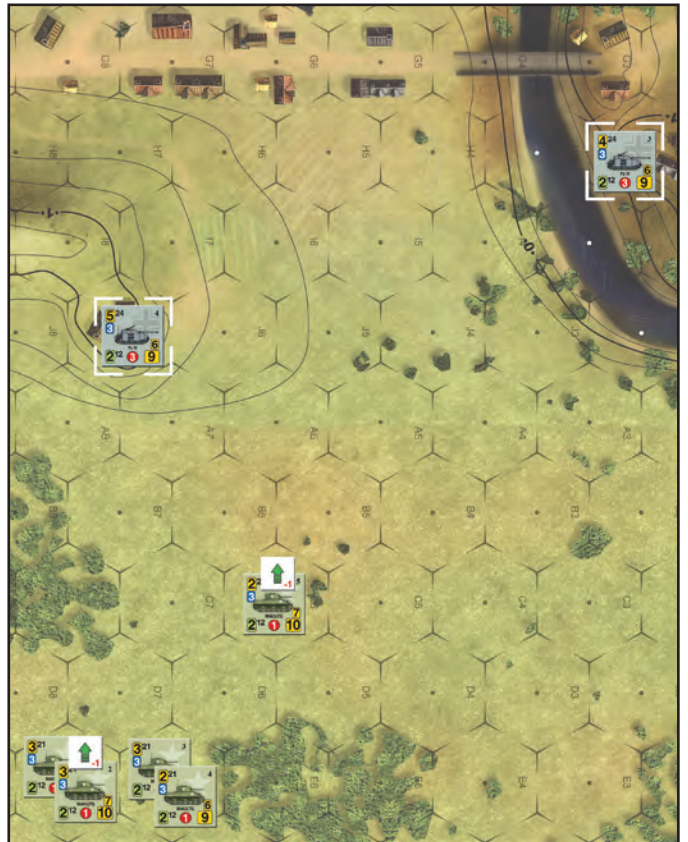




## 22.2 Armor

The following example of play not only demonstrates how the armor system works in the *LHY* but also how the system models actual armor tactics used during WW2. These include tactical concepts such as Enfilade Fire, Fire and Maneuver (i.e., leap frogging), Halt & Fire, Shoot & Scoot and Reverse maneuvers to avoid enemy fire.

**Situation:** *January 5th, 1945.* 1st Tank Platoon of CCB of the 4th Armored Division, commanded by Lt. Stephens, has paused briefly to observe two bridges over the Saar River in eastern Lorraine. After failing to see any enemy activity (the Germans set up Hidden, as indicated by the white 4-cornered boxes), Lt. Stephens formalizes his plan for the approach to the village.



*Positions at Start*

## Turn 1

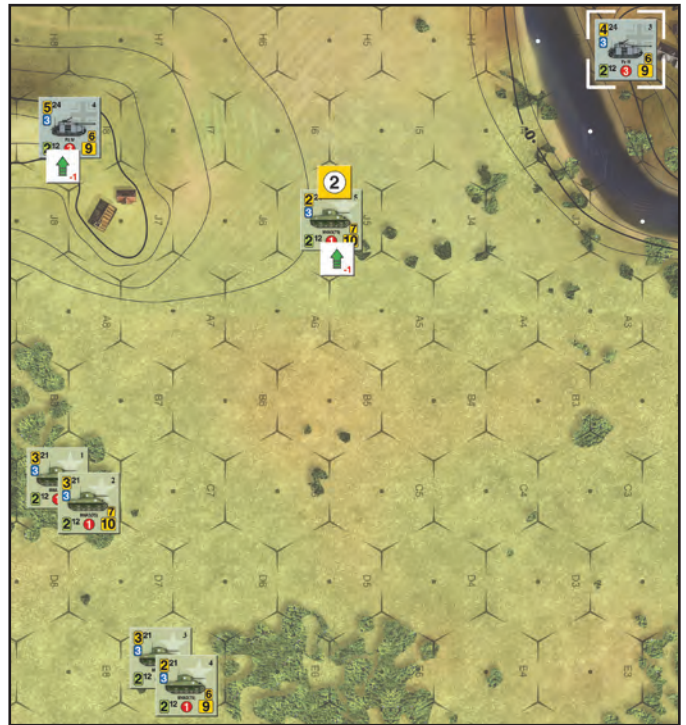
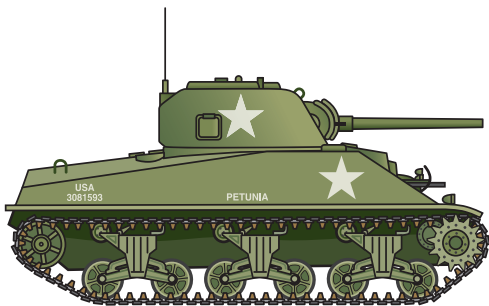
**Initiative:** The American player has the Initiative at start.

**Activation:** Lt. Stephens sends Sherman #5 ahead to reconnoiter the village and Shermans #1 and #2 to maneuver and take up a position in the woods to their front. Stephens' Sherman #3 and #4 hold in place, providing over-watch for the maneuvering tanks. The American player calls for Reaction.



Turn 1 Activation

German Pz IV #4 will lose its hidden status because Sherman #5 ended its maneuver within 3 hexes of the hex it occupies [17.9b], and therefore decides to react and conduct a Shoot & Scoot action [10.4.2] against Sherman #5 and reverse into hex I8 to avoid fire from Shermans #3 and #4. A 2 ATDRM [5 ATV, -2 for the Shoot & Scoot to an adjacent hex, -1 for the motion target] marker is placed on Sherman #5. The German player calls for reaction. Both players pass and play moves to the Fire Resolution Phase.



Fire Resolution

**Fire Resolution:** The German player makes a die roll to resolve the fire attack against Sherman #5.. The die roll is 6, +2 for the ATDRM marker for a Final Fire Attack Result of 8. There is no effect, because the result is less than or equal to the Sherman's AV of 10.

**Time Lapse:** The American player's die roll is 4, resulting in a Time Lapse of 3 minutes.



Situation at the End of Turn 1

## Turn 2

**Initiative:** The German player wins the Initiative.

**Activation:** Because he has the Initiative, the German player decides to conduct a Halt & Fire action [10.4.3] with Pz IV #4, in its current hex, against Sherman #2 and a 4 ATDRM [5 ATV, -1 for Halt & Fire from its current hex] marker is placed on Sherman #2. The German player calls for reaction.



Turn 2 Activation

Sherman #1 reacts and fires back at Pz IV #4 and a 1 ATDRM [3 ATV, -1 for firing at unit on a higher level, -1 for motion target] marker is placed on Pz IV #4. Sherman #2 reacts and also fires at Pz IV #4 and a 0 ATDRM [3 ATV, -1 for Suppression, -1 for firing at unit on a higher level, -1 for motion target] marker is placed on Pz IV #3. In addition, Sherman #5 reacts and fires at Pz IV #4 and a -1 ATDRM [2 ATV, -1 for firing at unit on a higher level, -1 for Motion firer, -1 for motion target] marker is placed on Pz IV #3. Lt. Stephens and Sherman #3 and #4 react, and instead of fring, maneuver into hex B7. The American player now calls for Reaction from the German player. The German player reacts by revealing the hidden Pz IV #3 and conducts Enfilade Fire [11.1.1] against the Sherman #5 and a 3e ATDRM [4 ATV, -1 for motion target] marker is placed on Sherman #5.



Fire Resolution

### Fire Resolution:

- **Sherman #2:** The die roll is 1, +4 for the ATDRM marker for a Final Fire Attack Result of 5. There is no effect, because the result of 5 is less than or equal to the Sherman's AV of 10.
- **Sherman #5:** The die roll is 5, +3 for the Enfilade ATDRM marker for a Final Fire Attack Result of 8. The Sherman is destroyed because the result of 8 is greater than the Sherman's AEV of 7.
- **Pz IV #4:** A single die roll is made for each ATDRM marker. The first die roll is 5, +1 for its corresponding ATDRM marker for a Final Fire Attack Result of 6; the second die roll is 8, -1 for its corresponding ATDRM marker for a Final Fire Attack Result of 7; and the third die roll is 3, +2 for its corresponding ATDRM for a Final Fire Attack Result of 5. Only the single most detrimental result, 7 in this case, is used and all other results are ignored. There is no effect because the detrimental result was less than or equal to Pz IV #4's AV of 9.

**Time Lapse:** The American player's die roll is 6, resulting in a Time Lapse of 4 minutes for a total Time Lapse of 7 minutes through game turn 2.

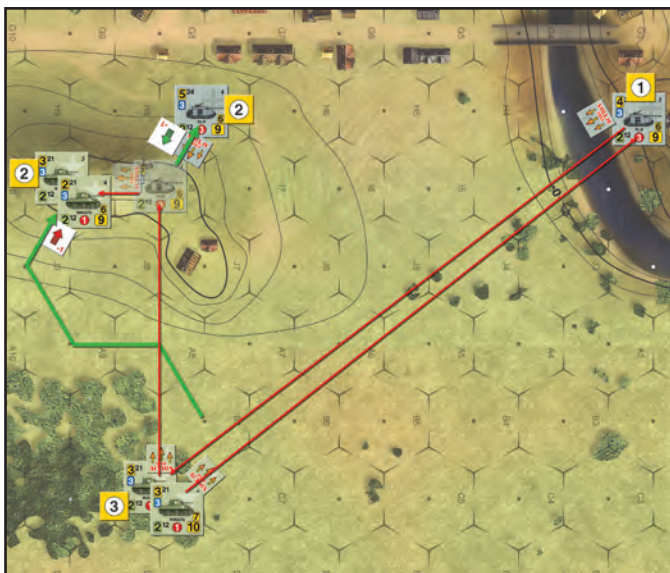


*Situation at the End of Turn 2*

### Turn 3

**Initiative:** The American player wins the Initiative.

**Activation:** Regaining the Initiative, Lt. Stephens instructs Shermans #1 and #2 to suppress the two German tanks while he and Shermans #3 and #4 maneuver to turn the enemy's flank. Sherman #1 fires at Pz IV #4 on the hill to his front and a 2 ATDRM [3 ATV, -1 for firing against a target at a higher level] marker is placed on Pz IV #4. Sherman #2 fires at Pz IV #3 on the hill to his right and a 1 ATDRM [3 ATV, and -1 for firing against a target at a higher level, or -1 for the rural building; the TEMs are not cumulative] marker is placed on Pz IV #3. Shermans #3 and #4 maneuver left to a position on the hill in an attempt to flank Pz IV #4 and the American player calls for Reaction.



*Turn 3 Activation*

The German Pz IV #4, in an attempt to avoid Lt. Stephens' flanking maneuver and the fire from Sherman #1 to his front, reacts, conducting a Shoot & Scoot action against the maneuvering Sherman #3 as it crests the hill and simultaneously reverses off the backside of the hill. A 2 ATDRM [5 ATV, -2 for the Shoot & Scoot to an adjacent hex, -1 for a motion target] marker is placed on Sherman #3. German Pz IV #3 reacts and fires against Sherman #1 and a 3 ATDRM [4 ATV, -1 for Suppression] marker is placed on Sherman #1. The German player now calls for Reaction. Both players pass and play moves to the Fire Resolution Phase.

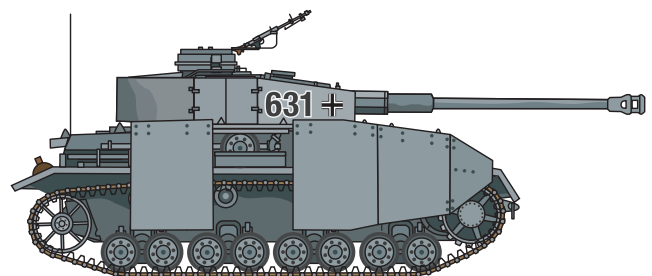


*Turn 3 Fire Resolution*

#### Fire Resolution:

- **Sherman #1:** The die roll is 8, +3 for the ATDRM marker for a Final Fire Attack Result of 11. The Sherman is destroyed because the result is greater than the Sherman's AV of 10.
- **Sherman #3:** The die roll is 3, +2 for the ATDRM marker for a Final Fire Attack Result of 5. There is no effect because the result is less than or equal to Sherman's AV of 10.
- **Pz IV #4:** The die roll is 9, +2 for the ATDRM marker for a Final Fire Attack Result of 11. The Pz IV is destroyed because result is greater than the Pz IV's AV of 9, and therefore destroyed.
- **Pz IV #3:** The die roll is 7, +1 for the ATDRM marker for a Final Fire Attack Result of 8. There is no effect because the result is less than or equal to the Pz IV's AV of 9.

**Time Lapse:** The American player's die roll is 9, resulting in a Time Lapse of 5 minutes for a total Time Lapse of 12 minutes through game turn 3.



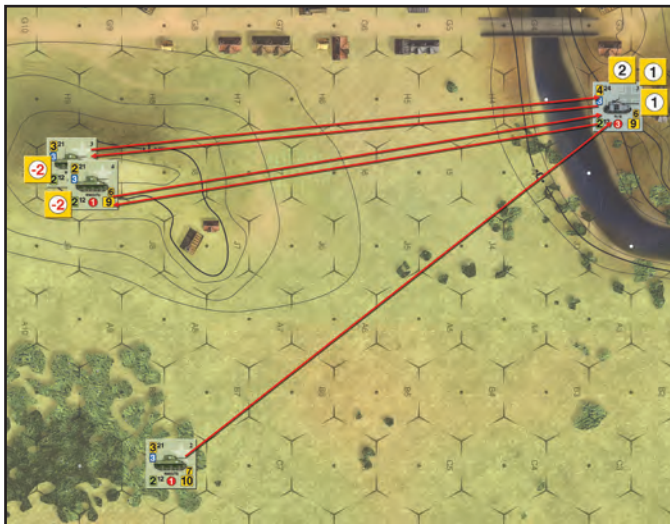


*Situation at the End of Turn 3*

## Turn 4

**Initiative:** The American player wins the Initiative.

**Activation:** Lt. Stephens, in an attempt to keep the remaining German tank from escaping, calls for all units to fire at Pz IV #3. Sherman #2 fires and a 2 ATDRM [3 ATV, -1 for the cover of the rural building] marker is placed on Pz IV #3. Sherman #4 also fires and a 1 ATDRM [2 ATV, -1 for the cover of the rural building] marker is placed on the tank and Sherman #2 fires and a 1 ATDRM [3 ATV, and -1 for medium range, and -1 for firing against, firing against a target at a higher level or the cover of the rural building; the TEMS are not cumulative] marker is placed on the Pz IV. The American player then calls for Reaction from the German player.



*Turn 4 Activation*

Pz IV #3, in desperate straits, conducts a Shoot & Scoot action, splitting his fire, against Sherman #3 and #4 as it simultaneously reverses off the hill. A -2 ATDRM [4 ATV, -2 for the Shoot & Scoot to an adjacent hex, -2 for the Split Fire, -2 for being Suppressed (-1 for every two DRM markers rounded up)] marker is placed on both American tanks.



*Turn 4 Fire Resolution*

### Fire Resolution:

- **Sherman #3:** The die roll is 6, -2 for the ATDRM marker for a Final Fire Attack Result of 4. There is no effect because the result is less than or equal to the Sherman's AV of 10.
- **Sherman #4:** The die roll is 10, -2 for the ATDRM marker for a Final Fire Attack Result of 8. There is no effect because the result is less than or equal to the Sherman's AV of 10.
- **Pz IV #3:** A die roll is made for each ATDRM marker. The first die roll is 8 +2 for its corresponding ATDRM marker for a Final Fire Attack Result of 10; the second die roll is 10 +1 for its corresponding ATDRM marker for a Final Fire Attack Result of 11; and the third die roll is 3 +1 for its corresponding ATDRM for a Final Fire Attack Result of 4. The single best most detrimental result, 11 in this case, is considered and all other results are ignored. The German Pz IV #3 is destroyed because the result was greater than its AV of 9.

**Time Lapse:** The American player's die roll is 5 resulting in a Time Lapse of 4 minutes for a total Time Lapse of 16 minutes through game turn 4.

