

# **Burn it Down!**

## **A Solo Battle Game by Jim Rohrer**

### **September 30, 2020**

This scenario is loosely based on a Minneapolis riot that occurred in 2020. Riot control in the United States requires use of nonlethal force in almost all situations. However, various types of weaponry have been developed for this purpose. See the Wikipedia article for more information ([https://en.wikipedia.org/wiki/Riot\\_control](https://en.wikipedia.org/wiki/Riot_control)). Everything you need to play this game is included here except one D6. The map and markers are glued to poster board.

#### **Order of Battle, Movement, Combat and Shooting**

Police forces have six units: two regular riot (RR) police units (infantry), two special weapons and tactics (SWAT) units, one mounted (M) police (cavalry) unit and one artillery. Unit markers are shown below. (Note: players may change the number and types of units how they want. Experiment and see how the outcome changes.)

RR units have armor and batons (the X symbol on the markers). They are like medieval foot knights in that they are fully armored and have shields. However, their weapons are batons instead of swords. In hand-to-hand combat they get plus two. Their armor protects them so attack hits are divided by two. They do not shoot. Movement is one square (two on a major road).

SWAT units are classed as mechanized heavy infantry (X symbol plus oval). They have riot guns that fire plastic bullets, bean bags, or pepper spray. Their offensive power is limited so hits equal 1D6. They are armored so hits against =  $D6/2$ . Range is one square. They travel in police vans. Movement is three squares (six on a major road).

M units are cavalry (the slash symbol) who use their horses for shock and dispersal. Hits are  $D6+2$ . Hits against are D6. They do not shoot. Movement is two squares (four on a major road). After an attack, they fall back one square unless the defending unit is dispersed. They are vulnerable to hits so will avoid frontal assaults and instead will maneuver until they can mount a flank attack.

Artillery units (the dot symbol) fire tear gas, water cannon, fire hoses, stink bombs, sticky foam, sound cannon, energy weapons or lasers. Hits are D6. Range is two squares. They are armored. Movement is one square (two on a major road).

Rioters have six units: three rabble marked as infantry (the X symbol shaded with a color), one motorcycle gang (classed as cavalry and marked with a slash) and two looter car units classed as mech infantry (an X with an oval). The looter cars are armed with laser guns and bottles filled with noxious liquids. The two looter car units seeks to loot and burn the stores. The other group (three rabble and one motorcycle unit) seeks to take the police station and burn it. Rabble units fight hand-to-hand and get  $D6-2$  hits against armored police. Movement is one square (two on a

major road). Looter car units will avoid hand-to-hand combat if possible but will withdraw instead. They hit with projectiles and lasers from a distance of one square (one D6). They travel three squares (six squares on a major road).

#### General Rules

1. Any unit will scatter after receiving 15 hits.
2. Flank and rear attacks double the hits.
3. Cover only applies when a police unit is in the police station. Cover reduces hits by ½.
4. Units in the police station have 360-degree field of fire and cannot be flanked.
5. Armor reduces hits by two.
6. No unit may pass through another unit.
7. No unit may shoot over the heads of another unit.
8. No unit may occupy the same square as another unit.
9. Units may rotate 90 degrees at the beginning AND middle AND the end of a move.
10. When a unit moves adjacent to an enemy unit, hand-to-hand combat begins immediately.
11. Game sequence is as follows: the first player moves units, counts hits, shoots, counts hits. Then the second player does the same. Hits against each unit should be recorded.
12. No diagonal moving or shooting is allowed.
13. Any building that is occupied by an enemy is considered looted and burned.
14. Hits are rounded up so no less than one hit can occur.

All of my suggestions for hits and mobility are taken from *One Hour Wargames* by Neil Thomas (2014). I modified them to fit this situation. The Thomas book is available as a kindle book from Amazon.

#### Deployment

Rioters enter the battlefield on the southwest corner from the residential area. One RR police unit is placed in the police station. Reinforcing police units arrive one each turn. Reinforcements enter from the north or east depending on the dice roll (1-3=north, 4-6=east).

The commercial area is on the northwest corner. The police station is southeast of the central park. An east-west street runs through the central park. Another east-west street runs through the retail district.

#### Battle Plans and Victory Conditions

Rioters in the looter group will move directly toward the commercial district and attack police forces head-on if their path is blocked. Rioters in the group attacking the police station will move directly toward the police station and charge police forces directly in front of them if their path is blocked.

The player commands the police forces. Flank attacks will be employed if possible but no frontal attacks. Instead, RR police forces will defend-in-place and other police units will withdraw to avoid hand-to-hand combat unless they are assisting other police units.

Rioters win if they loot the stores and occupy the police station. Police win if they contain or scatter the rioters. The battle ends after 15 rounds.

### **Example of a Battle**

Player is the commander of the police forces. The automated battle plan for the rioters is as follows: A) they will move directly toward their objective; and B) they will attack police units directly in front of them but will not turn away from their objective for flank attacks.

Round one.

Rioters. 1 and 2 looter car units move north. The other units move toward the station.

Police. The M unit arrives on the east and moves west to the intersection.

Round two.

Rioters. 1st and 2nd looter car units move north. The other units move toward the station.

Police. The M unit moves north toward the retail district. One SWAT unit arrives and moves to the intersection.

Round three.

Rioters. 1st and 2nd looter car units move north. The other units move east. The motorcycle unit holds in the central park.

Police. 2<sup>nd</sup> RR arrives and moves south toward the station. The M unit moves west two squares. The 1<sup>st</sup> SWAT unit moves north to the intersection.

Round four.

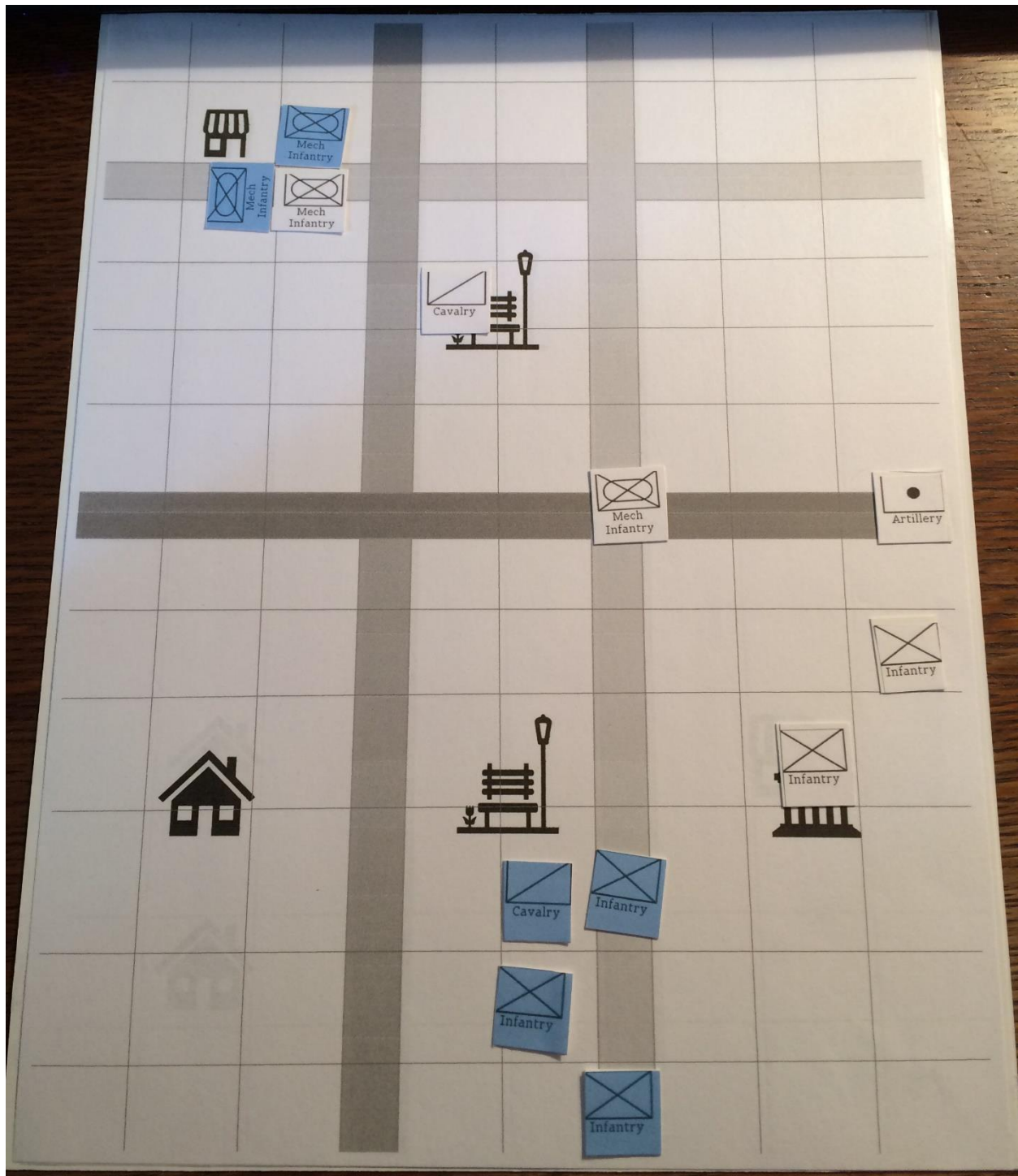
Rioters. 1st and 2nd looter cars occupy the retail stores. They are looted and burned. Other units continue to move east toward the station.

Police. A second SWAT unit arrives on the east side and moves west to the intersection. 2nd RR moves south toward the station. The first SWAT unit attacks rioters in the rear. 2 hits.

Round five.

Rioters. In the retail district, 1<sup>st</sup> looter car unit turns and hits the police 1st SWAT and the 2<sup>nd</sup> looter car unit does the same. 8 hits total damage. In the south, all units continue to move toward the station.

Police. The artillery unit arrives and moves west on the street. 1<sup>st</sup> RR moves south. 2<sup>nd</sup> SWAT moves south. In the retail district, the M unit moves west. The SWAT unit hits the 1<sup>st</sup> looter unit again. 4 hits.



Round six.

Rioters. In the retail district, 1<sup>st</sup> SWAT is hit by both looter car units for 5 points damage. In the south, all units continue to move toward the station.

Police. In the retail district, the M unit hits 2<sup>nd</sup> looter car unit. 10 points damage. 1<sup>st</sup> SWAT hits 1<sup>st</sup> looter car unit. 5 points damage. In the south, 2<sup>nd</sup> RR moves west to face oncoming rioters. 2<sup>nd</sup> SWAT moves south. The artillery fires on 1<sup>st</sup> rabble. 4 hits.

Round seven.

Rioters. In the retail district, both looter car units hit 1<sup>st</sup> SWAT. DESTROYED. In the south, 1<sup>st</sup> rabble hits the station. 2 hits. 2<sup>nd</sup> rabble hits 2<sup>nd</sup> RR. 1 hit. 3<sup>rd</sup> rabble moves east.

Police. In the retail district, the mounted unit hits 2<sup>nd</sup> looter car. DESTROYED. Down at the station, 2<sup>nd</sup> SWAT hits 1<sup>st</sup> rabble. DESTROYED. The artillery unit moves south. 2<sup>nd</sup> RR hits 2<sup>nd</sup> rabble. 4 hits.



Round eight.

Rioters. 1<sup>st</sup> looter car unit races east to the intersection. 2<sup>nd</sup> rabble hits 2<sup>nd</sup> RR. 1 hit. 3<sup>rd</sup> rabble hits 2<sup>nd</sup> RR. 2 hits.

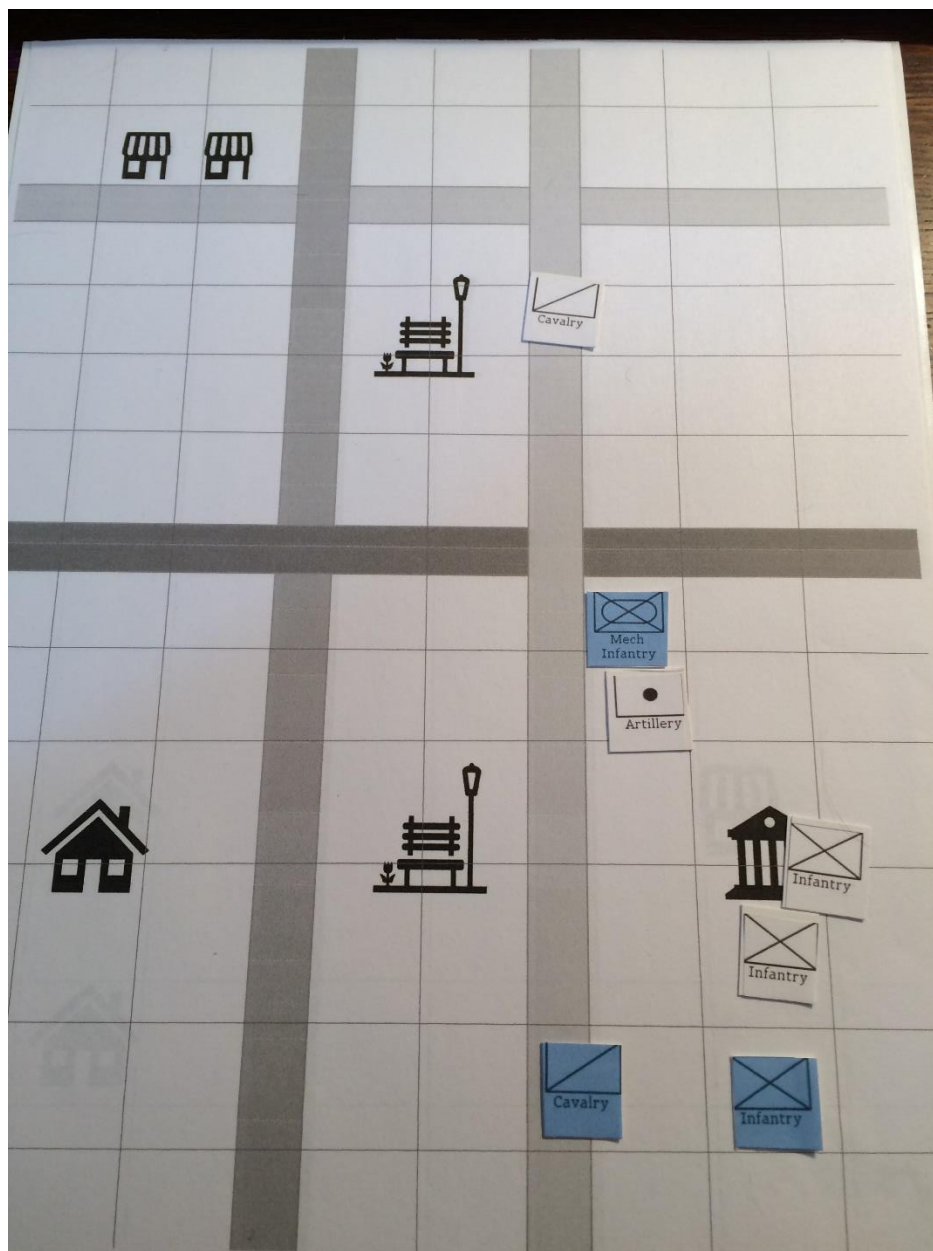
Police. The mounted unit in the retail district moves east. The artillery unit moves south. 2<sup>nd</sup> SWAT moves south. 2<sup>nd</sup> RR hits 2<sup>nd</sup> rabble. 6 hits.

Round nine.

Rioters. 1<sup>st</sup> looter car moves south. 2<sup>nd</sup> rabble hits 2<sup>nd</sup> RR. 1 hit. 3<sup>rd</sup> rabble hits second RR. 2 hits. Mounted unit hits 1<sup>st</sup> looter car unit in the flank. 12 hits.

Police. The M unit moves east and south. The artillery unit hits 2<sup>nd</sup> rabble. 4 hits. 2<sup>nd</sup> RR hits 2<sup>nd</sup> rabble. DESTROYED. 2<sup>nd</sup> SWAT hits 3<sup>rd</sup> rabble. 8 hits.





Round ten.

Rioters. 1<sup>st</sup> looter car unit hits the artillery in the flank. 10 hits. 3<sup>rd</sup> rabble hits 2<sup>nd</sup> RR. 1 hit. The motorcycle gang hits 2<sup>nd</sup> SWAT. DESTROYED.

Police. The artillery moves south. 2<sup>nd</sup> RR hits 3<sup>rd</sup> rabble. 5 hits. The mounted unit hits the 1<sup>st</sup> looter car unit. 2 hits.

Round eleven.

Rioters. The motorcycle gang hits the artillery. DESTROYED. 1<sup>st</sup> looter car unit hits the mounted unit. 5 hits. 3<sup>rd</sup> rabble hits 2<sup>nd</sup> RR. 1 hit.

Police. The mounted police unit hits the motorcycle gang. Ten hits. 2<sup>nd</sup> RR hits 3<sup>rd</sup> rabble. DESTROYED.



Round twelve.

Rioters. The motorcycle gang hits the 2<sup>nd</sup> RR. DESTROYED. 1<sup>st</sup> looter car unit hits 1<sup>st</sup> RR in the police station. 1 hit.

Police. 1<sup>st</sup> RR hits the looter car unit. 4 hits. The mounted unit hits the looter car unit. DESTROYED.

The motorcycle gang is the only remaining unit of rioters. They retreat. The retail district was destroyed. The police station was protected. The battle ends in a draw.

