

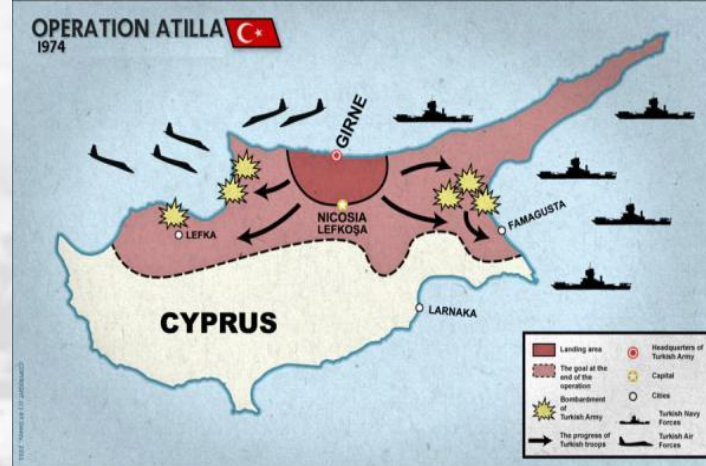
# Towards a Typology of the Representation of Civilians in Wargames

Connections Oz  
5 Nov 24

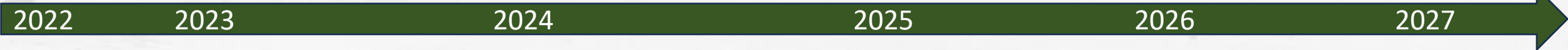
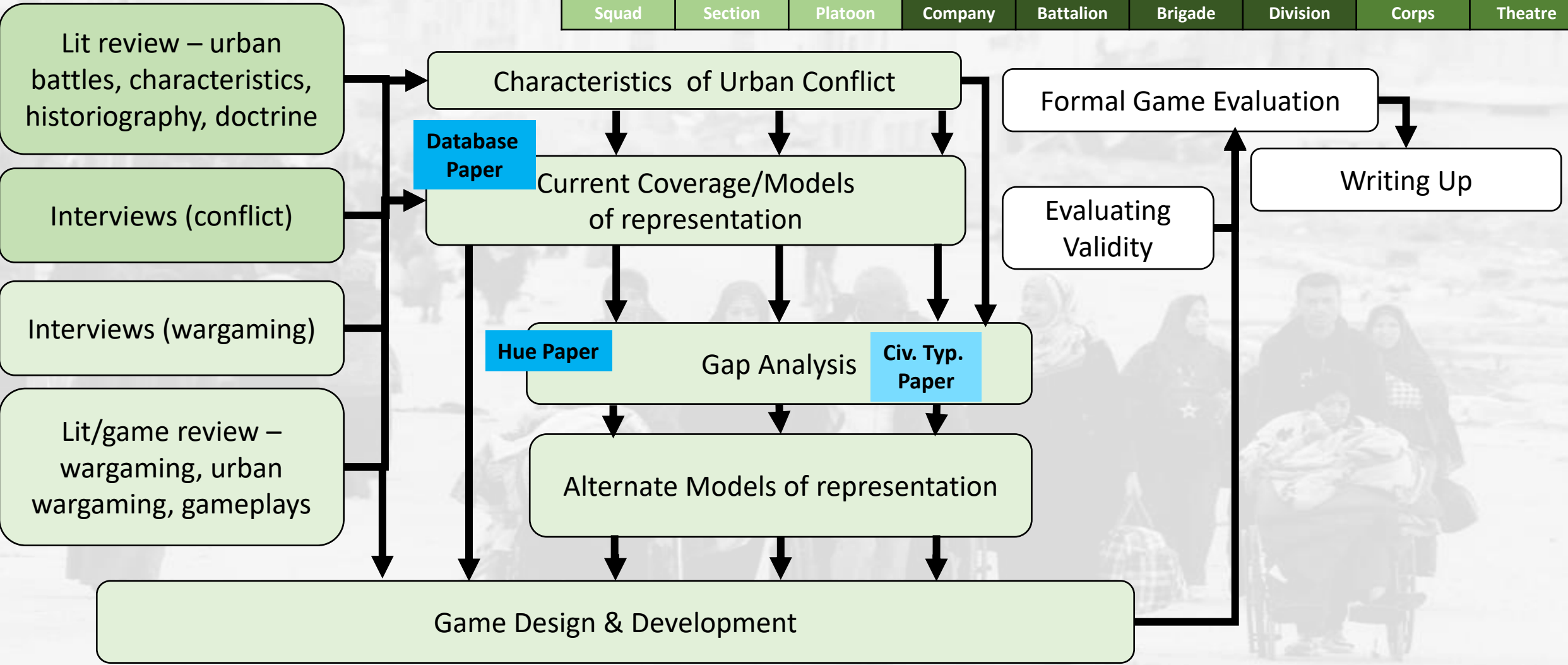
David Burden  
Bath Spa University

david@burden.name

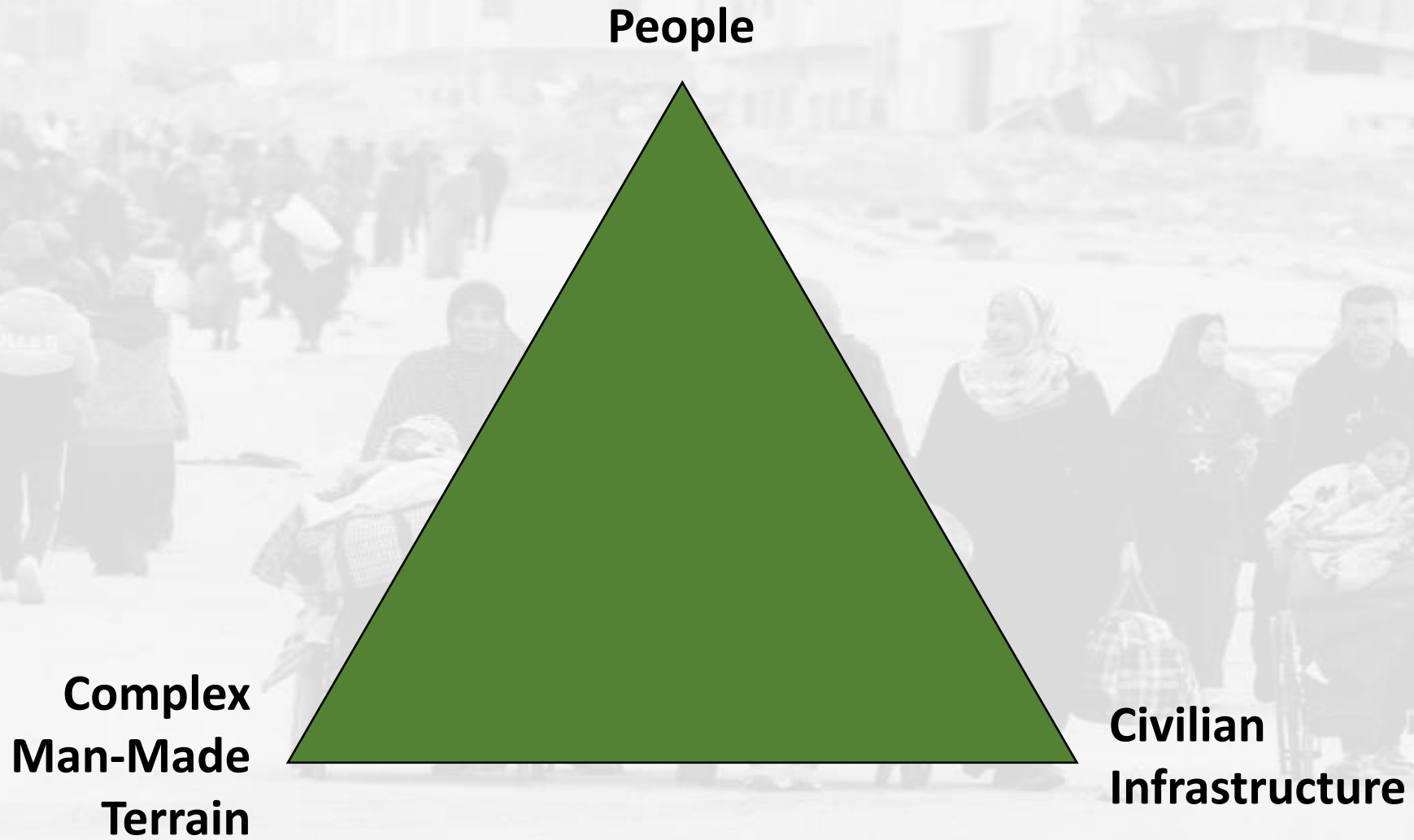
# A Bit About Me



# PhD Overview



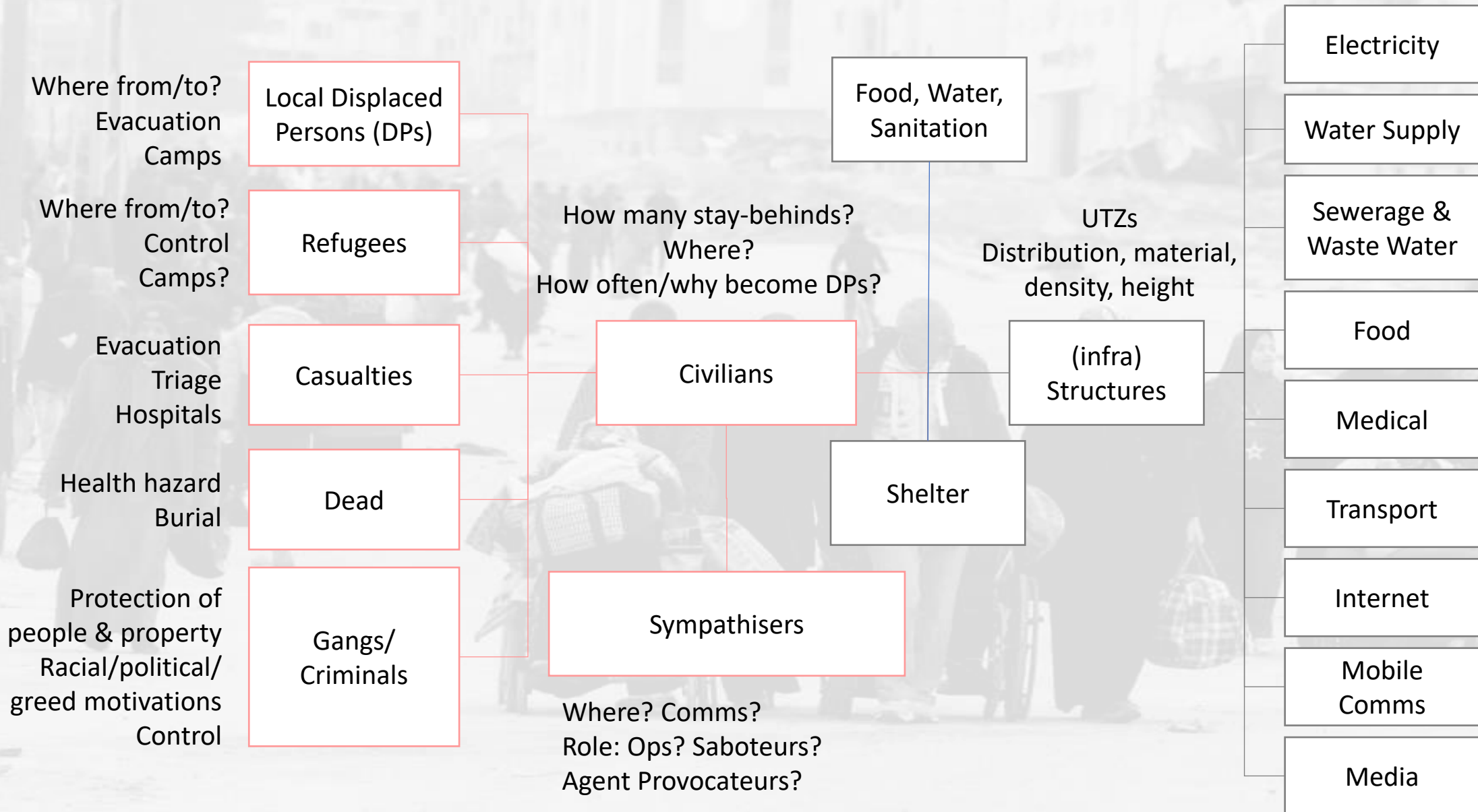
# The Urban Triad



# Urban Characteristics



# The Civilian Population



# Civilian Presence #1

Major Military Conflicts						
Conflict	Period	Total deaths	Military deaths	Main foreign army	Civilian deaths	Civilian death rate
Korean War	1950–1953	2,238,172	579,736	33,686	1,658,436	74%
Vietnam War	1965–1974	1,353,000	726,000	58,200	627,000	46%
Persian Gulf War	1990–1991	162,341–232,541	20,341–26,541	341	142,000–206,000	87%–88%
Balkan War	1991–2001	130,000–140,000	-	-	72,716	52%–56%
2nd intifada	2000–2007	5,848	2000	-	3000	51%
Afghanistan	2001–2019	157,052	113,481	2,298	43,571	28%
Pakistan	2001–2019	66,063	41,956	0	24,107	36%
Iraq	2003–2019	276,363–308,212	91,626–100,701	4,572	184,737–207,511	66%–67%
Syria/ISIS	2014–2019	179,424	129,572	7	49,852	28%
Yemen	2002–2019	90,072	78,003	1	12,069	13%
Ukrainian	2014–2019	13,117–13,496	9,750–10,129	500	3,367	25–26%

*Conflicts with unreliable or missing civilian death numbers are not included, e.g., Yom Kippur, Chechnya, and Iran-Iraq war. (- = Not available).*

Source: Khorram-Manesh et. Al. (2021). Estimating the Number of Civilian Casualties in Modern Armed Conflicts—A Systematic Review. *Frontiers in Public Health*. <https://www.frontiersin.org/journals/public-health/articles/10.3389/fpubh.2021.765261>

“In cities — where 55 percent of the world’s population currently resides — civilians account for 90 percent of the casualties during war.” [1]

[1] <https://civiliansinconflict.org/our-work/conflict-trends/urban-warfare/>

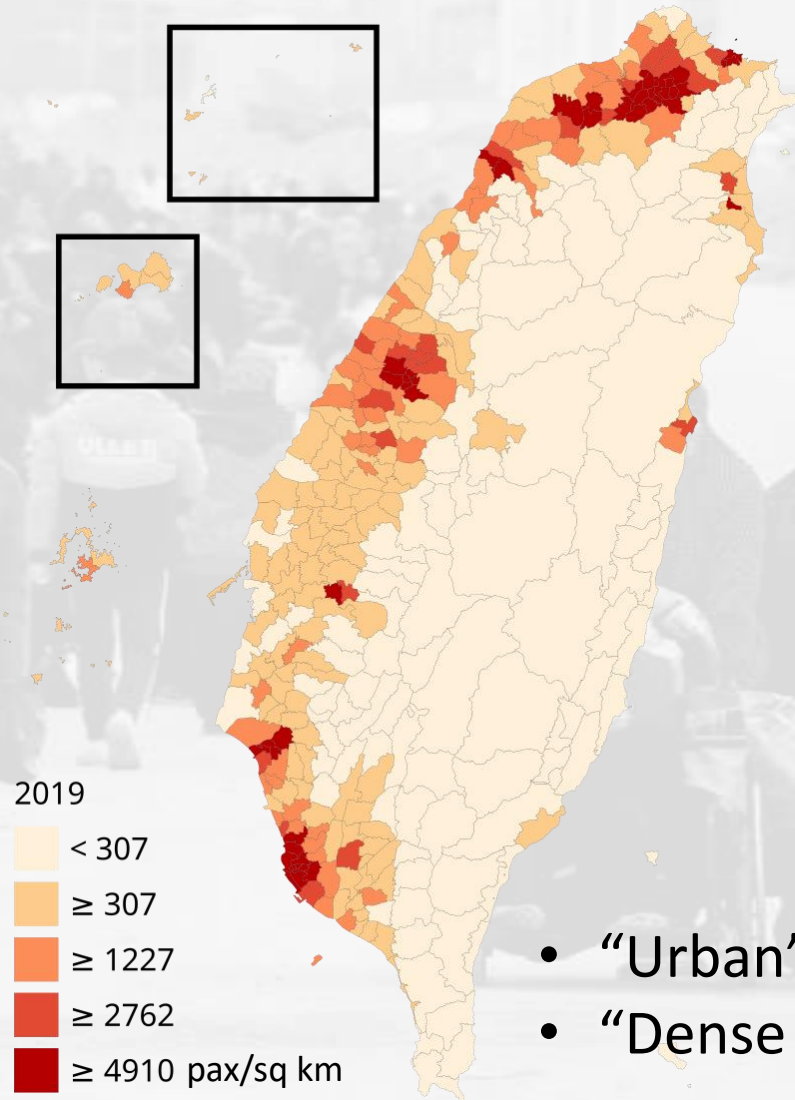
# Civilian Presence #2

Battle	Dates	Pre-War Pop	Pre-Battle Pop	Battle Pop	Notes
<b>Mariopol</b>	Feb22 – May22	425k		80-120k	c. 8,000 civilian dead, c.90% of city destroyed
<b>Sievierodonetsk</b>	May22 - Jun22	99k			
<b>Lysychansk</b>	May22 - Jul22	93k			
<b>Kherson</b>	Aug22 - Oct22?	279k			
<b>Bakhmut</b>	Oct22 - Mar23	71k	20k (May22)	4k (Mar23)	
<b>Avdiivka</b>	Feb23 - Feb24	31k		1k	
<b>Chasiv Yar</b>	Dec23 - now	12k		600	
<b>Vovchansk</b>	May24 - now	17k		300	
<b>Toretsk</b>	Jun 24- Sep 24	31k	5k (Jul24)		
<b>Niu York</b>	Jul24 - Aug24	10k			
<b>Pokrovsk</b>	Sep24?	60k	15k		
<b>Vuhledar</b>	Sep 24-Oct 24	14k		500 (Feb23)	

Sources suggest that planning assumptions for percentage of the population who stay may be around 10-20%, but very unpredictable and context dependent



# Urban Presence #2

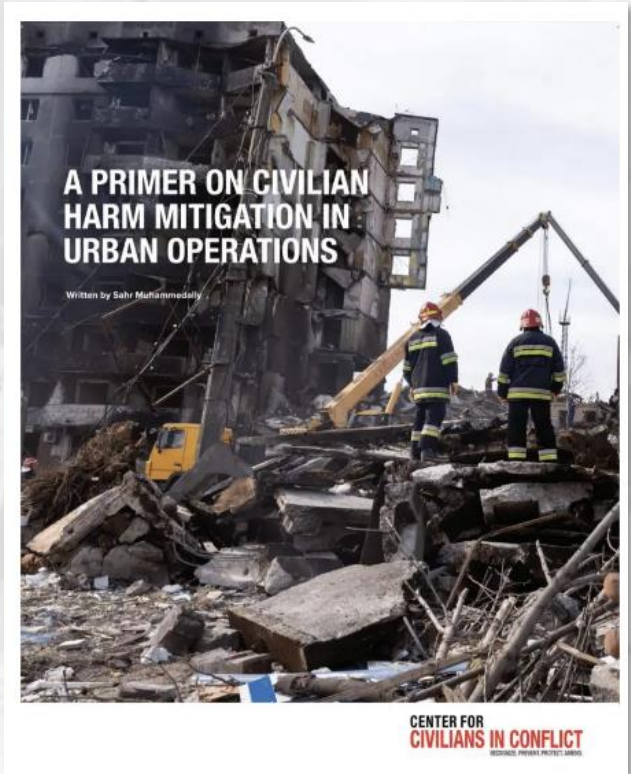


- 23 cities with populations over 35,000
- Including 6 cities over 1 million

<a href="#">Kaohsiung</a>	2,778,992
<a href="#">New Taipei</a>	3,974,911
<a href="#">Taichung</a>	2,759,887
<a href="#">Tainan</a>	1,885,499
<a href="#">Taipei</a>	2,696,316
<a href="#">Taoyuan</a>	2,136,702

- “Urban” typically > 300/sq km and 5k pop
- “Dense urban” typically > 1500/sqm km, and 50k pop

# Civilian Harm Reduction

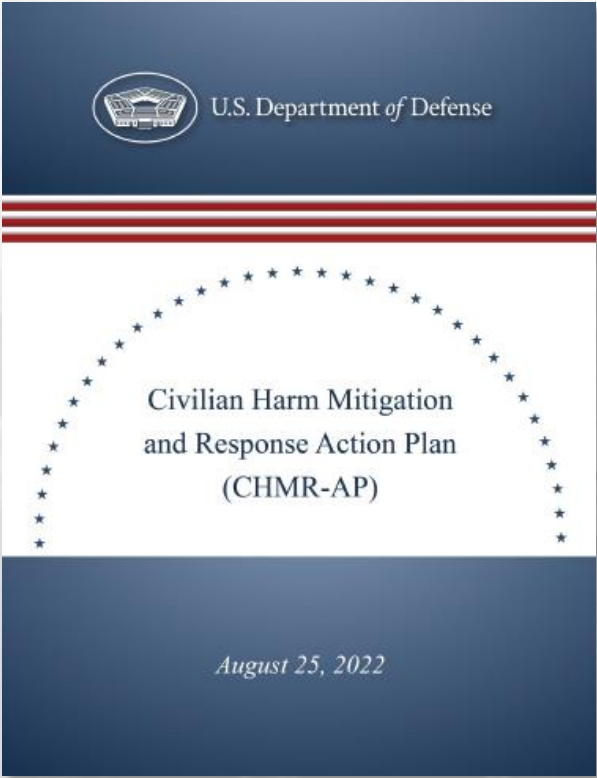


<https://civiliansinconflict.org/>



## REDUCING CIVILIAN HARM IN URBAN WARFARE: A COMMANDER'S HANDBOOK

REFERENCE



**Fact Sheet – Protection of Civilians (PoC)**

**Rationale:** At the Warsaw Summit in July 2016, heads of state and government endorsed a NATO Policy for the Protection of Civilians. This overarching policy aims to set out a coherent, consistent, and integrated approach to the protection of civilians in NATO and NATO-led operations, missions, and other Council mandated activities. To operationalise this policy, NATO developed an Action Plan with clearly defined activities, including the development of a concept to integrate the topic into training, doctrine, education and exercises and into the planning and conduct of operations. To ensure a coherent approach, the Military Concept for the Protection of Civilians (approved by the Nations in June 2018) defines a framework that seeks to identify and understand threats to the civilian population.

**Definition:** The NATO Policy states that "Protection of Civilians (persons, objects and services) includes all efforts taken to avoid, minimise, and mitigate the negative effects on civilians arising from NATO and NATO-led military operations on the civilian population and, when applicable, to protect civilians from conflict-related physical violence or threats of violence by other actors, including through the establishment of a safe and secure environment."

**Implementation:** Work has already begun on the integration of PoC in NATO. Future PoC activities aiming at implementing the NATO Policy for the Protection of Civilians will be conducted by the two Strategic Commands, in collaboration with NATO Headquarters.

The development of tailored training on PoC for NATO and UN officers is ongoing and the first PoC pilot training was conducted in Finland, in October 2018. The training community led by HQ SACT (Finnish Defence Forces International Centre, Peacekeeping & Stability Operations Institute, and HQ SACT's Joint Force Trainer Division) conducted extensive research on PoC training delivered by nations and other organisations. The pilot course also included input from other key stakeholders, such as the United Nations Department of Peacekeeping Operations (UN DPKO) and the International Committee of the Red Cross (ICRC).

-more-

# Civilians in Wargames

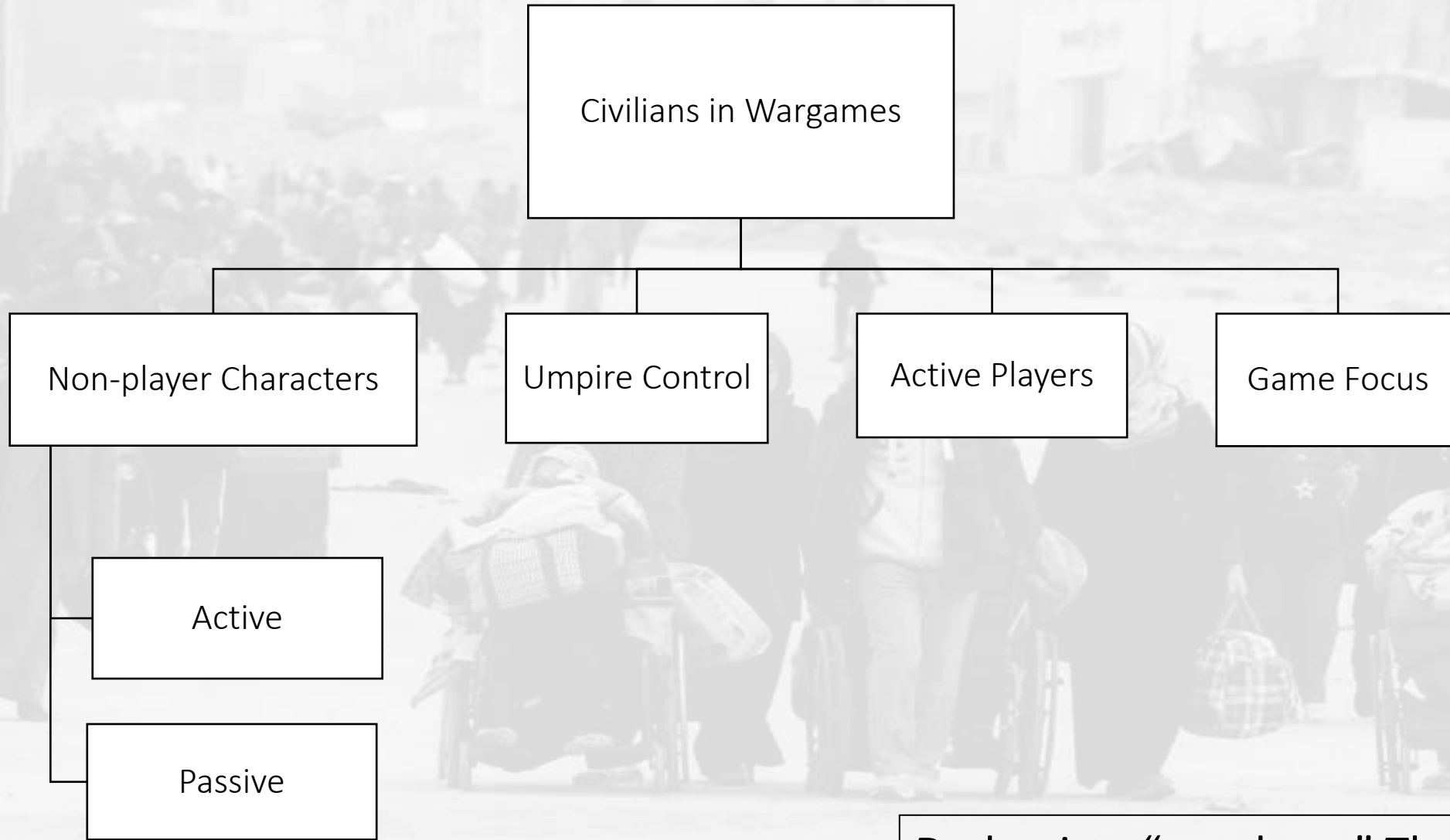
- Are civilians represented at all?
- If they are, then how are they represented?
- Can we better represent them in our wargames?
- Do we get “better” wargames as a result?



# Literature Review

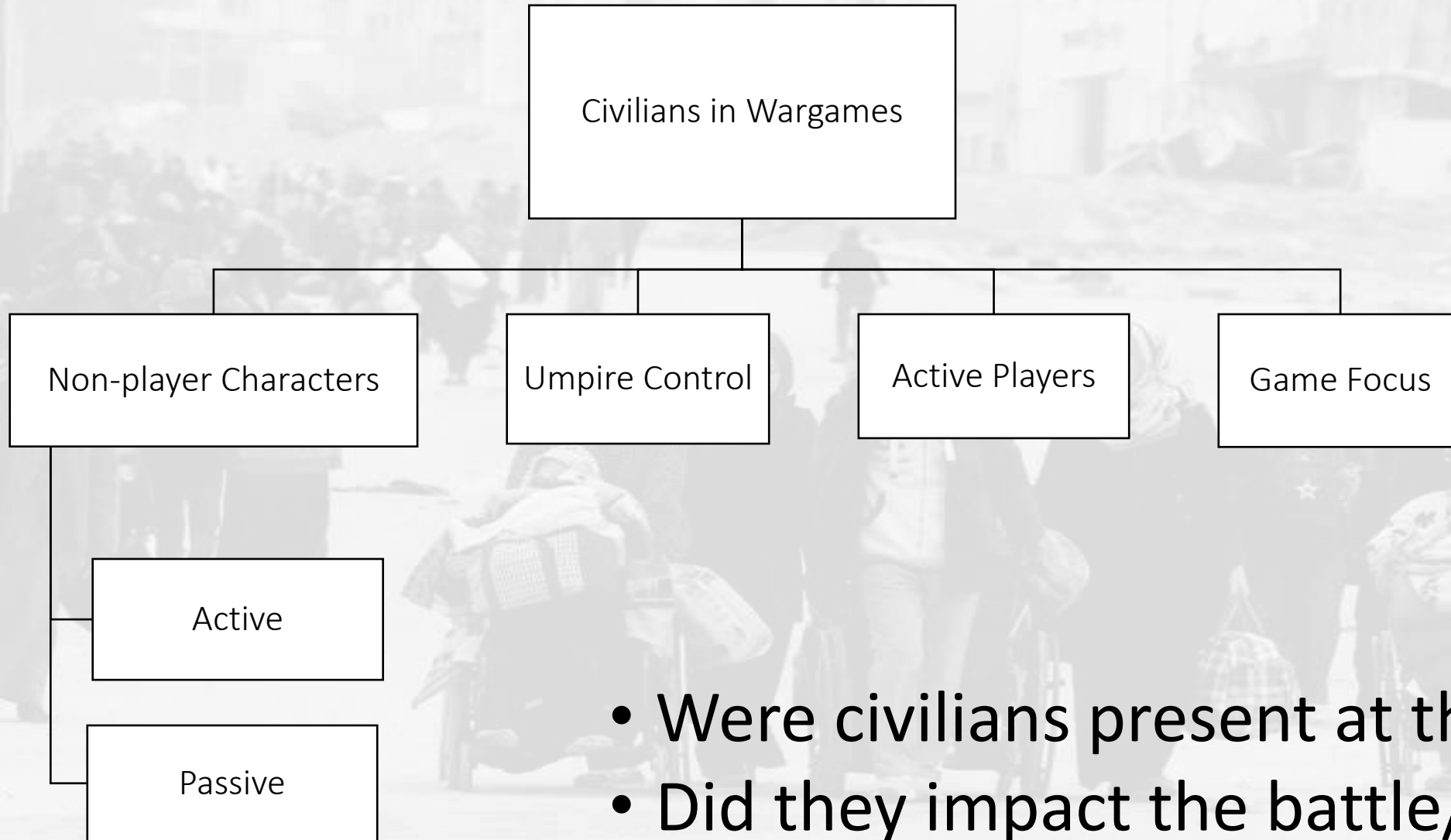
- Orosz-Réti, Z. (2023). Heroism, vulnerability and care in civilian-focused wargames. *Journal of Gaming & Virtual Worlds*, Volume 15, Issue 3, Oct 2023, p. 267 – 284. [https://doi.org/10.1386/jgvw\\_00086\\_1](https://doi.org/10.1386/jgvw_00086_1)
  - This War of Mine, Liyla and the Shadows of War, Bury Me, My Love. “A shift from heroism to care”
- Agyapong, S. & Olson, A. (n.d.) “Wargaming Saves Lives” – *Whose Lives? Wargaming and Civilian Harm Mitigation and Response (CHMR)*. CNA.  
<https://docs.google.com/presentation/d/1aAtxe5SkUPdAWZMLuEhnsQjAR4rgmBlG/edit#slide=id.p30>
  - More of a call for action, from hospitals to nuclear war, implementation of CHMR “doctrine”
- Train, B. (2024). Modeling Civils in Wargaming. Wargaming in NATO 2024, 3 September 2024.  
<https://brtrain.wordpress.com/2024/09/09/postin-down-the-road/>
  - Brian used an early draft of my typology for this presentation, with most examples drawn from his own games

# Typology Strawman



Deductive, "top down" Thematic Analysis

# Typology Strawman



- Were civilians present at the battle?
- Did they impact the battle/fighting?

# How To Test?

- The Sampling Problem

- 289 urban games

- Possible Approaches

- Random (30-100 games)
- Recency of game
- Recency of battle
- Curated Lists
- Games I've played
- "Best" examples
- Crowd-sourced
- By Designer
  
- Professional vs Hobby
- Manual vs Computer

Game	#	Da...	Conflict	Battle	Space...	Pieces	Force	MU	Area	GridSize	PlayTime
Festung Breslau 1945	1945	WW2	Breslau	Hexes	Counters	Army?	Bn?	City Plus	~ 30 x 30 hex...	4-6h	
MaGCK - A Reckoning of Vultures	2020	Modern	Generic	Matrix	na	Faction	Abstract	City			
Modern Battles II: Kaliningrad	2017	Modern	Kaliningrad	Hexes	Counters	Div	Bn	City Plus			
Modern Battles II: Mosul	2017	Daesh	Mosul	Hexes	Counters	Div	Bn	City Plus			
Stalingrad: Verdun on the Volga	1942	WW2	Stalingrad	Area	Counters	Corps?	Regt?	City Plus	~50 areas	180	
This War of Mine	2017	Modern	CivPop	Board	Cards	na	Individ...	Building		45-120 min	
Urban Operations	2020	Modern	Generic	Hexes	Blocks Miniatures	CoyGp	Squad	City Block	7m	1-6hrs	
1759: Siege of Quebec	1759	French & I...	Quebec	Area	Counters Cards	Army	Bn	City Plus	~8 areas	30-60 mins	
Chile '73	1973	Cold War	Santiago	Area	Counters	Faction	Abstract	City Centre	~40 areas	45-90	
Helsinki 1918	1918	WW1	Russo-Fin...	Hexes	Blocks	Div	Coy	City Plus	300m per hex		
Pavlov's House	1942	WW2	Stalingrad	Topo	Counters	Coy?	Squad?	Multi-Level		60-75	
Stalingrad: Inferno on the Volga	1942	WW2	Stalingrad	Hexes	Blocks	Army	Regt?	City		30-60	
Storm over Yasuda Auditorium, Universit...	1969	Modern-Ri...	Tokyo	Area	Counters	Faction?	Abstract	City Centre		120-180	
The Battle for Ramadi	2006	ISIS	Ramadi	Hexes	Counters	Div?	Bn?	City	500m?	60-120	
War in the Megacity	2025	Modern	Generic	Topo	Counters	Faction	Bde/Bn	City	30 nodes		
We Are Coming Nineveh	2017	Daesh	Mosul	Area	Blocks Cards	Div	Bn	City	~40 areas	90	
ACP164	2100	Modern/SF	Generic	Measured...	Miniatures	Platoon	Individ...	City Block			
ASL Module: Fight for Seoul	1950	Korean War	Seoul	Hexes	Counters	Bn?	Squad	City Plus			
ASL Module: Red Factories	1942	WW2	Stalingrad	Hexes	Counters	Bn/Coy	Squad	City Centre		180-3600	
Crossing the Line: Aachen 1944	1944	WW2	Aachen	Hexes	Counters	Corps	Coy/Bn	Wide Area	~500m?	30-600	
District Command Maracas: Virtualia 2019	2019	Modern	Maracas	Area	Counters	Faction	Abstract	City Plus	~ 12 areas	120	

- Different approaches for "how many" and "how"?

Source: <https://airtable.com/appHv9yJCjX7nqL1W/shreVPHaoJBpxGzFj>

# Curated List - Dstl

Game	Battle	MU	Dstl Assessment	Present?	Impactful?	Representation
Urban Operations	Generic, Modern	Squad		Optional	Optional	<b>Active NPCs.</b> Civ counters, move on contact. Block fire. Can force scatter.
LnL – Day of Heroes	Mogadishu	Squad		Yes	Yes/ROE	<b>Player asset.</b> “mobs”
<b>Phantom Fury</b>	Falujah II	Squad		Yes	Yes/ROE	<b>Nil</b>
<b>A Week in Hell</b>	Hue, 1968	PI		Yes	Yes/ROE	<b>Passive NPCs.</b> Single civilian “event”, delays attack.
<b>Into a Bear Trap</b>	Grozny, 1999	PI	HVY/VIP, No civs	Yes	No?	<b>Nil.</b> But atrocities against the Media!
<i>Force on Force</i>	Generic, 1990s	Indiv.	Optional play rules for Civ/factions	Yes	Optional	<b>Active NPCs?</b> “mobs”
<i>DropZone Commander</i>	Science Fiction	Squad	Civ/factions can be represented	Optional	Optional	<b>Nil.</b> Nice structural damage, no civilians
<b>We Are Coming Nineveh</b>	Mosul, 2016	Bn/BG		Yes	Yes/ROE	<b>Passive NPC.</b> CD track and Event cards- atrocity, line of fire, rallies, aid
<b>Cityfight</b>	Generic, 1980s	Squad	Police and “irregulars”	Probably	Optional	<b>Nil?</b> Player option to include irregulars/police.
Berlin, Red Victory	Berlin, 1945	Squad/PI	Lacks civilian play	Yes	No?	<b>Nil?</b> Nothing in Generic ATS rules. Not seen BRV.

## Mobs/irregulars/police – combatant civilians vs non-combatant civilians

**Bold** = played. *Italic* = Miniatures

Source: Beaves, P. (2019). Blockbuster: Dstl Urban Manual Wargame COTS Assessment

# Curated List – Dstl - Analysis

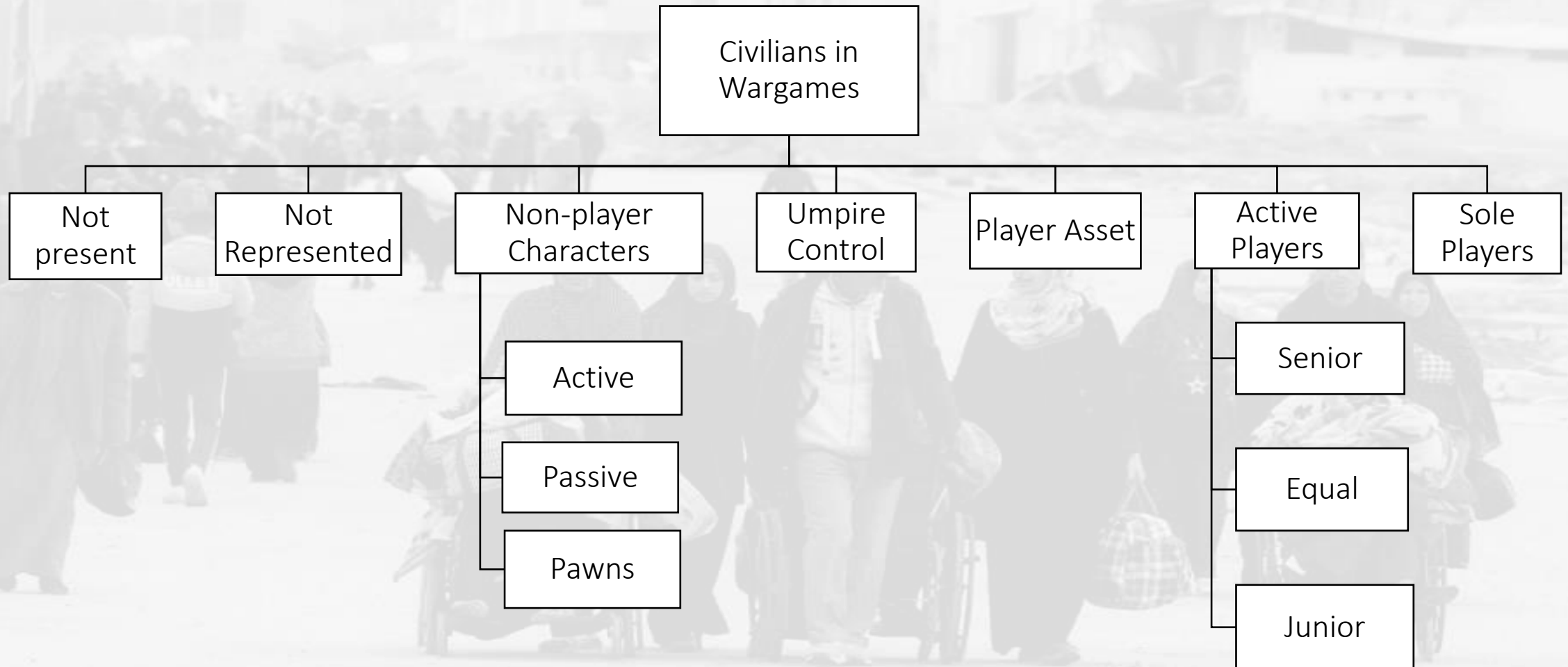
Dataset	Games	Present	Impactful	No Representation	NPC-Passive	NPC-Active	Umpire	Player Asset	Active Player	Game Focus	
Dstl	10	10	8	5?	2	2?	0	1	0	0	
Percent		100%	80%	50%	20%	20%	0%	10%	0%	0%	



# Summative Analysis

Dataset	Games	Present	Impactful	No Representation	NPC-Passive	NPC-Active	Umpire	Player Asset	Active Player	Game Focus
Dstl	10	10	8	5?	2	2?	na	1	0	0
My Plays	22	21	20	12	7	1	0	1	0	1
Total	32	31	28	17	9	3	0	2	0	1
Percent		97%	88%	53%	28%	9%	0%	6%	0%	3%

# Current Typology

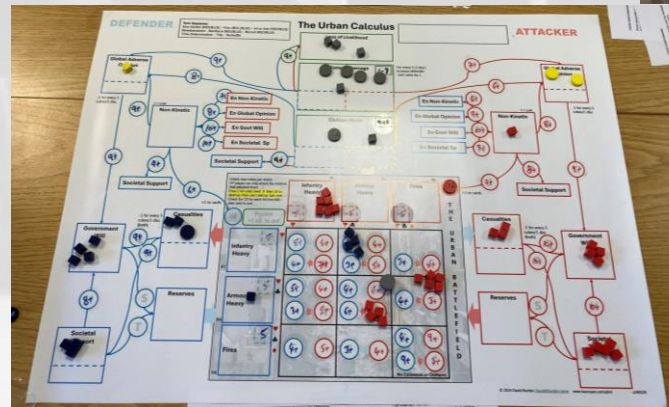
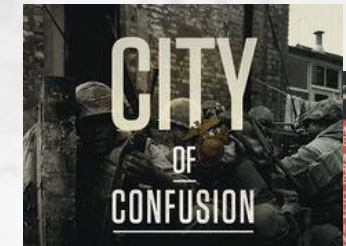
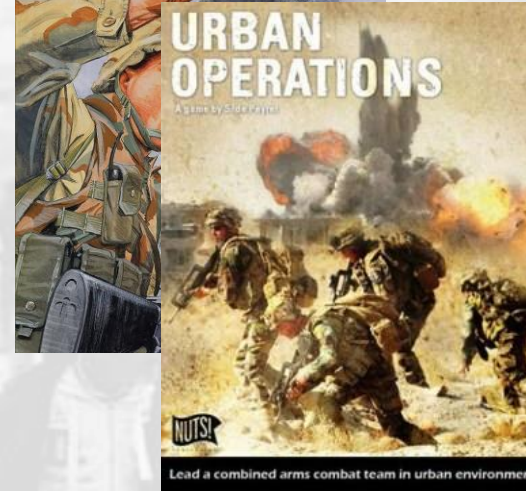


# Representation vs Focus

Sole										
High										
Focus										
Low										
<b>Rep:</b>	Not Represented	NPC-Pawn	NPC-Passive	NPC-Active	Umpired	Player Asset	Junior Player	Equal Player	Senior Player	Sole Player

# Non-Player Characters

- Active: e.g. Urban Operations, Force on Force, City & CEMA, Hell and Uncivil Disorder
- Passive: e.g. Week in Hell, We Are Coming Nineveh, City of Confusion, Aftershock
- Pawns: e.g. The Urban Calculus



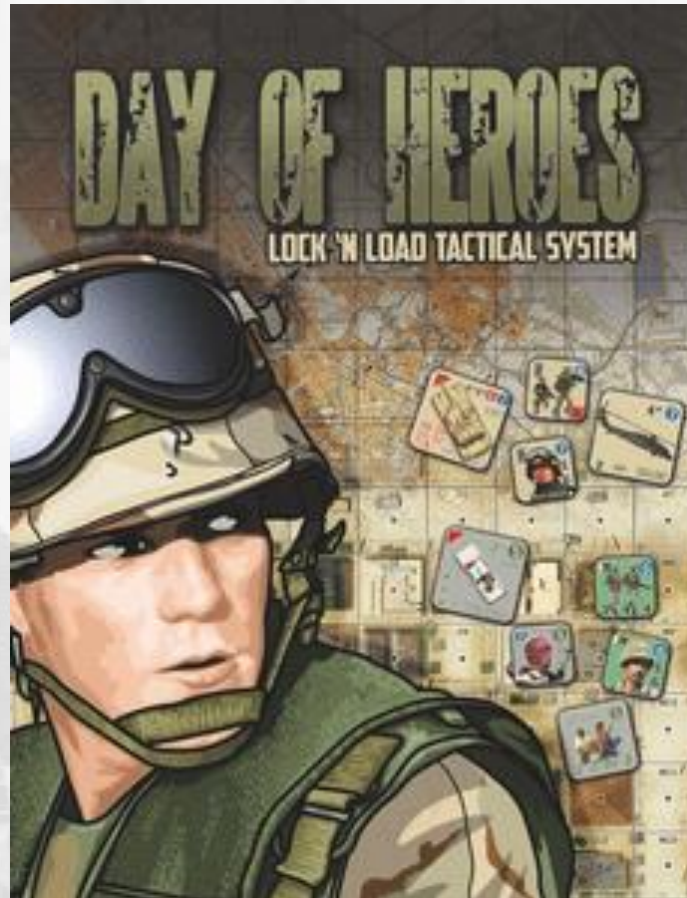
# Umpire Control

- CPXs
- Resilience & Humanitarian Games/TTXs?
- A White Cell Guide?
- “Plumpires”
  - Mike Elliot’s Street Cred SF urban security game (Elliot, 1993)
  - Jim Wallman’s Civil Disorder (Wallman, 2011)
- RPGs
  - Albedo (Kidd & Hilton, 1988)
  - Twilight:2000 (Fager, 2021)



# Player Asset

- Lock'n'Load Day of Heroes



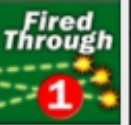
## SOMALI MOBS



- Cannot carry support weapons
- Can only enter road squares
- Spot adjacent squares, but may not make spotting attempts
- May not enter US occupied squares


### Taking Fire

- Removed from board when fired at or through by US
  - If fired through by Somali unit place Fired Through marker
- Vehicles can pass through Mobs at +2 MF



### Melee


- US units attempt to pass through Mob if no Melee eligible Somali is present

Roll :

- If  $\leq 4$ : Pass safely
- Else: Enter Melee
  - Mob Melee factor = 2

- US move ending in Mob square results in Melee

### Dispersal

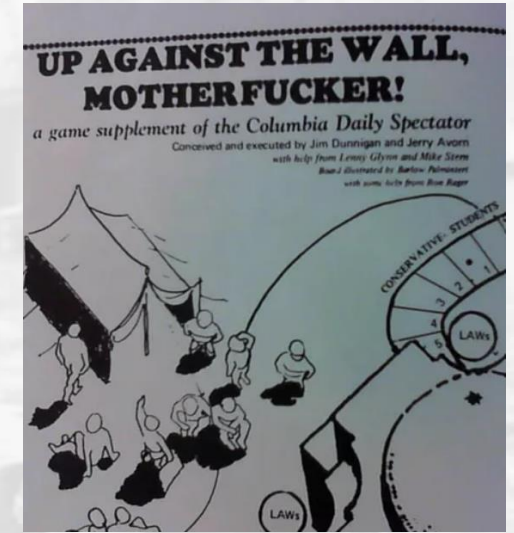
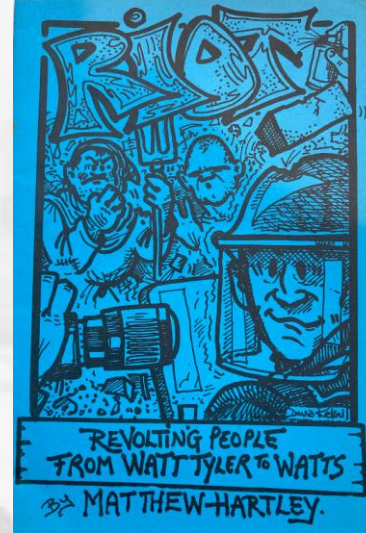
- Must be activated each turn by Somali player
- Before activation, Roll \*:

\* -1 for each Fired Through marker

1	Disperse
2	Confusion (US moves Mob)
3	Growth (Add Mob adjacent, both Ops Complete)
4	Angry (Add 0-2-4 and move both together)
5-6	Move Mob

# Active Players

- Aims? Actions?
- Riot Games
  - Riot (Hartley, 1995), Up Against the Wall Motherf\*\*\*\*\*! (Dunnigan & Avorn, 1969), Chicago '68 (Goldstein, 2024).
- Resilience & Humanitarian Games/TTXs
  - The Day My Life Froze (LLST, n.d.)
- CPXs?
- Matrix Games
- Orthogonal Games

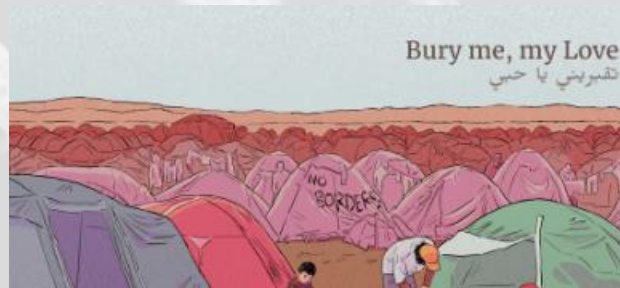


# Sole Players

- Manual Games
  - This War of Mine (Oracz & Wiśniewski, 2017)
- Narrative Games
  - My Aunt's War (Curry, 2024)
- Computer Games
  - This War of Mine
  - Bury me, my Love
  - Liyla & The Shadows of War



***This War of Mine***  
(Oracz&Wiśniewski/  
Awaken Realms, 2017)



***Bury me, my Love***  
(The Pixel Hunt, 2019)



***Liyla & The Shadows of War***  
(Rasheed Abueideh, 2016)



# My Games

Sole										
High				OPUC						
Focus				City & CEMA						
Low										
No	Trieste 1945	Cityfight 2024	Festung: Ortona	Rubble Town	Vertical Urban Wargame					
<b>Rep:</b>	Not Represented	NPC-Pawn	NPC-Passive	NPC-Active	Umpired	Player Asset	Junior Player	Equal Player	Senior Player	Sole Player

# An Evolving Typology

Sole										
High	<pre> graph TD     Root[Civilians in Wargames] --&gt; NP[Not present]     Root --&gt; NR[Not Represented]     Root --&gt; NPC[Non-player Characters]     Root --&gt; UC[Umpire Control]     Root --&gt; PA[Player Asset]     Root --&gt; AP[Active Players]     Root --&gt; SP[Sole Players]     NPC --&gt; A[Active]     NPC --&gt; P[Passive]     NPC --&gt; Paw[Pawns]     AP --&gt; S[Senior]     AP --&gt; E[Equal]     AP --&gt; J[Junior]     </pre>									
Focus										
Low										
<b>Rep:</b>	Not Represented	NPC-Pawn	NPC-Passive	NPC-Active	Umpired	Player Asset	Junior Player	Equal Player	Senior Player	Sole Player

# Filling the Gaps?

THE NUGGET	
The Journal of Wargame Developments	
No. 366 November 2024	
	
<b>EDITORIAL</b>	<b>CONTENTS</b>
Welcome to Issue 366.	
Another super-size issue of Nugget includes the final reports for COW 2023, all the reports from AVG 2023, and the start of the VCoW 2024 reports, in addition to the (welcome) return of a range of articles from beyond the core WD events.	
Speaking of WD events, AVG 2024 has just passed with record attendance (get those reports in people – I promise you won't wait a year until they appear here!), and Tim is on the hunt for sessions for VCoW 2025 and COW 2025. COW bookings are now open – see page 29 for details.	
I hope you enjoy the issue.	
Matthew Mhard50972@aol.com	
<b>CONTENTS</b>	
The Information Game! 2-4 Offside report by Mark Flanagan Offside report by Martin Rapier Offside report by Alex Kleantsov	12-13 Wargaming East Aalen Wars 1937-1964 Onside report by John Bassett
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Whatever Happened to NGM 9-12 Offside report by Mark Flanagan Offside report by Martin Rapier	16-18 Cruelies! Onside report by John Bassett Offside report by Ian Robinson Offside report by Pete Sizer Offside report by John Amalya Offside report by Matthew Hartley
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	24-25 Connections 2024: Then and Now Offside report by Stephen Aulke-Milan
	25 MORIS: Journal of Wargaming By Toby Ewin
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November 2024	
THE NUGGET	
No. 366	
• Give them extra food	A thoughtful game which raised more questions than answers about life for a young girl growing up under the National Socialist system
None of the Brigitte players chose option three.	
In the final photograph, Auntie looked like a kindly old lady, however, she didn't like having her photo taken.	
Offside report by Matthew Hartley	
This session was a follow-on to John's Bosnian Mercenary game from last year's VCoW, this time living through the life of a teenage German farm girl from 1941 to the end of the war.	
Having been beaten for asking about my missing neighbours at the start of the game, I stayed at home and ignored everything. I beat the lazy camp labourers with sticks, although I rather regretted it on reflection. I was willing to engage in some black-market activities to look	
after my family and the war was not going well by 1944. I chose not to inform on my fleeing neighbours but starved as a result. When I hear that the Russians are coming, I decided to flee to the west, hiding in the woods as my home burns. I married a British Intelligence officer and moved to Britain for the rest of my life. My mental health was not good, but I avoided long term trauma.	
A sobering black game in the spirit of the boardgame "This War of Mine".	
<b>Towards a Typology of the Representation of Civilians in Wargames</b> by David Burden	
As part of my research into urban wargames, the extent to which the civilian population is, or my likely, isn't represented by wargames has been of increasing interest to me.	• An active player in the game; • or the focus of the game itself.
	<b>Non-player Characters</b>
In order to bring some sort of structure to my analysis I have started to develop the typography described below. I expect that WD has probably developed more games that would fit into this typology than any other organisations. So if you know of a game that would fit well into this, from The Nugget, from passed COWs, or just from your own designing or playing them, please let me know through WDOG at Groups.io or directly to <a href="mailto:davidburden.name">davidburden.name</a> .	Probably the most common form of representation I've found so far in games is where the civilians are very basic non-player characters (NPCs) or units. This category can be usefully split down into 2 sub-categories:
	• Passive - where the civilians have no agency in the game; and • Active - where the civilians have some degree of agency.
The typology has four top level categories, defined by whether civilians are:	Many chit-pull solo games have examples of passive NPCs, such as <i>Battle for Ramadi</i> (Ward, 2016) and <i>Fallujah, 2004</i> (Miranda, 2016) and they are also present in games with random event cards, e.g. <i>We Are Coming Nineveh</i> (Le Ménahéze et al., 2017). They also feature in humanitarian relief games, such as
• Non-player characters, controlled by the game mechanics; • Under umpire or game master control;	

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