

Streets and Shadows

Streets and Shadows is a new game which I'm working on which is high-level game of urban insurgency. It takes its inspiration from wargames such as War In The MegaCity (shown right), We Are Coming Nineveh and District Commander: Maracas.

The map will be topological, each box representing a different district of the city, broadly aligning to the common urban terrain zones. Within each district there are two areas – the Streets and the Shadows. The Streets are the domain of the regular forces, and of the people. The Shadows are where the insurgents and special forces operate. A key part of the game is having the right force for the right area and mission – whilst regular forces might be great for an initial clearance you need to make sure you have the special forces and police units ready to complete and maintain your gains.

Capability Cards will allow you to bring a range of supporting systems into play, including for ISR, CEMA and Fires tasks, potentially enabling a multi-domain approach to the challenge. In the standard game you have a budget to buy these, but in the quick game they are drawn randomly. There are two Combat Results Tables, one for Kinetic combats and one for non-Kinetic engagements.

As in all my wargames the civilian population and civilian infrastructure is a key part of the narrative. Reverberating damage is tracked on an Adverse Opinion track and force overmatch or mismatch will result in more collateral damage. The Capability Cards will allow you to try and influence and guide the population, moving them away from areas of conflict, or into the path of your enemy.

The game is currently in an early stage of development, and its first outing is planned for the Conference of Wargamers in July 2024, but it may possibly also be at DSET in June 2024.



Players: 2-6	Complexity: Low/Medium
Game Time: ~2-3 hours	Umpire: Not needed
Availability: 3Q24	Mode: Competitive

Section	Platoon	Company	Battalion	Brigade	Division	Corps+
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Streets and Shaodows 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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