

A person in military camouflage is pointing at a hexagonal wargame board on a table. The board is a map of an urban area with various buildings and streets. The person is wearing a watch and a ring. The background is slightly blurred, showing other people and a can of beer.

# **URBAN RENEWAL:**

**SOME NEW WARGAMES  
ON OPERATIONAL URBAN WARFARE**

**Connections-UK 2023**

**RMA Sandhurst**

**6 September 2023**

# 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))

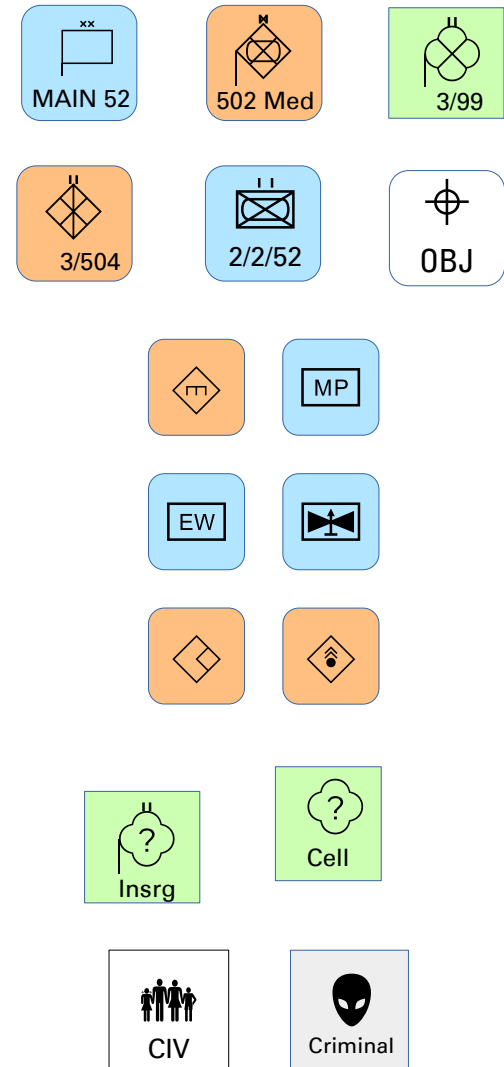





























One-off wargame played by students of first serial of Urban Operations Planner Course, October 2021

# Entities

- **Roles:** Players are US Division/ Olvanan 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> <small>29 May 2023</small>		 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  F-1	 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

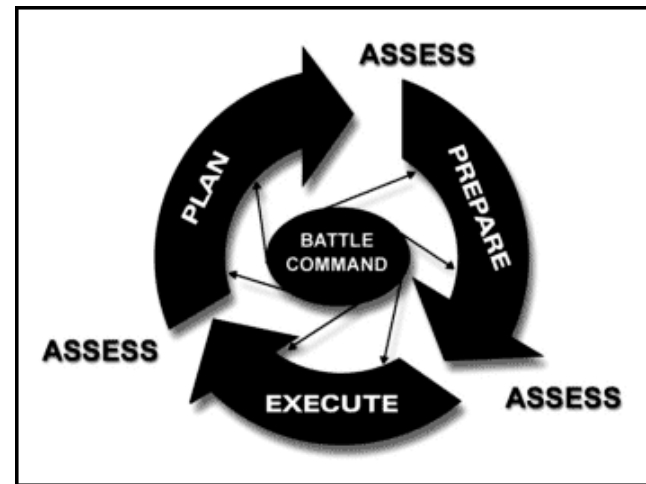
Reduced marker

**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) 

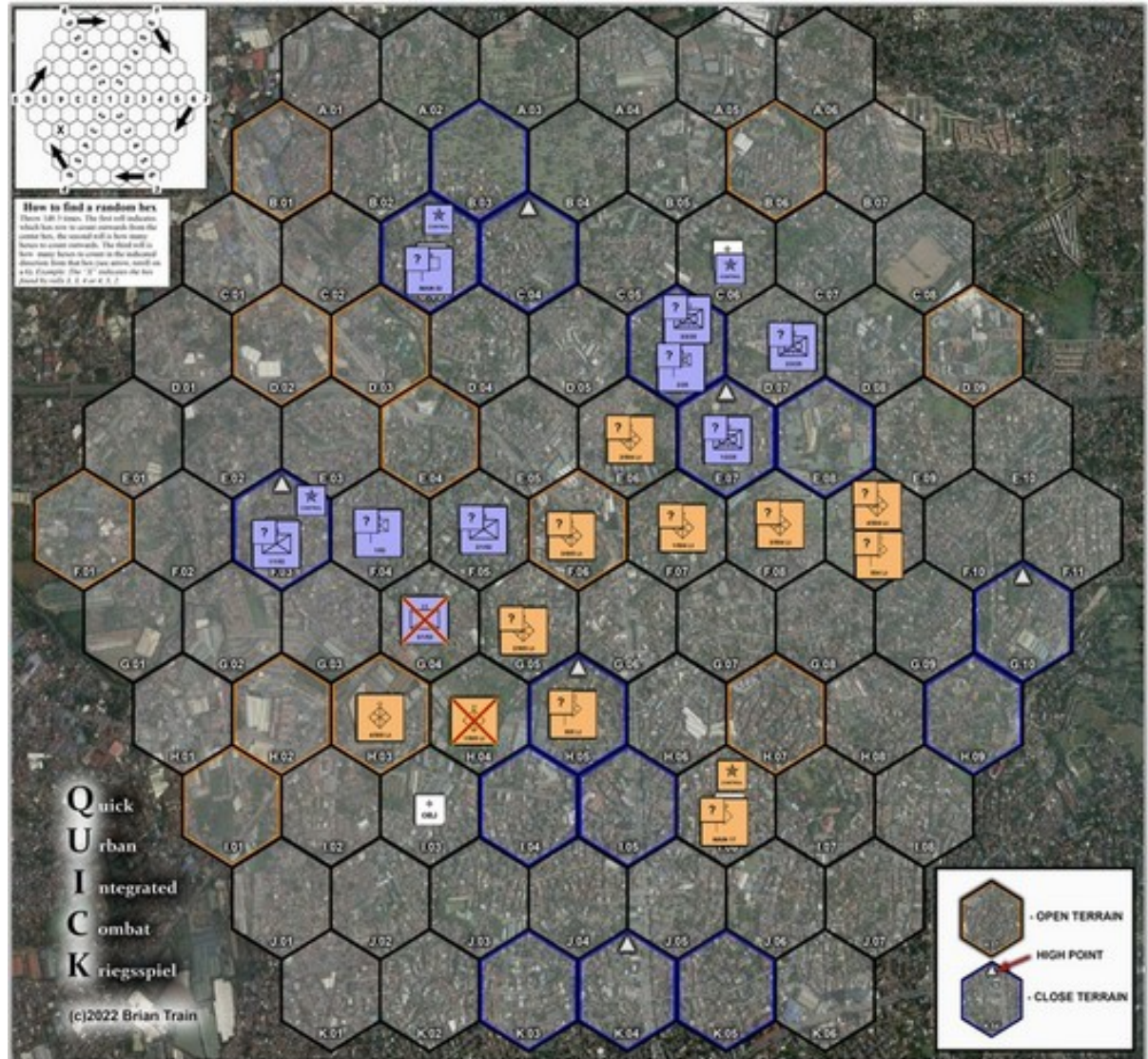
# Activities and Dynamics



- 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
- Scenarios vary but often to occupy infrastructure objectives

# Time and Space

- abstract time scale (iteration of battle rhythm)
- abstract space scale (zones of critical terrain)
- terrain types: open, urban, close (+high point)
- civilian infrastructure markers, rubble





## Enablers

- Enthusiasm and help of sponsor
- Curiosity and openness of students
- High quality and number of facilitators
- Online option for remote students

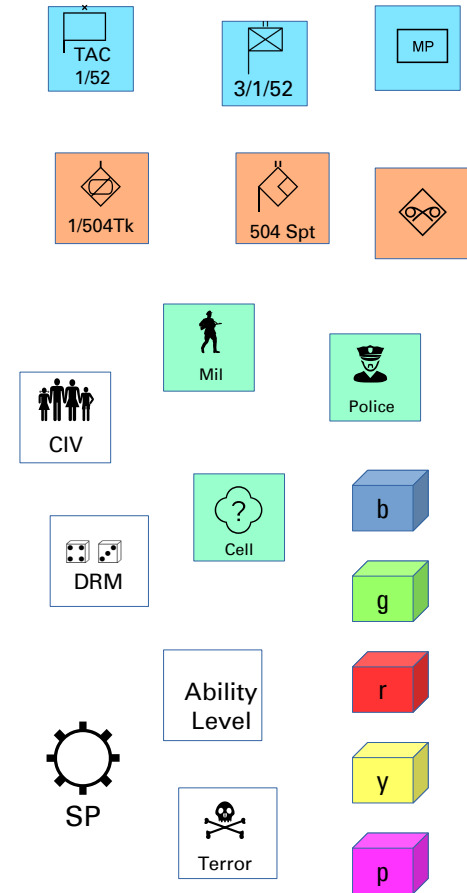
## Obstacles

- Unfamiliarity with tabletop games, recreationally or as learning tool
- Time available (“smelling the barn”)
- Space available
- Even not enough can be too much



# 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
- **Time and Space:** map built up of square Areas, each with 3-5 Locations representing critical terrain; abstract space and time scale



- Organization display is hidden from enemy view by screen
- Combat formations produce some resource cubes by themselves
- Additional resource cubes come via allocated Enablers and via Tactical Command Post

Ability	3	4	5	6	7	Ability Level	9	1 BATTALION 504 LIGHT CAB
Production:							ALLOCATED ENABLERS	1/504
RESOURCE CUBES							EXHAUSTED ENABLERS	1/1/504 2/1/504 3/1/504

Ability	3	4	5	6	Ability Level	8	9	2 BATTALION 504 LIGHT CAB
Production:							ALLOCATED ENABLERS	2/504
RESOURCE CUBES							EXHAUSTED ENABLERS	1/2/504 2/2/504 3/2/504

Ability	3	4	5	6	Ability Level	8	9	3 BATTALION 504 LIGHT CAB
Production:							ALLOCATED ENABLERS	3/504
RESOURCE CUBES							EXHAUSTED ENABLERS	1/3/504 2/3/504 3/3/504

Ability	3	Ability Level	5	6	7	8	9	4 BATTALION 504 LIGHT CAB
Production:							ALLOCATED ENABLERS	4/504
RESOURCE CUBES							EXHAUSTED ENABLERS	1/4/504 2/4/504 3/4/504

Ability	3	4	5	Ability Level	7	8	9	LT TANK BN 504 LIGHT CAB
Production:							ALLOCATED ENABLERS	504 Tk
RESOURCE CUBES							EXHAUSTED ENABLERS	1/504 Tk 2/504 Tk 3/504 Tk

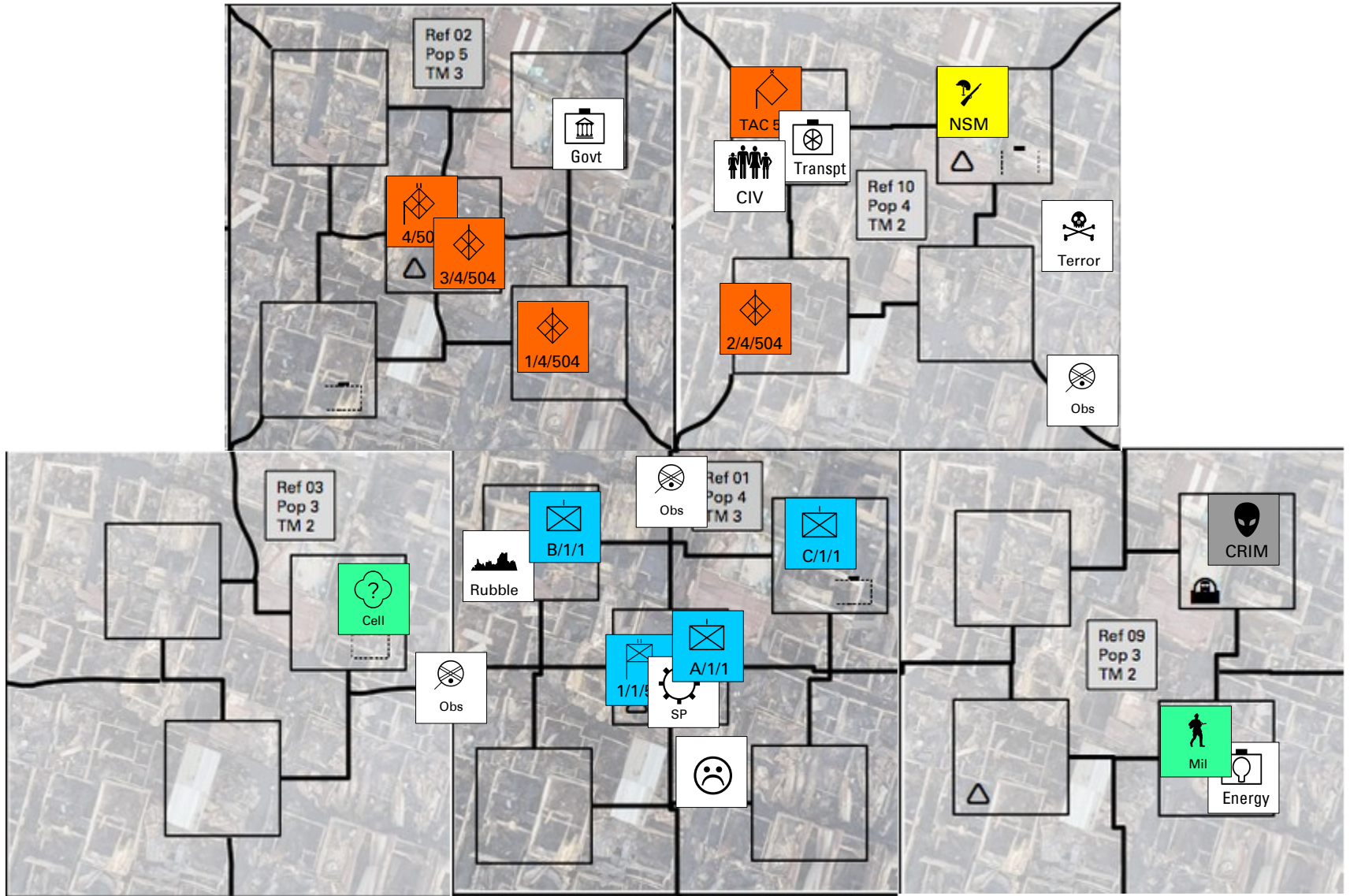
Blue = maneuver and planning

Green = intelligence

Red = fire resources

Yellow = protection

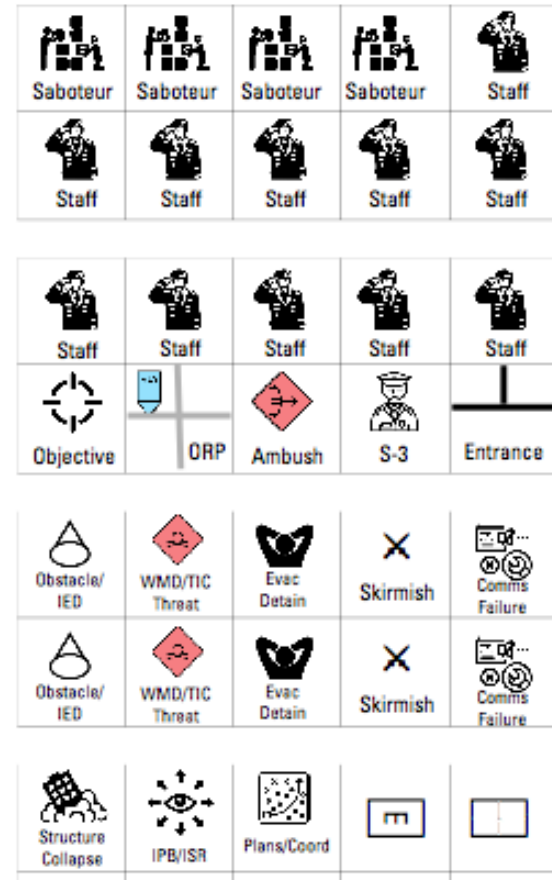
Pink = sustainment



*(probably not exactly as illustrated)*

# SUBTerraanean 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 the required course for all students in the Physics Department. PHYSIC 102 is the required course for students in the Physics Department who are not majoring in Physics. PHYSIC 103 is the required course for students in the Physics Department who are majoring in Physics. PHYSIC 104 is the required course for students in the Physics Department who are majoring in Physics and are also majoring in another discipline. PHYSIC 105 is the required course for students in the Physics Department who are majoring in Physics and are also majoring in another discipline. PHYSIC 106 is the required course for students in the Physics Department who are majoring in Physics and are also majoring in another discipline. PHYSIC 107 is the required course for students in the Physics Department who are majoring in Physics and are also majoring in another discipline. PHYSIC 108 is the required course for students in the Physics Department who are majoring in Physics and are also majoring in another discipline. PHYSIC 109 is the required course for students in the Physics Department who are majoring in Physics and are also majoring in another discipline. PHYSIC 110 is the required course for students in the Physics Department who are majoring in Physics and are also majoring in another discipline.



# 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

**Phase:** Reconnaissance

**Objective:** To determine the location of the enemy's main force and to determine the location of the enemy's main force.

**Rules:** Intelligence is a class of 10 dice. Intelligence is a class of 10 dice. Intelligence is a class of 10 dice.

**Midnight Phase:** Intelligence is a class of 10 dice.

**Action Dice:** Intelligence is a class of 10 dice.

### S-3 Operations

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

**Class:** Operations

**Phase:** Operations

**Objective:** To determine the location of the enemy's main force and to determine the location of the enemy's main force.

**Rules:** Operations is a class of 10 dice. Operations is a class of 10 dice. Operations is a class of 10 dice.

**Midnight Phase:** Operations is a class of 10 dice.

**Action Dice:** Operations is a class of 10 dice.

#### 1/52 Infantry

Class	Min	Max	Die	Die
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	Die	Die
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

#### 2/25 Striker

Class	Min	Max	Die	Die
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
Intelligence										
Operations										
Stability										

**CONVOY BOX**

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		6	7	8	
2100	1	2	3		5	6	7	8	1000
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		

#### CONVOY MARSHALING AREA

Class	1	2	3	4	5	6	7	8	9	10
Intelligence										
Operations										
Stability										

#### 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

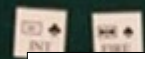
MVR

SUS

record track



Echelons Above Brigade



Allocated Enablers

Brigades



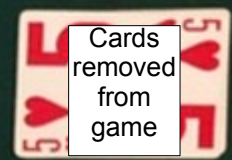
Available Enablers



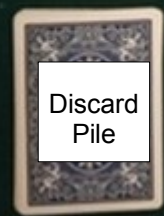
Reserve Pile



Draw Pile



Cards removed from game



Discard Pile

(same display on enemy side)

# Thank you.

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<https://brtrain.wordpress.com>

(notes, slides, free games)