

Urban Nights

Over View:

Urban Nights is a miniatures skirmish game representing the conflict of inner city youths struggling to make a name for themselves by tagging and free running through their blocks. It is entirely non-violent and designed to allow multiple players to compete with minimal miniatures and resources.

What you'll need:

Each player will need 3 models of people of roughly similar scale to represent their youths; each should have a base 20-25mm across. Each player will also need 2 pieces of "street furniture" simple markers can be used but they should represent telephone boxes, satellite aerials etc. for people who wish to model them and 2 counters per player to record game states. The group will need as much urban scenery and buildings as they can muster and some way of recording victory points (VP).

Set Up:

Select an 18" X 18" playing area and fill it with as many multi-layered buildings with horizontal areas as it can reasonably sustain. Players roll off to select an order and in order select a single edge of the playing area. Players then set up 2 pieces of "street furniture" further than 6" but within 12" of their edge further than 3" from any other "street furniture". Players finally set up 3 models touching both their edge and each other.

Models:

The 3 models set up by players represent 1 of each:

- Free Runner – Able to perform Walking, Climbing, Jumping or Parkour moves of up to 12".
- Tagger – Able to perform Walking, Climbing or Tag moves of up to 8".
- Vandal – Able to perform Walking or Destroy moves of up to 4".

Moves:

- Walking – Any horizontal movement of a model along a solid surface, including stairs.
- Climbing – Any vertical movement of a model along a solid surface.
- Jumping – Any movement across open space beginning and ending on a solid surface.

- Parkour – Perform a movement that crosses a piece of "street furniture" this model has not scored VP from this game, score 1 VP.

This is a free skirmish game from www.manokentgames.com if you have played it please visit the site and give us feedback, and check out our new projects.

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- Showing Off – For each other Free Runner within 3” of a scoring Parkour move’s final position score +1 VP.
- Epic – If a Free Runner model scores VP from all “street furniture” deployed during set up it scores +4 VP.
- Tag – Perform a movement ending within 1” of a piece of “street furniture”, if it has no counters dropped by this model next to it remove all counters next to it, drop a counter next to it and score 2 VP.
- Colour Domination – If all “street furniture” placed by another player have your counters next to them score +8 VP.
- Destroy – Perform a movement ending within 1 “ of a piece of “street furniture” placed by another player, remove it and score 8 VP.

Game Play:

Players take turns to move a single model of theirs without restriction until 1 player scores 14 or more VP at which point they win.