

CITYFIGHT 2024 QRS v240704

TURN SEQUENCE

- Command-Control Phase – roll for AP alloc per sect/pl
- Action Phase – alt activating one ELEMENT at a time;
- Ammunition Resupply Phase – recover fm OOA;
- Suppression Recovery Phase – recover SUPPRESSED.

ACTIONS

Action Points

Base = 2 x non-Suppressed Elements (incl Leader)

Pl Force, Section APs	If D6 > Sect Comd LR*, deduct difference. If only 2AP then min 1AP.
Coy Force, Pl APs	If Adv, 2D6, If no Adv 1D6. If nD6 > Pl Comd LR*, deduct difference.

*LR-2 if leader SUPPRESSED

Cycle thru players and units, one *element* at a time. Say "Done" once action done, and "Out" or "Complete" once your command has no more actions to take.

Available Actions

Move	1	1 square. May be diagonal, but only 1 diagonal per turn.
Run	2	Move 2 squares (only 1 diagonal)
Search	1	Look for the enemy in a MegaSquare
Overwatch	2	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	1	Make a Fire action. Can't then move that turn. An element can't have two Fire actions in a turn.
Fire Sp Wpn	2	Fire an HE/AT wpn.
Pass		Do nothing.

- Actions may be used in any order or combination to a max of 2AP per elm, subject to the restrictions above.
- Stacks (max 3 elms, same pl) can take the same action at the same time, but each element pays the AP cost.
- Mark Action Complete elms in any suitable way (e.g. rotate, stand, counter etc).

MOVEMENT

- SUPPRESSED units may not move.
- Must stop for the turn if enter a wood or bldg square.
- Only enter bldgs thru doorways or breaches – can't enter/leave on diagonal, or move in bldg. on diag.
- Only 1 move per turn over rubble.

SPOTTING

SUPPRESSED element may not spot. Call out MegaSq ID. Must be:

- Current MegaSq of elm; or
- MegaSq which is adjacent or peri-adjacent
- Must have LOS to a sq in the target MegaSq

Searcher does not say where from. **En declares any open sq which is occupied (but not how).**

- Roll 2D6 (once), spotter applies their DMs and announces that number or less (to potentially hide strength).
- For each bldg/wood sq with a unit en adds target DMs to that common number and reveals if (but not how) occupied if >= Search Rating of MegaSq.
- May try and spot with multiple stacked elms, but costs AP.
- Adjusted Search Rating in own MegaSq never > 7.

For Spotter	DM	For Tgt Unit	DM
Search own MSq	+2	SUPPRESSED	-2
Search 2 MSq away	-2	Fired in turn & not moved	+2
Per elm searching	+1	Prev spot in turn & not moved	+1
		In prepared building	-2
		Sniper	-3
		On roof	+1
-1 ... rain (not own MSq); -2 ... night; -2 ... fog (not own MSq); -2 ... snow (not own MSq). +4.. Fired at night that turn & not moved			

If sighting elm has an unspent Fire command it *should* then fire on a spotted enemy square – only way to get the Spotted advantage.

Automatic Spotting

- If Engaged state. Must inform if move out (but not dir).
- If open fire in a sq containing an en unit as long as the en unit immediately returns fire.

Overwatch

Must have LOS to target square. Spotter declares the individual square being watched. 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!)

RECOVERING SUPPRESSION

Can't move, fire or spot whilst suppressed. Recover on D6 <= LR + Mods. Recover leader first.

Leader is not in same MSq as suppressed unit*	-2
If leader in same sq*	+3
Has LOS to leader in different sq*	+1
Is in smoke or cover/building	+2
Not fired on this turn	+2
Is a sniper	+2
-1 ... if suppressed unit is in unilluminated MSq at ni	

* = doesn't apply to a leader recovering

Sniper/Spotter may recover w/o ldr; D6 <= SR (def 3). Scenario may provide a recovery bonus to one or both sides.

AMMO RESUPPLY

In next turn roll D6 <= AR number (default 3)

LEADERS

Leaders are assigned APs and actions just like any other unit. Only SUPPRESSED by Direct Fire, not from any MegaSq effects. If in stack is killed on 3- if any elm killed. K eliminates all non-cbt (incl ldr) if no cbt elm in stack. See rules for replacement. Suppressed leader can try and recover self. *Pl Comd can help Pl Sgt recover, and Coy Comd can help Pl Comd recover.* Resolve before all other recoveries. If a leader is killed roll D6 against table below to determine new LR relative to old one.

1	2	3	4	5	6
-2	-1	-1	0	0	+1

Pay particular attention to stuff highlighted in yellow!

FIRING

SUPPRESSED element cannot fire.

- Must have LOS fm firer sq to tgt sq (not just MegaS).
- Inf elms never block LOS
- Fire is into spotted or unspotted sqs
- Fire into own sq is an assault.
- Firing does not make Firer SPOTTED, just easier to spot
- Check ranges in data tables

Firer announces where fire from and to, and if rifle squad, squad with rifles and MG, or just MG, LAW, ATGM, Sniper, Grenade, rifle grenade; not number of firers.

If an element has a support weapon (e.g. LAW, RPG, UGL,RCL) then it may *either* fire the support weapon *or* its rifles/MGs in a Fire action, and such firing takes 2AP.

Spotted fire only if against an automatic spot target, assault or IFA. i.e. if a unit is previously spotted it loses that status on the next element activation!

CLOSE ASSAULT

Initiate by movement into a sq, or firing into own sq. Can combine elms at same time from different sq if have same commands.

Resolve using AP Fire Combat (only active element) but:

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

A "round" means that either both sides have had an activation to fight (or defender forfeited if Suppressed).

En only reveals if elm present on a K result to either side. Can't have another AP if been in close assault that turn.

Any square with both sides in it is ENGAGED. Can't fire outside, can't fire into, can't sight, must tell other side if move out. *NB: It is possible for 2 sides to be in the same square but unaware! Without an umpire it's impossible to avoid that.*

KINETIC/AP FIRING

May roll one or two dice. Base Fire Strength (FS) at range (see table below) added separately to each die.

ID	Unit	Range	CA	1-2	3-10	11-max	Max
A	AR 2/3-pax squad	2	1	2	1	1	30
B	AR 4/5-pax squad	3	2	4	2	2	30
C	3AR+5.56MG	3	3	6	3	3	80
D	3AR+7.62MG	3	2	8	4	4	80
E	5.56MG Team (2-3)	2	2	4	2	2	80
F	7.62MG Team (2-3)	2	2	6	3	3	80

Modifiers (owner honesty!):

- Double FS if tgt moved twice.
- Halve FS (round up) if all elms in tgt sq are SUPPRESSED.
- Halve FS (round up) if tgt sq is UNSPOTTED.

Compare each D6+Modified Fire Strength vs. cover table. Results are applied against *all* elms in tgt sq (inc civs/VIP). Single 6 auto S. Double 6 auto K.

Cover	Target for S	Target for K
In Open	6	8
Cluttered/Wood	7	9
Wooden/Metal	8	10
Brick	9	11
Concrete	10	12

Only not Unspotted if doing Immediate Fire Action (IFA) after own search, or ENGAGED, or immediate firing back in own square.

Results:

S	Suppresses and lose 1 AP per elm IMMEDIATELY. If Open sq then all elms in all open sq in MegaSquare also suppressed. If melee ignore.
K	Kill and lose 2AP per elm IMMEDIATELY. All elms in open sq in MSq take S. If UNSPOTTED and not melee treat as S.

Out of Ammo

If you rolled 2 dice and got a *Double* then check the table below:

Firing elm w/o MG	Out of Ammo (OOA) on 1,2,3
Firing elm w MG	Out of Ammo (OOA) on 1,2,3,4,5,6

SMOKE

Use HE firing grid to place. Occupies 9 squares. Roll 2D6, if double then no more smoke for that wpn in game. Blocks LOS in, out and through. Can only search own MSq if in smoke. Remove 2 markers at start of each turn in order 1,9-3,7-2,8-4,6-5.

HE/AS FIRING

This procedure is used for UGLs, RPGs, LAWS etc. Note:

- UGL firer does not reveal own loc.
- RCL/RPG/LAW reveal location as normal.

Roll 2D for accuracy, and consult the relevant grid below. Adjust as best you can for diagonals etc. DM-2 if not SPOTTED or target not in bldg.

UGL	FS=5	RPG	FS=7
Min=1,Max=20,		Min=1,Max=30	
3	8,9	11	
4	6,7	10	
2	5	12	
RCL	FS=8	LAW	FS=9
Min=3,Max=50,		Min=3,Max=80	
3	9	11	
4	6,7,8	10	
2	5	12	

**Italics* counts as row below if vs a building.

Then roll two D6, add FS to *highest* (no modifiers) and consult the standard cover table for Kinetic/AP Firing.

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

Out of Ammo

LAWs and Disposable RCLs are one shot weapons, removed once used. For others check any Double:

UGL	Out of Ammo (OOA) on 1,2,3
RPG	Out of Ammo (OOA) on 1,2,3,4,5,6

BUILDING DAMAGE

Any S or K also inflicts 1pt of bldg. damage. Use marker.

2pts	Add 1 rubble outside – counts as Cluttered
4pts	Counts as 1 lower protection. Add 2 nd rubble outside – blocks entry/exit. Add rubble adjacent.
8pts	Counts as 2 lower protection. Add rubble alternate adjacent.

Any elm in square receiving rubble is K.