

A person in military camouflage is pointing at a wargame board. The board features a hexagonal grid and various miniature figures. The background is slightly blurred, showing other people in similar attire.

# **URBAN PRESENT:**

**SOME NEW WARGAMES  
ON URBAN WARFARE**

**Connections-Online 2024**

**The Ether**

**17 April 2024**

# TREADS

**Time** (turn scale, treatment, relation to space)

**Relationships** between:

- **Entities** (who are the acting bodies etc. and how they relate)
- **Activities** (what players do in the game to/with each other)
- **Dynamics** (what changes result from these activities)

**Space** (map scale, form, relation to time)

(Perla, "Wargaming and Analysis"(2007) [https://www.cna.org/CNA\\_files/PDF/D0016966.a1.pdf](https://www.cna.org/CNA_files/PDF/D0016966.a1.pdf))

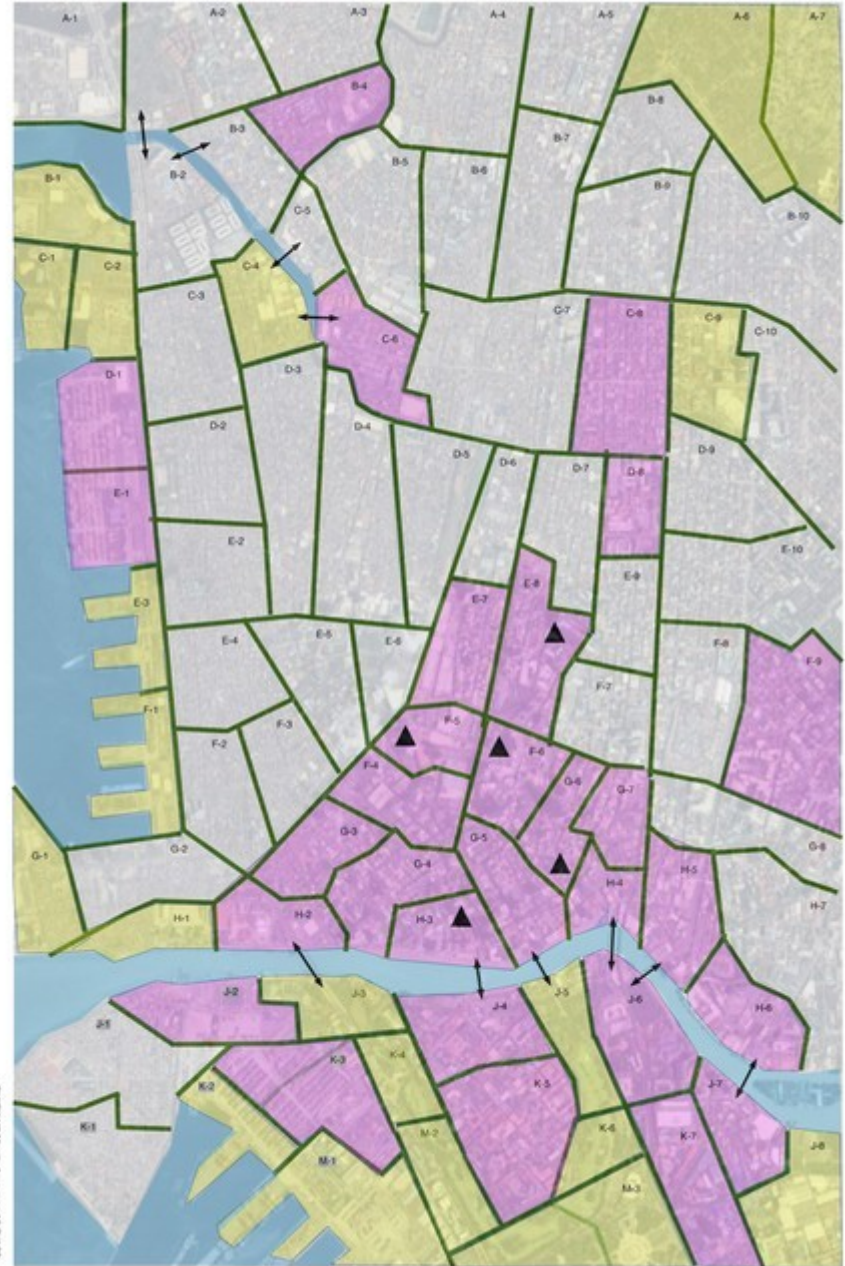




Students of third serial of Urban Operations Planner Course, May 2023

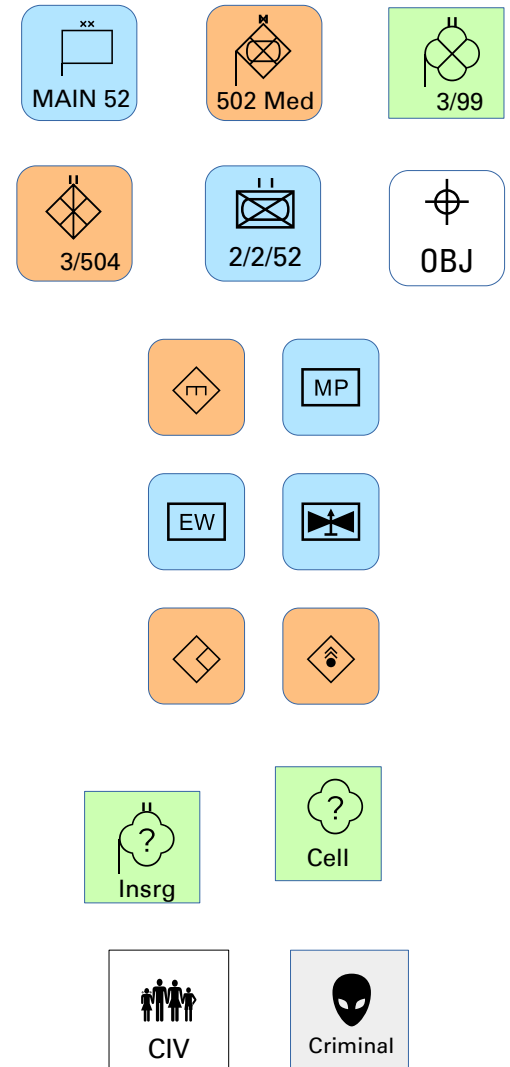
# Time and Space


























- abstract time scale (iteration of battle rhythm)
- abstract division of spaces (zones of critical terrain and similarity in downtown Manila)
- terrain types: open, urban, close (+high point)
- civilian infrastructure markers, rubble



# Entities

- **Roles:** Players are US Division/ OIVanan Group Army commanders who maneuver 2-4 brigades of several types; optional Belesian (host nation) forces
- **Force Structures:** Brigades are combined arms formations of Maneuver Units (battalions) plus allocated Enablers under direction of Headquarters units
- Insurgent, Civilian and Criminal elements



<b>QUICK Organization Display</b> <i>29 May 2023</i>		 MAIN 52		<i>HQ Unit: max 3 Enablers</i>  <i>Maneuver Unit: max 3 Enablers, Fatigue marker</i>
 1/52	 2/52	 2/53 	 2/25 	 99 Lt
 1/1/52	 1/2/52	 1/2/53	 1/2/25 	 1/99 Lt
 2/1/52	 2/2/52	 2/2/53	 2/2/25 	 2/99 Lt
 3/1/52	 3/2/52	 3/2/53	 3/2/25	 3/99 Lt

HQ unit symbol


Maneuver Unit symbol



(organization display is hidden from enemy view by screen)

Enabler counter

Fatigue marker

**SUPPLY**  
(Reinforce:  
discard PINK cube, either put 1 Enabler in Available or put 1 unused cube in the Pool.)

**AVAILABLE**   
(Redeploy:  
discard PINK cube, redistribute a total of up to 3 Enablers between in-command units of up to 2 formations and/or Available.)

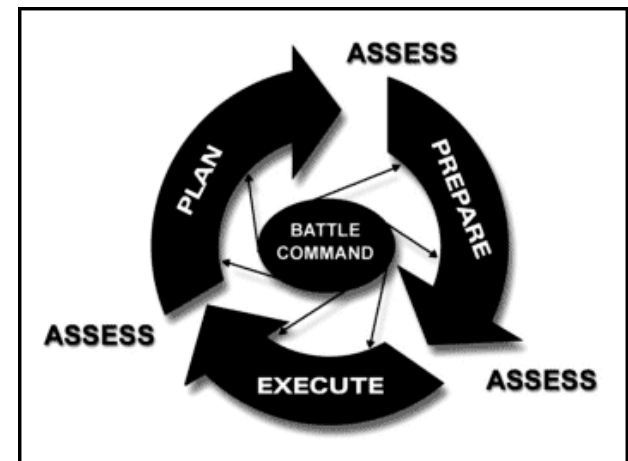
**EXHAUSTED**   
(Revive:  
Discard PINK cube, choose up to 2 Enablers to put in Available. (Fast Enablers: allocate directly to in-command units) 

# Activities and Dynamics

**EXECUTION MATRIX**

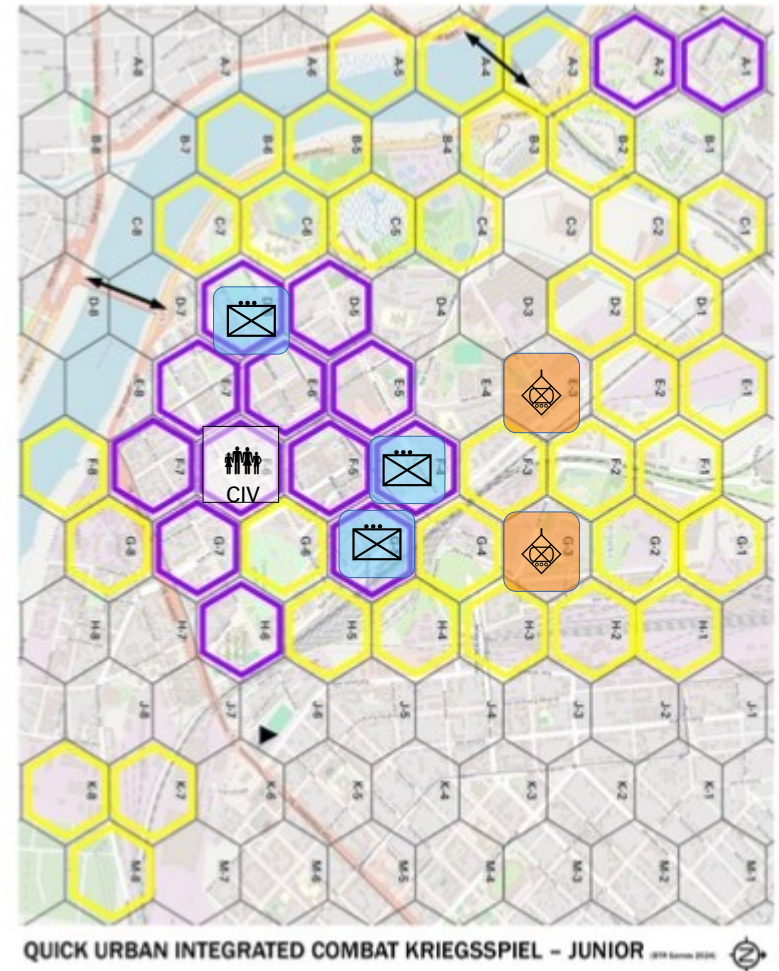
	Move (blue)	Attack (blue)	Use Capabilities (blue)	Reinforce (red)	Redeploy (red)	Revive (red)	Reorient (either)	<b>DI SC AR D  PI LE</b>
1								
2								
3								
4								
5								
6								

- Sequence of Play mimics Plan – Prepare – Execute (Assess) cycle
- Players place cubes on a 6 x 7 matrix and step through 6 actions each (move, attack, regroup, etc.)
- Combat is simple bucket of dice system with Fatigue of Units and Exhaustion of Enablers



# QUICK Junior

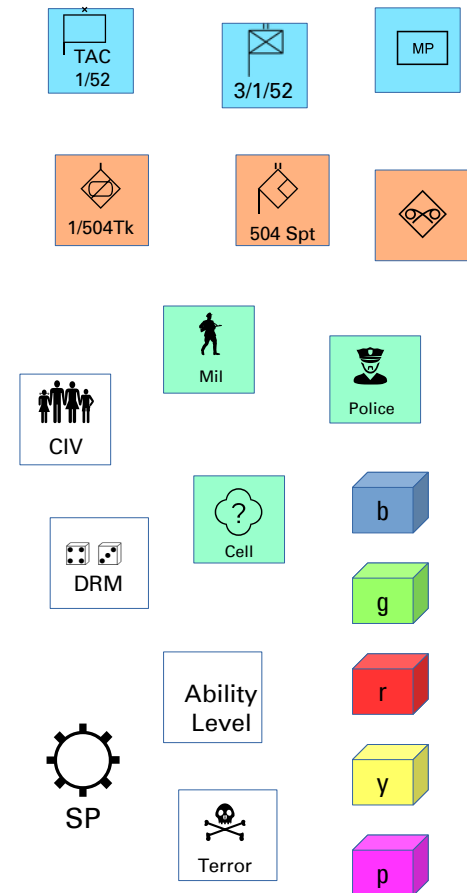
- **Entities:** NATO battlegroup built around 1 PPCLI vs. Russian 25 SMRB; maneuver up to 5 subunits (platoons to “storm groups”) using the same basic mechanics and menus of operations; includes Civilian, Latvian reservists, Insurgent elements
- **Activities:** mechanics same as QUICK, some small additions permitted by lower scale (cross-attaching and detaching units, flanking support bonus).
- **Dynamics:** same as QUICK: more variation in maximum Fatigue Levels of units
- **Time and Space:** hex map (~350 m) of Daugavpils, Latvia; time scale minutes to hours

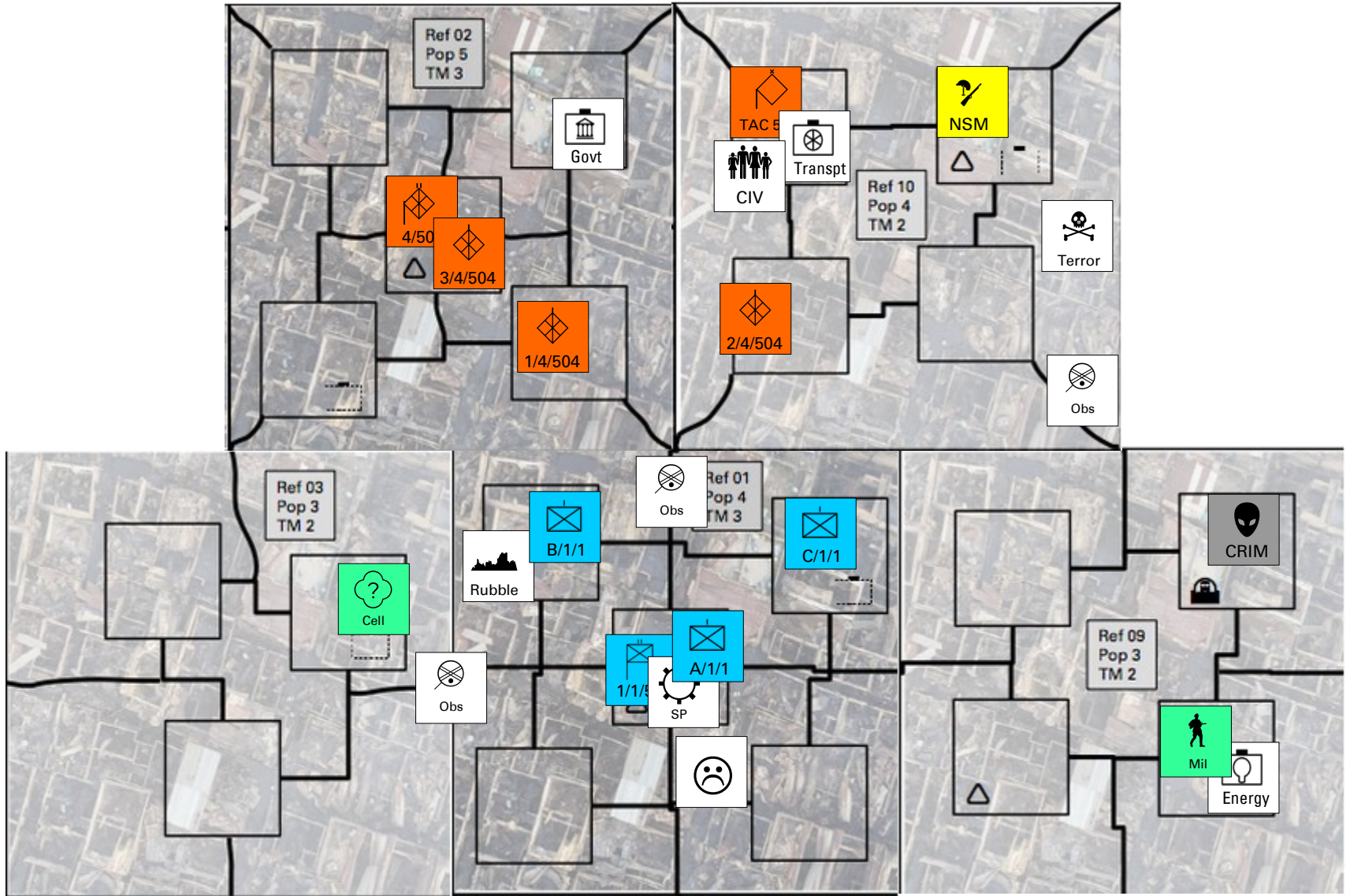




# Scaleable Urban Simulation

- **Entities:** Players are division/brigade/battalion commanders who maneuver 2-4 subunits (“two down”) of various types, using the same basic mechanics and menus of operations (standard rules + module rules); Civilian, Criminal, Militia, Police, Insurgent elements
- **Activities:** players receive and allocate resources (cubes) via Command Posts, execute operations by rolling modified dice against HQ’s Ability Level.
- **Dynamics:** Ability Levels rise and fall as formations become damaged or exhaust themselves and replenish. Different operation types allow scenarios across competition continuum. Hidden information.
- **Time and Space:** map built up of square Areas, each with 3-5 Locations representing critical terrain; abstract space and time scale

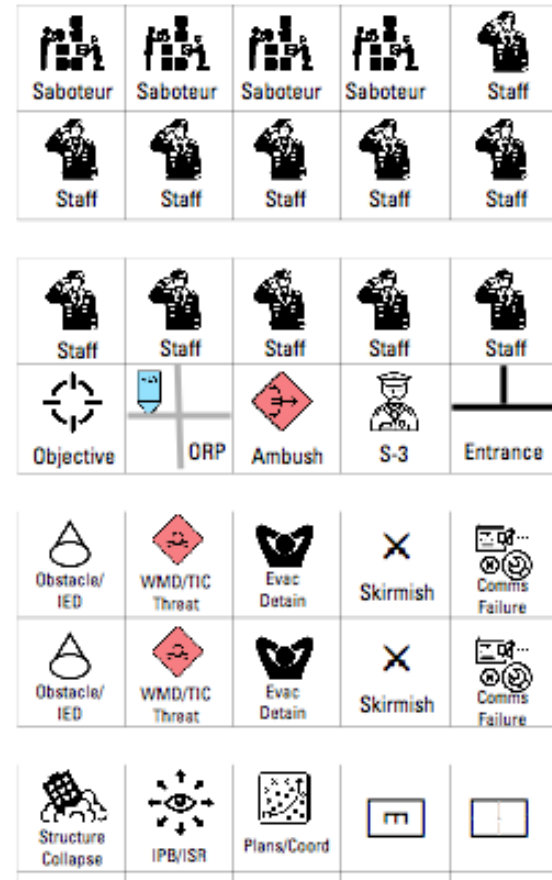




*(could be exactly as illustrated)*

# SUBTerranean Learning Exercise

- **Entities:** Players are staff officers of a BCT; some are “agents of chaos”
- **Activities:** players move an S-3 marker (representing focus of effort) on a grid of inverted tiles to discover them
- **Dynamics:** Players find Hazards along the way which they counter with Enablers while assembling sections of a path representing a well-worked out plan; subterranean theme to Hazards and Enablers
- **Time and Space:** abstract grid; game ends when last tile is revealed (time to cross the Start Line!)





**Insert and Verify Sheet**

	PHYSIC	PHYS	PHYS	PHYS	PHYS	PHYS	PHYS	PHYS	PHYS	PHYS
PHYSIC 101										
PHYSIC 102										
PHYSIC 103										
PHYSIC 104										
PHYSIC 105										
PHYSIC 106										
PHYSIC 107										
PHYSIC 108										
PHYSIC 109										
PHYSIC 110										

PHYSIC 101 is required for all students in the Physics Department. PHYSIC 102 is required for students in the Physics Department who are not pursuing a degree in Physics. PHYSIC 103 is required for students in the Physics Department who are pursuing a degree in Physics. PHYSIC 104 is required for students in the Physics Department who are pursuing a degree in Physics. PHYSIC 105 is required for students in the Physics Department who are pursuing a degree in Physics. PHYSIC 106 is required for students in the Physics Department who are pursuing a degree in Physics. PHYSIC 107 is required for students in the Physics Department who are pursuing a degree in Physics. PHYSIC 108 is required for students in the Physics Department who are pursuing a degree in Physics. PHYSIC 109 is required for students in the Physics Department who are pursuing a degree in Physics. PHYSIC 110 is required for students in the Physics Department who are pursuing a degree in Physics.



# 91 DSSB Staff Game

- **Entities:** Players are staff sections (S-2, S-3, SPO) of a US Army Divisional Sustainment Support Battalion
- **Activities:** cooperative game; players work together to assemble and dispatch supply convoys to Maneuver Units at the front
- **Dynamics:** constant challenge to keep their sections capable and efficient against constant friction, disasters and changes of mission; abstract combat segment poses further problems
- **Time and Space:** endless time track; no map; play any number of “days”





### S-2 Intelligence

**Class Rating:** 8 7 6 5 4 3 2 1

**Class:** Intelligence

**Special Abilities:** (Detailed text regarding intelligence operations)

**Midnight Phase:** (Detailed text regarding intelligence operations)

**Action Dice:** (Dice icons)

### S-3 Operations

**Class Rating:** 8 7 6 5 4 3 2 1

**Class:** Operations

**Special Abilities:** (Detailed text regarding operations)

**Midnight Phase:** (Detailed text regarding operations)

**Action Dice:** (Dice icons)

#### 1/52 Infantry

Class	Min	Max	SP	Stk
1/52	1	3	4	4
1/52	1	2	3	4
1/52	1	3	4	4
1/52	1	3	4	4
1/52	1	3	4	4

#### 2/53 Infantry

Class	Min	Max	SP	Stk
2/53	1	3	4	4
2/53	2	3	4	4
2/53	2	3	4	4
2/53	2	3	4	4
2/53	1	2	3	4
2/53	1	2	3	4

#### 2/25 Striker

Class	Min	Max	SP	Stk
2/25	1	2	3	4
2/25	1	2	3	4
2/25	1	2	3	4
2/25	1	2	3	4
2/25	1	2	3	4
2/25	1	2	3	4

Class	1	2	3	4	5	6	7	8	9	10
Infantry	1	1	1	1	1	1	1	1	1	1
Striker	1	1	1	1	1	1	1	1	1	1
Stability	1	1	1	1	1	1	1	1	1	1

**CONVOY BOX**

(Detailed text regarding convoy box mechanics)

**Convoy**

If #cubes in class < need, -1 level  
 If # cubes in class = need, no change  
 If # cubes in class > need + 1, +1 level

**Operations Segment (during Midnight Phase)**

Roll 2d6 vs. Operations rating (sum of 3 classes indicated for Mission)

If roll <= then success: -1 Threat or Route state (random)

If roll > then failure: 1 class -1 level, +1 Threat or Route state (random)

Stability Mission success/failure affects Route state only

2300	0000	0100	0200	0300	0400	0500	0600	0700	0800
2200	1	2	3	4	5	6	7	8	9
2100	1	2	3	4	5	6	7	8	9
2000	1900	1800	1700	1600	1500	1400	1300	1200	1100

#### WAREHOUSE

17	18	19	20
21	22	23	24
25	26	27	28
29	30	31	32
33	34	35	36
37	38	39	40
41	42	43	44
45	46	47	48
49	50	51	52

#### CONVOY MARSHALING AREA

Class	1	2	3	4	5	6	7	8	9	10
Infantry	1	1	1	1	1	1	1	1	1	1
Striker	1	1	1	1	1	1	1	1	1	1
Stability	1	1	1	1	1	1	1	1	1	1

#### FUNCTIONAL LOGISTICS UNITS





























**Phase Chart:  
Urban Operations tactical sequencing  
(see ATP 3-06 Urban Operations, p. 2-10 and chapter 5)**

<b>Offensive</b> (player approaching city)	<b>Defensive</b> (player is in and around city already)	Doubled score
0. Determine end state for the city	Determine end state for city and forces	Not played
1: Approach city and consolidate rear	Shaping operations outside city, prepare defenses, organize sustainment	INT SUS
2: Isolate and circumvallate objective area, golden bridge?	Continue to shape and frustrate enemy, prepare population	INT MVR
3: Gain foothold through movement to contact or attack	Hold and counterattack	FIRE MVR
4: Destroy enemy or clear area to control the objective	Hold, attack and counterattack	FIRE SUS
X. Return control to civilian organization or control apparatus.	Retrograde from city or consolidate	Not played

# EXURB

## The Battle Before the Urban Battle

- **Entities:** Players are Division/Corps planners who allocate and implement Enablers
- **Activities:** game played in 4 phases; play cards to 4 critical warfighting functions (suits)
- **Dynamics:** win by outscoring in each warfighting function; winner and loser in each phase; if you win the first 3 phases you don't have to fight for the city!
- **Time and Space:** abstract time scale; no map

3	 MVR	 FIRE	 INT	 MVR
4	 SUS	 FIRE	 INT	 MVR
5	Play Face Up	 FIRE	 INT	 MVR
6	Card Play Segmt	 FIRE	 INT	 MVR
x 2	Game Phase	 SUS	 SUS	 SUS
x 2	EXURB <small>(c)2023 B. Train</small>	 SUS	 SUS	 SUS
 EAB	 Brigade	 FIRE INT	 FIRE INT	 FIRE INT
Reserve Pile	Available Enablers	 FIRE MVR	 FIRE MVR	 FIRE MVR



# Warfighting functions:

FIRE

INT

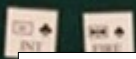
MVR

SUS

record track



Echelons Above Brigade



Allocated Enablers

Brigades



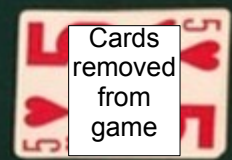
Available Enablers



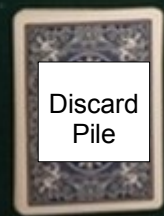
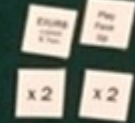
Reserve Pile



Draw Pile



Cards removed from game



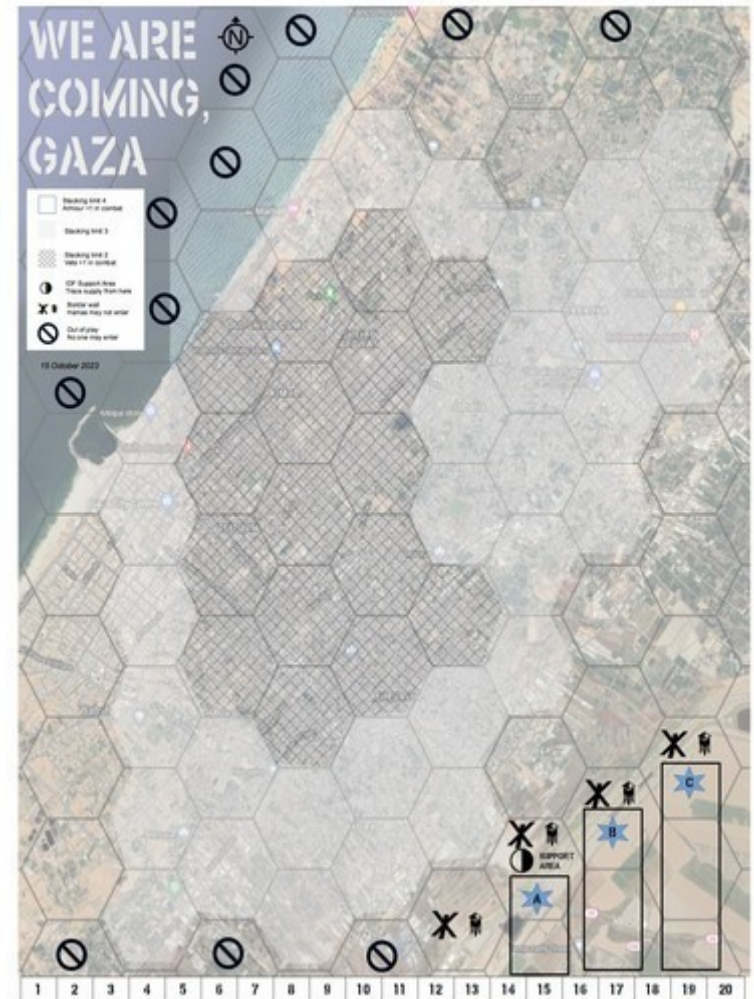
Discard Pile

(same display on enemy side)

# We Are Coming, Gaza

variant for *We Are Coming, Nineveh*

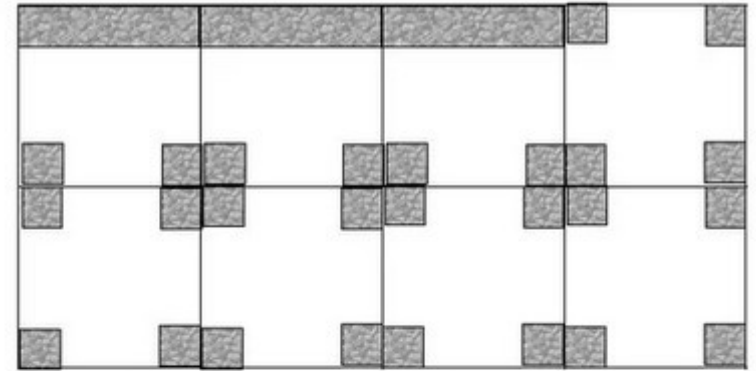
- **Entities:** Players are IDF corps commander vs. Hamas insurgents
- **Activities and Dynamics:** game played in turns of movement then combat (d6 to beat to-hit number); capability cards bought before game alter many activities
- **Time and Space:** abstract time scale; hex map of Gaza City at ~750 m







# Sole Tunnels

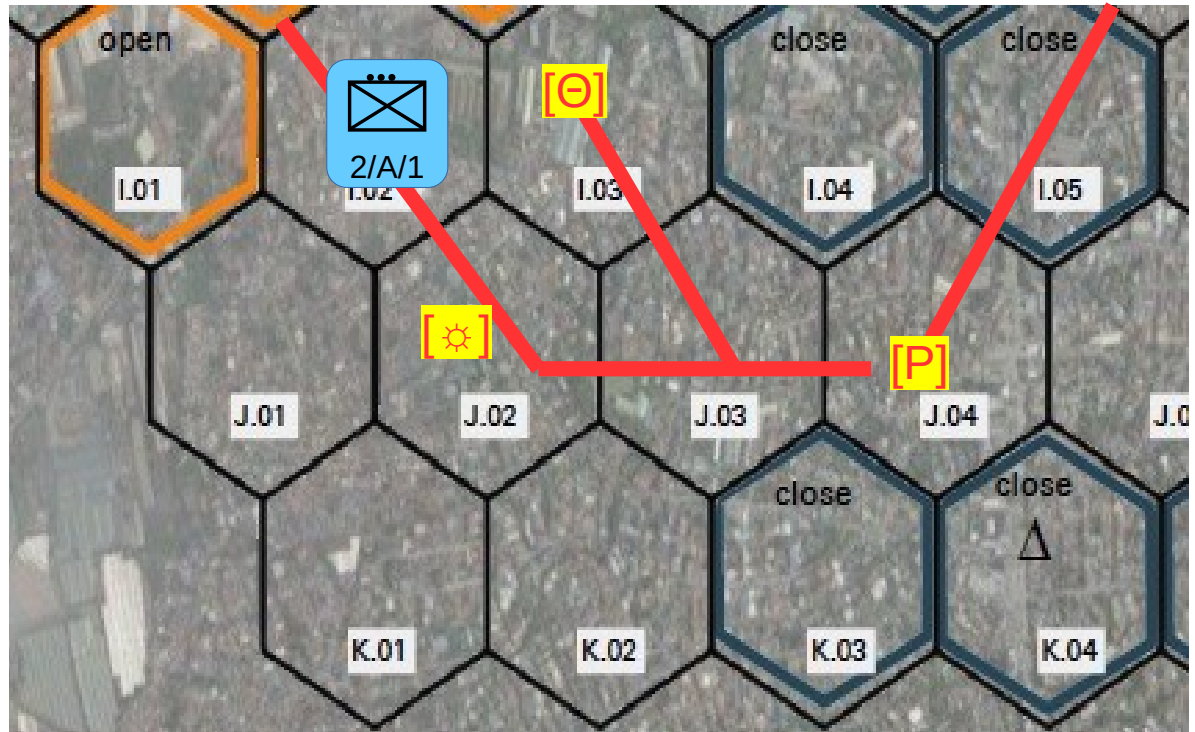
fast, simple modern dungeon crawler

- **Entities:** Player is company commander of 3 platoons and various Enabler detachments vs. randomized enemy fireteams, barriers, IEDs, Mines and an unknown tunnel network
- **Activities:** game played in turns of 7 Action Segments done in any order
- **Dynamics:** d6 roll with some DRM for failure or success; Enablers have special capabilities; must manage fatigue and damage to maneuver units
- **Time and Space:** abstract time scale; map made of 7x4 layout of inverted tunnel sections explored during play.



Organization Display			ACTION SEGMENT						
<small>HQ Unit: max 3 Enablers    Maneuver Unit: max 3 Enablers, Strength Level 1-6 (use die)</small>			MVT						
 A HQ	<b>AVAILABLE</b> <i>(Recover: redistribute total of up to 3 Enablers between in-command Maneuver Units and/or HQ and Available.)</i>	<b>EXHAUSTED</b> <i>(Recover: Move 1 Enabler to Available.)</i>	CBT						
 1/A/1	 2/A/1	 3/A/1	DIS						
			SRC						
			BRE						
			CAP						
			REC						
Time and Casualty Record Track									
0	1	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18	19

# Tunnel Troopers (QUICK, underground)



- **Entities:** Players are light infantry battalion commander of 3 companies and various Enabler detachments vs. hidden enemy force of fireteams, barriers, IEDs, Mines and an unknown tunnel network
- **Activities:** Like QUICK, 6-segment turn with actions chosen from different menus
- **Dynamics:** choices of actions different from QUICK; Enablers have special capabilities to Search/ Disarm/ Breach; must manage fatigue and damage to maneuver units
- **Time and Space:** abstract time scale; insurgent draws network on hex map before game, marking obstacles, portals, IEDs etc. and US player explores during play.

# Thank you.

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<https://brtrain.wordpress.com>

(notes, slides, free games)

*(QUICK, Sole Tunnels, others available by request)*