

# Urbanzone Common Rules

## Special Abilities

**Surehand (2 pts)**

## Armory

### Pistol and Machine Pistol Load Outs

#### Improved Pistol Grip & Hand Guards (X)

Adds +1 to CC value when using this weapon in close combat.

#### Night Sight (X)

Reduces penalty for firing into darkness/smoke by 2.

#### Silencer (X)

The model suffers -5 penalty to his Stalk/Stealth rating should he fire the silenced weapon. If that penalty is less than his Stalk/Stealth rating, he will not lose his Stalk/Stealth status.

### Sub Machine Gun Load Outs

#### Phased Reticle HoloSight (X)

Adds +1 to RC value against targets in SR when using this weapon.

#### Urban Assault Harness (X)

Adds +1 to CC value when using this weapon in close combat.

#### Underbarrel Flashlight (X)

Removes the penalty for firing into darkness or smoke at target in PB. Enemy models gain a +2 to their RC when targeting the firing model. Place the flare/tracer counter by the model firing with the aid of Underbarrel Flashlight.

### Assault Rifle Load Outs

#### Red Point Gun Sight (X)

Adds +1 to RC value when using this weapon

#### Tracer Rounds (X)

Tracer Rounds remove the -4 penalty for firing into darkness. As every third round in the chamber is a tracer, the weapon's DAM is reduced by 1. Enemy models gain a +2 to their RC when targeting the firing model. Place the flare/tracer counter by the model firing the tracer rounds.

### LMG Load Outs

#### Bipod (1)

Adds +1 to RC value when in the Minimize Presence position

#### Scope Sight (X)

Reduce targeting penalties from cover and minimize presence by 1 (so target in soft cover or minimize presence gains -1, target in hard cover gains -2, obscured target is at no penalty)

### Sniper Rifle Load Outs

#### Bipod (1)

Adds +1 to RC value when in the Minimize Presence position

#### Scope Sight (X)

Reduce targeting penalties from cover and minimize presence by 1 (so target in soft cover or minimize presence gains -1, target in hard cover gains -2, obscured target is at no penalty)

#### Ghillie Suit (X)

Provides the user with Camouflage 2 SA, but reduces his MV by one.

### Squad Leader Loadouts

#### Motion tracker (X)

Adds +4 to the chance of spotting of a Stealthed/Stalking unit which has already been activated and moved this turn.

#### Binoculars (X)

Adds +4 to the spotting distance.

### Support Munitions Loadouts for UBGLs

#### Concussion Grenade (X)

#### Breacher Flashbang Grenade (X)