

Canisters and Crates

You can fire at a canister. When hit, it has a Toughness of 2. It explodes like a Grenade when damaged. (Remove model.) Chain reactions with other canisters are quite possible...

Crates can be pushed. Crates do not float in the water. (Remove from play then.) It costs (7 - Strength) inch to push a crate 1 inch. Miniatures that are not down will move adjacent to a crate that was just dropped on them, with no damage. Owner moves the miniature. When you drop a crate on a miniature that is down, take that miniature out of action immediately.

Features

Rooftops

Each miniature ending its turn on a rooftop is prone to the "Fall Of The Edge" rules. If it fails the check, slide it down along the rooftiles.

Wires

There are electricity and telephone wires at the rooftops of the town. Regular sized miniatures can walk on these, but cannot end their turn on one. Movement cost double at the wires. Roll a D6 when walking on the wires. The miniature falls down on a roll of 1. (Regular falling rules apply for damage.)

Sewer

Regular sized miniatures who ended their move adjacent to a sewer exit may be placed at the other sewer exit in their next Movement Phase. The miniature cannot perform other actions then. This ends their turn. The sewer has four exits. (The sewer lid and the well are exits too.)

Water

A jump into the water reduces the height of the fall with 3 inch (regarding falling damage). While swimming, a miniature cannot Run and cannot Shoot. It can throw Grenades or perform Hand-To-Hand combat.

Stairs

Stairs is counted as regular ground but miniatures cannot end their move on them.

New Skill

Agility - Swim: No movement penalties in water.