

# Urban Assault

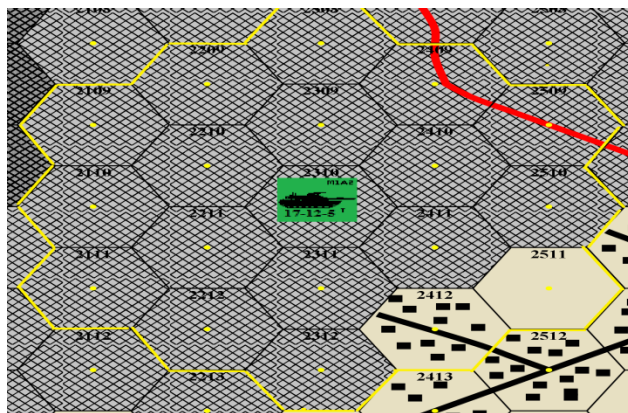
## I. Urban Assault

**A. Urban Terrain:** Urban terrain consists of 2 types of city hexes, Suburban and Inner City. Suburban hexes represent neighborhoods consisting of single and two story buildings with areas that provide an extended field of fire and observation. Movement in these type areas while restricted is not as channeled as the Inner City hexes. Inner City hexes represent business districts, high-rises narrow streets and alleys and congestion.



### 1. Suburban:

- a. LOS: Units occupying a Suburban hex may observe, attempt to spot and engage in Direct Fire combat, enemy units at range of 0-2 hexes. Normal rules specific to terrain type apply to adjacent non-Suburban hexes. Add +2 to the Base Chance to Spot Die Roll for units in Suburban hexes.

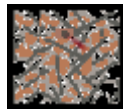


Units that are occupying Suburban hexes that are adjacent to non-suburban hexes may observe, attempt to spot and engage in direct fire to the limitations of the non-suburban hexes. The 2 hex restriction only applies when the unit is attempting to observe, spot or engage into or through other suburban hexes. Units in Non-suburban terrain may observe, spot and engage in combat 2 hexes into Suburban terrain.

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For LOS purposes, Suburban hexes have a blocking height of 2 when attempting to spot over suburban hexes.

- b. Movement: Vehicle units pay a +2 movement penalty when entering a Suburban hex. Dismounted units may move only 1 hex. If a vehicle unit moves along a primary road through Suburban hexes it may pay normal road costs. Dismounted units may move along primary roads using normal movement rules. Units automatically enter cover if moving in Combat Formation
- c. Direct Fire Base to hit die rolls add +2 in Suburban hexes. Conventional Fire Results die rolls add +1.
- d. Stacking: Normal Stacking rules apply.
- e. Suburban Rubble: Anytime High Explosive (HE) ammunition with a fire value of 10 or greater is used against a unit in a Suburban hex, there is a possibility that rubble may be created. On a Conventional Fire Combat Results table die roll of 3 or less, sufficient damage occurs to cause Rubble. GBU, UGBU, or Rocket munitions used against a Suburban hex, Rubble automatically occurs. Place a Rubble counter in the hex.



Rubble affects the Suburban hexes in the following manner:

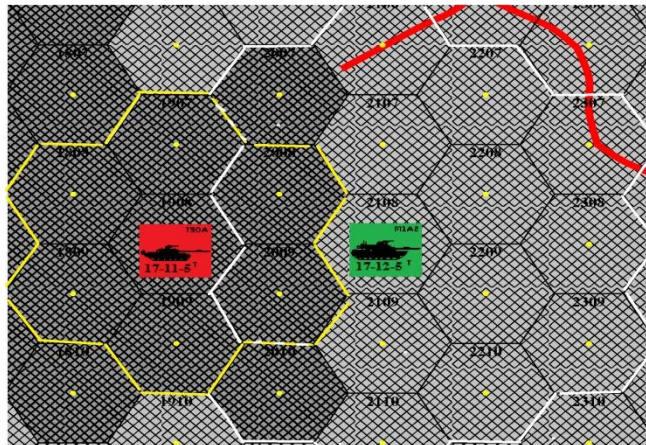
- 1) LOS: Line of sight no longer extends through a rubble hex. LOS Blocking Height is reduced to 1.
- 2) Movement: All units must pay an additional +1 (total +3) movement penalty when entering a movement hex. Primary Road movement is negated.

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- 3) Vehicle units occupying a Suburban rubble hex are considered hull down.
- 4) Dismounted units in a Suburban rubble hex are considered to be occupying an entrenchment.

## 2. Inner City:

- a. LOS: Units occupying an Inner City hex may observe, attempt to spot and engage in Direct Fire combat, enemy units at range of 1 hex when doing so against another Inner City hex. LOS blocking height for Inner City Hexes is 4. Normal rules specific to terrain type apply to adjacent non-Inner City hexes. Add +3 to the Base Chance to Spot Die Roll when attempting to spot a unit in an Inner City hex.



- 1) In the above example, the T-90A (yellow border LOS hexes) may only observe, spot and engage in combat in adjacent hexes. The M1A2 (white border LOS hexes) may only observe, spot and engage in adjacent Inner City hexes but may observe, spot and engage out to 2 hexes in the Suburban terrain.
- b. Movement: All units have a movement allowance of 1 in Inner City terrain due to the confining nature of city

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streets and buildings. Units automatically enter cover if moving in Combat Formation.

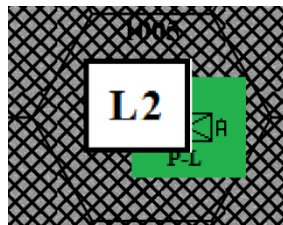
- c. Direct Fire Base to hit die rolls is add +3 in Inner City hexes. Conventional Fire die rolls add +2.
- d. Stacking: Normal stacking rules for dismounted P-class units. Only 4 steps of vehicles may stack in an Inner City Hex. All other types of units may stack up to 6 steps.
- e. Inner Rubble: Anytime High Explosive (HE) or Rocket munitions with a fire value of 15 or greater are used against a unit in an Inner City hex, there is a possibility that rubble may be created. On a Conventional Fire Combat Results table die roll of 4 or less sufficient damage occurs to cause Rubble. When GBU and UGBU munitions are used against an Inner City hex, Rubble automatically occurs. Place a Rubble counter in the hex.  
Rubble affects the Suburban hexes in the following manner:
  - 1) LOS is blocked and LOS Blocking height is reduced to Level 2.
  - 2) Inner City rubble blocks all vehicular movement. Surviving vehicular units occupying a hex in which rubble is created in a Direct Fire or Indirect Fire phase, must move out of the rubble hex in the next movement phase (NO Operations Point costs are incurred by this forced movement).
  - 3) Dismounted units may enter Inner City Rubble hexes but may not move out until the next turn.

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- 4) Dismounted units in Inner City Rubble hexes are considered to be occupying bunkers.

**3. Vertical and Urban Combat:** In Urban Assault, vertical combat occurs at 4 levels; Ground, L1, L2, and L3. All units may conduct operations at ground level. Only Dismounted Units may enter levels above the Ground Level. Dismounted Units in Inner City hexes may occupy from Ground to Level 3. Dismounted Units in Suburban hexes may occupy from Ground to Level 1.

- a. Dismounted units occupying L1-L3 are placed under the appropriate level marker. For example:

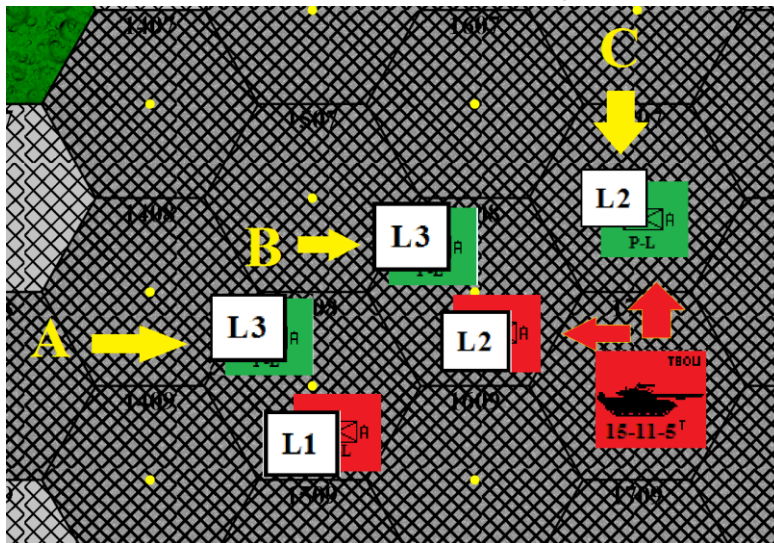


This Infantry unit occupies Level 2 Inner City hex.

- b. Dismounted units may conduct observation from the corresponding level they occupy.
- c. Dismounted units may change levels ONCE per movement phase. Only units at ground level may move into an adjacent hex.
- d. Airmobile and Special Forces units may only be airlifted by helicopter to the highest level in the hex and dismount. The helicopter unit is considered to be hovering. The helicopter pays half of its movement allowance (as if conducting IN and OUT movement) to perform this operation and MUST be in Combat Formation. Opportunity Fire may be conducted against the helicopter by eligible enemy units and the helicopter is considered to be stationary.

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- e. Dismounted units may be engaged by and engage any spotted unit in an adjacent hex. Dismounted units may only engage enemy units that are in the same hex that and same or adjacent levels by direct fire and close assault, before engaging other units. Dismounted units may NOT engage enemy units in the same hex that are not at adjacent or same levels. Dismounted units conducting Anti-armor fire at Level 1-3 always attack FLANK armor values regardless of orientation.



*In the above example all units are spotted and ARE in Combat Formation.*

*Example A: The two units may not engage the enemy unit in the same hex because of the LEVEL restriction. However, both could engage the enemy unit in the adjacent hex.*

*Example B: The two units MUST engage each other in Close Assault and Direct fire and may NOT conduct any other combat this fire phase.*

*Example C: The unit may engage the adjacent enemy unit with direct fire conventional weapons and the adjacent tank with anti-armor fire versus flank armor. The enemy tank may split conventional fire against the two adjacent enemy units or concentrated fire against either single enemy unit.*

- f. If the hex occupied by a dismounted unit suffers a Rubble result, the unit (applies to all dloses one step and

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is suppressed regardless of the conventional fire results.  
Units with one step or less are eliminated.

4. **Engineering:** Engineering in urban terrain has many advantages. Ready available material and narrow confines provide ample engineering possibilities.
  - a. Suburban Rubble may be created by an engineer platoon in 3 phases; an engineer platoon with an earthmover may produce a rubble hex in 2 phases.
  - b. Two earthmovers may clear a Suburban rubble hex in 6 phases; an M-728, AVRE, or CEV can clear it in 4 phases; an engineer platoon alone, in 8 phases; a platoon plus earthmover in 6 phases; or a platoon plus M-728, AVRE or CEV, in 3 phases. CEV equipped with cannon; i.e. M-728, AVRE, and CEV; expend one round of HEP/Demolition ammunition in breaching the Rubble.
  - c. Inner City Rubble may be created by an engineer platoon in 10 phases. Each additional engineer platoon reduces work by 1 phase, and each earthmover/CEV reduces work by 2 phases. Minimum number of phases required is 4 regardless of number of platoons or earthmover/CEV.
  - d. See chart in Charts and Tables Engineering Tables for pre-game costs.