

Brick by Bloody Brick

Brick by Bloody Brick (B3B) is a wargame of modern urban combat at the platoon/company level. In many ways B3B is a companion to RUCKUS, and between them they should enable you to wargame modern peer-on-peer urban battles from about platoon level to just above Brigade level.

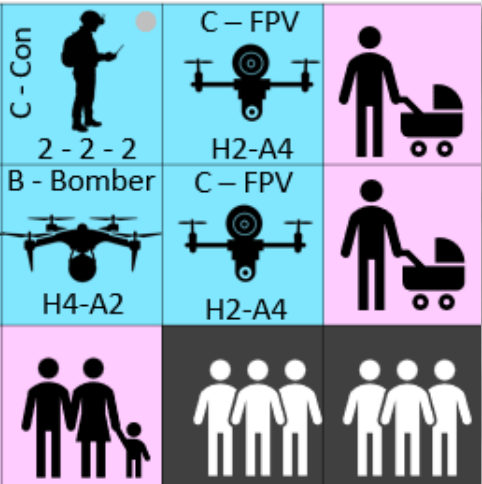
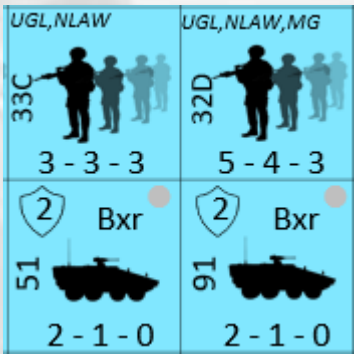
B3B uses a square grid rather than areas. Buildings are identified by roof type (flat or pitched), construction material and number of storeys. Doors and windows are located in a general sense.

The game is played with blocks, so you can see the IDs of your units, but you can only see where enemy units are, not what they are. Dummy blocks on both sides further confuses things and you need to use ISR assets and the Mark 1 eyeball in order to identify and target enemy units. You have UGVs and UAVs to deploy – but also counter-UAV and counter-UGV weapons.

Supporting assets are largely represented by Capability Cards. You have a budget to buy these at the start of the game, but they can only be tasked in a command turn - which happens every 5 turns, representing the fact that the battle on the ground is probably happening a lot faster than your C2 activity.

In B3B I've tried to put in the hooks for a number of other distinct elements of urban combat. As well as civilians, rubble, cultural property and TICs & TIMs there are also simple rules for breaching & mouseholing, subterranean tunnels, over-pressure from large calibre tank guns, and the fact that once fires any large projectile is likely to cause damage to something, even if it misses.

In order to provide maximum variety for games, the B3B playing surface is made up of a number of 16cm tiles, each having a 4x4 grid, and being arrangable in a wide variety of different ways.



Players: 2-6	Complexity: Low/Medium
Game Time: ~1-2 hours	Umpire: Very Useful
Availability: Jun 26	Mode: Competitive

Section	Platoon	Company	Battalion	Brigade	Division	Corps+
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Brick by Bloody Brick was designed by David Burden, who is currently completing a PhD on Urban Wargaming at Bath Spa University. © 2026 David Burden

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