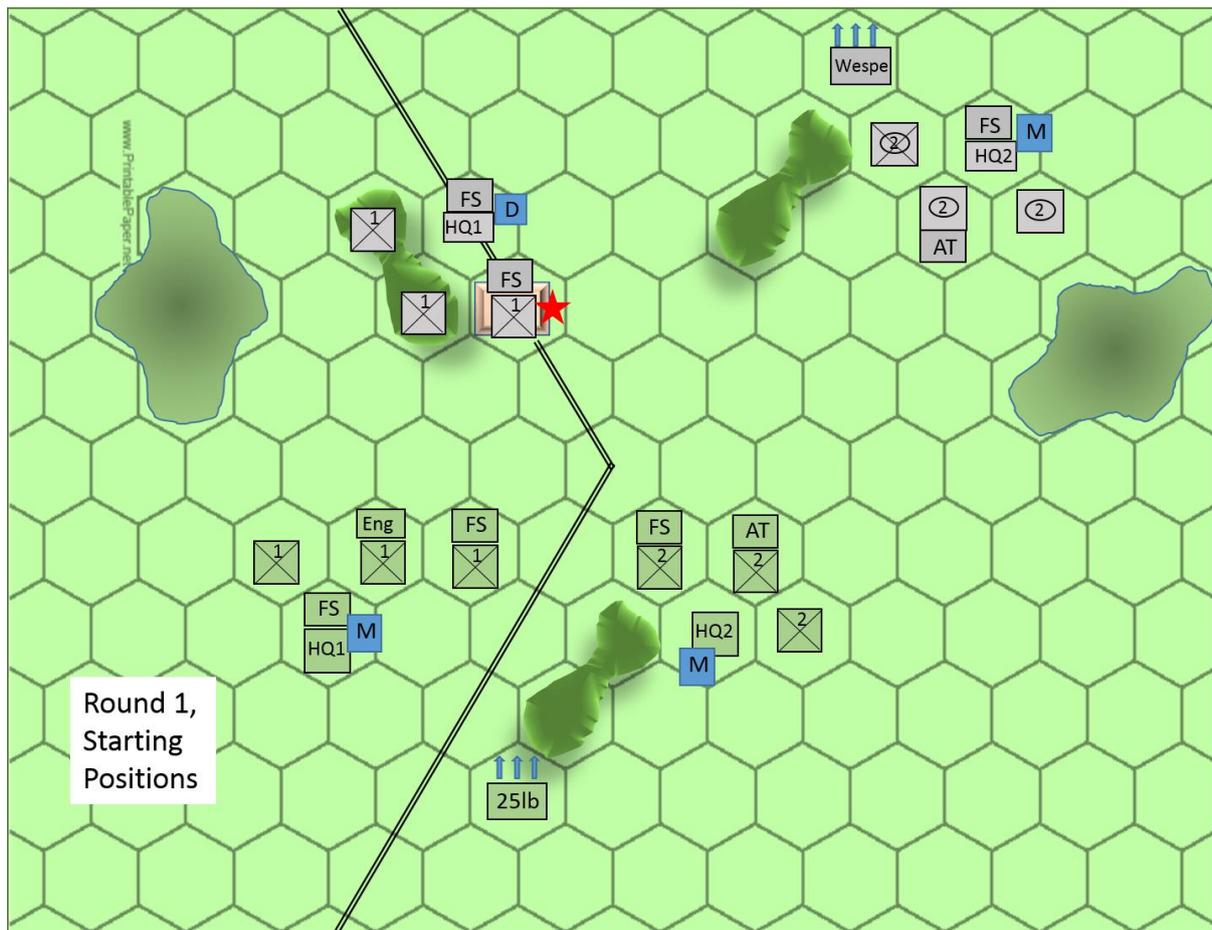
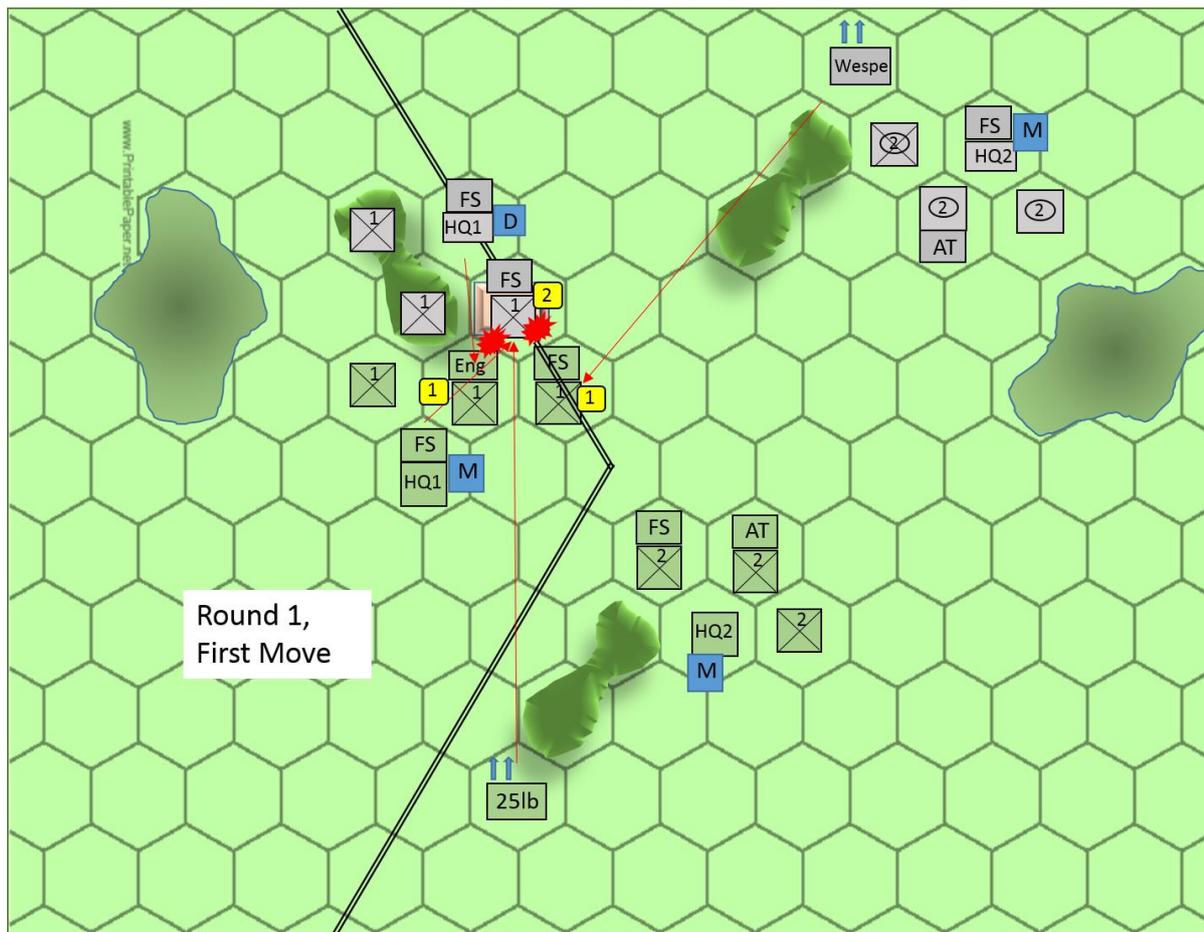


MOVEMENT AND FIRING EXAMPLES – SAMPLE ROUND



A small battle between two British infantry brigades [Green symbols] supported by a 25lb artillery battery and 2 German Regiments [Grey]. One German unit, the 1st, is an infantry regiment defending a town and the woods around the town. The other German unit is a panzer battle group with two medium panzer battalions [Panzer IVs] and a panzer grenadier battalion with armoured transport [SDKFZ 251s]. Artillery support is provided by armoured 105mm guns [Wespes]. All units are in **Move** status except the German infantry who are **Dug-in**. The town is the target hex for victory. All stands are standard strength for regular troops of their nature.

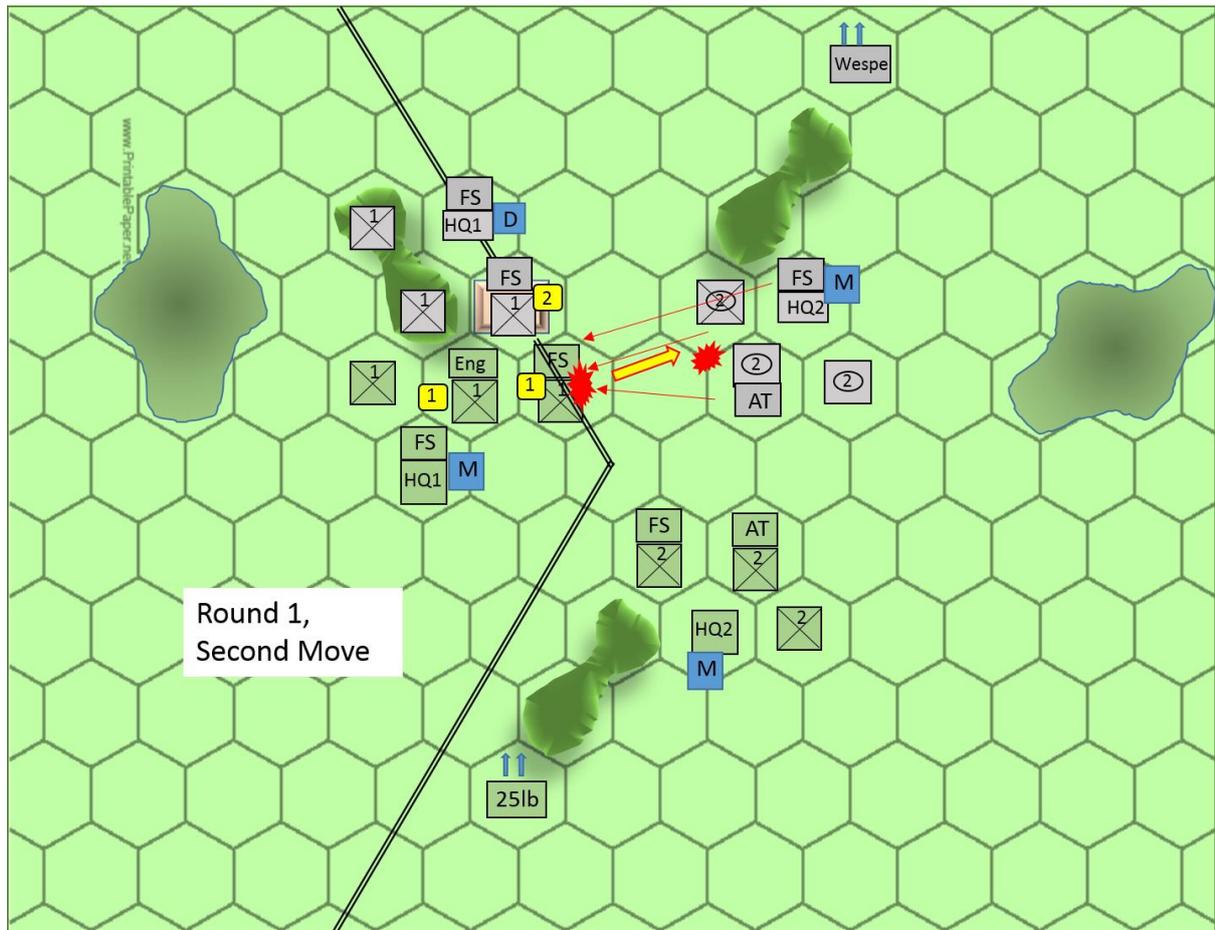


Both sides throw 2D6 to see who moves first. The British win and choose to move 1st Brigade to attack the German infantry battalion holding the town. Two battalions move adjacent to the town seeking a close combat attack rather than distant fire. If they win the combat the German defenders will be forced out of the town, or, as they are in D status, they will have to take an additional loss in order to hold onto the town.

The two British battalions launch an attack. Their standard Battle Strength is 3D6 each. The battalion on the right loses 1D6 for attacking a D class unit but gains 1D6 for the attached fire support company leaving 3D6. The left hand battalion is supported by an engineer company, so it does not lose a D6 and it gains a D6 for the attached engineers making 4D6. The fire support company with the HQ can add 1D6 as can the 25lb guns. [The guns lose 1D6 for firing on the Dug-in troops]. A total of 9D6. As the British are M status vs D they hit on 6 only.

In response the German infantry are worth 3D6 plus 1D6 for the attached fire support. As they are in D status they can call in support from any fire support in their regiment plus up to 2 artillery batteries in range. There is one fire support and 1 battery in range so they can add 3D6 to their 4D6 for a throw of 7D6. As they are D status troops they will hit on 5,6 or double 4.

The British get two sixes in their nine dice, a good result giving 2 hits. The Germans throw mostly low but get 2 fours and a five for 2 hits back. The British share their losses amongst the 2 battalions. The Germans choose to take their two losses from their core stand, even though they could have taken off the attached fire support and just one point off of the core stand. As the battalion will still fight 3D6 even with 2 losses [5-2=3D6] the Germans figure it is better to keep the fire support at this stage as it gives an extra d6.

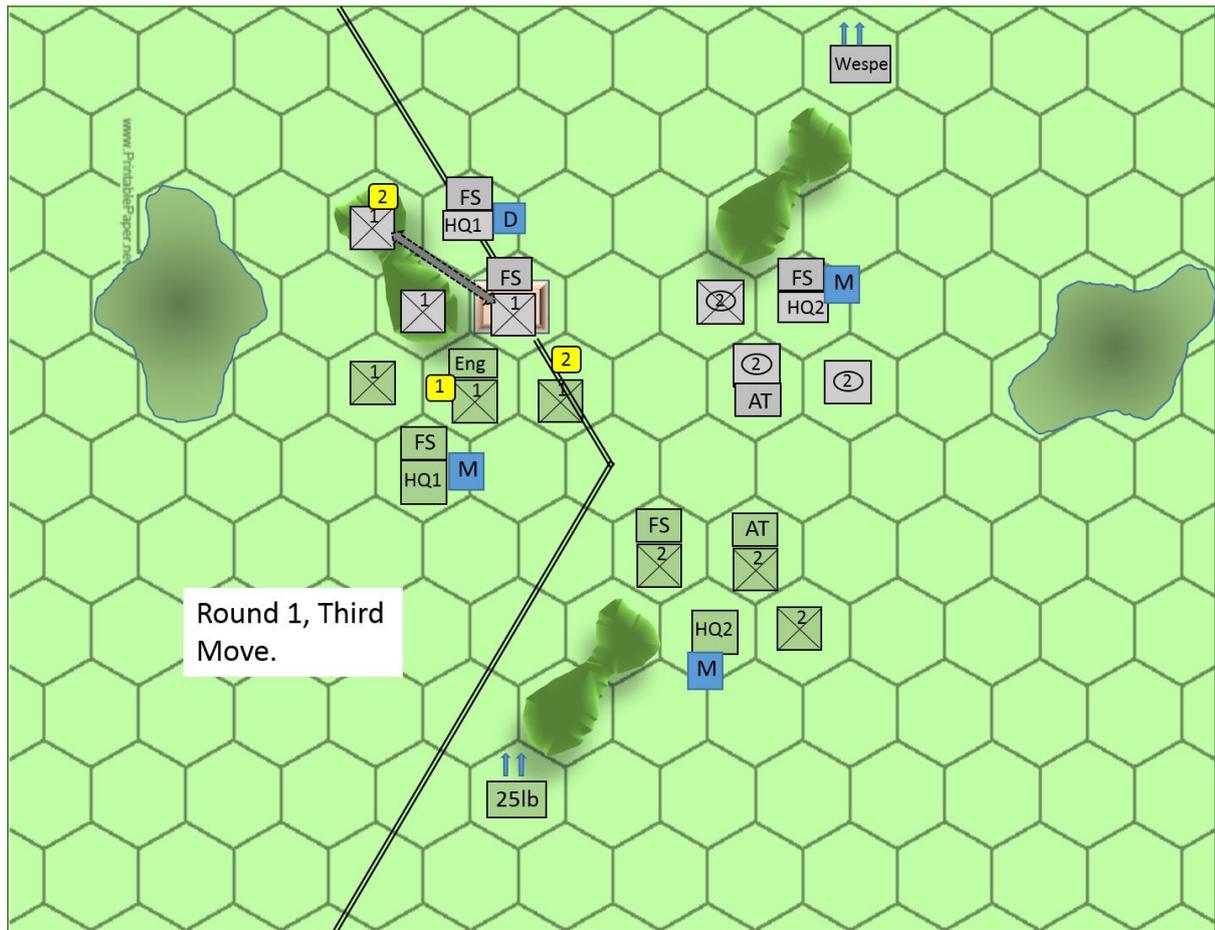


The British have finished their move so it is time to throw the dice to see who gets the initiative next. This time the Germans win. They choose to move the 2nd Panzer group. Tracked vehicles can move 3 hexes so they cannot move to close combat range. They move to within distant fire range.

The Panzer Grenadier's and the Panzer IV medium tanks are both firing on the closest British battalion of the 1st Regiment. The Grenadiers get 3D6. The Panzers get 4D6 plus 1D6 for tanks firing on unarmoured infantry in the open. They also add 1D6 for the fire support company with their HQ stand. They could add a shot from the Wespe artillery for another 2D6 but decide not to. As the most damage they can do is 2 points, and they cannot drive the British infantry away at this stage as they are not in close combat, they decide to hang on to their artillery shots for now. They have 9D6 hitting on 6 or double 5 as this combat is M vs M.

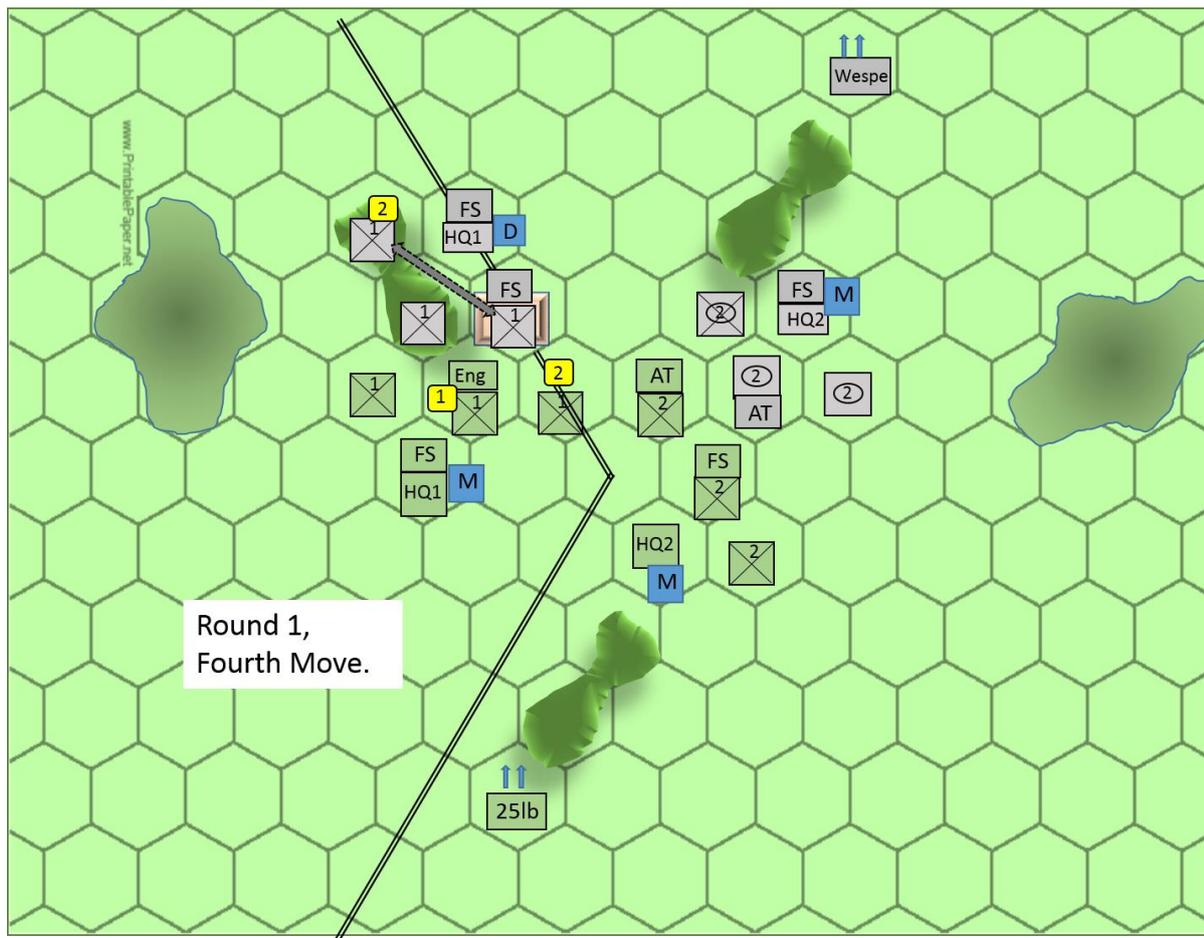
The British can only use the resources they have in the target hex. 3D6 plus 1D6 for the attached fire support company. They then lose 1D6 for being infantry firing on armoured vehicles. 3D6 in total also hitting on 6 or double 5.

The British have no luck and the Germans throw one six and two fives in their total. The British take 2 losses, choosing to take one from their core stand and lose their fire support company.



Both sides throw again for initiative. The Germans win again and must move their remaining unmoved battalion the infantry defending the town and woods. One side can only move two units in a row so the initiative would automatically pass to the British after this German turn. The Germans being in D status cannot move or initiate combat. They can however shuffle their stands within the regimental lines. All of the elements of the Regiment are eligible to shuffle as they are all commencing within command range [2 hexes] of the HQ.

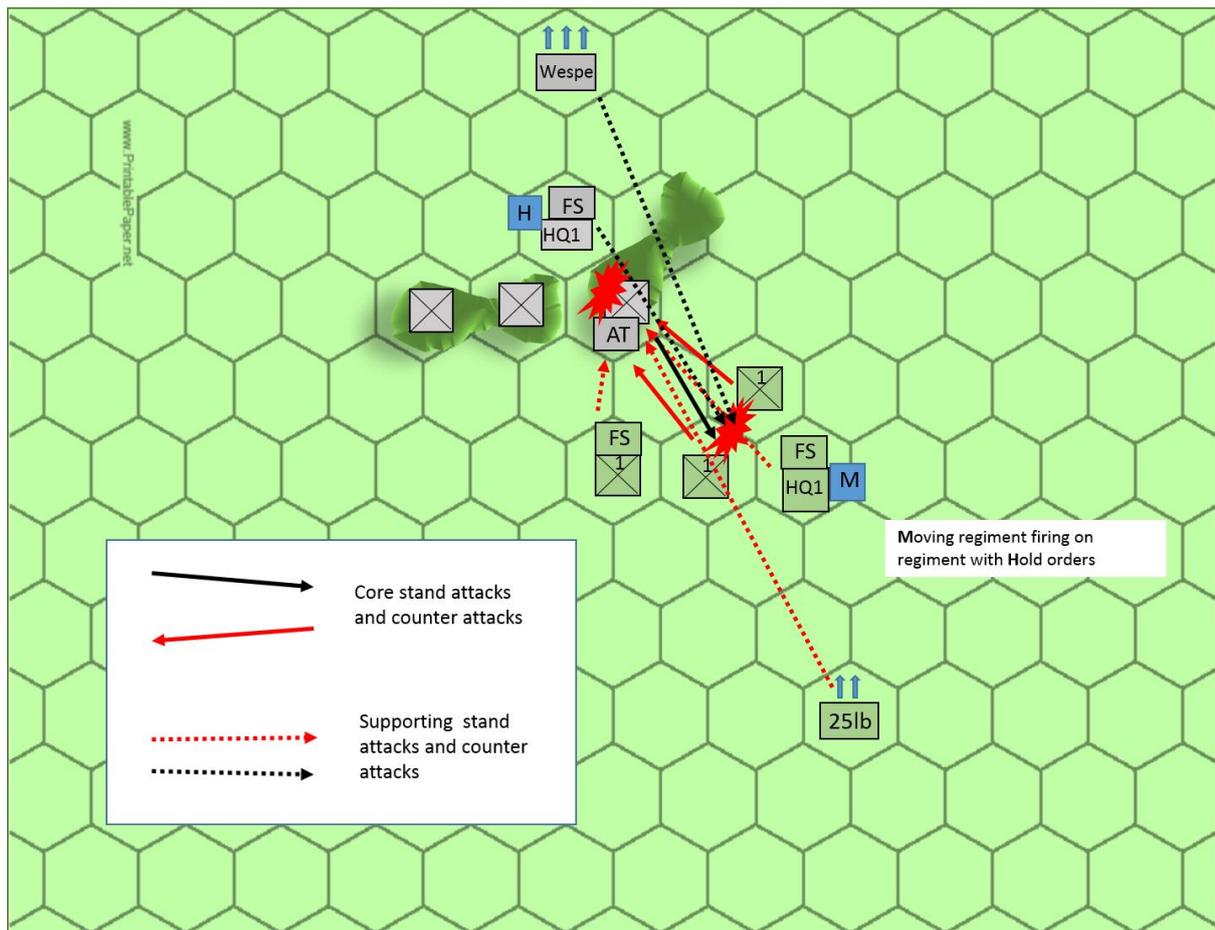
Firstly they must move support companies. The Germans move the fire support company in the town to the Battalion in the woods at the rear away from the British. Now the Regiment can shuffle Battalions. The damaged battalion is relieved from defending the town and swaps places with the distant battalion which has just received the fire support company. There is now a fresh battalion with fire support defending the town again. When moving battalion within a regiment remember that they are bound by terrain, movement and ZOC restrictions.



The British now have the last move for the round. Their 2nd infantry Brigade moves up to place itself between the Panzer regiment and the 1st Brigade. It is unwilling to launch an attack on the armoured units, as the odds are fairly close. [The British could attack the Panzer IV with 2 infantry battalions getting 2D6 for each, plus 2D6 for the anti-tank firing on armour, 1D6 for fire support and 1D6 for the artillery. A total 8D6. The Panzers would get 4D6, plus 1D6 for fighting unarmoured infantry in the open and 1D6 for the attached anti-tank company. Plus they could call in their fire support giving a total of 7D6. Both sides hitting on 6 or double 5.] The British commander decides the more important job is stopping the Panzers from interfering in the 1st Brigades's attack on the town. Consequently he would rather avoid the risk of the 2nd Brigade losing a close combat with the Panzer Regiment and being repulsed away as this would leave the 1st British Brigade open to a two battalion attack from the Panzers if they get the initiative first next round.

It is now the artillery turn. Both sides have 2 shots left. They roll 2D6 to see who fires first. The British win and fire both shots at the infantry in the town. They only get 1D6 per round as they are firing on armoured units or stands in D status. They hit on 6 only. No 6s eventuate. The Germans now fire 2 barrages of 2D6 each hitting on 6 or double 5. Both shots are fired at the British 1st Brigades battalion with the engineers but fail to score a hit.

Move vs Hold - Distant Fire examples



A British Infantry Brigade in **Move** status is attacking a German Infantry Regiment operating under **Hold** orders. The Germans are in a forest which is providing cover. Two core stands of the British can fire on one German. They each start with 3D6 but lose 1D6 each for firing on a core stand on **H** orders in cover. They can call in the support of the 2 fire support companies in the Brigade each adding 1D6. The 25lb battery can fire also but loses 1D6 the same as the infantry for firing on **H** in cover. This leaves 7D6 hitting on 6 only as this is an **M** vs **H** engagement.

The Germans respond with 3D6 for their infantry, 1D6 for the anti-tank gun firing on infantry, 1D6 for the fire support with the HQ stand and 2D6 if they care to call in the Wespe mobile 105mm artillery. 7D6 also but hitting on 5 or 6 for double the odds of the British.

