

RUBBLE TOWN

RUBBLE TOWN

	1	2	3	4	5	6
PV	1	1	2	2	3	3
Rubble	1	1	2	2	3	3
Sewer	N	N	N	N	Y	Y

Google dice roller: <https://q.co/kqs/imtCXD>

Sniper	German Position	Minefield
A sniper is shooting at you from the rooftops.	There is a very strong German position behind sandbags on one of the second floors.	Anti-tank and anti-personnel mines are scattered everywhere.
Roll 2D6. On 6+ one unit SUPPRESSED. AT Gun, then Engr then Inf. NOT tank. RECYCLE.	You must fight and defeat this card before moving on.	Roll 2D - #Sappers On 8+ elim 1 STEP on Inf, or SUPPRESS on elim. RANDOM. Tank KO on 10+, and Rubble Inc by 1. Persists till cleared.
4	3	5

Turn Record			
1	2	3	4
5	6	7	8
9	10	11	12
13	14	15	16
17	18	19	20

Draw 2 Events

Draw 3 Events

Draw 4 Events

When you have to fill this slot place the OBJECTIVE card here and 3xD6 on table above, and place the appropriate markers on the card.

Road Markers

Unit Markers

1 Rifle Platoon	2 Sherman	1 Sappers	1 6pdr AT Gun
One rifle platoon of about 36 men with LMGs at section level, and possibly light mortars at Pl level.	A Sherman tank with the original 75mm gun. Stopped by large rubble mounds.	A group of sappers derived from the Pioneer Platoon and supporting Engineer units. Can clear minefields.	A 6pdr Anti-tank gun. Can be manhandled through the streets, and over rubble, albeit with some difficulty.
Must lead any assault. Can retreat one area instead of one step reduction.	Can't enter or leave or fire into or out of a Rubble 4 tile	Can operate independently but eliminated if attacked on own. Must retreat with infantry.	Can move in any area, and fire into only if LOS. Must retreat with infantry.
5	3	7	3
STEP 1	s1	-	s1

Click this link to use the custom Rubble Town dice roller – [Dice Roller](#).

Rubble Town is a card-based game designed to be played solo in ~20 minutes, probably over a beer and competing with friends and mates to get the best score. The aim of the game is to introduce players to some of the key features of urban combat in a fun and entertaining way.

Rubble Town uses the same core mechanics as *Festung:Ortona*, forcing players to decide how much they will rely on using heavy weapons to help ensure success – but at the cost of increasing the rubbleization of the town. The random street and event cards will provide different challenges on each turn, and introduce players to an array of urban issues including combined arms, mouse-holing, direct and indirect fire support, civilians and the media. Version 2 (due June 2024) of *Rubble Town* adds a Modern deck, allowing you to use UAVs, UGVs, LAWs and other more modern equipment.

As well as a draft print'n'play version, a playable Powerpoint version of the game is also available for free download from <http://www.taunoyen.com/rubblatown>.



Players: 1	Complexity: Low
Game Time: ~20 minutes	Umpire: Not required
Availability: Playable PPT	Mode: Solo

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

Rubble Town was designed by David Burden, who is currently completing a PhD on Urban Wargaming at Bath Spa University. © 2024 David Burden.

Web: www.taunoyen.com/phd
 Twitter: [@urbanwargamer](https://twitter.com/urbanwargamer)
 Email: david@burden.name.

