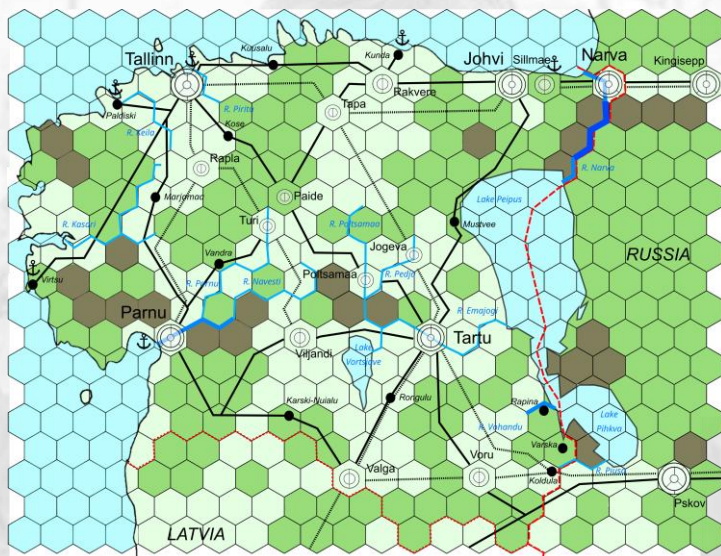


Operational-Level Urbanised Campaigning

The Operational Level Urbanized Campaigning system (OPUC) is designed to allow the exploration of the interface between rural and urban combat which is an emerging feature of Large Scale Combat Operations, both now and in the future. It is designed to involve Division to Corps level forces, with a resolution of typically battalion manoeuvre units.



The system uniquely provides “zoom” minimaps of each significant urban area so they no longer become just Urban=+1 speed-bumps in an otherwise rural fight. The rules focus on what a Div or Corps commander might focus on, so there is emphasis on logistics, management of civilians, and an awareness of how the battle is playing politically and in the media. The combat system is kept streamlined so that the players can focus on these higher-level issues. The first scenario, **Tooru’s Fire**, is based around Estonia, and further geographies are planned

OPUC will be available as print-and-play and as a Tabletop Simulator module from 3Q25.

Players: 2-6

Game Time: 4 - 8 hours

Availability: PnP & TTS

Complexity: Medium

Umpire: Not essential

Mode: Competitive/Solo



Download from:

<http://www.taunoyen.com/games/opuc>

| Section | Platoon | Company | Battalion | Brigade | Division | Corps+ |
|---------|---------|---------|-----------|---------|----------|--------|
|---------|---------|---------|-----------|---------|----------|--------|

OPUC was designed by David Burden, who is currently completing a PhD on Urban Wargaming at Bath Spa University.

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