


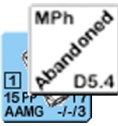











# CITY OF STEEL (CToS) MULTI-APPLICABLE SCENARIO PARAMETERS

	<p><b>CToS1</b> <i>All</i> Factory hexes are <b>Gutted RB Factories</b> (O5.5). Note: Interior Walls still exist.</p>
	<p><b>CToS2</b> All Units may set up <b>Concealed</b> in Concealment Terrain.</p>
	<p><b>CToS3</b> <b>Kindling</b> is NA.</p>
	<p><b>CToS4</b> Crews may not <i>voluntarily</i> <b>Abandon</b> a <i>Mobile</i> AFV.</p>
	<p><b>CToS5</b> <b>Sewer Movement</b> is NA.</p>
	<p><b>CToS6</b> <b>Fortified Building</b> Locations may <i>not</i> be traded for <b>Tunnels</b>.</p>
	<p><b>CToS7</b> Russians may <i>not</i> conduct <b>Human Wave</b> prior to turn 2.</p>
	<p><b>CToS8</b> <b>Radios</b> are <i>immune</i> to Malfunction. Note: Players must still roll to establish/maintain radio contact. (C1.2)</p>
	<p><b>CToS9</b> The identity of a <b>Walking Wounded MMC</b> (<i>ABTF</i> CG19) may be kept secret until that WW MMC first loses Concealment. Note: Only 4-4-7 Squads and their 2-3-7 Half Squads may be Walking Wounded.</p>
	<p><b>CToS10</b> Any OB-listed Squad (and its Half Squads) of any nationality whose image includes an “AE” in the upper-right corner is an Assault Engineer (H1.22).</p>
	<p><b>CToS11</b> Contrary to A26.222, captured units/equipment are <i>not</i> worth double VP to their captor.</p>
	<p><b>CToS12</b> All <i>Valor of the Guards</i> SSRs apply to scenarios taking place on the <b>VotG map</b> (EXC:VotG17 [Civilian Interrogation] and VotG19 [Ammo Shortage]).</p>
	<p><b>CToS13</b> All <i>Red Factories</i> SSRs apply to scenarios taking place on the <b>RO map</b>. EXC: O5.7 [Split Level Factory] is NA. Treat such hexes as normal Gutted RB Factory hexes instead. O5.82 [Smokestack Sniper] is NA, as well.</p>