

URBAN BATTLE (v4.1)

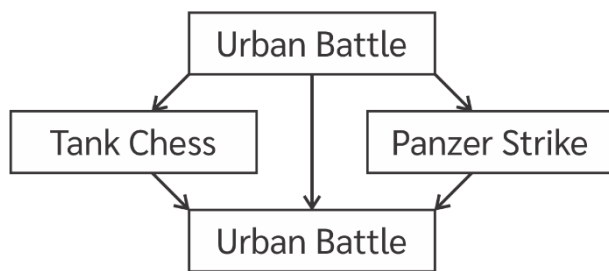
Brochure (trial edition)

About Game Origin

The rules are written to be simple and easy to learn, which puts Urban Battle game in the EasyPlay category. This was achieved by the long development of the game, starting in 2006.

After several unpublished versions, the concept branched into two separate games. The first was Panzer Strike, designed with visual appearance in mind (3D board with detailed building textures and realistic tank miniatures), while the gameplay was not the main focus. The other is Tank Chess, an abstract strategy game (it has similar game mechanics, but uses no dice, only one piece is moved in a turn, etc.).

The latest version of Urban Battle has returned to the original concept, but taking ideas from both Panzer Strike and Tank Chess development, favoring simplicity and focusing on gameplay.



Adaptability

Urban Battle can be adapted according to several criteria: complexity, game duration, realisticness and luck factor.

Complexity is adjusted by applying optional rules or not, choosing types of pieces to play (e.g. playing without units that can fire over buildings, such as howitzers, makes the game simpler), etc. The duration of the game depends on the number of vehicles used, board size and the mission played. The three game modes, which differ only in the rules for firing, provide different gameplay experiences.

The Basic Mode has simpler rules and some randomness, making it the best for quick and more casual games. It is recommended to use this mode in the first games.

Dice are not used in the Absolute Mode, which changes the character of the game. The gameplay is less forgiving, requiring players to be more careful in every move.

Unlike the first two modes, the Realistic Mode allows firing at a target that is not in a defined direction (straight or diagonally). This is more realistic, but it requires using a ruler, which slows down the flow of the game.

Missions

The plastic tank pieces in this set are stylized, they are not miniatures of any specific types of real armored vehicles, but rather categories inspired by WWII-era armored vehicles. The game is not a simulation of historical battles, but can be imagined as a military exercise or a competition.

This game can be played without any defined Mission, with the goal to simply destroy all enemy vehicles (e.g. with the units starting on the opposite edges of the board), but this way it might not be clear when to end the game. Therefore, it is better and more interesting to play one of the Missions with concrete winning criteria.

Each Mission has several setups which define starting positions and the number of units. The particular units used are listed in some setups, while in some the players choose them themselves.

In some setups both players have the same task and the winner is the one who completes it first. Other setups are asymmetrical, where one player has a particular task to complete while the other must prevent it.

All Missions in all setups can be played using any game mode (Basic, Absolute or Realistic).

1. Command Tank

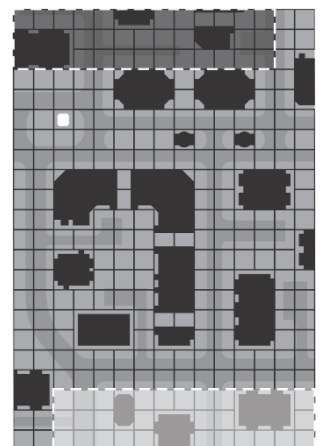
Each player has one command tank (marked with an antenna). The task is to destroy the enemy command tank.

Setup 1 A

Board: Two segments.

Units: Each player has 3 Light Tanks, 2 Medium Tanks and 1 Heavy Tank (total of 6 per player). One Light Tank in each color is a command tank.

Starting positions: Red units start anywhere in the zone on the south (marked light in the diagram). Blue units start in the northern zone (dark).



Win criteria: The player who first destroys the opponent's command tank wins. If no command tank is destroyed by the end of Round 20, the game ends and the winner is the player with higher total Effectiveness of survived units (if equal, it is a draw).

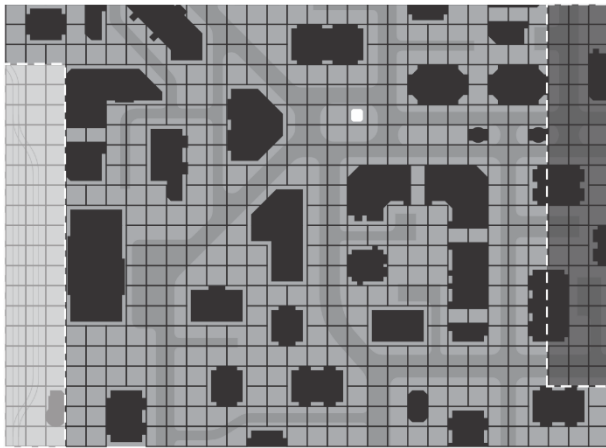
This is a short and simple setup, with a small number of tanks and no units that can fire over obstacles.

Setup 1 B

Board: Four segments.

Units: Each player has 2 Light Tanks, 3 Medium Tanks, 2 Heavy Tanks and 2 Tank Destroyers (total of 9 per player). One Medium Tank in each color is a command tank.

Starting positions: Red units start in the western zone, and Blue in the eastern.



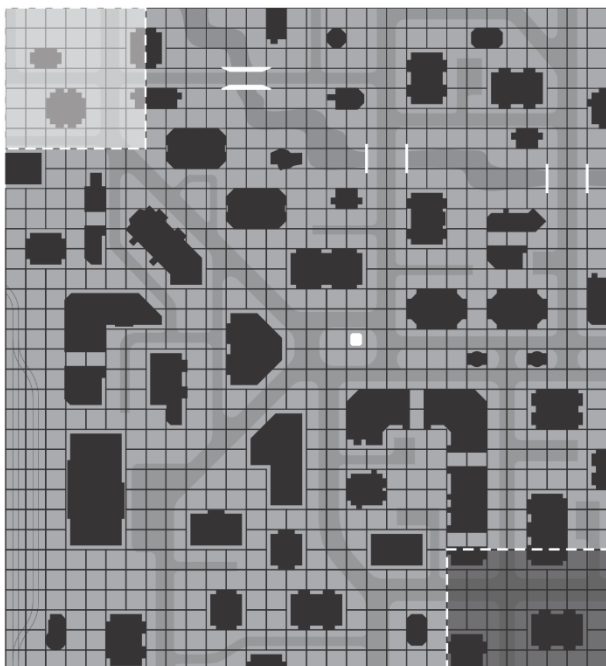
Win criteria: The player who first destroys the opponent's command tank wins. If no command tank is destroyed by the end of Round 25, the game ends and the winner is the player with higher total Effectiveness of survived units (if equal, it is a draw).

Setup 1 C

Board: All six segments.

Units: Each player chooses units with total Effectiveness value up to 50 points. One unit in each color (free choice) is marked with an antenna.

Starting positions: Red units start in the north-western zone, and Blue in the south-eastern.

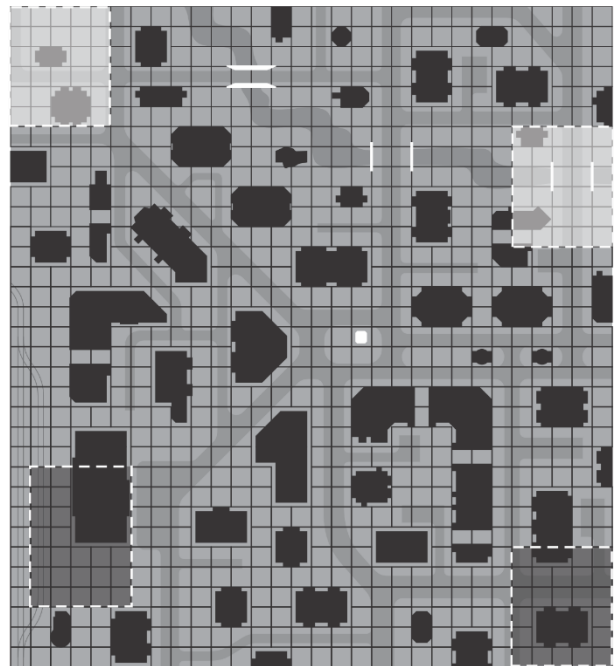


Win criteria: The player who first destroys the opponent's command tank wins. If no command tank is destroyed by the end of Round 30, the game ends and the winner is the player with higher total Effectiveness of survived units (if equal, it is a draw).

Setup 1 D

Board: All six segments.

Units and starting positions: Each player deploys units in two separate zones as shown in the diagram below. Each of the four zones have the following units: 2 Light Tanks, 2 Medium Tanks, 1 Heavy Tank and 1 Light SP Howitzer. Also, each player has one Reconnaissance Vehicle marked with an antenna (command tank), placed in one of the two zones by choice. Therefore, each player has a total of 13 units.



Win criteria: The player who first destroys the opponent's command tank wins. If no command tank is destroyed by the end of Round 30, the game ends and the winner is the player with higher total Effectiveness of survived units (if equal, it is a draw).

2. Airspace Control

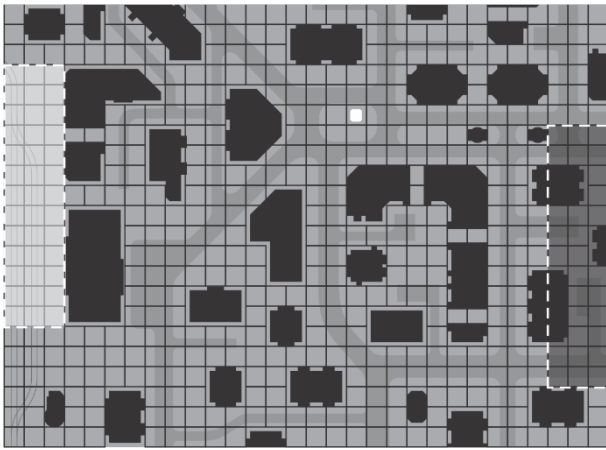
Both sides have the task to prevent enemy aircraft actions, by securing presence of their anti-aircraft guns.

Setup 2 A

Board: Four segments.

Units: Each player has 2 SP Anti-Aircraft Guns, 1 Reconnaissance Vehicle, 3 Medium Tanks, 2 Heavy Tanks, 2 Assault Guns, 2 Tank Hunters, and optionally 1 Armored Recovery Vehicle.

Starting positions: Red units start in the western zone, and Blue in the eastern.



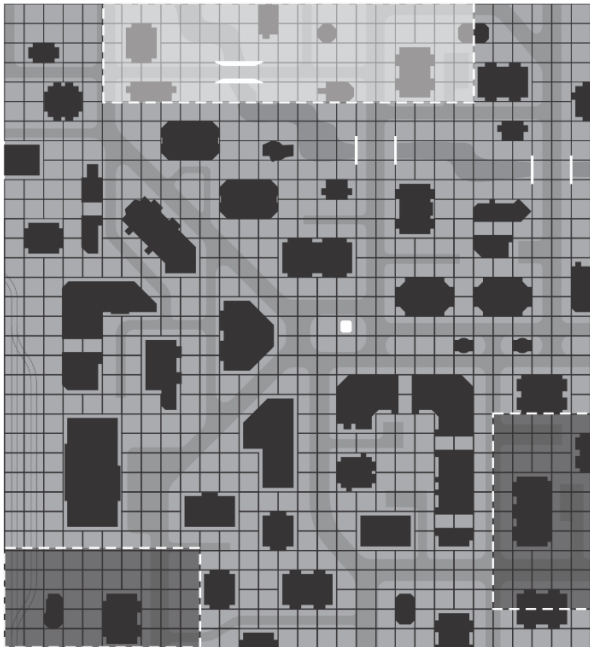
Win criteria: The player who first destroys both opponent's AA Guns wins. If not, the game ends after Round 20, and the winner is the player with more AA Guns left (if equal, it is a draw). Other destroyed vehicles do not influence the outcome.

Setup 2 B

Board: All six segments.

Units: Each player chooses units with total Effectiveness value up to 55 points. Beside that, each player has 2 SP Anti-Aircraft Guns.

Starting positions: Red units start in the zone on the northern side. Blue units are divided in two zones, as shown in the diagram below, with approximately equal distribution (with one AA Gun in each).



Win criteria: The player who first destroys both opponent's AA Guns wins. If not, the game ends after Round 25, and the winner is the player with more AA Guns left (if equal, it is a draw). Other destroyed vehicles do not influence the outcome.

The goal in this Mission is to destroy enemy AA Guns, but also to protect your own. If choosing at least one Armored Recovery Vehicle, there is a possibility to repair one of them before they are both destroyed.

3. Headquarters

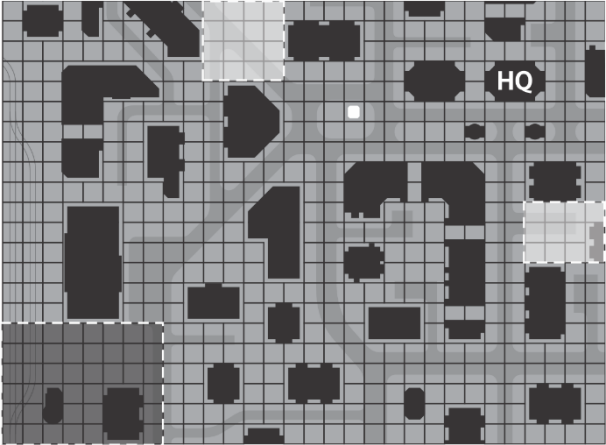
The task is to capture the enemy headquarters. To do so, one Half-track or Truck (carrying an infantry squad) must stop on a square adjacent to the headquarters building and survive the following opponent's Turn.

Setup 3 A

Board: Four segments. Headquarters building of the Red player is marked on the diagram below.

Units and starting positions: Red player has a total of 8 units, placed in two zones. 2 Light Tanks, 2 Medium Tanks and a Tank Destroyer are in the zone on the north. 2 Assault Guns and 1 Heavy Tank are in the zone on the east.

Blue player a total of 13 units, all starting in the south-western corner: 1 Truck, 1 Half-track, 2 Reconnaissance Vehicles, 4 Medium Tanks, 2 Heavy Tank Bulldozers, 2 Tank Hunters and 1 Heavy Assault Gun.



Win criteria: If the Blue player does not capture the headquarters by the end of Round 18, or both of their infantry-carrying vehicles are destroyed, the Red player wins.

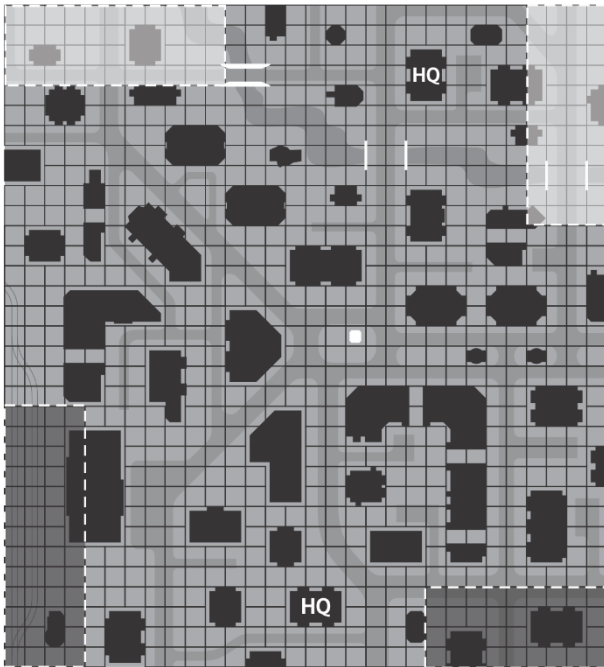
Blue plays first.

Setup 3 B

Board: All six segments. Red headquarters are in the building on the northern half of the board, and the Blue is on the southern.

Units: Each player chooses units with total Effectiveness value up to 60 points. Among those, each player must have at least one Half-track or Truck.

Starting positions: Red units are distributed in two zones on the northern half of the board. Blue units are in two zones in the south.



Win criteria: If neither player captures the opponent's headquarters by the end of Round 30, it is a draw.

4. Capture the Flag

The task is to capture one or several flags (depending on the setup). At the start of a game, flags are placed on the board, attached to white stands.

To capture a flag, a vehicle must stop next to it (end its movement on an adjacent square). The flag is immediately transferred to the vehicle (attached to it), while the white stand remains on the board as a low obstacle.

Then the vehicle must bring the flag to its headquarters (end its movement on a square adjacent to the building).

If the vehicle carrying a flag is destroyed, any other vehicle (from the same or the opponent's team) may take it (by approaching to an adjacent square).

A flag can also be transferred from one active vehicle to another of the same team, with the following restrictions: 1) the vehicle giving the flag must not move in that Round, 2) the vehicle taking must first move then take the flag (or not move).

A single flag can only be taken once in a Turn.

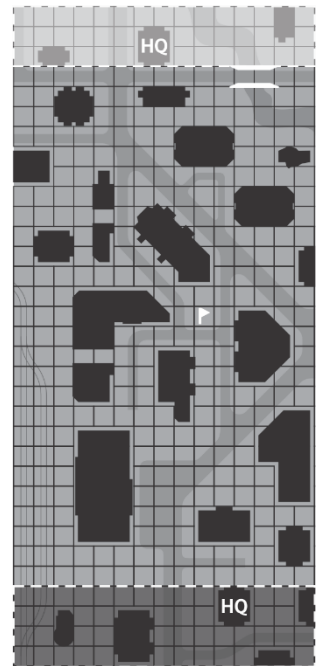
Setup 4 A

Board: Three segments. Red headquarters are in the building on the northern half of the board, and the Blue is on the southern. One flag in a stands is placed close to the center of the board (marked with a 'P' symbol in the diagram).

Units: Each player has 2 Reconnaissance Vehicles, 2 Light Tanks, 2 Medium Tanks and 2 Heavy Tanks (8 in total).

Starting positions: Red units start in the northern zone, and Blue in the southern.

Win criteria: The player who first brings the flag to their headquarters wins.

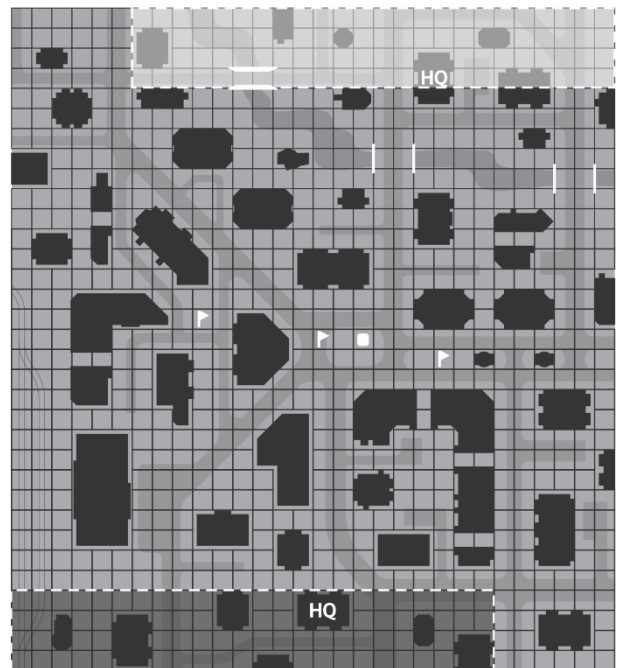


Setup 4 B

Board: All six segments. Red headquarters are in the building on the northern half of the board, and the Blue is on the southern. Three flags are placed on the board ('P' symbol in the diagram).

Units: Each player chooses units with total Effectiveness value up to 50 points.

Starting positions: Red units start in the northern zone, and Blue in the southern.



Win criteria: The player who brings two flags to their headquarters wins.

5. Convoy

Red player is tasked with protecting a convoy of trucks and half-tracks, while the Blue tries to prevent it from getting through the city.

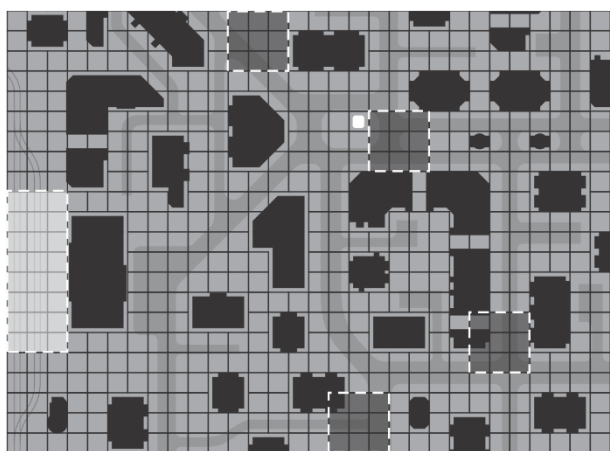
Setup 5 A

Board: Four segments.

Units: Red player chooses units with total Effectiveness value up to 45 points, plus 2 Half-tracks and 2 Trucks. Blue player chooses units with total Effectiveness value up to 40 points.

It is recommended to not choose units that fire parabolically.

Starting positions: Red units start in the zone on the west. Blue units start distributed in multiple small zones.



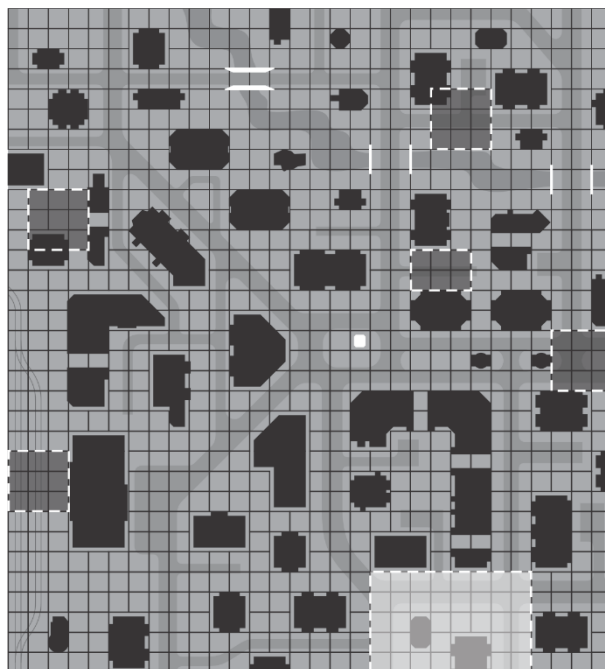
Win criteria: The convoy of Trucks and Half-tracks must exit the board through the eastern edge. Red player wins if at least 3 convoy vehicles exit the board by the end of Round 22. It is a draw if two vehicles exit, and Blue player wins in all other cases.

Setup 5 B

Board: All six segments.

Units: Red player chooses units with total Effectiveness value up to 55 points, plus 2 Half-tracks and 2 Trucks. Blue player chooses units with total Effectiveness value up to 47 points.

Starting positions: Red units start in the zone on the south. Blue units start distributed in multiple small zones.



Win criteria: The convoy of Trucks and Half-tracks must exit the board through the northern edge. Red player wins if at least 3 convoy vehicles exit the board by the end of Round 27. It is a draw if two vehicles exit, and Blue player wins in all other cases.

6. Defuse the Bomb

Red player has the task to defuse a bomb planted in a building before it explodes, while the Blue player tries to prevent that.

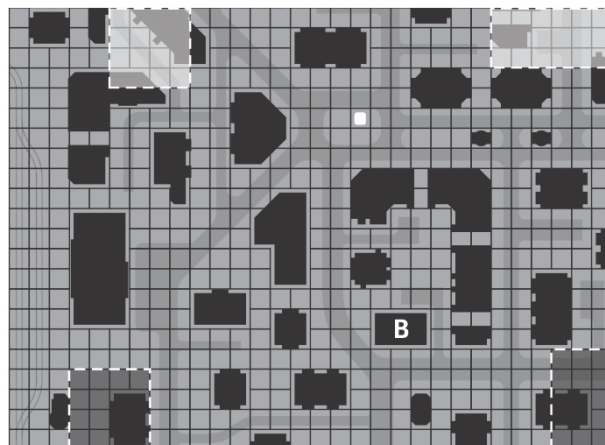
To defuse the bomb, one Half-track or Truck (carrying a bomb squad) must stop on a square adjacent to the building and survive the following opponent's Turn.

Setup 6 A

Board: Four segments. The bomb is planted in the building marked with 'B'.

Units: Red player chooses units with total Effectiveness value up to 40 points, among which there must be at least one Half-track or Truck. Blue player chooses units with total Effectiveness value up to 38 points.

Starting positions: Red units start split in two zones on the north. Blue units start in two zones on the south.



Win criteria: Red player wins if the bomb is defused before the end of Round 16. Otherwise, the winner is the Blue player.

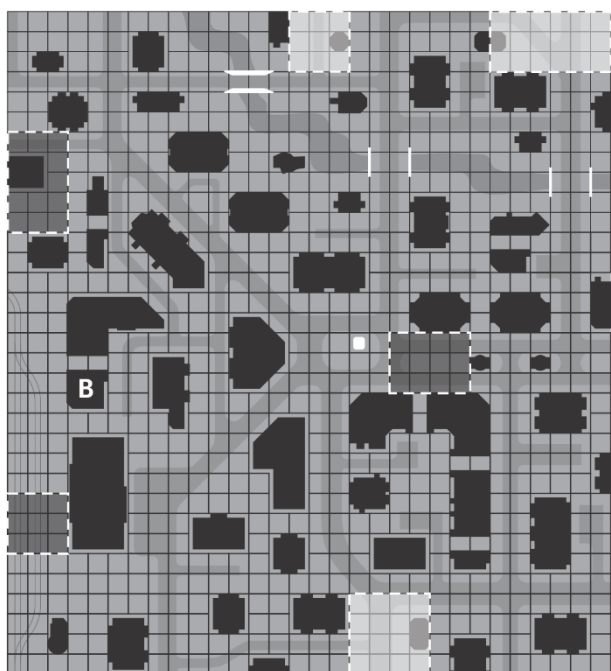
Red plays first.

Setup 6 B

Board: All six segments. The bomb is planted in the building marked with 'B'.

Units: Red player chooses units with total Effectiveness value up to 52 points, among which there must be at least one Half-track or Truck. Blue player chooses units with total Effectiveness value up to 45 points.

Starting positions: Red units start split in three zones on the north and south. Blue units start in three zones on the west and center.



Win criteria: Red player wins if the bomb is defused before the end of Round 22. Otherwise, the winner is the Blue player.

Red plays first.

7. Recovery

Several blue tanks were damaged. They cannot move (their tracks are damaged), but they can fire. Blue player has the task to repair them using Armored Recovery Vehicle, so they can retreat to safety. The Red player tries to prevent that.

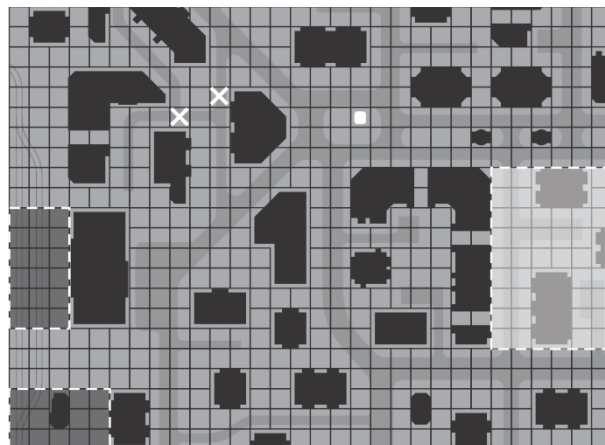
In this case, Armored Recovery Vehicle cannot repair destroyed tanks, only the damaged ones.

Setup 7 A

Board: Four segments. Two blue Reconnaissance Vehicles with flags attached (marking they are damaged) are on squares marked with 'x' in the diagram below (coordinates *F9 and F11).

Units: Blue player has 2 Armored Recovery Vehicles, 3 Medium Tanks, 2 Assault Guns, 2 Tank Hunters and 1 Heavy Mortar (+ 2 damaged Reconnaissance Vehicles). Red player has 2 Medium Tanks, 2 Heavy Tanks, 2 Tank Destroyers and 1 Heavy Assault Gun.

Starting positions: Blue vehicles start in two zones on the south-western part of the board. Red vehicles start in the zone on the east.



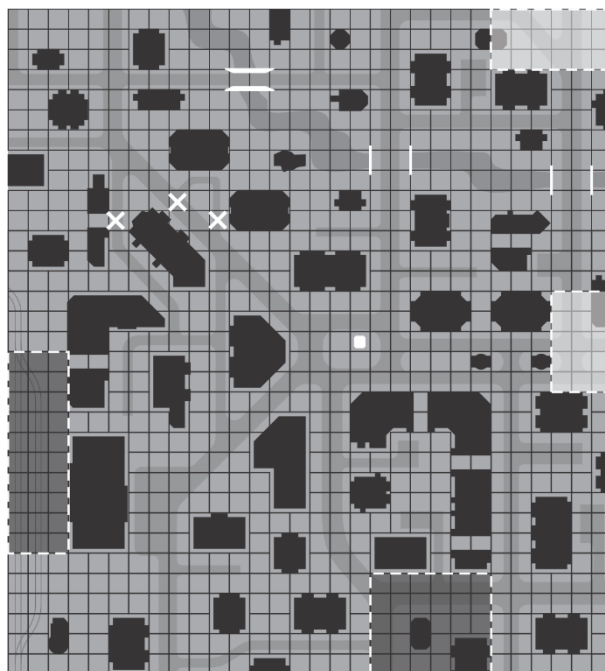
Win criteria: The repaired Reconnaissance Vehicles must exit the board through the southern edge. Blue player wins if both exit the board by the end of Round 15. It is a draw if only one exits, and Red player wins in all other cases.

Setup 7 B

Board: All six segments. Three blue Light Tanks with flags attached (marking they are damaged) are on squares marked with 'x' in the diagram below (coordinates *D6, D9 and *D11).

Units: Blue player has 2 Armored Recovery Vehicles, 3 Medium Tanks, 2 Heavy Tanks, 2 Tank Destroyers, 2 Light SP Howitzers and 1 Heavy Mortar (+ 3 damaged Light Tanks). Red player has 2 Amphibious Tanks, 2 Medium Tanks, 2 Heavy Tank Bulldozers, 2 Tank Hunters, 2 Assault Guns and 1 Heavy Assault Gun.

Starting positions: Blue vehicles start in two zones on the west and south. Red vehicles start in two zones on the east and north-east.



Win criteria: The repaired Light Tanks must exit the board through the southern edge. Blue player wins if at least two exit the board by the end of Round 20. It is a draw if only one exits, and Red player wins in all other cases.

8. Refueling

A group of red tanks (marked with flags) has very little fuel left. Each tank from the group can only move once (for its full speed). Trucks carrying fuel are approaching them, escorted by light armored vehicles.

To refuel the tanks, a Truck must stop on an adjacent square. If it survives and does not move in the next Round, all vehicles adjacent to it will be refueled (their flags are removed).

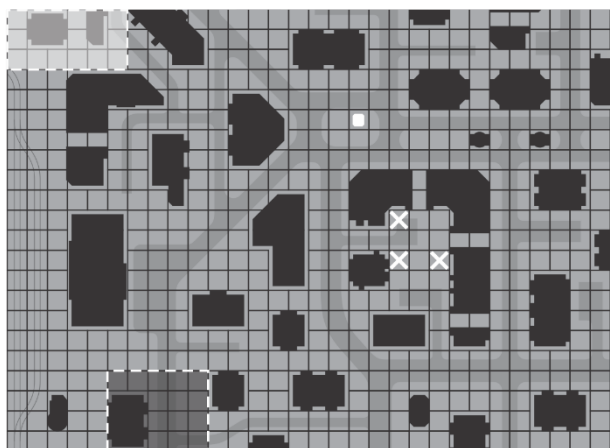
The game ends after a certain number of Rounds, and the winner is determined by counting the destroyed vehicles. Red player has a weaker force that can actively fight, so it is imperative to try refueling the heavy vehicles and thus turn the odds in their favor. Blue player has a chance to prevail before the opponent manages to activate all of their vehicles.

Setup 8 A

Board: Four segments. Three red vehicles with flags attached (marking they are low on fuel): Super-heavy Tank, Heavy Assault Gun and Heavy SP Mortar, are on squares marked with 'x' in the diagram below.

Units and starting positions: Red units, starting in the zone on the north-west: 2 Trucks (carrying fuel), 2 Light Tanks, 2 Reconnaissance Vehicles and 1 Medium Tank.

Blue units, starting in the zone on the south: 3 Light Tanks, 2 Tank Hunters and 2 Medium Tanks.



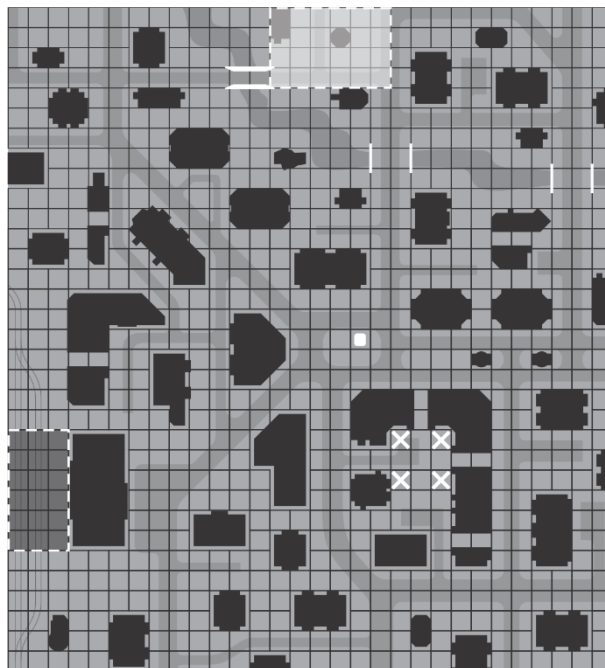
Win criteria: The game ends after Round 27. The winner is the player who has destroyed opponent's vehicles of higher total Effectiveness value.

Setup 8 B

Board: All six segments. Three red vehicles with flags attached (marking they are low on fuel): Super-heavy Tank, Heavy Tank, Heavy Assault Gun and Heavy SP Mortar, are on squares marked with 'x' in the diagram below.

Units and starting positions: Red units, starting in the zone on the north: 2 Trucks (carrying fuel), 3 Light Tanks, 2 Reconnaissance Vehicles, 2 Medium Tanks and 2 Amphibious Tanks.

Blue units, starting in the zone on the west: 4 Light Tanks, 2 Tank Hunters, 3 Medium Tanks and 2 Assault Guns.



Win criteria: The game ends after Round 32. The winner is the player who has destroyed opponent's vehicles of higher total Effectiveness value.

9. Capture the Prototype

A prototype of a new Super-heavy tank (red) is taking part in combat. The Blue commander has orders not to fire on the prototype tank, but try to capture it.

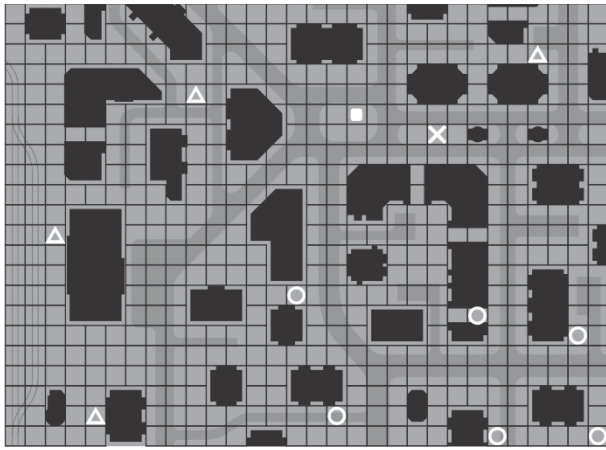
To capture the opponent's Super-heavy Tank, a Half-track must stop on a square adjacent to it. If the Red player does not destroy that Half-track in the following Turn, a squad of commandos comes out and captures the Super-heavy Tank (even if the Super-heavy Tank moves away from the Half-track).

Setup 9 A

Board: Four segments. Red Super-heavy Tank is on square marked with 'x' (#F22).

Units and starting positions: Other red units start on squares marked with triangles: 2 Medium Tanks (*H3 and F10) and 2 Heavy Tanks (*K5 and *E27).

Blue units start on squares marked with circles: 2 Half-tracks (#K25 and #K30), 2 Medium Tanks (*I15 and #I24) and 2 Heavy Tanks (*K17 and J29).



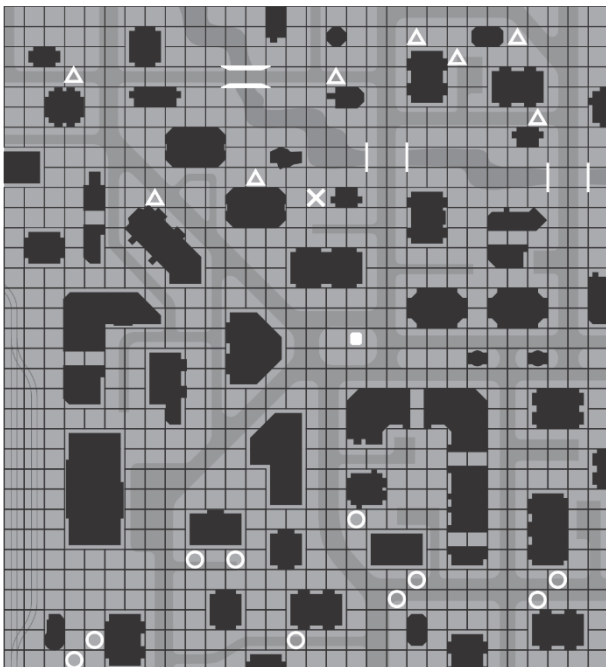
Win criteria: Blue player wins if they capture the opponent's Super-heavy Tank by the end of Round 20. Otherwise the Red player wins.

Setup 9 B

Board: All six segments. Red Super-heavy Tank is on square marked with 'x' (D16).

Units and starting positions: Other red units start on squares marked with triangles: 2 Medium Tanks (B4 and D9), 2 Tank Destroyers (*A26 and #A23), 2 Amphibious Tanks (B17 and *A21), a Heavy Mortar (#C13) and a Heavy Tank Bulldozer (#B27).

Blue units start on squares marked with circles: 2 Half-tracks (*K5 and *J28), 2 Light Tanks (#K4 and #J27), 2 Tank Hunters (J10 and J12), 2 Assault Guns (#J20 and *J21), a Heavy Tank (*K15) and a Heavy Assault Gun (*I18).



Win criteria: Blue player wins if they capture the opponent's Super-heavy Tank by the end of Round 24. Otherwise the Red player wins.

10. Evacuation

The Red player has a task to evacuate three heavy vehicles (two Heavy Tanks and one Heavy Assault Gun) by train. Those vehicles that are next to the railway station (in the zone marked in the diagrams) at the end of game (and not destroyed) are considered successfully evacuated.

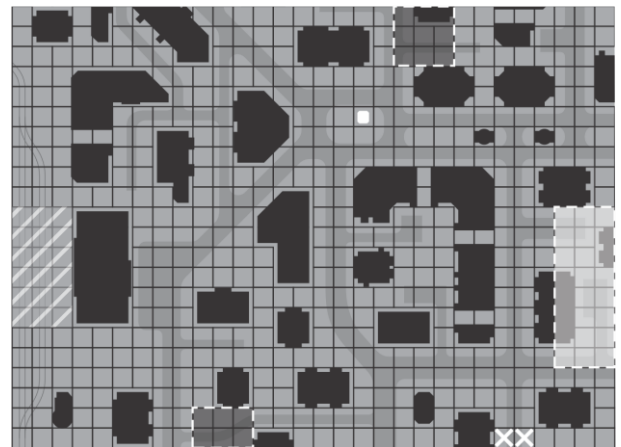
Two blue Tank Destroyers (marked with flags) have no ammunition, and they must replenish it from a Half-track in order to fire. To do so, a Tank Destroyer and a Half-track must stop on adjacent squares, not move and survive one Round (and the flag is removed). Both Tank Destroyers can take ammunition from a single Half-track, in the same Round (if both are adjacent to it and do not move for one Round).

Setup 10 A

Board: Four segments. Evacuation zone is on the west.

Units and starting positions: All red units start in the zone on the east: 2 Heavy Tanks, 1 Heavy Assault Gun, 2 Medium Tanks and 2 Tank Hunters.

Blue units start in two zones. On the south: 2 Tank Destroyers (with flags), 2 Heavy Tanks and 2 Medium Tanks. On the north: 2 Half-tracks, 2 Heavy Tank Bulldozers and 2 Medium Tanks.



In Round 6, two red Medium Tanks arrive in the battle – placed on the squares marked with 'x' (#K26 and #K26).

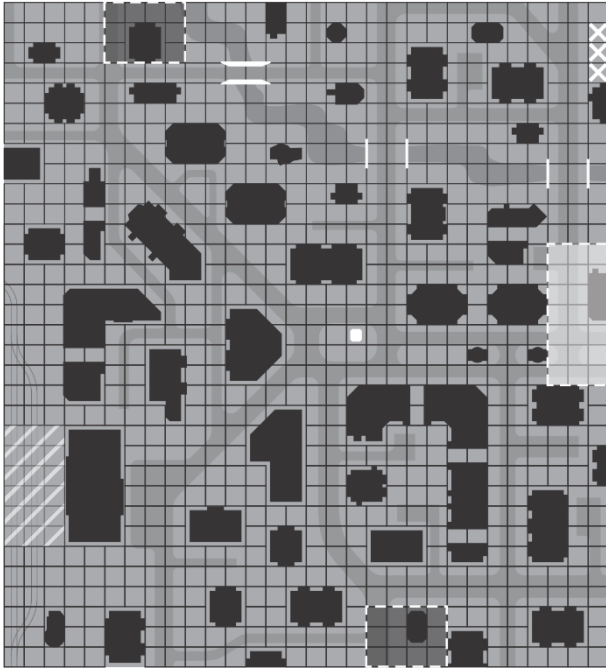
Win criteria: Red player wins if two or three of the heavy vehicles are successfully evacuated – they are alive in the evacuation zone at the end of Round 27. It is a draw if only one is evacuated, otherwise the Blue player wins.

Setup 10 B

Board: All six segments. Evacuation zone is on the west.

Units and starting positions: All red units start in the zone on the east: 2 Heavy Tanks, 1 Heavy Assault Gun, 3 Medium Tanks and 2 Tank Hunters.

Blue units start in two zones. On the south: 2 Tank Destroyers (with flags), 2 Heavy Tanks, 2 Medium Tanks and 1 Light SP Howitzer. On the north: 2 Half-tracks, 2 Heavy Tank Bulldozers, 2 Medium Tanks and 1 Light SP Howitzer.



In Round 7, three red vehicles arrive in the battle: 1 Medium Tank and 2 Assault Guns – placed on the squares marked with ‘x’ (*A30, #A30 and B30).

Win criteria: Red player wins if two or three of the heavy vehicles are successfully evacuated – they are alive in the evacuation zone at the end of Round 30. It is a draw if only one is evacuated, otherwise the Blue player wins.