URBAN WAR²

STRIKE_TEAM ACTIONS

Man Machine Alien
Incorporate Eliminate Assimilate
Evolution or Extinction
Decide the Future...

QUICK START RULES

Welcome to the Quick-start rules for the 2nd Edition of Urban War: Strike-Team Actions.

The purpose of this rule set is to give you an enjoyable introduction to the concepts, terminology and mechanics of the Urban War game system. Have a quick read through the rules here, just trying to get a general idea of what the main concepts are and where you can find things. Then just get some models on the tabletop and have a go. You'll need to look things up the first time you move and shoot and so on, but it soon becomes second nature. Then, once you have played through a couple of games, you'll be ready to move onto the full rules.

Urban War is a sci-fi skirmish game where the action is focused around individual models. Though organised into 'strike teams' of anything from 6 up to 20 models (depending on the size of the game), each model acts independently when it comes to moving, shooting or reacting to threats. A game of Urban War takes between 30 and 90 minutes to play. Combat is quick and lethal and even the lowliest trooper can, with luck, take down a hero or bad-ass battlesuit.

For more information, check out the Urban Mammoth website at: www.urbanwarthegame.com

WHAT YOU NEED TO PLAY URBAN WAR

Starter Strike Team: You'll need the miniatures included in one of the starter sets.

Reference sheet: Available as a separate sheet for quick reference.

Counters and templates: On the Urban Mammoth website you can download counters and templates which can be printed for use during the game. Counters are used during the game to keep track of game effects. You will need 3 types of counter:
- Overwatch order.
- Snap-fire order.
- Panicked.

Dice: Some standard ten-sided dice in at least two different colours. You don't need loads of them; half a dozen or so per player will be ample.

A Ruler or Tape Measure: A ruler marked in inches is essential; all measurements in the game are in inches. You will need to measure how far your troops can move, shoot or even run for cover! A retractable steel rule is ideal. If you really can't get a ruler in inches, you can use centimetres and a conversion of 1 inch = 2½cm.

Stat cards: Stat cards are small reference cards where all of a model's abilities are listed. These are provided with the starter sets. A short explanation of the applicable rules is given on the back of the card.

Some models have options. On the front of the stat card for those models, you can select which options you have chosen for that particular model. If you put this card into a collectable card sleeve you can then use an erasable felt pen to track things on the card (see later).

SETTING UP THE BATTLEFIELD

The first thing you will need to do in order to play a game is to set up your battlefield. The minimum sized area you will need to play a game of Urban War is a flat area of about 4 feet by 4 feet (120cm x 120cm). Wherever you decide to play, you need to be able to tell where the edge of the battlefield is. During a game, models cannot move off the edge of the battlefield.

Terrain

Urban War is a skirmish game, and you will want the troops in your force to take as much advantage as possible of whatever cover is available. Having a reasonable quantity of terrain for models to hide in or sneak around is very important in Urban War. Also, the more interesting and attractive your terrain is, the more enjoyable your games will be.

If you're new to tabletop wargaming, and don't have ready-made terrain, then don't despair. You can use books, cartons, plastic bottles and so on as stand-ins to get you started.

PROFILES

A model's profile contains all the information needed to use it in the game. The profile shows how your troops interact on the battlefield. It represents a model's strengths and weaknesses with a set of statistics that are used to define how the models move and attack. You will find profiles for your models in the force lists. Each force list contains the profiles for all the troops available to that particular force. Profiles are all presented in the same basic format (see the stat card example below).

Front

COLONIAL MARINE

AS	SH	ST	T	W	CD	SZ	MV
3	4	4	4	1	4	2	4

CAL	FS	FU
☐ 0	0	
☐ 1	1	☐
☐ 2	2	☐

	CC	SHORT	MED	LONG	EXT
Gauss Rifle	-1	5	0	5	0	5	-	-	-	-

	CC	SHORT	MED	LONG	EXT
Combat Blade●	0	4	-	-	-	-	-	-	-	-

● +3 first strike

Reverse

COLONIAL MARINE

EQUIPMENT	COST			
	CAL0	CAL1	CAL2	CAL3
Gauss Rifle, Combat Blade	20	26	33	N/A

OPTIONS	COST MODIFIER
None	

WEAPON TYPE / SPECIAL RULES

Gauss Rifle: 2 handed.
Combat Blade: 1 handed, melee (+3 first strike).

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The Stat Line

The stat line is a row of characteristics that show a model's strengths and weaknesses. We refer to these characteristics as 'stats'. The characteristics included in the stat line are shown below.

Assault (AS): This stat shows how good the model is when attempting to hit an enemy in close combat. It can range from 1 to 10 (higher is better), with an average of 4. A high AS also makes it harder for someone else to hit you.

Shooting (SH): This stat shows how accurate the model is with ranged weapons. It can range from 1 to 10 (higher is better), with an average of 4.

Strength (ST): This stat shows how strong the model is. It can range from 1 to 10 (higher is better), with an average of 4. Models with a high Strength have more chance of causing damage if they physically hit an enemy in close combat.

Toughness (T): This stat shows how tough and resistant to damage the model is. It can range from 1 to 10 (higher is better), with an average of 4. Models with high Toughness have less chance of taking damage if they are hit.

Wounds (W): This stat shows how much damage a model can take before it is killed or destroyed. It can range from 1 upward with an average of 1. Heroes, larger creatures and vehicles will often have more.

Command (CD): This stat gives an indication of the model's self-control, training and bravery. It can range from 1 to 10 (higher is better), with an average of 4. Models with a high score are more likely to stand their ground or react quickly to enemy action.

Size (SZ): This stat indicates how large a model is. It can range from 1 upward with an average of 2. Large creatures and vehicles are easier to hit when shooting at them.

Move (MV): This stat shows the model's normal move distance in inches. It can range from 1 upward with an average of 4. A high score can allow you to outrun or outmanoeuvre your enemies.

Calibre (CAL): This stat gives an indication of the model's quality and effectiveness. It represents its ability to focus and concentrate under fire, and its ability to take advantage of chance opportunities thrown up in the heat of battle. It can range from 0 upward. The average human trooper has a Calibre of 0 or 1.

On the stat cards there are one or more FS values (see example right) along with a linked set of CAL values, preceded by a check-box. This means that you must select a CAL for that model along with its linked FS value. The points cost for the chosen CAL/FS is listed on the back.

First Strike (FS): This stat indicates how quickly the model strikes in close combat. It is derived from special rules and other stats (CAL). The listed FS value is usually the final value, but may be modified by equipment choices in close combat (melee weapon). This will be listed on the stat card.

Follow-up actions (FU): A model can make one follow-up action during the game for each point of CAL that it has. You can mark all of the follow-up actions you make with this model in these checkboxes with an erasable felt pen. The example on the previous page shows FU boxes you can check highlighted in yellow in the case you selected a CAL 2 trooper.

Other information
Below the stat line is all the other information you will need to select your models, equip them with weaponry and use them to fight battles. Sometimes a weapon or option will have a small black circle, triangle or square added. This means that a special rule is applicable which is explained on another part of the card.

Equipment: This lists the model's basic load out of weapons and equipment.

On the front of the card, all available weapons are listed along with their to hit modifier and Strength at each range band (Close Combat, Short, Medium, Long and Extreme range). If a dash is listed for the to hit and Strength, it means that this particular weapon cannot be used at that range.

If more than one weapon (set) is listed for a particular action (shooting or close combat), you must choose which one you will use.

Sometimes the to hit and/or Strength will have a multiplier (for example x2). If added to the to hit modifier it means that this model strikes or shoots the indicated number of times instead of once. If added to the Strength it means that **for each successful hit** the model rolls to wound the indicated number of times instead of once.

Cost: This shows the points cost of the model with its basic weapons and equipment. This isn't important for the purposes of the starter rules as the starter teams are a fixed selection. However, in the main rules you'll have a points limit for battles, so it becomes very important.

Special rules: This shows any extra rules that apply to the model. It may be particularly brave, very heavily armoured, or subject to some other (not always beneficial) effect.

Options: Some models may have the option of additional weaponry or special abilities. This will be detailed in this section along with any associated additional points cost.

SPECIAL AND WEAPON RULES

This section explains important special rules and weapon rules. Any required special or weapon rules that are not mentioned here are listed on the faction introduction sheet included with your starter set. If your starter set does not include a faction introduction sheet, you can download one from the Urban Mammoth web site: www.urbanmammoth.com.

Line of Sight
LOS is short for *line of sight*. A model with an unobstructed view of another model is said to have LOS to it.

Ranges
For game purposes, weapon ranges are split into five range bands. These are *Close Combat* (base contact), *Short* (up to 12 inches), *Medium* (beyond 12 and up to 24 inches), *Long* (beyond 24 and up to 36 inches) and *Extreme* (beyond 36 and up to 48 inches).

Measuring distance: The distance between models is always measured in a straight line between the models' nearest base edges. The distance between a model and an obstacle is always measured in a straight line between the model's nearest base edge and the obstacle.

Calibre

Calibre has the following effects on the game:

*   **Command check bonus:**
    Any model making a check based on its CD receives a bonus of +1 per point of CAL. This bonus continues to apply to any re-roll.
*   **Rush, charge and break off move bonus:**
    Any model making a rush, charge or break off move adds 1 inch per point of CAL to its total distance allowed.
*   **First Strike bonus:**
    Any model adds +1 per point of CAL to its first strike (FS). This bonus is already included on the stat cards.
*   **Follow-up action:**
    Any model can make 1 follow-up action during the game for each point of CAL that it has. See Follow-up actions for details.
*   **Warp Portal distance bonus (specific to the Koralon):**
    Any Phazon that creates a warp portal adds 1 inch per point of CAL to the maximum warp portal distance to a Koralon model.

Heavy Armour

When a model has this special rule it will be stated as 'Heavy Armour (+2)', 'Heavy Armour (+3)', etc. The indicated number is the modifier to the heavy armour saving roll.

Heavy Armour Save: If a model with heavy armour receives hits, roll 1d10 per hit, adding the indicated modifier. On a score of 10+ the hit is ignored and the model suffers no harm.

High Morale

Normally when a panicked model rolls a successful rally check, it will still have all panic restrictions during its current action. A model with High Morale that rolls a successful rally check rallies immediately and doesn't have any panic restrictions during its current action.

Battleshield

A battleshield gives the model extra protection. A model with a battleshield will have a +1 bonus to their Toughness (T). This bonus applies against shooting attacks and against the first enemy that is engaged in any close combat. The shield bonus does not apply to additional enemies fought in the same close combat. If the first enemy in a close combat dies or breaks off, the shielded model can use its bonus against any one other enemy model of its choice, that it is in combat with.

GAME TURN SEQUENCE

In order to keep a game manageable we divide up the action into a series of game turns. During each turn, players will be able to do something with each of their models.

Each game turn is split into three phases:

1. The Marker Phase.
2. The Order Phase.
3. The Activation Phase.

The Marker Phase

During this phase remove all remaining counters that aren't shock counters or panicked counters. This includes Koralon Warp Portal markers. If a model has both an overwatch counter and a shock counter, remove them both.

The Order Phase

During this phase orders are given to each model in the following sequence:
- Place a snap-fire order counter **face up** next to each model that is in base contact with an enemy model.
- Now place an order counter of your choice **face down** next to all other models.

A model can be given the following orders:
- Overwatch.
- Snap-fire.

The Activation Phase

During the activation phase, players take it in turns to make their models perform various actions. Before that, you need to decide who goes first. Each player should roll 1d10 and the player that gets the highest score wins the initiative. Re-roll ties. The winner can then go first, or nominate the other player to go first.

After initiative has been decided, the first player now picks one of his/her models with a snap-fire order to do something and removes its order counter. This is known as *activating* the model. The controlling player can make it perform one action. A model that has finished its action is referred to as *activated*. It cannot be used again this turn.

Play then passes to the opponent, who then activates one of their models with a snap-fire order. At the completion of that model's turn, play then passes back to the first player. This process continues until all of the models with the snap-fire order on the tabletop have been activated.

Overwatch

A model on overwatch is in a state of suspended activation. Subsequent enemy action in the current game turn may trigger it into activity. Its main purpose is to disrupt the actions of enemy models. The following limitations apply.
- A model that is in base contact with an enemy model **cannot** be given this order.

A model on overwatch can attempt to interrupt an enemy action with either a disruption shot or an intercept charge. The following rules apply:
- At any point during an opposing model's turn **one** model on overwatch can make a command check (see later) in order to interrupt its action. This check can have modifiers depending on the intended action.
- The command check can be made before, during, or after the enemy model's movement or shooting. The model's player halting his or her turn at the request of the player making the check until it has been resolved, and any resulting actions taken. The reaction cannot interrupt die rolls or their resulting effects.

- If the command check is passed, play passes temporarily to the reacting model's player. Work out the actions and their results as normal.
- Irrespective of the check's result, and once any actions have been resolved, the reacting model counts as having been activated and has completed its turn. Remove its overwatch order counter. If the opposing model survived, then they may complete their turn.
- An interruption cannot be attempted in reaction to another reacting model or game effects.

For a disruption shot the following rule applies:
- As long as an opposing model is within firing range and LOS, the interrupting model can make its command check in order to shoot at it. This check has a -1 penalty for every range band beyond Short.

For an intercept charge the following rules apply:
- As long as an opposing model is within charge range (double its MV stat in inches, plus 1 inch per point of CAL) and LOS, the interrupting model can make its command check in order to charge and engage it in close combat.
- A model may not be charged if it is not on solid ground (eg if a model jumps or makes use of the jump-trooper special rule).
- A model may not be intercepted once it is in base contact with an enemy model, except by any models that it is in base contact with.
- If the command check is successful and the opposing model is charged, both models count as charging in the ensuing close combat.
- If the opposing model survives, it does **not** get to continue with its action, but remains where it was charged.

Snap-fire
When activated, a model with the snap-fire order can carry out **one** the following actions:

- Rush.
- Move + Shoot.
- Assault.

Rush: A model carrying out a rush moves up to double its MV stat in inches plus 1 inch per point of CAL. If a model is in base contact with an enemy model it cannot make a rush, instead it must perform an assault.

Move + Shoot: A model performing a move + shoot action can make a normal move and shoot at an eligible enemy model. If a model is in base contact with an enemy model it **cannot** make a move + shoot action, instead it must perform an assault.

Models don't have to move; indeed circumstances may prevent it. For example, a model in cover behind a wall might well decide to stay where it was and shoot at an enemy.

Otherwise the following rules apply:
- A normal move allows the model to move a distance up to its MV stat in inches.
- If a model moved during this action, the ensuing shot will have a -1 penalty per range band beyond base contact to the to hit roll (ie -1 at Short, -2 at Medium, -3 at Long and -4 at Extreme range).

Assault: Assault is the **only** action that a model in base contact with an enemy model can take. There are three possible courses of action for a model carrying out an assault. They are as follows:

- A model in base contact with an enemy fights a close combat.
- Alternatively, a model in base contact with an enemy can make a command check to break off from close combat, moving away up to its MV stat in inches plus 1 inch per point of CAL. If the check is unsuccessful it must proceed as above. Regardless of the check result the enemy model can fight back.
- A model not in base contact with an enemy, must charge into base contact with an enemy, and then fight a close combat. It may move up to **double** its MV stat in inches plus 1 inch per point of CAL.

Follow-up actions

In the heat of battle experienced models can take advantage of opportunities that other, less experienced ones, can't. Whenever a model with CAL 1 or higher and a snap-fire order has finished its action, it may opt to execute a follow-up action. A model may make 1 follow-up action during the game for each point of CAL that it has.

A follow-up action is a new action for all intents and purposes:

- Any action can be taken, irrespective of the previous action.
- A model in base contact with an enemy model may only choose the assault action.
- If a model was interrupted during its previous action by a model on overwatch, it may be interrupted again in its follow-up action by another model on overwatch.
- If a model is panicked, it may make a rally check at the start of its follow-up action.
- Multiple follow-up actions may be taken during a single turn, as long as the model's total number of allowed follow-up actions is not exceeded.

SHOOTING

Shooting describes any kind of ranged attack. The sequence when a model takes a shot is:

1. Check range and LOS.
2. Select a target.
3. Roll to hit.
4. Roll for damage.
5. Roll for cover (if applicable).

Range and LOS: In order to shoot, a model must have *line of sight* (LOS) to its target. Models are considered to have 360° vision for purposes of LOS and shooting. Terrain and other models may block LOS completely or partially. If the shooter can see a reasonable part of the target, it may attempt the shot. Friendly models, within 2 inch of the shooter, don't block LOS. Distances are measured between the nearest base edges of models. This may be done at any time in the game, so ranges can be determined in advance.

Target selection: Normally a shooter has to target the closest enemy model not in close combat (the priority target). In order to shoot at a different enemy, the shooting model must make a command check (see below). If it is failed, the shooter loses the shot. The shooter receives a +2 bonus to this check if the priority target has cover.

Rolling to Hit: To determine whether the shooting model hits its target, roll 1d10 for each shot (usually one). An unmodified result of a 1 is always a failure; an unmodified result of a 10 is always a success. The modifiers are listed on the next page.

Modify the to hit roll as follows:
- Add the shooter's SH.
- Apply the to hit modifier of the weapon used at the given range band.
- Add +1 if the target has a size of 4+.
- Apply range penalties if the model moved during its action.

If the end result is 10 or higher then the shot hits.

Rolling for Damage: If the target was hit then a damage roll must be made to see if the shot was effective. Roll 1d10 for each hit (sometimes more, check the stat card). An unmodified result of a 1 is always a failure; an unmodified result of a 10 is always a success.

Otherwise, modify the result as follows:
- Add the ST of the shot.
- Subtract the T of the enemy model.

If the end result is 6 or higher then the enemy model receives a wound.

Cover: If a model is not completely visible to a shooter because of terrain, and is wounded by a shot, it may roll a cover save to ignore the wound (1d10 per wound suffered). A model gets a cover save if the obstruction is more than 1 inch from the shooter. The obstruction may not be another model. If the intervening obstruction is solid (eg concrete or steel) the model saves on a 6+. If the obstruction is flimsy (eg wood or light objects) the model saves on an 8+.

Damage and Casualties: Each successful and unsaved damage roll inflicts one wound on the target model. If a model loses all of its wounds, indicated by the wounds stat (W), remove it from the battlefield.

CLOSE COMBAT

Close combat includes all kinds of close up and hand-to-hand fighting. The sequence for close combat is:
1. Determine who can fight.
2. Determine who strikes first.
3. Roll to hit.
4. Roll for damage.
5. Determine combat results.

Who can fight: When a model initiates a close combat it fights against a single target enemy model; no other models can participate. The following rules apply:
- If an attacking model is in base contact with more than one enemy model the attacking player decides which one will be the target.
- A model that is attacked in close combat gets to fight back against the first enemy model that attacks it in the current game turn. If it is subsequently attacked by another model, it does not get to fight back.
- After fighting back, models that were on overwatch count as having completed their turn. Remove the overwatch counter. Inactivated models do not count as having completed their turn.

Models in base contact with an enemy may also attempt to break off as described in the snap-fire section.

Who strikes first: Before any blows are struck you have to find out which model strikes first.
- Check each model's FS score. Add any weapon bonuses and +3 if the model charged in this assault phase. The model with the higher score gets to strike first. If the opponent is killed, remove it from play. It does not get to strike back.

- In the event of a tie both models strike simultaneously. For simplicity it is easier to resolve the attacks of one model first, but remember that this is only a convenience and that both models are attacking at the same time. If its opponent is killed or destroyed it is still allowed to attack before being removed from play.

Rolling to Hit: To determine whether the attacking model hits its opponent roll 1d10 for each attack (usually one). An unmodified result of a 1 is always a failure; an unmodified result of a 10 is always a success.

Otherwise, modify the result as follows:
- Add the AS of the attacking model.
- Subtract the AS of the defending model.
- Add +1 if the attacking model charged during its action.

If the end result is 6 or higher then the attacking model scores a hit.

Rolling for Damage: If the target was hit then a damage roll must be made to see if the hit was effective. Roll 1d10 for each hit (sometimes more, check the stat card). An unmodified result of a 1 is always a failure; an unmodified result of a 10 is always a success.

Otherwise, modify the result as follows:
- Add the ST of the attack.
- Subtract the T of the enemy model.
- Add +1 if the attacking model charged during its action.

If the end result is 6 or higher then the enemy model receives a wound.

Determine combat result: If both models are still alive after close combat, you need to work out which model lost. The model that received the most hits loses the close combat and must make a panic check. In case of a tie, no panic checks are made.

COMMAND, MORALE & SHOCK

On the battlefield soldiers won't always perform as expected. Unexpected events, horrifying circumstances or perhaps difficult assignments can cause soldiers to waver. A model's CD stat determines how it will react to such events. Any check against a model's CD stat is called a *command check*.

Making a Command Check

To determine whether a model passes a command check, roll 2d10. An unmodified result of 5 or less is always a failure.

Otherwise, add the model's CD and the model's CAL to the result. If the result is 15 or more, the command check is a success.

Morale (Panic)

A morale check (sometimes called a panic check) is a command check to see if a model becomes panicked. If a model fails a panic check, place a panic counter next to the model.
- A model must check when it loses a close combat.
- Unless it is currently in base contact with an enemy, a model must check when a friendly model is killed or destroyed within 9 inches.
- Unless it is currently in base contact with an enemy, a model with more than one wound (W) must check when its wounds drop to 50% of the number it started the game with.

Panicked: A panicked model (ie a model that had a panic counter when it was activated) has a -2 penalty to all to hit rolls when shooting or in close combat, and may not charge into close combat. Whenever a model with a panic counter is activated, it makes a command check to try and rally. If this check is successful, remove the panic counter although the model will still have all panic restrictions during its current action.

Shock

The shock rules are available in the full version of the game. Shock counters aren't necessary in the quick-start rules.

COMMANDERS

Once you've recruited your strike team, you must designate one of the models as its Commander. This is listed in the starter set.

The following rules for Commander apply:
- Providing the Commander is not panicked, friendly models within 9 inches of the Commander (**excluding** the Commander itself) gain +1 bonus to all command checks.
- If the Commander is either panicked or dead, the strike team suffers a –1 penalty to its initiative rolls.

BATTLES AND VICTORY

Setup: Players take turns in placing 1 piece of terrain on the table until all of the terrain pieces have been placed. When you have set up the terrain both players roll a die. The player with the higher roll chooses a side.
Players then deploy their models in turn, one model at a time. Models must be deployed within 6" of the player's own table edge, on the ground floor (ie not in an elevated position). The player who didn't get to choose sides decides who deploys first.

Start of game: Both players roll a die. The player with the higher roll chooses who takes the first turn.

Victory conditions: The player who completely destroys the opponent's strike team wins the game.

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