

EXTENDED EXAMPLE

This extended example shows the basic rule mechanics and how they all work together. The game has been kept to a very simple attack against a defended objective.

FRENCH FORCES

The French troops are all regular with morale 4. There are 11 figures in the force all together and their break point is 6. This means that when they have lost 6 figures the force will count as broken.

There are 3 elements to the defending force. A Hotchkiss HMG with 3 crew and the Sergeant (a leader figure) has attached himself to this element, judging that it is going to be the most important part of the defence. Note that even though he is attached to the HMG element he can still use his leadership ability on other elements within range.

The second element is a FM 24/29 LMG section with 2 figures while the third is a rifle section with 5 figures.

As the French are defending they also have 3 dummy counters that they may place within their deployment area. These are spotted in exactly the same way as 'real' elements but mean that the attacker will not know the exact placement of the defenders.

French Forces

Regular Morale 4 BP 6/11

1	Private with Hotchkiss HMG, Pistol
	Private with Rifle
	Corporal with Carbine
	Sergeant with Carbine (+1/1RR Leader)
2	Private with LMG, Pistol
	Private with Rifle
3	5 Privates with Rifles
18	Dummy
19	Dummy
20	Dummy

GERMAN FORCES

The German attackers have 5 elements at their disposal. For the sake of simplicity they are also all regular morale 4 and both leaders are +1/1 Re-roll each. There are 23 figures in the German force and so their break point is 12 figures lost.

The second element is worth mentioning as these 2 figures are forward observers for 3 pieces of 75mm artillery acting in support of the attack.





German Forces

Regular Morale 4 BP 12/23

1	Captain with Pistol (+1/1RR Leader)
	2 Privates with SMG
2	Spotter with Pistol (3*75mm)
	NCO with SMG
3	Private with MG34 LMG
	2 privates with Rifles
4	NCO with SMG
	6 Privates with Rifles
5	Sergeant with SMG (+1/1RR Leader)
	NCO with SMG
	6 Privates with Rifles

TURN 1

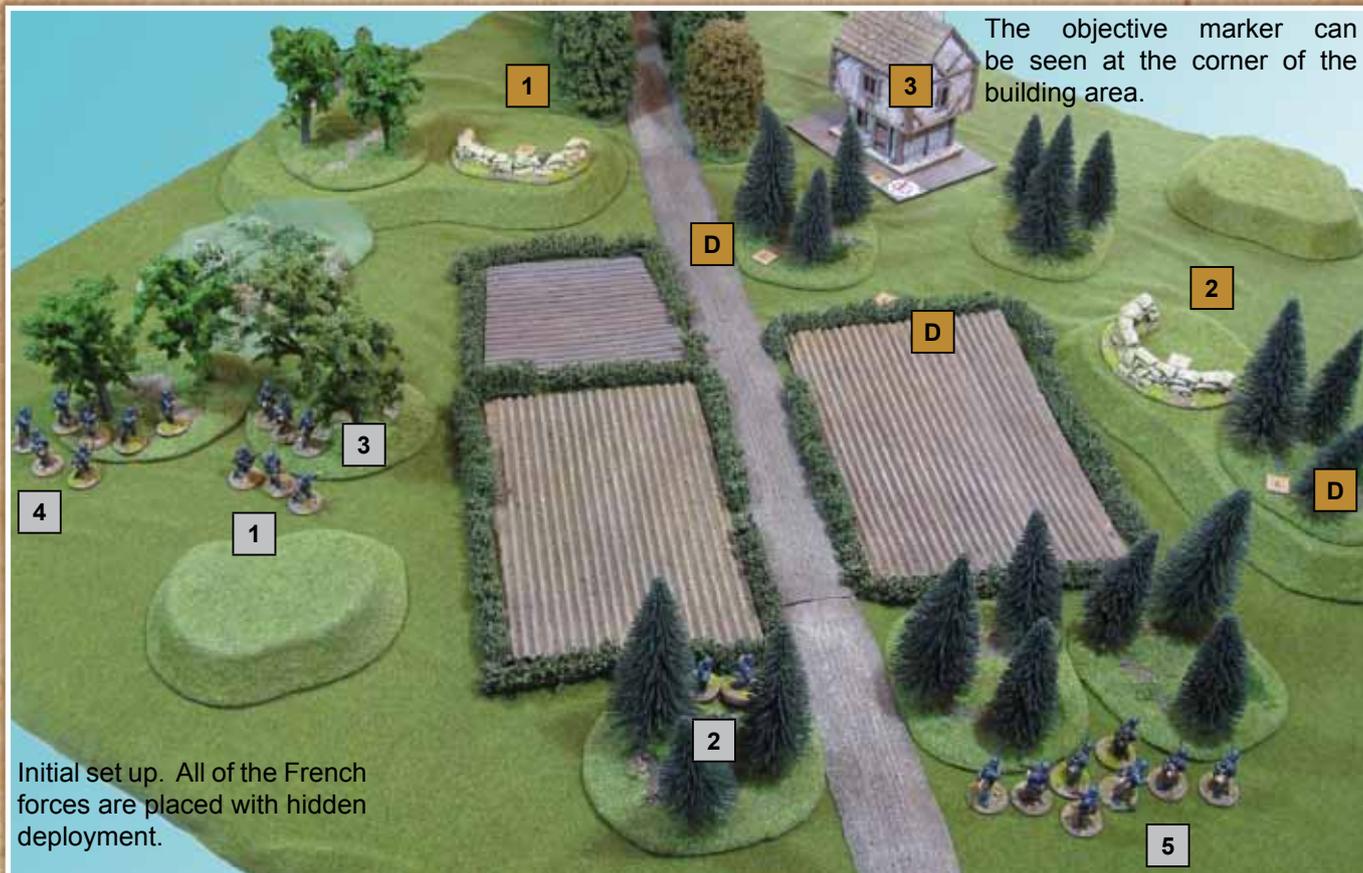
The turn starts with a spotting phase, the french player can already see all of the German forces on table so has no spotting. The German player can trace a LOS from element 2 to all of the French counters except for number 3 in the building. Because of the small size of the example table all counters are within 24" and will usually be spotted on a roll of 5-6,

however there is a hindrance (the hedge) between the spotter and the Dummy counters in the centre so they will only be spotted on a 6. Taking each counter in turn the German player rolls a D6, with fairly average rolls he manages to spot the counter behind the hedge, the French player immediately reveals this as a dummy and it is removed.

There is nothing to rally in this turn so both players roll for initiative. The French player gets highest so may choose to move first or second - not surprisingly he makes the German player move first. Both German rifle sections and the LMG team move up through the woods to within 1" of the edge - this allows them to see and fire out but also makes them valid targets. Elements 1 and 2 remain where they are for the moment. The French player declines to move any troops and play moves on to the stationary fire phase.

There are only 2 German elements that could fire in this phase - 1 and 2 and as neither has any targets they do nothing yet. The French player can see targets with both of his MG sections and as his plan is to suppress the main German elements and keep them at a distance this is as good a time as any to open fire.

The HMG has a LOS to both 3 and 4 and chooses the rifle section as its target. The HMG will roll 5 attack dice, the enemy is in light cover and so the to hit target number is 5 or more on a D6. Rolling 1,3,4,5,5 the French score 2 hits. Those 2 are



Initial set up. All of the French forces are placed with hidden deployment.

then rolled again needing a score of 4 or greater to kill, the actual rolls are 3,6 so one of the Germans becomes a casualty.

The Sergeant with the HMG team may also fire - he is not needed to actually fire the gun. Armed with a carbine he will be firing at long range so has the same chance to hit as the HMG but with a further +1 to the target number for the range. With only 1 attack dice needing a 6 to hit he does no more damage to the enemy. On the far side of the table the LMG team fire but have no luck.

Moving directly on to the moving fire phase the German player may target the two MG teams that have just opened up on them. Note that if the French player had waited until the moving fire phase to shoot the 'Ambush' rule would have meant he was not a valid target until the next firing phase. For purposes of this example its easier to show how moving fire works now.

German elements 3 and 4 will fire at the heavy machine gun team on the hill. The player can carry this out in any order he likes and does not have to declare the target for each element before rolling. In this case there is nothing else to fire at though!

The LMG team are calculated first, the basic to hit and kill numbers are taken from table 6.2 according

to the cover that the target occupies - in this case it is heavy cover which requires a 5 to hit and 5 to kill. The hit number is modified by the following factors - the target is uphill +1, the firing element has moved +1, for a total target number of 7. Obviously its impossible to roll 7 on a D6 so it actually requires a 6 followed by a 4 to be rolled for a hit. The LMG team rolls 3 dice getting 2,5,6. The 6 is re-rolled but only comes up with a 2 so there are no hits. It only takes 2 to fire the LMG at full effect as it is a Support Weapon (2) so the third man in that element fires his rifle. He will have exactly the same chance to hit but only rolls 1D6 which misses,





The fire modifiers are kept the same but the amount of attack dice are varied for particular types of weapons. This allows players to simply work out the chance to hit for one type of weapon and after that its a simple matter of seeing if the other types are in the same range or not for a +/- to the chance.

The other element (4) had 5 figures in LOS of the HMG, one of which is armed with an SMG, the others with rifles. One of the figures became a casualty in the stationary fire phase and so will not be able to fire in the moving fire phase. This leaves 3 riflemen at close range needing the same 7 to hit as the LMG team and one chap armed with a SMG who will need 8 to hit as he is at long range. The actual rolls result in a single hit on the HMG team which is then converted into a kill.

Because there is a leader in the element that has just taken losses the German player gets to roll to see if that figure must be removed as a casualty. It isn't so the French player removed one of the HMG crew - though he has the choice of which figures become casualties so could have taken the leader instead if he wished.

After the firing is complete the turn moves on to the morale phase, this is where any element that has taken losses must check morale. In our example both German element 4 and French element 1 lost a figure each so must test.

Taking the Germans first - their starting morale value is a 4 and that is the target number they need to pass the test. They have lost one figure and so that

increases their target number by 1 point - they need to roll 5 or greater on a D6 to pass. They actually get a 2 and immediately become suppressed.

The French player now takes his test for the HMG element - again they are morale 4 with 1 loss meaning that they would need a 5 or greater to pass. However, the element has the Leader with it and he grants them a -1 modifier to their target number taking it back down to a 4. The actual roll is a 3 so the HMG element would be suppressed - the french player decides that he needs to pass this test and declares that he is using the leaders re-roll. A leader will have a limited number of re-rolls available each game - in this example just the one - this re-roll can be failed morale or rally tests. The French player re-rolls the morale tests and this time passes with a 4.

As there are no enemy troops within 4" of each other there is no close combat phase and the Turn end phase simply consists of removing any order markers from all elements on both sides.

TURN 2

Space is not going to permit a full run through turn 2 so briefly the spotting phase reveals a second dummy marker but not the final one or the element in the building.



The Rally phase only applies to the single German element that is suppressed. The chance to rally is simply the starting morale of the element modified by +1 for currently being in bad morale less any leader modifiers. In this case there are no leader modifiers so the German player needs to roll 5 or 6 to recover from suppressed back to good morale. He fails, element 4 remains suppressed and the German player makes a mental note to move the leader closer so that he can help in the next rally attempt.

For the sake of this example the only movement carried out by either side was for the German player to rush forward on the right. He uses an At the Double order to get within a few inches of the French LMG team as shown in the image below.



Moving onto the Stationary Fire Phase the French LMG team will obviously want to fire. It does so with 3 dice for its LMG, the normal chance to hit is 4+ as the target is in the open. This target number is modified by -1 because the target is moving in the open and fired upon using stationary fire and by a further -1 as the target is fired upon while using an At the Double order resulting in a hit number of 2+. The French player rolls 3 dice and scores 3 hits, two of those are then converted into kills on 4+ so the German player needs to remove 2 of his figures as casualties.

One of the troops attached to element 5 is a leader so there is one more stage to this firing - the French player will get to roll to see if the leader is one of the figures that *must* be removed. Normally this is simply a roll of 6 on a D6 but because there were 2 casualties that is modified to 5-6. The roll comes up a 5 and the German player must remove the

Sergeant as one of the 2 casualties because he is in line of sight of the LMG and is a valid target. If he had been out of range or LOS then there would have been no need for a leader casualty test. Unfortunate for the German player as he was sure to need the Leaders bonus and re-roll to pass the forthcoming morale test...

The remaining German troops will not be able to fire in the Moving Fire Phase because they moved At the Double so we swiftly come to the morale phase. The starting chance to pass the test is 4+ which is the base German morale, that target number is increased by +1 for each loss the unit takes this turn so they will need a 6 to pass. If the Leader had still been alive it would have been 5+ with a re-roll. The actual roll is a 4 and squad 5 becomes suppressed in front of the LMG team in a pretty crappy position indeed.

During the close combat phase any troops that are within 4" of the enemy have the option to try to close with them. They may only do this if they are in good morale so the suppressed German troops will not get a chance to do so. If the French commander were crazy enough he could charge out of his sandbag bunker and attack the German rifle

squad - he chooses not to. The Close Assault system is quite brutal and allows troops that are near to each other to attack with close range fire, grenades, bayonets and pretty much anything else that comes to hand. Figures that make contact with the enemy as well as those in close proximity get to fight, there is no ganging up on one or two figures and by the end of a CA only one side will be left in possession of the ground - the other flees or is killed/captured.

Hopefully the run through of a few actions has shown how the rules work and the order in which actions are carried out. The best thing to do is to put a few figures on the table and play through a couple of simple turns and then re-read the rules.