

URBAN OPERATIONS IN A NUTSHELL

THE GAME

What is the objective of the game?

- Players must fulfill one or more of the victory conditions described for each side in the scenario presentation (in the campaign booklet). Often victory is decided by taking control of designated buildings, while avoiding civilian casualties.

What are the forces at play?

- Two opposing sides, with non-combatants also represented: see No Man's Land counters (4.2).
- Each side consists of up to a company and attachments.
- A block represents a vehicle or a group of fighters.

What do the maps do? (5.1)

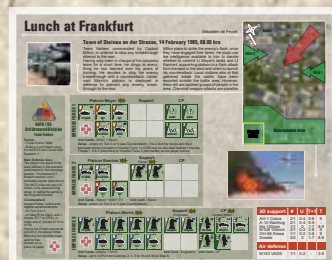
- Urban Operations is concerned exclusively with military actions in built up areas. The maps used in the scenarios represent districts in a town.

How many players?

- Some scenarios are designed for solo play, but usually the game is played one-vs-one.
- See the player aid 'Some Configurations for Multiplayer Games' included in the game box.

What is the duration of the game?

- From 90 minutes to 5-6 hours, depending on the scenario and the level of experience of the players.
- Scenarios are designed to offer an immersive game from the first turns: even an uncompleted scenario can provide an intense gaming experience.



Scenario Card. This player has 3 Impulse Forces

PLAYING A SCENARIO

How do you choose a scenario?

- Consider playing time (number of turns), area (one individual map, or two contiguous maps), theme, the experience of the players, the number of players.
- The campaign booklet summarizes details of the scenarios, without revealing each side's specific instructions which are found on the individual Scenario Cards.

How do you set the game up? (see 'Game setup' illustrated example p.4)

- Scenario-specific setup details are found on the Scenario Cards.
- The scenario presentation specifies the number of turns, which side sets up its blocks first, which side begins.



Scenario presentation, displayed in the campaign booklet.

THE DIFFERENT BLOCK STATUSES

Rotation of blocks

- Each block has an Operational Strength Level (OSL) that evolves with the fighting. Each gain or loss of OSL is noted by a quarter turn of the block. (4.3.2)

Activated Markers

- Place a marker on each block as it is activated; remove the markers at the end of the turn.

Concealed blocks (4.3.2.2)

- A block that has been identified by the opposing player is laid flat (revealed) until the end of the turn.

NECESSARY ELEMENTS

(see 'Game Setup' illustrated example p.4)

Synopsis

- The game is played on the main map(s) and possible secondary maps (underground, bridge).

Cards (see 'The Cards' illustrated examples p.39)

- Unit Cards (4.3.4): summarize combat factors for each block.
- 3D Support Cards (7.3): used during the Initial Phase of a game turn.
- Event Cards (6.2.2): drawn at the beginning or during the game, for tasking assets or for specific incidents.

Counters, Blocks, Markers

- Each side has its own blocks and counters. The positions of mines are recorded on the downloadable Mission preparation matrix or on a slip of scrap paper
- Counters are used to depict the uncertainties of 'No Man's Land'.
- Markers can be placed on counters, on blocks or on the map.

Player Aids

- One Scenario Card per side describing unit organization, 3D support, special instructions for the scenario, etc.
- 2 double-sided player aids: a turn track and other references.

Campaign

- The campaign booklet includes the campaign summary and, in some cases, special rules and a table of events.

PLAYING A TURN

What does a game turn represent? (3.1)

- A turn represents the actions of two opposing combined arms company teams over a few minutes.

How do you activate units?

- Each side is organized into a number of Impulse Forces (3.2 and 7.1), specified in the scenario. A block can only be activated during its own Impulse.
- Each side alternates Impulses during the turn.
- See "Activating a Block" on the next page.

What are the phases of a game turn? (3.1)

- The Initial Phase allows play of most events and 3D actions (fire missions, air strikes, drone missions, etc.).
- Combat actions are performed during the Impulses.



How many Impulse Forces per turn?

- Each side can have 1 to 5 Impulse Forces (as detailed on the Scenario Card).
- Each Impulse Force can be activated once per turn.

In what order are Impulses played?

- The side with the initiative at the beginning of the turn is specified in the scenario. That side's player chooses which side plays the first Impulse.
- Impulse Forces are activated in the order the owning player chooses.
- All Impulse Forces can be activated every turn.
- Except in particular cases (e.g. Event Cards) both sides alternate activating their Impulse Forces.

Unit Quality

- The Scenario Card indicates which blocks are Elite, Veteran or Recruit; this can impact on their combat results.

Transported Blocks

- A vehicle block can carry a foot block (4.3.2.3) or transport the block on its superstructure (see advanced rules).

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PLAYING AN IMPULSE

What is an Impulse Force?

- An Impulse Force represents a platoon (infantry, tanks, etc.), with its commander, and reinforcements received during the game (command, engineers, etc.).

How many blocks can be activated? (7.1.1)

- Depending on the state of the chain of command the player can activate between 3, 5 or 7 blocks in each Impulse Force.

Can my opponent react during an Impulse?

- During an Impulse your opponent may perform Opportunity Fire (8.3.1) Withdrawal (8.3.2) or announce that a vehicle has passed over an anti-tank mine (5.2.2.6).



During a turn, a block can perform an action and a reaction (or both a reaction and an action)

ACTIVATING A BLOCK

What can a block do during its activation?

- Conduct an action.
- Move (6 MPs for a foot unit block, 12 MPs for a vehicle block).
- Move and conduct an action (or vice versa):
- foot unit block = 3 MPs + action/vehicle block = 6 MPs + action.
- Conduct enhanced movement

What is an action?

- Blocks perform ordinary combat actions (Fire, Assault) but can also accomplish more specific actions (Scout, provide Support, Place/Demolish an obstacle, make a breach in a wall, etc.).

And reactions?

- Enemy actions can lead to 2 reactions:
 - Withdrawal under Fire
 - Opportunity Fire during the activation of an enemy Impulse Force



6 MPs (3 MPs if action) 12 MPs (6 MPs if action)

MOVEMENT

Is the whole map playable? (see Terrain Effects player aid)

- Not all terrain is accessible to all blocks, particularly vehicles.

Other movement?

- A location vacated after a successful Assault can be occupied by the Assaulting unit.
- Depending on the kind of block, walls and breaches can be crossed, underground sewers entered, etc.

MOVEMENT POINTS & EFFECT POINTS

Calculating Movement Points (MPs) (see player aid and illustrated examples, p. 22)

- Example: a foot unit block spends 2 MPs to cross an aperture.

Calculating Effect Points (EPs) (see player aid and illustrated examples, p. 8)

- EPs quantify weapon ranges, Weapon Effects, the distance between a leader and subordinates, etc.

TERRAIN

Open terrain

- Foot unit blocks and vehicle blocks can move in open terrain (streets), cross elevations, woods, or flooded areas, avoiding battlefield obstacles.

Buildings

- Foot unit blocks can enter buildings through doors, apertures and breaches, and progress from room to room. They can pass through walls by various means.

3D terrain

- Foot unit blocks can move underground and in sewers.
- Access to some roofs is possible.

WHAT ARE NO MAN'S LAND COUNTERS? (5.2)

Civil Population counters

- Are affected by Weapon Effects (collateral damage).
- Some sides can use them as shields.

IEDs / UXOs

- These are booby-traps (Improvised Explosive Devices) and unexploded munitions (Unexploded Ordnance) that may be encountered on the battlefield. They can explode at random.

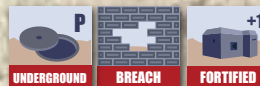
Other Elements

- Now and then players can encounter wreckage or toxic waste.
- Both sides can create barricades, lay anti-tank mines and use dummies.

Removed at the end of the turn



Remain until the end of the game



CONSEQUENCES ARISING FROM THE URBAN ENVIRONMENT

- Movement: various buildings and obstacles limit movement.
- Observation and Fire: weapon ranges are limited; observation is hindered by obstacles.
- Choosing combat positions: consider the arcs of fire from doors, apertures and breaches to avoid blind spots; or on the other hand exploit them to your advantage. (5.1.3 & 5.1.9).

COMMAND AND LOGISTICS

The chain of command (7.1)

- Proximity to the Coy Comd allows activation of more blocks.
- A block close to its Plt Comd receives a combat bonus (+1 FP modifier).

Logistics

- Logistics support blocks should be in permanent liaison with units in Contact.

Requesting 3D Actions (7.3.2)

- The Joint Fire Observer can request Fire missions within a certain radius. Plt Comds can request Fire missions at shorter range.

HOW ARE ARTILLERY AND AVIATION REPRESENTED?

3D Actions (7.3)

- At the start of the turn (Initial Phase), players may request mortar fire, artillery, smoke, illumination, or support from planes, helicopters or drones. 3D actions can be used for air defense.
- The requested actions can be executed immediately, on the next turn, or might be temporarily unavailable.

Weapon Effects (8.2.1)

- As with normal combat, 3D actions lead to the application of Weapon Effects.



3D Support Card

URBAN OPERATIONS IN A NUTSHELL

HOW IS COMBAT RESOLVED? (Fire and Assault)

Every combat action is an exchange of fire

- A block which is fired upon may Return Fire.
- If it does not choose to, or cannot Return Fire (e.g. inadequate armament), it may remain passive and lose 2 OSL, or it may carry out a Withdrawal.
- Performing a Withdrawal can lead to a loss of OSL.

Combat sequence outline

- The player announces which block will Fire at which target.
- The opponent announces whether he is Returning Fire or is performing a Withdrawal.
- Combat resolution is achieved by applying terrain, command and other bonuses to the unit's FP, and then rolling 1d10.

Combat results (see illustrated examples of Combat p.29)

- The loser suffers OSL losses, or might be directly eliminated (Critical Hit).
- In case of a tie, both lose an Operational Strength Level.
- A Recruit or Elite block (4.3.8) can see its losses increased or reduced.

Weapon Effects (8.2.1)

- In all cases Weapon Effects are applied at the end of combat resolution.

★★★★ **Elite unit**
Losses decreased on a d10 roll of 6 - 9.

★★★ **Veteran unit**
No adjustment to losses

★ **Recruit unit**
Losses increased on a d10 roll of 0 - 3.

ASSAULT

An Assault is close quarter combat

- A vehicle block that leads an Assault overruns, or rams, its target.
- The defender might be eliminated if he can not perform a Withdrawal. (8.3.2.2)
- An Assault can be made on any terrain, including buildings, through openings and inner walls, via a Roof Access symbol, or onto a roof from a neighboring roof. (8.2.8)



FIRE

Inadequate armament?

- The range of weapons is limited in urban areas due to reduced visibility and the fleeting appearance of targets: it can happen that a block does not have sufficient range to engage a target or Return Fire.
- Some targets are only affected by certain weapons (example: anti-tank).

Line of Sight - LoS?

- Once the target is announced the player checks that the line of sight is clear. LoS must be clear from and to the position via openings, over obstacles on the path, and not masked by intervening buildings or elevations. (See illustrated examples, pp. 14-15).

Which ammunition? (see illustrated examples on Cards p.39)

- Depending on the information detailed on its Unit Card, a block can fire light weapons, anti-armor, or anti-tank rounds (rockets, missiles or shells).
- Some munitions are used to create breaches in buildings when they are in situ (explosives) or remotely (shells and rockets).
- Smoke munitions may be fired. (8.2.7.8.2)

HELPFUL TIPS

Keep command blocks in reasonable proximity to your forces' main effort

- Keep the Coy Comd in command range of the Plt Comd(s) carrying out the main effort.
- Keep Plt Comds in command range of blocks in Contact with the enemy.

Know the strengths and weaknesses of your forces

- Study the operational capabilities of each unit and its firepower.

Manage your logistics

- Anticipate Support actions.

Control the operational rhythm

- Never allow blocks to fall behind the rest of their Impulse Force and become detached.

Employ combat support

- Do not forget smoke.

Study the terrain

- Do not let unanticipated Arcs of Fire surprise you.

Conduct reconnaissance continuously

- Avoid engaging an unrevealed block.

NIGHT ACTIONS (9)

- The scenario indicates if the action takes place at night.
- Night has an impact on observation, fire, and movement. Being equipped with night vision equipment lessens this impact.

WEAPON EFFECTS (8.2.1)

When?

- Weapon Effects are calculated for each use of munitions: small-arms and heavy weapons fire, air strikes, mortar and artillery fire, use of explosives to breach or remove an obstacle, or when a mine or IED explodes.

Who is affected? (see illustrated examples on Weapon Effects p.24)

- More often friendly units and the Civil Population. In some cases neighboring enemy units, too.
- All instructions are on the Weapon Effects table, and Unit & 3D Support Cards.

Where?

- Applied over the entire trajectory of the shot, from the firing location to the maximum weapon range (beyond the target), around the target, sometimes around the firing block (heavy weapons). Weapon Effects can apply through obstacles and walls.
- Weapon Effects range is measured in EPs and is indicated on Unit Cards and 3D Support Cards, as well as on the Weapon Effects table.



▶ **Weapon Effects along the Axis of Fire**

≡ **Weapon Effects within a radius of the target**

THE FOG OF WAR

Know your opponent

- To win, each side must be sure of its targets before engaging them. Every possible opportunity to reveal enemy blocks should be taken.

Uncertainty in combat

- Rolling a 1d10, with the possibility of Critical Hits (see illustrated examples of Combat, p.29), adds to the unpredictable nature of combat.

Uncertainty of No Man's Land

- Depending on which No Man's Land elements a block encounters, its operations may be significantly changed.

How do events happen?

- Events may occur at the beginning of each turn. Consult the Events Table (campaign booklet) or the Event Cards, as detailed for each scenario.