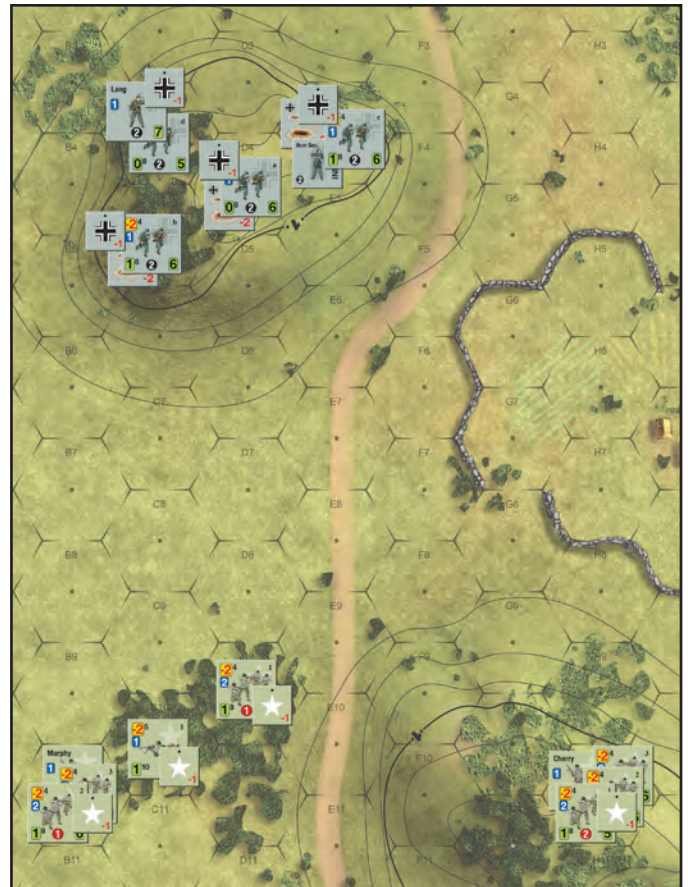


22.0 Extended Examples of Play

22.1 Infantry and Mortars

Situation: Early dawn, October 1944, southwest of Kohlscheid, Germany. A German outpost, dug-in on Hill 192, has been directing mortar fire against the American 2nd Battalion headquarters. The American 1st and 2nd Platoons, Baker Co., commanded by Captain Shaw, have been charged with driving the Germans from the hill. The Americans must complete the mission with a Final Score of 30 or less to win. The Final Score is determined by the amount of Time Lapse (minutes to complete the mission) \pm the Casualty Differential in Casualty Points (CP). The first step lost equals 4 CP and each subsequent casualty is equal to 3 CPs.



Positions at Start

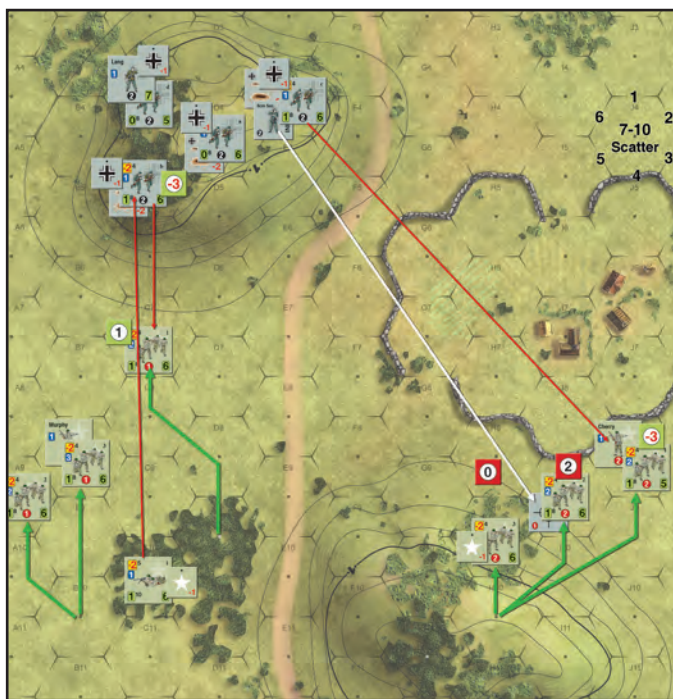
American Plan: Before dawn, Captain Shaw has maneuvered his units into position as shown. He has ordered 2nd Platoon, under Lt. Cherry, to maneuver through the farm complex to threaten the enemy's left flank drawing his attention and, hopefully, his mortar fire. The 2nd Platoon is to disperse while advancing to minimize the effects of enemy mortar fire. The 1st Platoon, under Lt. Murphy, is to advance as fast as possible and assault the enemy's right while the enemy is occupied with the 2nd Platoon.

German Plan: Feldwebel Lang, although aware of enemy activity in the woods to his front, has no knowledge of the enemy's strength or intent. Assuming an enemy attack, he has instructed his men to engage the enemy at first sight, keeping them at a distance and disrupting their plans. Also, by committing his mortar early, he hopes to get multiple fires against the Americans before they close.

Game Turn 1

Initiative Phase: The American player begins the mission with the Initiative and has a +2 DRM on all subsequent Initiative die rolls provided he had the Initiative on the previous game turn.

Activation Phase: The American player's attempt to conduct a *Coordinated Activation* allowing him to activate two platoons together failed because his Coordinated Activation die roll was < 8. As a result, the American player must activate his platoons individually and chooses to activate the 2nd Platoon commanded by Lt. Cherry first. The 3rd Squad, 2nd Platoon maneuvers forward one hex, expending 1½ MP to enter the woods, maintaining its concealment because it is in cover terrain and not within 3 hexes of an enemy unit [**Note:** *Units of the active player have a maneuver allowance of 3 MP or 2 hexes whichever is greater*]. The 2nd Squad, 2nd Platoon maneuvers into a position adjacent to the stone wall and loses its concealment because it maneuvered in open terrain within eight hexes and LOS of an enemy unit. Lt. Cherry and the 1st Squad maneuver three hexes to a position behind the stone wall, also losing their concealment because they maneuvered in open terrain within eight hexes and LOS of the enemy. The American player, after completing the activation of the units of the 2nd Platoon, calls for *Reaction* from the German player.



Turn 1 Activation

Generally, units may only react if an enemy unit conducted an action in their LOS. The German player reacts by opening fire against the American units maneuvering toward the farm complex. German Section **c** having LOS to the American 2nd Squad, 2nd Platoon and yet to conduct an action requests a Mortar Fire Action (MFA) against the hex occupied by the American 2nd Squad. The German mortar support consists of a single 8cm mortar section. The German player places a FO marker in the hex with Section **c** and its corresponding Primary Impact marker and a 2 MDRM marker [**2 for 8cm MV, +0 for open terrain**] in the primary impact hex and makes a subsequent die roll to determine the location of the secondary impact hex. The German player rolls a 6, referring

to the scatter diagram on the sector and places a 0 MDRM marker [**0 for 8cm MV**] in the secondary impact hex H8. German Section **c** subsequently fires against the American 1st Squad and Lt. Cherry, placing a -3 SADRDM marker [**1, the firing unit's SAV, -3 for long range, and -1 for the stone wall**] in the hex. The German player decides not to react with Sections **a** or **b**, anticipating actions by the yet un-activated American 1st Platoon and calls for Reaction from the American player. The American player chooses not to react, therefore ending the American 2nd Platoon's activation.

The American player now activates the 1st Platoon led by Lt. Murphy. The MG section, currently supporting 1st Platoon, fires to suppress German infantry Section **b** and places a -3 SADRDM marker [**1 for its SAV, -1 for mid range, -1 for concealment, and -2 for the IP**] in the target hex. The 1st Squad exits the forest and advances toward German Section **b**. Lt. Murphy maneuvers with 2nd and 3rd Squads around the woods to the left. The American player ends his activation for the 1st Platoon and calls for Reaction from the German player. The German player reacts with his un-activated Section **b** and fires against the American 1st Squad, 1st Platoon and places a 1 SADRDM marker [**1 for its SAV, -1 for Suppression, and 1 for a Maneuvering within 2 hexes and in LOS**] in the hex. The Concealment marker for Section **b** is removed because it fired within 3 hexes and LOS of the American 1st Squad, 1st Platoon. The German player chooses not to react with Section **a** and calls for Reaction from the American player. All of the American units have conducted actions, so the Activation Phase ends and play proceeds to the Fire Resolution Phase.

Fire Resolution Phase: Players now make a die roll for each SADRDM and MDRM marker in play, adding or subtracting the corresponding SADRDM and MDRM markers to get a Final Fire Result for each fire attack. This number is then compared to the Cohesion of the best combat unit in the hex. If the Final Fire Result is greater than the best unit's Cohesion, the unit is disrupted and flipped to its disrupted side [**Note:** *If there are other units in the hex, and the best unit is disrupted, the other units would have to conduct Cohesion Checks and disrupt if they fail*]. If the Final Fire Result die roll is ≥ 10, the unit suffers a casualty and disrupts. SADRDM markers are removed as each corresponding fire attack is resolved.

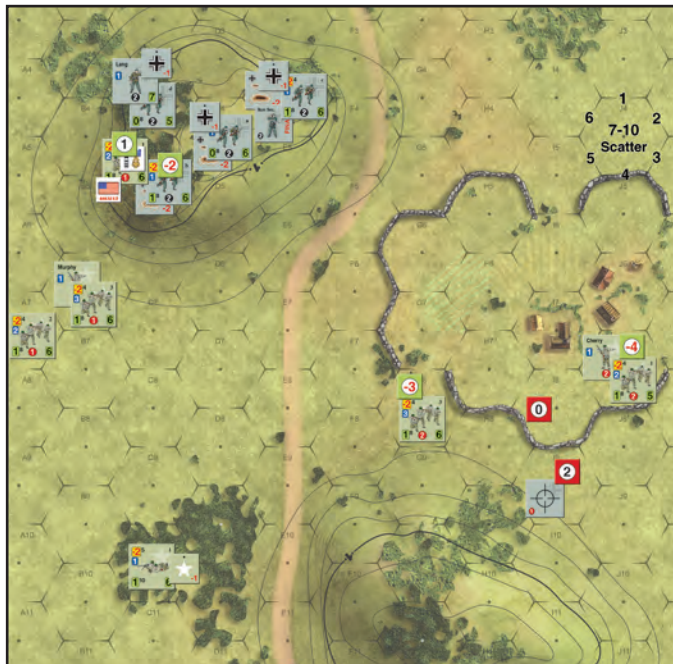


Turn 1 Fire Resolution

the attacker. The American MG section reacts by firing at German Section **b** and places a -2 SADRM marker [*1, for its SAV, -1 for mid-range, -2 for the IP*] in the hex. The American 3rd Squad, 2nd Platoon maneuvers 2 hexes toward the entry of the farm compound. The American 1st Squad along with Lt. Cherry maneuver over the stone wall to the hex behind the farmhouse. The disrupted American Section **b** under mortar fire attempts to withdraw but must suffer the MFA upon exit. The MFA die roll is $5 + 2$ MDRM = 7 . The Final Fire Result of 7 is > 6 , the American section's Cohesion, resulting in another disruption causing a casualty (*disrupted units suffering a subsequent disruption suffer a casualty*) and therefore is removed from play. The American player now has lost two combat steps. Having no further reaction, the American player calls for *Reaction* from the German player. The German player reacts with Section **a** and fires against the American 3rd Squad, 2nd Platoon and places a -3 SADRM [*0 for its SAV, -3 for long range*] in the hex. The German player now calls for reaction from the American player. Neither side has any additional reaction so the German Activation Cycle ends. The American 1st Squad, 1st Platoon is now placed in the hex with the German Section **b** and the hex is marked with an American Assault marker showing that he is the attacker. Play now proceeds to the Fire Resolution Phase.

Fire Resolution Phase: The result of the fire attacks are as follows:

- **American 1st Squad, 1st Platoon:** ...is now Heroic with a Cohesion of 8. The die roll is 7 , $+1$ for the SADRM marker = 8 . There is no effect as the Final Fire Result is equal to but not greater than the Heroic unit's Cohesion of 8 .
- **German Section b:** The die roll is 9 , -2 for the SADRM marker = 7 . Therefore Section **b** disrupts because the Final Fire Result of 7 is greater than Section **b**'s Cohesion of 6 .



Turn 2 Fire Resolution

- **American 3rd Squad, 2nd Platoon:** The die roll is $5 - 3$ for the SADRM marker = 2 . There is no effect as the Final Fire Result of 2 is less than the 3rd Squad's Cohesion of 6 .

- **Lt. Cherry and the American 1st Squad:** The die roll is $6 - 4$ for the SADRM marker = 2 . There is no effect as the Final Fire Result of 4 is less than the 1st Squad's Cohesion of 5 .
- As all fire attacks have been resolved, play now moves to the Assault Phase.

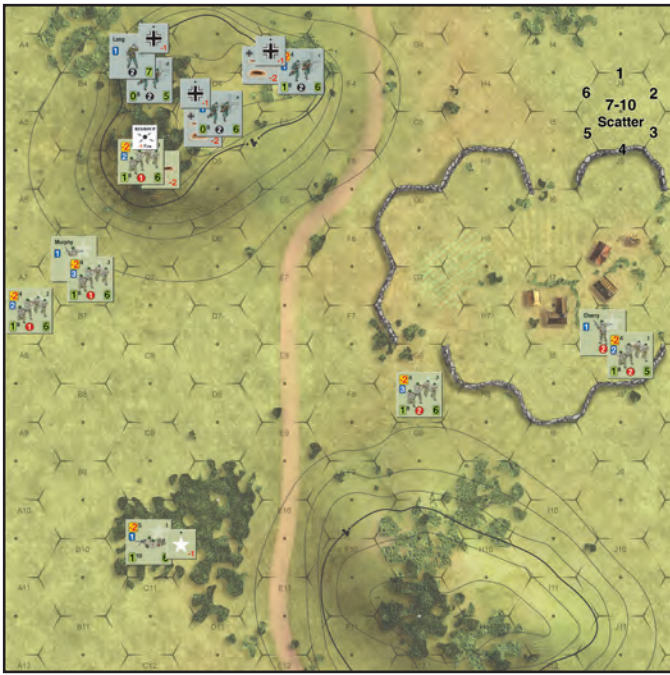
Assault Phase: The Heroic American 1st Squad, 1st Platoon is the attacker in the assault with the disrupted German Section **b**. The German Total Assault Value is 2 [*Section b's Assault Value of 0, +1 for the IP and +1 for the major contour crossed by the American 1st Squad*]. The American 1st Squad's Total Assault Value is 5 [*1st Squad's Assault value of 2, +3 for the Cohesion Differential ($8 - 5 = 3$) between the American 1st Squad and the disrupted German Section b*]. The resulting final Assault DRM is $+3$ [$5 - 2 = 3$]. The American's assault die roll is 5 , $+3$ assault DRM = 8 . The American 1st Squad wins the assault, now occupying the hex with the IP. The American unit's Heroic marker is removed and the 1st Squad is marked with a Regrouping marker. German Section **b** must retreat $2-4$ hexes and conduct a Cohesion Check. The German section retreats to hex B2, and passes its Cohesion Check on a die roll of 4 . Play now proceeds to the Mortar Fire Adjustment Phase.



Turn 2 Assault Resolution

Mortar Fire Adjustment Phase: All MDRM markers are removed. The German player may not extend his MFA a second time and therefore removes the FO marker and places it in the Mortar Support Pending Box on the Game Tracks player aid. [*The German player may attempt to regain mortar support in subsequent game turns and would do so on a die roll ≤ 4 .*] Play now moves to the Time Lapse Phase.

Time Lapse Phase: The American player's Time Lapse die roll is 4 , resulting in a Time Lapse of 3 minutes. The Time Lapse marker is moved to the 7 minutes box on the Time Track [*4 for the first game turn and 3 for the second*].

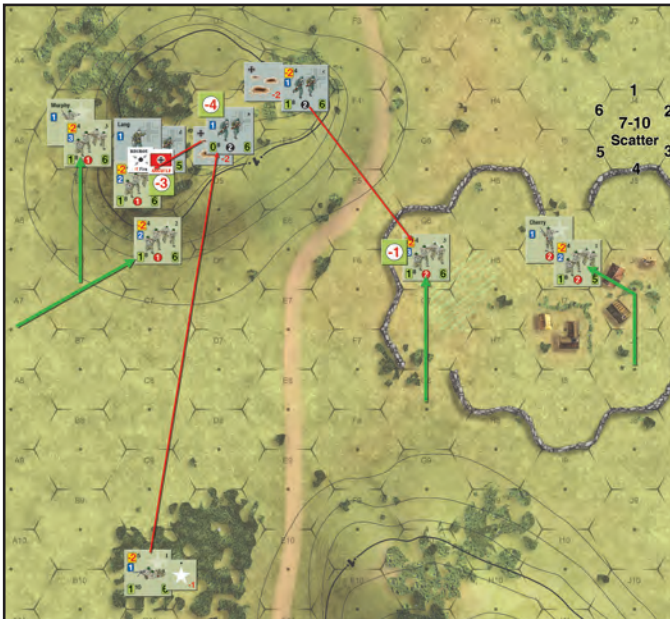


End of Game Turn 2

At the end of Game Turn 2 the Attacker's Score is 13 [7 minutes +6 for Casualty Points due to loss of the 2 combat steps of the eliminated 2nd Squad, 2nd Platoon].

Game Turn 3

Initiative Phase: Both players make Initiative die rolls. The American player no longer has the +2 Initiative DRM because the German player had the Initiative the previous game turn. The American player's die roll is 6, and German player's die roll is 5 [The German player has no Initiative DRM as stated in the mission setup]. The American player wins the Initiative, 6 to 5.



Turn 3 Activation

Activation Phase: The American player's attempt to conduct a Coordinated Activation—allowing him to activate two platoons together—is successful this time because his Coordinated Activa-

tion die roll is ≥ 8 . The American player conducts a fire action with his MG section against German Section a, and places a -4 SADM [1 for its SAV, -3 for long range, -2 for the IP]. The American 1st Squad, 1st Platoon attempts to re-group but fails. The American 2nd Squad, 1st Platoon maneuvers to a position behind the 1st Squad, and Lt. Murphy and the 3rd Squad maneuver to the left of the 1st Squad. The American player now maneuvers 3rd Squad, 2nd Platoon into a position along the stone wall, and Lt. Cherry and the 1st Squad maneuver to the right around the farmhouse. Having completed all of his actions, the American player calls for Reaction from the German player.

The German player reacts by conducting a fire action with German Section a against the American 1st Squad, 1st Platoon and places a -3 SADM marker [0 for its SAV, -1 because it is Suppressed, -2 for the IP] on the American squad. German Section c fires at the American 3rd Squad, 2nd Platoon as it maneuvers along the wall and a -1 SADM marker [1 for its SAV, -1 for mid-range, and -1 for the wall] is placed on the American 3rd Squad. The Concealment marker for Section c is now removed because it fired within three hexes and in LOS of the American 3rd Squad, 2nd Platoon. Finally, Lt. Lang, along with Section d, assault the American 1st Squad, 1st Platoon to drive them out of the IP. [Note: German Section b cannot react (attempt to recover) because it did not see an enemy unit conduct an action in its LOS]. The German player now calls for Reaction from the American player. The American player has no further reactions, therefore the Activation Phase ends.

Fire Resolution Phase: The result of the fire attacks are as follows:

- **American 1st Squad, 1st Platoon:** The die roll is 10, -3 for the SADM marker = 7 which is greater than the 1st Squad's Cohesion, causing it to disrupt and the Regrouping marker is removed [12.3.2].
- **American 3rd Squad, 2nd Platoon:** The die roll is 6, -1 for the SADM marker = 5 which is less than the squad's Cohesion, and therefore has no effect.

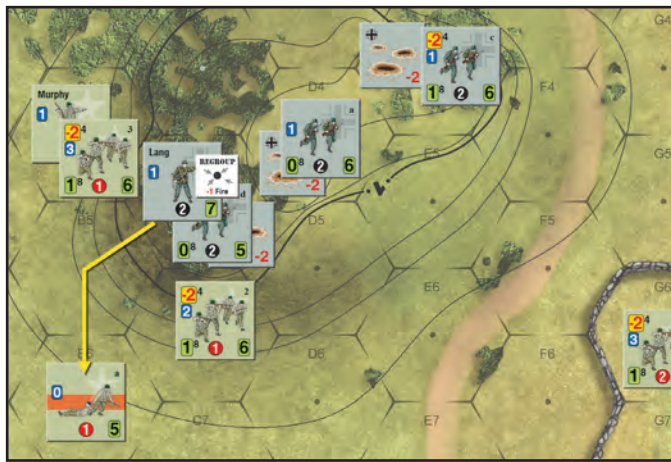


Turn 3 Fire Resolution

- **German Section a:** The die roll is 9, -4 for the SADM marker = 5 which is less than the section's Cohesion and therefore has no effect. This ends the Fire Resolution Phase.

Assault Resolution Phase: Lt. Lang and German Section d are the attacker in the assault against the disrupted American 1st Squad, 1st Platoon.

The Total Assault Value for the German force is 2 [+1 for Section d and +1 for Lt. Lang]. The American force's Total Assault Value is 3 [+1 for 1st Squad's Assault Value, +1 for Cohesion Differential, +1 for the IP]. In this case, the Final Assault DRM is -1, which is the net Assault Value between both forces.



Turn 3 Assault Resolution

The German's assault die roll is $8 - 1 = 7$, resulting in the Germans re-taking the position. The German units are marked with a Regrouping marker and the American 1st Squad must retreat 2 to 4 hexes and conduct a Cohesion Check. The American 1st Squad retreats and fails its Cohesion Check and therefore suffers a casualty, because it was already disrupted—and remains disrupted. An infantry section (Section **a**) of the same platoon is drawn at random and placed in the hex in a disrupted state.

Mortar Fire Adjustment Phase: The German player, desperate for help, must roll ≤ 4 to receive his mortar support. The German player's die roll is 6, and therefore fails to receive mortar support.

Time Lapse Phase: The American player's Time Lapse die roll is 9, resulting in a Time Lapse of 5 minutes. The Time Lapse marker is moved to the 12 minute box on the Time Track [*4 for the first game turn, 3 for the second, and 5 for the third*].



End of Game Turn 3

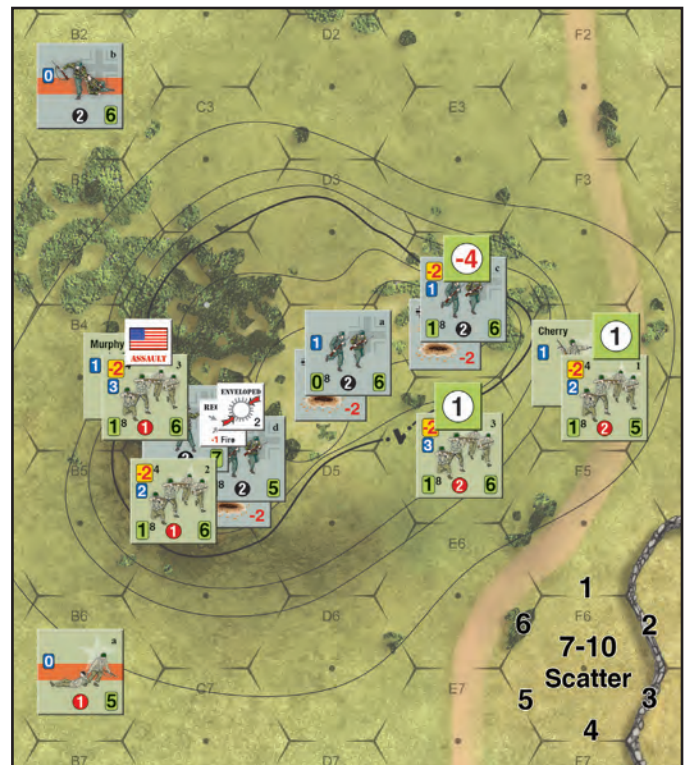
At the end of Game Turn 3 the Attacker's Score is 21 [12 minutes, +9 Casualty Points, due to loss of a total of 3 American combat steps, including the reduction of 1st Squad, 1st Platoon this game turn]. Casualties are mounting for the American player.

Game Turn 4

Initiative Phase: Both players make Initiative die rolls. This game turn the American player has a +2 Initiative DRM because he had the Initiative the previous game turn. The American player's die

roll is $6 + 2$ for Initiative DRM = 8, and German player's die roll is 7. The American player wins the Initiative 8 to 7.

Activation Phase: The American player's attempt for Coordinated Activation is unsuccessful this time as his die roll ≤ 8 . The American player must therefore activate his platoons sequentially. The American player chooses to activate the 1st Platoon first. The American player conducts a fire action with his MG section against German Section **c**, and places a -4 SADRM [*1 for its SAV, -3 for long range, -2 for the IP*]. Next, the 2nd Squad, 1st Platoon assaults the position held by Lt. Lang and German Section **d** from the front. Lt. Murphy and 3rd Squad assault from the rear in order to envelop the German position. An Enveloped marker and an American Assault marker is placed in the hex [*the defenders suffer envelopment because the American units entered the hex occupied by German Section **d** from two non-adjacent hex sides*]. The American player now attempts to recover Section **a**, 1st Platoon. His recovery die roll is 7 which is $>$ than the section's Cohesion of 5; therefore the attempt fails and the section remains disrupted. As there are no other 1st Platoon units to activate, the American player calls for *Reaction* from the German player.



Turn 4 Activation

The German player chooses not to react with his Sections **a** and **c** and instead holds their fire in anticipation of the pending maneuver by the American 2nd Platoon. [*Note: German Section **d** cannot react because it's in an assault hex. Again, Section **b** cannot react because it did not see an enemy unit conduct an action in its LOS*]. Therefore the German player has no reaction and calls for *Reaction* from the American player. The American and then the German player pass on any further reaction.

The American player now activates 2nd Platoon. He maneuvers the 3rd Squad, and Lt. Cherry and the 1st Squad, to the base of the hill. The American player calls for *Reaction* from the German player. The German player reacts with Section **a**, which fires at the

American 3rd Squad and places a 1 SADM marker [0 for its SAV, +1 for firing at a unit that ended its maneuver in LOS and within 2 hexes] on the American 3rd Squad. The German player now reacts with Section c, which fires at the American 1st Squad and places a 1 SADM marker [1 for its SAV, -1 for Suppression, +1 for firing at a unit that ended its maneuver in LOS and within 2 hexes] on the American 3rd Squad. As neither player has any further reactions, the Activation Phase ends.



Turn 4 Fire Resolution

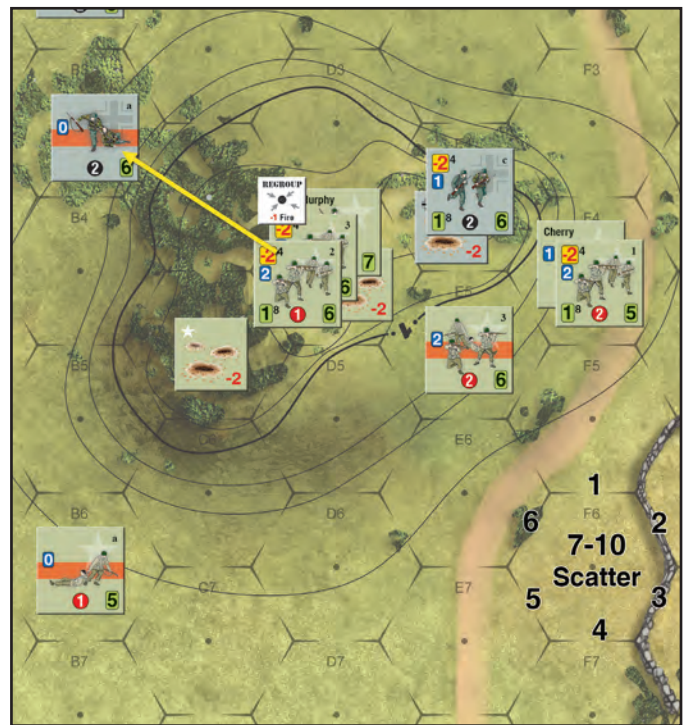
Fire Resolution Phase: The result of the fire attacks are as follows:

- **American 1st Squad, 2nd Platoon:** The die roll is 3, +1 for the SADM marker = 4, which is < the squad's Cohesion and therefore has no effect.
- **American 3rd Squad, 2nd Platoon:** The die roll is 6, +1 for the SADM marker = 8, which is > the squad's Cohesion causing it to disrupt.
- **German Section c:** The die roll is 3, -4 for the SADM marker = -1, which is < the section's Cohesion and therefore has no effect. This ends the Fire Resolution Phase.

Assault Resolution Phase: The Americans are the attacker in the assault against Lt. Lang and German Section d. The German Total Assault Value is +3 [1 for the Section d's Assault Value, +1 for Lt. Lang, +1 for the hill hex, +1 for the IP, -1 for the Regrouping marker]. The American Total Assault Value is +9 [2 for 2nd

Squad's Assault Value, +3 for 3rd Squad's Assault Value, +1 for platoon leader Lt. Murphy, +2 for the Encirclement marker, +1 for Cohesion Differential (6 - 5)]. The Final Assault DRM is 6 [American net Assault Value of +9 minus the German net Assault Value of 2]. Although the American final Assault DRM is 6, the maximum allowed is 4.

The American assault die roll is 10, +4 for the assault DRM = 14. The German units must retreat four hexes and suffer a casualty. German Section d is eliminated because it is a single step unit, and each platoon leader passes its Leader Loss Check. Platoon leaders, when suffering a casualty, are instead removed from play and—if it had occurred in this assault—they would be placed on the Time Track in the box equal to 19 minutes [The current Time Lapse of 12 minutes and 7 minutes representing the time required for the platoon to designate a new platoon leader]. Due to the maximum assault result of 14, the American units may advance one hex and—if that hex contains enemy units—they would immediately resolve another subsequent assault.



Turn 4 Assault Resolution

Continuation of Assault Resolution Phase: The American player chooses to advance into hex D4 and assault German Section a. The German Total Assault Value is 2 [1 for its Assault Value, +1 for the IP]. The American Total Assault Value is 6 [2 for 2nd Squad's Assault Value, +3 for 3rd Squad's Assault Value, +1 for Lt. Murphy]. The American's assault DRM is 4 [6 - 2]. The American's Assault die roll is 4, +4 for the Assault DRM = 8. The German section must retreat 2 to 4 hexes and conduct a Cohesion Check, which it fails and disrupts. The American units are marked with a Regrouping marker. This ends the Assault Resolution Phase.

Mortar Fire Adjustment Phase: The German player makes one last attempt for mortar support. His die roll must be ≤ 5 to be successful. Unfortunately, his die roll is 9, therefore failing to receive mortar support once again.

Time Lapse Phase: The American player's Time Lapse die roll is 7, resulting in a Time Lapse of 4 minutes. The Time Lapse marker is moved to the 16 minute box on the Time Track [4 for the first game turn, 3 for the second, 5 for the third and now 4 for the fourth].



End of Game Turn 4

At the end of Game Turn 4 the Attacker's Score is 21 [16 minutes, +9 American Casualty Points, -4 German Casualty Points].