URBAN BATTLE (v4.1)

Rulebook (trial edition)

Introduction

Rulebook Conventions

Only text and diagrams *without* highlighted borders are necessary to play the game. Highlighted border colors are used for examples and additional information:

Green – text and images that describe and illustrate **examples**.

Orange – text that adds **suggestions**, **explanations** or **commentary**.

Game Components

- **Board** (3 bi-fold segments)
- **Playing pieces** (tanks and other vehicles)
- **Flags and antennas**
- **3 dice** (with blue, red or purple numbers/dots)
- **40 destruction markers**
- **Activation markers** (blue blocks)
- **2 Unit Charts**

The unit column is placed in the middle of the chart, making all information close to the unit name (to the left or right), which makes chart reading quicker.

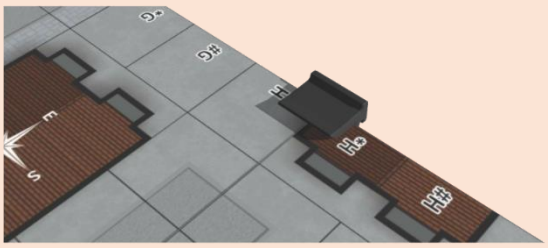
- **Dial counter**
- **Ruler** (used only for Realistic Mode)
- **Spinner** (used only for Realistic Mode, optional rule)
- **Brochure**

General Rules

Urban Battle is designed for two players, and is played on a board with square spaces. Each playing piece represents an individual tank or armored unit.

The board can be formed using all 3 bi-fold segments, or less for shorter games.

Use clips to prevent the board segments from separating:



Each piece occupies a single square, placed either orthogonally or diagonally. Each square may contain only one unit.

Each unit type has its own characteristics, shown on Unit Charts.

The goal of the game is determined by each Mission, provided in the Brochure. Each Mission has several game setups.

Choice of Units

Each unit type has an Effectiveness value, shown in the Unit Chart. Both players should choose units with **equal total Effectiveness values**, if not specified otherwise in a Mission setup.

Depending on the desired game duration and the board size, the recommended total Effectiveness per player is 30–60 points.

Example 1: The agreed maximum total Effectiveness per player is 60 points.

Player 1 wants to have a small number of strong tanks, and chooses:

- 1 Heavy Tank (Effectiveness 6 pts × 1 = 6 pts)
- 2 Heavy Tank Bulldozers (7 pts × 2 = 14 pts)
- 5 Medium Tanks (4 pts × 5 = 20 pts)
- 1 Tank Destroyer (5 pts × 1 = 5 pts)
- 2 Heavy Assault Guns (7 pts × 2 = 14 pts)

Therefore, at the beginning of the game, Player 1 has 11 units, with total Effectiveness 59 pts.

Player 2 has a different strategy, choosing many light and fast units:

- 2 Reconnaissance Vehicles (2 pt × 2 = 4 pts)
- 6 Light Tanks (2 pt × 6 = 12 pts)
- 8 Medium Tanks (4 pts × 8 = 32 pts)
- 2 Tank Hunters (4 pts × 2 = 8 pts)
- 2 Amphibious Tanks (2 pts × 2 = 4 pts)

At the beginning of the game, Player 2 has 20 units, with total Effectiveness 60 pts.

Round Sequence

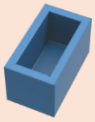
Each **Round** comprises one player's Turn, followed by the other. In their **Turn**, the first player moves all their vehicles they want to move, and fires at enemy vehicles if given the opportunity. The other player then repeats the process, and the two alternate until the end of the game.

The dial counter (if used) is set to 1 at the start of game, and is increased by one increment at the end of each Round, after both players have completed their Turn for all vehicles.

Unit Activation

In every Round, a unit can **move**, **fire** *(provided it has a target in range and in sight)*, do **both** or do **nothing**. If doing both actions, **firing is performed after movement**. Each of the player's other units are then activated in turn, following the same procedure. **Units can be activated in any order**.

Activation markers can be placed next to the units that were moved and/or have fired, with the hollow side up for those that did not move. Remove all blocks at the end of the player's Turn.



A limited number of vehicles can be moved in every Turn, according to the total number of player's active vehicles currently on the board *(destroyed ones do not count)*:

Active vehicles	2–5	6–10	11–15	16–20	21 +
Movements	**2**	**3**	**4**	**5**	**6**

In combat conditions, mutual visibility is limited so it is not possible to coordinate movement of all tanks at the same time.

Movement

Each vehicle has a maximum speed (shown in the Unit Chart), which is the **maximum number of Steps** it can move in one Round. One movement Step can be:

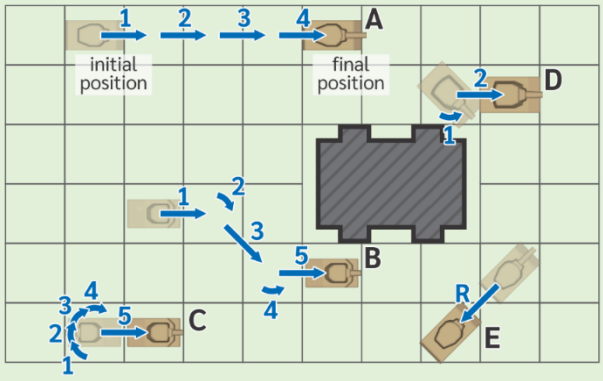
- **a straight move to the square in front**

- **a 45° rotation in the current square**

In one Round, a vehicle can move in a combination of different Steps (straight forward moves and left/right rotations).

When a vehicle **reverses**, it can only move **straight backwards by one Step**, without combinations with rotations and forward movement.

Example 2:



The vehicles moved in the following way:

'**A**' (Medium Tank): 4 Steps (forward – forward – forward – forward)

'**B**' (Light Tank): 5 Steps (forward – right rotation – forward – left rotation – forward)

'**C**' (Light Tank): 5 Steps (four rotations to the right – forward)

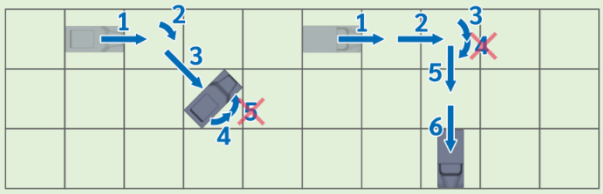
'**D**' (Heavy Tank): 2 Steps (left rotation – forward). It could move another Step, but the player chose not to.

'**E**' (Medium Tank): 1 Step (reverse)

Wheeled vehicles cannot rotate in place twice in a row (see 'Drive Type' in Unit Charts, 'T' = tracks, 'W' = wheels).

To turn around in tight space, a wheeled vehicle must turn one Step at a time, over multiple Rounds *(which represents many short forward and backward movements)*.

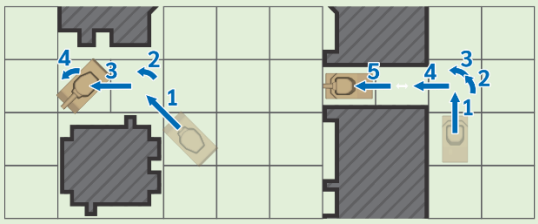
Example 3: Incorrect movement of wheeled vehicles.



Terrain Specifics

In general, vehicles can pass diagonally next to a corner of a building. The exception are narrow passages (between buildings or a narrow bridge), marked with white double-headed arrows. A vehicle must move straight into a narrow passage (not diagonally), and cannot rotate while in the passage.

Example 4:

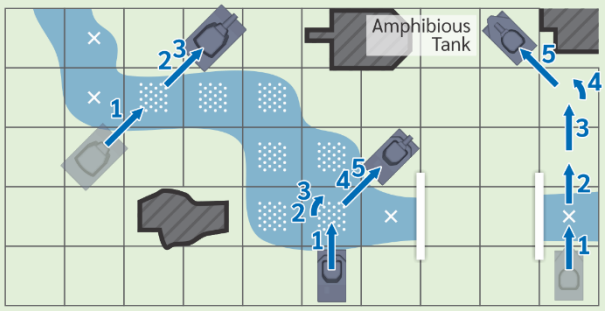


All vehicles can move through water on squares marked with white dots, but spending **two speed points for each Step that *starts* on the water**. There is no restriction when reversing.

Vehicles cannot move through squares marked with a white 'x'.

The exception are Amphibious Tanks, which can move over any water surface, with no restrictions.

Example 5:



Firing – Basic Mode

The Basic Mode is optimized for the most fluid gameplay.

Firing can be either **direct** (tanks, tank destroyers, etc.) or **parabolic** (howitzers, mortars and rocket launchers).

Each unit can only fire once in every Round.

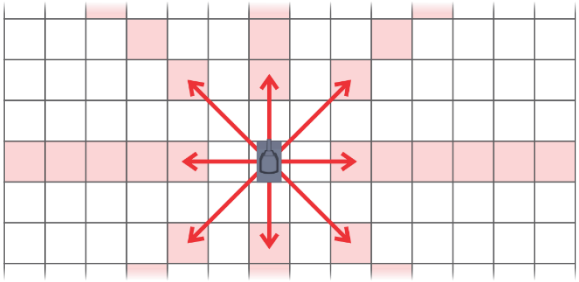
Direct Fire

The primary way to destroy enemy vehicles is firing guns directly at targets.

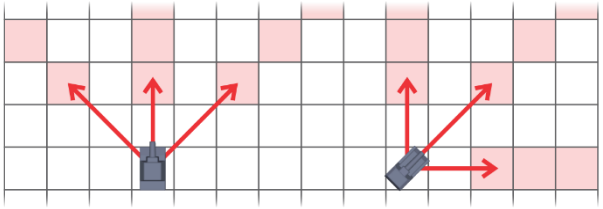
Firing Direction

It is only possible to fire in a straight line, along the squares on the board or diagonally. A weapon can be mounted in a rotating turret *(tanks)* or hull *(tank destroyers and self-propelled howitzers)*, as shown in the the Unit Chart.

Vehicles with guns mounted in turrets can fire in all eight directions.



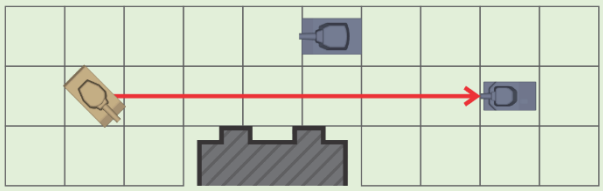
Vehicles with hull-mounted weapons can fire in three forward directions.



Line of Sight

To use direct fire, the target must be in the firing unit's **line of sight** – there must be only empty squares in between (straight or diagonally).

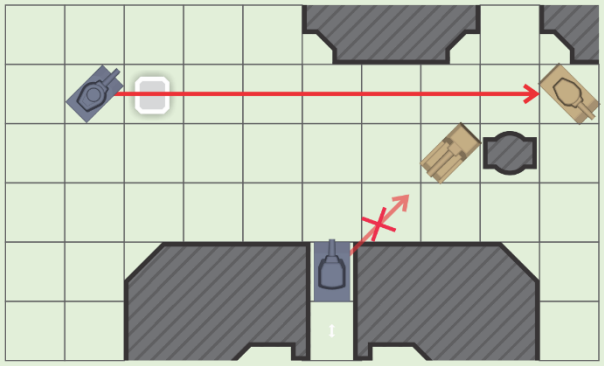
Example 6:



If positioned in a narrow passage (marked with a double-headed arrow, between buildings), a vehicle cannot fire diagonally, and it can only fire at targets that are in front of the passage *(tanks cannot rotate their turrets in a narrow passage)*.

Low obstacles (marked with a white border on the board) do not prevent firing.

Example 7:

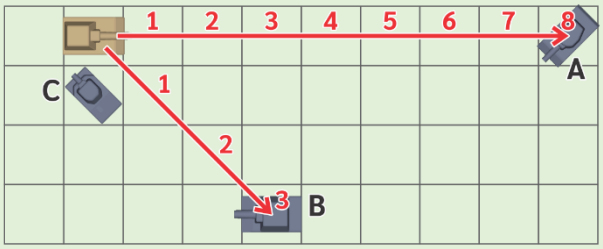


Distance

The **Distance** (D) is obtained by counting the squares to the target.

A tank **cannot fire at a target located in an adjacent square** (there has to be an empty square between).

Example 8:



The beige tank can fire at target A (D = 8) or target B (D = 3), but not at target C (it is too close).

Firepower

Guns of various calibers have different firepower.

Each unit has its **firepower** (shown on the Unit Chart under 'Basic / Realistic Mode'). Firepower (for direct fire) consists of red die roll + fixed number, or red + purple die + fixed number. When firing, the fixed number and the number(s) rolled on the dice are added together to obtain the current **Resulting Firepower** (RF).

The red die *(white with red pips)* has standard numbers (1–6). The purple die has custom numbers: 1, 2, 2, 3, 3, 4.

Minimum and maximum possible RF is shown in brackets next to the firepower in the Unit Chart. This is useful for determining whether a tank has any chance of destroying the target at the given Distance, or if it already has the best probability to destroy it so there is no need to get any closer.

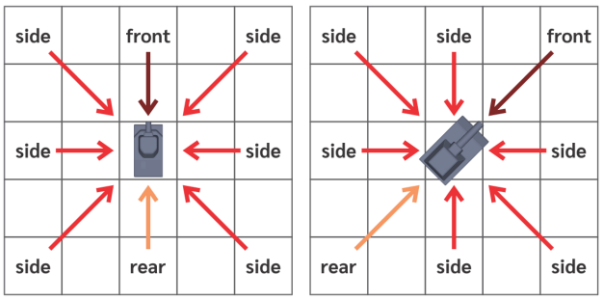
Example 9:

A Medium Tank fires. The Resulting Firepower is: 4 (red die) + 3 (purple die) + 5 (fixed number) = 12.

Armor

Armor is not the same on all sides of a tank. The thickest armor is on the front, slightly thinner on the sides, and the thinnest on the rear.

Armor values (A) are shown in the Unit Chart. Use the firing unit's location relative to the target to determine whether the hit is to the front, side or rear:



Firing Procedure

Each time when firing, clearly point out the firing unit and its target.

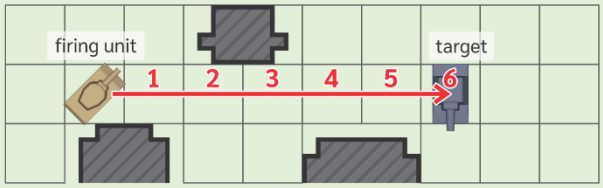
Check line of sight and count the Distance to the target. *Note that the firing tank and the target must not be in adjacent squares.*

Determine the Armor value (front, side or rear).

Refer to the firing unit's firepower, and roll the dice to obtain the Resulting Firepower.

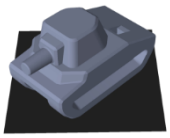
The target is destroyed if the Resulting Firepower (RF) is equal or greater than the sum of the Armor (A) and Distance (D).

Example 10:



The beige Medium Tank fires at a gray Heavy Assault Gun. The side Armor value of the target is 7. The sum of A and D is: 7 + 6 = 13. To hit and destroy the target, the 'beige' player must obtain RF 13 or greater, after rolling both red and purple dice and adding 5 (which is the Medium Tank's firepower).

If a unit is destroyed, it **remains in place on the board**, and a **black marker** is placed on the square under it.



Alternatively, destroyed vehicles can simply be flipped on their side (instead of using black markers).

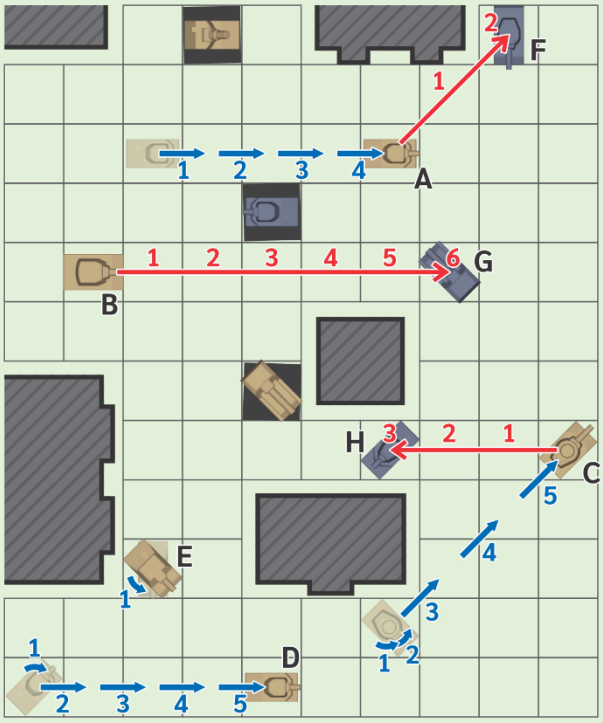
If the RF is smaller than the sum of D + A, it is a miss *(or a hit that did not cause any damage)*.

When obtaining RF, **if the red die shows '1', the firing is unsuccessful** (a miss). The purple die (if rolled) and the total sum does not matter.

No matter how strong a gun is, it can always miss the target, even at close range.

Example 11:

The following diagram shows one whole Turn. The 'beige' player has 12 active (non-destroyed) vehicles, therefore they can move 4 vehicles. The moved vehicles are marked A, C, D, and E in the diagram.



- Vehicle '**A**' (Light Tank) moved 4 Steps, and came into a position to fire at vehicle '**F**' (Medium Tank). The Distance is 2. Armor is 4 (side armor of the targeted tank). Resulting Firepower is ⚀ + 5 = 8, which is greater than the sum of Armor and Distance (4 + 2) – the target is destroyed.

- Vehicle '**B**' (Heavy Tank) remained stationary and fires at vehicle '**G**' (Tank Destroyer). Resulting Firepower: ⚀ + ⚁ + 9 = 12. Armor 4 (side Armor) + Distance 6 = 10. The target is destroyed (RF > A + D).

- Vehicle '**C**' (Tank Hunter) moved 5 Steps, and it fires at vehicle '**H**' (Reconnaissance Vehicle). Resulting Firepower: ⚀ + ⚁ + 7 = 10. Armor 2 + Distance 3 = 5. Even though RF is greater than A + D, this is a miss, however, because the red die rolled a '1'.

- Vehicles '**D**' (Light Tank) and '**E**' (Assault Gun) moved but did not fire.

Parabolic Fire

Parabolic fire can be used to hit targets that are behind cover.

Howitzers, mortars and rocket launchers have hull-mounted weapons, thus can fire in three forward directions.

Range and Firepower

Each unit that fires parabolically has a **minimum and maximum firing range** *(e.g. 7–18)*, shown in the Unit Chart (under 'Basic / Realistic Mode').

Resulting Firepower (RF) is obtained by rolling a standard red die and multiplying the rolled number by a number shown in the Unit Chart.

Example 12:

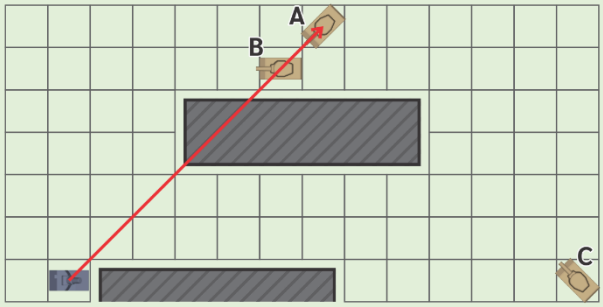
Heavy SP Howitzer is firing and the red die rolls a 3. It is multiplied by 4, which means the RF is 12.

Trajectory

Small obstacles (e.g. vehicles or low obstacles) do not obstruct parabolic fire.

When **howitzers and rocket launchers** fire over large obstacles (buildings), both the firing weapon and its target **must not be immediately adjacent to any building on the shell's trajectory** (they must be at least one square away from the obstacle).

Example 13:



The self-propelled howitzer can fire at target 'A', but not target 'B' or target 'C' (because either the target or the howitzer itself is too close to a building).

If the target or howitzer/rocket launcher is in a narrow passage between buildings, firing is not possible through the diagonal (the corner of the building interferes with the trajectory).

Mortars can fire from and hit targets that are immediately behind cover *(the shell trajectory is more vertical compared to howitzers)*.

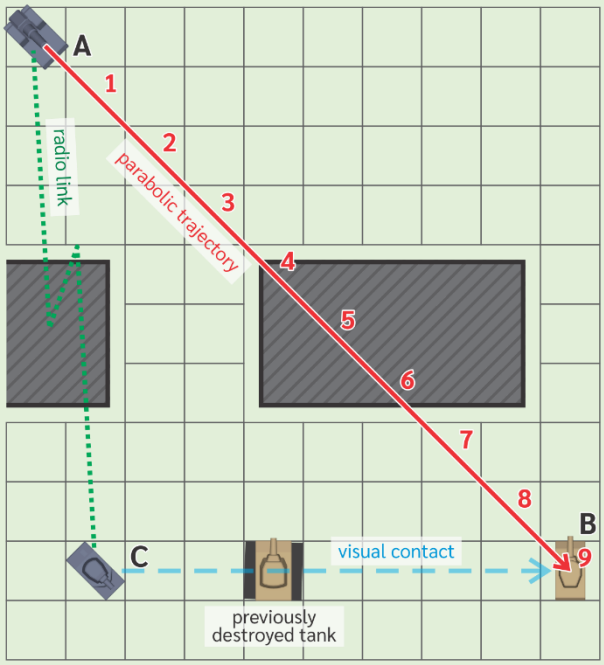
Target Locating

Parabolic fire is possible **only if the target is in visual contact**. If the firing unit cannot see the target itself because a large obstacle (e.g. building) is obstructing the line of sight, **it can still fire if another allied vehicle is currently in a position to see the target** *(and report the target position by radio)*.

To locate the target, a vehicle must be positioned straight or diagonally from it *(in one of the eight directions, like direct firing)*. Range for visual target locating is unlimited.

Unlike direct line of sight, **visual contact is not blocked by vehicles**.

Example 14:



The Reconnaissance Vehicle ('C') spots the position of the enemy Medium Tank ('B') and reports it to the howitzer ('A').

Firing Procedure

First check whether firing is possible (firing direction, range, trajectory and target locating) and clearly point out the firing weapon and its target.

Roll a standard red die to obtain the Resulting Firepower and determine the Distance.

The target is destroyed if the Resulting Firepower (RF) is equal or greater than the Distance (D). Otherwise it is a miss.

Target's armor is irrelevant for parabolic fire *(the target is hit in the top where the armor is the thinnest, so every good hit destroys the target).*

In the Example 14 above, a Heavy SP Howitzer ('A') is firing parabolically at the opponent's Medium Tank ('B'). The Distance is 9.

The rolled number is 3, which is multiplied by 4 resulting in 12, so the target is destroyed (RF 12 > D 9).

Firing – Absolute Mode

With no randomness involved, the Absolute Mode requires more strategical thinking.

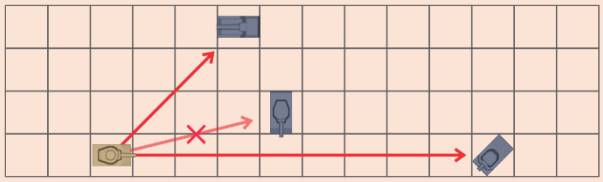
The only change compared to the Basic Mode is that no dice are used, so Firepower values are fixed numbers, shown in the 'Absolute Mode' column in the Unit Chart.

Direct Fire: Count the Distance and add the Armor value – if Firepower value is equal or greater than the sum, the target is destroyed. *Firing is absolute – if the gun is strong enough compared to the armor and the distance is not great, the target is surely destroyed.*

Parabolic Fire: If the target is within range (shown under 'Absolute Mode' column) and at least one allied vehicle can curently locate it, it is certainly destroyed.

Firing – Realistic Mode

In the Basic Mode, it is not possible to fire at targets located between straight and diagonal directions, as it is much simpler to play that way:



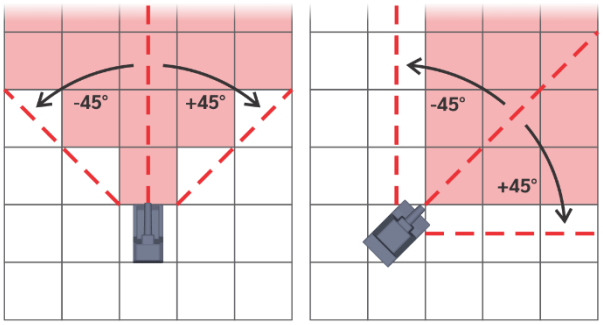
To make firing in any direction possible, it is necessary to use a ruler for determining distance and line of sight. Because of this, the Realistic Mode is more demanding for play.

Direct Fire

Firing Direction (Arc of Fire)

Vehicles with guns mounted in turrets can fire in any direction (360°). If positioned in a narrow passage (marked with a double-headed arrow, between buildings), a vehicle can only fire at targets that are in front of the passage.

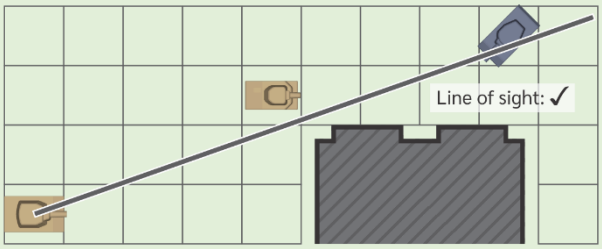
Vehicles with hull-mounted weapons can fire in an arc of ±45° (**excluding squares along the exact 45° line**, as shown below):



Line of Sight

Instead of a straight line of empty squares, **line of sight** is checked with a ruler (there must be no buildings or tanks on the shell's path).

Example 15:

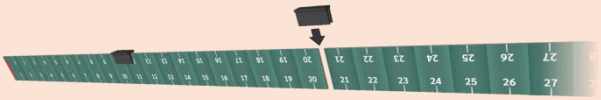


In some situations, the exact line of sight or Distance may be disputable. In such cases, players should amicably agree on measurement results.

Distance

To measure the **Distance** (D), position the start point of the ruler (red edge) above the center of the firing unit's square, with the other end passing above the target. The Distance is shown by the number on the ruler directly above the target (center of the square).

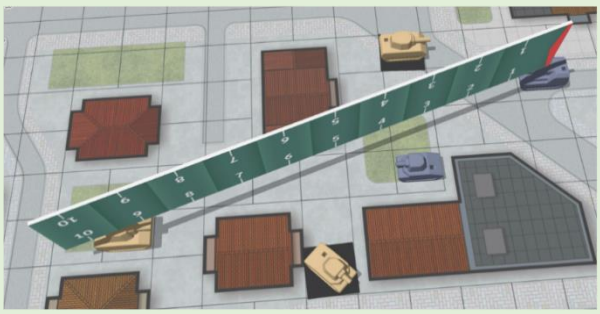
When measuring larger distances, extend the ruler by connecting two or all three parts using plastic clips.

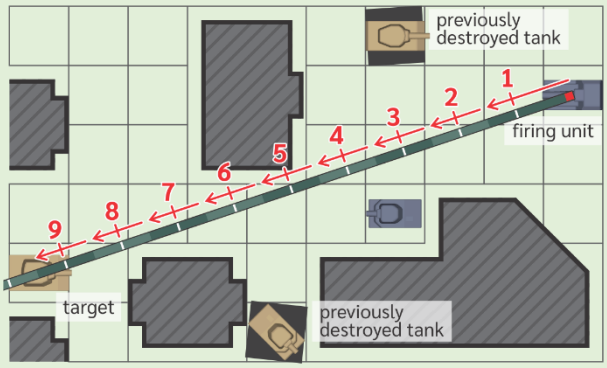


Firing at targets located in an adjacent square is not permitted.

Example 16:

The same situation is shown in the diagrams below, from two angles. With the help of a ruler, it is determined that the line of sight is clear and that the range is 9.



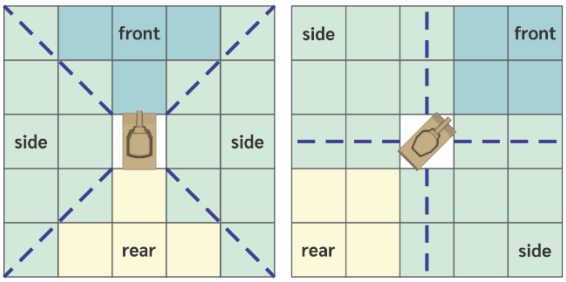


Firepower

Determining Firepower is the same as in the Basic Mode: the fixed number and the number(s) rolled on the dice are added together to obtain the current Resulting Firepower (RF).

Armor

Armor (front, side or rear) is divided into *armor zones*:



Shots fired **exactly 45°** from the target's longitudinal axis (see dashed lines in the diagram above) count as hits to the **side armor**.

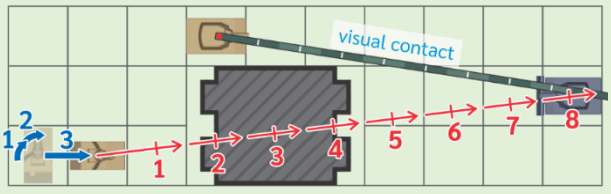
Firing Procedure

Firing procedure is the same as in the Basic Mode: check line of sight and measure the Distance (using a ruler), determine the Armor value, roll the dice to obtain the Resulting Firepower. If RF ≥ A + D, the target is destroyed (place a black marker under it); otherwise (and if the red die shows '1'), it is a miss.

Parabolic Fire

Everything is the same as in the Basic Mode, except that targets may be anywhere in the weapon's arc of fire (±45°) and targets can be located with a visual contact in any direction, checked with a ruler.

Example 17:

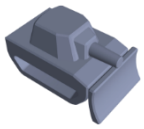


Optional Rules

The game can be altered and enhanced by applying the following rules, but it is recommended to play the first few games without them.

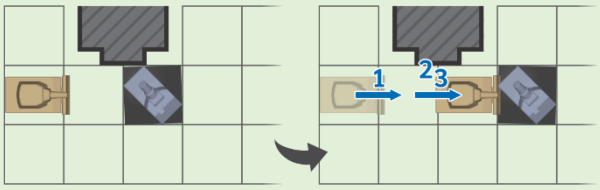
Pushing

A tank with a dozer blade can push destroyed units to remove them as obstacles. A vehicle can push only one destroyed unit at a time, and there must be an empty square behind the pushed unit.



The destroyed unit is pushed in a straight line, and remains in the same orientation. Two steps are spent for pushing one square.

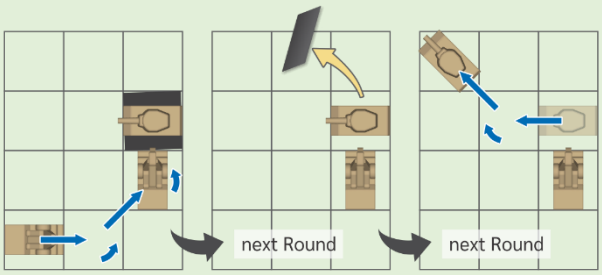
Example 18:



Repairing

Armored Recovery Vehicle can be used to repair destroyed vehicles. The ARV must first be moved to a square adjacent to a wreck and rotated towards it. In the next Round, the black marker may be removed if neither vehicle moves nor fires. Both vehicles can then move from the following Round.

Example 19:



Command Tank

Each player should choose one tank to be the commanding unit (distinguished from other vehicles by a plastic antenna which can be attached to the playing piece). As long as the command tank is not destroyed, the maximum number of movements is increased by 1.

Moving All Vehicles

After moving the limited number of vehicles, all other vehicles may be moved for a single Step each.

This way no vehicles will have to remain in place due to other vehicles being the priority for movement, but the number of vehicles that can move fast (more than one Step) is still limited.

Random Speed

To add more uncertainty to the game, use a speed die. This rule does not suit the Absolute Mode.

Each time a vehicle is about to move, roll a speed die (white with blue numbers). The die modifies the vehicle's speed in that Round. The speed can be increased ('+1' or '+2'), decreased ('-1'), or unchanged (blank side).

Example 20: A Light Tank moves and the speed die rolls a '+1'. In this Round, it can move a maximum of 6 Steps.

Rotating Turrets

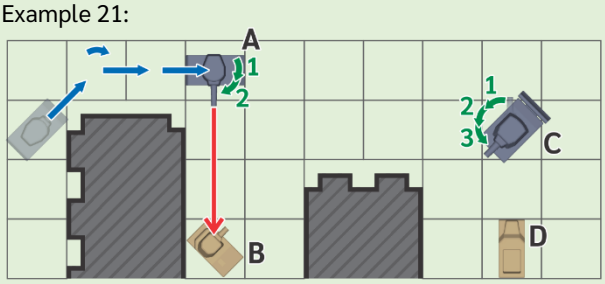
This optional rule requires playing pieces with rotating turrets *(3D-printed variant)*.

Turrets can be positioned to any 45° increment relative to the vehicle, but if a vehicle turns, its turret turns with it *(maintains the same position relative to the hull)*.

In a single Round, **a turret can be rotated by up to three Steps in either direction** (for a total of 135°). Firing is performed *after* rotating the turret.

The tank fires only in a single direction the turret is pointing at.

Example 21:



Tank 'A' moved, then rotated turret two Steps to the right and it fired at enemy vehicle 'B'.

Tank 'C' did not move in order to keep its armor orientation, but it can rotate its turret. However, since it can rotate the turret only three Steps, it cannot fire at vehicle 'D'.

All vehicles can rotate their turrets in every Round.

If a vehicle is positioned in a narrow passage (marked with a double-headed arrow, between buildings), it cannot rotate its turret, and it cannot enter a narrow passage if its turret is not facing straight forward or backward.

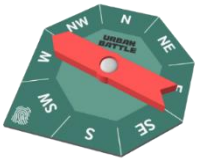
Realistic Mode: a gun can fire in an arc of ±45° from the current orientation (excluding squares along the exact 45° line, the same as hull-mounted weapons). A turret can be rotated only up to two Steps *(as a compensation for the additional arc of fire)*.

For easier gameplay, vehicles' hulls and turrets must be 'locked' in one of the eight possible directions. Because of this, a gun in a turret is considered as if it has an arc of fire, in order to cover all angles.

Missed Shot (Parabolic Fire)

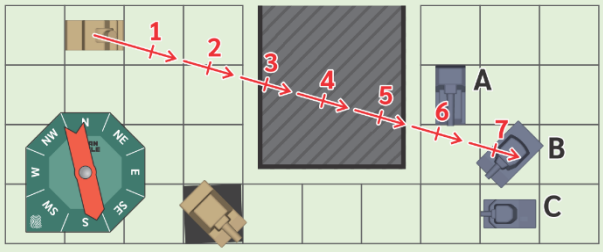
This rule applies only to the Realistic Mode.

If a parabolic shot results in a miss, spin the spinner to determine in which of the eight surrounding squares the shot landed, according to the compass printed on the board. If another vehicle (either enemy or ally) is located in that square, it is destroyed instead.



If the spinner indicates an empty square or a square which cannot be hit due to an intervening obstacle, it is considered that nothing was hit.

Example 22:



A Heavy SP Mortar fires at enemy Heavy Tank ('B'). The Distance is 7. The rolled number is 2, multiplied by 2 = 4. This is a miss (RF 4 < D 7). The spinner stops on 'South', which means the Light Tank ('C') is hit instead.

If enemy vehicles are clustered together, there is a higher chance of hitting at least one of them, but it is also risky to fire at an enemy if allied vehicles are in adjacent squares.