

## The Urban Calculus Game v250425

### TURN SEQUENCE (Basic Game)

1. Strategic: (simultaneous)
2. Fires: Attacker then Defender
3. Combat Actions: Attacker then Defender
4. Reverberating Effects
5. Time Duration
6. Tidy & Reshuffle

### Time Duration

The first player draws a card and consults the scenario table to see how much real time the turn represented. Advance the time markers accordingly.

### Tidy

Check that all cubes have been moved from the pending boxes into their respective main boxes or removed from board as appropriate. Reshuffle the cards.

### STRATEGIC ACTIONS

Assign Strategic Capability cubes to one or more actions, up to your limit, then draw cards for success against your Target Numbers (TNs). Cubes then return to the Strategic stock. Maximum of 2 cubes per action unless scenario says otherwise.

#	Action	Success Effect
J	Battleground	All tactical attacking cards at +1 that turn (max one success)
K	En Strategic	En permanently lose 1 Strategic cube
L	En GAO	Increase by 1 cube
M	En Govt Will	Decrease by 1 cube
N	En Soc Sp	Decrease by 1 cube
O	Own GAO	Decrease by 1 cube
P	Own Soc Sp	Increase by 1 cube*

\* Can't increase beyond start value

Any draw of 1 is a fumble and the cube is permanently lost.

### THE BATTLEGROUND

Attacker decides how many Fires cubes to attack with, and against what. Resolve as below. Then Defender decides how many Fires cubes to attack with, and against what. Resolve as below. Note that Counter-battery doesn't create reverberating damage.

Attacker then decides whether to attack with Infantry Heavy *or* Armour Heavy cubes, and against which type of Defender force by placing the cubes in the relevant boxes on the battleground, and then resolving as below. Defender then decides whether to attack with Infantry Heavy *or* Armour Heavy cubes against the type of force that the Attacker used by placing the cubes in the relevant boxes on the battleground, and then resolving as below.

The number of cubes committed to the fight must not be more than the max shown on the game board.

*Note: In the section which follows attacking and defending are used in terms of this tactical combat engagement, not in terms of Attacking or Defending the city.*

For each attacking cube:

- Draw a card per attacking cube
  - Add 1 if a Strategic Action cube successfully assigned to the battleground.
  - For each modified card equal or greater than the attack target number there is a potential hit.
- The defender draws a card for each potential hit.
  - Add 1 for every 5 Structural Damage cubes (i.e. 1 disc) (rubble!), unless Counter-Battery.
  - For each modified card equal or greater than the defence target number the hit is nullified.
- For each remaining successful hit one defender cube is lost – place it in the pending area of the casualty box.
- For each hit (not loss) draw another card and check for reverberating damage (RD) by value (use suit of the attacker card).

Special Conditions:

- Defence may never be better than 2+ (i.e. no defence at 1+!)
- Fires may never remove the last cube from a box (except enemy Fires).

### Reverberating Damage

The default reverberating damage table is:

- Inf Hvy cause CD on ♥, Armour Hvy on ♥♣, Fires on ♥♣♦
- If value is 1-2 = Civilian Harm, 3-10 = Structural Damage.

### Opting Not To Fight

Attacker or Defender may opt not to make an Inf/Arm attack, but must make a Casualty draw against Societal Support to reflect the bad opinion it might cause. Fires can always be skipped.

### REVERBERATING EFFECTS

Once strategic and battleground actions have been completed for both sides assess the reverberating effects. These can be done simultaneously. Actions should work back towards Government Will.

- Draw a card for each arrow leaving the source box, and check against the TN on the arrow linkage. If there is a ratchet in effect reduce the TN as appropriate.
- If the card is equal to or higher than the (modified) TN then add or remove a cube from the destination box as appropriate.
- Move the original cube into the main area of the box, and use a x5 marker if now 5 cubes, and apply a ratchet if applicable.
- Any new or removed cube in the target box may now need its own reverberating effect to be carried out.

If Societal Support is reduced to zero, then any action which would result in further loss of Societal Support immediately reduces Government Will instead.

**Ratchets:** Note that several linkages have a ratchet, so that once their (non-pending) value reaches a multiple of 5 the target number reduces by 1. Mark by either placing the -1 counter, or a x5 disc, or by just changing the number with a dry-wipe pen.