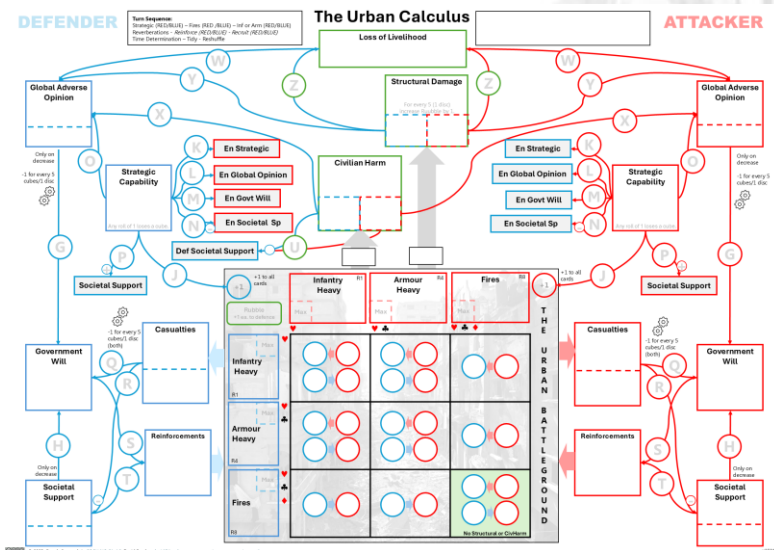


The Urban Calculus

The Urban Calculus (TUC) is more a playable systems model rather than a conventional wargame. It allows players to examine and consider some of the linkages between what is happening in the urban battle(s) and what the effects are on the civilians, infrastructure, society (of all combatants), global opinion and government will.



Initially 4 scenarios have been developed for TUC:

- An introductory scenario - a relatively balanced potential conflict with the defender heavily invested in success
- An asymmetric scenario – where not all parts of the model exist, and some linkages may be non-existent
- Two linked alliance scenarios, one with an army defending its own city, and one where another one country is helping to defend the city.

The aim with TUC is very much to allow people to modify not just the values on the linkages between the different factors and capabilities, but also to modify the core model to reflect their own needs and concerns.

TUC is available as print-and-play, and a playable PowerPoint, with a Tabletop Simulator module to follow in 2Q25.

Players: 1-2	Complexity: Low
Game Time: 30-60 mins	Umpire: Not required
Availability: PnP & digital	Mode: Competitive/Solo



Download from:
<http://www.taunoyen.com/games/tuc>

Section	Platoon	Company	Battalion	Brigade	Division	Corps+
---------	---------	---------	-----------	---------	----------	--------

TUC was designed by David Burden, who is currently completing a PhD on Urban Wargaming at Bath Spa University.
 © 2025 David Burden

Web: www.taunoyen.com/phd
 Twitter: @urbanwargamer
 Email: david@burden.name.

