

# URBAN WAR QUICK-REF

## Game Turn Sequence

### 1. Marker Phase

- Remove remaining over-watch counters
- Remove shock counters (one per model)
- Remove miscellaneous effect markers

### 2. Orders Phase

To each model (unless shocked):

- Issue over-watch order, or
- Issue snap-fire order, or
- Issue lock-fire order

### 3. Activation Phase

- Roll for initiative
- Reveal over-watch
- Activate snap-fire
- Activate lock-fire

## Over-watch

Over-watch order **cannot** be given if in base contact or close combat with an enemy model, or if any enemy models in LOS and within short range.

- **Disruption shot:**  
Can interrupt the opponent's turn, on a successful command check.  
**Modified by:**  
+1 per point of CAL. -1 for each range band beyond short.
- **Evade:**  
Can attempt to evade incoming template fire, on a successful command check.  
**Modified by:**  
+1 per point of CAL
- **Counter-charge:**  
Can react to an opponent's charge, on a successful command check.  
**Modified by:**  
+1 per point of CAL
- **Fight:**  
Initiates a round of close combat with an enemy in base contact.
- **Break off:**  
Withdraw from close combat, on a successful command check.  
**Modified by:**  
+1 per point of CAL

## Snap-fire

Snap-fire order **must** be given if in base contact or close combat with an enemy model.

Can gain additional 'follow-on' actions, on a successful command check for each subsequent action. Maximum number of additional actions equals the model's CAL.

- **Move:**  
The model can move a distance up to its MV stat in inches.
- **Snap shot:**  
A quick, inaccurate shot 'fired from the hip'. See 'Shooting Modifiers'
- **Move & Snap shot:**  
Can move a distance up to half MV stat in inches, and can take a snap shot at any point during the move. See 'Shooting Modifiers'
- **Reaction shot:**  
Can be attempted if shot at by an enemy model, on a successful command check.  
**Modified by:**  
+1 per point of CAL. -1 for each range band beyond short.  
If check passed, both players roll 1D10 + CAL to determine who shoots first.
- **Evade:**  
Can attempt to evade incoming template fire, on a successful command check.
- **Charge:**  
Can move a distance up to MV stat in inches to get into base contact with an enemy. This initiates close combat.
- **Counter-charge:**  
Can react to an opponent's charge, on a successful command check.
- **Fight:**  
Initiates a round of close combat with an enemy in base contact.
- **Break off:**  
Withdraw from close combat, on a successful command check.  
**Modified by:**  
+1 per point of CAL

## Lock-fire

Lock-fire order **cannot** be given if in base contact or close combat with an enemy model.

- **Rush:**  
Can move a distance up to double MV stat in inches. For each point of CAL, can move an additional distance of half MV stat on a successful command check.
- **Aimed shot:**  
An accurate shot. For each point of CAL, gain an additional +1 to shooting on a successful command check.
- **Evade:**  
Can attempt to evade incoming template fire, on a successful command check.  
**Modified by:**  
-2 Penalty
- **Counter-charge:**  
Can react to an opponent's charge, on a successful command check.  
**Modified by:**  
-2 Penalty
- **Fight:**  
Initiates a round of close combat with an enemy in base contact.
- **Break off:**  
Withdraw from close combat, on a successful command check.  
**Modified by:**  
+1 per point of CAL

## Cover

### Obstruction Cover Table

Visibility	Flimsy	Solid
More than $\frac{2}{3}$	-	-
Up to $\frac{2}{3}$	-	10+
Up to $\frac{1}{2}$	10+	8+
Less than $\frac{1}{3}$	9+	6+

-1 penalty to cover save roll if target is not in contact with the obstruction but is within 1 inch of it **and** closer to it than shooter.

### Area Cover Table

In partial cover (wood, furniture, crates, etc.)	10+
In substantial cover (walls, concrete, stone, steel, ruins, fortifications, etc.)	8+

## Shooting

### Range Bands

Short	Medium	Long	Extreme
12"	24"	36"	48"

### Target Selection (CD check)

- +1 per point of CAL
- +2 primary target is in cover

### Shooting Table

SH	1	2	3	4	5	6	7	8	9	10
To Hit	9+	8+	7+	6+	5+	4+	3+	2+	2+	2+

### Difficult Target mods

Targets CAL	Short	Medium	Long	Extreme
1	0	0	0	-1
2	0	0	-1	-2
3	0	-1	-2	-3

### General mods

	General mods	Snap / Reaction shot mods
-1	Target Size 1	-1 Move & Snap shot
+1	Target Size 4-5	-1 Short Range
+2	Target Size 6-7	-2 Medium Range
+3	Target Size 8-9	-3 Long Range
-1	Speculative Fire	-4 Extreme Range
-2	Shooter is panicked	

## Morale & Shock

### Command Table

CD	1	2	3	4	5	6	7	8	9	10
Pass	9+	8+	7+	6+	5+	4+	3+	2+	2+	2+

### Morale Check triggers

- Lost a round of close combat.
- If not in close combat, and lost >50% of wounds.
- If not in close combat, and friendly model within (6"-CAL) is taken out of action.

### Effects of Panic

Cannot charge, counter-charge or counter-attack.  
-2 penalty to all d10 to hit rolls.

### Rally Checks

A model automatically rallies if, when activated, there are no enemies within extreme range and LOS. Otherwise make a CD check:

- +1 if no enemies within Short Range and LOS
- +2 if no enemies within Medium Range and LOS
- +3 if no enemies within Long Range and LOS

### Shock Checks

Make if model took hit(s) from shooting and survived. Roll 1d10 plus 1d10 per point of CAL, and select highest score. If failed then:

- Activated model loses its next turn (2 shock counters).
- Active model stops in its tracks and loses its next turn (2 shock counters).
- Inactivated model counts as activated (1 shock counter).

A shocked model cannot be shocked again this turn.

## Close Combat

### Counter-charging

Inactivated models (not in cc) or models on over-watch may make a CD check in order to Counter-charge.

- +1 per point of CAL if on Over-watch
- 2 if on Lock-fire

### First Strike

Roll D10 for First Strike. Highest roller strikes first. In case of a tie, both models strike simultaneously. First Strike modifiers:

- +1 per point of CAL
- +3 using a melee weapon
- +3 charging
- +3 counter-charging
- +3 defending cover, unless also counter-charging
- +3 attacking from behind

### Roll to Hit

		Defenders Assault (AS)									
		1	2	3	4	5	6	7	8	9	10
Attackers Assault (AS)	1	6+	7+	8+	9+	10	10	10	10	10	10
	2	5+	6+	7+	8+	9+	10	10	10	10	10
	3	4+	5+	6+	7+	8+	9+	10	10	10	10
	4	3+	4+	5+	6+	7+	8+	9+	10	10	10
	5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
	6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
	7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
	8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
	9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
	10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

### To Hit Modifiers

- +1 using two weapons
- +1 charging
- +1 counter-charging
- +1 defending cover, unless also counter-charging
- +2 attacking a panicked model
- 1 improvised weapon
- 2 panicked

## Damage

### Damage Table

		Targets Toughness (T)									
		1	2	3	4	5	6	7	8	9	10
Attackers DAM / ST	1	6+	7+	8+	9+	10	10	10	10	10	10
	2	5+	6+	7+	8+	9+	10	10	10	10	10
	3	4+	5+	6+	7+	8+	9+	10	10	10	10
	4	3+	4+	5+	6+	7+	8+	9+	10	10	10
	5	2+	3+	4+	5+	6+	7+	8+	9+	10	10
	6	2+	2+	3+	4+	5+	6+	7+	8+	9+	10
	7	2+	2+	2+	3+	4+	5+	6+	7+	8+	9+
	8	2+	2+	2+	2+	3+	4+	5+	6+	7+	8+
	9	2+	2+	2+	2+	2+	3+	4+	5+	6+	7+
	10	2+	2+	2+	2+	2+	2+	3+	4+	5+	6+

### Close Combat Damage Modifiers

- +1 using two weapons
- +1 charging
- +1 counter-charging
- 1 improvised weapon