

Cityfight

The Basic Game Scenario Guide

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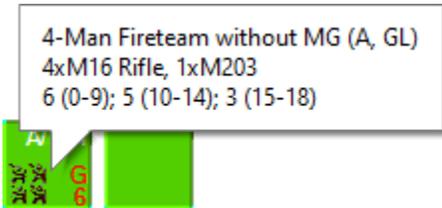
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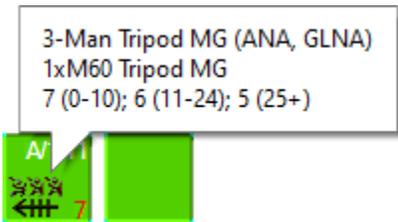
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HOW TO READ THE UNITS:

	A/1/01	Company / Platoon / Fireteam or Squad
	G	Grenade Launcher
	6	Soft Strength (Shortest range strength is displayed on unit.)

	A	Automatic Weapons Capability Available
	GL	Grenade Launcher Available
	6 (0-9)	Soft Strength (Range)

	ANA	Automatic Weapons Capability Not Available
	GLNA	Grenade Launcher Not Available
	7 (0-10)	Soft Strength (Range)

SAMPLE UNITS - THE BASIC GAME

NON-COMBAT PERSONNEL

COMBAT PERSONNEL

FRONT		BACK	NATO COUNTERMIX		SOVIET COUNTERMIX	
	Company Commander			3-Man Fireteam with Machinegun		3-Man Fireteam w/o Machinegun
	Platoon Leader			3-Man Fireteam w/o Machinegun		4-Man Recon Fireteam w/o Machinegun
	Platoon Sergeant			4-Man Scout Fireteam w/o Machinegun		8-Man Squad with Machinegun
	Company Commander			4-Man Fireteam with Machinegun		2-Man Bipod Machinegun
	Platoon Leader			4-Man Fireteam w/o Machinegun		3-Man Tripod Machinegun
	Platoon Sergeant			5-Man Squad w/o Machinegun		
	2-Man Spotter Team			3-Man Tripod Machinegun		
	Observation Post					

COMMAND & CONTROL MARKERS

COMBAT RESULTS MARKERS

Fire	Cautious	Bold	Bold 2nd	Search	Suppresd	Stack Suppresd	Engagdd	Out of Ammo
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Search 2nd	Tripod Setup	Stack Fire	Stack CAUTIOUS	Stack Bold
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PLAYERS AIDS MARKERS

Stack Bold 2nd	Stack Search	Stack Search 2nd	MegaHx Searchd	MegaHx Empty	Spotted Enemy	Known Enemy
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ACTION TRACK MARKERS

Vol Suppresd	STACK Vol Suppresd
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Game Turn	Platoon 1	Dmrlzd Platoon 1
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[52.0] ENCOUNTER ON THE STAUFFENBERGALLEE (Training Scenario)

[52.1] THE BASIC GAME

[52.11] General Information

This scenario depicts a meeting engagement between two reconnaissance patrols. The main battle is elsewhere - Gerlafingen being a quiet suburb which, so far, has escaped the ravages of war.

The U.S. objective is to exit from megahex 8I.

The U.S.S.R objective is to exit from megahex 8N.

[52.12] Map

Only part of the map is in use: that which lies to the east of the Eiche River and south of megahexrow G. *(The gamebox map has been modified to include this change.)*

[52.13] Time

Scenario length is 20 Game-Turns.

[52.14] Set-Up Forces

The U.S. Player sets up a depleted scout platoon of three 4-man fireteams without machineguns in the open hexes of megahex 8M.

The U.S.S.R. Player sets up a recon platoon consisting of three 4-man fireteams without machineguns in the open hexes of megahex 8J.

Note that both Players' platoons possess a platoon leader and a platoon sergeant.

(See Standard Tables of Organization & Equipment 51.5, ignoring vehicles and anti-tank weapons as this is a Basic Game Scenario)

[52.15] Advantage

Neither Player has advantage in this scenario.

[52.16] Leader Rating Ranges

U.S.	Leader Rating
Company Commander:	Not applicable
Platoon Leader:	No Change
Platoon Sergeant:	No Change

U.S.S.R.	Leader Rating
Company Commander:	Not applicable
Platoon Leader:	No Change
Platoon Sergeant:	No Change

[52.17] Ammunition Recovery Ratings

U.S.:	3
U.S.S.R.:	3

[52.18] Suppression Recovery Ratings

U.S.:	2
U.S.S.R.:	2

[52.19] Preservation Levels

When two of a Player's fireteams have been killed that recon/scout platoon is demoralized.

[52.2] BASIC GAME (Continued)

[52.21) River Fordability

Not applicable

[52.22] Bridge Status

Not applicable

[52.23] Observation Posts/Spotters

U.S.

Spotters: 1
Observation Posts: None

U.S.S.R.

Spotters: 1
Observation Posts: None

[52.24] Telephone

Not applicable

[52.25] Reinforcements

Not applicable

[52.26] Victory Conditions

Each Player receives one Victory Point for each Enemy fireteam killed.
The U.S. Player receives one Victory Point for each fireteam exited off the map from megahex 8I.
The U.S.S.R. Player receives one Victory Point for each fireteam exited off the map from megahex 8N.

[52.0] U.S. - NATO Countermix

Unit Identification

Scout Platoon (Platoon Leader and Platoon Sergeant)

3 x 4-Man Fireteam without MG (S/01-S/03)

1 x 2-Man Spotter Team (001)

0 x Observation Post



4-Man Fireteam without MG (A, GL)
4xM16 Automatic Rifle, 1xM203
6 (0-9); 5 (10-14); 3 (15-18)

Setup in open hexes of megahex 8M.

[52.0] U.S.S.R. - Soviet Countermix

Unit Identification

Recon Platoon (Platoon Leader and Platoon Sergeant)

3 x 4-Man Fireteam without MG (R/01-R/03)

1 x 2-Man Spotter Team (001)

0 x Observation Post



4-Man Fireteam without MG (A, GL)
4xAKM Rifle
7 (Maximum Range: 18 Normal; 12 Automatic)

Setup in open hexes of megahex 8J.

[53.0] BREAKOUT!

[53.1] THE BASIC GAME

[53.11] General Information

Two Soviet platoons, cut off and low on ammunition, are attempting to break out from their encirclement in the Old Village. A reinforced American company is trying to prevent this.

[53.12] Map

No change

[53.13] Time

Scenario length is 30 Game-Turns or when all Soviet squads have been exited and/or killed.

[53.14] Set-Up Forces

The American Player sets up a rifle company with a fourth rifle platoon in any megahex outside the Old Village.

The Soviet Player sets up two motor rifle platoons in the Old Village of Gerlafingen.

[53.15] Advantage

U.S.S.R. Player has the advantage.

[53.16] Leader Rating Ranges

U.S.		Leader Rating
Company Commander:		Not applicable
Platoon Leader:		No Change
Platoon Sergeant:		No Change
 U.S.S.R.		 Leader Rating
Company Commander:		No Change
Platoon Leader:		No Change
Platoon Sergeant:		No Change

[53.17] Ammunition Recovery Rating

U.S.:	4
U.S.S.R.:	2

[53.18] Suppression Recovery Ratings

U.S.:	3
U.S.S.R.:	4

[53.19] Preservation Levels

U.S.:	80 (Co); 18 (Plt)
U.S.S.R.:	24

[53.2] BASIC GAME (Continued)

[53.21] River Fordability

Not applicable

[53.22] Bridge Status

Not applicable

[53.23] Observation Posts/Spotters

U.S.
Spotters: 5
Observation Posts: None

U.S.S.R.
Spotters: 1
Observation Posts: None

[53.24] Telephone

Not applicable

[53.25] Reinforcements

Not applicable

[53.26] Victory Conditions

The American Player receives 10 Victory Points for each Soviet squad killed.

The Soviet Player receives 10 Victory Points for each squad which exits the map (anywhere).

[53.0] U.S. - NATO Countertermix

Unit Identification

1 x Rifle Company
Alpha Company (Company Commander)
3 x Rifle Platoons
1st Platoon (Platoon Leader and Platoon Sergeant)
9 x 5-Man Fireteam without MG (A/1/01-A/1/09)
2 x 3-Man Tripod MG (A/1/11-A/1/12)
2nd Platoon (Platoon Leader and Platoon Sergeant)
9 x 5-Man Fireteam without MG (A/2/01-A/2/09)
2 x 3-Man Tripod MG (A/2/11-A/2/12)
3rd Platoon (Platoon Leader and Platoon Sergeant)
9 x 5-Man Fireteam without MG (A/3/01-A/3/09)
2 x 3-Man Tripod MG (A/3/11-A/3/12)
Attached Platoon
4rd Platoon (Platoon Leader and Platoon Sergeant)
9 x 5-Man Fireteam without MG (A/4/01-A/4/09)
2 x 3-Man Tripod MG (A/4/11-A/4/12)

5 x 2-Man Spotter Team (001-005)
0 x Observation Post

 5-Man Fireteam without MG (A, GL)
5xM16 Automatic Rifle; 1 x M203
10 (0-14); 6 (15-24); 5 (25+)

 3-Man Tripod MG (ANA, GLNA)
1xM60 Tripod MG
7 (0-10); 6 (11-24); 5 (25+)

Setup in any megahex outside the Old Village.

[53.0] U.S.S.R. - Soviet Countertermix

Unit Identification

2 Motor Rifle Platoons
1st Platoon (Platoon Leader and Platoon Sergeant)
3 x 8-Man Fireteam with MG (1/1/01-1/1/03)
2nd Platoon (Platoon Leader and Platoon Sergeant)
3 x 8-Man Fireteam with MG (1/2/01-1/2/03)

1 x 2-Man Spotter Team (001)
1 x Observation Post

 8-Man Fireteam with MG (A, GL)
6xAKM; 2xRPK MG
16 (0-18); 10 (19+)

Setup in the Old Village of Gerlafingen.

[54.0] NICOSIA, CYPRUS

[54.1] THE BASIC GAME

[54.11] General Information

Cyprus, a large island in the Mediterranean Sea, has long been divided between two ethnic groups: Greeks and Turks. Civil war erupted in 1963, and continued sporadically until July 15, 1974, when Greek officers staged a coup, ousted the Cypriot government, and began intensive warfare against the Turkish community. Turkey responded by landing her regular army on July 20th. By August 16th, when a cease-fire took effect, the Turks had clearly emerged victorious. This scenario depicts some of the fighting in Nicosia, the capital of Cyprus, in late July, 1974. The Turkish objective is to eliminate Greek Cypriot forces; the Greek Cypriot objective is to maintain control of this area of Nicosia.

[54.12] Map

The map for this scenario is limited to the mega-hexes of the Old Village plus 6I, 7I, 3C, 4C and 5C. There is no river; the woods in 2E are ignored (treat the woods hexes as open hexes); the embankment on the street from 6G6 through 6F2 is ignored. (*The gamebox map has been modified to include these changes.*)

[54.13] Time

Scenario length is 60 Game-Turns.

[54.14] Set-Up Forces

The Turkish Player, using the NATO forces counter-mix, sets up or brings in as reinforcements a battalion consisting of three companies. Each company has a Company Commander and three platoons. Each platoon has a platoon leader, a platoon sergeant, a tripod machinegun with an attack strength of 7, five 4-man fireteams with machineguns with an attack strength of 10 and five 4-man fireteams without MG with an attack strength of 6. One of the companies is short by one platoon. Turkish units may be set-up in megahexes 6F, 5C, 4C and 3C. If brought in as reinforcements, they may enter in hexes 1, 2 or 6 of those megahexes.

The Greek Player, using the Soviet forces counter-mix, sets up a company of three platoons, each platoon consisting of a platoon leader, platoon sergeant, nine 3-man fireteams without machine-guns and one bipod machinegun. The machinegun has a strength of 4, the fireteams also have a strength of 4 and are rated A,G. In addition the Greek Player receives a Company Commander and a heavy weapons platoon with a platoon leader and four tripod machineguns with an attack strength of 6. Greek units may be set-up in any megahex except 6F, 5C, 4C or 3C.

[54.15] Advantage

Greek Cypriot Player has the advantage

[54.16] Leader Rating Ranges

Greek Cypriot

	Leader Rating
Company Commander:	No Change
Platoon Leader:	No Change
Platoon Sergeant:	No Change

Turkish

	Leader Rating
Company Commander:	No Change
Platoon Leader:	No Change, [2-4]*
Platoon Sergeant:	No Change

* The two-platoon company's Platoon Leaders may not rate higher than 4.

[54.17] Ammunition Recovery Ratings

Greek Cypriot: 2
Turkish: 3

[54.18] Suppression Recovery Ratings

Greek Cypriot: 4
Turkish: Not applicable

[54.19] Preservation Levels

Greek Cypriot: 70 (Co); 18 (Plt); 9 (Wpns Plt)
Turkish: 200 (Bn); 65 (Co)*; 20 (Plt)

* The two-platoon company has a Preservation Level of 30.

[54.2] BASIC GAME (Continued)

[54.21] River Fordability

Not applicable

[54.22] Bridge Status

Not applicable

[54.23] Observation Posts/Spotters

Greek Cypriot

Spotters: 15
Observation Posts: 10

Turkish

Spotters: None
Observation Posts: None

[54.24] Telephone

Greek Cypriot control in 5E5.

[54.25] Reinforcements

Not applicable

[54.26] Victory Conditions

The Turkish Player receives 100 Victory Points for demoralizing all of the Greek platoons and an additional 100 Victory Points for eliminating all Greek combat units.

The Greek Player receives 10 Victory Points for each Turkish platoon demoralized and additional Victory Points for occupying certain hexes at the end of the game, as follows:

Location	Victory Point Value
5E5	20
5F4	10
5F6	6
2F7	10
2D2	20
2D3	20
5H2	10
4G2	20
4G1	5
4F4	10
3D2	10

3 x Rifle Companies

Alpha Company (Company Commander)

3 x Rifle Platoons

1st Platoon (Platoon Leader and Platoon Sergeant)

5 x 4-Man Fireteam with MG (A/1/01-A/1/09 Odd Units)

5 x 4-Man Fireteam without MG (A/1/02-A/1/10 Even Units)

1 x 3-Man Tripod MG (A/1/11)

2nd Platoon (Platoon Leader and Platoon Sergeant)

5 x 4-Man Fireteam with MG (A/2/01-A/2/09 Odd Units)

5 x 4-Man Fireteam without MG (A/2/02-A/2/10 Even Units)

1 x 3-Man Tripod MG (A/2/11)

3rd Platoon (Platoon Leader and Platoon Sergeant)

5 x 4-Man Fireteam with MG (A/3/01-A/3/09 Odd Units)

5 x 4-Man Fireteam without MG (A/3/02-A/3/10 Even Units)

1 x 3-Man Tripod MG (A/3/11)

Bravo Company (Company Commander)

3 x Rifle Platoons

1st Platoon (Platoon Leader and Platoon Sergeant)

5 x 4-Man Fireteam with MG (B/1/01-B/1/09 Odd Units)

5 x 4-Man Fireteam without MG (B/1/02-B/1/10 Even Units)

1 x 3-Man Tripod MG (B/1/11)

2nd Platoon (Platoon Leader and Platoon Sergeant)

5 x 4-Man Fireteam with MG (B/2/01-B/2/09 Odd Units)

5 x 4-Man Fireteam without MG (B/2/02-B/2/10 Even Units)

1 x 3-Man Tripod MG (B/2/11)

3rd Platoon (Platoon Leader and Platoon Sergeant)

5 x 4-Man Fireteam with MG (B/3/01-B/3/09 Odd Units)

5 x 4-Man Fireteam without MG (B/3/02-B/3/10 Even Units)

1 x 3-Man Tripod MG (B/3/11)

Charlie Company (Company Commander)

2 x Rifle Platoons

1st Platoon (Platoon Leader [2-4] and Platoon Sergeant)

5 x 4-Man Fireteam with MG (C/1/01-C/1/09 Odd Units)

5 x 4-Man Fireteam without MG (C/1/02-C/1/10 Even Units)

1 x 3-Man Tripod MG (C/1/11)

2nd Platoon (Platoon Leader [2-4] and Platoon Sergeant)

5 x 4-Man Fireteam with MG (C/2/01-C/2/09 Odd Units)

5 x 4-Man Fireteam without MG (C/2/02-C/2/10 Even Units)

1 x 3-Man Tripod MG (C/2/11)

0 x 2-Man Spotter Team

0 x Observation Post



4-Man Fireteam with MG (ANA, GL)
3xM16 Rifle, 1xM60 MG, 1xM203
10 (0-14); 7 (15-18); 6 (19-24); 5 (25+)



4-Man Fireteam without MG (A, GL)
4xM16 Rifle, 1xM203
6 (0-9); 5 (10-14); 3 (15-18)



3-Man Tripod MG (ANA, GLNA)
1xM60 Tripod MG
7 (0-10); 6 (11-24); 5 (25+)

Setup in megahexes 6F, 5C, 4C and 3C.

[54.0] Greek - Soviet Countermix

Unit Identification

1 x Rifle Company
1st Company (Company Commander)
 3 x Rifle Platoons
1st Platoon (Platoon Leader and Platoon Sergeant)
 9 x 3-Man Fireteam without MG (1/1/01-1/1/09)
 1 x 2-Man Bipod MG (1/1/10)
2nd Platoon (Platoon Leader and Platoon Sergeant)
 9 x 3-Man Fireteam without MG (1/2/01-1/2/09)
 1 x 2-Man Bipod MG (1/2/10)
3rd Platoon (Platoon Leader and Platoon Sergeant)
 9 x 3-Man Fireteam without MG (1/3/01-1/3/09)
 1 x 2-Man Bipod MG (1/3/10)
 Attached Heavy Weapons Platoon
4th Platoon (Platoon Leader and Platoon Sergeant)
 4 x 3-Man Tripod MG (1/4/01-1/4/04)
 15 x 2-Man Spotter Team (001-015)
 10 x Observation Post

 3-Man Fireteam without MG (A, GL)
 3xAutomatic Rifle
 4 (0-9), 3 (10-14), 1 (15-18)

 2-Man Bipod MG (ANA, GLNA)
 1xBipod MG
 4 (0-10); 2 (11+)

 3-Man Tripod MG (ANA, GLNA)
 1xTripod MG
 6 (0-10); 5 (11-24); 4 (25+)

Setup in any megahex except 6F, 5C, 4C or 3C.

[55.0] BANGLADESH

[55.1] THE BASIC GAME

[55.11] General Information

On March 25, 1971, President Yahya Khan of Pakistan ordered the Pakistani Army to crush a separatist movement in Bangladesh (East Pakistan). The East Bengal Regiment promptly defected, and guerrilla warfare began. On December 4, India joined the war against Pakistan, which ended on December 16 with Pakistan's surrender and the independence of Bangladesh under the rule of Sheik Mujibur Rahman.

This scenario depicts the Indian attack at Jessore, a town at a key road and railroad junction in western Bangladesh, 40 km by road from the Indian border, on December 6, 1971. The Indian objective is to seize a corridor through which follow-up troops may pass in the general direction of Dacca, the capital. The Pakistani objective is to block this road.

[55.12] Map

Megahexrows I through N are not included in this scenario and are considered off the map. *(The gamebox map has been modified to include this change.)*

[55.13] Time

Scenario length is 60 Game-Turns or fewer.

[55.14] Set-Up Forces

Using the NATO countermix, the Pakistani Player sets up an infantry company consisting of three platoons. The Pakistani Army is organized and equipped along British lines; so all British weapon strengths are used unless noted otherwise. Each platoon consists of five 3-man fireteams with machineguns, five 3-man fireteams without machineguns, a platoon leader and a platoon sergeant. Pakistani units are set-up in any mega-hex except 1A-1H, 2C, 2G or 2H.

Using the Soviet countermix, the Indian Player sets up most of an infantry battalion. The battalion consists of three companies each of a Company Commander and three platoons. Each platoon has three 8-man squads (strength of 12), one Bren LMG bipod machinegun unit (US values), one platoon leader and a platoon sergeant. Indian units are set up in megahexes 1A-1H or come in as reinforcements in any map edge hexes of megahexes 1A-1H.

[55.15] Advantage

Pakistan Player has the advantage

[55.16] Leader Rating Ranges

Pakistan

	Leader Rating
Company Commander:	[6-9]
Platoon Leader:	[2-5]
Platoon Sergeant:	No Change

India

	Leader Rating
Company Commander:	[8-10]
Platoon Leader:	[4-9]
Platoon Sergeant:	[2-5]

55.17] Ammunition Recovery Ratings

Pakistan:	3
India:	5

[55.18] Suppression Recovery Ratings

Pakistan: 1
India: 4

[55.19] Preservation Levels

Pakistan: 25 (Co); 9 (Plt)
India: 140 (Bn); 40 (Co); 10 (Plt)

[55.2] Basic Game (Continued)

[55.21] River Fordability

Not applicable

[55.22] Bridge Status

Not applicable

[55.23] Observation Posts/Spotters

Pakistan

Spotters: 5
Observation Posts: 5

India

Spotters: 15
Observation Posts: None

[55.24] Telephone

Pakistan control in 5E5.

[55.25] Reinforcements

Not applicable

[55.26] Victory Conditions

The Pakistani Player gains 10 Victory Points for each Indian platoon demoralized and 50 Victory Points if no un-demoralized Indian platoon has exited from the map from megahexes 6A or 7A.

The Indian Player gains 100 Victory Points if, at the end of the game, no Pakistani combat units are in megahexrows 1 through 8; 10 Victory Points for each Indian platoon which has not been demoralized and which has exited the map from megahex 6A or 7A; and 10 Victory Points for each Pakistani platoon that is demoralized.

[55.27] Structural Changes

All stone buildings on the map are treated as wood buildings. *(The gamebox map has been modified to include this change.)*

**[55.0] Pakistani - NATO Countertermix
Identification**

Unit

1 x Rifle Company

Alpha Company (Company Commander [6-9])

3 x Rifle Platoons

1st Platoon (Platoon Leader [2-5] and Platoon Sergeant)

5 x 3-Man Fireteam with MG

(A/1/01-A/1/09 Odd Units)

5 x 3-Man Fireteam without MG

(A/1/02-A/1/10 Even Units)

2nd Platoon (Platoon Leader [2-5] and Platoon Sergeant)

5 x 3-Man Fireteam with MG

(A/2/01-A/2/09 Odd Units)

5 x 3-Man Fireteam without MG

(A/2/02-A/2/10 Even Units)

3rd Platoon (Platoon Leader [2-5] and Platoon Sergeant)

5 x 3-Man Fireteam with MG

(A/3/01-A/3/09 Odd Units)

5 x 3-Man Fireteam without MG

(A/3/02-A/3/10 Even Units)

5 x 2-Man Spotter Team

(001-005)

5 x Observation Post



3-Man Fireteam with MG (A, GLNA)
1xFN Rifle; 1xSterling SMG; 1xGPMG
10 (0-9); 8 (10-14); 7 (15+)



3-Man Fireteam without MG (ANA, GLNA)
3xFN Rifle
5 (0-9); 4 (10-14); 2 (15-18)

Setup in any megahex except 1A-1H, 2C, 2G or 2H.

[55.0] Indian - Soviet Countermix**Unit Identification**

3 x Rifle Companies

1st Company (Company Commander [8-10])

1st Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (1/1/01-1/1/03)

1 x 2-Man Bipod MG (1/1/04)

2nd Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (1/2/01-1/2/03)

1 x 2-Man Bipod MG (1/2/04)

3rd Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (1/3/01-1/3/03)

1 x 2-Man Bipod MG (1/3/04)

2nd Company (Company Commander [8-10])

1st Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (2/1/01-2/1/03)

1 x 2-Man Bipod MG (2/1/04)

2nd Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (2/2/01-2/2/03)

1 x 2-Man Bipod MG (2/2/04)

3rd Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (2/3/01-2/3/03)

1 x 2-Man Bipod MG (2/3/04)

3rd Company (Company Commander [8-10])

1st Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (3/1/01-3/1/03)

1 x 2-Man Bipod MG (3/1/04)

2nd Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (3/2/01-3/2/03)

1 x 2-Man Bipod MG (3/2/04)

3rd Platoon (Platoon Leader [4-9] and Platoon Sergeant [2-5])

3 x 8-Man Fireteam with MG (3/3/01-3/3/03)

1 x 2-Man Bipod MG (3/3/04)

15 x 2-Man Spotter Team (001-015)

0 x Observation Post

 1/1/01 8-Man Squad with MG (A, GL)
6xAKM; 2xRPK MG
12 (0-18); 18 (19+)

 1/1/10 2-Man Bipod MG (ANA, GLNA)
1xBren LMG
6 (0-10); 5 (11-24); 4 (25+)

Setup in megahexes 1A-1H or come in as reinforcements in any map edge hexes of megahexes 1A-1H.

GAMEBOX FEATURES

- The counters have been totally redesigned.
 - Operational counters have all new Unit Identification Numbers.
 - Game markers have been broken out and new markers are included.
- Forward Observers counters are color coded to be used by both players.
- Information from the Data Charts is incorporated into the associated text for most units.
- All Leader Playing Piece Tray pull random leaders automatically.
- There is a Playing Piece Tray for replacement Platoon Leaders. (Leader Rating 2 or the lowest Leader Rating as per the scenario)
- The gamebox scenario design includes both players' maps. As stated in the rules: "Cityfight assumes complete integrity on the part of all Players; adherence to the rules is largely a matter of personal honesty."
- During play testing a single game move file (.gmv) was used/updated and passed back and forth between players. The current player loaded the recorded move file and completed their turn without viewing the other player's map.
- A Note about [15.3] RECOVERY FROM SUPPRESSION WITHOUT LEADERS: This rule gives ability of odd numbered units to recover from suppression during the Suppression Recovery Stage with a die roll of one. This appears to be a fairly arbitrary rule so I don't believe the new Unit Identification Numbering system changes the rule's intent.

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GAMEBOX DESIGN: (2001-2020)

Jeff Fisher