CITYFIGHT 2024

Cityfight 2024 is an updated version of the SPI classic game from 1979– Cityfight. Cityfight is all about trying to identify where the enemy is. The game is played double-blind with one map per side, so each side only sees their own units on their own map. ISR (principally Mark1 eyeball in the original game, now augmented by UAVs etc) is used to identify the locations of enemy forces – who may of course move as soon as they've been spotted.

Each side has around a Platoon-Company sized force, with squad/half-section manoeuvre units. Each turn a unit can try and "spot" whether a 9-square area has any enemy troops in it. Success means that they are told which square has troops – but not what type or how many. If they then don't immediately fire on the enemy the enemy unit may slip away to another hidden location.

The basic combat model is relatively straightforward and quite deadly. The Intermediate game adds vehicles and anti-tank weapon, and the Advanced game adds building storeys and height – at which point the game can get quite complex.

The main changes that I've introduced in Cityfight 2024 as compared to the original SPI version are:

- A square grid is used, not a hexagonal one, as it works better for most urban layouts
- The D100 for spotting is replaced by 2D6.
- Units and weapon stats are updated from Cold War era to the 2020s.
- There are rules for UAVs and UGVs, and of course anti-UAV and UGV weapons.

A key take-away from the game is that the spotting approach can be readily applied to other games, so if you don't like the Cityfight combat model just use your own!
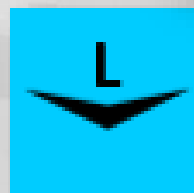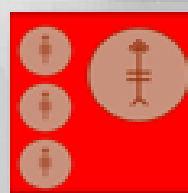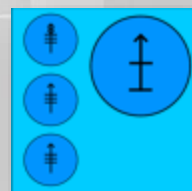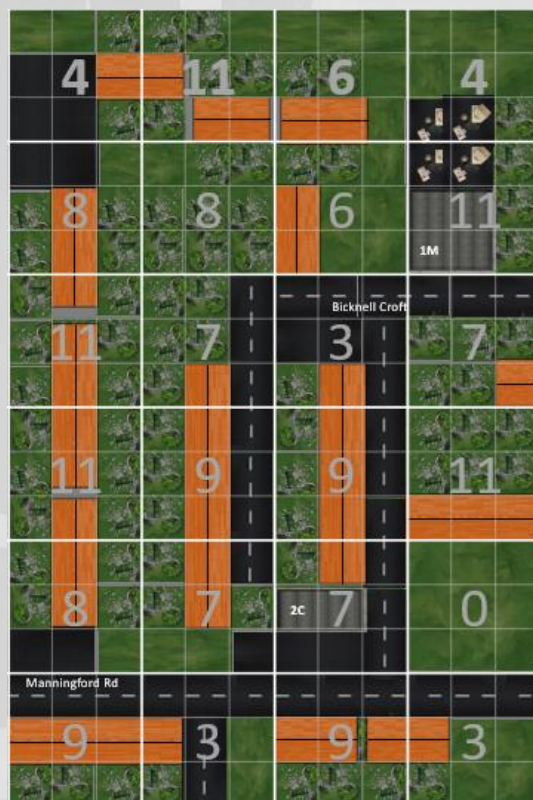
Players: 2-6	**Complexity:** Low/Medium
Game Time: ~1-2 hours	**Umpire:** Very Useful
Availability: Feb 24	**Mode:** Competitive

Section	Platoon	Company	Battalion	Brigade	Division	Corps+

Cityfight 2024 was designed by David Burden, who is currently completing a PhD on Urban Wargaming at Bath Spa University. © 2024 David Burden