

Legend	
1 hex = ~ 15km	
	Small City 100k-500k 5D for DP DMZ = 50
	Large Town 50k - 100k 3D for DP DMZ = 10
	Town 15k - 50k 2D for DP DMZ = 5
	Small Town 5k - 15k 1D for DP DMZ = 2
	Village <5k No effects
	Port
	Airfield

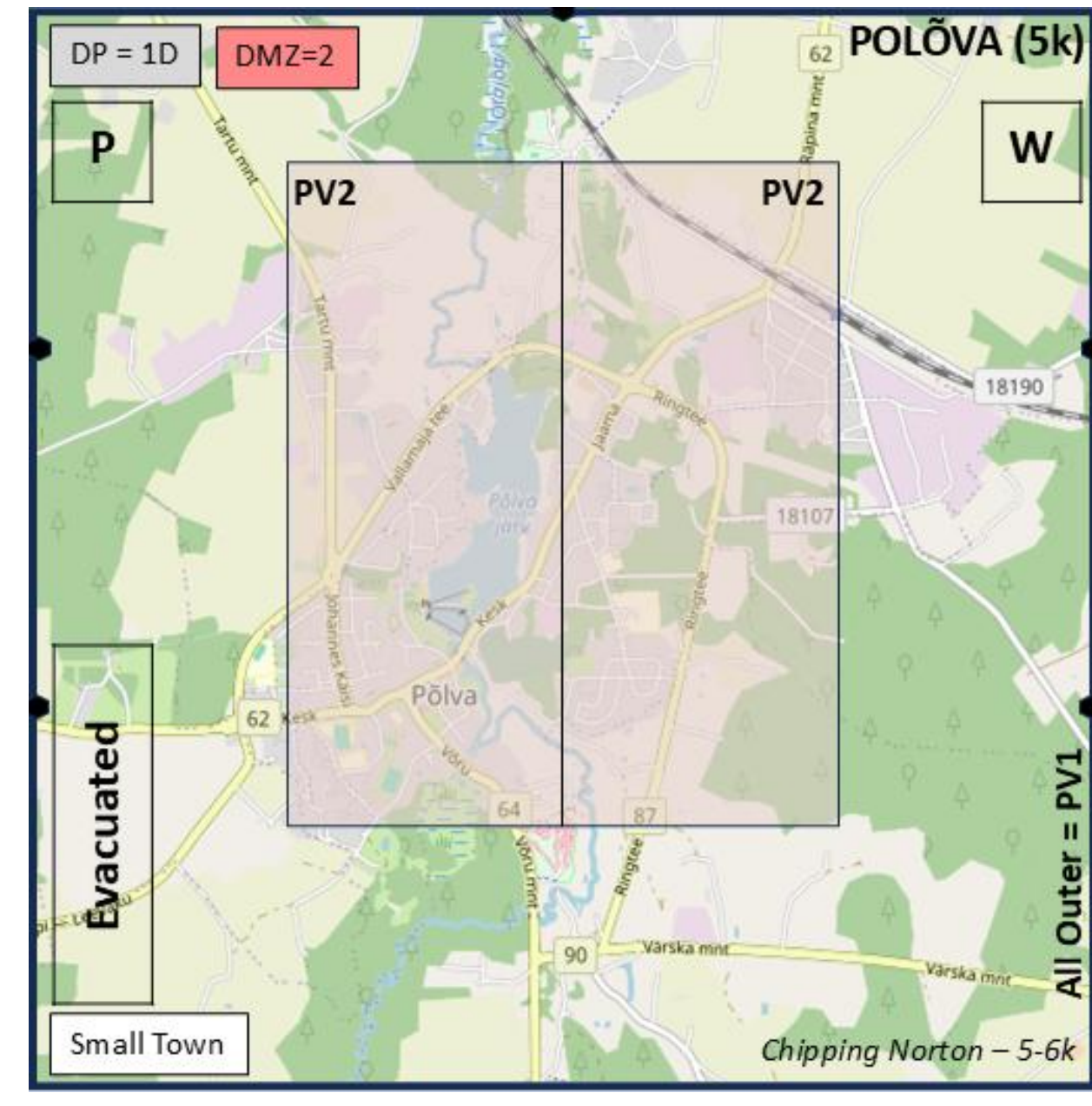
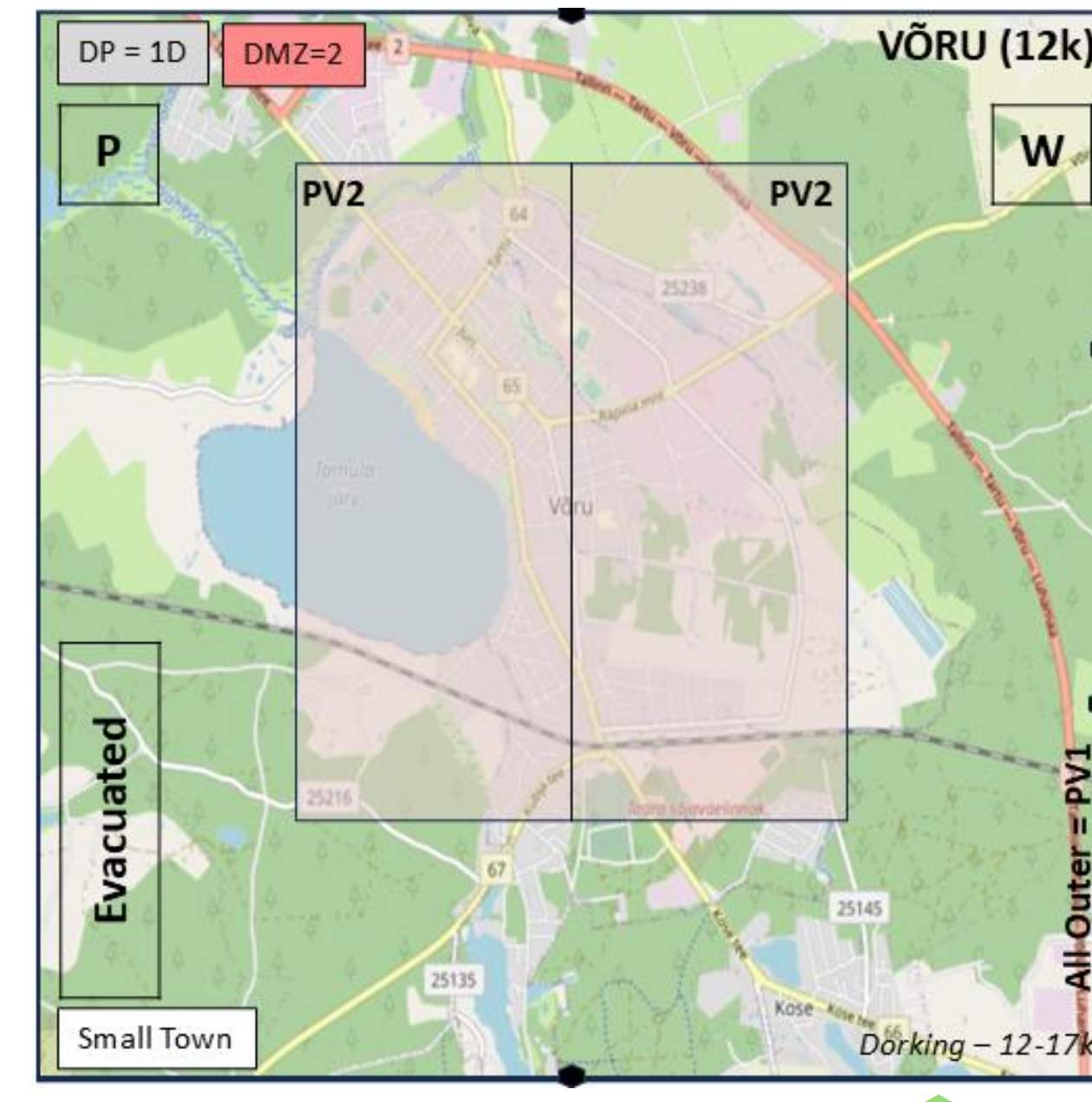
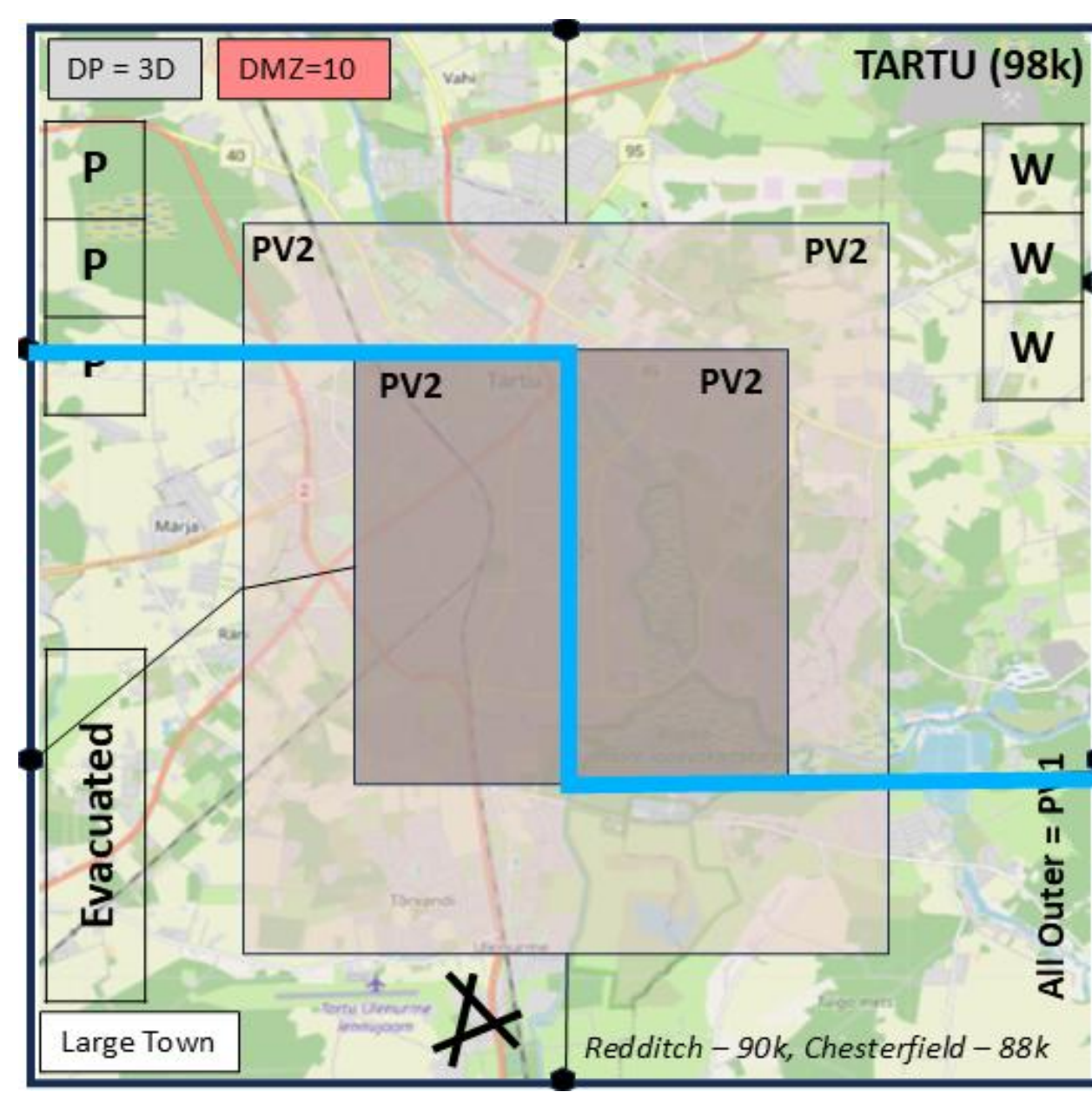
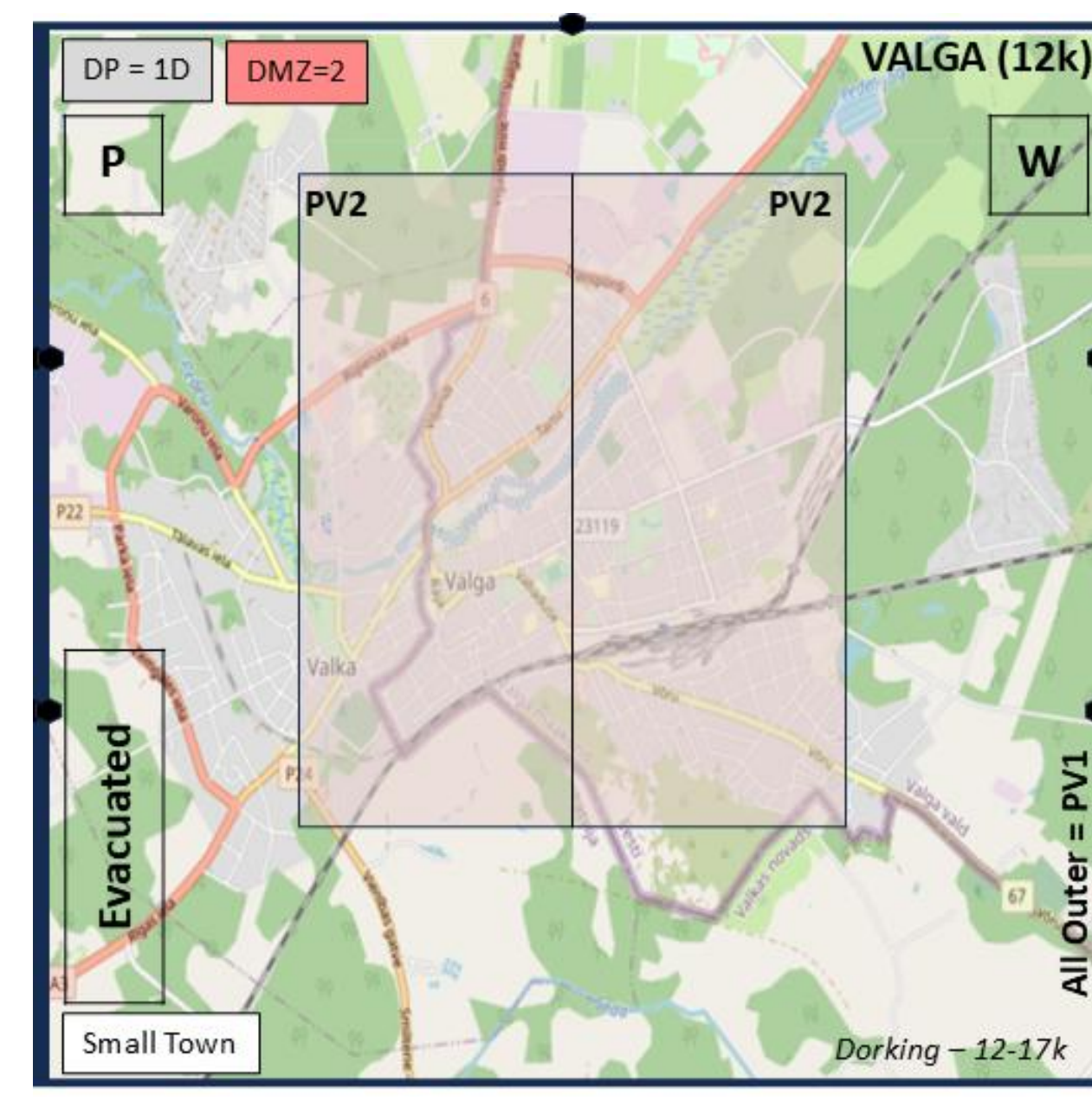
Outer Ring = Fires & Isolation
Middle Ring = UTZs
Inner Circle = Urban Core

Terrain Key	
	Clear 1MP
	Wooded 2MP
	Rough/Bog/Marsh 3MP Wheeled 2MP Tracked
	Water/Sea
	Major Road/MSR* +2hex Wheeled +1hex Tracked
	Railway Only for logistics
	Medium River (10m - 49m) BP (AVLB) or swim (+1MP)
	Large River (50m - 249m) BP (Pont.) or swim (+2MP)
	Major River (250m+) BP (Ferry) or swim (+3MP)
	Lake BP(Ferry) (1 Turn)
	International Border (beyond NATO)
	International Border (within NATO)

Hasty Attack costs 1MP, but ignores terrain

Wheeled MA = 6
Tracked MA = 4
-2MP if Neutralised
Tracked needs LOG for >2MP

* Whole move must be on MSR and no enemy closer than 3 hex



OPUC

TOORU'S FIRE Introduction

Operational-Level Urbanised Campaigning

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Reinforcements
Units may move forward 1 column during movement phase. If on left-most column may move onto Pskov road.

Deep ISR 5+ Deep Fires 5+	ISR only reveals 1 block, no re-rolls	Deep ISR 6+ Deep Fires 6+
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