



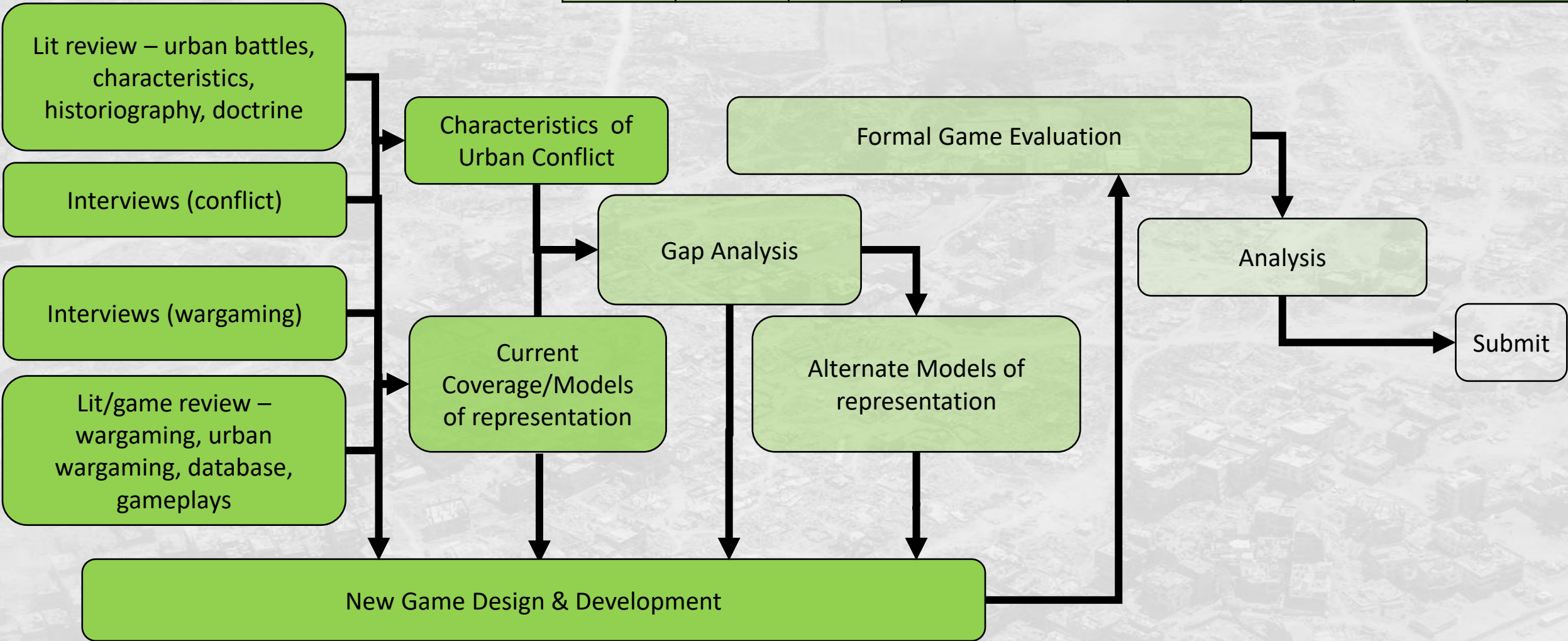
Wargaming Urban Conflict

Connections UK
September 2025

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PhD Overview



Databases and Comparisons

RESEARCH ARTICLE

Building an Urban Wargames Database

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ABSTRACT

To examine how well wargames represent the challenges of urban warfare, it is essential to know what urban wargames have been produced. A project has been started to build a database of urban wargames, initially focussed on recreational games, but also adding professional games used within Defence and other organisations as they are identified. This article presents the criteria for the database, the methods used to identify entries, and an analysis of the 233 entries on the database as of August 2023. A particular challenge identified in building the database, and which would apply to any study of previously published wargames, is the problem in obtaining playable copies of a game—or even just rulesets or complete descriptions, given the lack of any sizeable archive of wargames or initiative to digitise them to aid in remote access. The analysis of the wargames looks particularly at methods of regulating space and at the granularity of the games—the size of manoeuvre units against force sizes—and how the hobby games examined are typically far more granular than either professional wargames or the military approach to issuing orders, and the implications of that considered.

INTRODUCTION

A larger study on wargaming urban conflict (Burden, 2022a) identified that the creation of a database of wargames that covered urban conflict is an essential first step in examining how urban conflict has been represented by wargames and wargame designers. Such a database would enable subsequent work to compare these games with the characteristics of urban warfare to assess how well existing wargames represent these characteristics, and how future wargames could potentially improve the representation. This article describes the building of such a database, detailing the criteria for inclusion, the methods used to identify entries, and an initial analysis of the 233 entries in the database as of August 2023. The article also considers some of the challenges that wargames present to researchers in the field.

OBJECTIVES

This article has the following objectives:

- Explain how the database was created.
- Identify the problems encountered in the collection of data to populate the database, and, more generally, the problems of researching wargames.

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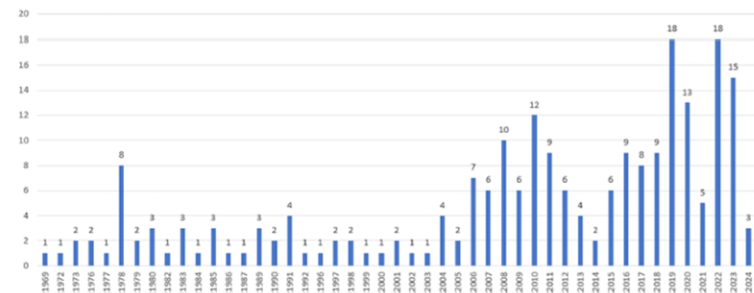


Figure 11. Games by year of publication.

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The Battles of Hue: Understanding Urban Conflicts through Wargaming

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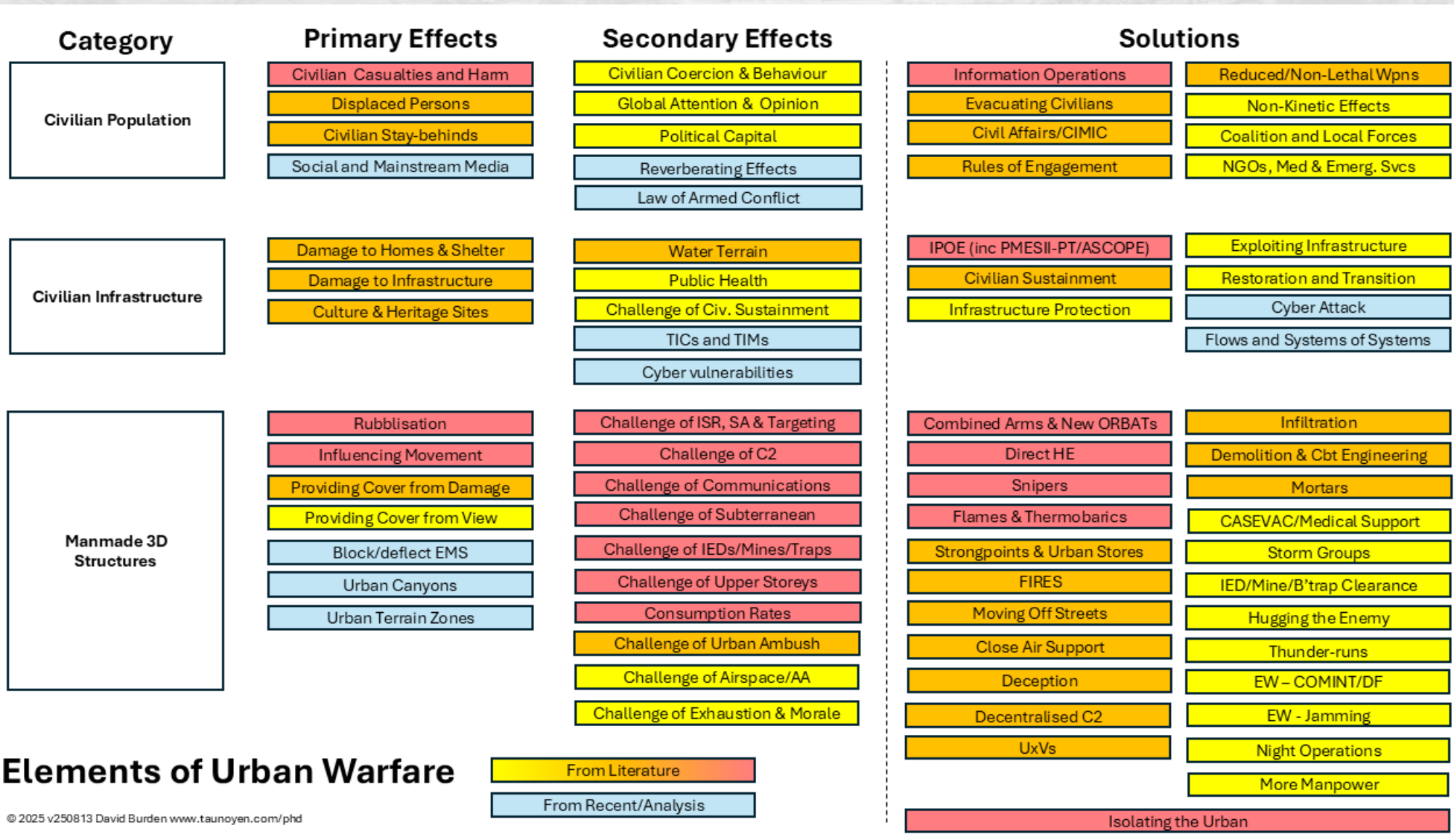
URBAN OPERATIONS

War, Crime, and Conflict

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John P. Sullivan, Nathan P. Jones, & Daniel Weisz Argomedo

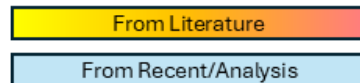
PREFACE BY Jayson Geroux and John Spencer
POSTSCRIPT BY David Kiloufen

Elements of Urban Warfare



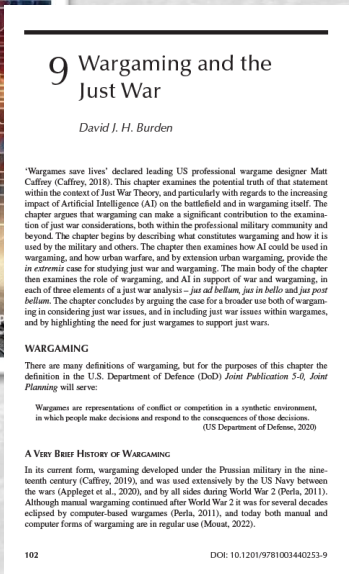
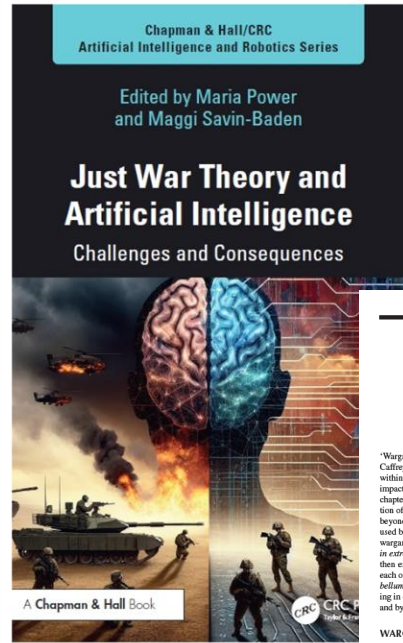
- 7 comparative studies
- 44 battles
- 1193 items of evidence
- 72 codes

Elements of Urban Warfare



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Wargames and the Just War



Jus ad Bellum

- Is the threat too little to justify war?
- Is the primary purpose to halt or avert the threat?
- Are there options other than going to war?
 - Are grey-zone actions available?
- Are the planned means (duration, impact etc) proportionate and minimal?
- What are the chances of success?
- Might the war generate disproportionate consequences?

(United Nations, 2004)

Jus in Bello

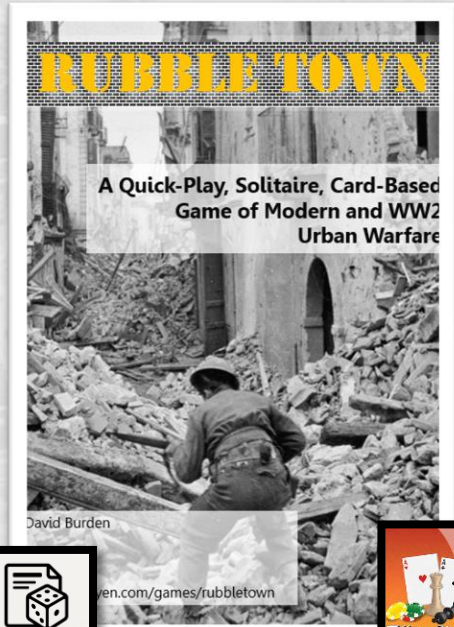
- Discrimination and Distinction
 - Between combatants and non-combatants, and incl. “collateral damage” (Bica, 1998)
- Proportionality (Van Steenberghe, 2012)
- No *mala in se* (evil weapons) (Dige, 2017)
- Military necessity (Patterson & LiVecche, 2023)

Jus post Bellum

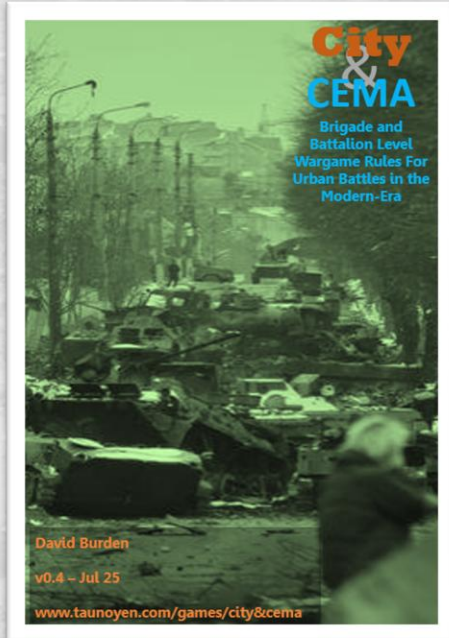
- Obligations to restore sovereignty, governance, government, community, the economy, and to demand repatriations?
- How are innocents safeguarded (children, mines, chemicals)?
- Is the environment respected and restored?
- What measures are taken for justice and reconciliation?
- How are warriors transitioned?

(Shuck, 1994; Bass, 2004; Iasiello, 2004)

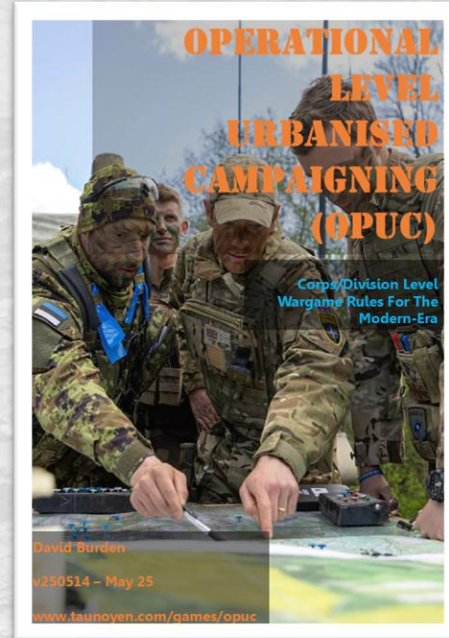
My Games



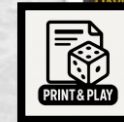
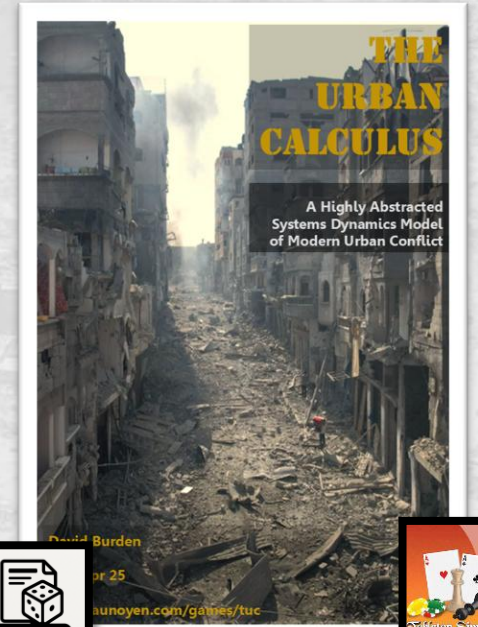
Solitaire card game,
Platoon level



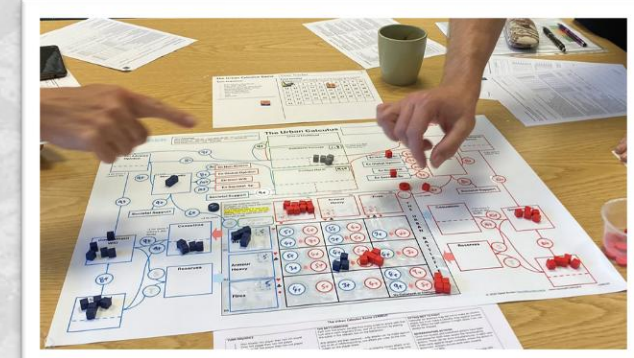
Areas & Blocks + Cards,
~ Bn/Bde level



Hex & Blocks + Menu,
~ Div/Corps level



Highly abstract,
dynamic systems model,
Pol-Mil level



AI and Wargaming

Matrix Game Simulations - Part 1

Background, Authoring and Initial Testing

DAVID BURDEN
SEP 05, 2024



Share ...

This article is spread over 3 parts, as for some reason, I haven't got! The parts are:

- [Part 1 - Background, Authoring and Initial Testing](#)
- [Part 2 - The Russo-Ukraine War - An Extended Tactical Simulation](#)
- [Part 3 - Lessons and Reflections](#)

I've been playing a bit with [Custom GPTs](#) on ChatGPT and maybe write about some of the other projects later (a Traveller GM, virtual OPFOR etc), but this post is focused on [matrix games](#).

Synthetic Media Wraps for Manual Wargames

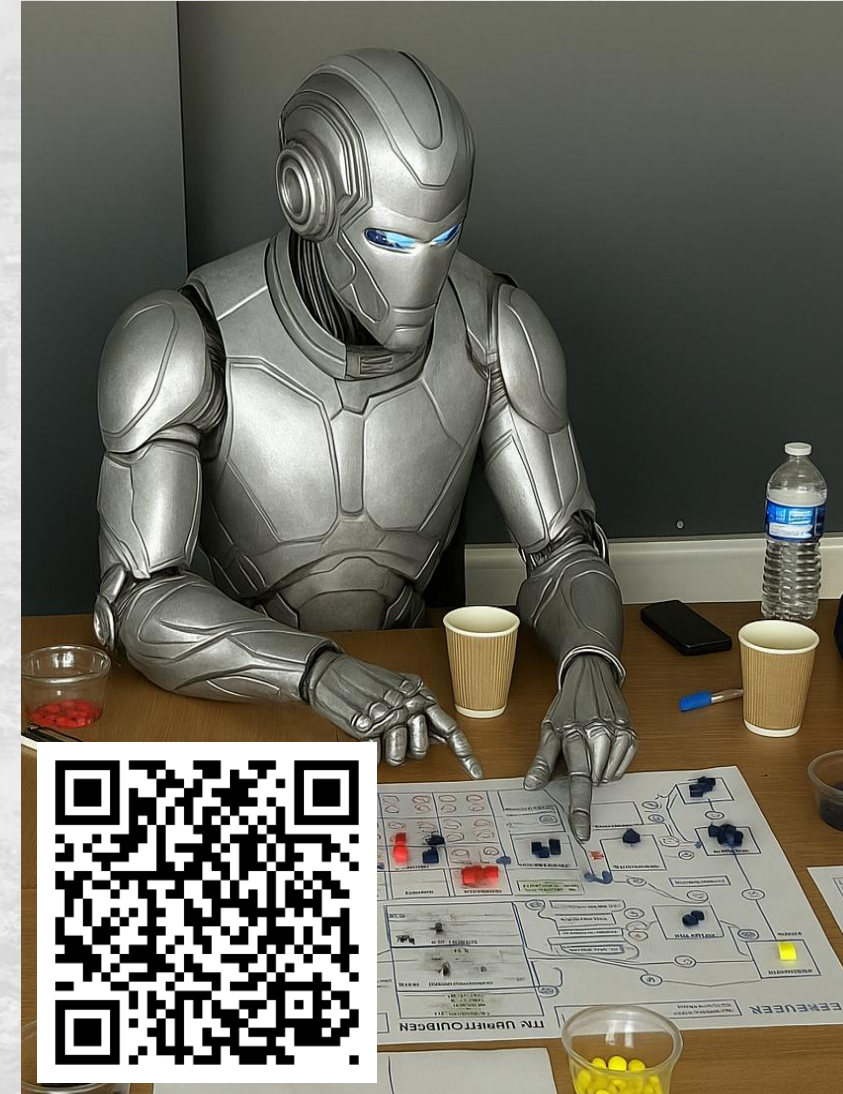
DAVID BURDEN
JUL 21, 2025



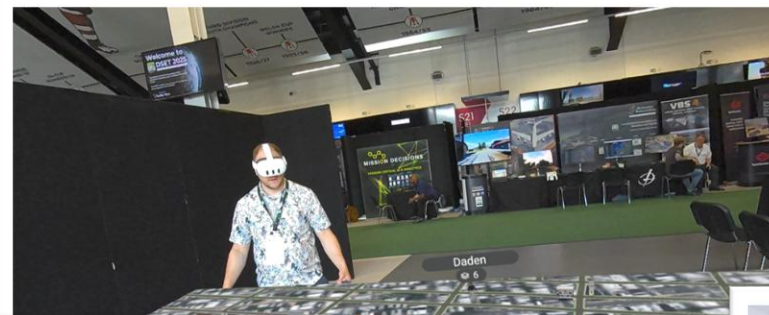
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Over the past few years I've been involved in a number of UK MOD projects to produce artificial social and mainstream media synthetic wraps around [wargames](#), [first-person tactical simulations](#) and even [physical exercises](#) - the full [Live-Virtual-Constructive \(LVC\)](#) suite.

Working on [OPUC](#), my operational level game initially on an invasion of Estonia, it suddenly struck me that I could do the same thing for that game, and indeed for any relevant wargame - mine or someone else's.



XR Wargaming



The Military Metaverse

Andy Fawkes and David Burden

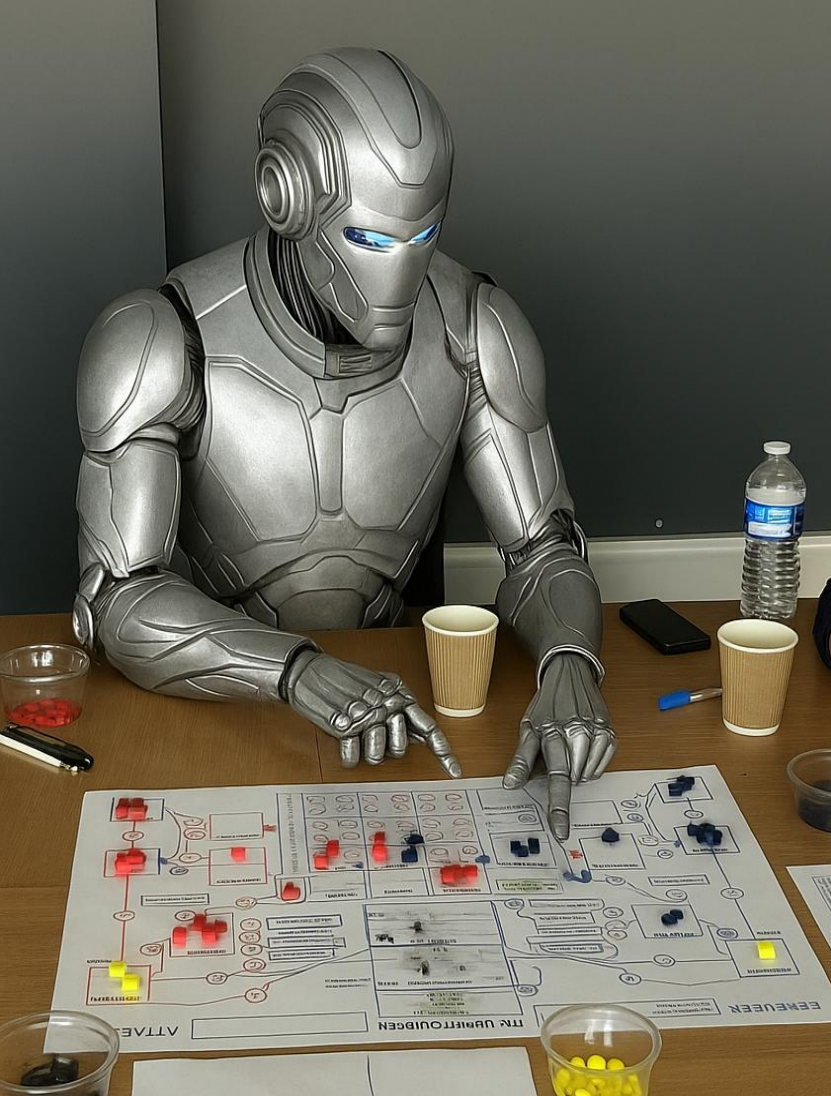
A Chapman & Hall Book

CRC Press
Taylor & Francis Group

THE METAVERSE SERIES



Questions



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