Name of game: EXURB

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Topic: Card game on the phases of the urban battle before the urban battle. EXURB is a short simple game for 2 players that abstracts some of the processes and actions a large military unit may consider or encounter when preparing to attack or defend a large urban area. Once forces are engaged inside the city, it becomes a company, platoon and section commander's battle quite quickly. But division and brigade commanders and staffs can help this battle along better if the logistics, maneuvering and support arms organizing and positioning have been worked up well beforehand.

Game length: 30-60 minutes

Players: 2 (solo possible but disappointing)

Comments on design:
- Players represent the division or Group Army planners who each have a set of Enablers that serve one or more of the 4 basic warfighting functions: maneuver, intelligence, fires and sustainment.
- Simple components: uses 2 decks of ordinary playing cards, 60 markers, no dice.
- The game is played in four Phases, each representing a stage of the urban operation (Approach – Isolate – Gain Foothold – Destroy the enemy – at least, this is how the US doctrine manual ATP 3-06 Urban Operations lays it out.) Within each Phase both sides will expend resources and effort, symbolized by cards played from a hand and a reserve, in four critical warfighting functions that are mapped to card suits.
- Enablers are deployed either at Brigade or at "Echelons Above Brigade" level; the latter permits some different card play that reflects the deep battle and maintenance of the organization itself.
- Each phase is scored as you go. Depending on the phase, certain warfighting functions are more important and are doubled. There are consequences for the winner and loser after each round.
- If you win the first 3 phases you don't have to fight the 4th which represents the intense and damaging battle within the city, as you have outmaneuvered or isolated the enemy to the point they don't contest your bid for it.

Layout of game