RUBBLE TOWN

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 rubblization 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/rubbletown.

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

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