

This is a quick summary of where I am in my work on a PhD in Wargaming Urban Conflict, which I'm doing under Dr John Curry at Bath Spa University. It highlights the main activities I've completed over the last 3-4 months, and what I plan for the next term. Any questions or comments please get in touch at david.burden21@bathspa.ac.uk.

Before I got too deeply into the "conflict" bit of urban conflict I thought I ought to spend some time looking at the "urban" bit, reading works by people like Louis Wirth and Saskia Sassen, as well as reports by organisations such as the UN's HABITAT programme. I've captured my initial research and thoughts in three "First Bites" documents which you can find at

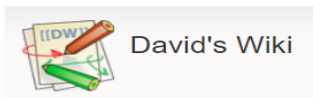
http://taunoyen.com/wiki/doku.php?id=urban_and_city_development.



I was privileged to be able to run a game of my version of Christmas in Hell (CiH) on the Battle of Ortona at ConnectionsUK in September. The game ran on Roll20 and was more streamlined than the COW version. Some good feedback resulted. I think that my version is now significantly distinct from CiH (whilst still being recognisably part of the Storm Over family) that I've now "rebranded" it as Urban One and my intention is to complete the rules as a generic WW2 Bde/Bn set and release (with scenarios for other cities) in due course. Since much of the basic "this is what urban is like" learning comes in the first few turns I'm also working up a quicker, more generic, card-based version, called Rubble Town which I hope to demo as an after-dinner game at COW2023.

Other activities over the last few months include:

- Play-throughs of Days of Ire, Into A Bear Trap, Berlin'85 and City of Confusion (Hue) – reviews all on the Wiki.
- Started to draft the rules for a modern Brigade-level wargame, currently named Urban Commander, hopefully I can test run it at COW2023 and elsewhere.
- Prepping for a "vertical wargame" at VCOW2023 in February using Dropzone Commander rules "backdated" to modern times, players all on Zoom and having a webcam-enabled 10mm AFV commanders view of the battle!
- Had my Research Plan approved and obtained my Stage 2 Ethics approval from BathSpa – and have been doing some of my qualitative research training this term - so look out for interview requests early in the New Year!
- Completed an 8,000 word draft paper on my Urban Wargames database, which now has over 200 entries. Now I just need to find a journal to send it to! View the database at <https://airtable.com/shreVPHaoJBpxGzFj>.



As ever I'm keeping my Wiki up to date with draft material, game reports and other information. Please check it out. I've also started a separate Twitter account as [@urbanwargamer](https://twitter.com/urbanwargamer) for my wargaming activities, please follow (anyone on Mastodon?).

My key goals for the first few months of 2023 are to:

- Finish my first cut of urban warfare reading (John Spencer's new book top of the list!) and then actually start writing the History and Historiography of Urban Warfare chapter.
- Find an outlet for the database paper and start working on another paper (3 abstracts written for a potential paper for the upcoming SWJ special issue, including Wargaming Hue and [Urban Battles that Weren't](#) – scoping paper in The Nugget and on the Wiki).
- Arrange and start conducting interviews with both wargame designers and urban practitioners.
- Work further on Rubble Town, Urban One and Urban Commander, and run the Dropzone Commander session.
- Play more urban wargames (and a few non-urban ones, just bought Operation Dauntless & World At War '85)!

Full details of the PhD are on my Wiki at: <http://taunoyen.com/wiki/doku.php?id=phd>
If you have any questions/comments then please contact me at david.burden21@bathspa.ac.uk.