

CityFight 2024

Players' Guide

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This Players' Guide is intended to give you the most basic information and guidance to play an Umpire facilitated game of Cityfight. It should be read in conjunction with the Quick Reference Sheet.

1. FORCE

Each side will consist of 1 platoon, split between upto two players on each side. Each of the 3 sections in a Platoon will be broken down into a number of elements (called squads or teams), typically 2, each element representing between 2 and 6 soldiers. There may also be support weapon squads attached to the platoon.

There will also be a Pl Comdr and a Pl Sgt, each of whom has a Leadership Rating (LR).

2. OBJECTIVE

The objective of the game will be set by the scenario briefing.

3. GAME MODEL

Cityfight is a double-blind game. You only know where your own elements are (and those of your team mates). You have to rely on spotting and other information to work out where the enemy is. Unlike Battleships the enemy will probably move every turn!

4. PLANNING

Before the start of the first turn, and before the start of any turn thereafter on request, players can ask for a time-out to discuss strategy. A maximum of 5 minutes will be allowed before the first turn, and a maximum of 2 minutes for any future breakout.

5. ACTION POINT ALLOWANCE

Each turn starts by determining how many action points (APs) your section will have that turn. Do this in silence and report when completed and ready.

By default your AP allowance is 2 x number of units not SUPPRESSED (incl Leaders).

Then roll D6. If it is equal or below your Section Commanders Leader Rating (LR) then there is no change. If it is *above* the LR, then deduct the difference from your APs. You can never have less than 1 AP.

e.g. You have 2 squads, so your AP base is $2 \times 2 = 4$. Your Section LR is 2. You roll 4. So the net AP is $4 - (4-2) = 2$. Had you rolled 1 then your net AP would remain at 4.

This obviously means that you will often not have enough AP for every element to conduct two actions. Also as elements are killed your default number of AP will also go down. *Use the space on your ORBAT card to note the full strength rolls and results.*

Place a marker on the AP track to show your AP allocation for this turn and a second one to remain on the starting square to help keep track.

Once you have determined your AP allocation you are ready to start the Action Phase, let the Umpire know.

6. ACTION PHASE

This is the heart of the game. Each side alternates activating one element and spending 1 Action Point. On each side you also rotate through which Section/Platoon is activated. For a 4 player game the rotation will be:

Red1 – Blue1 – Red2 - Blue2

If you have used up all your AP when it is your turn say "ALL OUT", or "ALL COMPLETE".

For the activated element choose which of the following actions to perform – all cost 1AP:

Move	1 square. May be diagonal, but only 1 diagonal per turn. Optionally: Spend 2AP and move 2 sq, completing the actions for that element.
Search	Look for the enemy in a MegaSquare
Overwatch	Watch a particular Square for the enemy for the whole turn. Must be elements first action and no other action allowed, but gets an optional implicit Fire action if enemy spotted.
Fire	Make a Fire action. Can't then move that turn. An element can't have two Fire actions in a turn.
Fire Sp Wpn	Make a Fire action with a support weapon (e.g. LAW, RCL, RPG, UGL).
Pass	Do nothing.

Note that:

- Actions may be used in any order or combination to a maximum of 2 per element, subject to the restrictions above.
- Stacks (max 3 elements, same section) can take the same action at the same time, but each element pays the AP cost.
- Place an Action Complete chit for the relevant action by the element as it may have an impact on other actions – and helps you remember who has done what. Rotating an element by 45 degrees or 90 degrees can also help as it completes 1 or 2 actions.

Once you have completed the action say "DONE".

7. MOVE ACTION

7.1 General

An element with a Move Action moves 1 sq. Alternatively you can spend 2AP in on activation in order to immediately move 2 squares. There are no terrain costs. One diagonal is allowed per turn. An element must Stop for the turn if it enters a Wood or Building square. Buildings can only be entered an exited through the indicated edges (small triangle), and not diagonally.

In the basic game there is no sense of storeys within buildings. Thick black lines indicate inter-dwelling walls that cannot be passed without breaching.

You do not have to report who has moved or where – just say "DONE" once moved.

7.2 Stacking

Each square can hold 1 section plus a leader. A stack may all move at the same time, but each element moved costs 1AP per square.

8. SPOT ACTION




8.1 General

Spotting is done on a MegaSquare basis – a set of 9 squares.

An element can spot:

- Its own MegaSquare
- Any neighbouring MegaSquare (incl diagonals)
- Any MegaSquare neighbouring those MegaSquares (i.e. 2 distant).

The element must have LOS to at least one square in the target MegaSquare. LOS is blocked as follows:

Cluttered		Cluttered. Blocks LOS at ground level only.
Concrete		Single storey bldg., blocks LOS at ground level. Check for shadow from 2 storey.
Brick		2+ storey bldg., blocks LOS.

Troops *do not* block LOS unless ENGAGED.

An element in a 2+ storey building can see over and into cluttered terrain.

Squares within a MegaSquare are numbered as follows:

1	2	3
4	5	6
7	8	9

8.2 Spotting Procedure

Call out the MegaSquare you are trying to spot. *Do not say your own location!*

Enemy declares which, if any, open squares are occupied, but not how.

Roll 2D6. Apply the Spotter DMs from the table in the QRS and inform the enemy of this number (or a lower number if you want to try and hide information).

For each occupied square in the MegaSquare the enemy will then apply the Target DMs from

the QRS. If a score equals or exceeds the Sighting Rating of the MegaSquare they will tell you that the square is occupied, but not how.

Modified rolls for searching in your own MegaSquare can never exceed 7.

Counters are provided to indicate spotted enemy unit, and whether a MegaSq has been searched and may be empty, or has something spotted or if the role probably failed. It is up to you how you use these, and when you remove them (as their truth in effect is only until the next enemy activation!)

When calling out failed detections it is best to say "nothing found" rather than "nothing there", as it's a) more accurate and b) stops you reporting empty megasquares and failed detections differently!

8.3 Immediate Fire Action (IFA)

If you conduct a successful Search action and find an enemy element, then if your element has a Fire action left it may (and should) immediately fire on the enemy element for the cost of another 1AP. Note this is the only time that you can fire at the unit without suffering for firing at an UNSPOTTED element. See Fire rules below.

8.4 Overwatch

You must have LOS from a unit going on OVERWATCH to the square it is watching.

When an element goes on OVERWATCH the owner only declares the individual square being watched, not the spotters location. Place an OVERWATCH marker on that square. Any en element that then moves into that square is reported (by size & type and with direction), and when it exits that square (with direction).

(Yes, we know that means the en will just try and avoid that square, so really only useful at choke points – which is the aim without having to bring in an umpire to manage!)

9. FIRE ACTION

9.1 General

To fire you must have LOS from the firing element to the target square. Note that firing makes your presence known.

9.2 Procedure

Announce the firing square, target square, and fire type (rifles only, rifles+MG, MG only, LAW, ATGM, Recoilless Rifle etc).

Check the Firepower Strength (FS) for the firing element at the chosen range. Elements in a stack with a Fire action may add FS, but each costs 1AP to fire.

Double FS if firing against an element which has made 2 Move actions (en must own up!)

Halve (round up) FS if all elements in a square are SUPPRESSED, or if the enemy is UNSPOTTED.

Roll D6+D6 and add FS to *each* dice, and compare the roll with that required for a Suppression or Kill given the cover in the target square. Note:

- Results apply to *every* element in the target square.
- An S result against an open square also applies to *every* element in an open square in the MegaSquare.
- A K result (in any sq) also causes *every* element in an open square in the MegaSquare to be SUPPRESSED.

If you roll a double then check the Out of Ammo table. You may choose to roll only 1D6 instead of 2D6 when firing to avoid any risk of an OOA result.

The enemy does not need to tell you anything about the effects of your fire!

9.3 RPGs, UGLs, LAWs and Recoilless Rifles (RCL)

LAWs and Recoilless Rifles are attached to particular elements (GROUP their counter with the main counter). RPGs and UGLs are organic to some counters. An element firing an RPG, UGL, LAW or RCL cannot fire any other weapon.

Roll first for fall of shot on the appropriate chart – note that the top row collapses to the middle row if against a 2-storey building. Then roll D6+D6, take the highest and add FS and

look up on the ordinary damage table for whatever square the shot lands in.

Then halve the total for the highest dice (i.e. $(D6+FS)/2$), round up), and apply in each neighbouring square to represent the blast effect.

LAWs and Matador RCLs are single shot weapons, for UGL and RPG watch for doubles as normal.

Ordinary grenades are wrapped into the close assault process.

9.4 Smoke

Smoke can be fired by UGLs. See the QRS.

10. CLOSE ASSAULTS

10.1 General

Close assaults (i.e. melees) occur in two ways:

- A unit moves into a square and announces that it is assaulting the square.
- A unit FIRES into its own square.

Again stacked units may combine.

Enemy must declare if there are troops in the square – but not how many or type.

As umpire I will also watch for cases of elements moving into occupied squares and will declare these as assaults.

10.2 Procedure

Conduct the assault as a Fire action. The changes to the standard Fires procedure are:

- Only count terrain if moving into a sq, otherwise count as open, and on subsequent rounds.
- Only add the *highest* dice to the Close Assault FS.
- S result counts as K.
- SUPPRESSED en can't fight back in own move on 1st round.
- Must roll 2 dice, and any double means the *active* element is Killed.

En only reveals if element present on a K result to either side.

Can't have another AP if been in close assault that turn.

The enemy gets their chance to fight back on their activation (assuming they have a Fire action available). Close Assaults are *not* simultaneous.

If both sides have elements left mark the square as ENGAGED. This means that:

- It blocks LOS for anyone firing
- No-one can fire into the square from outside
- If an element is moved out of the square the opposition must be told (but not the direction).

11. AMMUNITION RESUPPLY PHASE

Once both sides have used all their AP the turn moves onto the Ammunition Resupply Phase.

Any unit which is OOA, but did not receive it this turn, may attempt to resupply and lose the OOA marker.

Roll D6, and if \leq the scenario Ammo Resupply number (typically 3) then the unit is resupplied and the OOA marker can be removed.

12. RECOVERY PHASE

Any unit which is SUPPRESSED can try and recover SUPPRESSION. Test Coy Comdrs then Pl Comdrs, then Sgts, then combat elements.

To recover roll $D6 + DMs \leq LR$.

Once recovery is complete the turn is complete and you can move onto the next turn, starting with the Action Point Allowance determination. If playing online either side can request 2 minutes planning time in the breakout rooms.

13. LEADERS

Just a few notes about leaders.

Leader behave and are given AP just like any other element. They can Fire and Assault.

They are only suppressed by direct fire, not by MegaSquare effects.

If they are in a stack which suffers a K result, then roll D6 and Leader is killed on 3-. Automatic if only element in the square.

14. PLAYING HINTS

- You need to take advantage of the Immediate Fire Action – so SEARCH then FIRE.
- Use SEARCH as the first action on units that might fire so that they can take advantage of the Immediate Fire Action if they spot a target.
- Having one unit provide Search/Fire cover whilst another moves is, as always, a good tactic.
- Close assault can be vicious for the active player (1:6 chance of death)

Note:

The Umpire will keep up a brisk tempo of calling RED1-BLUE1-RED2-BLUE2 only allowing you 10-15 seconds to take your action, so be quick! If you take too long you miss your turn.

- Don't take an action before your turn is called

When it's your turn:

- When spotting, roll dice, then add any Spotter DMs THEN say the number. Enemy replies with either "NOTHING FOUND" or the location of elements.
- When firing, announce the firing square, target square, fire type and dice roll. Your opposition should volunteer if any DMs apply.
- Say "DONE" once you have completed your action and move your AP counter down 1 or 2 as appropriate (often easiest to do this at the *start* of your turn so you don't forget!)
- Say "ALL OUT" once you have completed all actions for your section

15. USING GOOGLE SLIDES

You should activate your live pointer – click on the little arrow top right and then click on “Show my pointer”.

Useful controls are:

- Group: CTRL-ALT-G
- Ungroup: CTRL-ALT-SHIFT-G
- Send to Back: CTRL-SHIFT-↓
- Bring to Front: CTRL-SHIFT-↑
- Zoom In: CTRL+=
- Zoom Out: CTRL+-
- Reset Zoom: CTRL+0
- Duplicate – CTRL-D
- Copy – CTRL-C
- Paste – CTRL-V