

Brick by Bloody Brick

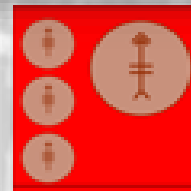
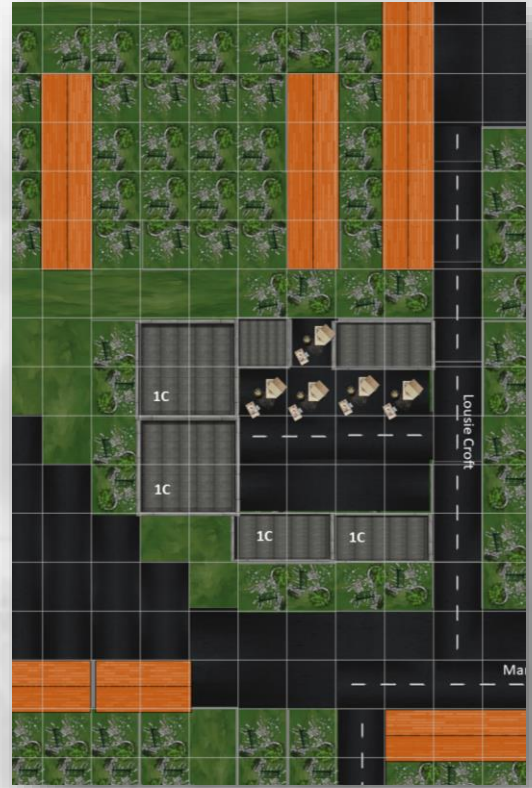
Brick by Bloody Brick is my first attempt to create a “modern” (in all senses of the word) wargame of urban combat at the company level. In many ways BbBB is a companion to City & CEMA, and between them they should enable you to wargame modern per-on-peer urban battles from about platoon level to just above Brigade level.

BbBB uses a square grid rather than areas. Buildings are identified by roof type (flat or pitched), construction material and number of storeys. At this level the game is not too concerned about where doors and windows are.

The game is played with blocks, so you can see the IDs of your units, but you can only see where enemy units are, not what they are. As with City & CEMA the presence of dummy blocks on both sides further confuses things and you need to use ISR assets and the Mark 1 eyeball in order to identify and target enemy units. You have UGVs and UAVs to deploy – but also counter-UAV and counter-UGV weapons.

Supporting assets are largely represented by Capability Cards. Again as with City & CEMA you will have a budget to buy these at the start of the game, and spend Command Points (which might be effected by enemy EW activity) to use them. In BbBB you only get a C2 phase every 5th turn to represent the fact that the battle on the ground is probably happening a lot faster than your C2 activity.

In BbBB I’ve tried to put in the hooks for a number of other distinct elements of urban combat. As well as civilians, rubble and reverberating damage there are also simple rules for firing (or not) within buildings, breaching & mouseholing, over-pressure from large calibre tank guns, civilian vehicles (and their explosive potential), fires and explosions.



3 Attached Jammer

Organic

EW

Tactical jamming team attached to support the company.

Each Comd Phase spend 3CP to reduce en CPs for their next activation by D6-D6.

6

Players: 2-6 Game Time: ~1-2 hours Availability: Jun 24	Complexity: Low/Medium Umpire: Very Useful Mode: Competitive
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Section	Platoon	Company	Battalion	Brigade	Division	Corps+
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Brick by Bloody Brick was designed by David Burden, who is currently completing a PhD on Urban Wargaming at Bath Spa University. © 2024 David Burden

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