

The Battle of Redditch



Key

D = Density (Sparse, Low, Medium, High)
 H = Height (Low, Medium, High)
 M = Material (Brick, Metal, Reinforced Concrete)
 U = Use (Residential, Lt Ind, Hvy Ind, Commercial)

Description			
DHMU			
P	S	R	C

P = Protection Value
 S = Size
 R = Maximum Rubble
 C = Roll C+ for civilian refugees after fighting

Districts

Central	Winyates
Crabbs Cross	Greenlands

Multi-Tracker

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31	32	33	34	35	36
37	38	39	40	41	42
43	44	45	46	47	48
49	50				0

This map is to support City & CEMA, a modern, Brigade-level urban wargame. Not for distribution.

For more information visit <http://www.taunoyen.com/games/cityandcema> or email david@burden.name.

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