandinistas: 2

National Guard: 4

###### **[67.18] Suppression Recovery Ratings**

Sandinistas: 5

National Guard: 1

###### **[67.19] Preservation Levels**

Sandinistas: 15 (plt); 60 (co); 4 (Sapper plt)

National Guard: 10 (plt); 30 (co); 90 (bn)

##### **[67.2] BASIC GAME (Continued)**

###### **[67.21] River Fordability**

No

###### **[67.22] Bridge Status**

Not applicable

###### **[67.23] Observation Posts/Spotters**

###### **Sandinistas**

Spotters: 15 (also use FO counters for Spotters)

Observation Posts: 25

###### **National Guard**

Spotters: None

Observation Posts: None

###### **[67.24] Telephone**

Sandinistas control in 5E5.

###### **[67.25] Reinforcements**

Any time a National Guard infantry company is demoralized, it may be removed from the map and brought in as a reinforcement infantry company (at full strength) in the N megahexrow. This may be done a total of twice for each company. The company set up in 8E may not, however, be replaced.

###### **[67.26] Victory Conditions**

The Sandinista win 10 Victory Points each time a National Guard company is demoralized, 5 Victory Points for each enemy company commander killed, 2 Victory Points for each enemy platoon leader killed, 1 Victory Point each time the National Guard fires at civilians, and ½ Victory Point for each Game-Turn played to conclusion. The Somoza Player wins 100 Victory Points by clearing the map of all Sandinista combat units. Each player must keep track of the other player's Victory Points and inform him when the 100 level is reached.

###### **[67.27] Structural Changes**

All stone buildings on the map are wood.

##### **[67.3] INTERMEDIATE GAME**

###### **[67.31] Anti-tank Weapons**

Each Sandinista company has 3 RPG7 LAWS.

###### **[67.32] Tank Organization**

through

###### **[67.36] Vehicle Smoke Depletion**

Not applicable

##### **[67.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT**

###### **[67.41] Day/Night**

Scenario takes place in day.

###### **[67.42] Weather**

Good; Smoke Dispersion, 10 Game-Turns.

###### **[67.43] Building Damage**

Not applicable

###### **[67.44] Conflagrations**

Not applicable

##### **[67.5] ADVANCED GAME**

Not applicable

##### **[67.6] INDIRECT FIRE UNITS**

###### **[67.61] Pre-Plotting**

Sandinistas: Yes

National Guard: Yes

###### **[67.62] Opening Barrage**

Sandinistas: No

National Guard: No

###### **[67.63] Forward Observers Not in TO&E**

Sandinistas: 2

National Guard: None

###### **[67.64] Dedicated Batteries**

Sandinistas: 2 sections, 82mm mortar



**National Guard:** 6 tubes, 81mm mortar

**[67.65] Indirect Fire Reference Data**

National Guard has 2 × 105mm SP guns, used in a direct fire role (use UK values).

**[67.7] ENGINEERS AND RELATED ITEMS**

**[67.71] Engineer Units**

Not applicable

**[67.72] Boobytraps**

Sandinistas: 30

National Guard: None

**[67.73] Breaches**

Not applicable

**[67.74] Obstacles**

Sandinistas: 30

National Guard: 5 (megahexrows K through M)

**[67.75] Mines**

Sandinistas: 4 (real); 6 (dummy)

National Guard: None

**[67.76] Ditches and Craters**

Sandinistas: 20 ditches

National Guard: Craters in any open hexes (must be announced before mines are placed)

**[67.77] Demolition**

New Town Hall (2D) and police station (2D2) are prepared for demolition.

**[67.8] OTHER ADVANCED GAME INFORMATION**

**[67.81] Building Status**

The National Guard Player may destroy any 5 building hexes and damage any additional 5 building hexes before the players set up. (Note: this is from previous air strikes).

**[67.82] Ammo Stores**

National Guard Player sets up 1 ammo store in megahexrows K through M and another ammo store in megahex 8E.

Sandinista Player sets up 1 ammo store in his set-up area.

**[67.83] Prepared Positions**

Sandinistas: 100 squad-hours

National Guard: None

**[67.84] Rules of Engagement**

The Sandinista Player may not fire building-damaging weapons at buildings unless an enemy unit has been observed there. The Medical Clinic (7F3) and Old Folks Home (9D1) are off-limits to him unless enemy units are observed in them, and even then may not be targets of building-damaging weapons. The Sandinista Player may not fire at civilians. There are no rules of engagement for the National Guard Player.

**[67.9] SPECIAL RULES**

**[67.91]** The Sandinista Player sets up and controls 20 "civilian units" of 9 men each, using any available unused counters or markers. Civilians may only perform movement actions, and may only be given cautious or bold commands; they do not expend Action Points and cannot recover from suppression without leaders; their location is always known to both players. These units count against stacking limits for both players, as long as they are alive. A vehicle may not enter a hex containing a civilian unit which is still alive.

**[67.92]** Any Sandinista organization (platoon or company) which is demoralized is removed from the map 10 Game-Turns later.

**[67.93]** Each Game-Turn, at least one Sandinista combat unit must make its presence known, either by being spotted, or by firing, or declaring its posi-

tion. (This enables the National Guard to hunt down the ad hoc snipers who remain in Esteli after the regular Sandinista forces have withdrawn to the north).

Historical note: The Sandinistas were to hold out for a week in the second battle of Esteli against everything the National Guard could throw at them. Then they withdrew, having touched off a wave of revolution that was to lead them back into Esteli in mid-June for a full month of fighting and ultimate victory July 16. In the three battles of Esteli, most of the town was destroyed.

**[68.0] FALL OF LONG SON, VIETNAM (Advanced Game)**

**CASES:**

**[68.1] THE BASIC GAME**

**[68.11] General Introduction**

The provincial capital of Lang Son (pop. 46,000) sits at the junction of highways 1A and 4 astride the main route from China to Hanoi; it was a considerable industrial center with a major airfield just outside town. This city, whose civilian population had been evacuated, became the major focus of the Chinese-Vietnamese war in the winter of 1979. The battle for the immediate approaches to the town (which is 12 miles south of the Chinese border) began on February 21. About a week later, Chinese troops had reached the outskirts of the city. The city fell on March 4.

The People's Liberation Army used six divisions in the battle; the Vietnamese supplemented their militia and border troops first with a regiment of regulars, then with the remainder of the division. According to the Vietnamese, the PLA suffered 7,000 casualties in the course of the battle.

This scenario depicts the final phase of the battle as it might have taken place in one part of the city. The Chinese objective is to clear the map of enemy units; the Vietnamese objective is to hold out as long as possible, while inflicting casualties on the PLA. Note: this scenario takes a long time to complete.

**[68.12] Map**

Route 1A on the map is the Vietnamese Route 1A (a happy coincidence); route 298 on the map is the Vietnamese Route 4. The map is upside down, so that "N" is actually south. The airfield is off to the east. The river is the Ky Cuong.

**[68.13] Time**

The game ends when the Vietnamese no longer have any combat units left on the map, or have accumulated more than 500 Victory Points.

**[68.14] Set-up Forces**

The PLA sets up all or any part of an Infantry Battalion plus attached Flamethrower Platoon, Tank Company, Regimental Recoiless Rifle Platoon, Assault Gun Company, and Engineer Company, plus 2 MTU55s and 5 dozers (in addition to the one dozer in the TO&E) in the Engineer Company, in any mapege megahex except 9B, 9D, 9F, 9H, 9J, 1H, 1D. Any units not set up may be brought on as reinforcements during any Game-Turn at a mapege hex in one of the megahexes listed as set-up areas. Use the NATO countermix.

The Vietnamese sets up a Motor Rifle Battalion, using the Soviet countermix, a Tank Company, and an Engineer Company (Regt). The battalion is equipped with M113 APCs (see USA for values; use BMP counters) instead of the BTR-60. The battalion has already lost its 3 BRDMs; in the Tank Company, the first platoon is down to 2 tanks, the second platoon has 3 tanks, and only 1

tank survives from third platoon. In the engineer company, there are no MTU55s, but there are 3 dozers. First engineer platoon is down to 4 sappers, second platoon to 3 sappers, third platoon is at 5 sappers. First motor rifle company has a 1st platoon which is down by one squad (and vehicle), a full-strength 2nd platoon, and a 3rd platoon which is down to one vehicle, one squad, one sniper, and one RPG7; company assets are intact. Second motor rifle company has full-strength 1st and 2nd platoons; 3rd platoon is minus one squad and has no vehicles left; company assets remain. Third company has 1st and 2nd platoons each minus one squad and two vehicles, 3rd platoon is down to one squad, no vehicles, but two RPG-7s. (all other platoons have one RPG-7 each). These units are set up in any megahex other than the ones in which the Chinese may set up.

**[68.15] Advantage**

Vietnam has the advantage

**[68.16] Leader Rating Changes**

Vietnam

All Vietnamese company commanders are rated 10, except one who is rated 12. Vietnamese platoon sergeants are rated 2 higher than the rating on the counter shows.

China

Co Cdr: 8...11

Plt Ldr: 4...8

Plt Sgt: 3...5

**[68.17] Ammunition Recovery Ratings**

Vietnam: 1

China: 2

**[68.18] Suppression Recovery Ratings**

Vietnam: 4

China: 1

**[68.19] Preservation Levels**

Vietnam: No Preservation Levels

China: 20 (Infantry plt); 50 (Infantry co); 10 (Tank plt); 20 (Tank co); 14 (Engineer plt); 45 (Engineer co); 25 (Flamethrower plt); 6 (Light Machinegun plt); 10 (Heavy machinegun plt); 17 (Machinegun co); 8 (Recoilless Rifle plt); 8 (Assault Gun co); 290 (Battalion); 18 (Recoilless Rifle Regt plt).

**[68.2] BASIC GAME (continued)**

**[68.21] River Fordability**

The river may be forded by leaders, spotters, sappers and fireteams without MGs under a Cautious Movement command.

**[68.22] Bridge Status**

All bridges are destroyed, except for the footbridge. However, makeshift bridges (which will carry anything but a tank or APC) exist between 714 and 7J6 and between 5B4 and 5C2; also there is a footbridge between 7G5 and 6G3.

**[68.23] Observation Posts/Spotters**

Vietnam

Spotters: 15 (also use FO counters as Spotters)

Observation Posts: 15

China

Spotters: None

Observation Posts: None

**[68.24] Telephone**

Not applicable

**[68.25] Reinforcements**

The Chinese Player may remove any demoralized units from the map, one company at a time, and may bring in such a company as reinforcements at any open mapege hex the next Game-Turn; such companies are elements of other Battalions. This may be done any number of times.

**[68.26] Victory Conditions**

The Chinese Player receives 500 Victory Points for eliminating all enemy combat units.

The Vietnamese Player receives 25 Victory Points for each Chinese platoon which is demoralized, and 10 Victory Points for each Game-Turn after Game-Turn 90 in which he still has combat units on the map.

#### [68.27] Structural Changes

The only concrete buildings are the factory and the New Town Hall. All other concrete buildings on the map are stone. All 1-story stone buildings on the map are wood.

### [68.3] INTERMEDIATE GAME

#### [68.31] Anti-tank Weapons

The Vietnamese have an additional 4×SPG9 MAW.

#### [68.32] Tank Organization

through

#### [68.35] Snipers

No change

#### [68.36] Vehicle Smoke Depletion

Vietnamese vehicles have 5 Game-Turns' worth of smoke remaining; Chinese tanks have full smoke.

### [68.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT

#### [68.41] Day/Night

Scenario takes place in the day.

#### [68.42] Weather

Good; Smoke Dispersion, 6 Game-Turns. Vietnamese M113 is amphibious.

#### [68.43] Building Damage

Before setting up, the players share the task of rolling for previous building destruction. Roll one die for each building on the map. If the roll is 1, the building hex has somehow survived the bombardment and is undamaged. On a 2 or 3, the building is damaged. On a 4 or 5, the building hex is destroyed. On a 6, the building hex is demolished. Note: if the number rolled is a 4 or 6, roll again. If the second roll is even, apply rubble procedures (Case 37.4).

#### [68.44] Conflagrations

In executing the foregoing roll, if the number rolled is 5, roll again. If the resultant roll is even, place a "fire spreading" marker on the hex.

### [68.5] ADVANCED GAME

#### [68.51] Wind Direction

6

#### [68.52] Dozer Tanks and Mine-Clearing Plows

Not applicable

#### [68.53] Height Levels

The former Buddhist temple running from 7J to 8K has no tower; hex 7J7 is the same height level as the rest of the War of Liberation Museum.

### [68.6] INDIRECT FIRE UNITS

The Chinese have mortars as noted in the standard TO&E, and in addition, in general support: 2 sections 120mm mortar, 1 platoon of 122mm guns, 1 platoon of 100mm guns, 1 platoon 107mm MRL, 1 platoon 140mm MRL.

#### [68.61] Pre-Plotting

Vietnam: Not applicable

China: Yes

#### [68.62] Opening Barrage

Vietnam: Not applicable

China: Yes

#### [68.63] Forward Observers Not in TO&E

Not applicable

#### [68.64] Dedicated Batteries

Vietnam: Not applicable

China: 3 sections 82mm mortar

### [68.65] Indirect Fire Reference Data

In addition, there is a dedicated battery of 3 sections of 82mm mortar. The Vietnamese have lost reliable radio communications with the remainder of their forces, hence have no indirect fire.

### [68.7] ENGINEERS AND RELATED ITEMS

#### [68.71] Engineer Units

No change

#### [68.72] Boobytraps

Vietnam: 30

China: None

#### [68.73] Breaches

Vietnam may create 50 or fewer Breaches in its set-up area.

#### [68.74] Obstacles

Vietnam: 30

China: None

#### [68.75] Mines

Vietnam: 10 (real); 10 (dummy)

China: None

#### [68.76] Ditches and Craters

The Chinese Player suggests 30 sites for craters. The Vietnamese Player must choose 15 of these sites and place crater markers on those hexes before setting up; he chooses up to 10 more sites on his own.

### [68.8] OTHER ADVANCED GAME INFORMATION

#### [68.81] Building Status

See 68.43.

#### [68.82] Ammo Stores

The Vietnamese Player may set up two ammo stores; there are no organizational restrictions on their use.

#### [68.83] Prepared Positions

The Vietnamese Player may designate up to 50 building locations which have not already been destroyed or demolished (see Case 68.43) as prepared positions, within their set-up area.

#### [68.84] Rules of Engagement

As the hospital in hex 7F3 is full of Vietnamese wounded, the Vietnamese Player may not fire on it. The Chinese Player may not use direct fire on it. The hex is also off-limits to the forces of both players.

### [68.9] SPECIAL RULES

[68.91] In each Game-Turn, at least one Vietnamese unit must make its position known.

### [69.0] BERLIN- LICHTERFELDE (Advanced)

#### CASES:

#### [69.1] THE BASIC GAME

##### [69.11] General Introduction

Fourth battalion, 6th Infantry is trying to hold the Teltow Canal in Lichterfelde, West Berlin, against the Soviet onslaught. Not 200 meters away is McNair Barracks and the Finckenstein Family Housing Area, where the American families are waiting. Three kilometers to the northwest lies the American Headquarters complex on the Clayallee. The orders to 4th battalion: hold the canal. Entrusted with the task is Alpha Company.

**Note:** This scenario takes a long time to play.

### [69.12] Map

Route 298 on the map is actually Drake Strasse; Ludwigstrasse on the map is actually Hindenburgdamm; Bundesallee and Hindenburgallee on the map are actually Goertzdallee; the river is actually the Teltowkanal, which caused the Soviets so many problems in 1945. McNair Barracks is to the west of megahex 1F.

### [69.13] Time

The game ends when all American platoons have reached preservation level, or the Soviet Assault Detachment has been demoralized, or Game-Turn 90, whichever occurs first.

### [69.14] Set-Up Forces

The United States sets up one Berlin Garrison Rifle Company with battalion assets listed in the standard TO&E, plus one combat engineer platoon, with 1 CEV and 2 dozers, in any megahex on the west side of the Teltowkanal.

Also set up by the U.S. Player is a platoon of West Berlin police, including a platoon leader, platoon sergeant, and six 4-man fireteams without MG (use U.S. values); also set up 12 ad hoc snipers (use U.S. values) with independent command.

The Soviet Union sets up one Assault Detachment with SP73s, an extra engineer company from division with 2×MTU-55, and 3×T-12s, 3 Flame-thrower tanks, in any megahex on the east side of the canal. Soviets are equipped with the BTR-60 APC; tanks are T-62s.

### [69.15] Advantage

U.S. Player has the advantage.

### [69.16] Leader Rating Ranges

U.S.

Lt. Stuart commands one of the American platoons. Otherwise, no change in normal leader pool.

U.S.S.R.

Co Cdr: No change

Plt Ldr: No change

Plt Sgt: No change

### [69.17] Ammunition Recovery Ratings

U.S.: 5

U.S.S.R.: 3

### [69.18] Suppression Recovery Ratings

U.S.: 5 (U.S.); 6 (Police)

U.S.S.R.: 1

### [69.19] Preservation Levels

U.S.: 40 (Combat Engineer plt); 40 (Rifle plt); 150 (Company); 21 (West Berlin Police)

U.S.S.R.: 18 (Divisional Engineer plt); 75 (Divisional Engineer co); 11 (Regimental Engineer plt); 40 (Regimental Engineer co); 8 (Tank plt); 45 (Tank co); 14 (Motor Rifle plt); 40 (Motor Rifle co); 330 (Assault Detachment)

### [69.2] BASIC GAME (Continued)

#### [69.21] River Fordability

No

#### [69.22] Bridge Status

All bridges over the canal are destroyed

#### [69.23] Observation Posts/Spotters

U.S.

Spotters: 12

Observation Posts: 30

U.S.S.R.

Spotters: 7

Observation Posts: None

#### [69.24] Telephone

U.S. controls, off-map.

### [69.25] Reinforcements

Soviets may replace demoralized platoons or companies each once, bringing the reinforcements in at any eastern mapedge hex.

### [69.26] Victory Conditions

The Soviet Player wins 10 Victory Points for each

U.S. or police platoon which is demoralized and 10 Victory Points for each undemoralized Soviet platoon which exits the map west of the canal.

The U.S. Player wins 10 Victory Points for each Soviet platoon which is demoralized and 100 Victory Points if no undemoralized Soviet platoon exits the map west of the canal.

[69.27] **Structural Changes**  
No change

### [69.3] INTERMEDIATE GAME

[69.31] **Anti-Tank Weapons**  
Not applicable

[69.32] **Tank Organization**  
Soviet tank organization is at Soviet Player's option.

[69.33] **Flame Weapons**  
Soviet companies each have 3 flamethrowers and the Assault Detachment has 3 flamethrower tanks.

[69.34] **Independent Command**  
through

[69.36] **Vehicle Smoke Depletion**  
No change

### [69.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT

[69.41] **Day/Night**  
Scenario takes place during the day.

[69.42] **Weather**  
Good; Smoke Dispersion, 5 Game-Turns.

[69.43] **Building Damage**  
Not applicable.

[69.44] **Conflagrations**  
Not applicable

### [69.5] ADVANCED GAME

[69.51] **Wind Direction**  
2

[69.52] **Dozer Tanks and Mine-Clearing Plows**  
One tank in each Soviet platoon is dozer-equipped.

[69.53] **Height Levels**  
No change

### [69.6] INDIRECT FIRE UNITS

[69.61] **Pre-Plotting**  
U.S.: No  
U.S.S.R.: Yes

[69.62] **Opening Barrage**  
U.S.: No  
U.S.S.R.: No

[69.63] **Forward Observers Not in TO&E**  
U.S.: None  
U.S.S.R.: None

[69.64] **Dedicated Batteries**  
The Soviets have organic indirect fire, plus three batteries of 122mm guns.

[69.65] **Indirect Fire Reference Data**  
The U.S. has one platoon of 155mm guns in general support.

### [69.7] ENGINEERS AND RELATED ITEMS

[69.71] **Engineer Units**  
through

[69.73] **Breaches**  
No change

[69.74] **Obstacles**  
U.S.: 5  
U.S.S.R.: None

[69.75] **Mines**  
Not applicable

[69.76] **Ditches and Craters**  
U.S.: 3 ditches  
U.S.S.R.: None

### [69.8] OTHER ADVANCED GAME INFORMATION

[69.81] **Building Status**  
Not applicable

[69.82] **Ammo Stores**  
The U.S. has an ammo store at McNair Barracks. U.S. units may exit the map at 1F or 1G, spend 9 Game-Turns getting there, time to resupply (see Case 43.42), and 9 Game-Turns getting back.

[69.83] **Prepared Positions**  
Not applicable.

[69.84] **Rules of Engagement**  
U.S. may not fire at building hexes unless a Soviet unit has been spotted there in the current or immediately preceding Game-Turn. If any fire other than smoke is called from the 155mm guns, the U.S. Player loses 50 Victory Points. If the Soviet Player calls for anything but smoke from his 122mm guns, he loses 30 Victory Points.

## [70.0] TACHING Heilongjiang, Manchuria, China (Advanced)

### CASES:

#### [70.1] THE BASIC GAME

[70.11] **General Introduction**  
The Taching oil fields and refinery complex is the largest in China. It is also less than 300 kilometers from the Soviet border. The only road from Blagoveshchensk in the U.S.S.R. to Taching runs through the town of Baiquan, and here the Chinese are bound to resist with everything they've got, relying on the surrounding hills to effectively block off armored movement, and, even more importantly, Soviet logistics.

It is the objective of the Soviet Player to push through Baiquan to the Taching oil complex and secure a logistical route through the town. It is the Chinese objective to stop this.

[70.12] **Map**  
The direction noted "N" on the map is actually east. The bridge at 6G1-6F3 is the only one on the map, other than the footbridge. There are no embankments on the map, other than between 6G6 and 6F2. There is no railroad. The north-south road (the one to Taching) runs along the map's route 298 from 1F to 5G, then over the bridge to 7E, then down the Schillerallee to 9H.

[70.13] **Time**  
The game ends when either Player has achieved 500 Victory Points, or by mutual agreement, or after 540 Game-Turns, whichever occurs first.

[70.14] **Set-Up Forces**  
The Chinese set up an infantry battalion with flamethrower platoon, regimental recoilless rifle platoon, assault gun company, engineer company, 10 trucks, and a tank company anywhere in the Old Village or in megahexrows 3-0. Note: If Players have lots of spare counters (from other games), they should feel free to set up a regiment (3 battalions) or more.

The Soviets set up or bring in as reinforcements an assault detachment (engineer company is from division with 3 × MTU-55), 3 × T-12, 3

flamethrower tanks; SP guns are SP73s. These are set up in any megahex other than the ones in which the Chinese may set up. Note: If Players have lots of spare counters, they should feel free to set up 2 assault detachments, bring in a third as second echelon (around Game-Turn 60), and replace the whole mess with a fresh regiment if it gets chewed up. Soviets are equipped with BMPs and T-80 tanks.

[70.15] **Advantage**  
China has the advantage.

[70.16] **Leader Rating Ranges**  
China

Co Cdr: No change  
Plt Ldr: No change  
Plt Sgt: No change  
U.S.S.R.:  
Co Cdr: No change  
Plt Ldr: No change  
Plt Sgt: No change

[70.17] **Ammunition Recovery Ratings**  
China: 3  
U.S.S.R.: 1

[70.18] **Suppression Recovery Ratings**  
China: 5  
U.S.S.R.: 2

[70.19] **Preservation Levels**  
China: 32 (Infantry plt); 80 (Infantry co); 12 (Tank plt); 35 (Tank co); 22 (Engineer plt); 72 (Engineer co); 40 (Flamethrower plt); 9 (Light Machinegun Plt); 15 (Heavy Machinegun plt); 28 (Machinegun co); 13 (Recoilless Rifle plt, battalion); 13 (Assault Gun co); 30 (Recoilless Rifle plt, regiment); 500 (Battalion)  
U.S.S.R.: 20 (Divisional Engineer plt); 80 (Divisional Engineer co); 15 (Tank plt); 50 (Tank co); 20 (Motor Rifle plt); 55 (Motor Rifle co); 400 (Assault Detachment)

#### [70.2] BASIC GAME (Continued)

[70.21] **River Fordability**  
No

[70.22] **Bridge Status**  
See 70.12.

[70.23] **Observation Posts/Spotters**  
China

Spotters: 12  
Observation Posts: 15  
U.S.S.R.:  
Spotters: 7  
Observation Posts: None

[70.24] **Telephone**  
China controls in 5E5.

[70.25] **Reinforcements**  
Soviet reinforcements (elements of the assault detachment which are not set up) arrive at any mapedge hex between 1J6 and 1A1.

By agreement between Players, an option may be used to replace any demoralized company with a fresh company. For the Chinese, this reinforcement company arrives at any southern (megahexrows 9 and 0) mapedge hex.

#### [70.26] Victory Conditions

*The Soviet Player wins:*

100 Victory Points for every undemoralized platoon which is exited from any mapedge hex between OE4 and OK2.

500 Victory Points for moving a truck from 1F5 to 9H2 via the north-south road (see Case 70.12), without leaving the road. The location of the truck is always known to the Chinese Player; it always has a Cautious Movement command and always moves as fast as permitted by the rules. This truck may be entered at any time of the Soviet Player's choosing.

**200** Victory Points for demoralizing the Chinese battalion (or any three companies, if using the option in Case 70.25).

*The Chinese Player wins:*

**100** Victory Points for every Soviet company demoralized.

**500** Victory Points for occupying the bridge at the end of the game.

#### [70.27] Structural Changes

All 1- or 2-story concrete or stone buildings on the map are actually wood. All woods hexes of the Nordwald, Burschenheim and Pilzwald on the map are actually open.

### [70.3] INTERMEDIATE GAME

#### [70.31] Anti-Tank Weapons

The Chinese Player has 1×HOT ATGM MAW available per company. Soviet BMPs are equipped with 4×the AT4 ATGM MAW.

#### [70.32] Tank Organization

Organization of Soviet tanks is up to the Soviet Player.

#### [70.33] Flame Weapons

Each Soviet platoon is provided with one flamethrower, and the tank company has an extra 3 flamethrower tanks.

#### [70.34] Independent Command

No change.

#### [70.35] Snipers

The Chinese have 12 ad hoc snipers, all with independent command.

#### [70.36] Vehicle Smoke Depletion

No change.

### [70.4] INTERMEDIATE GAME PHYSICAL ENVIRONMENT

#### [70.41] Day/Night

The scenario takes place in the day.

#### [70.42] Weather

Good. Smoke Dispersion, 10 Game-Turns.

#### [70.43] Building Damage

Before setting up, the Players share the task of rolling for previous building destruction. Roll one

die for each building on the map. If the roll is 1, the building hex has somehow survived the bombardment and is undamaged. On a 2 or 3, the building is damaged. On a 4 or 5, the building hex is destroyed. On a 6, the building hex is demolished. Note: if the number rolled is a 4 or 6, roll again. If the second roll is even, apply rubble procedures (Case 37.4).

#### [70.44] Conflagrations

In executing the foregoing roll, if the number rolled is 5, roll again. If the resultant roll is even, place a "fire spreading" marker on the hex.

### [70.5] ADVANCED GAME

#### [70.51] Wind Direction

Not applicable

#### [70.52] Dozer Tanks and Mine-Clearing Plows

Two of the tanks in each Soviet tank company are dozer-equipped.

#### [70.53] Height Levels

The former Buddhist temple running from 7J to 8K has no tower; hex 7J7 is the same height level as the rest of the War of Liberation Museum. No building is higher than 3 floors.

### [70.6] INDIRECT FIRE UNITS

#### [70.61] Pre-Plotting

China: Yes

U.S.S.R.: Yes

#### [70.62] Opening Barrage

China: 3 to 15 Game-Turns, as agreed

U.S.S.R.: 3 to 15 Game-Turns, as agreed

#### [70.63] Forward Observers Not in TO&E

China: None

U.S.S.R.: None

#### [70.64] Dedicated Batteries

All indirect fire units in this scenario are dedicated.

#### [70.65] Indirect Fire Reference Data

In addition to organic units, the Chinese have full regimental mortars and full divisional support; also 2 platoons worth of RPU-14 MRL from Army.

In addition to organic units, the Soviets have full regimental support; also 1 battalion's worth of 122mm, 1 battery of 152mm, 1 FROG section, 1 battery BM-21 MRL, 1 battery 240mm mortar from division and higher levels.

### [70.7] ENGINEERS AND RELATED ITEMS

#### [70.71] Engineer Units

No change

#### [70.72] Boobytraps

China: 30

U.S.S.R.: None

#### [70.73] Breaches

Chinese may create 20 breaches.

#### [70.74] Obstacles

The Chinese Player may set up 20 obstacles. The U.S.S.R. Player sets up none.

#### [70.75] Mines

China: 10 (real); 10 (dummy)

U.S.S.R.: None

#### [70.76] Ditches and Craters

The Chinese Player may set up 20 ditches. Also, see 68.76 (mandatory craters).

#### [70.77] Demolition

The Chinese Player has prepared the bridge and any 15 building hexes for demolition.

### [70.8] OTHER ADVANCED GAME INFORMATION

#### [70.81] Building Status

See Case 68.51.

#### [70.82] Ammo Stores

The Chinese Player may set up one ammo store. The Soviets may also set up one ammo store.

#### [70.83] Prepared Positions

China: 250 Squad-hours

U.S.S.R.: None

#### [70.84] Rules of Engagement

No holds barred.

### [70.9] SPECIAL RULES

Not applicable.

## PLAYER'S NOTES

*Cityfight* being an accurate simulation, those tactics which are recommended in real life tend to work well for the game player. The most important "Player's Notes," therefore, can be gleaned from a careful reading of the accompanying article. Other advice can be found in the rules themselves.

Urban combat has much in common with "hide and seek," though there is no "home base" and being "tagged" is lethal. The key advice to the Player therefore is simple: avoid being seen; search for the enemy. Monitoring of playtesting indicates that most players do not undertake enough sighting actions. Infiltrating units should remain quiet or search areas behind them. Use your most expendable units for declared sighting and declared position; back them up with overwatching combat units possessing Fire commands. Use declared position to counter an enemy advance through smoke. Move into megahexes with high Search ratings, and move into a megahex *after* rather than before it has been searched. Spread units out among more than one megahex, so that not all of them will be spotted at once.

It is a good idea to have another friendly unit with a Fire command placed with a line of sight to the enemy before your first unit opens fire on him. Backup units are very handy in case the first attack fails. Suppressive fire is very important; friendly units whose positions are already known should seize every opportunity to lay down suppressive fire against known or suspected enemy positions. In many cases a suppression is almost as good as a kill. Also force enemy vehicles to button up whenever you can't kill them directly.

Voluntarily suppressed friendly units are more likely to remain hidden, and allow the Player to concentrate his Action Points on other units of the platoon. In the Advanced Game, place a few units in cellars and leave them there until after the enemy has moved through. Higher floor levels also offer many advantages.

Do not rush forward blindly. It is better to take the time to occupy a good position, with fields of overwatching fire and protected firing stations, before starting a local firefight, than to rush ahead with whatever units get there first. Impatience is costly.

Keep infantry dismounted unless maneuvering in safe areas or taking cover from artillery. Leaders must be used carefully, kept near their units but protected as much as possible.

The timing of actions in the course of the Action Stage is important, as it not only determines which side holds the initiative but has important effects on your chances of being spotted, successfully infiltrating, and many other tactics.

## DESIGNER'S NOTES

### Part I

J.F.C. Fuller, the great British military writer, once wrote, "Let us now be clairvoyant as regards the future, for unless history can teach us how to look at the future, the history of war is but bloody romance."

Such is the task of any game designer who is given the job of creating a contemporary-futuristic military simulation. Being such a game, *Cityfight* was created primarily with Fuller's hypothesis in mind. Because it is universally recognized in contemporary military circles that the tactics of city-fighting have grown to almost paramount importance in recent years, this simulation is, in effect, an attempt to "be clairvoyant as regards the future."

Yet how can one accurately predict the factors that will dominate city-fighting in the years to come? Even the U.S. Army admits that "the whole subject of combat in built-up areas is one in which we are not well versed." But, with an historian's hindsight, it should be possible to comprehend the potential behavior of soldiers who are under the influence of any given set of weapons, regardless of the environment they are engaged in. As such, it is clear that an effective series of tactics can be created from this understanding.

For all intents and purposes, this was the designer's role in *Cityfight*. All contemporary weapons statistics, as well as organizational data, were available from open sources. The creation of the game's terrain—a fictional, although highly realistic town—was a function of imagination. The most difficult element of the design lay in creating a foundation for the game-system—i.e., how soldiers will react in this peculiar terrain under the influence of the given weapons.

In this respect, *Cityfight* was definitely designed from an historian's point of view. From the First World War through Vietnam, there are numerous clear examples of urban fighting. These were examined carefully by those involved in the *Cityfight* project, and a number of surprising conclusions were reached concerning the key elements of city-fighting. The most important of these was what was to eventually dominate the game-system itself: visibility. It was universally agreed that a conventional wargame could not come close to accurately simulating the atmosphere of an urban engagement. What was needed was a new system of limited intelligence that placed the Players as close as possible to the position of the low ranking officer attempting to lead men in battle in such an environment. The result of this decision—the two separate, identical maps—simulates the confusion of this frustrating form of warfare.

The other major basis on which the game-system is founded is that of command-control. It was clear that historical examples of city-fighting had proven that in an urban environment, rational decision-making, communications, and command were far more difficult to fulfill properly than in open countryside. Thus, it is common in *Cityfight* for a Player's forces not to act in a manner that this Player desires—or even if they do, they are often in for rude shocks from enemy forces of which they were not aware.

*Cityfight* is by no means a conventional game. Players will find effective game-tactics hard to master at first, for, as in real city-fighting, a simple error of maneuver or weapon placement will invariably lead to disaster. Perhaps the most effective technique in playing the game is common sense—that is, attempting to visualize the terrain as if you were standing in the streets themselves. Would you think it safe to dash across a street? Would you think it wise to place a machinegun in the second floor of a particular building?

Joe Balkoski

### Part II

Turning to some of the specific elements of *Cityfight*, the command system, the action point system, and the alternating sequence of play are mutually interdependent parts of the basic system. The command system was inspired by *MechWar 2*, the alternating sequence by *Firefight*, supported by Joe Balkoski's conviction that some such sequence of play is essential to a tactical game. The platoon was chosen by me as the basic level of organization, though for professional military use one might want to modify the game so as to reckon command control at the squad or even fireteam level.

Megahex search is supposed to include aural as well as visual detection, and it also assumes that a searching party will spread out rather than remain in the small area where the counter is located, but basically it is a major abstraction. Declared sighting was put in to provide more precise information, at the cost of revealing the searching unit. Declared position was necessary, in order to keep the attacker from winning just by keeping himself in a moving curtain of smoke. It represents the guy who is placed out in the street with orders to shoot at anything which tries to pass him, smoke or no.

The Immediate Fire Action, which should account for most of the combat, represents the soldier's tendency to shoot at whatever he sees, when he sees it.

The map I developed from the Gerlafingen area in *Firefight*. Back when we were trying to integrate the two games. Each megahex in *Cityfight* matches exactly a hex in *Firefight*; the roads match, the river matches, and the Town hexes of the earlier game have become the Old Village in the new one. A set of rules for integrating the two games *does* exist, and may be printed in *MOVES* someday. The map design intention was to make it look as much like an actual German town map as possible; thus all names are in German. Numerous actual German maps were studied in preparation, to make sure that our map, while functional, was also representative. The "tourist brochure" (Welcome to Gerlafingen) helped me conceptualize the place and bring it to life.

Weapons effectiveness data was basically taken from Army and other sources, and in most cases was depicted as battlefield expectations rather than best-condition firing-range figures. We nevertheless degraded all the figures by 10% to account for a wide variety of factors, discussed in the Progress Report in *MOVES* 44. One could argue that the figures should have been devaluated even more. Still, at the extremely close range of *Cityfight*, often it is just hard to miss.

The rules sections on defilade and drive-ins (our term) were added at the urging of Bob Ogus of the U.S. Army Infantry School at Ft. Benning, in order to make the game as useful as possible for Army training.

Air and helicopter rules were omitted on the grounds that the likelihood of operations in such an air-defense-intensive environment would not justify the problems inclusion would entail in rules-writing, system adjustment, countermix, and, most of all, time/budget. Players will spot other omissions—the backblast effects of certain weapons, for example. Somewhere one must draw the line, and where you make your compromises between completeness and playability is undoubtedly a subjective judgment. Amateur designers should feel free to build upon this system, or to apply it to such battles as Stalingrad. My personal hope is that players and designers familiar with this game will proceed to apply more realistic abstractions when treating their town or city hexes in higher-level tactical and operational games.

Stephen Donaldson

## WELCOME TO GERLAFINGEN!

The first mention of a settlement at Gerlafingen on the Eiche River is found in a chronicle dating from the 13th century. In 1723, the sleepy agricultural village became the home of Freiherr (Baron) Friedrich von Gerlafingen, who soon gave the hamlet his own name. As administrative seat for the Kreis (District) Obereiche, the village began to

take on the character of a local trading center. Each year, in October, farmers from miles around still gather for the festival on the Baron's Mall. And it was with funds from the Gerlafingen family that the Church of St. Anne was built in 1792, fire having destroyed the wooden church which had occupied the site since 1541.

In 1805, our sleepy village suffered a trauma from which it took many years to recover. Marauding French soldiers, foraging for Napoleon's Grande Armee, pillaged Gerlafingen most cruelly. Every house was searched and ransacked for food and weapons. Our people fled in horror — never before had Gerlafingen witnessed warfare on this scale, not even in the time of Frederick the Great. The only building treated with some respect was St. Anne's Church (although a month later, a French soldier was found drowned in the church's cellar wine vat). Field Marshal Bluecher later visited Gerlafingen and vowed revenge on the "Corsican Ogre." (The pew in which the Field Marshal worshipped is marked in St. Anne's with a plaque. This spot is open to tourists from 2 to 4 PM daily.) It is also said that Field Marshal Bluecher drank more beer-toasts in Gerlafingen than any man before or since!

As merchants settled down and opened business in the nineteenth century, our village prospered. With the coming of the railroad in 1875, Gerlafingen assumed a place on the maps of the province.

In the years before World War I, many of the old houses were replaced by 2- and 3-story buildings, with shops on the ground floor and residence above.

In 1923, however, inflation ruined the Gerlafingen family, and the magnificent Schloss (Manor House) became the property of the First Bank of Commerce and Industry. Construction ceased. In 1934 the seat of the Kreis was moved elsewhere, but the Gerlafingen family remained. Today Klaus von Gerlafingen, a civil engineer at the Metalwaren factory, lives with his young bride in the east wing of the Schloss. The Gerlafingen family has perpetual use of the east wing under an agreement with the town, which acquired the Schloss from the bank in 1978.

Allied troops entered Gerlafingen in March, 1945, meeting no significant resistance. The manor house served for a few days as headquarters for an Allied brigade, but before long the village was forgotten again.

Beginning about 1949, prosperity began to return to the region. With automobile traffic becoming denser along route 1A, the government decided to build a by-pass in 1962; before long motorists were whizzing by without even knowing the name of our lovely village.

Fortune struck in 1976, however, when the giant Metalwaren Inc. moved in, purchasing most of the surrounding farmland. The company soon erected a major factory on the southern edge of the village. Hundreds of new residents came to work here, and Metalwaren built housing, shops, etc., to accommodate them. The federal government helped out by erecting a new armory/reserve training center to the northeast. With grants from the province, the village built a new Rathaus (Town Hall)/Community Center and a new high school. In 1978 the village was incorporated as a town, and Manfred Schneider was elected its first mayor.

The north wing of Schloss Gerlafingen (the Baronial Manor) has been restored and is now open to the public between 1 and 4 PM Daily. Visitors are welcome to inspect the baronial wine cellar and climb the old winding staircase to the tower, with its fine view of the mall and St. Anne's Church across the Eiche. The Figurine collection of the Gerlafingen family is also on exhibit.

Visitors may also want to see the old village cemetery, in which there are tombstones dating back to 1412; St. Anne's Church; the old mill on the Eiche; or the pleasant footpaths of the Mushroom Forest (Pilzwald). Accommodations may be had at the Hotel Gerlafingen on the Muhlendamm just off the village square or at the Station Hotel just across from the railroad station.

For evening entertainment, visitors may drop in at the Schultheiss Beer Hall, Handelsstrasse 15 (just behind the indoor market); or inquire as to films or other events at the theatre on the Gertrudstrasse just south of the Adenauer Bridge.

Ever since Baron Friedrich came to our hamlet in 1723, Gerlafingen has bid a hearty, old-fashioned

welcome to our visitors. Whether you come on a summer afternoon's outing or on a hasty business trip, the people of Gerlafingen will do their best to make your stay an enjoyable one.

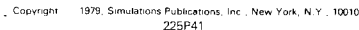
**Manfred Schneider,**  
*Mayor of Gerlafingen*

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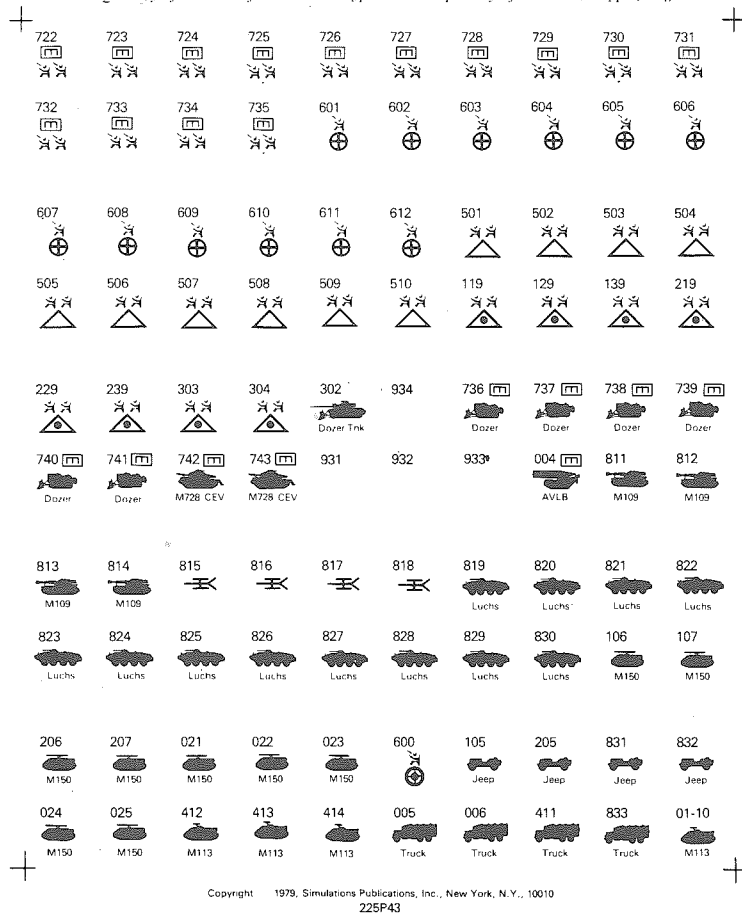
Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 7.



*Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 7.*



**Cityfight Counter Section Nr. 3 (200 pieces): Front**  
Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 7.



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**NEUTRAL MARKERS**

1 Fire for Effect	2 Fire for Effect	3 Fire for Effect	4 Fire for Effect	5 Fire for Effect	6 Fire for Effect	7 Fire for Effect	8 Fire for Effect	9 Fire for Effect	10 Fire for Effect
11 Fire for Effect	12 Fire for Effect	Platoon 1	Platoon 2	Platoon 3	Platoon 4	Platoon 5	Platoon 6	Platoon 7	Platoon 8
Platoon 9	Platoon 10	Platoon 11	Platoon 12	Platoon 13	Platoon 14	Platoon 15	Co Cdr Grimm	Co Cdr Gerber	Co Cdr Hall
Platoon 16	Platoon 17	Platoon 18	Platoon 19	Platoon 20	Platoon 21	Co Cdr Strummer	Co Cdr Lowe	Platoon Sgt Holmstrom	Platoon Sgt Foxton

**NATO LEADERS**

Platoon Sgt Schmidt	Platoon Sgt Simonsen	Platoon Sgt Black	Platoon Sgt Pursey	Platoon Sgt Fiddler	Platoon Sgt Headon	Platoon Sgt Smith	Platoon Sgt V. Zandt	Platoon Sgt Erlanger	Platoon Sgt Bators
5	5	2	2	1	4	1	2	3	3
Platoon Ldr Burnell	Platoon Ldr Robinson	Platoon Ldr Jones	Platoon Ldr Cale	Platoon Ldr Hahn	Platoon Ldr Cornwell	Platoon Ldr Cook	Platoon Ldr Lydon	Platoon Ldr Zimmer	Platoon Ldr Stinger
2	6	6	4	4	2	3	5	3	4

**SOVIET LEADERS**

Platoon Ldr Samsanov	Platoon Ldr Baranov	Platoon Ldr Drevin	Platoon Ldr Garnev	Platoon Ldr Ivanov	Platoon Ldr Karpov	Platoon Ldr Kornev	Platoon Ldr Abashin	Platoon Ldr Nikitin	Platoon Ldr Popov
2	2	2	3	3	3	4	4	4	4
Platoon Ldr Duri	Platoon Ldr Lansky	Platoon Ldr Lem	Platoon Ldr Sokolov	Platoon Ldr Vragin	Platoon Ldr Yelkin	Platoon Ldr Zarin	Platoon Ldr Kuryakin	Platoon Ldr Cherkov	Platoon Ldr Bakunin
4	5	5	5	5	6	6	6	7	9

**Cityfight Counter Section Nr. 3 (200 pieces): Back**

10 Register Fire	9 Register Fire	8 Register Fire	7 Register Fire	6 Register Fire	5 Register Fire	4 Register Fire	3 Register Fire	2 Register Fire	1 Register Fire
Dmrld Platoon 8	Dmrld Platoon 7	Dmrld Platoon 6	Dmrld Platoon 5	Dmrld Platoon 4	Dmrld Platoon 3	Dmrld Platoon 2	Dmrld Platoon 1	12 Register Fire	11 Register Fire
Utility Marker	Utility Marker	Utility Marker	Dmrld Platoon 15	Dmrld Platoon 14	Dmrld Platoon 13	Dmrld Platoon 12	Dmrld Platoon 11	Dmrld Platoon 10	Dmrld Platoon 9
Platoon Ldr Faxton	Platoon Ldr Holmstrom	Utility Marker	Utility Marker	Dmrld Platoon 21	Dmrld Platoon 20	Dmrld Platoon 19	Dmrld Platoon 18	Dmrld Platoon 17	Dmrld Platoon 16
5	4	3	2	6	2	3	5	5	5
Co Cdr Stinger	Co Cdr Zimmer	Co Cdr Lydon	Co Cdr Cook	Co Cdr Cornwell	Co Cdr Hahn	Co Cdr Cale	Co Cdr Jones	Co Cdr Robinson	Co Cdr Burnell
6	4	7	6	4	7	4	7	9	3
Co Cdr Pittman	Platoon Ldr Borsov	Platoon Ldr Kustov	Platoon Ldr Agapov	Utility Marker	Utility Marker	Utility Marker	Utility Marker	Utility Marker	Utility Marker
9	2	7	1	Utility Marker	Utility Marker	Utility Marker	Utility Marker	Utility Marker	Utility Marker
Co Cdr Stuart	Platoon Ldr Travin	Platoon Ldr Sashin	Platoon Ldr Gagarin	Platoon Ldr Karlonsk	Platoon Ldr Mishin	Platoon Ldr Kholopov	Platoon Ldr Grishin	Platoon Ldr Chankin	Platoon Ldr Cherkas
11	6	3	4	5	3	3	3	3	6
Co Cdr Popov	Co Cdr Nikitin	Co Cdr Abashin	Co Cdr Kornev	Co Cdr Karpov	Co Cdr Ivanov	Co Cdr Garnev	Co Cdr Drevin	Co Cdr Baranov	Co Cdr Samsanov
5	6	6	6	4	4	5	3	3	2
Co Cdr Bakunin	Co Cdr Cherkov	Co Cdr Kuryakin	Co Cdr Zarin	Co Cdr Yelkin	Co Cdr Vragin	Co Cdr Sokolov	Co Cdr Lem	Co Cdr Lansky	Co Cdr Duri
11	10	8	8	7	7	7	8	5	7

**Cityfight Counter Section Nr. 4 (200 pieces): Front**  
 Quantity of Sections of this identical type: 4. Total quantity of Sections (all types) in game: 7.

											Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious
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KM	KM	KM	KM	KM							Cautious	Cautious	Cautious	Cautious	Cautious	Fire	Fire	Fire	Fire	Fire	Fire
Engagd	Engagd	Engagd	Engagd	Engagd	Engagd						Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire
NEUTRAL MARKERS																					
											Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire
											Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd
											Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd
											Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged
											Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged
											Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged

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**Cityfight Counter Section Nr. 4 (200 pieces): Back**

<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>		Megahx Empty	Bridge Down	Bridge Down							
<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>		KF	KF	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty
Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>	<b>Bold</b>		Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	KF	KF	KF	KF	KF
Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work		Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle
Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work	Search/ Work		Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle
Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo		Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle
Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo		Fire Sprng	Fire Sprng	Fire Sprng	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle
Destryd	Destryd	Destryd	Destryd	Destryd	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo		Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Fire Sprng	Fire Sprng	Fire Sprng	Fire Sprng	Fire Sprng
Destryd	Destryd	Destryd	Destryd	Destryd	Destryd	Destryd	Destryd	Destryd	Destryd		Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke
Demishd	Demishd	Demishd	Demishd	Demishd	Demishd	Demishd	Demishd	Demishd	Demishd		Known Enemy	Known Enemy	Known Enemy	Known Enemy	Known Enemy	Known Enemy				Game Turn/ Stage

## HOW TO USE THE UNIT STATUS SHEET

Fill in the appropriate unit identification (platoon designation, name of the specific company, etc.) on each line and indicate the appropriate status as necessary under the columns to the right. Abbreviations may be used to denote "additional"

status as follows (appropriate Case numbers are in parentheses): D = Demoralized (17.0); S = STANO-equipped (23.4); Z = Dozer-equipped (37.5); M = Mineplow-equipped (38.2); B = Vehicle in building (47.0); N = Snorkeled (29.3).

Unit status should be indicated in pencil, as most values are subject to change during play.

**IMPORTANT:** Retain this copy of the Unit Status Sheet without marks on it, as you will need to make duplicate photo-copies. SPI grants permission to reproduce this page for personal use. Additional copies are not available from SPI.

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# **CITYFIGHT**

**Modern Combat in the  
Urban Environment**

**Standard Tables of  
Organization  
and Equipment,  
Data Charts,  
Situation Analysis  
Article,  
Charts and Tables**

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# STANDARD TABLES OF ORGANIZATION & EQUIPMENT

The following tables of information list the types and numbers of units comprising the organizations listed according to their respective governments' authorizations for the men and equipment in each such organization. These authorizations are called Tables of Organization and Equipment or TO&Es. We have translated the official TO&Es into the units used in the game *Cityfight*.

Players should refer to these standard TO&Es whenever scenario instructions specify an organization (e.g., West German Jaeger platoon) without providing a TO&E unique to that scenario. Note that in wartime, organizations will often be understrength due to combat losses, illness, undermanning, etc. Occasionally organizations at company and higher level will be reinforced. Such adjustments will be noted in the scenario instructions as modifications to the standard TO&E. In some cases the standard

TO&E for an organization lists variable factors (e.g., a Soviet motor rifle platoon may use the BMP MICV or the BTR-60 APC as its basic vehicle). Where this occurs, the scenario instructions must specify which variation is used in that scenario.

In setting up an organization for the Basic or Intermediate Games, ignore units which do not appear in the rules for that level of play. In the Basic game, also ignore units provided at company or battalion level only (other than the company commander). Thus a U.S. mech rifle company in the Basic Game would consist only of its company commander and three mech rifle platoons.

## ALL NATIONALITIES

### ALL PLATOONS

Platoon Leader, Platoon Sergeant

(I) Except: 3-vehicle Tank Platoons have no Platoon Sergeant

### ALL COMPANIES

Company Commander

## U.S.A.

Note: "Proposed Organization" TO&Es are projected for the early to mid 1980s, and will probably be introduced gradually, a battalion at a time.

### SCOUT PLATOON

5 × 4-man Fire Team without MG

(I) 4 × Dragon MAWs; 10 × M113 APC

### PROPOSED ORGANIZATION SCOUT PLATOON

5 × 3-man Fire Team without MG

(I) 6 × XM3

### MECH RIFLE PLATOON

2 × tripod MG; 3 × 4-man Fireteam with MG; 3 × 4-man Fire Team without MG

(I) 4 × M113 APC; 1 × M202 Sp Wpn; 3 × Dragon MAW; 24 × M72 LAW

(A) 1 × FO

### PROPOSED ORGANIZATION MECH RIFLE PLATOON

2 × bipod MG; 6 × 3-man Fire Team with MG; 3 × 3-man Fire Team without MG

(I) 4 × XM2 MICV; 1 × M202 Sp Wpn; 3 × Dragon MAW; 27 × Viper LAW

### RIFLE PLATOON

9 × 5-man Squad without MG; 2 × tripod MG

(I) 1 × M202 Sp Wpn; 3 × Dragon MAW; 40 × M72 LAW

(A) 1 × FO

### MECH RIFLE COMPANY

3 × Platoon

(I) 2 × M113; 1 × Jeep; 2 × M150 ATGM vehicle, each with 10 × TOW MAW and 1 × 4-man Fire Team without MG; 2 × tripod MG

(A) 3 × 81mm Mortar (off-map)

### PROPOSED ORGANIZATION MECH RIFLE COMPANY

3 × Platoon

(I) 1 × M113; 1 × XM2; 1 × Jeep; 2 × Truck; 2 × M150 ATGM vehicle, each with 10 × TOW MAW and 1 × 4-man Fire Team without MG; 2 × tripod MG

(A) 2 × FO; 3 × 81mm Mortar (off-map)

### RIFLE COMPANY

3 × Platoon

(I) 4 × Jeep; 1 × Truck; 2 × ATGM Jeep, each with 4 × TOW MAW

(A) 3 × 81mm Mortar (off-map)

### (I) TANK PLATOON

5 × Tank (M60A1 or M60A3)

### (I) PROPOSED ORGANIZATION TANK PLATOON

3 × Tank (XM1 or M60A3)

### (I) TANK COMPANY

3 × Platoon; 1 × Dozer Tank; 1 × Tank; may have 1 × AVLB from Bn

(A) 2 × FO

### (I) PROPOSED ORGANIZATION TANK COMPANY

3 × Platoon; 3 × Truck; 2 × Tank

(A) 2 × FO

### INFANTRY-HEAVY TEAM (COMPANY)

2 × Mech Rifle Platoon

(I) 1 × Tank Platoon; Mech Rifle Company assets

### BALANCED TEAM (COMPANY)

2 × Mech Rifle Platoon

(I) 2 × Tank Platoon; Mech Rifle Company assets

### ARMORED CAVALRY PLATOON

3 × 4-man Fire Team with MG

(I) 3 × M113; 4 × Tank (M60A1, M60A2, or M60A3); 2 × Dragon MAW; 8 × M72 LAW; 2 × M150 ATGM vehicle, each of which has 10 × TOW MAW

### (I) PROPOSED ORGANIZATION

### ARMORED CAVALRY PLATOON

5 × XM3 Scout vehicle instead of M113 and M150, Viper instead of M72 LAW, otherwise unchanged

### ARMORED CAVALRY TROOP (COMPANY)

3 × Platoon

(I) 2 × M113; 1 × Jeep

(A) 1 × FO



**AIRBORNE PLATOON**

8×4-man Fire Team without MG; 2×bipod MG

(I) 32×M72 LAW; 1×M202; 3×Dragon MAW

**AIRBORNE COMPANY**

3×Platoon

(I) 2×TOW; 3×Jeep; 2×4-man Fire Team without MG

(A) 2×FO; 3×81mm Mortar (off-map)

**MARINE RIFLE PLATOON**

9×4-man Fire Team without MG; 3×Platoon Sgt. (representing squad sergeants)

**MARINE WEAPONS PLATOON**

8×tripod MG; 3×4-man Fire Team without MG; may have from battalion an assault section attached, consisting of 3×4-man Fire Team without MG

(I) 3×M202 Sp Wpn (may be deleted in 1980s); 18×M72 (Viper in 1980s) LAW; in 1980s may have 3×Carl Gustav RR MAW; assault section, if attached, has 24×M72 or Viper LAW

(A) 2×FO; 4×60mm Mortar (off-map)

**MARINE RIFLE COMPANY**

3×Rifle Platoon; 1×Weapons Platoon

(I) may have from battalion: 8×Dragon MAW (2×106mm Recoilless Rifle in some units until early 1980s; these may be reinstated from stocks after a war starts); may have Tank Platoon or Section attached; from battalion should have 2 to 8×2-man Sniper Team; 1×Jeep

(A) may have from battalion: 1×FO; 4×81mm Mortar (off-map) in general support

**MARINE RECON PLATOON**

1×4-man Fire Team with MG; 3×4-man Fire Team without MG

**MARINE RECON COMPANY**

3×Platoon

**MARINE MILITARY POLICE PLATOON**

9×4-man Fire Team without MG

(I) 1×Truck

**(A) MARINE COMBAT ENGINEER SQUAD  
(Treat as Platoon)**

6×Sapper; no Platoon Sergeant

**(A) MARINE COMBAT ENGINEER PLATOON**

18×Sapper; 1×LVTE7 Dozer

**MECH HEAVY TASK FORCE**

2×Mech Rifle Company; 1×Scout Platoon; sometimes Military Police Platoon

(I) 3×M113; 2×Truck; 9×M202; 12×M150 ATGM vehicle, each of which has 10×TOW MAW and 1×4-man Fire Team with MG; 1×AVLB; 1×Tank Company

(A) 4×4.2" Mortar (off-map); usually 1×Engineer Platoon attached

**MILITARY POLICE SECURITY PLATOON**

4×4-man Fire Team with MG; 4×4-man Fire Team without MG, one of which has G capability

(I) 10×Jeep; 16×M72 LAW

**(A) COMBAT ENGINEER SQUAD  
(Treat as Platoon)**

1×M113; 4×Sapper; 4×M72 LAW; no Platoon Sergeant; may have 1×Truck; 1×Dozer; 1×CEV from company

**(A) COMBAT ENGINEER PLATOON**

1×Truck; 3×M113; 12×Sapper; 1×M202; 1×bipod MG; 2×Dragon MAW; 12×M72 LAW; (may have 1×CEV, up to 2×Dozer from company)

**(A) COMBAT ENGINEER COMPANY**

3×Platoon; 1×M113; 2×CEV; 5×Truck; 4×Dozer; 1×Jeep; 1×tripod MG; 2×bipod MG; may have 1×AVLB Bridgelayser

**BERLIN GARRISON RIFLE COMPANY**

4×Rifle Platoon

(I) each Platoon with 3×90mm Recoilless Rifle MAW instead of Dragon; otherwise as normal for rifle company; from battalion: 4×ATGM Jeep, each with 4×TOW MAW; 2×106mm Recoilless Rifle MAW

(A) from battalion: 2×4.2" Mortar (off-map)

**(I) BERLIN GARRISON TANK COMPANY  
(Company F, 40th Armor)**

6×Tank Platoon, with 1×Tank per Platoon having a Dozer blade; otherwise as normal (countermix provides for only 5×Platoon)

**(A) BERLIN GARRISON COMBAT ENGINEER COMPANY  
(42nd Engineer Company)**

5×Platoon; 4×CEV; 6×Dozer

**U.K. (1980s Organization)****MECH PLATOON**

3×3-man Fire Team with MG; 3×3-man Fire Team without MG. Note: At Player's option, may convert one Fire Team with MG to tripod MG unit

(I) 4×FV432 APC; 1×Carl Gustav MAW; 26×M72 LAW; may convert one Fire Team without MG to 2×MAW

**(I) ARMOR TROOP (Platoon)**

4×Chieftain Tank

**(I) ARMORED RECCE TROOP (Platoon)  
(from Close Recce Sqdn)**

8×Scimitar Scout

**(I) ARMORED RECCE TROOP (Platoon)  
(from Medium Recce Sqdn)**

4×Scorpion Scout

**THIRD COMBAT TEAM (Company)**

3×Mech Platoons

(I) 1×Armour Troop; 2×FV438 ATGM vehicle, each with 12×Swingfire ATGM MAWs; 3×FV432; 1×Sniper Team with L42A1; 4×Milan MAW

(A) 1×FO; 2×81mm Mortar (off-map)

**(II) FOURTH COMBAT TEAM**

Same as Third Team, but without Armor Troop or FV438s

**MECH COMPANY**

3 × Mech Platoon

(II) 3 × FV432 APC; 1 × Truck; 1 × Sniper Team with L42A1; 2 × FV438 ATGM vehicle, each with 12 × Swingfire MAW; 4 × Milan ATGM MAWs

(A) 1 × FO; 2 × 81mm Mortar (off-map)

**(A) ENGINEER FIELD SECTION (Squad)  
(Treat as Platoon)**

2 × FV432; 6 × Sapper; no Platoon Sergeant; may have 1 × CET from squadron

**(A) ENGINEER FIELD TROOP (Platoon)**

7 × FV432; 1 × Truck; 18 × Sapper; may have 1 or 2 × CET and Trucks from squadron; may have AVLB attached

**(A) ENGINEER FIELD SQUADRON (Company)**

3 × Troop; 5 × CET; 3 × FV432; 2 × Scout vehicle; 15 × Truck (countermix does not include all trucks); may have AVLB attached

**ROYAL MARINES TROOP (Platoon)**

3 × 5-man Fire Team with MG; 4 × 4-man Fire Team without MG; 1 × tripod MG

(II) 1 × Truck; 1 × Carl Gustav MAW; 30 × M72 LAW

**ROYAL MARINES COMPANY**

3 × Platoon

(II) 1 × Sniper Team with L42A1; 4 × Milan ATGM MAW; 1 × tripod MG

**ROYAL MARINES RECON TROOP (Platoon)**

4 × 5-man Fire Team with MG

(II) 6 × Truck; 20 × M72 LAW

**(A) ROYAL MARINES ASSAULT ENGINEER TROOP (Platoon)**

2 × Truck; 2 × 4-man Fire Team without MG; 20 × M72 LAW; 6 × Sapper

**WEST GERMANY (1980s Organization)****PANZERGRENADIER PLATOON**

2 × Platoon Sgt.; 3 × 3-man Fire Team with MG; 3 × 3-man Fire Team without MG

(II) 3 × Marder MICV; 18 × LAW (Pzf44, M72, or Armbrust 300); 4 × Milan MAW

**(II) PANZER PLATOON**

3 × Leopard Tank

**PANZERGRENADIER COMPANY**

3 × Platoon; may have assets from battalion if operating in a town without the rest of the battalion

(II) 1 × Marder MICV

(A) 1 × FO

**(II) PANZER COMPANY**

3 × Platoon; 1 × Tank

**LUFTLANDE (Airborne) PLATOON**

2 × Platoon Sgt.; 4 × 4-man Fire Team with MG; 5 × 4-man Fire Team without MG

(II) 1 × Milan MAW; 36 × LAW (Pzf44, M72, or Armbrust 300)

**LUFTLANDE COMPANY**

3 × Platoon

(II) 2 × tripod MG

(A) 1 × FO; 2 × 81mm Mortar (off-map)

**JAEGER (Infantry) PLATOON**

2 × Platoon Sgt.; 9 × 3-man Fire Team without MG; 4 × 3-man Fire Team with MG; 1 × bipod MG

(II) 3 × Milan MAW; 38 × LAW (Pzf44, M72, or Armbrust 300); as home defense platoon, add 4 × M113

**JAEGER COMPANY**

3 × Platoon

(II) 2 × M113; 2 × 3-man Fire Team without MG

(A) 2 × 120mm Mortar (off-map); 1 × FO

**RECON PLATOON**

2 × Platoon Sgt.; 10 × 3-man Fire Team without MG

(II) 4 × Luchs Scout vehicle; 1 × Milan MAW; 28 × LAW (PZF44, M72, or Armbrust 300)

**RECON COMPANY**

3 × Recon Platoon

**(A) PIONEER (Engineer) SQUAD  
(Treat as Platoon)**

1 × M113 APC; 4 × Sapper; 8 × LAW; no Platoon Sergeant

**(A) PIONEER (Engineer) PLATOON**

4 × M113 APC; 14 × Sapper; 28 × LAW (PZF44, M72, or Armbrust 300); 1 × Biber Bridgelaye

**PANZERGRENADIER BATTALION**

3 × Company; may have from brigade: Recon Platoon

(II) 3 × Marder MICV; 1 × Milan MAW; may have from brigade: 1 × Panzer Company; 2 × Rakete ATGM vehicle, each with 14 × HOT ATGM MAW; 4 × Kanone Anti-Tank SP Gun; 4 × M109 SP Gun; 2 × Milan MAW; 1 × Biber Bridgelaye

(A) 6 × 120mm Mortar (off-map); may have from brigade: 1 × Pioneer (Engineer) Platoon

## CANADA

### MECHANIZED PLATOON

3×5-man Fire Team with MG; 3×4-man Fire Team without MG

(I) 4×M113 APC; 4×Carl Gustav MAW

(A) 1×60mm Mortar (off-map)

### RECON PLATOON

3×4-man Fire Team without MG

(I) 14×Lynx APC; 7×Carl Gustav MAW

### (I) ARMORED PLATOON

4×Leopard Tank

### ASSAULT PLATOON

5×6-man Fire Team without MG

(I) 4×M113 APC; 3×Carl Gustav MAW; 3×Flamethrower

### MECHANIZED COMPANY

3×Platoon

(I) 4×M113; 2×Carl Gustav MAW; 1×bipod MG; possibly 3×Jeep with 106mm Recoilless Rifle MAW from battalion; possibly SP Guns

(A) 1×60mm Mortar (off-map); 1×FO

## U.S.S.R.

### MOTOR RIFLE PLATOON

3×8-man Squad

(I) 3×BMP MICV or BTR-60 APC; 1×Sniper; 3×RPG-7 LAW

### MOTOR RIFLE COMPANY

3×Platoon

(I) 1×BMP or BTR-60; 1×FT Sp Wpn; 1×8-man Squad; often 1×Tank Platoon attached

(A) 2×FO

### (I) TANK PLATOON (from MR Regiment or Division)

4×Tank(T62, T72, or T80) 3×Tank if from Tank Regiment or Division,

(A) Tank #3 has Mineplow

### (I) TANK COMPANY

3×Platoon; 1×Tank; may hve 1×MTU55 bridgelayer from regiment

### HEAVY RECON PLATOON (from MR Regiment)

3×4-man Fire Team without MG

(I) 3×BMP MICV or PT-76 Tank; 3×RPG7 LAW

### BRDM RECON PLATOON (from MR Regiment)

3×4-man Fire Team without MG

(I) 2×Motorcycle (use spare counters); 3×RPG-7 LAW; 4×BRDM Scout vehicle

### RECON COMPANY (from MR Regiment)

1×Heavy Recon Platoon; 2×BRDM Recon Platoon

(I) 1×BRDM Scout vehicle

### (A) ENGINEER PLATOON (from Regiment)

8×Sapper; 3×BTR-60 APC (use other counters); may have 1 or 2×MTU-55 Bridgelayer from company

### (A) COMBAT ENGINEER PLATOON (Division)

12×Sapper; 3×BTR-60 (use other counters); 2×FT Sp Wpn; 1×BTR-60 with mineplow; may have 1 or 2×MTU-55 bridgelayer from company

### (A) ENGINEER COMPANY (from Regiment)

3×Platoon; 2×MTU-55; 1×Dozer; 1×T62 tank with mineplow

### (A) COMBAT ENGINEER COMPANY (from Division)

3×Platoon; 8×Dozer (use other counters); 3×BTR-60 with mineplow (use other counters); may have up to 3×MTU-55 attached

### PARACHUTE PLATOON

3×8-man Squad

(I) 1×Sniper; 3×RPG-7 LAW

### (I) BMD PLATOON

4×BMD MICV (use BMP counters)

### PARACHUTE COMPANY

3×Platoon

(I) 1×107mm Recoilless Rifle MAW; 1×RPG-7 LAW

(A) 1×Section 82mm Mortar (off-map); 2×FO

### (I) BMD COMPANY

3×Platoon; 1×BMD

### AIRBORNE BATTALION

3×Parachute Company

(I) 1×BMD Company; 2×82mm Recoilless Rifle MAW; share of regimental assets: 9×SPG-9 MAW; 2×ASU-85; 3×ASU-57; 2×tripod MG

(A) share of regimental assets: 1×Section 120mm Mortar (off-map); 1×Platoon 85mm Guns; share of divisional assets: 1×Platoon 122mm Guns; 1×Platoon RPG-14 MRL

### ROD (Route-Opening Detachment)

(Also known as "Movement Support Detachment" or by its Russian initials as "DOD")

(Treat as Company)

1×Motor Rifle Platoon

(I) 1×Tank

(A) Tank has mineplow; 2×MTU-55 Bridgelayer; 1×Engineer Platoon (from regiment); 1×Dozer. Note: All BTR-60s in ROD have Mineplows attached

### MOTOR RIFLE BATTALION

3×Company

(I) 2×SPG-9 Recoilless Rifle MAW; 2×4-man Fire Team w/o MG; 3×BRDM Scout veh.; 2×BMP or BTR-60; 1×T-62 Tank; usually 1×Tank Co. attached; may have 1×MTU-55 from regt.

(A) 3×Section 120mm Motar (off-map); 2×FO

### ASSAULT GROUP

(Treat as Company)

1×Motor Rifle Company

(I) 1 or 2×Tank Platoon; 3×T-12 Anti-Tank Gun; 3 or more ×Flamethrower Tank and/or Weapons; 3 to 6×SP-74

(A) 1×Engineer Platoon (regt.); some Mineplows and Dozer blades for Tanks

### ASSAULT DETACHMENT

(Treat as Battalion)

1×Motor Rifle Battalion

(I) 1×Tank Company; 6×SP-74 or SP-73 SP Gun; 3 to 6×T-12 anti-tank Gun; 9 or more ×Flamethrower Tank and/or Weapons

(A) 1×Engineer Company (regt.); 1×Battalion of artillery in indirect fire role; a number of Dozer blades and Mineplows for Tanks

## FRANCE

### MECHANIZED INFANTRY PLATOON

3×4-man Fire Team with MG; 3×4-man Fire Team without MG

(I) 4×AMX-10 APC; 1×Milan ATGM MAW; 3×SARPAC LAW

### MECHANIZED INFANTRY COMPANY

3×Platoon

(I) 2×AMX-10 APC; 1×Sniper

(A) 2×81mm Mortar (off-map); 2×FO

### (I) TANK TROOP (Platoon)

3×AMX-30 Tanks

### (I) TANK COMPANY

4×Platoon; 1×AMX-30 Tank

### RECON PLATOON

2×4-man Fire Team without MG

(I) 2×AML-90 Scout vehicle; 1×SARPAC LAW

(A) 1×Section 120mm Mortar (off-map); 1×FO

### RECON COMPANY

3×Platoon

(I) 3×Truck; 3×SARPAC LAW; 3×4-man Fire Team with MG; 3×4-man Fire Team without MG

## NETHERLANDS

### INFANTRY PLATOON

13×3-man Fire Team with MG

(I) 4×APC (either American M113, the French AMX, or the Dutch YP408); 3×Carl Gustav Recoilless Rifle MAW; 1×Sniper; 13×M72 LAW; 3×Dragon ATGM MAW

### (I) TANK PLATOON

5×Leopard Tank

### INFANTRY COMPANY

3×Platoon

(I) 2×APC; 3×tripod MG

(A) 1×FO

### (I) TANK COMPANY

3×Platoon; 2×Leopard Tank

### (I) TANK DESTROYER PLATOON

6×Jeep with 106mm Recoilless Rifle MAW

### MECHANIZED INFANTRY BATTALION

3×Company

(I) 1×Tank Destroyer Platoon; APC is AMX

(A) 3×120mm Mortar Platoon (off-map)

### (I) MOTORIZED INFANTRY BATTALION

Same as Mechanized Infantry Battalion, but with YP408 APC.

## CHINA (People's Republic)

### INFANTRY PLATOON

3×12-man Squad with MG

(I) 3×RPG-7 LAW

### INFANTRY COMPANY

3×Platoon

(A) 3×60mm Mortar (off-map); 2×FO; 2×82mm Mortar (off-map)

### (A) ENGINEER PLATOON

17×Sapper; 3×tripod MG; 2×RPG-7 LAW

### (A) ENGINEER COMPANY

3×Platoon; 1×Dozer; 2×Truck; may have 1×MTU-55 (use AVLB counter) from battalion

### (I) BATTALION'S RECOILLESS RIFLE PLATOON

3×4-man Fire Team without MG; 3×57mm Recoilless Rifle MAW; 1×RPG-7 LAW

### (I) REGIMENT'S RECOILLESS RIFLE PLATOON (from Regiment's Recoilless Rifle Company)

9×4-man Fire Team without MG; 3×82mm Recoilless Rifle MAW; 2×RPG-7 LAW

### (I) FLAMETHROWER PLATOON

(from Divisional Flamethrower Company)

9×4-man Fire Team without MG; 9×Flamethrower Sp Wpn

### LIGHT MG PLATOON

3×bipod MG; no platoon sergeant

(I) 1×RPG-7 LAW

### HEAVY MG PLATOON

6×tripod MG

(I) 2×RPG-7 LAW

### MACHINEGUN COMPANY

1×Heavy MG Platoon; 1×Light MG Platoon

### (I) TANK PLATOON

3×T-59 Tank

### (I) TANK COMPANY

3×Platoon; 1×T-59 Tank

### (I) ASSAULT GUN COMPANY (Treat as Platoon)

3×SU-85 Assault Gun (use AT Gun counters)

### INFANTRY BATTALION

3×Infantry Company; 1×Machinegun Company

(I) 1×Battalion's Recoilless Rifle Platoon; 1×Jeep; may have attached any or all of the following: 1×Flamethrower Platoon; 1×Regimental Recoilless Rifle Platoon; 1×Assault Gun Company; 10×Truck (use APC counters)

(A) may have attached 1×Engineer Platoon or Company

## VIETNAM

For Vietnamese, use Soviet units and organizations with the following modifications: 6 companies in an infantry (Soviet Motor Rifle) battalion; (I) T-62 Tanks, BTR-60 APCs, no SP Guns; (A) Sappers rated 5 instead of 4 Soft attack strength.

# DATA CHARTS

## NON-COMBAT PERSONNEL

### GENERAL ORGANIZATION:

**All Armed Forces**

UNIT: Company Commander  
 COUNTER: Company Commander (Captain)  
 TYPE: Leader  
 NUMBER OF MEN: 1  
 EQUIPMENT: -

### GENERAL ORGANIZATION:

**All Armed Forces**

UNIT: Platoon Leader (Lieutenant)  
 COUNTER: Platoon Leader  
 TYPE: Leader  
 NUMBER OF MEN: 1  
 EQUIPMENT: Radio Set

### GENERAL ORGANIZATION:

**All Armed Forces**

UNIT: Platoon Sergeant  
 COUNTER: Platoon Sergeant  
 TYPE: Leader  
 NUMBER OF MEN: 1  
 EQUIPMENT: -

### GENERAL ORGANIZATION:

**All Armed Forces**

UNIT: Spotter  
 COUNTER: Spotter  
 TYPE: Spotter  
 NUMBER OF MEN: 2  
 EQUIPMENT: -

### GENERAL ORGANIZATION:

**All Armed Forces**

UNIT: Forward Observer (FO)  
 COUNTER: FO  
 TYPE: Spotter  
 NUMBER OF MEN: 1  
 EQUIPMENT: Binoculars and radio

## COMBAT PERSONNEL

### Canada

### GENERAL ORGANIZATION:

**Canadian Mechanized**

UNIT: 5-Man Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 5  
 EQUIPMENT: -

SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 10 (0...14); 6 (15...24); 5 (25 or more)

AUTOMATIC WEAPONS: Yes

GRENADE LAUNCHERS: Yes

### GENERAL ORGANIZATION:

**Canadian Mechanized, Recon**

UNIT: 4-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: -

SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...9); 5 (10...14); 3 (15...18)

AUTOMATIC WEAPONS: Yes

GRENADE LAUNCHERS: Yes

### GENERAL ORGANIZATION:

**Canadian Assault**

UNIT: 6-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 6  
 EQUIPMENT: -

SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (0...9); 6 (10...14); 4 (15...18)

AUTOMATIC WEAPONS: Yes

GRENADE LAUNCHERS: Yes

### GENERAL ORGANIZATION:

**Canadian Mechanized**

UNIT: Bipod MG  
 COUNTER: Bipod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 2  
 EQUIPMENT: 1 × Bipod MG

SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...10); 5 (11...24); 4 (25 or more)

AUTOMATIC WEAPONS: No

GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**  
**Canadian**

UNIT: Sapper Team  
 COUNTER: Sapper  
 TYPE: Sapper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 4 (0...9); 3 (10...14)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**  
**Chinese Engineer**

UNIT: Sapper Team  
 COUNTER: Sapper  
 TYPE: Sapper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × AKM rifles  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 4 (maximum range: normal = 18; automatic = 12)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No

## China

**GENERAL ORGANIZATION:**  
**Chinese Infantry**

UNIT: Squad with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 12  
 EQUIPMENT: 1 × 7.62 LMG; 5 × 7.62 AK47 rifle,  
 6 × 7.62 carbine  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 20 (0...6); 6 (7...27)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

**GENERAL ORGANIZATION:**  
**Chinese**

UNIT: Ad hoc Sniper Team  
 COUNTER: Ad hoc Sniper  
 TYPE: Ad hoc Sniper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × 7.62 carbine  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (see Case 25.2)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**

**Chinese Recoilless Rifle, Flamethrower**

UNIT: 4-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 4 × 7.62mm carbine  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (maximum range = 27)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## France

**GENERAL ORGANIZATION:**  
**French Mechanized, Recon**

UNIT: 4-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 4 × Famar rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...6); 5 (7...12); 3 (12...18)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**

**Chinese Engineer, Light MG, Heavy MG**

UNIT: Tripod MG  
 COUNTER: Tripod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 3  
 EQUIPMENT: 7.62mm MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (0...10); 6 (11...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**  
**French Mechanized**

UNIT: 4-Man Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 3 × Famar rifle; 1 × MAS52 MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 10 (0...12); 7 (13...18); 6 (19...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No



## GENERAL ORGANIZATION:

France

UNIT: Bipod MG  
 COUNTER: Bipod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 2  
 EQUIPMENT: 1 × MAS52 Bipod MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...10); 5 (11...24); 4 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

France

UNIT: Sapper Team  
 COUNTER: Sapper  
 TYPE: Sapper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × Famar rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 4 (4...9); 3 (10...14)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

France

UNIT: Tripod MG  
 COUNTER: Tripod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × MAS52 Tripod MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (0...10); 6 (11...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## Netherlands

## GENERAL ORGANIZATION:

Netherlands Infantry

UNIT: Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × GPMG; 1 × SMG; 1 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 10 (0...9); 8 (10...14); 7 (15 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

## GENERAL ORGANIZATION:

France

UNIT: Sniper  
 COUNTER: Sniper  
 TYPE: Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × FRF1 rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (see Case 25.2)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

Netherlands Infantry

UNIT: Tripod MG  
 COUNTER: Tripod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × GPMG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 5 (0...9); 6 (11...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

France

UNIT: Ad hoc Sniper  
 COUNTER: Ad hoc Sniper  
 TYPE: Ad hoc Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × Famar rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 5 (see Case 25.2)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

Netherlands

UNIT: Ad hoc Sniper  
 COUNTER: Ad hoc Sniper  
 TYPE: Ad hoc Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (see Case 25.2)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**Netherlands Infantry**

UNIT: Sniper  
 COUNTER: Sniper  
 TYPE: Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × FN rifle with scope  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 8 (see Section 25.0)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**Soviet Airborne**

UNIT: Tripod MG  
 COUNTER: Tripod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × PK Tripod MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (0...10); 6 (11...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**Netherlands**

UNIT: Sapper Team  
 COUNTER: Sapper  
 TYPE: Sapper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 4 (0...9); 3 (10...14)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**Soviet**

UNIT: Ad hoc Sniper  
 COUNTER: Ad hoc Sniper  
 TYPE: Ad hoc Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × AKM rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (see Case 25.2)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

**Soviet Union**

## GENERAL ORGANIZATION:

**Soviet Motor Rifle, Parachute**

UNIT: Squad with MG  
 COUNTER: Squad  
 TYPE: Fireteam  
 NUMBER OF MEN: 8  
 EQUIPMENT: 6 × AKM rifle; 2 × RPK MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 16 (0...18); 10 (19 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

## GENERAL ORGANIZATION:

**Soviet Parachute, Motor Rifle**

UNIT: Sniper  
 COUNTER: Sniper  
 TYPE: Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × SVD sniper rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 15 (see Section 25.0)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**Soviet Heavy Recon, BRDM Recon, Motor Rifle**

UNIT: 4-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 4 × AKM rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (maximum range, normal = 18; automatic = 12)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

## GENERAL ORGANIZATION:

**Soviet Combat Engineer, Engineer**

UNIT: Sapper Team  
 COUNTER: Sapper  
 TYPE: Sapper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × AKM rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 4 (maximum range, normal = 18; automatic = 12)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No

## United Kingdom

### GENERAL ORGANIZATION:

#### U.K. Royal Marines, Royal Marines Recon

UNIT: 5-Man Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 5  
 EQUIPMENT: 1 × Sterling SMG; 1 × GPMG; 3 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 15 (0...9); 12 (10...14); 7 (15 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

#### U.K. Mech (see TO&E), Royal Marines

UNIT: Tripod MG  
 COUNTER: Tripod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × GPMG Tripod MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (0...10); 6 (11...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

#### U.K. Royal Marines, Royal Marines Engineer

UNIT: 4-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 4 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...9); 5 (10...14); 3 (15...18)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

#### U.K.

UNIT: Ad hoc Sniper Team  
 COUNTER: Ad hoc Sniper  
 TYPE: Ad hoc Sniper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 1 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (see Case 25.20)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

#### U.K. Mech

UNIT: 3-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 3  
 EQUIPMENT: 3 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 5 (0...9); 4 (10...14); 2 (15...18)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

#### U.K. Mech, Royal Marines

UNIT: Sniper Team  
 COUNTER: Sniper  
 TYPE: Sniper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 1 × L42A1 sniper rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 10 (see Section 25.0; maximum range = 24)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

#### U.K. Mech

UNIT: 3-Man Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × FN rifle; 1 × Sterling SMG; 1 × GPMG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 10 (0...9); 8 (10...14); 7 (15 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

#### U.K. Royal Marines Engineer, Engineer

UNIT: Sapper Team  
 COUNTER: Sapper  
 TYPE: Sapper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × FN rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 4 (0...9); 3 (10...14)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## United States

### GENERAL ORGANIZATION:

**U.S. Mech Rifle, Marines (Rifle, Recon, Military Police), Airborne, Military Police, Scout, Proposed Organization Mech Rifle**

UNIT: 4-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 4 × M16 rifle; 1 × M203 grenade launcher  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...9); 5 (10...14); 3 (15...18)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes (see TO&E for Marine organizations)

### GENERAL ORGANIZATION:

**U.S. Mech Rifle, Marines, Armored Cavalry, Military Police**

UNIT: 4-Man Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 3 × M16 rifle; 1 × M60 MG; 1 × M203 grenade launcher  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 10 (0...14); 7 (15...18); 6 (19...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

### GENERAL ORGANIZATION:

**U.S. (Proposed Organization) Mech Rifle**

UNIT: 3-Man Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 3  
 EQUIPMENT: 2 × M16 rifle; 1 × M60 MG; 1 × M203 grenade launcher  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 9 (0...14); 6 (15...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

### GENERAL ORGANIZATION:

**U.S. (Proposed Organization) Mech Rifle, (Proposed Organization) Scout**

UNIT: 3-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 3  
 EQUIPMENT: 3 × M16 rifle; 1 × M203 grenade launcher  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 5 (0...9); 4 (10...14); 2 (15...18)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

### GENERAL ORGANIZATION:

**U.S. Rifle**

UNIT: 5-Man Squad without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 5  
 EQUIPMENT: 5 × M16 rifle; 1 × M203 grenade launcher  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 10 (0...14); 6 (15...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

### GENERAL ORGANIZATION:

**U.S. (Proposed Organization) Mech Rifle, Airborne, Combat Engineer**

UNIT: Bipod MG  
 COUNTER: Bipod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 2  
 EQUIPMENT: 1 × M60 Bipod MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...10); 5 (11...24); 4 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

**U.S. Mech Rifle, Rifle, Marines, Mech Rifle (Proposed Organization), Combat Engineer**

UNIT: Tripod MG  
 COUNTER: Tripod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × M60 Tripod MG  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (0...10); 6 (11...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

### GENERAL ORGANIZATION:

**U.S.A.**

UNIT: Ad hoc Sniper  
 COUNTER: Ad hoc Sniper  
 TYPE: Ad hoc Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × M16 rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (see Case 25.2)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**U.S. Marine Rifle**

UNIT: Sniper  
 COUNTER: Sniper  
 TYPE: Sniper  
 NUMBER OF MEN: 2  
 EQUIPMENT: Remington 700 rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 12 (see Section 25.0)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**West German Jaeger, Panzergrenadier**

UNIT: 3-Man Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 3  
 EQUIPMENT: 2 × G3 rifle; 1 × MG3  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 9 (0...14); 6 (15...18); 5 (19...24); 4 (25 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

## GENERAL ORGANIZATION:

**U.S. Army (see scenarios for organization)**

UNIT: Sniper  
 COUNTER: Sniper  
 TYPE: Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × M14 or M1903A rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (see Case 25.2)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**West German Luftlande (Airborne)**

UNIT: 4-Man Fireteam with MG  
 COUNTER: Fireteam with MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 3 × G3; 1 × MG3  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 10 (0...14); 7 (15...18); 6 (19...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

## GENERAL ORGANIZATION:

**U.S. Marine Engineer, Engineer**

UNIT: Sapper Team  
 COUNTER: Sapper  
 TYPE: Sapper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × M16 rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 4 (0...9); 3 (10...14)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No

## GENERAL ORGANIZATION:

**West German Luftlande (Airborne)**

UNIT: 4-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 4  
 EQUIPMENT: 4 × G3 rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...9); 5 (10...14); 3 (15...18)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

**West Germany**

## GENERAL ORGANIZATION:

**West German Jaeger, Panzergrenadier, Recon**

UNIT: 3-Man Fireteam without MG  
 COUNTER: Fireteam without MG  
 TYPE: Fireteam  
 NUMBER OF MEN: 3  
 EQUIPMENT: 3 × G3 rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 5 (0...9); 4 (10...14); 2 (15...18)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

## GENERAL ORGANIZATION:

**West German Police**

UNIT: 3-Man Fireteam  
 COUNTER: Fireteam  
 TYPE: Fireteam  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × 9mm MP SMG; 2 × pistol  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (0...3); 5 (4...12)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**  
**West German Jaeger**

UNIT: Bipod MG  
 COUNTER: Bipod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 2  
 EQUIPMENT: 1 × Bipod MG3  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (0...10); 5 (11...24); 4 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**  
**West German Pioneer (Engineer)**

UNIT: Sapper Team  
 COUNTER: Sapper  
 TYPE: Sapper  
 NUMBER OF MEN: 2  
 EQUIPMENT: 2 × G3 rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 4 (0...9); 3 (10...14)  
 AUTOMATIC WEAPONS: Yes  
 GRENADE LAUNCHERS: Yes

**GENERAL ORGANIZATION:**  
**West German Luftlande (Airborne)**

UNIT: Tripod MG  
 COUNTER: Tripod MG  
 TYPE: Machinegun  
 NUMBER OF MEN: 3  
 EQUIPMENT: 1 × Tripod MG3  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 7 (0...10); 6 (11...24); 5 (25 or more)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

## VEHICLES

### All Armed Forces

**GENERAL ORGANIZATION:**  
**All Armed Forces**

UNIT: Truck  
 COUNTER: Truck  
 TYPE: Truck  
 TRANSPORT CAPACITY: 26  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 1  
 KM: -

**NOTE:**

Trucks are considered soft targets.

**GENERAL ORGANIZATION:**  
**West German**

UNIT: Ad hoc Sniper  
 COUNTER: Ad hoc Sniper  
 TYPE: Ad hoc Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × G3 rifle  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 5 (see Case 25.2)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**  
**West German**

UNIT: Sniper  
 COUNTER: Sniper  
 TYPE: Sniper  
 NUMBER OF MEN: 1  
 EQUIPMENT: 1 × G3 rifle with telescopic sight  
 SOFT WEAPONS STRENGTHS (AT RANGES IN HEXES)  
 6 (see Section 25.0; maximum range = 30)  
 AUTOMATIC WEAPONS: No  
 GRENADE LAUNCHERS: No

**GENERAL ORGANIZATION:**  
**All Armed Forces**

UNIT: Dozer  
 COUNTER: Dozer  
 TYPE: Dozer  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 2  
 KM: 1

**NOTES:**

Dozers may not use search commands. Dozers are considered soft targets.



## All Nations

### GENERAL ORGANIZATION:

#### All NATO

UNIT: AVL B  
 COUNTER: AVL B  
 TYPE: Bridgelayer  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 5  
 KM: 4  
 KF: -

NOTES:  
 See Case 29.4.

### GENERAL ORGANIZATION:

#### All Nations

UNIT: Automobiles  
 COUNTER: See Scenario  
 TYPE: Automobile  
 TRANSPORT CAPACITY: 4  
 AMPHIB/SNORKEL: No (except Volkswagen)  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 1  
 KM: -

NOTE:  
 Automobiles are considered soft targets.

## Canada

### GENERAL ORGANIZATION:

#### Canadian Recon

UNIT: Lynx  
 COUNTER: Luchs  
 TYPE: APC  
 TRANSPORT CAPACITY: 2  
 AMPHIB/SNORKEL: Yes/No  
 SMOKE GENERATION: Yes  
 PRESERVATION POINTS: K: 3  
 KM: 2  
 KF: 2

### SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

TR MG [12.7mm]: 7 (range unlimited)  
 TR MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)

### NOTES:

Neither TR MG may be fired while vehicle is buttoned up.

## China

### GENERAL ORGANIZATION:

#### Chinese Tank

UNIT: T-59  
 COUNTER: M60  
 TYPE: Tank  
 TRANSPORT CAPACITY: 6 (see Case 18.32)  
 AMPHIB/SNORKEL: No/Yes  
 SMOKE GENERATION: Yes  
 PRESERVATION POINTS: K: 5  
 KM: 2  
 KF: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 17 degrees

### SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

TR MG [7.62mm]: 7 (0...10); 6 (11...24)  
 Coaxial MG [7.62mm]: 4 (range unlimited)  
 TR MG [12.7mm]: 7 (range unlimited)

### HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

100mm cannon: 10 (range unlimited)

### NOTES:

Neither TR MG may fire while the vehicle is buttoned up.  
 Coaxial MG may not be fired in the same Game-Turn as the tank's main gun.

### GENERAL ORGANIZATION:

#### Chinese Assault Gun

UNIT: SU-85  
 COUNTER: M109  
 TYPE: Assault Gun  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: No/No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 4  
 KM: 2  
 KF: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 53+ degrees

### SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

None

### HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

85mm cannon: 10 (range unlimited)

## France

### GENERAL ORGANIZATION:

#### French Recon

UNIT: AML-90  
 COUNTER: Luchs  
 TYPE: Scout

TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: Yes/No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 3  
                                     KM: 2  
                                     KF: 1

MAXIMUM GUN  
 ELEVATION ANGLE: 20 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 Coaxial MG [7.62mm]: 4 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 90mm cannon: 9 (range unlimited)

NOTE:  
 May not fire coaxial MG in the same Game-Turn  
 as the main gun.

**GENERAL ORGANIZATION:**  
**French Mechanized**

UNIT: AMX-10  
 COUNTER: M113  
 TYPE: APC  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: Yes/No  
 SMOKE GENERATION: Yes  
 PRESERVATION POINTS: K: 3  
                                     KM: 2  
                                     KF: 1

MAXIMUM GUN  
 ELEVATION ANGLE: 20 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 Coaxial MG [7.62mm]: 4 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 20mm cannon: 5 (range unlimited; see Case 19.22)

NOTES:  
 See Case 18.52; may not fire coaxial MG in the same  
 Game-Turn as the main gun.

**GENERAL ORGANIZATION:**  
**French Tank**

UNIT: AMX-30  
 COUNTER: M60  
 TYPE: Tank  
 TRANSPORT CAPACITY: 6 (see Case 18.32)  
 AMPHIB/SNORKEL: No/Yes  
 SMOKE GENERATION: Yes  
 PRESERVATION POINTS: K: 5  
                                     KM: 2  
                                     KF: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 20 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 Coaxial MG [12.7mm]: 6 (range unlimited)  
 TR MG [7.62mm]: 7 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 105mm cannon: 10 (range unlimited)

NOTES:  
 See Case 18.52.

**GENERAL ORGANIZATION:**  
**French Tank (1980's)**

UNIT: AMX-30  
 COUNTER: M60  
 TYPE: Tank  
 TRANSPORT CAPACITY: 6 (see Case 18.32)  
 AMPHIB/SNORKEL: No/Yes  
 SMOKE GENERATION: Yes  
 PRESERVATION POINTS: K: 5  
                                     KM: 2  
                                     KF: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 20 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 Coaxial MG [12.7mm]: 6 (range unlimited)  
 TR MG [7.62mm]: 7 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 120mm cannon: 11 (range unlimited; gun in 1980's)

18.52. Coaxial MG may not be fired in the same Game-Turn  
 as main gun.

**GENERAL ORGANIZATION:**  
**French Armed Forces**

UNIT: 155GCT  
 COUNTER: M109  
 TYPE: SP Gun  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 5  
                                     KM: 2  
                                     KF: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 53+ degrees  
 HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 155mm cannon: 8 (range unlimited)

## Netherlands

**GENERAL ORGANIZATION:**  
**Dutch Tank Destroyer, Canadian Mech**

UNIT: Anti-tank Jeep  
 COUNTER: Jeep  
 TYPE: Jeep  
 TRANSPORT CAPACITY: 3  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 2  
                                     KM: 1

MAXIMUM GUN  
 ELEVATION ANGLE: 53+ degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 None

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
 106mm recoilless rifle: 9 (2...9); 8 (10...29); 7 (30 or more)

NOTES:  
 Gun may only be fired every third or more Game-Turn. Jeep is  
 treated as a soft target (see Case 19.62).

## GENERAL ORGANIZATION:

**Dutch Infantry, Motorized Infantry**

UNIT: YP-408  
 COUNTER: M113  
 TYPE: APC  
 TRANSPORT CAPACITY: 11  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 3

KM: 2

Kf: 2

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

TR MG [12.7mm]: 7 (range unlimited)

## NOTE:

TR MG may not be fired while vehicle is buttoned up.

## GENERAL ORGANIZATION:

**Dutch Infantry, Mech, Motorized Infantry**

UNIT: AMX-VCI  
 COUNTER: APC  
 TYPE: APC  
 TRANSPORT CAPACITY: 9  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: Yes  
 PRESERVATION POINTS: K: 3

KM: 2

Kf: 2

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

TR MG [7.5mm]: 7 (0...10); 6 (11...24); 7 (25 or more)

## NOTE:

TR MG may not be fired while the vehicle is buttoned up.

## GENERAL ORGANIZATION:

**Dutch Infantry, Mech, Motorized Infantry**

UNIT: AMX  
 COUNTER: M109  
 TYPE: SP-Gun  
 TRANSPORT CAPACITY: 6 (see Case 18.32)  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 5

KM: 2

Kf: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 53 + degrees

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

105mm cannon: 10 (range unlimited)

**Soviet Union**

## GENERAL ORGANIZATION:

**Soviet Assault**

UNIT: SP73  
 COUNTER: SP73  
 TYPE: SP Gun  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS: K: 5

KM: 2

Kf: 3

## MAXIMUM GUN

ELEVATION ANGLE: 53 + degrees

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

None

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

152mm cannon 10 (2...11); 9 (12...25); 8 (26 or more) )

## NOTES:

See Case 18.52

## GENERAL ORGANIZATION:

**Soviet Motor Rifle, Engineer, Tank, ROD**

UNIT: T-62  
 COUNTER: T-62  
 TYPE: Tank  
 TRANSPORT CAPACITY: 6 (see Case 18.32)  
 AMPHIB/SNORKEL: No/Yes  
 SMOKE GENERATION: Yes  
 PRESERVATION POINTS: K: 5

KM: 2

Kf: 3

## MAXIMUM GUN

ELEVATION ANGLE: 17 degrees

## SOFT WEAPONS, STRENGTHS AND RANGE LIMITATIONS (IN HEXES)\*

Tr MG [12.7mm]: 7 (range unlimited)

Coaxial MG [6.72mm]: 4 (range unlimited)

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

115mm cannon: 10 (range unlimited)

## NOTES:

Tr MG may not be fired while vehicle is buttoned up. Coaxial MG may not be fired in the same Game-Turn as tank's main gun.

## GENERAL ORGANIZATION:

**Soviet Motor Rifle, Heavy Recon**

UNIT: BMP  
 COUNTER: BMP  
 TYPE: MICV  
 TRANSPORT CAPACITY: 9  
 AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 4

KM: 2

KF: 2

MAXIMUM GUN  
ELEVATION ANGLE: 20 degrees

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

Coaxial MG [7.62mm]: 4 (range unlimited)

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

73mm cannon: 10 (2...11); 9 (12...25); 8 (26 or more)

## NOTE:

Coaxial MG may not be fired in same Game-Turn as tank's main gun (see Case 18.52).

## GENERAL ORGANIZATION:

## Soviet Airborne

UNIT: BMD

COUNTER: BMP

TYPE: MICV

TRANSPORT CAPACITY: 8 (for game purposes; actually 6)

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 4

KM: 2

KF: 2

MAXIMUM GUN  
ELEVATION ANGLE: 25 degrees

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

Right Coaxial MG [7.62mm]: 4 (range unlimited)

Left Coaxial MG [7.62mm]: 4 (range unlimited)

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

73mm cannon: 10 (2...11); 9 (12...25); 8 (26 or more)

## NOTE:

See Case 18.52.

TRANSPORT CAPACITY: 1

AMPHIB/SNORKEL: No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 1

KM: 1

KF: -

## NOTE:

Motorcycles are soft targets.

## GENERAL ORGANIZATION:

## Soviet Motor Rifle, Engineer

UNIT: BTR-60

COUNTER: BMP

TYPE: APC

TRANSPORT CAPACITY: 15

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 3

KM: 2

KF: 2

MAXIMUM GUN  
ELEVATION ANGLE: 30 degrees (coax)

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

TR MG [14.5mm]: 12 (range unlimited)

Coaxial MG [7.62mm]: 12 (range unlimited)

## NOTES:

May be equipped with mineplow; Tr MG may not be fired if buttoned-up.

## GENERAL ORGANIZATION:

## Soviet Assault

UNIT: T-55 Flame Thrower

COUNTER: FTT

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 4

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: See Case 32.21

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

Flamethrower: 12 (maximum range = 4; see Section 22.0)

## GENERAL ORGANIZATION:

## Soviet Tank, ROD

UNIT: T-80

COUNTER: T-62

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No/Yes

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 20 degrees

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

TR MG [12.7mm]: 7 (range unlimited)

Coaxial MG [7.62mm]: 4 (range unlimited)

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

Main Gun: 11 (range unlimited)

## NOTES:

TR MG may not be fired when vehicle is buttoned up. Coaxial MG may not be fired in same Game-Turn as tank's main gun. See Case 18.52. Deployment expected beginning early 1980s.

## GENERAL ORGANIZATION:

## Soviet BRDM Recon

UNIT: Motorcycle

COUNTER: Use spare counters

TYPE: Motorcycle

## GENERAL ORGANIZATION:

**Soviet Tank, ROD**

UNIT: T-72  
 COUNTER: T-62  
 TYPE: Tank  
 TRANSPORT CAPACITY: 6 (see Case 18.32)  
 AMPHIB/SNORKEL: No/Yes  
 SMOKE GENERATION: Yes  
 PRESERVATION POINTS K: 5  
 Km: 2  
 Kf: 3  
 MAXIMUM GUN  
 ELEVATION ANGLE: 20 degrees

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

TR MG [12.7mm]: 7 (range unlimited)  
 Coaxial MG [7.62mm]: 4 (range unlimited)

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

122mm cannon: 11 (range unlimited)

## NOTES:

TR MG may not be fired if vehicle is buttoned up. Coaxial MG may not be fired in same Game-Turn as tank's main gun.

## GENERAL ORGANIZATION:

**Soviet Heavy Recon, Tank, ROD**

UNIT: PT-76  
 COUNTER: T-62 or BMP  
 TYPE: Tank  
 TRANSPORT CAPACITY: 6 (see Case 18.32)  
 AMPHIB/SNORKEL: Yes/No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS K: 5  
 Km: 2  
 Kf: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 30 degrees

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

Coaxial MG [7.62mm]: 4 (range unlimited)

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

76mm cannon: 10 (2...11); 9 (12...25); 8 (26 or more)

## NOTES:

See Case 18.52; being phased out; coaxial MG may not be fired in the same Game-Turn as tank's main gun.

## GENERAL ORGANIZATION:

**Soviet Airborne**

UNIT: ASU-57  
 COUNTER: ASU-57  
 TYPE: Assault Gun  
 TRANSPORT CAPACITY: 2  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS K: 3  
 Km: 1  
 Kf: 2  
 MAXIMUM GUN  
 ELEVATION ANGLE: 12 degrees

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

57mm cannon: 8 (range unlimited)

## NOTES:

See Case 18.52. Being phased out.

## GENERAL ORGANIZATION:

**Russian Airborne**

UNIT: ASU-85  
 COUNTER: ASU-85  
 TYPE: Assault Gun  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS K: 4  
 Km: 1  
 Kf: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 15 degrees

## SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

Coaxial MG [7.62mm]: 4 (range unlimited)

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

85mm cannon: 10 (range unlimited)

## NOTES:

Coaxial MG may not be fired in the same Game-Turn as main gun.

## GENERAL ORGANIZATION:

**Soviet Assault**

UNIT: SP74  
 COUNTER: SP74  
 TYPE: SP Gun  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No  
 PRESERVATION POINTS K: 5  
 Km: 2  
 Kf: 3

MAXIMUM GUN  
 ELEVATION ANGLE: 53+ degrees

## HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

122mm howitzer: 10 (2...11); 9 (12...25); 8 (26 or more)

## NOTES:

See Case 18.52.

## GENERAL ORGANIZATION:

**Soviet Assault**

UNIT: T-12  
 COUNTER: T-12  
 TYPE: AT Gun  
 TRANSPORT CAPACITY: None  
 AMPHIB/SNORKEL: No  
 SMOKE GENERATION: No

PRESERVATION POINTS: K: 4

KM: 2

KF: -

MAXIMUM GUN  
ELEVATION ANGLE: 20 degreesHARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
100mm cannon: 11 (range unlimited)NOTES:  
T-12 fired on as soft target. See Case 18.52.

## GENERAL ORGANIZATION:

**Soviet Recon, Motor Rifle**

UNIT: BRDM

COUNTER: BRDM

TYPE: Scout

TRANSPORT CAPACITY: 3

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 3

KM: 2

KF: 1

MAXIMUM GUN  
ELEVATION ANGLE: Coaxial MG: 20 degrees  
TR MG: 30 degreesSOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)  
TR MG [14.5mm]: 8 (range unlimited)HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
NoneNOTES:  
Coaxial MG may not be fired in the same Game-Turn as the vehicle's main gun. Tr MG *may* be fired when buttoned-up.**United Kingdom**

## GENERAL ORGANIZATION:

**U.K. Mech**

UNIT: FV438

COUNTER: M150

TYPE: ATGM Vehicle

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 4

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 53+ degreesHARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
12×Swingfire ATGM: 8 (9 or more)

## GENERAL ORGANIZATION:

**U.K. Mech, Engineer, Combat Team**

UNIT: FV432

COUNTER: M113

TYPE: APC

TRANSPORT CAPACITY: 11

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 3

KM: 2

KF: 2

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
TR MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)NOTES:  
TR MG may not be fired when vehicle is buttoned up.

## GENERAL ORGANIZATION:

**Soviet ROD, Engineer, Tank, Chinese Engineer**

UNIT: MTU55

COUNTER: MTU55

TYPE: Bridgelay

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 5

KM: 4

KF: -

NOTES:  
See Case 29.4.

## GENERAL ORGANIZATION:

**U.K. Armor**

UNIT: Chieftain

COUNTER: M60

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No/Yes

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 20 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)  
TR MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
120mm cannon: 10 (range unlimited)

NOTES:

Coaxial MG may not be fired in the same Game-Turn as the main gun. TR MG may not be fired when tank is buttoned up. See Case 18.52.

GENERAL ORGANIZATION:

**U.K. Armored Recce Troop**

UNIT: Scorpion

COUNTER: M60

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 5  
KM: 2  
KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 35 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
76mm cannon: 9 (range unlimited)

NOTES:

Coaxial MG may not be fired in the same Game-Turn as tank's main gun.

GENERAL ORGANIZATION:

**U.K. Engineer**

UNIT: CET

COUNTER: M728

TYPE: CEV

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 6  
KM: 4  
KF: 5

MAXIMUM GUN  
ELEVATION ANGLE: 53+ degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
None

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
165mm cannon: 15 vs. buildings  
9 vs. vehicles

NOTES:

Contains dozer.

GENERAL ORGANIZATION:

**U.K.**

UNIT: Abbot

COUNTER: M109

TYPE: SP Gun

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 5  
KM: 2  
KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 53+ degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
TR MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
105mm howitzer: 8 (range unlimited)

NOTES:

TR MG may not be fired if vehicle is buttoned up.

GENERAL ORGANIZATION:

**U.K. Engineer Field Squadron**

UNIT: Fox

COUNTER: Luchs

TYPE: Scout

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 3  
KM: 2  
KF: 1

MAXIMUM GUN  
ELEVATION ANGLE: 40 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
30mm cannon: 6 (see Case 19.22)

NOTES:

See Case 18.52; coaxial MG may not be fired in the same Game-Turn as the main gun.

GENERAL ORGANIZATION:

**U.K. Armored Recce, Engineer**

UNIT: Scimitar

COUNTER: Luchs

TYPE: Scout

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 3  
KM: 2  
KF: 1

MAXIMUM GUN  
ELEVATION ANGLE: 40 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [8.62mm]: 4 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
30mm cannon: 6 (see Case 19.22)

NOTE:

May not fire coaxial MG in the same Game-Turn as the main gun.



United States

GENERAL ORGANIZATION:  
U.S. Combat Engineer, Berlin Garrison Combat Engineer

UNIT: M728  
COUNTER: M728  
TYPE: CEV  
TRANSPORT CAPACITY: None  
AMPHIB/SNORKEL: No  
SMOKE GENERATION: No  
PRESERVATION POINTS: K: 6  
KM: 4  
KF: 5

MAXIMUM GUN  
ELEVATION ANGLE: 53 + degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
TR MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
165mm demolition gun: 15 vs. buildings (range unlimited)  
9 vs. vehicles (range unlimited)  
8 vs. woods (range unlimited)

NOTES:  
TR MG may not be fired if vehicle is buttoned up.

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
4x TOW ATGM MAW: 6 (5...9); 7 (10 or more)

NOTES:  
Jeeps are considered soft targets. See Case 19.62.

GENERAL ORGANIZATION:  
U.S., West German Jaeger, Engineer, Canadian Mech, Dutch Infantry

UNIT: M113  
COUNTER: M113  
TYPE: APC  
TRANSPORT CAPACITY: 11  
AMPHIB/SNORKEL: See scenarios  
SMOKE GENERATION: No  
PRESERVATION POINTS: K: 3  
KM: 2  
KF: 2

MAXIMUM GUN  
ELEVATION ANGLE: 53 + degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
TR MG [12.7mm]: 7 (range unlimited)

GENERAL ORGANIZATION:  
U.S. Armed Forces, Canadian Mech, Chinese Infantry

UNIT: Jeep  
COUNTER: Jeep  
TYPE: Jeep  
TRANSPORT CAPACITY: 4  
AMPHIB/SNORKEL: No  
SMOKE GENERATION: No  
PRESERVATION POINTS: K: 1  
KM: -

NOTES:  
Jeeps are considered soft targets. See Case 19.62.

GENERAL ORGANIZATION:  
U.S. Mech Rifle, Proposed Organization Mech Rifle, Armored Cavalry

UNIT: M150  
COUNTER: M150  
TYPE: ATGM Vehicle  
TRANSPORT CAPACITY: 5  
AMPHIB/SNORKEL: See scenarios for M113  
SMOKE GENERATION: No  
PRESERVATION POINTS: K: 3  
KM: 1  
KF: 2

MAXIMUM GUN  
ELEVATION ANGLE: 30 degrees (TOW)

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Tr MG [7.62mm]: 6 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
10x TOW ATGM MAW: 6 (5...9); 7 (10 or more)

NOTES:  
MG may not be fired in same Game-Turn as TOW. Weapons may not be fired if vehicle is buttoned up.

GENERAL ORGANIZATION:  
U.S. Rifle, Berlin Garrison Rifle

UNIT: ATGM Jeep  
COUNTER: Jeep  
TYPE: Jeep  
TRANSPORT CAPACITY: None  
AMPHIB/SNORKEL: No  
SMOKE GENERATION: No  
PRESERVATION POINTS: K: 2  
KM: 1

MAXIMUM GUN  
ELEVATION ANGLE: 30 degrees

GENERAL ORGANIZATION:  
U.S. Proposed Organization Mech Rifle

UNIT: XM2  
COUNTER: M113  
TYPE: MICV  
TRANSPORT CAPACITY: 8  
AMPHIB/SNORKEL: Yes/No  
SMOKE GENERATION: No

PRESERVATION POINTS: K: 4

KM: 2

KF: 2

MAXIMUM GUN  
ELEVATION ANGLE: 20 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

25mm cannon: 6 (range unlimited; see Case 19.22); 4 × TOW  
MAW

NOTES:

MG cannot be fired in the same Game-Turn as the main gun.  
See Case 18.52.

**GENERAL ORGANIZATION:**

**U.S. Proposed Organization Scout, Proposed Organization Armored Cavalry**

UNIT: XM3

COUNTER: Luchs

TYPE: Scout Vehicle

TRANSPORT CAPACITY: 4

AMPHIB/SNORKEL: Yes

SMOKE GENERATION: No

PRESERVATION POINTS: K: 3

KM: 2

KF: 1

MAXIMUM GUN  
ELEVATION ANGLE: 20 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

25mm cannon: 6 (unlimited; see Case 19.22); 12 × MAW TOW

NOTES:

MG cannot be fired on the same Game-Turn as the main gun.  
See Case 18.52.

**GENERAL ORGANIZATION:**

**U.S. Tank, Armored Cavalry, Proposed Organization Tank**

UNIT: M60A3

COUNTER: M60

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 19 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)  
TR MG [12.7mm]: 7 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
105mm cannon: 10 (range unlimited)

NOTES:

MG may not be fired on the same Game-Turn as main gun.  
Tr MG may not be fired when buttoned-up.

**GENERAL ORGANIZATION:**

**U.S. Tank, Armored Cavalry**

UNIT: M60A2

COUNTER: M60

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 19 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)  
TR MG [12.7mm]: 7 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)

152mm cannon: 10 (range unlimited)

NOTES:

MG may not be fired on the same Game-Turn as tank's main gun. Tr MG may not be fired when buttoned-up.

**GENERAL ORGANIZATION:**

**U.S. Tank, Armored Cavalry, Marine Tank**

UNIT: M60A1

COUNTER: M60

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 19 degrees

SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
Coaxial MG [7.62mm]: 4 (range unlimited)  
TR MG [12.7mm]: 7 (range unlimited)

HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)  
105mm cannon: 10 (range unlimited)

NOTES:

See Case 18.52; may not fire coaxial MG in the same Game-Turn as the main gun.

**GENERAL ORGANIZATION:**

**U.S. Tank, Armored Cavalry, Proposed Organization Tank**

UNIT: XM1

COUNTER: M60

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No/Yes

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 20 degrees

**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

TR MG [12.7mm]: 7 (range unlimited)

Coaxial MG [7.62mm]: 4 (range unlimited)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

120mm cannon: 11 (range unlimited)

**NOTES:**

See Case 18.52; may not fire coaxial MG in the same Game-Turn as the main gun.

**GENERAL ORGANIZATION:****U.S., Canadian Mech**

UNIT: M109

COUNTER: M109

TYPE: SP Gun

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

**MAXIMUM GUN**

ELEVATION ANGLE: 53 + degrees

**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

TR MG [12.7mm]: 7 (range unlimited)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

155mm howitzer: 8 (range unlimited)

**NOTES:**

MG may not be fired when vehicle is buttoned up.

**GENERAL ORGANIZATION:****U.S. Marine Combat Engineer**

UNIT: LVTE-7

COUNTER: M728

TYPE: CEV

TRANSPORT CAPACITY: 26

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

**MAXIMUM GUN**

ELEVATION ANGLE: 30 degrees

**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

TR MG [12.7mm]: 7 (range unlimited)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

Demolition rocket: 10 vs. buildings only (range unlimited)

**NOTES:**

MG may not be fired if vehicle is buttoned up. May be equipped with either mineplow or dozer blade.

**West Germany****GENERAL ORGANIZATION:****West German Panzergrenadier**

UNIT: Kanone Jagdpanzer

COUNTER: AT Gun

TYPE: antitank

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: No/yes

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 4

KM: 2

KF: 3

**MAXIMUM GUN**

ELEVATION ANGLE: 15 degrees (coax).

**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

Coaxial MG [7.62mm]: 4 (range unlimited)

Turret MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

90mm cannon: 9 (range unlimited)

**NOTES:**

Coaxial MG may not be fired in the same Game-Turn as the tank's main gun. Tr MG may not be fired if buttoned-up; being phased out.

**GENERAL ORGANIZATION:****West German Panzergrenadier**

UNIT: Jaguar Rakete

COUNTER: M150

TYPE: ATGM Vehicle

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 4

KM: 2

KF: 3

**MAXIMUM GUN**

ELEVATION ANGLE: 53 + degrees

**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

2 x Tr MG [7.62mm], each: 7 (0...10); 6 (11...24); 5 (25 or more)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

14 x HOT MAW ATGM: 8 (5...24)

**NOTE:**

MGs may not be fired if buttoned up.

**GENERAL ORGANIZATION:****West German Recon**

UNIT: Spaehpanzer2

COUNTER: Luchs Spaehpanzer 2

TYPE: Scout

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: Yes/No

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 3

KM: 2

KF: 1

**MAXIMUM GUN**

ELEVATION ANGLE: 53 + degrees

**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

TR MG [7.62]: 7 (0...10); 6 (11...24); 5 (25 or more)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

20mm cannon: 5 (range unlimited; see Case 19.22)

**NOTES:**

TR MG may not be fired when the vehicle is buttoned up. See Case 18.52.

**GENERAL ORGANIZATION:****West German Panzergrenadier, Jaeger**

UNIT: Marder

COUNTER: M113

TYPE: MICV

TRANSPORT CAPACITY: 8

AMPHIB/SNORKEL: No/Yes

SMOKE GENERATION: No

PRESERVATION POINTS: K: 4

KM: 2

KF: 2

MAXIMUM GUN  
ELEVATION ANGLE: 53+ degrees**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

Coaxial MG [7.62mm]: 4 (range unlimited)

Rear-mounted MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

20mm cannon: 5 (see Case 19.22)

**NOTES:**

Coaxial MG may not be fired in the same Game-Turn as the main gun. The rear-mounted MG may be fired while the vehicle is buttoned up, but at half strength (fractions rounded up); See Case 18.52.

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 20 degrees**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

Coaxial MG [7.62mm]: 4 (range unlimited)

TR MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

105mm cannon: 10 (range unlimited)

**NOTES:**

TR MG may not be fired if tank is buttoned up. Coaxial MG may not be fired in the same Game-Turn as the tank's main gun.

**GENERAL ORGANIZATION:****West German Panzergrenadier**

UNIT: M109G

COUNTER: M109

TYPE: SP Gun

TRANSPORT CAPACITY: None

AMPHIB/SNORKEL: No

SMOKE GENERATION: No

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 53+ degrees**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

155mm howitzer: 8 (range unlimited)

**GENERAL ORGANIZATION:****West German Panzer, Panzergrenadier, Canadian Armored**

UNIT: Leopard 2

COUNTER: M60

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No/Yes

SMOKE GENERATION: Yes

PRESERVATION POINTS: K: 5

KM: 2

KF: 3

MAXIMUM GUN  
ELEVATION ANGLE: 20 degrees**SOFT WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

Coaxial MG [7.62mm]: 4 (range unlimited)

TR MG [7.62mm]: 7 (0...10); 6 (11...24); 5 (25 or more)

**HARD WEAPONS, STRENGTHS, AND RANGES (IN HEXES)**

120mm cannon: 11 (range unlimited)

**NOTES:**

TR MG may not be fired if tank is buttoned up. Coaxial MG may not be fired in the same Game-Turn as the tank's main gun. See Case 18.52.

**INDIRECT FIRE UNITS****140mm MRL Platoon**

TUBES: 3 launchers

TYPE: Rocket

CALIBER: 140mm

DELAY FACTOR: 7

FREQUENCY OF FIRE: May only fire once every 20 Game-Turns

USER(S): China

**GENERAL ORGANIZATION:****West German Panzer, Panzergrenadier, Canadian Armored, Dutch Tank**

UNIT: Leopard 1

COUNTER: M60

TYPE: Tank

TRANSPORT CAPACITY: 6 (see Case 18.32)

AMPHIB/SNORKEL: No/Yes

SMOKE GENERATION: Yes

**60mm Mortar**

TUBES: 1

TYPE: Mortar

CALIBER: 60mm

DELAY FACTOR: 3

FREQUENCY OF FIRE: Normal

USER: U.S., Canada, China

**2" Mortar**

TUBES: 1  
 TYPE: Mortar  
 CALIBER: 50mm  
 DELAY FACTOR: 3  
 FREQUENCY OF FIRE: Normal  
 USER: U.K.  
 SPECIAL NOTES:  
 May fire only smoke or starshell

**120mm Section**

TUBES: 2  
 TYPE: Mortar  
 CALIBER: 120mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER: China

**81mm Mortar**

TUBES: 1  
 TYPE: Mortar  
 CALIBER: 81mm  
 DELAY FACTOR: 3  
 FREQUENCY OF FIRE: Normal  
 USER(S): U.S., U.K., France

**240mm Battery**

TUBES: 6  
 TYPE: Mortar  
 CALIBER: 240mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER: U.S.S.R.

**82mm Mortar**

TUBES: 1  
 TYPE: Mortar  
 CALIBER: 82mm  
 DELAY FACTOR: 3  
 FREQUENCY OF FIRE: Normal  
 USER(S): China, U.S.S.R. Airborne

**SD-44 Platoon**

TUBES: 3  
 TYPE: Gun  
 CALIBER: 85mm  
 DELAY FACTOR: 4  
 FREQUENCY OF FIRE: Normal  
 USER: U.S.S.R. Airborne

**4.2" Section  
("Four-deuce")**

TUBES: 2  
 TYPE: Mortar  
 CALIBER: 107mm  
 DELAY FACTOR: 4  
 FREQUENCY OF FIRE: Normal  
 USER(S): U.S., Netherlands

**100mm Platoon**

TUBES: 3  
 TYPE: Gun  
 CALIBER: 100mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER: China

**120mm Mortar Section**

TUBES: 2  
 TYPE: Mortar  
 CALIBER: 120mm  
 DELAY FACTOR: 4  
 FREQUENCY OF FIRE: Normal  
 USER(S): U.S.S.R., West Germany, Netherlands

**ABBOT Section**

TUBES: 3  
 TYPE: Gun (self-propelled)  
 CALIBER: 105mm  
 DELAY FACTOR: 4  
 FREQUENCY OF FIRE: Normal  
 USER: U.K.

**120mm Section**

TUBES: 2  
 TYPE: Mortar  
 CALIBER: 120mm  
 DELAY FACTOR: 3  
 FREQUENCY OF FIRE: Normal  
 USER: France

**AMX Platoon**

TUBES: 3  
 TYPE: Gun (self-propelled)  
 CALIBER: 105mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER(S): Canada, Netherlands, France

**105mm Platoon**

TUBES: 3  
 TYPE: Gun  
 CALIBER: 105mm  
 DELAY FACTOR: 8  
 FREQUENCY OF FIRE: Normal  
 USER: West Germany

**SP 73 Platoon**

TUBES: 3  
 TYPE: Gun (self-propelled)  
 CALIBER: 152mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER: U.S.S.R.

**Type 54 Platoon**

TUBES: 3  
 TYPE: Gun  
 CALIBER: 122mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER: China

**GCT Platoon**

TUBES: 3  
 TYPE: Gun (self-propelled)  
 CALIBER: 155mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER: France

**SP 74 Platoon**

TUBES: 3  
 TYPE: Gun (self-propelled)  
 CALIBER: 122mm  
 DELAY FACTOR: 4  
 FREQUENCY OF FIRE: Normal  
 USER: U.S.S.R.

**M109 Platoon**

TUBES: 3  
 TYPE: Gun (self-propelled)  
 CALIBER: 155mm  
 DELAY FACTOR: 4  
 FREQUENCY OF FIRE: Normal  
 USER: West Germany

**Type 59 Platoon**

TUBES: 3  
 TYPE: Gun  
 CALIBER: 130mm  
 DELAY FACTOR: 9  
 FREQUENCY OF FIRE: Normal  
 USER: China

**M109 Platoon**

TUBES: 3  
 TYPE: Gun (self-propelled)  
 CALIBER: 155mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER(S): U.S., U.K., Canada, Netherlands

**M-46 Platoon**

TUBES: 3  
 TYPE: Gun  
 CALIBER: 130mm  
 DELAY FACTOR: 7  
 FREQUENCY OF FIRE: Normal  
 USER: U.S.S.R.

**175mm Battery**

TUBES: 6  
 TYPE: Gun  
 CALIBER: 175mm  
 DELAY FACTOR: 6  
 FREQUENCY OF FIRE: Normal  
 USER(S): West Germany, U.S., U.K., Netherlands

**Type 66 Platoon**

TUBES: 3  
 TYPE: Gun  
 CALIBER: 152mm  
 DELAY FACTOR: 8  
 FREQUENCY OF FIRE: Normal  
 USER: China

**S-23 Platoon**

TUBES: 3  
 TYPE: Gun  
 CALIBER: 180mm  
 DELAY FACTOR: 8  
 FREQUENCY OF FIRE: Normal  
 USER: U.S.S.R.

**8", 2 Batteries**

TUBES: 8  
 TYPE: Gun  
 CALIBER: 203mm  
 DELAY FACTOR: 8  
 FREQUENCY OF FIRE: Normal  
 USER: U.S.

**8" Battery**

TUBES: 6  
 TYPE: Gun  
 CALIBER: 203mm  
 DELAY FACTOR: 8  
 FREQUENCY OF FIRE: Normal  
 USER(S): U.K., West Germany

**107mm MRL Platoon**

TUBES: 3 launchers  
 TYPE: Rocket  
 CALIBER: 107mm  
 DELAY FACTOR: 7  
 FREQUENCY OF FIRE: May fire only every 10 Game-Turns.  
 USER: China

**110SF Platoon**

TUBES: 3 launchers  
 TYPE: Rocket  
 CALIBER: 110mm  
 DELAY FACTOR: 5  
 FREQUENCY OF FIRE: May fire only every 15 Game-Turns.  
 USER: West Germany

**BM-21 MRL Platoon**

TUBES: 3 launchers  
 TYPE: Rocket  
 CALIBER: 122mm  
 DELAY FACTOR: 5  
 FREQUENCY OF FIRE: May fire only every 30 Game-Turns.  
 USER: U.S.S.R.

**RPU-14 MRL Platoon**

TUBES: 3 launchers  
 TYPE: Rocket  
 CALIBER: 140mm  
 DELAY FACTOR: 5  
 FREQUENCY OF FIRE: May fire only every 20 Game-Turns.  
 USER: U.S.S.R.

**FROG-7 (Free Rocket Over Ground)**

TUBES: 1 launcher  
 TYPE: Rocket  
 DELAY FACTOR: 7  
 FREQUENCY OF FIRE: May fire only every 15 Game-Turns.  
 USER: U.S.S.R.

**SCUD-B (Guided Missile)**

TUBES: 1 launcher  
 TYPE: Rocket  
 DELAY FACTOR: 10  
 FREQUENCY OF FIRE: May fire only every 50 Game-Turns.  
 USER: U.S.S.R.

**SPECIAL NOTE:**

Each SCUD attacks twice, any units or buildings which survive the CRT resolution automatically undergo a second.

**SPECIAL WEAPONS****M72**

TYPE: LAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
 None

HARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
 7 (1...5); 6 (6...10); 4 (11...14); 2 (15...17)

USERS: U.S., U.K., West Germany, Canada, Netherlands

**NOTES:**

Distributed and fired in pairs (see Case 20.27).

**PZF44 Light Panzerfaust**

TYPE: LAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
 None

HARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
 8 (1...9)

USERS: West Germany

**RPG-7 Anti-Tank Grenade Launcher**

TYPE: LAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
 None

HARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
 8 (1...2); 10 (3...7); 8 (8...12); 6 (13...18); 3 (19...30)

USERS: U.S.S.R., China



**SARPAC**

TYPE: LAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
7 (1...4); 6 (5...8); 4 (9...12); 2 (13...16)

USER: France

**82mm RR**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
12 (2...10); 10 (11...18); 8 (19...29)

USER: China

**Armbrust 300, 80mm Anti-Tank Rocket**

TYPE: LAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
10 (1...8); 9 (9...12); 6 (13...18)

USER: West Germany

**Carl Gustav 84mm RR**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
9 (8...24)

USERS: U.K., Netherlands, Canada

**VIPER**

TYPE: LAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
7 (1...5); 6 (6...13); 4 (14...20);  
3 (21...26)

USER: U.S. (1980's)

NOTES:

Distributed and fired in pairs (see Case  
20.27).**M67, 90mm RR**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
6 (11...18); 5 (19...29)

USER: U.S.

NOTES:

Can fire every third or more Game-Turn.

**57mm RR**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
12 (1...14); 6 (15...23); 4 (24...30)

USER: China

**M40A1, 106mm RR**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
9 (2...9); 8 (10...29); 7 (30 or more)

USERS: U.S.M.C., U.S. Berlin Brigade

NOTES:

Can fire every third or more Game-Turn.

**SPG-9, 73mm RR**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
10 (2...11); 9 (12...15); 8 (16 or more)

USER: U.S.S.R.

**107mm RR**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
9 (2...9); 8 (10...29); 7 (30 or more)

USER: Netherlands

NOTES:

Can fire every third or more Game-Turn.

**82mm RR**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
6 (11...18); 5 (19...29)

USER: U.S.S.R.

NOTES:

Can fire every third Game-Turn.

**Dragon ATGM**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
2 (5...8); 4 (9...14); 6 (15 or more)

USERS: U.S., Netherlands

NOTES:

May not be fired down at angle of 20  
degrees or more.

**HOT ATGM (on Jaguar vehicle)**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
8 (5...24)

USERS: West Germany, China (1980's)

**Milan ATGM**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
9 (2...15); 10 (16 or more)

USERS: U.K., Netherlands, France

**AT-4 Spigot ATGM, AT-5 Spandrel ATGM**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
9 (2...15); 10 (16 or more)

USER: U.S.S.R.

**Swingfire ATGM (on FV438 vehicle)**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
8 (9 or more)

USERS: U.K.

**TOW ATGM (on M150, XM2, or XM3 vehicle)**

TYPE: MAW

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
NoneHARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
6 (5...9); 7 (10 or more)

USERS: U.S., Canada

**LPO-50, Flamethrower**

TYPE: Special Weapon

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
15 (maximum range = 2)HARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
None

USER: U.S.S.R.

NOTES:  
See Section 22.0.**Flamethrower**

TYPE: Special Weapon

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
12 (maximum range = 2)HARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
None

USERS: U.K., China

NOTES:  
See Section 22.0.**M202 FLASH, 66mm Incendiary Rocket**

TYPE: Special Weapon

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
See Case 22.27.HARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
See Case 22.27.

USERS: U.S.

NOTES:  
All K results converted to S. Also consult  
Flamethrower Table, 22.38. Cannot be  
used in snow.**Grenade Launcher**

TYPE: Special Weapon

SOFT WEAPONS STRENGTH (AND RANGE IN HEXES)  
6 (3...20)HARD WEAPONS STRENGTH (AND RANGE IN HEXES)  
7 vs. buildings (3...20)  
5 vs. vehicles (3...20)

USERS: All nationalities

NOTE: Case 32.34 applies.

Abbreviation:

ATGM = anti-tank guided missile

RR = recoilless rifle

# Modern Combat in the Urban Environment

by Stephen Donaldson



*The decision to attack or defend a city may be tantamount to a decision to destroy it. (U.S. Army Field Manual 100-5 Operations; ital. in original)*

Since the days of the first towns built alongside the rivers of Mesopotamia six thousand years ago, the City has been recognized as the crowning achievement of human civilization. It is in the City that man places his temples, his libraries, his monuments, his rulers, his merchants, his wealth, and his people. Sometimes, in order to protect these things, he also places in the City his armies.

Throughout most of recorded history, the defense of the city has taken place at its periphery rather than in the streets and buildings of the town itself. Commanders great and small have preferred either to meet the enemy outside the town, or to rely on strong walls to keep the besieging opponent outside. Once the walls had fallen, the battle was usually over. Troy and Tyre stand out as the only significant examples of house-to-house fighting before the Twentieth Century.

It took World War II, with its unparalleled destruction of non-combatants, to make urban combat a regular feature of the art of war. With bombs from above flattening entire cities, commanders were less reluctant to expose the towns to piecemeal destruction in the form of ground combat. The Soviets pioneered the techniques of urban warfare, emblazoning the names of Stalingrad, Leningrad, Kiev, and Berlin into military annals. The Germans also learned quickly, with a handful of battered divisions inflicting 200,000 casualties on the Soviets during the two-week battle for Berlin in 1945.

American and British experience with house-to-house fighting in World War II was less extensive, the major engagements of this type taking place in Cassino (Italy), Brest (France), Manila (Philippines) and above all in Arnhem (Holland) and Aachen (Germany). These engagements were considered quite extraordinary, for although small towns had to be cleared again and again, the usual Western practice was to pass the cities by.

Since World War II, the United States has gained combat experience in cities in Korea (though not on a major scale) and Vietnam (particularly in Hue during the 1968 Tet Offensive), while the United Kingdom has maintained its own training ground in Northern Ireland in more recent times.

The Soviet Union's most recent experience with street fighting dates to the invasion of Hungary in 1956.

Of the other major powers, France has had extensive experience with irregulars in Algeria in the 1950s, while China learned a few lessons early in 1979 during the war with Vietnam. Many other urban battles have taken place in Central America, Africa, Cyprus, and the Middle East. When things are dull elsewhere, the student of city fighting can always go to Beirut, Lebanon.

## The Concrete Jungle

Both the Soviet Union and the NATO powers expect urban fighting to be a regular feature of any future war in Europe. The major reason for this is the dramatic increase in the urbanization of Europe since World War II.

Since 1945, the expansion of cities and towns has dramatically changed the natural landscape of central Europe. Not only has the density of urban population risen, but more and more of the previously rural terrain has become urban. Large

areas of farmland are being built up as the major urban areas of Europe have expanded along transportation corridors to form continuous belts of high population density. Previously separate urban areas are reaching out to each other and merging. At a lower level, new highways have promoted urban sprawl in a manner that is familiar to many Americans; what used to be separate towns are now increasingly linked by "strip areas" formed of residential, commercial and industrial buildings astride secondary roads.

**Projections for the future indicate a continuation of this transformation. "Within Western Europe, nearby large cities will grow together in megalopoli. Entire areas, such as the Ruhr and Rhine-Main River Complex, will assume a near-continuous urban character."** (FM 100-5)

The net effect of this development is to obstruct and in many cases completely block the traditional avenues of military movement and maneuver. This is a particularly acute problem for armored vehicles, since natural obstacles to movement (forests, slopes, marshes, etc.) tend to take up just where the urban sprawl leaves off. The result is a continuous belt of blocking, eminently defensible terrain.

**In central Europe today the "major urban complexes...are so large that they cannot be captured or defended in their entirety, and they cannot be avoided by bypassing. The commander has no choice but to conduct the whole range of military operations within them — attack, defense and retrograde. These areas have the characteristics of a concrete jungle."** (FM 100-5)

## The European City

The Central European city generally centers around a very dense area dating from the Middle Ages; it is characterized by a maze of narrow, irregular streets and alleys, the original town square, multistoried brick or stone buildings, and occasional modern highrise construction. In some cities the central core was completely demolished during World War II and has been entirely rebuilt along more modern lines.

Surrounding the central core are industrial and residential areas with wide streets and connections to nearby cities. Closest to the center are areas constructed in the 1920s and containing old factories, warehouses, and working-class apartment complexes. Further from the center are post-World War II developments with modern reinforced concrete structures, middle-class housing of lower density and small businesses. Many small villages have been merged into this zone and become the focal points of local neighborhoods.

Extending outward from the city proper there are long tentacles of built-up area running along rail and road networks and occasionally connecting to towns which Americans would recognize as typical suburbs.

## My Little Town

In the typical European city, about 15 per cent of the space is open, and about 10 per cent of the space is clear (suitable for helicopter landings): parks, athletic fields, parking lots, and recreational areas. Almost 62 per cent of all buildings are brick, while steel and concrete framed structures account for about a third of the total. The importance of the small number of stone buildings lies in their locations in the central core, their resistance to destruction, and their frequent use to house seats of political or economic power.

Towns are also likely to be built around a central core representing an old village, complete with square and church, though these cores are smaller (a few hundred meters across) and the later layers of construction are not as segregated in area as in the cities.

Towns and villages are likely to be found every two to four kilometers along good roads in most of Germany, usually near running water and often dominating a valley in the more hilly areas.

## Those Teeming Cities

In Africa, Asia and South America, where most of the wars of our time take place, the rate of urban growth is exceeding that of the developed countries, and the number of very large cities is skyrocketing due to rapid agricultural and industrial modernization. Asia is far more urbanized than North America, which is only slightly more urban than Latin America and Africa. And in developing nations, the major capital cities dominate their nations even more than is usual in Europe, for here the few levers of national power tend to be concentrated. When the capital city falls, the government usually falls with it.

Many armed conflicts in the Third World take the form of irregular insurgencies, and these are becoming increasingly a matter of urban operations rather than the traditional peasant-based guerrilla war. This trend has also been noted in the developed countries, which are becoming increasingly concerned with irregular urban combat, whether by organized revolutionaries or by rioting mobs. Increasingly, police and military reserve units are required to train for major military or paramilitary operations in the cities of their own homelands.

## Why Fight in an Urban Area?

*"We shall defend every village, every town and every city. The vast mass of London itself, fought street by street, could easily devour an entire hostile army; and we would rather see London laid in ruins and ashes than that it should be tamely and abjectly enslaved."* (Winston Churchill, July 14, 1940)

Urban areas will be contested militarily for strategic, operational and tactical reasons. If the opposing commanders feel that these reasons are compelling enough, the battle for the towns will continue in the towns, rather than being conceded as a result of combat along the approaches.

*"Historically, the side which has control of an urban area has a decisive psychological advantage, and this advantage has frequently determined the success or failure of larger conflicts."* (U.S. Army Infantry School, ST 90-10, *An Infantry Commander's Guide for Military Operations on Urbanized Terrain [MOUT]*, Nov. 1978)

One need only think of Stalingrad, Leningrad, Moskva, Berlin, Seoul, or Saigon to find dramatic examples of the truth of this statement.

The West Germans are most emphatic in stating their determination to preserve the strategic value of their cities by fighting for them:

*"Taking into consideration the heavy economic concentration within the congested areas, and their interdependence, the economic efficiency of the Federal Republic would be hard hit by the loss or destruction of even a few of the smaller areas. Therefore, we will not be able to concede these areas to an invading force... This means that in case of an attack against us, there will be heavy fighting everywhere in and for our built-up areas."* (Maj. Hans A. Kratz, [Bundeswehr], "Combat in Built up Areas")

As cities contain most of the industry, commercial centers, and the hubs of transportation and communications facilities — in short, the bulk of the infrastructure of the modern state — they have a very real strategic value above and beyond their psychological value as centers of the cultural and historic identity of their nations.

*"The town's operational worth is high if the adjacent terrain is restrictive, if it provides good*

*supporting defensive positions, and if routes of communication pass through it."* (FM 100-5)

In the age of rapid offensives and enormous logistical requirements, the position of urban areas astride serviceable transportation routes (railroads, highways, canals and rivers) makes their control critical to an advancing force. If the supply trains cannot pass through the towns, they are not likely to arrive at the fast-moving front in time or in quantity sufficient to continue the offensive. Control of a key urban area by the enemy can bring an entire offensive to a grinding halt. For this reason, if for no other, by-passed towns may be held and defended, attacked and cleared.

The tactical importance of built-up areas is noted by the US Army Infantry School thus:

*"Since villages are often spaced 2000 to 4000 meters apart, ATGM (anti-tank guided missiles) and tanks of the task force may be able to provide mutual support between positions. Thus, battle positions within a group of neighboring villages can provide a system of mutually supporting positions in depth. Enemy armored forces might be able to bypass one village, but would take high losses in attempting to bypass the entire group. Enemy units would be forced to develop a combined arms attack against such a group of villages, which would be costly in time and casualties."* (ST 90-10)

The US decision to defend an urban area is normally made by brigade and division commanders. Political authorities or theater commanders (i.e., SACEUR) may decide to defend urban complexes based on economic and psychological factors. Other commanders may decide to defend urban areas in order to retain control of transportation centers, block high-speed mechanized offensives, delay the attacker with minimal forces, or disrupt the enemy's intelligence-gathering apparatus.

According to US doctrine, cities will not be defended if terrain allows the enemy to by-pass the town on "covered or concealed routes," if the town is constructed of unsuitable (flammable or light) materials, the surrounding terrain is too dominant, sufficient troops are not available (most likely), or the town is declared an "open city."

According to US doctrine, the decision to attack an urban area is generally made at corps or higher level. For an attack decision to be made, it must be necessary to pass a unit through the town (in which case only a portion of it may be cleared), seize critical objectives (bridges, communications facilities, etc.), or regain strategic assets. Otherwise cities are not to be attacked.

### Street-fighting Man

*"The defense of an urban area is principally an infantry battle — fought at company, platoon, and squad level — supported by tanks, ATGMs, artillery, mortars, engineers, attack helicopters, air defense artillery and close air support."* (ST 90-10)

In fact, urban terrain is the environment for defending infantry. In the open countryside, tanks may take the starring roles, but in the towns, the infantry comes into its own.

The West German *Bundeswehr* has recognized this fact by retaining pure infantry units — the *Jaeger* — and specifically designating urban defense as one of their most important functions. Armored vehicles in towns without infantry cover are universally considered to be as precarious as fish out of water.

Only infantry, dismounted from vehicles, can take up positions from roofs to cellars and effectively clear those positions; only infantry can scramble over heaps of rubble, infiltrate through buildings, crawl through underground passages,

and generally seek to avoid the deadly kill zones which are the streets and open spaces. In short, putting infantry into towns is like throwing Brer Rabbit into the briar patch.

*"The defender has the advantage in the use of built-up areas."* (US Army, FM 71-2, *The Tank and Mechanized Infantry*, 1977)

There are several reasons for this advantage, which is much more pronounced than the defender's advantage in open terrain. First of all,

*"The custom (in Germany) of building reinforced cellars makes every building capable of being effectively defended."* (C.N. Donnelly, [British Army], *"Soviet Techniques for Combat in Built Up Areas," International Defense Review*, 1977)

In effect, every built-up area is a series of small forts, each of which offers considerable protection against small arms fire, heavy weapons, and artillery bombardment. Secondly,

*"The defender has an important advantage in that the attacker must expose himself to move through the built-up area."* (US Army, FM 31-50, *Combat in Fortified and Built-Up Areas*, 1964)

At the short ranges characteristic of city fighting, even small arms are highly effective against exposed troops. Succinctly stated, if you are seen crossing a street, you are dead.

The major tool of the offense in modern warfare is the high-speed advance of the armored vehicle, be it tank or personnel carrier. In built-up areas, however,

*"The rubble and debris created by destruction of buildings will severely restrict existing fields of fire and increase the vulnerability of tanks and other vehicles to ambush."* (FM 31-50)

While long-range weaponry rules the open battlefield, in urban warfare dominance goes to the common rifle, the machine-gun, the hand-grenade, and such exotic weapons as flamethrowers. These are weapons which are seldom discussed in the halls of Congress, and many of them have remained virtually unchanged since World War II.

Infantrymen accustomed to spraying woods and dales with automatic-weapons fire will find that the urban terrain places different demands upon them:

*"Although close combat is the predominant characteristic of MOUT [military operations on urbanized terrain] engagements, many occasions will arise which require high standards of marksmanship. Riflemen must be able to hit small, fleeting targets in bunker apertures, windows and loopholes. This requires pinpoint, long-range accuracy, with weapons fired in the semi-automatic mode. Killing an enemy through an 8-in (20-cm) loophole at a range of 200 meters is a challenging requirement, but one that will be common in urban combat. When fighting inside buildings, short-range automatic fire should be used."* (ST 90-10)

The British Army will probably be best at this sort of thing, due to its high standards of individual marksmanship.

Not only is the nature of the infantryman's fire different, but the very conditions under which he must fight are a far cry from the mobile warfare of the countryside with its long rides in armored vehicles.

*"Continuous close combat, intense battle, high casualties, physical fatigue, the fleeting nature of targets, and fires from a frequently unseen enemy produce high psychological strain and physical fatigue."* (ST 90-10)

The high density of blocking buildings and rubble makes it difficult in the city to bring an overwhelming amount of firepower to bear on a given target. As a result, the numerically superior attacker cannot rely upon this superiority to defeat the defender. He must go in and conduct a seemingly endless series of small-unit engagements in which the local odds are much more likely to be in the nature of two to one than four to one. Given such unfavorable local odds, the attacker is expected to suffer extremely heavy casualties, throwing one company after another against a defending strongpoint. The defender, too, is expected to take heavier losses than would be the case in more natural terrain.

Given such heavy losses, the morale problem becomes acute for both sides. The Soviets recognize this by suggesting that the attacking forces be heavily leavened with dedicated Communists and that unusual attention be given to political indoctrination before the battle. German and Chinese forces, which expect to be defending the cities of their own homelands, have fewer worries in this regard.

What will happen to units from other NATO powers is hard to project. Will Americans be willing to hold out when isolated, surrounded, and taking heavy casualties, in order to defend a town whose cultural or historic significance has little or no meaning to them? American publications have not accorded this problem the recognition given to it by their Soviet counterparts.

### East Side, West Side, All Around the Town

In most cases, the battle for a built-up area will commence at the approach routes. Here tanks and heavy anti-tank weapons may be situated to slow down the advancing enemy, force him to deploy for combat, and exact a toll of his vehicles. This may be done to allow the city defenders time to prepare their defenses, against a predicted attack, or the objective may be to deny the enemy the ability to by-pass the town and thus force him to attempt the always difficult task of seizing a built-up area against serious opposition. Mine fields and other obstacles may also serve to channel the enemy attack.

When the attacking force succeeds in gaining control of the approach routes, so that the urban area can be surrounded, the defender must make the critical decision whether to abandon the town or defend it. Under American doctrine, this decision is made by divisional or higher-ranking commanders.

*"Should a decision be made to continue the defense of a town or city after adjacent units have withdrawn from terrain outside of the city, sufficient combat support and combat service support units should be attached so the defense can continue in isolation. The defending commander must then redispense his forces to meet an attack from any direction. A decision to leave a defending force to fight in isolation can only be justified if the time to be consumed by the attacker warrants the probable loss of the defending force."* (FM 100-5)

Company-sized teams are usually placed in suburban villages on the route to the main urban area, continuing to delay the enemy advance. These holding forces normally withdraw to the main town before becoming isolated.

The next, and often the most serious, problem for the attacker is gaining a foothold in the main urban mass. If the forward edges of the town in question offer adequate cover, are constructed of heavy materials, or are protected from massed enemy fire due to surrounding terrain, the defender is well advised to fortify these areas,

thereby gaining excellent fields of fire against advancing enemy units, who must cross open areas. In such a situation, the attempt to gain a foothold is likely to be even more bloody than subsequent fighting in the city itself.

On the other hand, if the forward edges of the town are subject to heavy enemy suppressive fire, or are lightly constructed, they are best held with a relatively small screening force which can delay the enemy and inflict casualties but will eventually withdraw to the main line of resistance. The forward edge is too obvious a target to be held in strength unless conditions are favorable.

### Shoulder to Shoulder They Stood

One of the major considerations which a commander must take into account in deciding to attack or defend a city is the density of forces required.

A Soviet commander will not consider attacking a defended town with anything less than a reinforced battalion. In attacks from a surrounding perimeter, up to two battalions may be allocated for each kilometer of a city's circumference. In the main assault, a Soviet battalion's front will be several blocks wide, with a company attacking along a single main street. In the attack on Posnan, a city of some 300,000 population in 1945, six divisions were required.

**American policy on urban offensives is similar:**  
*"Towns and small cities will be attacked with brigades and divisions. Large cities...will require operations at division or corps level."* (ST 90-10)  
*"Buildings will be assigned as objectives for rifle squads and, if the buildings are large, for rifle platoons."* (FM 31-50)

**On the defense, according to American doctrine,**  
*"battalions are usually assigned frontages of from four to eight city blocks [700-1400 meters] and a depth of three to six city blocks. Battalions normally employ two companies forward and retain one in reserve. Forward companies normally employ two platoons forward and one in reserve...The forward rifle company may be assigned a frontage of two to four city blocks...Rifle platoons along the FEBA [Forward Edge of Battle Area] are assigned one or two blocks to defend...Large, strongly constructed buildings...may require...defense by an entire platoon."* (FM 31-50)

Such large forces may not be available even when it appears imperative to fight for an urban area. This is particularly likely to be the case at the outset of a war. It is easier to contemplate a defense with smaller forces — since even small units can be very difficult to dislodge from urban areas — than to attempt an offense with insufficient troops. Such an offense may simply result in a very bloody nose and no gains for the attacker.

### Be the First One on Your Block

*"Soviet field manuals now state that in any European war forces will become engaged extensively in cities and towns."* (ST 90-10)

The most frequent situation involving urban warfare in Europe would involve Soviet forces attempting to seize a town defended by NATO troops. It is unlikely that the soldiers of East Germany, Poland or Czechoslovakia would have much stomach for this type of fighting.

Not surprisingly, Soviet doctrine advocates a hasty attack to seize a city before its defenses can be properly organized. This would be accomplished by a forward detachment consisting of a reinforced motor rifle battalion. Enemy forces are bypassed as the advance guard seizes key objectives (bridges, buildings, etc.). Hasty defenses are organized to prevent the by-passed NATO forces from re-establishing a coherent defense; the

NATO pockets are then reduced by subsequent forces.

### Painting the Town Red

When the hasty attack has failed, or if Soviet intelligence indicates strong resistance, a deliberate attack must be conducted. This involves, where possible, prior isolation of the town (enabling the Soviet commander to pick his avenue of assault), extensive reconnaissance, and specially tailored units. If time is not pressing, a siege is then organized. Should the seizure of the town be an immediate objective, planning for an assault by storm is initiated. Such planning may require several days as command relationships are sorted out, additional supplies brought forward, and reconnaissance carried out.

Motor rifle battalions are transformed into *assault detachments* by reinforcing them with a tank company, a battery of self-propelled guns, an anti-tank gun battery, an engineer company, flamethrowers, dozer blades and additional small arms ammunition. Motor rifle companies are transformed into *assault groups* with similar additions. Attachments are carried all the way down to squad level, so that each platoon has at least one tank or self-propelled gun.

Control is thus decentralized to a degree that is extraordinary by Soviet standards. Whether Soviet captains, lieutenants and sergeants will be up to such tasks is open to question, given the massive thrust of the entire Soviet system in favor of rigid planning, central control, and the stamping out of individual initiative as a dangerous trait. The net result may be to make Soviet urban attacks a matter of hesitant, plodding assaults, taking far more time than Soviet plans allow, and presenting numerous opportunities for intrepid NATO commanders to wreck havoc with the entire operation.

The main assault will normally be preceded by heavy artillery bombardment, and will invariably be covered by extensive use of smoke. The first task is attainment of a foothold on the outer edge of the built-up area.

Leading echelons are directed to by-pass strongpoints where possible and leave them to be reduced by follow-up units. Engineers (sappers) are used extensively to destroy obstacles and breach minefields, often in advance of the infantry. Such tactics may cause the loss of engineers early in the operation — a critical handicap for later stages in an urban battle.

Second-echelon units are also reinforced, enabling them at any time to assume missions from the leading echelons.

An *assault group* (reinforced company) may be divided into one or two *attack groups* (motorized rifle platoons with tanks), a sapper/anti-mine group, and a covering group. The latter would include anti-tank guns and infantrymen up to platoon size. One or two squads may be held in reserve.

*"Strong offensive ardor is created through comprehensive moral-psychological preparation, imbuing in personnel the will to enter buildings through gaps, fight in a burning building and fight enemy tanks...Particular attention is devoted to assigning party...activists to assault groups."* (Maj. Gen. A.K. Shovkolovich; Col. F.I. Konasov; and Col. S.I. Tkach (USSR); "Combat Action of a Motorized Rifle Battalion in a City," USSR Ministry of Defense, 1971)

In view of the above statement, urban warfare may be one method by which the Red Army can rid itself of bothersome party hacks.

### Come Into My Parlour, Said the Spider

NATO plans for the defense of an urban area stress decentralized operations, defenses in

depth, maximum use of obstacles, concealed maneuver, and judicious selection of strongpoint buildings with good fields of fire, together with alternative and fall-back positions.

In selecting defensive positions, American commanders are urged to *"avoid, when possible, [occupying] road junctions, church towers, lone buildings, and other obvious positions."* (ST 90-10)

American doctrine also stresses the need for aggressive and disruptive counterattacks: *"Once an enemy force gains a foothold, he can be dislodged only at extensive cost to the defender. Therefore, enemy penetrations must be attacked immediately before the enemy can consolidate or reinforce his gains."* (ST 90-10)

Given the prevalence of infiltration tactics in an urban environment, NATO defenders will frequently find themselves cut off from the main defensive position. *"Small units...will often become isolated while fighting within urban areas. The commander of the isolated force must decide whether to linkup and reinforce the isolated unit or order their withdrawal by exfiltration."* (FM 100-5)

### Yankee Doodle Came to Town

When NATO goes over to the offensive, battalions will attack on a front of 2 to 4 blocks (350-700 meters), usually as part of a larger force. NATO counts on politically sympathetic populations to provide vital intelligence on enemy defenses.

In most respects, NATO attacking doctrine is similar to Soviet doctrine. One difference is that *"A main attack need not be designated. This is normally the case at company level. The commander may attack initially with equal forces and, based on the situation during the attack, weight the element which achieves greater success or which develops an advantage."* (FM 31-50) Reserves are placed close behind the attacking forces.

NATO attackers are directed toward the seizure of *key terrain*, which

*"Includes strongly constructed buildings, or groups of buildings, which cover good avenues of approach; bridges; and hubs of underground sewage and subway systems .... increased importance is placed on seizing and securing the taller buildings and structures for use as observation posts."* (FM 31-50)

Infantry units are again and again enjoined to avoid streets and open areas, moving through buildings wherever possible:

*"Streets and alleys invite movement but constitute readymade fire lanes and killing zones. For this reason, dismounted troops frequently are forced to breach walls, move through buildings, or move through open areas under the cover of smoke or darkness. Underground sewage systems, subways, or multistoried buildings may permit limited movement either below or above ground level. Vehicles are restricted to movement through streets and alleys where they are subject to ambush."* (FM 31-50)

Soviet forces are expected to defend urban areas in at least regimental strength, with a heavier emphasis on defending the approaches than is found in NATO literature. Soviet battalions utilize the echelon concept and the strongpoint defense. Companies will defend the edges of the built-up area with point-blank fire.

## Back to the Teeming Cities

Given the very heavy population density of China and the desire of the current Chinese leadership to protect as much as possible of their industrial infrastructure, urban fighting will be a regular feature of any deep Soviet penetration of Manchuria.

Chinese MOBA [military operations in built-up areas] doctrine is very similar to that of the Soviets, though with less emphasis on defending the town's approaches. The use of local militia is expected to be intensive, and unit frontages even smaller than those expected in Europe. For the most part Manchurian cities were built by the Japanese along European lines, so the basic principles of European MOBA would apply there as well.

With the short ranges characteristic of urban warfare, even the relatively primitive Chinese anti-tank weapons should prove very troublesome for Soviet vehicles. In an infantry battle, the Soviet rifleman has more than met his match in the Chinese infantryman. As long as the People's Liberation Army can remain supplied with small arms and anti-tank rocket ammunition, the Chinese city is likely to be a nightmare for Soviet troops.

Having briefly examined the operational doctrines of the various major powers, we now turn our attention to some of the particular features of urban combat which all armies must cope with if their endeavors are not to meet with disaster.

## Out of Sight, Out of Mind

In stark contrast with rural terrain, where sighting distances can be measured in kilometers, the density of man-made features in a built-up area reduces observation ranges to the point where they are measured in meters.

Furthermore, *"each building and each block in a town or city of masonry buildings is a potential fort and provides such concealment that the attacker is unable to determine which is strongly defended and which is lightly held."* (FM 31-50)

Nor is this the end of the problem: *"Sound, magnified and echoed between closely spaced buildings, makes it difficult to locate enemy weapons. Dust caused by the impact of projectiles and by explosive charges, together with smoke from fires, adds to the difficulty of observation and location of hostile weapons."* (FM 31-50)

Both the attacker and the defender, then, are faced with a tremendous disparity between the amount of information with respect to the enemy with which they are accustomed to working in the open, and the sparse knowledge of the battle which they will face in urban combat.

This lack of information is at all times critical, and has far-reaching effects upon the conduct of the urban battle.

## Getting to Know You

Rather than stagger around like blind boxers wearing earplugs, commanders are forced to drastically step up their efforts to obtain information through aggressive reconnaissance.

Soviet doctrine indicates a very thorough recon effort, which is supposed to include a personal tour of the front by battalion and higher-level commanders.

*"Information about the nature of the city, the system of defense, enemy strength, system of fire, the existence of artificial and natural obstacles and underground structures and advantageous approaches...is obtained by studying information available at the next higher staff, reference books, aerial photographs, descriptions, large-scale maps and plans,*

*observation, search, ambush, combat, combat reconnaissance patrols, reconnaissance groups, and...engineer...and officer reconnaissance.... Combat reconnaissance patrols are sent forward from the battalion or the companies. Most frequently these patrols move on foot. This permits them to use concealed routes to reach the enemy's rear, using underground structures, gaps in buildings and fences, etc."* (Shovkolovich)

American forces, trained to rely heavily upon technological reconnaissance, will have to gather information in more traditional fashion:

*"Forces within built-up areas are afforded greater concealment, not just from visual means, but also from sensors. As an example, infrared...sensor returns will be so numerous due to fires and other normal heat sources associated with cities that interpretation will be difficult... The large number of warehouses and other large buildings make it easier to conceal vehicles, command posts, and logistical complexes... Increased emphasis on wire communications... will impair Signal Intelligence operations. Ground radar will be degraded... Extensive patrolling will be required... Extensive outpostting will be required."* (FM 31-50)

## Urban, Squat and Packed with Guile

With concealed movement the norm in the urban environment, infiltration becomes tactically critical. The dense forces required to stop a direct assault will usually leave sectors elsewhere uncovered and the attacker will often have the advantage of being able to move in from any point on the perimeter. The defender, on the other hand, is more likely to be in a position to exploit underground passages and previously prepared infiltration routes.

Diversionary attacks, with much noise and alarm, are likely to coincide with infiltration attempts designed to seize rear area objectives, cut off strongpoints, and gather much-needed intelligence. The location of the "front" at any given time may be unknown to the top commanders of both sides.

Much of the infiltration and reconnaissance patrolling is expected to take place at night.

## Wild in the Streets

Command control, always a difficult task, is frequently subject to complete breakdown in the extraordinary conditions of urban warfare.

Most tactical radio communications are carried on low-power FM bands. These transmissions require line of sight from sender to receiver, and such a line of sight is difficult to obtain in a built-up area. While some radio relay stations may be erected on rooftops or upper floors (where they are vulnerable to artillery), increased attention will be given to wire links. Unfortunately, wires are no easier to maintain in a city beset with combat than are radio links. The defender is well advised to utilize the civilian telephone network as much as possible, for European phone lines are usually buried. Hence control of switching centers is of great tactical importance. In many cases, however, orders can only be transmitted by messengers scrambling over piles of rubble and crawling across streets. Many are likely to become casualties en route, and still others will lose their way in the maze of urban destruction.

Given the chaos of the city battle, *"fighting rapidly develops into a string of small-scale battles at section to company level.... Control of these small combat teams is complicated by the reduction of radio efficiency in towns, the impracticability of operating from command vehicles...and the difficulty of getting an accurate picture of the battle..."* (Donnelly)

In short, not only is urban warfare an infantry battle, but it is conducted at the lowest possible level.

Soviet doctrine recognizes this feature as well:

*"Control of small units in conducting an attack in the city...differs greatly from control of troop units under ordinary field conditions... Commanders at all levels must display initiative, creativity and boldness."* (Shovkolovich)

It is fine to urge initiative, creativity and boldness, but such qualities do not appear overnight as a result of reading a Soviet field manual. On the whole, this characteristic of urban warfare is a decided advantage for the NATO forces.

## And Pass the Ammunition

While fuel is not as likely to be a problem in urban combat, the need for other items is expected to place enormous strains on logistical systems. Ammunition, as usual, is the most crucial item:

*"Generally, the consumption rate...for the first day of combat in urbanized terrain is four times the normal ammunition consumption rate...this decreases 40 per cent during succeeding days of combat in cities."* (ST 90-10)

Soviet authors agree with this assessment. Not only is the demand for ammunition in general greatly magnified, but the specific requirements are different from those of open combat. Besides prodigious quantities of small-arms ammunition, logistical trains will have to come up with enormous quantities of hand grenades, smoke grenades, smoke shells, demolition gear and explosives, telephone wire, and items not generally in use at all: flamethrower fuel, grappling and climbing equipment, breaching charges, boobytrap devices, reinforcing concrete, firefighting equipment, etc.

For a cut-off defender, of course, resupply will be an excruciating problem: witness Paulus at Stalingrad. It would appear that the best way to force the capitulation of a determined defender is to keep him engaged until his ammunition runs out.

Should the defender have been able to stockpile sufficient stores (and they would have to be prodigious) in advance, or be able to bring them in by air, a well-prepared position held by a brigade or more in a modern city may be impregnable. Such preparation will require a great deal of advance planning, however; in the fast and fluid action of modern armored combat, such situations may be rare indeed.

Ammunition stores in towns should be placed well forward, and decentralized, according to both NATO and Soviet doctrine.

Other logistical problems involve food, medical care, and replacements. The food problem will be particularly difficult if the urban area being defended has not been evacuated in time, and this alone may force an early capitulation.

The casualty rates projected for urban warfare seem likely to overwhelm military medical facilities, particularly if the defender is unable to evacuate casualties. If civilians are still present, they will be injured in great numbers, but will have to take care of themselves. One problem seems to be global: the pharmaceutical resources of the world are simply not capable of producing the amounts of certain drugs, vaccines, and antibiotics which modern urban warfare would require.

With corpses abundant, sewer and water lines disrupted, and the sanitation services of a major city absent, the potential for epidemics reminiscent of the Middle Ages is present.

Very high casualty rates also require a voluminous flow of replacements to the combat zone. Cut-off defenders may not have to worry about



this problem, but for the attacker it looms large. Given limited transportation facilities, the attacking commander may be forced to choose between human replacements and ammunition resupply, with food, medicine and machine replacements relegated to the bottom of the priority list.

### On the Street Where You Live

*"Another major problem for both sides will be the civilian population who, we can assume, will stay at home in most cases. Every tactical decision of every conscientious leader will be influenced strongly by considerations of the civil population; often the protection of noncombatants will have priority over other tasks."* (Kratz)

This is a German view. American doctrine is equally emphatic on the subject of the protection of both civilians and physical facilities. NATO commanders must expect to be militarily handicapped by *rules of engagement* whenever they decide to fight in an urban environment.

*"Selected areas may be designated 'no fire' areas to prevent civilian casualties. Other areas may be limited to small arms and grenades.... When applying firepower in urbanized terrain only military targets may be attacked. Mass bombardments (air or artillery) may also alienate the population whose support is required.... The attack or destruction of cultural or humanitarian property, such as churches; art, science, or public service buildings; historical monuments; hospitals; and schools and orphanages is prohibited. These places are considered protected property provided they are not used by the enemy for military purposes."* (ST 90-10)

Soviet acknowledgement of the problem of civilian presence seems to be limited to the statement

*"The political climate in a city and the attitude of inhabitants to our troops also have an important influence on the nature and success of combat action."* (Shovkolovich)

However, even the Soviets cannot be unaware that intact facilities are needed for rear-area administration, logistical facilities, transportation, and troop use. Soviet economists may be expected to covet intact German industrial complexes rather than smoking ruins. The following US statement may therefore apply as well to the Red Army:

*"Frequently, built-up areas will contain installations and facilities — such as power and water stations, railroad yards, and key buildings — which must remain intact, if possible, for subsequent use by the friendly forces and the civilian population. Plans must be made to protect these installations from friendly fire..."* (FM 31-50)

*"Constraints on firepower to insure minimum collateral damage to the city can be expected. Success in urban battles will frequently be measured by how effectively one can impose his will on the enemy while minimizing destruction of the structures and alienation of the indigenous population."* (ST 90-10)

In other words, watch those Victory Point penalties.

### Martial Law

Problems of the control and care of large numbers of civilians and refugees will be endemic to both NATO and the Soviets, as civil government collapses under the stress of combat and must be replaced by military administration. Likewise, the problem of looting by soldiers is of concern to both sides.

*"Built-up areas present many opportunities for looting... No matter how well-trained or well-*

*disciplined a unit may be, troops will loot unless precautions are taken in advance."* (FM 31-50)

Military Police units will have their hands full in urban operations, being assigned more missions than their manpower can perform. Rear-area traffic control alone will require large numbers, not to speak of policing the troops and substituting for the civilian police.

Opportunities for rape and other forms of mistreatment of civilians will also abound. It is unrealistic to assume that military control assets will be sufficient to prevent such behavior, even if (as has not always been the case) the desire to control the troops is present. Given the intense psychological stress of urban combat, the high casualty rates, and the presence of large numbers of potential victims, civilians are likely to have a hard time of it in the face of large numbers of armed men.

### Nukes, Bugs and Gas

Although Soviet writings frequently mention the possibility of the use of nuclear weapons against defended cities and towns, it is unlikely that approval for such action will be given short of an all-out strategic nuclear exchange.

Biological warfare is even more unlikely, since there is no way to restrict it to the enemy when fighting at such close quarters.

Chemical warfare remains a possibility, but several factors complicate its use. Wind conditions are unpredictable, so that concentration of chemical munitions against the enemy is difficult; close quarters fighting in full chemical protection suits is extremely difficult.

### Training

*"Urban combat...has historically been neglected in US military literature and training."* (ST 90-10)

In the 1960s, cities were lumped together with fortifications (following a very ancient tradition) in Army field manuals. It was not until the early 1970s that the Army Infantry School at Ft. Benning, Georgia, produced its first *Combat in Built-up Areas Handbook*, a primitive effort concerned primarily with the proper methods of attacking a World War II surplus Army barracks. At the same time (1972), the Infantry School also produced a good, though academically-oriented, *Combat in Cities Study*.

By 1976 there were numerous signs of increased interest in what was being called "Military Operations in Built-up Areas (MOBA)" on the part of both NATO and Soviet armies. With the publication in November, 1978, of the Army Infantry School's new and comprehensive manual, ST 90-10, *An Infantry Commander's Guide for Military Operations on Urbanized Terrain (MOUT)*, the Army has available a practical and useful guide to urban warfare from the squad to the battalion.

The Army's wargamers at Ft. Leavenworth, meanwhile, are in the process of developing a terrain-model simulation game on urban operations, called *Blockbuster*.

The best training takes place in the field — or more accurately, in the town. Armies have not yet found employment in slum clearance programs, however, and the mayors of most European cities can be expected to object to the kind of realistic training which would leave their towns a heap of rubble. In practice, therefore, large scale physical training is unobtainable. It remains to be seen whether NATO armies will follow up their doctrinal statements by training small units in elementary street fighting techniques; so far there seems little evidence of it.

Beyond the select confines of Forts Benning and Leavenworth, it still seems true that —

*"the whole subject of combat in built-up areas is one in which the US Army is not well trained."* (FM 71-2)

The Soviet army, in contrast, has been studying urban operations since World War II. While large-scale physical exercises seem to be equally scarce in the Soviet Union, it would appear that Soviet units receive a good deal more small-scale physical training, using special mock-urban training sites, than do their NATO counterparts.

### A Night on the Town

"Combat in a city does not cease at night," says Col. Shovkolovich. American sources agree:

*"Much of the fighting in built-up areas will take place at night. Under the cover of darkness, streets can be crossed more safely and small parties can infiltrate between defended areas or defended buildings. These patrols can learn the location of enemy weapons, reserves and obstacles; place explosive charges; and eliminate enemy positions."* (FM 31-50)

The latest American doctrinal text, ST 90-10, suggests an even more active role for American units at night: the counterattack:

*"Defense planning...should include...counterattacks conducted at night by small units infiltrating. These counterattacks will win back terrain seized earlier by the enemy and will force him to react to an ever changing tactical situation, thereby overloading his command and control systems."*

It is likely that nighttime will be a time of continuous activity, with the 24-hour-a-day, 7-days-a-week battle the norm for a major urban engagement. While nighttime combat is not likely to assume the full proportions of daytime attacks, one can expect that the engagements of the dark hours will be critical in setting up the battles of the following day, a la Stalingrad.

### The Deadly Sky

Death on the modern battlefield comes from many quarters; not the least of these is the sky.

The principles of close-in tactical air support are not greatly different in urban warfare than they are out in the open. Targets will be much harder to spot, however, and buildings will often block the trajectories of air-to-surface missiles, bombs, and strafing bullets.

More seriously, the urban environment is a good place to conceal anti-air weapons, particularly guns. When friendly and enemy forces are locked in close-quarters combat, air operations may become too costly for too little gain to be worth undertaking.

Fixed-wing aircraft may have a useful role in dropping supplies to beleaguered garrisons.

Helicopters should be able to find sufficient locations in parks, parking lots, etc. to land and take off in the city. In the absence of the enemy, these workhorses of the sky can be invaluable, providing mobility for reserves, quick replacements of men and supplies, reconnaissance and numerous other forms of assistance. In the presence of the enemy, however, helicopters are likely to be very vulnerable, and therefore one would not expect to find them in the combat area, except for NATO helicopters, whose higher level of technology enables them to operate at night.

### Too Much of a Good Thing

Normally, indirect fire from artillery, mortars, and rockets is the best weapon for defeating enemy infantry, and city fighting is an infantry task. The peculiar circumstances of the urban environment are such, however, that extensive use of indirect fire by the attacking forces can easily become counterproductive.

*"Indirect fires create rubble which must be considered prior to their employment. Rubble may block avenues of approach into and*

*through the target area making movement more difficult for friendly forces and providing additional cover and concealment for the enemy. Fires...may spread to friendly positions...Smoke from these fires may obscure the objective and conceal enemy troop movements."* (US Army Infantry School, ST 31-50-171, *Combat in Built-Up Areas Handbook*, 1973)

Poor observation, due to obstructing buildings, smoke, dust and fire, makes it difficult to adjust the impact zones of indirect fire and thus seriously degrade its accuracy. The close proximity of friendly forces is another problem for artillery commanders.

Considering how much damage can be done by artillery fire against buildings, the yield against enemy troops is likely to be disappointing. Most German buildings have reinforced cellars capable of supporting a collapsing building, and modern construction can be very durable. In Beirut, modern reinforced steel-and-concrete high-rise hotels have withstood weeks of intense artillery bombardment without collapsing. Infantry is likely to avoid open areas in any case, so that most indirect fire casualties will take place on rooftops and top floors of buildings. This is a very expensive way to eliminate snipers.

NATO use of indirect fire must also take into account rules of engagement, effect of the fire on civilians and property, and political ramifications. It is not hard to draw the conclusion that NATO's indirect fire is going to be limited for the most part to smoke and illumination rounds, with perhaps light mortars for suppression of enemy infantry on rooftops.

Soviet doctrine nevertheless emphasizes an artillery barrage prior to an attack on an urban area. The barrage is expected to be shorter than usual, though, in order to avoid creating too many obstacles to a successful advance; Donnelly's study cites 5 to 20 minutes as maximum. With fire being concentrated in such small areas, however, this is still a very considerable bombardment.

Soviet indirect fire is supposed to come from artillery battalions assigned from higher headquarters and from attached mortars.

Self-propelled guns belonging to the assaulting regiments and divisions are more likely to be employed in a direct-fire role, in a fashion similar to tanks, but with an emphasis on building destruction at point-blank range.

## A Hot Time in the Old Town

Man's ancient fear of flame — sizzling the flesh and filling the lungs with smoke — is particularly susceptible to manipulation in urban combat, and for good reason. Buildings may burn, and the enemy can often approach close enough to place flame on a building which he cannot breach.

*"Flame is a great asset in village and street fighting. It is often the quickest, surest, and most economical method of dislodging an enemy from a building. However, the attacker must use flame carefully because the resulting fire may become an obstacle to his advance... The portable flamethrower is an ideal weapon to support an attack against isolated buildings... Flame...creates in the defender's mind an overwhelming fear that they are trapped and will be burned to death unless they withdraw or surrender."* (US Army Infantry School, *Combat in Cities Report*, Vol. III, 1972)

Soviet forces are well-equipped for flame operations, having available not only the T-55 flamethrower tank but a variety of manpack and cart-mounted flamethrowers.

The LPO-50 manpack flamethrower shoots burning fuel out to a range of 20 meters (up to 70 meters with thickened fuel) using a rifle-like device

and three connected tanks holding a total of 10 liters. Each Soviet division's combat engineer company is equipped with 6 of these flamethrowers.

The Chinese are even more intensively flame-oriented, having a specialized flamethrower company with each infantry division. This company maintains 27 manpack or cart-mounted flamethrowers, of Soviet design. In addition, Chinese defensive positions may have emplaced, electrically-controlled flamethrowers, usually in groups of three or five.

U.S. Army urban warfare doctrine includes instructions on the use of the old M2 flamethrower, but several sources insist that the M2 has been withdrawn from Army use in favor of the M202 FLASH, a 4-barrelled incendiary rocket launcher. This shoulder-fired weapon weighs almost 27 pounds when loaded, and is good for targets between 20 and 150 meters. The FLASH has a backblast, which must be taken into consideration in cramped quarters. Upon impact, burning fuel particles will splatter over an area with a radius of 20 meters.

*The Army recommends that "the M202...be located on the top floor of buildings so that it can fire anywhere across the battle position and over rubble buildings."* (ST 90-10)

That the Army has not neglected to consider wide-ranging flame tactics, even if it has abandoned the short-range flamethrower, is evident from the following:

*"All urbanized terrain is vulnerable to fire, especially those with numerous wooden buildings. The defender's detailed knowledge of the terrain permits him to avoid likely firestorm areas. Offensive forces may be forced into these areas and destroyed by fire initiated by the defender. The defender should stockpile locally acquired fire fighting equipment, fire extinguishers, water, and sand on his position."* (ST 90-10)

The U.S. Marine Corps also seems to have abandoned its smaller flamethrowers, and is, according to recent reports, preparing to discard the M202 FLASH as well, leaving it with no flame capabilities at all. As the Corps is essentially a light infantry force and hence suitable for urban operations, this is a serious handicap.

The major targets for flame weapons are apertures in buildings, underground passages, and certain portions of tanks (back decks and vision ports). Wooden buildings, of course, can be burned down directly.

Flamethrowers of the more conventional type can fire bank shots around walls without exposing the firer.

Flame in general is a problem in urban operations, for not only flamethrowers and incendiary rockets, but also artillery, air strikes, explosions, and ordinary gunfire can cause fires. The ordinary resources of the town firefighting department are not likely to be available, so fires may spread and become uncontrollable conflagrations. Hence much emphasis is given to making defensive positions fire-resistant. You don't need atom bombs or mass incendiary bombing raids to create firestorms a la Hamburg, Tokyo and Dresden.

Uncontrollable fires may block routes of advance needed for an offensive to be successful, and may destroy objectives which should have been seized. As in times of peace, fire can be both a useful tool and a dangerous enemy which can turn upon its maker.

## Working Both Sides of the Street

The small-scale tactics of urban warfare are substantially different from those employed in the open field. The nature of objectives, scale,

weaponry, and physical environment are not those to which the average soldier is accustomed. Fighting one's way from the basement to the rooftop is not the same as capturing a hilltop or destroying tanks at 1000 meters.

In block-clearing operations, forces will be required to enter and search every room of every building in an area. This can be both time-consuming and casualty-producing. Nevertheless, blockclearing is the only way to preserve a flank and provide for rear-area security. Even when blocks are cleared, it requires the utmost vigilance to prevent reinfiltration by enemy troops.

In corridor-clearing, the objective is to advance through a section of an urban area, rather than to secure the whole area. Such advances tend to follow roadways, with infantry moving forward along both sides of a main road (preferably through buildings) while vehicles advance cautiously, and with infantry accompaniment, down the avenue itself. One disadvantage of this method is that the corridor, once cleared, may be reoccupied by the enemy as soon as the clearing unit has passed.

In urban tactics a premium is placed on surprise, deception, and generally keeping the enemy off-balance. Redeployment to meet unexpected thrusts is usually difficult. Suppressive fire is always required, and in very high volume. Cross-fires are set up, and hidden routes for movement are utilized whenever possible. Even rooftops may be used as elevated highways.

The most difficult, and most lethal, operation is crossing a street or other open area, as each street is a ready-made kill zone.

Machineguns are particularly useful in laying down curtains of fire as barriers to street movement:

*"Position machineguns in relation to the amount of rubble forward of the position. When grazing fire can no longer be achieved at ground level because of the rubble, move the guns up to the next floor so that they can fire across the rubble. One machinegun should be placed to the flank of a battle position so that it can fire a final protective line. In order to prevent enemy infantry from getting into the battle position, these gunners should be instructed to fire...anytime the enemy obscures the street with smoke."* (ST 90-10)

Streets will also be blocked with great frequency by obstacles (rubble, minefields, roadblocks, etc.) requiring engineer assistance for removal. These obstacles are always set up with overwatching fields of fire, so that engineers attempting to remove the obstacle come under a hail of bullets. This generally leads to a concentration of infantry attempting to protect the engineers and infiltrate around the obstacle area. Thus a major battle develops in which the infantry must force the enemy back before the engineers can complete the task. Only then can the main body (and its vehicles) resume their advance.

Suppression of infantry will be a very frequent experience. One can expect a high casualty rate among officers attempting to rally suppressed infantry units; this in turn will contribute to the emphasis on low-level leadership produced by other factors. Whether Soviet units can remain effective in the absence of their officers is another question to be considered in projecting Soviet performance against NATO defenders.

When units are required to advance along streets, they will do so by hugging the buildings as closely as possible. Soldiers on each side of the street will be responsible for suppressing enemy fire from higher floors on the opposite side.

## A Man's Home is His Castle

Each properly prepared building occupied by a determined defender is a formidable fort, enab-

ing a relative handful of men to hold off units many times their own size. A squad can hold a multi-storied building against an enemy company.

The defending commanders will seek to choose buildings for occupation which are well built (stone buildings with their thick walls and narrow windows are best, then steel, reinforced concrete, and brick), have strong floors (preferably the ground floor, should be able to support a collapsing building without trapping men in the cellar), are flame-resistant (avoid wood), provide good fields of fire, are mutually supportive, allow for unobserved entry and exit, and are inconspicuous.

Glass is removed, windows and doors are blocked and barricaded, grenade screens are erected, combustible material is removed, gas and electricity shut off, camouflaged loopholes are prepared to service firing positions, stairwells are blocked, and holes are cut or blasted between floors and between rooms on the same floor. Wire may be run into the building for communications. Ammunition may be stored, and obstacles placed on rooftops. If time is available, engineers can make further improvements.

Dummy positions may be established in unoccupied buildings. Both within the occupied building and outside it, alternate positions are established.

According to American doctrine, it is better to have small units in mutually supporting separate buildings than to have a large unit in one building.

*"As a rule, brick buildings afford better protection from penetration than concrete. However, both materials will shatter when hit by high velocity rounds. The bricks are more deadly because of their thin, sharp edges. The concrete comes apart in clumps and pieces."* (ST 90-10)

Soviet doctrine calls for occupying multi-floored buildings:

*"The lower...floors are used to deliver fires along the streets. The upper floors...are used to create multi-tiered fire and cover adjacent buildings...and also to concentrate fire on distant approaches to a defended site."* (Shovkolovich)

Soldiers are encouraged to select firing positions which are well back from the protective walls, using sandbags and any other available materials for additional protection.

### One Boob May Die

*"Built-up areas are ideal for the use of boobytraps."* (US Army, FM 7-7, *The Mechanized Infantry Platoon and Squad*, 1977)

*"A boobytrap is an explosive charge, non-explosive device, or other material which is intended to incapacitate, wound, or kill an unsuspecting person when he disturbs an apparently harmless object or performs a presumably safe act...Boobytraps create apprehension, lower morale, inflict casualties, and reduce unit effectiveness...The general ease of construction and emplacement, plus the lucrative advantages potentially attainable make the boobytrap a cheap, resourceful tool to the defender in a built-up area."* (Combat in Cities Study, Vol. 3)

### As a Sparrow Alone Upon the Housetop

*"An effective sniper organization will trouble the enemy far more than its cost in the number of friendly soldiers employed."* (ST 90-10)

Snipers, with special sniper rifles and sniper scopes, can be very effective in urban combat, combining high accuracy with extraordinary difficulty of detection.

Snipers are often employed on rooftops and around obstacles; they may also be used to cover gaps in a defensive position. Occasionally snipers

will be called in to hit very small targets beyond the skill of the ordinary rifleman.

Prime targets for snipers are officers, machinegunners, anti-tank weapons operatives, forward observers, and radiotelephone operators.

Every Soviet motor rifle platoon contains one specially trained sniper with the SVD sniper rifle; British companies use two-man sniper teams with the L42A1 sniper rifle; the Germans use the regular G3 rifle, but attach a sniperscope to it; the French use the FRF1 sniper rifle. The U.S. Marine Corps uses the Remington 700 sniper rifle; the U.S. Army has no snipers in the sense of specially trained or equipped soldiers. This lack is one of the most easily remedied signs of the U.S. Army's lack of preparedness for urban operations.

### Smoke Gets In Your Eyes

Before a building can be taken by storm, it must first be reached by the assaulting force. This usually means crossing a street or other open area under fire. Doctrine on both sides is unanimous in requiring that such crossings be made under cover of smoke, preferably on the defender's position.

*"Extensive use should be made of smoke to blind the defender's forward weapon positions and enable attacking small units to cross open areas and approach close to windows and doorways."* (FM 31-50)

*"Smoke should not be used when it degrades the effectiveness of aimed fires from friendly forces....Smoke...should be used to cover the withdrawal of defending forces or the movement of attacking forces....Smoke grenades...can...provide a hasty screen to conceal movement across streets."* (ST 90-10)

The defender, seeing smoke, is likely to fire into the smoke with automatic weapons fire in hopes of preventing a crossing. This leads to the use of smoke in deception operations. A few smoke grenades tossed into a street may cause the defender to reveal himself through fire and help use up his ammunition.

Night and foul weather periods are also good for crossing streets.

### When the Walls Come A-Tumbling Down

Having crossed the perilous street, the would-be assault group must now find an entrance into the defended building. With the doorbell disconnected and no one answering the knock on the front door, alternate entry points must be created.

Holes may be blown in the sides of buildings by using tank main guns, self-propelled artillery, and even anti-tank weapons. All too often, however, this type of approach would expose the firing vehicle to destruction from antitank weapons. Therefore, as Col. Belokon puts it:

*"It is most convenient to make holes in the walls of buildings using explosives."* (Col. A.P. Belokon, (USSR), "Engineer Organization of a Rifle Company's Defense Area").

U.S. doctrine agrees.

This type of operation requires a sapper (engineer) or trained infantryman to affix an explosive charge to the wall, retreat to safety, and detonate the charge. All of this may occur under enemy fire. Once the hole has been blasted, the remainder of the assault force enters, taking advantage of the shock and surprise of the blast. This is not easy.

Reinforced concrete is especially difficult to breach, since the charge which removes the concrete will do nothing to take out the reinforcing steel bars. In effect, the procedure must be repeated a second time with a different type of charge. Presumably, however, the defenders have

not been idle, and may in fact be planning a reception for the intrepid sapper's second visit.

### This Pitiless Storm

Soviet assault doctrine emphasizes entrance through a ground-floor opening and an upward clearing operation. Supporting units continue to fire at upper levels while entry is gained.

*Motor rifle troops "acting boldly, daringly, and decisively, destroy the enemy by point-blank fire and with grenades, clearing one room or corridor after another, floor by floor. Sappers...lay passages through walls and between floors.... Sometimes it will be advisable to wipe out the garrison of a strongpoint by demolishing it or setting fire to it."* (Shovkolovich)

American doctrine calls for division of a platoon into a support force of one or two squads and an assault force of one or two squads. American doctrine prefers entry at the top and clearing a building in a downward direction. In 1973 this was considered the standard operating procedure, with much emphasis on grappling hooks and other devices by which human flies would ascend to the roof of an enemy-held building. Today there seems to be a recognition that rooftop entry will seldom be practical, so more attention is directed to streetlevel entrance.

Under American doctrine, suppressive fire is shifted away from the building under attack as soon as an entry is made. Etiquette requires that the crossing of the breach always be preceded by a hand grenade as a calling card.

First priority is given to stairwells, basements, and rooms guarding approaches to the building. An assault party of at least two men is assigned to clear each room. This is done in typical Hollywood fashion, with a minimum of courtesy and no knocking. Each room gets a hand grenade as soon as the door is knocked open; immediately thereafter one soldier enters, moves out of the doorway, and sprays the room with automatic weapons fire; then his compatriots enter.

Rooms may also be cleared using grenades to blast new entrances. Rather than use stairwells, explosive charges are placed against the ceiling. The American manual states that "the resultant explosion should provide an access to the next floor" (ST 90-10) but does not explain how the typical soldier is to get to the ceiling. Perhaps step-ladders are provided?

It should also be noted that rifle and machine gun fire will easily pass through interior walls and floors. This allows for a blind firefight between soldiers on adjacent floors — if communications are not excellent, friendly soldiers will fire at each other in this way. Firing down through the floor from behind sandbags or heavy furniture is a good way to kill engineers trying to place the charges on the ceiling described above. One can see why the Americans want to fight down rather than up.

In the process of clearing rooms actual hand-to-hand combat could occasionally develop, and the knife prove a useful weapon.

### You Can Fight City Hall

*"Combat in a city has an especially stubborn and fierce nature. Buildings or separate regions in a city may change hands several times. But in every case every defended building must be a fortress inaccessible to the enemy. The one who possesses the stronger moral qualities such as boldness, fortitude, endurance, and resourcefulness and who knows procedures and methods for fighting in a city will be the victor."* (Shokolovich)

In comparing the strengths and weaknesses of Soviet and American forces in urban combat, one thing stands out. The American deficiencies — lack of training, the absence of specialized

snipers, insufficient engineers, the discarding of the flamethrower — are capable of remedy, and fairly easily so.

Soviet problems, however, seem mostly to be a product of their nature as a society. No amount of directives from Moscow can establish the morale necessary to take devastating casualties in an offensive war, or the initiative and flexibility required for combat in built-up areas. If the massive Red Army is defeated in the towns and cities of Germany or Manchuria, it will be the Soviet system which will have done it in.

You can fight City Hall, but City Hall usually wins.

### Where They Make a Desert

*"A very real specter emerges in considering combat in cities. Although many of the techniques developed during World War II and now being rediscovered are applicable to the lower end of the combat in cities spectrum, our objective will most assuredly change. Rather than destruction of the enemy, our objective will be preservation — preservation of life, property/economy, and philosophy in toto or some combination. Even as the nature of the conflict changes, the size of modern cities makes all the more real the possibility of winning Pyrrhic victories." (Combat in Cities Study, Vol. 1)*

## OUT ON A LIMB Wherein the Author Unlimbers Himself of Opinions Not Backed Up with Impressive Quotations

**Nr. 1.** The best offense is a good defense. In assaulting a city, frontal attacks should be avoided (though they are handy for getting rid of commissars). Instead, infiltrate through the defender's positions, seize a suitable building, and fly your flag over it the next morning. Hang banners taunting the defenders, and urge them to attack you. Then slaughter them.

**Nr. 2.** The Soviet strategy of by-passing defended villages will not work, particularly against company-sized NATO forces dispersed among large numbers of towns. Logistical trains will be vulnerable to raids from these companies, and even the Red Army does not have sufficient forces to either besiege or assault all of them without bogging down closer to the East German border than to the Rhine. Air defense assets will be needed so heavily by units in combat that they will not be able to screen these garrisons, who will thus be able to benefit from NATO's tremendous helicopter assets. Airmobile teams flitting from town to town will be particularly devastating to Soviet rear-area operations. The net result will be advanced units running out of ammunition and dying like beached whales.

Since NATO will do much better defending towns than countryside, an urban defense policy concentrating on towns of under 20,000 population may be the most effective in stopping the Soviet Army before it reaches the really big cities. ■ ■

## WHERE TANKERS FEAR TO TREAD

Outside the city, the armored fighting vehicle is the ruler of all it surveys; the tank rolls through the countryside like some Tyrannosaurus wading through the swamps of ages long since gone. In the city, however, the dinosaurs are left high and dry.

The most obvious use of a tank in urban combat is to breach the walls of defending buildings, thereby allowing infantry to rush in. Accurate tank main gun fire may also be used against specific enemy positions. Repeated heavy tank fire may also cause a building to collapse.

Self-propelled artillery and combat engineer vehicle demolition guns are particularly useful in attempts to breach or destroy well-built structures, firing point-blank.

Coaxial and turret machineguns, like other machineguns, are very useful against enemy infantry. Any armored vehicle provides protection against small-arms fire as well as mobility; tracked vehicles can often negotiate rubble streets better than trucks or other wheeled vehicles, or even infantry.

In combat against enemy vehicles, at the short ranges which are typical of urban operations, virtually all main guns are equally devastating. At 100 meters, a BMP's 73mm gun is as likely to blow a hole through a NATO tank as the 122mm T-72 main gun.

Soviet doctrine calls for extensive use of tanks in built-up areas, though always with and protected by infantry units. The old stockpiled T-54 and T-55 tanks would be ideal for city fighting, being as good as the newer ones at short ranges and also highly expendable. (One could say the same for M48s, but these are no longer in Europe, and American tankers are not as expendable.)

Soviet tank platoons will usually advance in a triangular formation, with a lead tank in the center of the street and two other tanks following a short distance behind, on either side, overwatching the first tank. This is a significant change from Soviet open-field doctrine, which masses companies of tanks to overwatch each other. Tanks will usually be attached directly to infantry platoons, if not using the formation noted above, and may even be attached directly to squad leaders.

The general weaknesses of the armored vehicle — *Der Reibert*, the *Bundeswehr* handbook for the ordinary soldier, lists them as "the limited sight of the crew, little or no weapons effectiveness directly around the vehicle, great noise and areas of lesser armor" — are all compounded and exacerbated in the urban environment.

Donnelly, in his study of Soviet urban doctrine, adds that tanks "are very vulnerable to small anti-tank weapons and rely on...infantry small arms fire and machinegun fire to suppress enemy weapons. Tanks are also quite easily blinded and rely on infantry guidance." An American manual adds that "tanks are at a further disadvantage because their main guns cannot be...elevated sufficiently to fire into the...upper floors of buildings at close range." (FM 31-50)

One way Americans plan to help the disadvantaged tank is to conceal it inside

buildings. "They should enter the wall opposite the likely direction of enemy advance," counsels FM 7-7. Engineer reconnaissance would be required to make sure that the vehicles don't fall into the cellar.

American manuals are full of advice on positioning short-range anti-tank weapons:

*"Try to position LAWs so that they can fire down on tanks and BMPs.... Position Dragons where they can shoot down streets and alleys." (FM 7-7)*

*"Positioning ATGMs and LAWs inside buildings decreases their signature, increases the gunner's protection, and thus increases the probability that the target will be destroyed. Additionally if the weapon is located on one of the upper floors, the gunner can see more of his target and should be able to hit the thinner top armor. To further increase fields of fire, the weapon can be placed in a corner room of a corner building where it can fire to the flanks as well as straight ahead. In all cases, the position selection is influenced by the minimum arming ranges of the weapons." (ST 90-10)*

Minimum arming ranges are matters which seldom seem significant to commanders and analysts whose fixation is on engaging the enemy at maximum possible range. In city fighting, however, the maximum ranges are insignificant and it is the minimum range that counts.

Information on minimum ranges is hard to come by and in the case of the Dragon is the subject of some controversy.

Recoilless rifles and light anti-tank weapons (LAWs) such as the American M72, the German *Armbrust* 300 and *Panzerfaust* 44 are most useful, with minimum ranges in the vicinity of ten meters. Molotov cocktails would also fall in this category. The *Carl Gustav* recoilless rifle, used by European members of NATO, is good at about 20 meters. The absence of a light anti-tank weapon from the Soviet inventory is a considerable handicap in urban combat.

Medium anti-tank weapons (MAWs) come in at 25 meters for the European Milan missile, 50 meters for the Soviet RPG-7 grenade launcher (which at an issue rate of one per platoon is grossly insufficient for urban conditions), and 65 meters for the U.S. Dragon. This is the Army's claim; at least one source suggests 300 meters as more realistic. The Dragon also seems handicapped by its inability to fire downward at an angle greater than 20 degrees.

The U.S. Army also claims 65 meters for the TOW heavy anti-tank weapon. The British Swingfire claims 150 meters, with the Soviet Sagger missile at 500 meters completely out of the question for urban operations. New Soviet anti-tank guided missiles, the AT-4 Spigot and AT-5 Spandrel, may attain minimum ranges comparable to the Milan.

Last and perhaps least, anti-tank weapons can be used against buildings, for breach attempts. U.S. doctrine tends to frown on this:

*"Firing ATGMs [anti-tank guided missiles] is the least efficient means to defeat structures. Because of their small basic load and high cost, these weapons are better saved for use against tanks." (ST 90-10) ■ ■*

## FIRST WE DIG 'EM, THEN WE DIE IN 'EM The Combat Engineer in the City

While the rifleman may be lord of the city, the combat engineer or sapper is his prime minister. The size and range of tasks assigned to the engineer would stagger a Hercules. Expected to be everywhere at once, the engineers are asked to transform the urban landscape wholesale while transforming scores or hundreds of buildings into small fortresses.

The engineer assets assigned to divisions in all armies are relatively small, about a battalion. The Soviets place greater emphasis on their sappers than does NATO, while the North Vietnamese sappers have become legends in our time.

On the defense, sappers are expected to direct the emplacement of mines to impede vehicular and infantry movement. The best way to do this is to place them in conjunction with other engineer-directed projects, such as boobytraps, rubble, roadblocks, etc. Most minefields will be visible to the enemy and will be well covered by intensive fields of fire. Concealed mines will be mostly placed on an individual basis for attrition.

Ditches will also be built by engineer equipment. These may be anti-vehicle obstacles, or covered communications and movement trenches. In some areas, such as large parks, it may be desirable to assist infantry in digging old-fashioned trenches for use as fighting positions.

**A Streetcar Named Desire.** The defending engineer's heart must swell at the sight of a

European streetcar or tram. A better anti-vehicle obstacle can hardly be imagined than a capsized old streetcar. Large trucks are too useful to destroy in this fashion, and cars can be easily pushed aside, but the romantic trolley car is perfect.

Roadblocks can also be set up using: concertina and/or barbed wire to slow down infantry movement; craters to block vehicles; cribs consisting of several small vehicles tightly bound together; flammable materials awaiting ignition; or blazes in the streets.

Bridges are usually abundant, and all must be prepared for demolition.

**Rubble, Rubble Everywhere.** Rubble is a sapper's best friend. When he runs out of streetcars, all it takes is a mound of rubble and a dozer to create a formidable roadblock. Rubble also makes a great fighting position, can be used to conceal friendly movement, substitutes for sandbags, and provides instant defilade for vehicles (you just pile up the rubble to about the height of the tank's main gun).

If enemy artillery and air attacks haven't created enough rubble suitable for pushing around, the engineer can create some. There are always plenty of buildings standing around waiting to be demolished. In fact, "the expenditure of demolitions during [urban operations] is expected to be much higher than during operations in open, natural terrain." (ST 90-10)

Another purpose of building demolition is to clear fields of fire in front of strongpoint positions. Timing is important here: "Rubbling the building too soon or rubbling too many may give away exact locations and destroy the cover from direct fire that the building affords." (ST 90-10)

On the offense and defense, dczers and dozer blades will be in high demand; in fact, the bulldozer may be a more valuable vehicle to the advancing commander than the tank. The Americans and British have good combat engineer vehicles with heavy demolition guns; these should prove very useful in building demolition and the creation of breaches. Alas, there are far too few of them to go around. The Soviet Army has no comparable machine.

**Breach Deliveries.** On the offense, engineers are used in the traditional sapper role to create breaches in defended buildings. This is a highly dangerous operation, as the sappers are expected to cross the defender's field of fire, emplace the charges, scamper away (while avoiding the defender's fire), and in the case of a reinforced concrete structure, go through the same routine a second time, emplacing a diamond charge to take out the steel bars which became exposed when the concrete blew away. It can hardly be expected that the defenders will remain asleep through the second emplacement even if they failed to notice the first one.

River crossings and the crossing of railroad cuts, highway culverts, and other gaps are formidable problems, since such crossings must often be made in the teeth of heavy enemy fire, and urban embankments are generally too steep for easy fording or amphibious movement.

Finally, the engineers will be responsible for taking out the minefields, roadblocks, etc., set up by their opposite numbers. All such urban improvements can also be expected to be covered by heavy fire, at point-blank range. The losses to highly-trained combat engineers can be imagined. ■ ■

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# CITYFIGHT

## ACTION TRACK

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0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59

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# CITYFIGHT

## ACTION TRACK

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0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59



# CITYFIGHT CHARTS & TABLES

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## [6.23] ACTION POINT LOSS MATRIX

Initial Action Points in Platoon	Initial Action Point Loss										
	1	2	3	4	5	6	7	8	9	10	11
2	0	0	0	0	0	0	1	1	1	1	1
3-4	0	0	1	1	1	1	2	2	2	2	2
5-6	0	1	1	1	2	2	3	3	4	4	5
7-8	1	1	1	2	2	3	4	4	5	5	7
9-10	1	1	2	2	3	3	4	5	6	6	8
11-12	1	1	2	3	3	4	5	6	7	8	9
13-14	1	2	3	3	4	5	6	7	8	9	10
15-16	1	2	3	4	5	6	7	8	9	10	11
17-18	1	2	3	4	5	6	8	9	10	11	12
19-20	1	2	3	5	6	7	9	10	11	12	13
21-22	1	2	4	5	6	8	10	11	12	13	14
23-24	2	3	4	6	7	9	11	12	13	14	16
25-26	2	3	5	6	8	10	12	13	14	16	18
27-28	2	3	5	7	9	11	13	14	16	18	20
29-30	3	4	6	8	10	12	14	16	18	20	22
31-32	3	5	6	8	11	13	15	18	20	22	24
33 or more	4	6	7	9	12	14	16	20	22	24	26

Results indicate number of Action Points subtracted from platoon's Action Point total (see 6.0, Procedure).

## [18.8] HARD COMBAT RESULTS TABLE (Intermediate Game)

	Fire Strength of Attacking Unit													
DIE	1	2	3	4	5	6	7	8	9	10	11	12-14	15 +	
2*	KFP	KFP	KFP	KFP	KFP	KFP	KFPD	KFPD	KFPD	KFPD	KFPD	KFPD	KFPD	
3	-	-	KSd	KSd	KFP	KFP	KFP	KFPD	KFPD	KFPD	KFPD	KFPD	KPD	
4	-	-	-	-	KSd	KSd	KFP	KFP	KFP	KFPD	KFPD	KPD	KPD	
5	-	-	-	-	-	-	KSd	KSd	KSd	KSd	KPd	KPD	KPD	
6	-	-	-	-	-	-	-	-	KSd	KSd	KSd	KSd	KPD	
7	-	-	-	-	-	-	-	-	-	-	KSd	KSd	KSd	
8	-	-	-	-	-	-	-	-	-	KSd	KSd	KSd	KPW	
9	-	-	-	-	-	-	-	KSd	KSd	KSW	KSW	KPW	KPW	
10	-	-	-	-	-	KSd	KSd	KmPW	KmPW	KmPW	KmPW	KPW	KPW	
11	-	-	-	KSd	KSW	KmPW	KmPW	KmPW	KmPW	KmPW	KmPW	KmPW	KPW	
12*	-	KmP	KmP	KmPW	KmPW	KmPW	KmPW	KmPW	KmPW	KmPW	KmPW	KmPW	KmPW	

\*On roll of 2 or 12, main gun runs out of ammunition (see 18.6). - = No effect.

*If target hex is occupied by vehicle unit:* K = Vehicle eliminated; KM = Vehicle may not move for remainder of game; KF = Vehicle may not take fire action for remainder of game. If anti-vehicular close assault (see Case 20.4) all "K" results against buttoned up vehicles are read as "KM". If mine attack, all "KF" results against vehicles are read as "KM."

*If target hex occupied by personnel:* S = Personnel are suppressed (see Case 11.52B); P = Personnel are eliminated (see Case 11.52C);

*If target is building hex:* If firing weapon was GL or LAW ignore (but see Case 23.24); d = Damage if wood, no effect

if stone or concrete (see Case 21.1); W = Destruction if wood. No effect if concrete or stone. D = Destruction if wood. Damage if concrete or stone.

### Notes:

1. Results are all encompassing (i.e., if a target hex is occupied by two different types of units — or personnel and a building — both may be affected.)

2. In breach attempts (see Case 36.1), all "Damage" and "Destruction" results are treated as "Breached"

3. See Case 18.53 for adjustments to attack strengths. These may be summarized as follows: woods/wood buildings: -2; concrete: -3; Stone = -4; Suppressed concrete = -6; suppressed stone = -8; range adjustment = +4; unspotted = halved.



### [10.39] SEARCH RATING MODIFICATIONS CHART

#### A. Modifications to Dice Roll for Megahexes

- + 20... for searching own megahex
- + 20... for 9 or more men searching
- + 10... for 6 to 8 men searching
- 10... for rain (does not apply when searching own megahex)
- 20... for night
- 20... for fog (does not apply when searching own megahex)
- 20... for snow (does not apply when searching own megahex)
- 20... for searching 2 megahexes away
- 20... for 1 or 2 men searching

#### B. Modifications to Dice Roll for Particular Units

- + 40... if object of search fired that Game-Turn and has not moved since *during night*
- + 20... if object of search fired that Game-Turn and has not moved since *during day*
- + 10... if object of search is on roof
- + 10... if object of search was previously spotted in current Game-Turn and has not moved since
- 20... if object of search is suppressed in building or woods hex
- 20... if object of search is in prepared building
- 30... if object of search is a sniper

### [15.49] SUPPRESSION RECOVERY MODIFICATIONS CHART

#### A. Modifications to Die Roll

- + 4... if leader is not in same megahex as suppressed unit (no telephone)
- + 3... if leader is not in same megahex as suppressed unit (with telephone)
- 1... if suppressed unit is in unilluminated megahex at night
- 1... if suppressed unit has a line of sight to leader in different hex
- 2... if suppressed unit is a sniper
- 2... if suppressed unit is in smoke or obstacle hex
- 3... if leader is stacked with suppressed unit
- X... Suppression Recovery Rating specified in scenario (for units other than spotters, Player with advantage only; for spotters, both Players)

### [11.8] SOFT COMBAT RESULTS TABLE

#### Attack Strength of Attacking Unit

DICE	1	2	3	4	5	6	7	8	9	10-11	12-13	14-19	20 +
2*	K	K	K	K	K	K	K	K	K	K	K	K	K
3	S	S	S	K	K	K	K	K	K	K	K	K	K
4	-	S	S	S	S	K	K	K	K	K	K	K	K
5	-	-	-	S	S	S	S	K	K	K	K	K	K
6	-(a)	-(a)	-(a)	-(a)	-(a)	S(a)	S(a)	S(a)	S(a)	S(a)	K(a)	S(a)	K(a)
7	-(b)	-(b)	-(b)	-(b)	-(b)	-(b)	-(b)	-(b)	-(b)	S(b)	S(b)	K(b)	K(b)
8	-(a)	-(a)	-(a)	-(a)	-(a)	-(a)	S(a)	S(a)	K(a)	K(a)	K(a)	K(a)	K(a)
9	-	-	-	-	S	S	K	K	K	K	K	K	K
10	-	-	S	S	S	S	K	K	K	K	K	K	K
11	S(c)	S(c)	S(c)	S(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)
12	S(c)	S(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)	K(c)

- = No Effect; S = Suppression (see Case 11.52B); K = Kill (see Case 11.52C); \*On a roll of 2, firing unit is out of ammunition regardless of type (see Case 14.1); (a) = Firing unit is out of ammunition if it is machinegun unit or an automatic rifle attack is made (see Case 11.7) only on last target hex fire resolution; (b) = Firing unit is out of ammunition if machinegun unit (but only on last target hex fire resolution of action; see Case 11.63); (c) = Firing unit is out of ammunition if it is fireteam with machinegun or squad.

#### Notes:

If target is woods hex or open hex occupied by vehicle unit, all dice rolls of "5" or less are converted to "No Effect". If target is stone building hex all dice rolls of "6" or greater are converted to "No effect" and "K" results on a 4 or 5 are converted to "S"; if concrete building, rolls of "7" or greater are "No Effect" and K results on a "6" are converted to "S"; if woods or wood building, rolls of "10" or greater are "No Effect". Out of ammo results always remain effective. If target hex is unspotted, all "K" results are read as "S" results (see Case 11.55).

### [22.4] FLAMETHROWER TABLE (Intermediate Game)

DIE	Building Type			
	Wood	Stone	Concrete	Woods Hex
1	F	F	F	F
2	F	-	-	F
3	F	-	-	F
4	F	-	-	F
5	-	-	-	F
6	-	-	-	-

F = Fire; place a Burning marker immediately in affected hex. - = No effect.

### [32.25] GUN ELEVATION CHART (Advanced Game)

ELEVATION ANGLE (DEGREES)	Range (in hexes)							
	0	1	2	3	4	5	6	7
12	2	4	6	8	11	13	16	All
15	2	4	7	10	13	16	All	-
17	2	5	8	12	15	All	-	-
19	2	5	9	13	All	-	-	-
20	2	5	9	14	All	-	-	-
25	3	7	11	All	-	-	-	-
30	4	8	14	All	-	-	-	-
35	4	9	All	-	-	-	-	-
40	5	11	All	-	-	-	-	-
53 +	7	All	-	-	-	-	-	-

#### Summary of Unit Elevation Angles

- 12°...ASU57, tripod MG
- 15°...ASU85, Kanone
- 17°...T62, T59 main gun
- 19°...M60 main gun
- 20°...BMP main gun, XM1 main gun, XM2 main gun, XM3 main gun, T72 main gun, AMX30 main gun, AMX10 main gun, AML90 main gun, Chieftain main gun, Leopard main gun, Centurion main gun, Dragon, T-12, BRDM 7.62 MG
- 25°...BMD main gun
- 30°...BRDM 14.5mm MG, BTR60, TOW, PT-76 main gun
- 35°...Scorpion, improved TOW
- 40°...Scimitar, Fox
- 53 + °...all others

In using the Gun Elevation Table, first determine which weapon system is being used, and locate its maximum elevation in degrees on the left-hand column of the Table. Next determine the range (distance horizontally in hexes from firing hex to target hex, not counting the firing hex, but including the target hex). By cross-referencing the angle and the range, find the figure which represents the highest height level to which fire may be directed. If the gun is not at height level 1, simply add the difference (in height levels) between the actual height of the gun and height level 1 to the highest permissible target hex height level obtained from the table. If the Table yields an "All" instead of a height level number, any height level in *Cityfight* may be targeted.

### [27.25] DECLARED SIGHTING CHART (Intermediate Game)

	Personnel		Vehicles	
	Sta	Mov	Sta	Mov
Night, Clear	5	10	10	U
Night, Rain	3	7	7	25
Night, Fog	2	5	4	8
Night, Snow	2	5	5	10
Day, Clear	U	U	U	U
Day, Rain	15	U	U	U
Day, Fog	5	9	6	12
Day, Snow	5	10	9	18

Results are number of hexes maximum sighting range. Category is target unit. Stationary (Sta) includes personnel units issued no command, fire command, or search command; vehicles issued fire command. Moving (Mov) includes personnel units issued movement command or work command; vehicles issued movement, search, or work command.

U = Unlimited

### [32.66] DAMAGED BUILDING PROTECTION TABLE (Advanced Game)

Height Level of Personnel	Die Roll	
	Killed	No Effect
Top Floor	1...3	4...6
1 below Top Floor	1...2	3...6
2 or more below Top Floor, but not in cellar	1	2...6
Cellar	-	1...6

Results are die rolls necessary for Kill or No Effect.

### [42.34] CONFLAGRATION TABLE (Advanced Game)

DICE	Conflagration to...	
	Woods or Wood Bldg	Stone or Concrete Bldg
2...6	Stopped	Stopped
7...8	Spread	Stopped
9...12	Spread	Spread

Dice roll of less than 2 is treated as 2; dice roll of greater than 12 is treated as 12.

### [33.68] INDIRECT FIRE BURST EFFECTIVENESS RANGE CHART

Target▶	Personnel in Open				
	Personnel in Woods, on Roof, in Obstacle hex, in Open Vehicle; Woods; Soft Vehicle; Wood Building	Hard Vehicle; Stone or Concrete Building	Crater Formation (Open hexes only)		
Indirect Fire Unit					
<b>MORTARS</b>					
60-82mm	Ia	I	I	-	Indirect fire attacks units, buildings, woods, or open hexes only if within the burst effectiveness range of the attacking indirect fire unit. <b>I</b> =impact hex only; <b>Ia</b> = impact hex and any adjacent hex; <b>I2</b> =impact hex and any adjacent hex or any hex 2 hexes away from the impact hex; <b>Ma</b> =impact <i>megahex</i> and adjacent <i>megahex</i> ; <b>M2</b> =impact <i>megahex</i> , adjacent <i>megahex</i> , and any <i>megahex</i> 2 <i>megahexes</i> away from impact <i>megahex</i> ; <b>M3</b> =impact <i>megahex</i> and any <i>megahex</i> within 3 <i>megahexes</i> of the impact <i>megahex</i> ; <b>M4</b> =impact <i>megahex</i> and any <i>megahex</i> within 4 <i>megahexes</i> of the impact <i>megahex</i> .
83-120mm	Ia	Ia	I	I	
240mm	M3	Ma	Ia	I	
<b>GUNS</b>					
85-122mm	Ma	Ia	I	I	
123-155mm	M2	I2	I	I	
175-180mm	M3	Ma	I	I	
203mm (8")	M3	M2	Ia	I	
<b>MRL</b>	M4	M2	Ia	-	
<b>FROG, SCUD</b>	M3	Ma	Ia	I	

### [33.69] INDIRECT FIRE COMBAT RESULTS TABLE

Target▶	Crater Formation	PERSONNEL:		VEHICLES:			BUILDINGS:		
		Unsuppressed in Open	Suppressed in Open; Unsuppressed in other terrain	Soft; T-12 AT Gun; BMD; BRDM; ASU-57 LVTE-7	Tank; CEV; Bridge-layer; Kanone	SP Gun; MICV; APC; Scout; ATGM; ASU-85; Dozer	Wood	Concrete	Stone
DICE									
2 (Wb) All	All	K	K	K	K	K	Db	Db	Db
3 All	All	K	K	K <sub>M</sub>	K <sub>M</sub>	B	Db	d	d
4 All	All	K	K	K <sub>F</sub>	B	K <sub>M</sub>	d	d	d
5 123mm +	123mm +	K	S	B	B	B	d	(d)	(d)
6 175mm +	175mm +	S	S	K <sub>F</sub>	B	B	(d)	-	(d)
7 203mm +	203mm +	S	-	B	B	B	(d)	-	-
8 203mm +	203mm +	S	S	K <sub>F</sub>	B	B	(d)	(d)	(d)
9 FROG,SCUD	FROG,SCUD	S	S	K <sub>F</sub>	B	K <sub>F</sub>	d	(d)	d
10 FROG,SCUD	FROG,SCUD	K	S	K	B	B	db	d	d
11 FROG,SCUD	FROG,SCUD	K	K	K	B	K <sub>F</sub>	D	db	D
12 (Wb) SCUD	SCUD	K	K	K	K	K <sub>F</sub>	Db	D	Db

(Wb) = Woods burning (see Case 22.32)

During the Resolution Phase of the Indirect Fire Stage, both Players must consult the table separately for each hex which is within the "burst effectiveness range" (see 33.68) of the impact hex and which contains a building or woods hex, a vehicle, or personnel which are not inside a building. The two dice are rolled and the results under the appropriate target column applied to all such units or features in the hex.

**K**=Kill (unit eliminated); **S**=Suppressed (unit is suppressed); **K<sub>M</sub>**=Mobility kill (vehicle may no longer be moved); **K<sub>F</sub>**=Firepower kill (vehicle may no longer perform fire action; for vehicles without attack strengths, this result becomes **K<sub>M</sub>**); **B**=Button-up (vehicle must button up if open; for soft vehicles and T-12, this result becomes No Effect); **-**=No effect; **b**=Burning (place Burning marker on hex); **D**=Destroyed (building is destroyed; if already destroyed, is demolished; it attack is by mortar other than 240mm, building is only damaged); **d**=Damaged (building is damaged; if already damaged, is destroyed; if result is parenthesized and if attack is by mortar other than 240mm, there is no effect).

#### Notes:

1. If a vehicle is listed by specific type (e.g., ASU-57), use the column in which it is listed. Otherwise, use the column in which the vehicle type (e.g., "tank") is listed.
2. A **K** result against a vehicle also eliminates any transported personnel; otherwise personnel in buttoned-up vehicles are not affected. Personnel in buildings are not directly affected, but may be affected by results obtained against the building (see Cases 32.66, 21.26, 31.75).
3. "Doubles" dice rolls may result in ammunition depletion for the indirect fire unit (see Case 33.91).
4. If fire is Suppression Fire (see Case 33.46), convert all dice rolls of 4 or less to **S** for personnel and **B** for vehicles.
5. Attacks are resolved against woods or buildings only if the woods or building hex is the actual impact hex.
6. Craters are produced in open hexes only by fire from units of the calibers listed for that dice result or from units of greater caliber. FROGS and SCUDs are considered to have the highest calibers.

## WORK ACTION REQUIREMENTS SUMMARY

Action	Sappers	CEVs	Dozers
<b>Demolition:</b>			
Preparing	15: Obstacles & open hexes 30: Wooden buildings 40: Other buildings	-	-
Performing	1 (see 34.33)	-	-
Defusing	3 (see 34.37)	-	-
<b>Boobytraps:</b>			
Constructing	2 dice	-	-
Defusing	1	-	-
<b>Obstacles:</b>			
Clearing	See Demolition	9	15
Moving	-	Cautious Move Command, 1 hex per Game-Turn	
<b>Breaching Walls</b> (see 36.2)			
		*	-
<b>Rubble:</b>			
Creating	See Demolition	-	-
<b>Wrecks:</b>			
Moving	-	Cautious Move Command 1 hex/Game-Turn	
<b>Mines:</b>			
Sweeping	15	2 (also any vehicle with plow)	
<b>Craters:</b>			
Constructing	See Demolition	-	-
<b>Ammo Stores:</b>			
Destruction	2 (see 43.21)	-	-

\*CEVs breach walls via Fire Action. - = Unit type does not perform indicated Work Action.

## LINE OF SIGHT REFERENCE

Action	Attacker's Position	to	Defender's Position
Mega-hex Sighting (Optional Rule)	any part of hex	to	any part of hex in mega-hex being searched
Declared Sighting	center of hex	to	center of hex
Fire Combat (Personnel)	any part of hex or woods/buildings feature	to	center of hex or woods/buildings feature
Fire Combat (Vehicles)	center of hex or street	to	center of hex or woods/buildings feature

## COMMAND EFFECTS SUMMARY

Command	Personnel	Vehicles	Prohibited for...
Cautious Movement	1 move/1 sight	1 move/1 fire/1 sight	None
Bold Movement	2 move	2 move/1 fire	Spotters; Vehicles in old vill.; Smoke
Fire	1 fire/1 sight	2 fire (see 18.52)/1 sight	Spotters
Search	2 sight	1 move/2 sight	Sappers, CEVs, Dozers
Work	1 work (2 action points)	1 work (3 action points)	All except Sappers, CEVs, Dozers, vehicles with plows

## MOVEMENT SUMMARY

Movement	Personnel	Vehicles
Normal	1 hex or floor (2 height levels) per action	2 hexes per action
Street	1 hex per action	2 hexes per action (if unit has a Bold Command, each hex counts as ½ hex)
Woods	1 hex per Game-Turn maximum	May not enter (see 18.33)
Buildings	1 hex per Game-Turn maximum	May not enter (see 18.33, 19.62, 47.0)
Craters/Ditches	May enter only with a Cautious Command	May not enter
Obstacles	May enter only with a Cautious Command	May not enter
Embankments (in bad weather)	If not entered along Street, may enter only with a Cautious Command	May be entered only via street hexside

Movement	Personnel	Vehicles
Snow	1 hex per Game-Turn maximum	1 hex per action off streets; 2 hexes per action on streets max.
Fog	No effect	All movement halved
Heavy Mud	1 hex per Game-Turn maximum, except on streets	1 hex per Game-Turn maximum, except on streets
Heavy Rain	1 hex per Game-Turn maximum	All movement halved
Smoke	May enter only with a Cautious Command (see 13.3, 13.4, 32.44)	May enter only with a Cautious Command
Engaged Location		May not enter
Fires	May not enter spreading hex or adjacent hexes	May not enter spreading hex or adjacent hexes
Fordable River	May cross only with a Cautious Command	May cross only with a Cautious Command
Non-Fordable River	May cross only via bridges	May cross only via bridges or with amphib/snorkel (see 29.0)

Fill in the appropriate unit identification (platoon designation, name of the specific company, etc.) on each line and indicate the appropriate status as necessary under the columns to the right. Abbreviations may be used to denote "additional"

status as follows (appropriate Case numbers are in parentheses): D = Demoralized (17.0); S = STANO-equipped (23.4); Z = Dozer-equipped (37.5); M = Mineplow-equipped (38.2); B = Vehicle in building (47.0); N = Snorkeled (29.3).

Unit status should be indicated in pencil, as most values are subject to change during play.

**IMPORTANT:** Retain this copy of the Unit Status Sheet without marks on it, as you will need to make duplicate photo-copies. SPI grants permission to reproduce this page for personal use. Additional copies are not available from SPI.

[illegible]

Fill in the appropriate unit identification (platoon designation, name of the specific company, etc.) on each line and indicate the appropriate status as necessary under the columns to the right. Abbreviations may be used to denote “additional”

Unit status should be indicated in pencil, as most values are subject to change during play.

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# **ABBREVIATED SEQUENCE OF PLAY**

- A. COMMAND DECISION STAGE**
- B. COMMAND CONTROL STAGE**
  - Initial Action Point Determination Phase*
  - Action Point Total Adjustment Phase*
- C. ACTION STAGE**
- D. ENGAGEMENT DETERMINATION STAGE**
- E. AMMUNITION STAGE**
- F. SUPPRESSION RECOVERY STAGE**
- G. GAME-TURN RECORD STAGE**



# Cityfight Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types), in game: 7.

111 V BMP 4	112 V BMP 4	113 V BMP 4	121 V BMP 4	122 V BMP 4	123 V BMP 4	131 V BMP 4	132 V BMP 4	133 V BMP 4	211 V BMP 4
212 V BMP 4	213 V BMP 4	221 V BMP 4	222 V BMP 4	223 V BMP 4	231 V BMP 4	232 V BMP 4	233 V BMP 4	311 V BMP 4	312 V BMP 4
313 V BMP 4	321 V BMP 4	322 V BMP 4	323 V BMP 4	331 V BMP 4	332 V BMP 4	333 V BMP 4	101 V BMP 4	201 V BMP 4	301 V BMP 4
001 V BMP 4	002 V BMP 4	511 V BMP 4	512 V BMP 4	513 V BMP 4	111 G V	112 G V	113 G V	121 G V	122 G V
123 G V	131 G V	132 G V	133 G V	211 G V	212 G V	213 G V	221 G V	222 G V	223 G V
231 G V	232 G V	233 G V	311 G V	312 G V	313 G V	321 G V	322 G V	323 G V	331 G V
332 G V	333 G V	101 G V	201 G V	301 G V	411/114 V T62 7	412/124 V T62 7	413/139 V T62 7	414/214 V T62 7	421/224 V T62 7
422/234 V T62 7	423/314 V T62 7	424/324 V T62 7	431/334 V T62 7	432/102 V T62 7	433/202 V T62 7	434/302 V T62 7	401 V T62 7	003 V T62 7	115 15
125 15	135 15	215 15	225 15	235 15	315 15	325 15	335 15	511 G 7	512 G 7
513 G 7	521 G 7	522 G 7	523 G 7	531 G 7	532 G 7	533 G 7	002 G 7	001 G 7	521 BRDM 7

## SOVIET




522 BRDM 7	523 BRDM 7	524 BRDM 7	531 BRDM 7	532 BRDM 7	533 BRDM 7	534 BRDM 7	004 BRDM 7	005 BRDM 7	006 BRDM 7
611 4	612 4	613 4	614 4	615 4	616 4	617 4	618 4	619 4	61-10 4
61-11 4	61-12 4	621 4	622 4	623 4	624 4	625 4	626 4	627 4	628 4
629 4	62-10 4	62-11 4	62-12 4	631 4	632 4	633 4	634 4	635 4	636 4
637 4	638 4	639 4	63-10 4	63-11 4	63-12 4	102 4	103 4	202 4	203 4
302 4	303 4	007 4	008 4	205 11 T12	601 MTU55	602 MTU 55	603 MTU 55	501 BRDM 7	104 8 ASU 57
204 8 ASU57	304 8 ASU57	011 10 ASU 85 4	012 10 ASU 85 4	105 11 T12	106 11 T12	107 11 T12	206 11 T12	605 FTT	606 FTT
607 FTT	013 V SP 73	014 V SP 73	015 V SP 73	108 V SP 74	109 V SP 74	10-10 V SP 74	207 V SP 74	208 V SP 74	209 V SP 74
021 4	022 4	031 4	032 4	023 6	024 6	025 6	026 6	033 6	034 6
035 6	036 6	041 6	042 6	043 6	044 6	045 6	046 6	047 6	534 G 7



# Cityfight Counter Section Nr. 2 (200 pieces): Front





















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133  M113	134  M113	211  M113	212  M113	213  M113	214  M113	221  M113	222  M113	223  M113	224  M113

231  M113	232  M113	233  M113	234  M113	101  M113	102  M113	201  M113	202  M113	001  M113	002  M113
003  M113	011  M113	012  M113	013  M113	014  M113	015  M113	016  M113	017  M113	018  M113	019  M113

111  M150	113  M150	115  M150	121  M150	123  M150	125  M150	131  M150	133  M150	135  M150	211  M150
213  M150	215  M150	221  M150	223  M150	225  M150	231  M150	233  M150	235  M150	021  M150	022  M150

023  M150	024  M150	025  M150	026  M150	027  M150	028  M150	029  M150	02-10  M150	02-11  M150	02-12  M150
901  M150	902  M150	903  M150	904  M150	905  M150	112  M150	114  M150	116  M150	122  M150	124  M150





















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232  M150	234  M150	236  M150	106  M150	107  M150	206  M150	207  M150	01-11  M150	01-12  M150	01-13  M150





















NATO

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914  M60	311  M60	332  M60	333  M60	334  M60	335  M60	301  M60	801  M60	802  M60	803  M60

325  M60	331  M60	312  M60	313  M60	314  M60	315  M60	324  M60	321  M60	322  M60	323  M60
804  M60	805  M60	806  M60	807  M60	808  M60	809  M60	026  M150	027  M150	028  M150	029  M150

02-10  M150	02-11  M150	02-12  M150	117  M150	118  M150	127  M150	128  M150	137  M150	138  M150	217  M150
218  M150	227  M150	228  M150	237  M150	238  M150	103  M150	104  M150	203  M150	204  M150	915  M150

916  M150	415  M150	917  M150	918  M150	919  M150	920  M150	921  M150	416  M150	417  M150	418  M150
419  M150	41-10  M150	41-11  M150	41-12  M150	41-13  M150	41-14  M150	41-15  M150	41-16  M150	41-17  M150	701  M150

702  M150	703  M150	704  M150	705  M150	706  M150	707  M150	708  M150	709  M150	710  M150	711  M150
712  M150	713  M150	714  M150	715  M150	716  M150	717  M150	718  M150	719  M150	720  M150	721  M150



# Cityfight Counter Section Nr. 3 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 7.

722	723	724	725	726	727	728	729	730	731
732	733	734	735	601	602	603	604	605	606
607	608	609	610	611	612	501	502	503	504
505	506	507	508	509	510	119	129	139	219
229	239	303	304	302	934	736	737	738	739
740	741	742	743	931	932	933	004	811	812
813	814	815	816	817	818	819	820	821	822
823	824	825	826	827	828	829	830	106	107
206	207	021	022	023	600	105	205	831	832
024	025	412	413	414	005	006	411	833	01-10

## NEUTRAL MARKERS

1 Fire for Effect	2 Fire for Effect	3 Fire for Effect	4 Fire for Effect	5 Fire for Effect	6 Fire for Effect	7 Fire for Effect	8 Fire for Effect	9 Fire for Effect	10 Fire for Effect
11 Fire for Effect	12 Fire for Effect	Platoon 1	Platoon 2	Platoon 3	Platoon 4	Platoon 5	Platoon 6	Platoon 7	Platoon 8
Platoon 9	Platoon 10	Platoon 11	Platoon 12	Platoon 13	Platoon 14	Platoon 15	Co Cdr Grimm 6	Co Cdr Gerber 8	Co Cdr Hell 9
Platoon 16	Platoon 17	Platoon 18	Platoon 19	Platoon 20	Platoon 21	Co Cdr Strummer 10	Co Cdr Lowe 12	Platoon Sgt Holmstrom 4	Platoon Sgt Foxton 3

## NATO LEADERS

Platoon Sgt Schmidt 5	Platoon Sgt Simonen 5	Platoon Sgt Black 2	Platoon Sgt Pursey 2	Platoon Sgt Fiddler 1	Platoon Sgt Headon 4	Platoon Sgt Smith 1	Platoon Sgt V. Zandt 2	Platoon Sgt Erlanger 3	Platoon Sgt Bators 3
Platoon Ldr Burnell 2	Platoon Ldr Robinson 6	Platoon Ldr Jones 6	Platoon Ldr Cale 4	Platoon Ldr Hahn 4	Platoon Ldr Cornwell 2	Platoon Ldr Cook 3	Platoon Ldr Lydon 5	Platoon Ldr Zimmer 3	Platoon Ldr Stinger 4

Co Cdr Zarkov 7	Co Cdr Betsky 5	Co Cdr Shernov 10	Co Cdr Churlin 7	Co Cdr Murzin 8	Co Cdr Rudnyy 9	Platoon Sgt Agapov 1	Platoon Sgt Kustov 5	Platoon Sgt Borisov 1	Platoon Ldr Pittman 7
Platoon Sgt Cherkas 4	Platoon Sgt Chonkin 2	Platoon Sgt Grishin 2	Platoon Sgt Kholopov 2	Platoon Sgt Mishin 3	Platoon Sgt Karitonsky 4	Platoon Sgt Gagarin 3	Platoon Sgt Sashin 1	Platoon Sgt Travkin 5	Platoon Ldr Stuart 9

## SOVIET LEADERS

Platoon Ldr Samsanov 2	Platoon Ldr Baranov 2	Platoon Ldr Drevin 2	Platoon Ldr Garnov 3	Platoon Ldr Ivanov 3	Platoon Ldr Karpov 3	Platoon Ldr Kornev 4	Platoon Ldr Abashin 4	Platoon Ldr Nikitin 4	Platoon Ldr Popov 4
Platoon Ldr Duri 4	Platoon Ldr Lanskoy 5	Platoon Ldr Lem 5	Platoon Ldr Sokolov 5	Platoon Ldr Vragin 5	Platoon Ldr Yelkin 6	Platoon Ldr Zorin 6	Platoon Ldr Kuryakin 6	Platoon Ldr Cherkhov 7	Platoon Ldr Bakunin 9



# Cityfight Counter Section Nr. 3 (200 pieces): Back

10 Register Fire	9 Register Fire	8 Register Fire	7 Register Fire	6 Register Fire	5 Register Fire	4 Register Fire	3 Register Fire	2 Register Fire	1 Register Fire
Dmrld Platoon 8	Dmrld Platoon 7	Dmrld Platoon 6	Dmrld Platoon 5	Dmrld Platoon 4	Dmrld Platoon 3	Dmrld Platoon 2	Dmrld Platoon 1	12 Register Fire	11 Register Fire

Utility Marker	Utility Marker	Utility Marker	Dmrld Platoon 15	Dmrld Platoon 14	Dmrld Platoon 13	Dmrld Platoon 12	Dmrld Platoon 11	Dmrld Platoon 10	Dmrld Platoon 9
Platoon Ldr Foxton 4	Platoon Ldr Holmstrom 6	Utility Marker	Utility Marker	Dmrld Platoon 21	Dmrld Platoon 20	Dmrld Platoon 19	Dmrld Platoon 18	Dmrld Platoon 17	Dmrld Platoon 16

Platoon Ldr Bators 5	Platoon Ldr Erlanger 4	Platoon Ldr V. Zandt 3	Platoon Ldr Smith 2	Platoon Ldr Headon 6	Platoon Ldr Fiddler 2	Platoon Ldr Pursey 3	Platoon Ldr Black 5	Platoon Ldr Simonen 5	Platoon Ldr Schmidt 5
Co Cdr Singer 6	Co Cdr Zimmer 4	Co Cdr Lydon 7	Co Cdr Cook 6	Co Cdr Cornwell 4	Co Cdr Hahn 7	Co Cdr Cale 4	Co Cdr Jones 7	Co Cdr Robinson 9	Co Cdr Burnell 3

Co Cdr Pittman 9	Platoon Ldr Borsov 2	Platoon Ldr Kustov 7	Platoon Ldr Agapov 1	Utility Marker	Utility Marker	Utility Marker	Utility Marker	Utility Marker	Utility Marker
Co Cdr Stuart 11	Platoon Ldr Travkin 6	Platoon Ldr Sashin 3	Platoon Ldr Gagarin 4	Platoon Ldr Karltonsk 5	Platoon Ldr Mishin 3	Platoon Ldr Kholopov 3	Platoon Ldr Grishin 3	Platoon Ldr Chonkin 3	Platoon Ldr Cherkas 6

Co Cdr Popov 5	Co Cdr Nikitin 6	Co Cdr Abashin 6	Co Cdr Kornev 6	Co Cdr Karpov 4	Co Cdr Ivanov 4	Co Cdr Garnov 5	Co Cdr Drevin 3	Co Cdr Baranov 3	Co Cdr Samsanov 2
Co Cdr Bakunin 11	Co Cdr Chekhov 10	Co Cdr Kuryakin 8	Co Cdr Zorin 8	Co Cdr Yelkin 7	Co Cdr Vragin 7	Co Cdr Sokolov 7	Co Cdr Lem 8	Co Cdr Lanskoy 5	Co Cdr Dori 7











# Cityfight Counter Section Nr. 4 (200 pieces): Front

Quantity of Sections of this identical type: 4. Total quantity of Sections (all types) in game: 7.

									
Megahx Searchd	Megahx Searchd	Megahx Searchd	Megahx Searchd	Megahx Searchd	Megahx Searchd	Megahx Searchd	Megahx Searchd	KM	KM

KM	KM	KM	KM	KM					
Engagd	Engagd	Engagd	Engagd	Engagd	Engagd	Breach	Breach	Breach	Breach

Breach	Breach	Breach	Breach	Breach	Breach	Breach	Breach	Breach	Breach
						Incomp Breach	Incomp Breach	Incomp Breach	

									
					Smoke	Smoke	Smoke	Smoke	Smoke

Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke
Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke	Smoke

Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious
Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious	Cautious

Cautious	Cautious	Cautious	Cautious	Cautious	Fire	Fire	Fire	Fire	Fire
Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire

Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire	Fire
Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd

Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Supprssd
Supprssd	Supprssd	Supprssd	Supprssd	Supprssd	Damaged	Damaged	Damaged	Damaged	Damaged

Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged
Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged	Damaged

## NEUTRAL MARKERS



# Cityfight Counter Section Nr. 4 (200 pieces): Back








Bold	Bold	Bold	Bold	Bold	Bold	Bold	Bold	Bold	Bold
Bold	Bold	Bold	Bold	Bold	Bold	Bold	Bold	Bold	Bold

Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Bold	Bold	Bold	Bold	Bold
Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work

Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work	Search/Work
Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo

Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo
Destryd	Destryd	Destryd	Destryd	Destryd	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo	Out of Ammo

Destryd	Destryd	Destryd	Destryd	Destryd	Destryd	Destryd	Destryd	Destryd	Destryd
Demlshd	Demlshd	Demlshd	Demlshd	Demlshd	Demlshd	Demlshd	Demlshd	Demlshd	Demlshd

Megahx Empty	Bridge Down	Bridge Down							
KF	KF	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty	Megahx Empty

Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	KF	KF	KF	KF	KF
Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle

Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle
Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle

Fire Sprng	Fire Sprng	Fire Sprng	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle	Obstacle
Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Fire Sprng	Fire Sprng	Fire Sprng	Fire Sprng	Fire Sprng

Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke	Megahx Smoke
Known Enemy	Known Enemy	Known Enemy	Known Enemy	Known Enemy	Known Enemy				Game-Turn/Stage





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