

## WARGAME FIRST REVIEW

<b>Quick (v2024) (Brian Train)</b>	<b>★★★★1/2</b>
------------------------------------	----------------

<b>Period</b>	Modern	<b>Publisher</b>	Brian Train Games
<b>Conflict/Battle</b>	Abstract (Manila map)	<b>Designer</b>	Brian Train
<b>Force Size</b>	Brigade/Division	<b>Date</b>	2024 revision (first 2022)
<b>Mvr Units</b>	Battalions	<b>Grid Size</b>	~7 x 8 areas = ~90
<b>DOWNness</b>	1-2 DOWN	<b>Map Size</b>	4km x 5km
<b>Players</b>	2	<b>Turn Dur.</b>	Abstract, day?
<b>Player Roles</b>	Formation Commanders	<b>Playing Time</b>	~2hrs intro scenario – ought not to expand much as 6 actions per turn
<b>BGG Link</b>	None		

### Introduction

<b>Subject of the game</b>	Modern urban combat at the Bde/Div level, with an emphasis on the role of enablers
<b>Scope</b>	All aspects, including civ pop, infrastructure etc
<b>Components</b>	A2/A1 map, 200 counters (13mm and 16mm), cubes, PACS 11pp rule book 4pp scenario book All print and play
<b>Presentation - Good</b>	Map is nice, with colour for area types (only 3)
<b>Presentation - Bad</b>	<ul style="list-style-type: none"> <li>• Counters very small</li> <li>• Counters all simple black and white so hard to sort</li> <li>• Some counters and rule images don't align</li> <li>• Some quite obscure NATO symbols</li> <li>• Red and blue cubes confusing when sides thought of as red and blue</li> <li>• Post and fmn HQ seem wrong way round, and Command Post=CP=Combat Power</li> <li>• VERY dense rule book and play aides, really needs a make-over, and scope to put more info on the play aids (e.g. arty roles, ISR effect)</li> </ul>
<b>Designer's focus/objectives</b>	<p>The game started “as something designed to be easy to learn while remaining somewhat random and abstract. Over time the game developed away from this notion and now relies on the idea that success in contemporary urban warfare relies on a main force combat arms unit backed up with Allocated small “force multiplier” specialist units (called Enablers in this game) and purposeful, synchronized, planned action.”</p> <p>“The intention of this game is to supply players with a short and fairly simple exercise that highlights some of the functions and force multipliers found in division-size forces, and the importance of task-organizing battle groups (in this case, combat arms battalions with attachments and reinforcements) for the urban fight”</p>
<b>Overall system description</b>	Very clever orders mechanics where players have 6 orders slot per turn, for each of which they must choose one of 7 actions. But actions are split between kinetic (3), logistic (3) and C2 (1), with orders cubes only being for 1 type (+C2), and in different amounts per player. It is otherwise a variation on area impulse, and players assign enablers to units or to HQs, and they can be used on their own (if ordered) or to support a combat. Units and enablers may be used multiple times per turn, but

	enablers liable to be exhausted and not then available til next turn. Most combat units are ~4 step (marked by Fatigue).
<b>Real Battle Notes</b>	NA

## The Game System

<b>Principal areas of reality represented in the game</b>	The use of enablers to support the main fight The tempo of (urban) combat as enablers are exhausted and forces need to regroup The impact of civilians, rubble and infrastructure on the fight Optional rules for insurgents and criminals
<b>Important abstractions</b>	3 level UTZ (open, close, ordinary) Simple BOD combat with enablers adding dice, simple 5+ to hit.
<b>Types of decisions required</b>	Main one is where to put orders cubes on the execution matrix, what the sequence and balance of actions is going to be in the turn. Then how to assign enablers and whether to hold of using them so they don't get exhausted Fights are 1 vs 1, so not too much time spent ganging up etc
<b>Effects of the game system's mechanical requirements on the player's decision making</b>	The execution matrix dominates, but seems in keeping. Very few gamey decisions
<b>How well do game decisions map to real life decisions</b>	Whilst abstracted through the matrix seem very realistic, especially as enablers are exhausted
<b>Likes/Good Elements (inc ease of play; really good below)</b>	<ul style="list-style-type: none"> <li>• Slick system when you actually start playing</li> <li>• Choice of barrage (damage+coll ), fix or disintegrate</li> <li>• Roll of 1 to exhaust enabler (but can forget )</li> <li>• HQ disruption</li> <li>• Tempo cycles as enablers exhaust</li> <li>• Not too bloody so good sense of attrition</li> <li>• Differentiation in advanced rules between fast and slow enablers</li> <li>• FATE/events table</li> <li>• Simple, non-realistic, infrastructure model but helps remind people of impact</li> <li>• Popular support table -again to emphasise lived city</li> </ul>
<b>Contributions to the wargaming state of the art</b>	<ul style="list-style-type: none"> <li>• Execution matrix, cube split and order sequence</li> </ul>
<b>Deficiencies</b>	<ul style="list-style-type: none"> <li>• With more counters on board and only 6 actions could be very slow</li> </ul>
<b>Improvements? (beyond fixing above)</b>	Not really, very good system, just better presentation (but is free and print'n'play so excusable)
<b>Evaluation of the system's success at achieving the designer's goals</b>	Very good, focus is right on the enablers and issues of current urban warfare with little extra to get in the way

## Overall Evaluation

<b>Evaluation of the player's experience</b>	Good, once rules understood, very logical process working through the matrix. Good PACS would make it even easier. Reasonable feeling of being urban as civ and rubble builds up, and the FATE table might even add further to the feeling – although could maybe do with a bit more urban colour
<b>Does the game work? (Veracity/Internal Validity)</b>	Yes, mechanics all work well
<b>Is the game engaging?</b>	Yes
<b>Is the game useful – for what?</b>	Yes, for introducing and exploring urban issues – see use on ID40 Urban Warfare Planner’s Course
<b>How valid is the game? Is the game realistic?</b>	Seems reasonable, but has been kept quite simple and abstract in terms of impacts (+1D/+2D) and damage (5+)
<b>Does it provide any special insights</b>	Emphasises role of enablers. Main insight perhaps is the tempo side as the matrix could be seen as a bit gamey as reality would see many actions being simultaneous
<b>Replay value</b>	High, esp with ease of creating new scenarios
<b>Who would be most interested in the game?</b>	Anyone interested in modern urban warfare at grand tactical level and above
<b>Is the game good value?</b>	Yes, good game and free!
<b>Overall Impressions</b>	A very good game on urban warfare

<b>Third Party Reviews</b>	None found, some positive mentions on social media and at conferences
----------------------------	---

<b>Interesting Expansions</b>	QUICK Junior set 2 levels down – Bn/Coy HQ with Coy/PI Mus. See notes below.
-------------------------------	--

## MECHANICS (relative to Urban/PhD)

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

Aspect	Mechanic
<b>Activation/C&amp;C</b>	By the 6 rows of the matrix. A formation can activate all its units to move/assault/enable for one cube. No failures to activate, but if HQ disrupted then enablers frozen.
<b>Comms</b>	None
<b>UxV</b>	As enablers to help spot in depth
<b>CEMA</b>	EW to counter UAV, or spot or fix/disintegrate, or stop en EW spotting or to put en OOC
<b>Other ISR</b>	Recce units to help spot
<b>Movement</b>	Simple single zone, bonus if clear terrain, bonus lost if rubble
<b>Damage</b>	Typically 4 step, called Fatigue
<b>Direct Fire</b>	None
<b>Assault</b>	BOD based, CF+Enablers, rubble add to defender, civs reduce both, hit on 5+. Exhaust enablers first, then loss (may retreat 1 if defender and not fixed)
<b>Indirect Fire</b>	Artillery enablers, hit on 5+, civ/rubble on 6+ for barrage. Also option to Fix or disintegrate (disrupt) – automatic and no collateral
<b>IEDs/Engineering</b>	Engrs units to clear rubble and strongpoints and repair infrastructure, and enhance defence.
<b>Casualties</b>	Just 4 step, no med sp
<b>Logistics</b>	Represented by red cube actions – reinforce, redeploy, revive. Also MSRs and Supply Points in advanced rules.
<b>Morale</b>	None
<b>Opinion</b>	Partly reflected in the popular support table, typically reducing cube count, combat effectiveness or revealing locations, or bonuses if positive
<b>Victory Condition</b>	Per scenario, typically seizing objectives – which are infrastructure elements
<b>UTZs</b>	3 tier, open, average, close.
<b>Building Damage</b>	Rubble on 6+ if bombarding and for each MU eliminated. If in same area as infrastructure will KO infrastructure which will have knock-on effect
<b>Civilians</b>	Civilians on 6+ if bombarding. Then random move each turn. Also generated/moved by infrastructure KO.
<b>Subterranean</b>	None
<b>Other Urban Specifics/Notable</b>	Pretty much all covered above. No TICs/TIMs or heritage

## Triad Representation

	Challenges		Solutions	
	Elms	Comment	Elms	Comment
<b>Civilian Population</b>	4	<ul style="list-style-type: none"> <li>Active NPCs</li> <li>Popular support table</li> </ul>	1	<ul style="list-style-type: none"> <li>Use MP to remove CIVs</li> </ul>
<b>Civilian Infrastructure</b>	3	<ul style="list-style-type: none"> <li>Reverberating effects form loss of infra</li> <li>Wet gap crossing</li> <li></li> </ul>	1	<ul style="list-style-type: none"> <li>Use Engrs to restore infrastructure</li> </ul>
<b>3D Man-Made Terrain</b>	4	<ul style="list-style-type: none"> <li>Rubble generation and effects</li> <li>UTZ effects based on troop type</li> <li>Hidden counters and dummies</li> <li></li> </ul>	5	<ul style="list-style-type: none"> <li>Engrs can build/reduce strongpoints</li> <li>Arty and CAS and UAV as enablers</li> <li>Dummies for deception</li> </ul>

**FROM PLAY NOTES**

**- QUICK**

<p><b>Likes</b></p>	<ul style="list-style-type: none"> <li>- Execution matrix, cube split and order sequence</li> <li>- Slick system when you actually start playing</li> <li>- Choice of barrage (damage+coll ), fix or disintegrate</li> <li>- Roll of 1 to exhaust (but forget )</li> <li>- HQ disruption</li> <li>- tempo cycles as enablers exhaust</li> <li>- Not very bloody so good sense of attrition</li> </ul>
<p><b>Dislikes</b></p>	<ul style="list-style-type: none"> <li>- Very dense rules and PACs</li> <li>- Very small counters</li> <li>- Some quite obscure NATO symbols</li> <li>- Red and blue cubes confusing when sides thought of as red and blue</li> <li>- Post and fmn HQ seem wrong way round, and Post=CP</li> <li>- With more counters on board and only 6bactions would be very slow</li> </ul>
<p><b>Questions</b></p>	<ul style="list-style-type: none"> <li>- Does a spotted unit hide when move? - no, end of turn if not adjacent</li> <li>- If spot area and 1 revealed and 1 hidden, do you auto spot the hidden one?</li> <li>- No adjacentvspotting?</li> <li>- Can Post UAV add CP to any combat?</li> <li>- Fix doesn't reduce CP?</li> <li>- Does disintegrate stop unit receiving enablers fm fmn HQ or Post</li> <li>- No move in after assault?</li> <li>- Impact of HQ hit by barrage - treat as Cbt loss and remove, or just exhaust 1 enabler?</li> </ul>
<p><b>Comments</b></p>	<ul style="list-style-type: none"> <li>- Supply icon different on counters and ID chart</li> <li>- Civ wander diagram?</li> <li>- Disintegrate should be disrupt</li> <li>- Single unit attacks seem to penalisevattscker due to loss of enablers</li> <li>- Ought to also get civ/rubble on 1 so as to show can get even if miss</li> <li>- infra out looks like unit</li> <li>- Defender going first painful</li> <li>- Damage reconciliation at end</li> <li>- Add heritage and TICs/TIMs</li> <li>- Add CIMIC? (sort of covered by MP)</li> </ul>

## - QUICK JUNIOR

Note: Rather than use areas, QUICK Junior (and the latest version of QUICK) uses fixed size hexes, but with the hexes split radially into one to six areas. These areas then act the same as the areas in the main game in terms of movement, occupancy etc, and all areas in a hex are considered contiguous, i.e. you can move across the central vertex. This is the only major change.

<b>Dislikes</b>	<ul style="list-style-type: none"><li>- security elements name</li><li>- Suppressed cf fixed</li><li>- Neutralised cf disrupted</li><li>- Hexes - end up just ignoring map</li><li>- Segments - don't really add anything, just more units in hex without crowding - which might not be realistic, can move just as fast across</li><li>- Very hard to to random civ move with segments</li></ul>
<b>Questions</b>	<ul style="list-style-type: none"><li>- Again what happens to HQ hit by barrage</li><li>- US Coy counters have what CP - as PI? Or are they HQs?</li><li>- Why CP a higher attacking into/from open terrain? Ah - also et +1 for def in close, so reflects longer range sin more open spaces</li></ul>
<b>Comments</b>	<ul style="list-style-type: none"><li>- Red cube actions named differently on matrix and org display</li><li>- Still different CSS icons</li><li>- Like FRAGO</li></ul>

[Per scenario/run through]

<b>Date</b>	7 Jan 25	<b>Scenario</b>	Introductory
<b>Players</b>	DB	<b>Constraints</b>	None

## SET-UP

As per standard

## HOW IT PLAYED

- Turn 1
  - bad sequencing, esp on Red side, and HA positioning
  - Blue moved to secure 2 obj, Red already had 2
  - Wasted red move actions, should have been attack!
- Turn 2
  - US having to barrage as no UAV, lots of rubble/civs
  - Red disrupts Blue Regtl HQ and fixes bn, barrage in other bns fails
  - Blue wanted to attack, and only 1 option, but no revealed units - really feeling lack of ISR
  - 4/504 attacks 2/1/52, covering for HQ, in K6. Draw, Blue gains 1 fatigue, Red exhausts enabler
  - 2nd attack, Red exhausts enabler, but hits nothing
  - 1/504 vs 1/1/52 in J5, but at 2:6, 1/504 wiped out!
- Turn 3
  - Red prioritise revive/redeploy to recover enablers
  - Blue fixes 2/504 but fails barrage vs K7
  - First Blue attack degrades 1/504, red barrage weaken blue attack, but on 2nd attack 1/504 destroyed
  - 4/504 destroys 2/1/52 in 2nd assault
- Turn 4
  - Devastating barrage on k7, Cbt units down to F2 and F3, lots of rubble/civs
  - Blue attack fm j6 into k7, but 3:5 due to rubble, blue arty exhausted, blue missed!
  - Red barrage on J6, hits on both, now F2 and F3, double rubble
  - last ditch counter attack by Red at 4;3, blue misses, 3/1/52 eliminated
  - Skip 2nd attack as at about 4:8!
- ENDEX

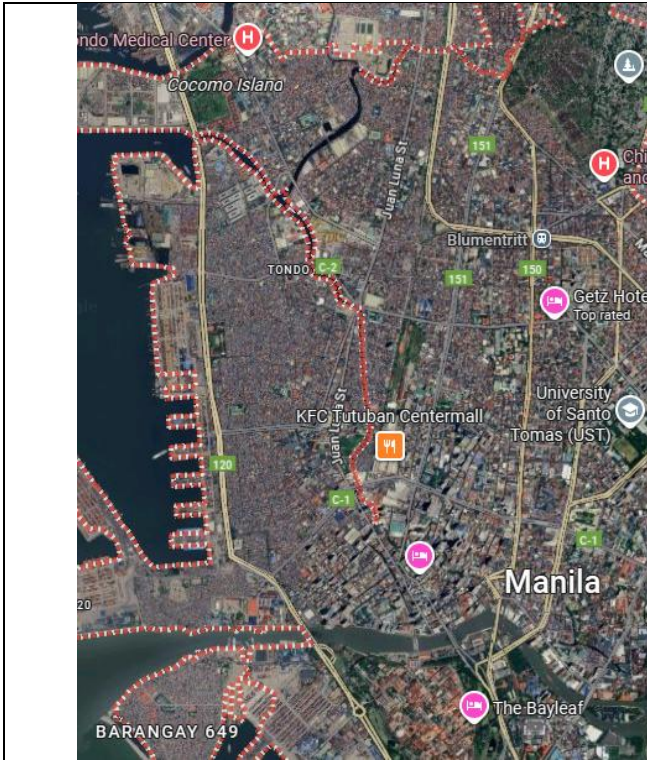
## RESULTS

- Both have 2 obj each
- Blue has F2 and Red has F2 and F3
- 7 rubble, 7 civs, and telecoms and comcen out

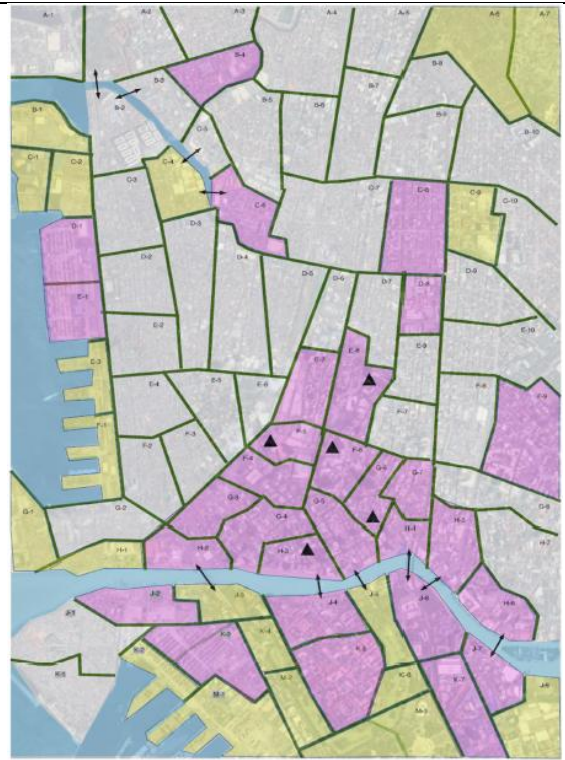
## THOUGHTS (c.f. RL AND URBAN, only for subsequent plays)

Pretty good game, just improve the play aids and assets and add a few bits and could be cracking

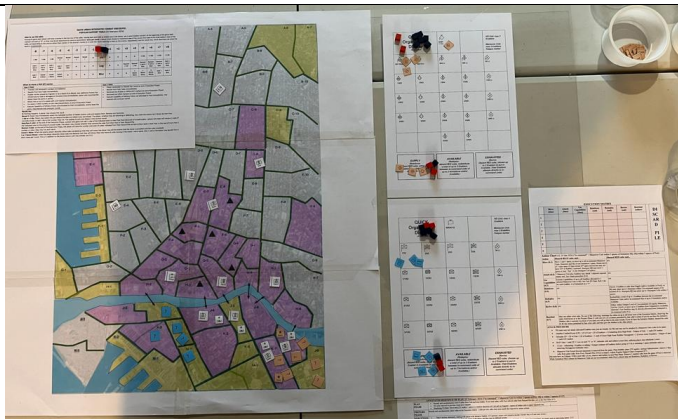
IMAGES



Real Life



Game Map



Set Up

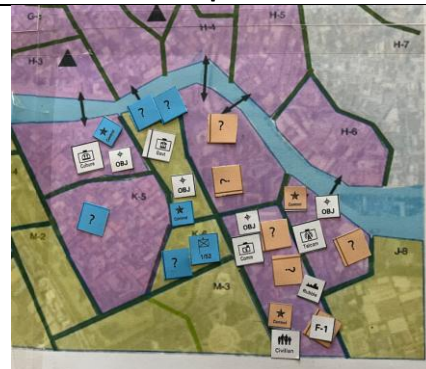


Set Up Detail

EXECUTION MATRIX							DISCARD PILE	
	Move (blue)	Attack (blue)	Use Capabilities (blue)	Reinforce (red)	Redeploy (red)	Revive (red)		Reorient (either)
1	■		■					
2			■					
3	■		■					
4	■		■					
5				■	■	■		
6								

Action Chart (v2, 24 Jun 2024) ("in command" = Maneuver Unit within 2 spaces of formation HQ; HQ within 3 spaces of Post)

Turn 1 Matrix



End Turn 1

