URBAN BATTLE – Junior
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**

- **Playing pieces** (tanks and other vehicles)

- **Flags and antennas**

- **4 dice**

- **20 destruction markers**

- **2 Unit Charts**

- **Dial counter**

- **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.

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.

Round Sequence

One **Round** is complete when each player has completed their **Turn** once. One player must complete their Movement Phase followed by their Firing Phase, before the other player does the same.

In thier Turn, a player rolls three dice and moves up to three vehicles. If all three dice roll the same blue number, an extra vehicle may be moved (for a total of four).

After completing the Movement Phase (for all vehicles the player wishes to move), perform the Firing Phase. Every tank can fire in every Round, provided it has a target in range and in sight.

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.

Movement

Each rolled die is assigned to one vehicle that the player wants to move. The blue number determnes the **maximum number of Steps** a tank can move in one Round. Some vehicles are faster and some are slower, so the number is modified (+1 or -1), as shown in the Unit Chart. 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.
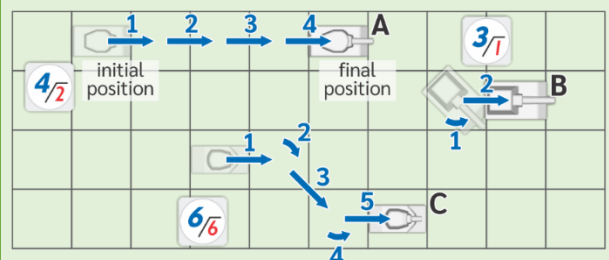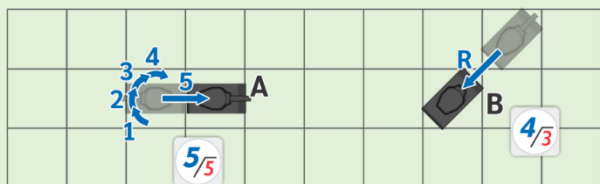
> Example 1:
>
>
>
> The vehicles moved in the following way:
>
> '**A**' (Medium Tank) moved 4 Steps forwards, according to the number rolled
>
> '**B**' (Heavy Tank) moved 2 Steps (die 3, -1): left rotation – forward
>
> '**C**' (Light Tank) moved only 5 Steps (forward – right rotation – forward – left rotation – forward), even though it could move 7 (die 6, +1).
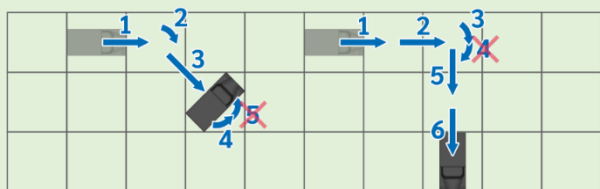
Tank '**A**' moved 5 Steps (four rotations to the right, then forward). Tank '**B**' reversed.

**Trucks cannot rotate in place twice in a row**.

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 Truck movement.

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.
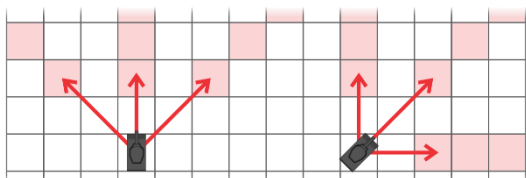
Example 4:
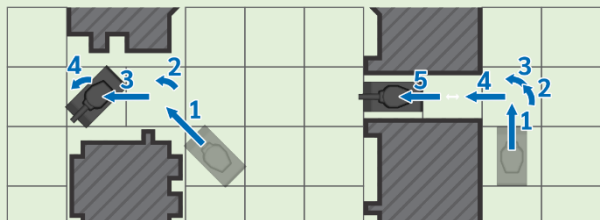
Firing

Each unit can only fire once in every Round.
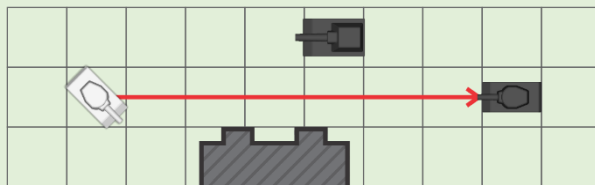
Firing Direction

It is only possible to fire in a straight line, along the squares on the board or diagonally, in three forward directions:

Line of Sight

The target must be in the firing unit's **line of sight** – there must be only empty squares in between (straight or diagonally).
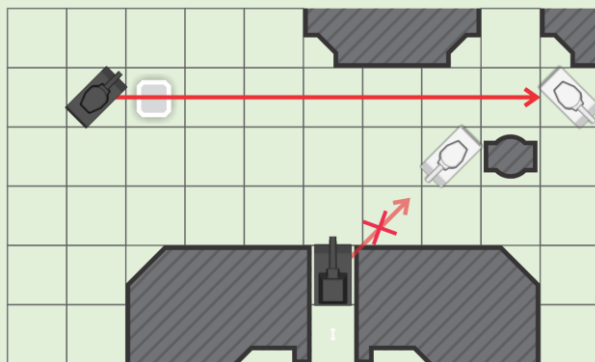
Example 5:

If positioned in a narrow passage (marked with a double-headed arrow, between buildings), a vehicle cannot fire diagonally.

Low obstacles (marked with a white border on the board) do not prevent firing.
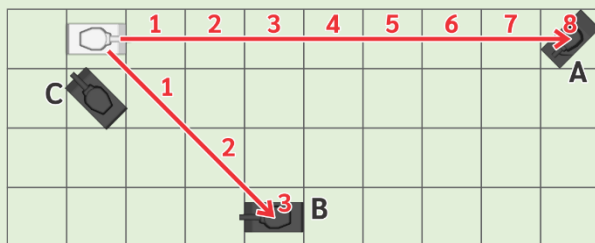
Example 6:

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 7:

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

Firepower

Each unit has its **firepower** (shown on the Unit Chart), which consists of 2, 3 or 4 dice. When firing, the red numbers rolled on the dice are added together to obtain the current **Resulting Firepower** (RF).

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:
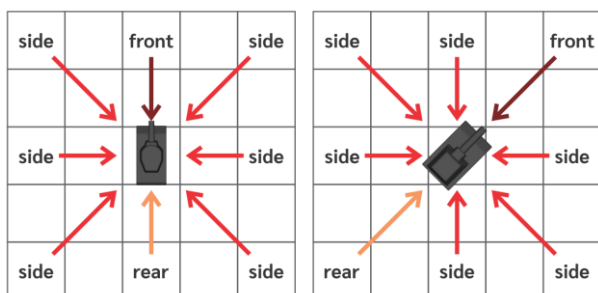
Firing Procedure

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 8:
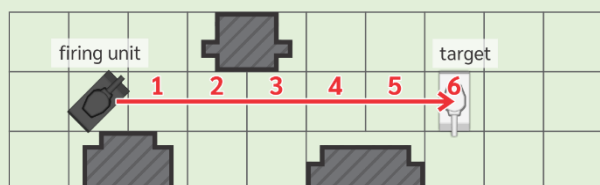
The black Medium Tank fires at a white Medium Tank. The side Armor value of the target is 4. The sum of A and D is: 4 + 6 = 10. To hit and destroy the target, the 'black' player must obtain a sum of 10 or greater, after rolling three dice (which is the Medium Tank's firepower).

If a unit is destroyed, it **remains in place on the board**, and a **yellow marker** is placed on the square under it.
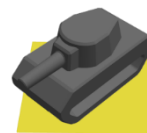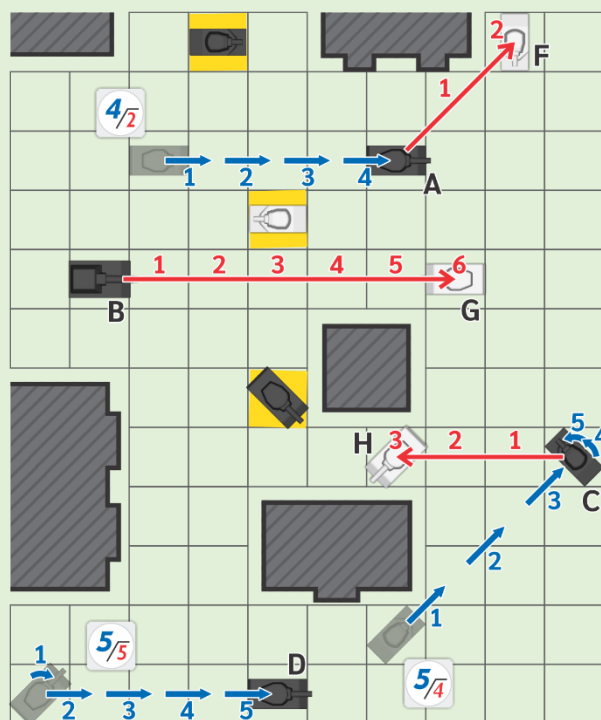
Alternatively, destroyed vehicles can simply be flipped on their side (instead of using yellow markers).

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

Example 9:

The following diagram shows one whole Turn. The 'black' player has rolled the following blue numbers: **4**, **5** and **5**.

- Vehicle '**A**' (Medium Tank) moved 4 Steps, and came into a position to fire at vehicle '**F**' (Light Tank). The Distance is 2. Armor is 2 (side armor of the targeted tank). Three dice are rolled, resulting in **1** + **4** + **2** = 7, which is greater than the sum of Armor and Distance (2 + 2) – the target is destroyed.

- Vehicle '**B**' (Heavy Tank) remained stationary and fires at Tank '**G**'. Resulting Firepower: **5** + **3** + **3** + **6** = 17. Armor 9 (front Armor) + Distance 6 = 15. The target is destroyed (RF > A + D).

- Vehicle '**C**' (Light Tank) moved 5 Steps (it could move up to 6 – die **5** +1), and it fires at Tank '**H**'. Resulting Firepower: **4** + **1** = 10. Armor 4 + Distance 3 = 7. RF is lower than A + D, so this is a miss.

- Vehicle '**D**' (Medium Tank) moved but did not fire.

Other Rules

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 yellow marker may be removed if neither vehicle moves nor fires. Both vehicles can then move from the following Round.

Example 10: