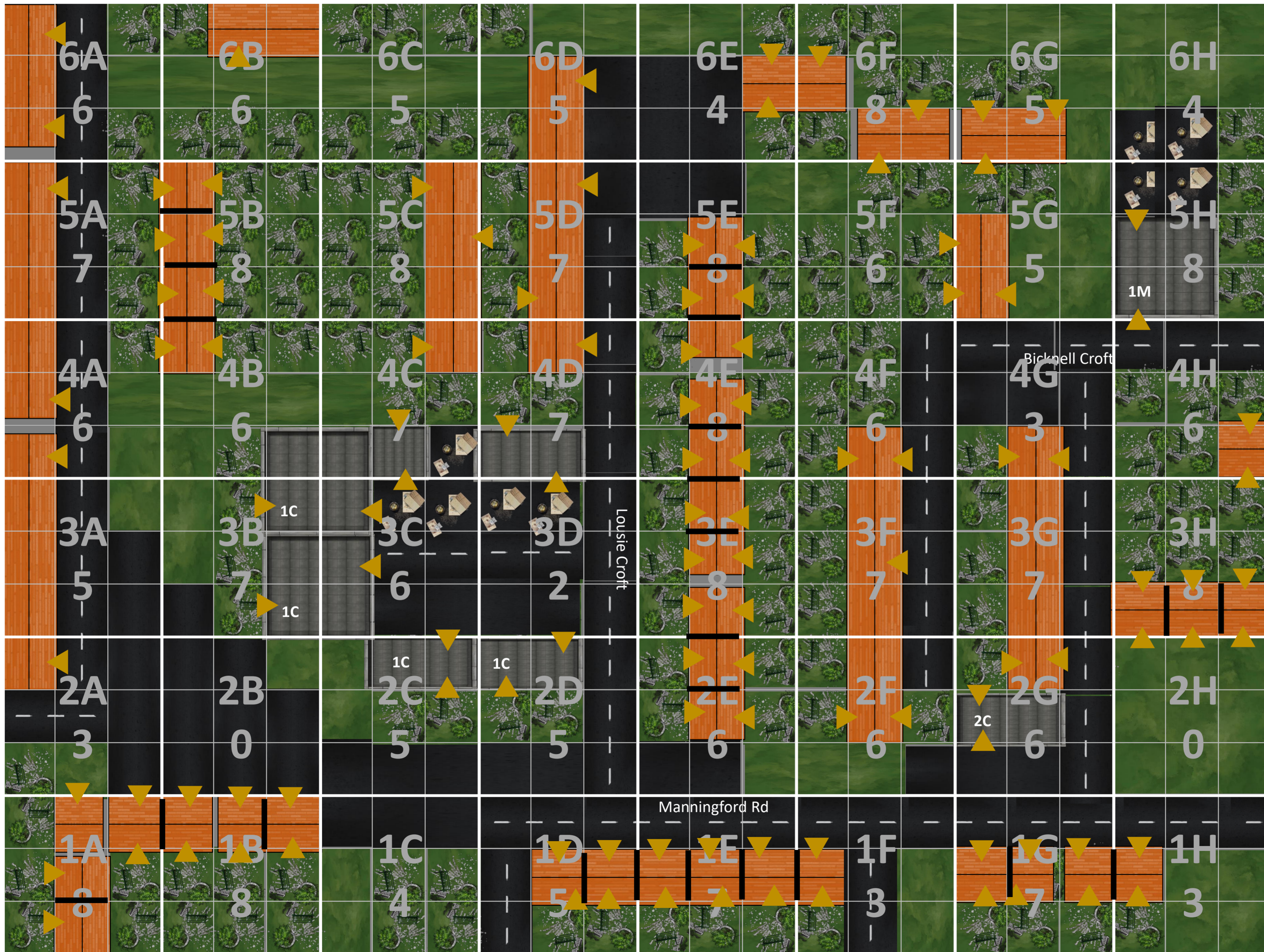


Turn & AP Track

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
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v240619

Cityfight 2024 Manningford Estate



The squares within a megasquare are identified as below.



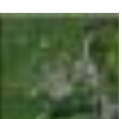
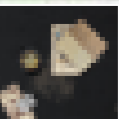
1	2	3
4	5	6
7	8	9

When giving a reference precede it with the megasquare reference, so the bottom left square on the map is 1A7, and the top right one is 6H3.

The number below the megasquare reference is the minimum number to roll on 2D6 +DMs to spot a unit not in the open.

Cityfight2024 assumes buildings have windows on every side. Entrances are shown by gold triangles. Thick lines show inter-dwelling walls and can't be passed. Thick grey bars are alleys. The small white 1C/1M type codes show storeys and construction (e.g. C=concrete, B=brick). Default is 2B.

KEY

- 1 square = 10m
-  Pitched Roof (2+ storey, brick)
-  Flat Roof (1 storey, concrete)
-  Cluttered (on grass/soil)
-  Cluttered (on tarmac)