

| | | | |
|-------------------|---------------------------------|------------------|-------------------|
| Game | Dontesk: Battle for the Airport | Publisher | Tiny Battle Games |
| Conflict | Ukraine 201? | Designer | |
| Force Size | | Date | |
| Mvr Units | | Grid Size | |
| Turn Dur. | | Map Size | |

PRESENTATION

PDF for \$17 (\$28 printed). 14 pages, including 4 scenarios, game notes and a 1 page QRS. All nicely laid out. One counter sheet (double sided) and an A3 size colour map. Didn't take long to get it all printed out. Didn't bother to mount on card stock or anything.

MECHANICS

| Aspect | Mechanic |
|-----------------|--|
| Turn Sequence | Reset Pin etc, Fires, Alternate Activation |
| Activation/C&C | Alternate unit, D4+Initiative for first mover (means little) Leaders can activate all in hex at same time and co-ord fire |
| Movement | Fixed, incl enbus/debus |
| - Breaching | No rules? |
| - Subterranean | No |
| - Supersurface | Must drop down. Counter to differentiate upper/lower story in stack |
| Direct Fire | (AF+DM) – (DF+DM) +4 DM for building, +6 DM for concrete |
| Damage | Single flip |
| Assault | Treat as DF, but must take reactive fire on the way in fm 1 unit |
| Indirect Fire | Throw for this/next turn, throw for if deviation, throw for deviation. 50% effect on lower floor or adjacent hex. Hits all adjacent hexes. |
| Air Support | Treated as IDF |
| Engineers | Na. Blown vehs block hexes for other vehs |
| CEMA | Nil |
| Morale | Force morale, -1 per loss. Defensive if < hesitation. Lost if <= 0 |
| Urban Specifics | Not really |
| Other Notable | |
| Gaps/Unclear | Breaching into a building Use +6 DM for room to room, or in same hex, or for Fires if on top? Or DF if on top? Multi-unit melees (treat as 1:1 even if with Leader?) |

THOUGHTS

Not a bad set of rules. Could modify for other things.

HOW MUCH DOES IT FEEL LIKE URBAN

Floors markers/ability to be on supersurface and different defence rates for ordinary and substantial buildings were only things that made it feel urban.

| | | | |
|------------------|----|----------------------|----------|
| Scenario | | | |
| Game Date | | Play Date | 7/1-14/1 |
| Players | Me | Play Duration | ~4 hrs |

SET-UP

I played the first, introductory scenario, where about a company of Separatists had sized the terminal buildings, and a company (-) of Ukrainians, with close air support was sent to oust them. Separatists set up anywhere (but in the terminal is the sensible place), and Ukrainians start on the board edge.

HOW IT PLAYED

I decided to hold the Coy Comd back on the board edge to bring down the close air support and then put a platoon in on each flank. The air support wasn't devastating given the solidity of the buildings and only 50% effective on lower floors but was enough to soften the Separatists to the point where one platoon could (at the second attempt) storm the building. As they started to clear rooms the second platoon which was attacking over more open ground in the East got repeatedly pinned by the Separatist team atop the Old Terminal and survived several airstrikes. The Pl Comd got hit and pulled back into the Metro while his BTR's gradually weakened the Separatists in the Multi-Storey. On Turn 6 the Separatist hit their hesitation level, and so on Turn 7 the Ukrainian just had to choose their positions to surround the Separatists and it was all over.

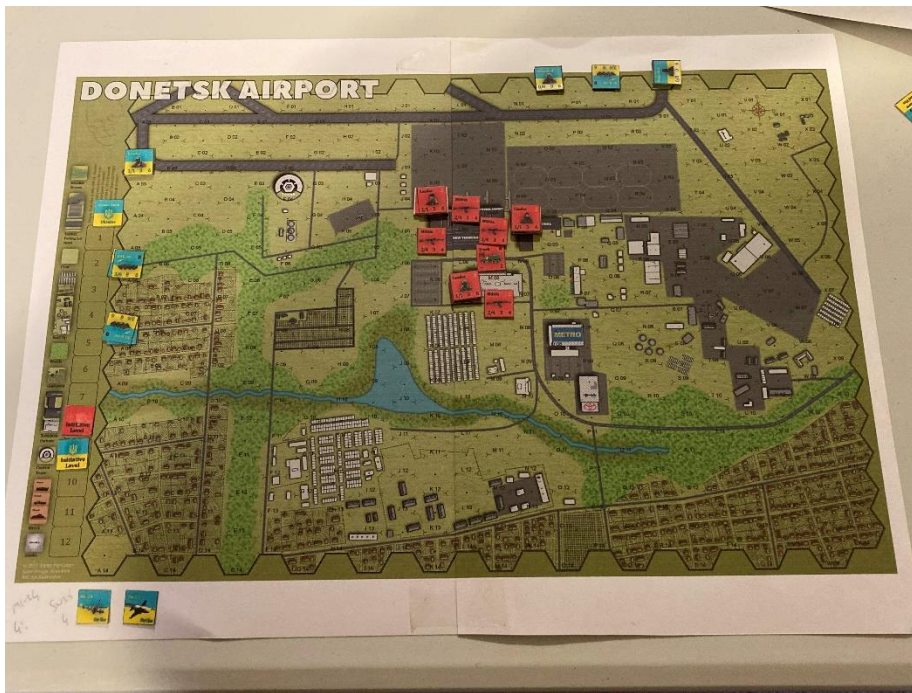
RESULTS

Ukrainian Victory. ??VP

THOUGHTS (c.f. RLAND URBAN)

Pretty good game. Interesting that the rules were a differential CRT rather than the more "traditional" ratio CRT I'm used too. A few gaps/unclear points but otherwise the core mechanics worked well and certainly gave you some sense of the battle. I'll try and play one of the more complex scenarios next week.

PICTURES



Initial Deployment



Move 1



Penultimate Turn



Last Turn