

## WARGAME FIRST REVIEW

<b>Tango Down</b>	★★★★★
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<b>Period</b>	Modern	<b>Publisher</b>	Tiny Battle Publishing
<b>Conflict</b>	Generic CQB	<b>Designer</b>	Greg Porter
<b>Force Size</b>	~5-10 men	<b>Date</b>	2018
<b>Mvr Units</b>	Individual	<b>Grid Size</b>	Square, ~ 1.5m
<b>Turn Dur.</b>	~ 30 secs, Game =~ 7 turns	<b>Map Size</b>	18 x 11 sq, ~27m x 15m
<b>Players</b>	2		

### Introduction

<b>Subject of the game</b>	Generic Special Forces vs Terrorists
<b>Scope</b>	Single storming action and killing of terrorists and/or rescue of hostages etc. All action takes place on one floor of one building.
<b>Presentation</b>	28pp PDF. High production values. Good diagrams, reasonable structure. 1pp QRS but missing some key bits.
<b>Components</b>	Two A3 maps, printable as 2 x A4. 18 cards (PDF), 70 full colour double sided counters
<b>Designer's focus/objectives</b>	“Tango Down is just a game, but the techniques used by the people who are on the pointy end of things (or fighting them) are supposed to work in the game. The game is dangerous since the scenarios are set up so that one side does not have the overwhelming firepower people prefer to have in the real world”
<b>Overall system description</b>	Alternating individual activation, but can use 1 or 2 APs, so can activate twice if only use 1 AP. Card drawn on each activation for special capabilities. To hit to be rolled over by 2D6 based on range-skill+DMs, and if margining > strength then wound. Each person takes 1 wound.
<b>Real Battle Notes</b>	NA Be interesting to try vs Iranian Embassy etc

## The Game System

<b>Principal areas of reality represented in the game</b>	Deadly CQB
<b>Important abstractions</b>	Single wpn skill to represent skill+wpn "Toughness" to represent armour + hit location
<b>Intricacy of the system, and the mechanical ease of play</b>	Works very well once get hang of having choice to spend 1 or 2 APs on each activation – as long as don't exceed 2. Does mean that you can "game" the system a bit by using single APs to try and force en to waste them The card drawing on every activation really breaks the flow
<b>Evaluation of the system's success at achieving the designer's goals and representing the real situation</b>	Seems pretty good, certainly one of the better skirmish/CQB games I've played.
<b>Contributions to the wargaming state of the art</b>	AP approach is pretty clever, and also how its used to track other things (eg -1 DM if have AP, so auto reduced for 2 <sup>nd</sup> shot) Explicit rules for pop up round corner, opportunity fire vs pop-up and grenades around corner all very good
<b>Improvements?</b>	<p>In the 2<sup>nd</sup> play through I made the following changes, think it gave a far more fluid game:</p> <ul style="list-style-type: none"> <li>• Only draw card at start of turn. If have &gt;1 card left at end of turn must hand one back in (as per main rules)</li> <li>• Since that meant that End Turn cards weren't relevant changed End Turn to any Double. Could do with 2 x Double if too often.</li> <li>• Used small markers for AP spent rather than the big counters, so could still see the main counter</li> <li>• Think characters should take 1AP when wounded</li> <li>• Should have a Smoke 1 after any grenade as bound to be lots of dust</li> </ul> <p>Other possible changes:</p> <ul style="list-style-type: none"> <li>• Open game, which for CQB isn't wonderful, so both sides ought to have blinds</li> <li>• No support for caterpillar/snake type moves</li> <li>• Cards show 2AP movt, but more likely to have 1AP movt (half, round down), suggest cards show 1AP movt and get +1 if use 2AP to move in one activation</li> </ul> <p>Didn't test the suppression rules, but seem a bit odd as sterilise corridor so no one can move down it.</p>

## The Game in Play

<b>Play time</b>	Probably 30-60 mins per scenario
<b>Player roles</b>	One as SF, one as terrorists. Could do one per character quite nicely.
<b>Types of decisions required</b>	Order of activation. What to do (move/fire), when to do pop-ups, when to use grenades, how to split team, entry points etc
<b>Effects of the game system's mechanical requirements on the player's decision making</b>	AP model means players can choose whether to go 2AP all the time to drive tempo, or 1AP so always got the ability to react.
<b>Evaluation of the player's experience</b>	Really good fun, quite deadly

## Overall Evaluation

<b>Does the game work? (Veracity)</b>	Yep, nothing broken, pretty slick
<b>Does it have real world validity?/Insights?</b>	Hard to tell. Fact that troops can't move in a snake suggests it doesn't model modern (TV) best practice.
<b>Is it a good game?</b>	Yes, 4/5
<b>Who would be most interested in the game?</b>	Anyone with an interest in CQB.
<b>Repeatability</b>	10 scenarios for the 2 maps, and guidance on how to create your own scenarios and maps, so endless and more like a miniatures game (in fact will be good to play with miniatures).
<b>Is the game good value?</b>	Yep, only \$9

## MECHANICS

<b>Aspect</b>	<b>Mechanic</b>
<b>Activation/C&amp;C</b>	Alternate player, person at a time. Use 1AP or 2AP, to a max of 2AP Dice per turn for initiative D6 + # leaders
<b>Movement</b>	N squares per AP. Reductions for clutter, obstruction
<b>Direct Fire</b>	2D6 vs Range-Skill+DMs
<b>Damage</b>	If margin > Endurance then 1 Wound, else 1AP stun. Max 2 wounds.
<b>Assault</b>	Rare, variation of DF
<b>Indirect Fire</b>	NA but good rules for grenades
<b>Air Support</b>	NA
<b>Engineers</b>	Simple breaching charge and IED/boobytrap rules
<b>CEMA</b>	NA
<b>Morale</b>	NA
<b>Civilians</b>	Hostages and Sleeper agents
<b>Subterranean</b>	NA
<b>Urban Specifics</b>	Good rules for CQB
<b>Other Notable</b>	Cards for special kit/actions

[Per scenario/run through]

<b>Date</b>	4/3/22	<b>Scenario</b>	1 - Warehouse
<b>Players</b>	DB	<b>Constraints</b>	None

### SET-UP

8 terrorists and 6 SF in a warehouse with a lot of rooms/corridors. 6 turn limit.

### HOW IT PLAYED

SF stormed in from 3 directions, managed to kill all the terrorists for minimal loss within the 6 turns.

### RESULTS

Good SF win.

### THOUGHTS (c.f. RL AND URBAN)

Took a few turns to get the hang of how the APs worked. Drawing of the cards totally broke the flow and just too many in hand, so changed for #2.

<b>Date</b>	7/3/22	<b>Scenario</b>	4 – Hostages
<b>Players</b>	DB	<b>Constraints</b>	None

### SET-UP

8 terrorists and 8 SF in an office complex with a lot of rooms/corridors and 5 hostages (including one sleeper). Hostages in 2 groups, terrorists guarding hostages and covering approaches. 7 turn limit.

### HOW IT PLAYED

SF stormed in from 2 directions, one in main entrance, one from far corner. Firefight at entrance to board room, SF grade only had some effect but two terrorist grenades caused real carnage, taking out leader plus 1 or 2 others. 2<sup>nd</sup> group made more progress coming down a back room to the board room, getting there and ready to approach the hostages but on the last turn and with no support. Rule changes played a lot better.

### RESULTS

OK Terrorist win. 4 Terrorists dead (out of 8) and 6 SF dead (out of 8)

### **THOUGHTS (c.f. RL AND URBAN)**

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## IMAGES
