

WARGAME FIRST REVIEW

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| Day of Heroes (Lock'n'Load) | ★★★1/2 |
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| Period | Modern | Publisher | Lock'n'Load Publishing |
| Conflict/Battle | Mogadishu (1993) | Designer | Tom Herrschaft, Jeff Lewis (Mark Walker) |
| Force Size | Company/Platoon | Date | 2008 |
| Mvr Units | Sections/SW teams | Grid Size | 17 x 18 sq @ 50m per sq |
| DOWNness | 1DOWN/2DOWN | Map Size | 6 block by 6 blocks 850m x 900m |
| Players | 2 | Turn Dur. | 2-4 mins |
| Player Roles | Pl/Coy/Faction commander | Playing Time | 60 – 120 min |
| BGG Link | https://boardgamegeek.com/boardgame/25727/lock-n-load-tactical-day-of-heroes | | |

Introduction

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| Subject of the game | Black Hawk Down, rescuing the crew of the downed choppers and the capture team |
| Scope | Very tactical game, so just vignettes from the day, with a fuller “campaign” game |
| Components | 76pp full colour core rules book (for whole series) 40pp scenario and Mog special rules 2 x double sided A3 (folded) reference sheets A4 turn tracker A4 PAC Map Counters: 3/4", 5/8", 7/8" |
| Presentation - Good | Glossy |
| Presentation - Bad | <ul style="list-style-type: none"> Very wordy rules, main rules not pulled out, rule changes over-dominate Too many, too different PACS, not clearly labelled and double sided, but A3 Far too many TLAs in rules To hit tables on back of SW counters! V busy status counters and unit counters – Very hard to read key data, small, thin font, stats almost impossible to read, esp somali Map unclear on what are bldgs vs clutter, Diff colour dots for open and clutter and L1 bldgs, not just for L2 |
| Designer's focus/objectives | Not given |
| Overall system description | The core is a fairly simple. Alternating hex square impulse. Standard MP. Firing is one sum fire factors + mods + D6 on each side (defender has D6+ terrain DM), hit if firer greater, and use margin plus D6 vs morale to assess damage (suppression/Shaken, 2-step). That's about it. |
| Real Battle Notes | Not really relevant as these are vignettes. Shoot outs to secure the crash sites as mobs and fighters gathered. Rescue convoy gets lots/stuck and then has to abstract self and others and be rescued. |

The Game System

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| Principal areas of reality represented in the game | Hard to tell, treatment of buildings is very simple, only one type of fire. Wounds and medic is good. Mob treatment is excellent and the way they can become hostile or just disperse. |
| Important abstractions | Building heights beyond just 1-2 storey (no vertical LOS). Aimed vs suppressive fire. No consideration of ammo except UGLs. |
| Types of decisions required | Typical tactical game, how to fire and manoeuvre to achieve objective, which enemy to kill first etc, |
| Effects of the game system's mechanical requirements on the player's decision making | Not too much stat counting as not ratio based (except melee) and use whole of lead unit and ½ other units. So not fighting mechanics too much. |
| How well do game decisions map to real life decisions | Probably not bad. |
| Likes/Good Elements (inc ease of play; really good below) | <ul style="list-style-type: none"> • Medics • Roadblocks |
| Contributions to the wargaming state of the art | <ul style="list-style-type: none"> • Mob mechanism • Abstracted snipers |
| Deficiencies | <ul style="list-style-type: none"> • No Bldg damage at all • RPGs keep missing entire buildings at 100m • No small arms ammo, or RPG, only UGL |
| Improvements? (beyond fixing above) | Mainly in fixing all the presentation issues |
| Evaluation of the system's success at achieving the designer's goals | Can't tell as no goals |

Overall Evaluation

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| Evaluation of the player's experience | Ok, reasonably slick game after first turn or two if keeping things simple. Can then add in rules once basics mastered |
| Does the game work? (Veracity/Internal Validity) | Yes, no major issues |
| Is the game engaging? | Yes, particularly with mobs building |
| Is the game useful – for what? | Might just be OK for educating on some aspects of urban, but lack of decent treatment of building height might limit that |
| How valid is the game? Is the game realistic? | Again, building issue limits it, and ammo |
| Does it provide any special insights | Not really, and mobs too “cheap” in VP to worry about shooting at them |
| Replay value | Quite high, has 10 scenarios and could build own as a generic rule set |
| Who would be most interested in the game? | Anyone interested in modern battles and modern urban combat |
| Is the game good value? | £40 on eBay, not bad |
| Overall Impressions | Not a bad game, and if you’re not too fussed about buildings heights and damage probably good fun. Not as gritty as I’d expected, and probably not as good overall as Phantom Fury for small unit urban |

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| Third Party Reviews | <p>“Quickly, relatively easily, and with liberal amounts of fun. Walker has, by design, I believe, distilled modern-era combat into a fairly simple system which is straightforward in most respects and much truer to the quick flowing feel of combat than the multiple step processes and phases of games like ATS and ASL. In the process, he has sacrificed a great deal of granularity of simulation, but the "feel" is right, in my opinion.” – Christopher O, BGG</p> <p>“If it is a revolutionary approach to the tactical battlefield you seek, you won’t find it here. What you will find is a nice blending of other systems that places its emphasis on playability and by doing so, allowing you to try and exercise leadership and command... One of the things I love about this game is the use of mobs and roadblocks... DOH is an attractive, solid and self-contained modern game worth your look and money” @M1Tanker, BGG</p> <p>“Overall this is a very thematic game. In my opinion it does a great job of representing the history, while still leaving lots of tough choices for the players, as well as giving them the chance to change history as well. The scenarios also contain a high replayability factor as you try out different strategies.” @petegs, BGG</p> <p>“The big difference of course is the use of squares rather than hexagons and I found this worked very well for this urban setting... far better than hexes in my opinion. Playing it feels right somehow... lots of cover in the built up blocks and deadly lines-of-sight along streets.” - @foulksy, BGG</p> |
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| Interesting Expansions | Same rules system used in a variety of WW2 games |
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MECHANICS (relative to Urban/PhD)

(include Intricacy of the system, and the mechanical ease of play)

| Aspect | Mechanic |
|-------------------------------|---|
| Activation/C&C | Auto |
| Comms | None |
| UxV | NA |
| CEMA | NA |
| Other ISR | Simple spotting if not fired or in clear |
| Movement | Simple MP, typically 4-6, 2MP to enter building or more up/down to upper storey Roadblocks |
| Damage | 2 step, and with Shaken condition |
| Direct Fire | FF+Mods+D6 vs Def terrain mod + D6. Win if greater. Use margin +D6 to assess damage (so have to remember margin), and for each unit in square |
| Assault | Sum FF on both sides, look at ration, then 2D6 >= TN for that ratio, kills all and no cas on attacker if win. Every unit in sq takes damage. |
| Indirect Fire | Target sq, plus random offset = impact square. Hits 9 squares with its fire factor Onboard mortars use FF + highest of 2D6 |
| IEDs/Engineering | None |
| Casualties | Medic can treat casualties |
| Logistics | UGL has out of ammo, but nothing else? |
| Morale | Each unit has Morale – used to test impact of fire and for rallying |
| Opinion | None |
| Victory Condition | Scenario dependent. Key squares held and units destroyed and kit captured. Also -1VP to US for each mob fired at. |
| UTZs | None, uniform map, single UTZ |
| Building Damage | None |
| Civilians | Mobs, at scenario start and can appear at roadblocks. Can disappear or move under either side control (US = confusion), or grow or turn hostile and spawn a fighter unit |
| Subterranean | None/NA? |
| Other Urban Specifics/Notable | Abstracted snipers, just placed on board and constant overwatch Khat drugs to give +1 on morale, but also -1 on movement Distinction between degrading and blocking terrain |

Triad Representation

| | Challenges | | Solutions | |
|-------------------------|------------|---|-----------|---|
| | Elms | Comment | Elms | Comment |
| Civilian Population | 4 | <ul style="list-style-type: none"> Mobs/stay-behinds Civ cas Adverse opinion Civ behaviour | 0 | Nil |
| Civilian Infrastructure | 0 | Nil | 0 | Nil |
| 3D Man-Made Terrain | 3 | <ul style="list-style-type: none"> Roadblocks -2 from solid bldgs., -1 from lighter ones Upper storeys (but no real rules) | 3 | <ul style="list-style-type: none"> Snipers Medical support Night rules |

FROM PLAY NOTES

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| Likes | <ul style="list-style-type: none"> • - abstracted snipers • - Medics |
| Dislikes | <ul style="list-style-type: none"> • - very wordy rules, main rules not pulled out • - too many, too different PACS, and double sided, but A3 • - Far too many TLAs • - Silhouettes? - ah, just on rural maps • - To hit tables on back of SW counters! • - No Bldg damage at all • - V busy status counters and unit counters • - Stats almost impossible to read, esp somali • - Map unclear on what are bldgs vs clutter • - Needs a better, modre condensed QRS • - Diff colour dots for open and L0 bldgs • - RPG too inacc vs bldgs! • - No small arms ammo, or ROG, only UGL • - Why 1 for smoke? • - Upper level state, but no real rules |
| Questions | <ul style="list-style-type: none"> • - DFT of x2.5 scores same cas (ie only once) as x1.5? |
| Comments | <ul style="list-style-type: none"> • core mechanism pretty simple, but well hidden! • - Be fun to run scenario on B3B • - Mob/civ ctrs for B3B • - Not bloody enough |

[Per scenario/run through]

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| Date | 10 Dec 25 | Scenario | Chalk 2's Run |
| Players | DB | Constraints | None |

SET-UP

As per standard

HOW IT PLAYED

- Turn 1
 - firefight over courtyard, US KOs and reduces, they return for and miss, even with RPG
 - Neighbouring Somali fires, misses with RPG, hist with SA, one shrug off, one US shaken
 - 2nd squad decides to move south, Hudson scouting ahead
 - Waal started moving towards crash site, snipers missed him!
 - Mob growing significantly on the crash road but not moving yet
- Turn 2
 - US failed rally (11)
 - Waal and co fire at chopper site, but miss, Inc RPG
 - Sniper & crew fire back, miss
 - everybody misses, Inc courtyard and across road
 - mobs converging and getting angry, except one in SW that US keeps confused
- Turn 3
 - Remembered to roll for mobs on roadblocks
 - Heli sniper missed again, failed smoke
 - RPG on target, crew of helo killed, second RPG missed, all SA missed. Lone gun man hit and shook sniper
 - Hudson trying to flank, ditto squad 2
 - Courtyard finally cleared , but then hit with deadly fire from across road, Hinks wounded and squad shaken again
- Turn 4
 - More mobs gathering, addl Somali leader
 - All US rally
 - Somalis miss, but sniper takes out 1/2 squad.
 - Medic in 2 squad shaken by fire from mob, squad retaliates, mob disperses with damage, but both Somali 1/2 squads taken out
 - Smiths squad kills 1/2 squad across road, they retaliate and hit Dixon
- Turn 5
 - I'm run out of mobs to generate
 - Dixon bleeding out, so shaken medic needs to run back
 - Two Somali units assault the helo, sniper drops them before they reach him, but can't now do same to next one!
 - Hudson now adjacent to helo, engages, takes out RPG team
 - Second RPG team fires (Waal), spot on, sniper survives! SA fire shakes sniper
 - Hudson's squad charges Waal in flank takes them all out , squad then suppressed by unit on hi rise
 - Smith in firefight with only remaining Somali, takes them out
- Turn 6
 - Hudson's squad and Sniper fail to rally
 - Hudson fails to hit remaining Somali fwd unit, Somali hits the squad but no effect
 - New Somali tries to hit Smith, fails
 - Smith replies, kills 1/2 squad and shakes leader
 - ENDEX

RESULTS

- VPs
- US: 10 (just controlling O7)
- Som: 4 VP (only 1 for mob)

THOUGHTS (c.f. RL AND URBAN, only for subsequent plays)

Plays nicely as long as you don't worry about buildings and building heights to much. Mobs very effective, worth stealing

IMAGES



Set-up



End Turn 1



End Turn 2



End Turn 3



End Turn 4



End Turn 5



End Turn 6



Detail