

## **Urban Combat**

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# Chapter 1

## Urban Combat

### 1.1 Urban Combat

Urban Combat  
a TaskForce scenario by Jens Granseuer

"Welcome to the Urban Combat finals of 2032. Millions of spectators at their video screens and some two hundred right along the combat zone are expecting a hot match between the Desperados and the Fallen Angels. Both teams make their first appearance ever in the finals. The stats indicate a slight advantage for the Desperados, but the Angels are known to be especially devastating against seemingly stronger teams as they have already proven on several occasions this season. Despite their impressive record of eight victorious matches in a row, the odds are 3:2 against them..."

Urban Combat is a cross between football and a gunfight. Teams consist of five players each, who are allowed to carry armour and certain weapons like knives and even small firearms. Hidden somewhere in the combat zone are two data disks. The aim of the game is to find one of those - or possibly both, so that the opponent can't get his hands on them - and upload the virus on it to the computer in the small booth on the opposing team's turf while they are trying to do exactly the same.

In this struggle no interference from outside of the combat zone is allowed, but everything in the zone may be used in any way to reach your aim and to prevent your opponent from reaching his.

All players carry implants that will be activated by the virus and will turn their muscles offline, so to speak. The mechanism does not work perfectly yet and some players have already suffered permanent damage but hey, that's life!

"Let the games begin..."

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