

City & CEMA

Brigade Level Wargame Rules For Urban Battles in the Modern-Era

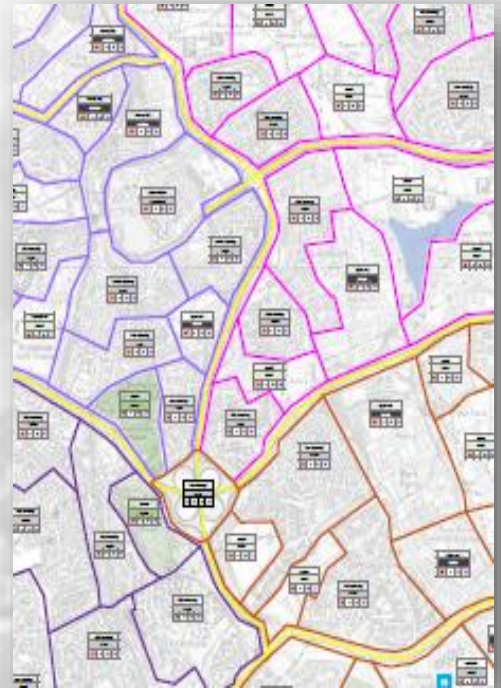
City & CEMA is a brigade-level wargame designed to reflect many of the significant features of modern, urban, large scale combat operations. The game uses Capability Cards to represent the diverse range of assets and effects available to the modern commander including: Cyber, EW, HUMINT, Space, Air Support and Fires.

Fog of War and the use of ISR assets are also key elements. Elements are represented by blocks, showing a blank face to the enemy, and multiple dummy blocks present further identification challenges. ISR activities to identify the true enemy locations is a significant part of the game.

Civilians and civilian infrastructure also play an important part in the game, and every kinetic action has the chance of creating reverberating effects. In order to put the battle in context City & CEMA follows NATO's USECT doctrine, leading the players through phases covering the Understand, Shape, Engage and Consolidate/Transition aspects of a modern urban war in a large town or city. There is also an optional advance-to-contact phase to more fully model any break-in activity.

The game also models issues such a urban fires, toxic industrial chemicals, refugees and different urban terrain zones and related protection values. More information at <https://www.taunoyen.com/games/city&cema>.

Although designed initially for Brigade-level engagements City & CEMA can also flex down to Battalion-level, and could probably be extended up to Division-level urban battles.



4 Hack - CCTV
U/S/E

Cyber assets hack city CCTV network (if not disabled).

Roll for D6 for each unit in D5 areas (MUST be urban with active CCTV). On 6+:
• UNHIDE or INT+1

Fixed Comms must be working in District.

35:1 WT
B 4M
6-10¹ 4¹⁻³

2 0:1 T
B RR
1-2¹ 1¹

Players: 2-8	Complexity: Medium
Game Time: ~4-8 hours	Umpire: Useful
Availability: On Request	Mode: Competitive



Section	Platoon	Company	Battalion	Brigade	Division	Corps+
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City & CEMA 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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