

RUCKUS

Rapid Urban Combat Kriegsspiel Umpiring System (RUCKUS) is a fast play wargame of modern urban combat at the battalion/brigade level. It was originally designed to be a support tool for an umpire running an analytical style wargame who wants a basis for consistent responses to players - but with the flexibility to over-rule as required. However it is also suitable for standard PvP play without an umpire as long as you're both happy to fill in any missing elements.

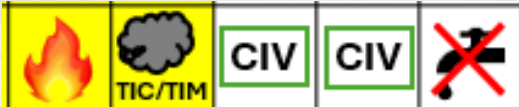
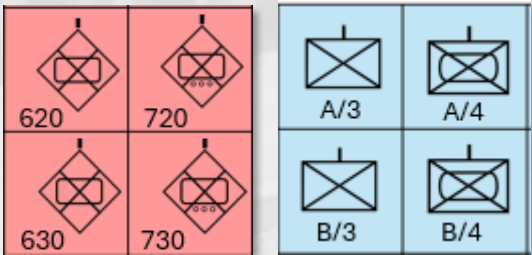
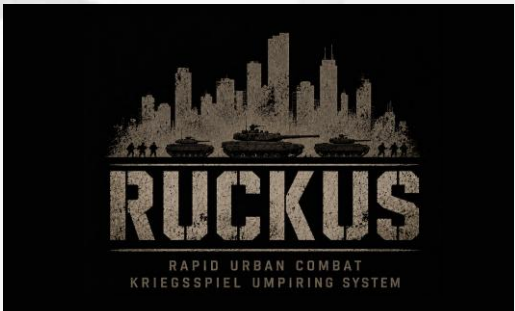
RUCKUS can be played either on a map with the urban terrain divided into areas (40-60 being typical), or using a set of 10cm UTZ tiles which can be laid out to provide almost any required urban environment. Manoeuvre units (MU) are typically platoons or companies, with tile or area size proportional to the areas that such an MU would be concerned with. Turn duration is either taken to be about 1-2 hours, or is randomly diced for to perhaps better reflect the uncertainties of urban warfare.

The game can either be played "open" - so units are face up and ISR is used to improve targeting, or "closed" so counters are face down - or blocks are used - and ISR is needed to reveal them. You can even make the choice weather dependent, good weather means lots of ISR drones and open play, bad weather means no or fewer drones and close play.

Supporting assets are largely represented by mission counters, of which each side gets only a few each game. These may include artillery and mortar fire missions, CAS sorties, FPV and Bomber drone attacks and EW.

RUCKUS includes the hooks for a number of other distinct elements of urban combat, such as civilians, rubble, cultural property and TICs & TIMs.

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



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