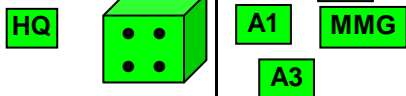


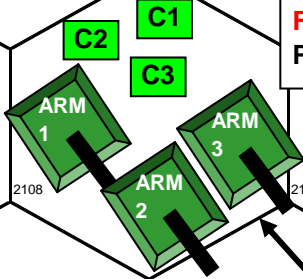
1, beginning of turn 5.
 Scenario in November 44.
 We suppose there is no aircraft and no off-table artillery.

US troops

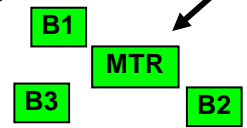
Average HQ
 (1 re-roll).
 This HQ rolls an INI of 4



Platoon C (rank):
 provided with "Bazooka" (PN 8)
Stats : MV 1
FP 4 / 3 / 2
PN 8 / - / -

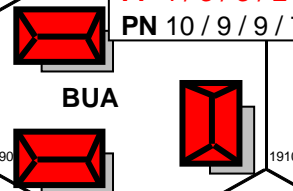


Platoon B (rank) : with an attached MTR, and provided with "Bazooka" (PN 8).
Stats : MV 1
FP 4 / 3 / 2
PN 8 / - / -
Notes the mortar add one D2 die to one or two FP dice.



Platoon A (rank):
 stands A1, A2, and A3, with an attached MMG.
 This Platoon is also provided with an light anti tank weapon : the "Bazooka" (PN 8).
Stats : MV 1
FP 5 / 4 / 3
PN 8 / - / -

Armoured unit of three medium tanks (rank) :
 three Sherman M4A276 (gun 76L53).
Stats : MV 2/tk
F/R 8 / 4
FP 4 / 3 / 3 / 2 / 1 / 1 **FPvi 4 / 3 / 2 / 1**
PN 10 / 9 / 9 / 7 / 5

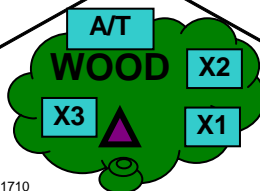


Armoured unit of two heavy tanks (rank) :
 two Tiger II (Porsche) (gun 88L71).
Stats : MV 2/tk
F/R 14 / 9
FP 4 / 3 / 3 / 2 / 1 / 1 / 1 **FPvi 4 / 3 / 2 / 1**
PN 20 / 19 / 19 / 17 / 15 / 13
Notes Limited Speed (LS)

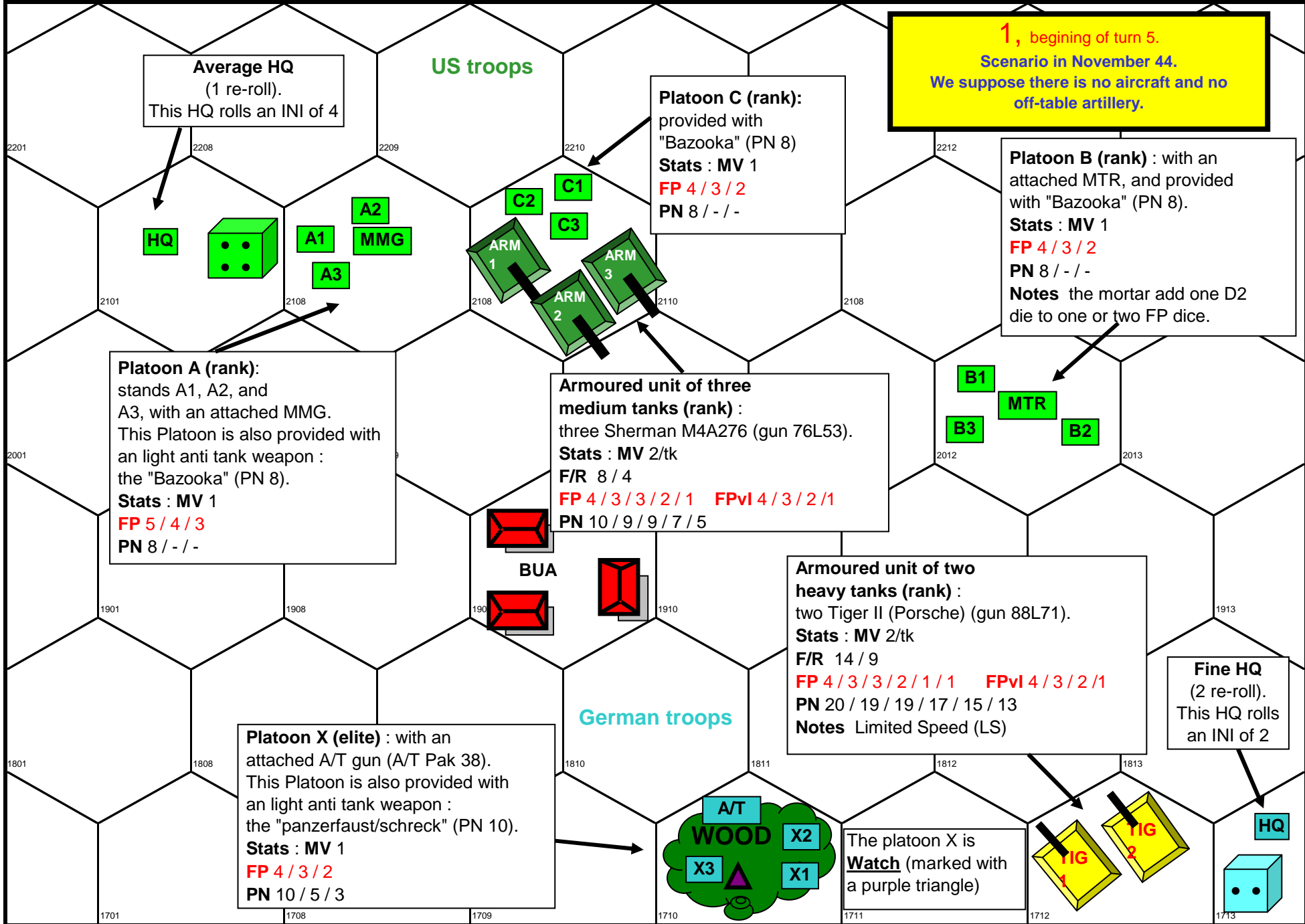
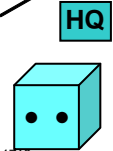
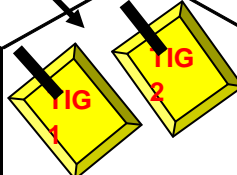
Fine HQ
 (2 re-roll).
 This HQ rolls an INI of 2

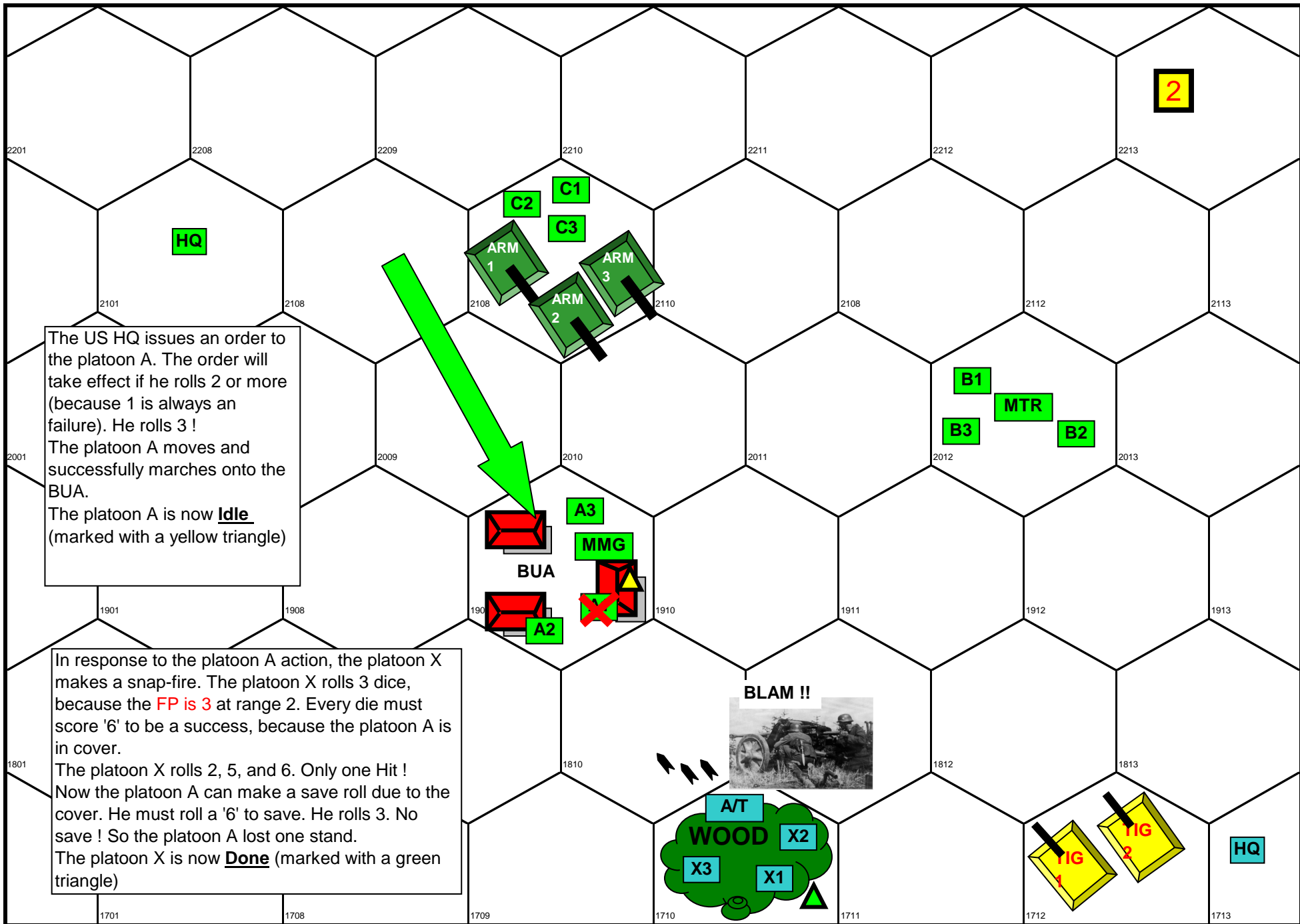
German troops

Platoon X (elite) : with an attached A/T gun (A/T Pak 38).
 This Platoon is also provided with an light anti tank weapon : the "panzerfaust/schreck" (PN 10).
Stats : MV 1
FP 4 / 3 / 2
PN 10 / 5 / 3



The platoon X is **Watch** (marked with a purple triangle)





The US HQ issues an order to the platoon A. The order will take effect if he rolls 2 or more (because 1 is always a failure). He rolls 3 !
 The platoon A moves and successfully marches onto the BUA.
 The platoon A is now **Idle** (marked with a yellow triangle)

In response to the platoon A action, the platoon X makes a snap-fire. The platoon X rolls 3 dice, because the **FP is 3** at range 2. Every die must score '6' to be a success, because the platoon A is in cover.
 The platoon X rolls 2, 5, and 6. Only one Hit !
 Now the platoon A can make a save roll due to the cover. He must roll a '6' to save. He rolls 3. No save ! So the platoon A lost one stand.
 The platoon X is now **Done** (marked with a green triangle)



2

HQ

A/T
 WOOD
 X2
 X3
 X1

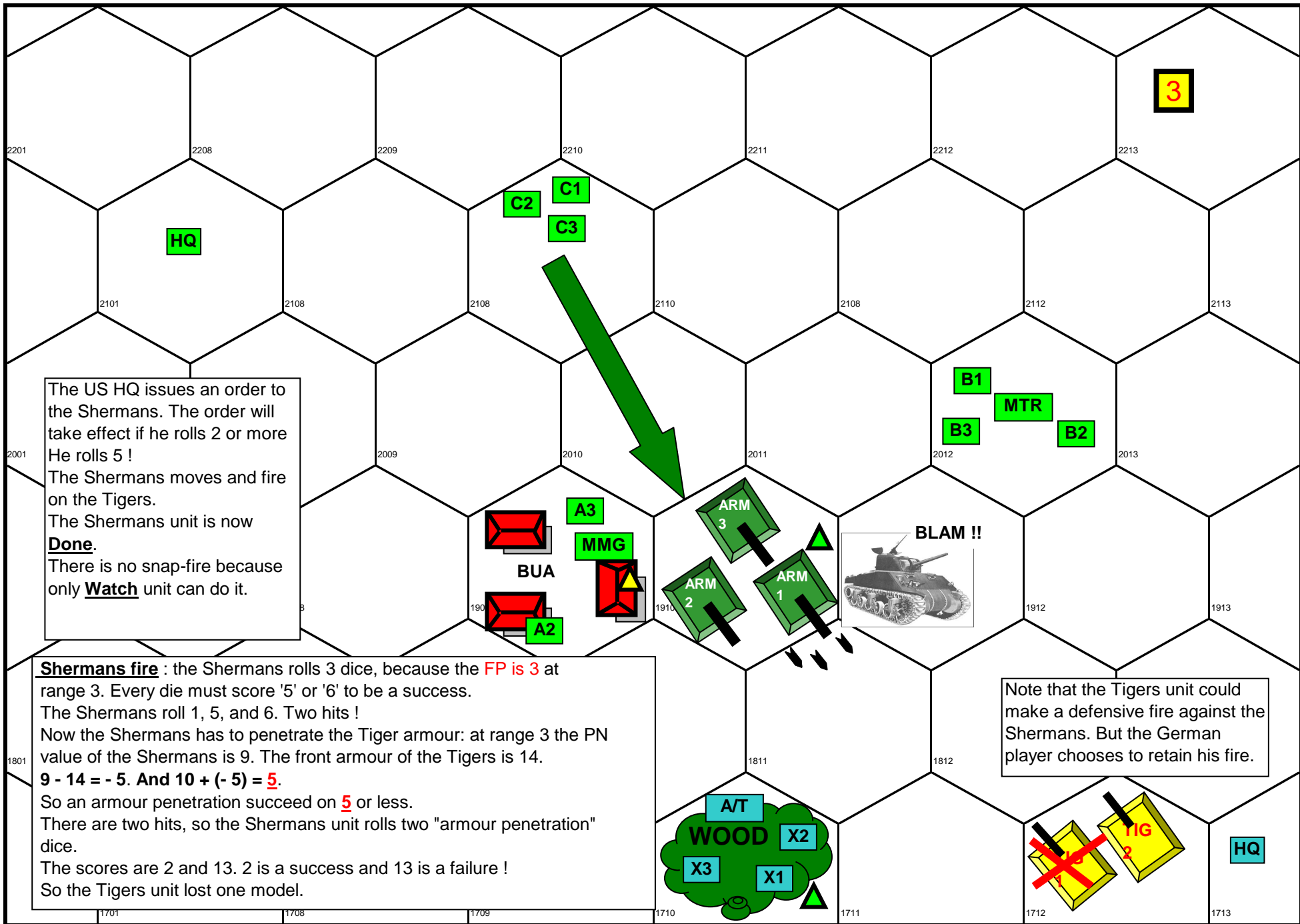
YIG 1
 YIG 2

C2
 C1
 C3
 ARM 1
 ARM 2
 ARM 3

B1
 MTR
 B3
 B2

A3
 MMG
 BUA
 A2

2201 2208 2209 2210 2211 2212 2213
 2101 2108 2110 2112 2113
 2001 2009 2010 2011 2012 2013
 1901 1908 190 1910 1911 1912 1913
 1801 1810 1812 1813
 1701 1708 1709 1710 1711 1712 1713



The US HQ issues an order to the Shermans. The order will take effect if he rolls 2 or more. He rolls 5 !

The Shermans moves and fire on the Tigers.

The Shermans unit is now **Done**.

There is no snap-fire because only **Watch** unit can do it.

Shermans fire : the Shermans rolls 3 dice, because the **FP is 3** at range 3. Every die must score '5' or '6' to be a success.

The Shermans roll 1, 5, and 6. Two hits !

Now the Shermans has to penetrate the Tiger armour: at range 3 the PN value of the Shermans is 9. The front armour of the Tigers is 14.

9 - 14 = - 5. And 10 + (- 5) = 5.

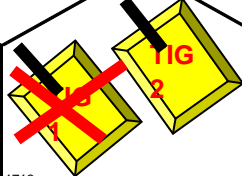
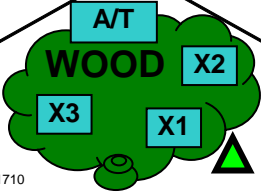
So an armour penetration succeed on **5** or less.

There are two hits, so the Shermans unit rolls two "armour penetration" dice.

The scores are 2 and 13. 2 is a success and 13 is a failure !

So the Tigers unit lost one model.

Note that the Tigers unit could make a defensive fire against the Shermans. But the German player chooses to retain his fire.

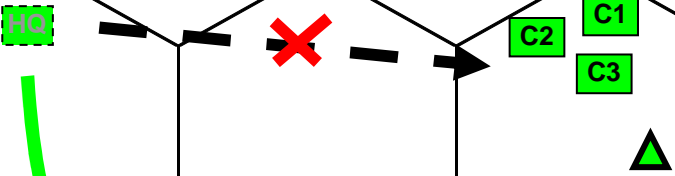


3

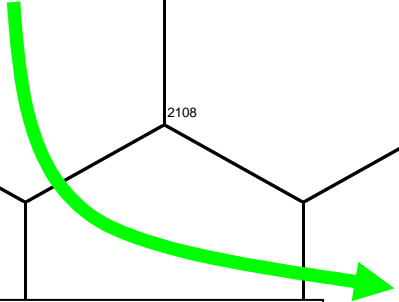
HQ

The US HQ issues an order to the Platoon C. The order will take effect if he rolls 2 or more. He rolls 1 ! This is a failure... Platoon C is now **Done**, even if the order is a failure. This time there is no re-roll. The HQ shift is now interrupted.

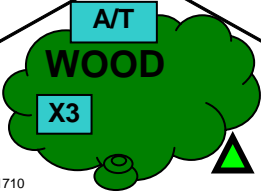
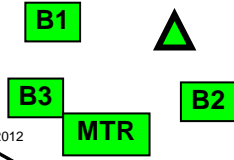
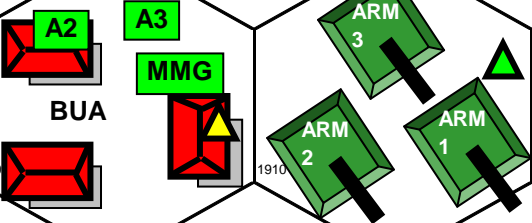
5



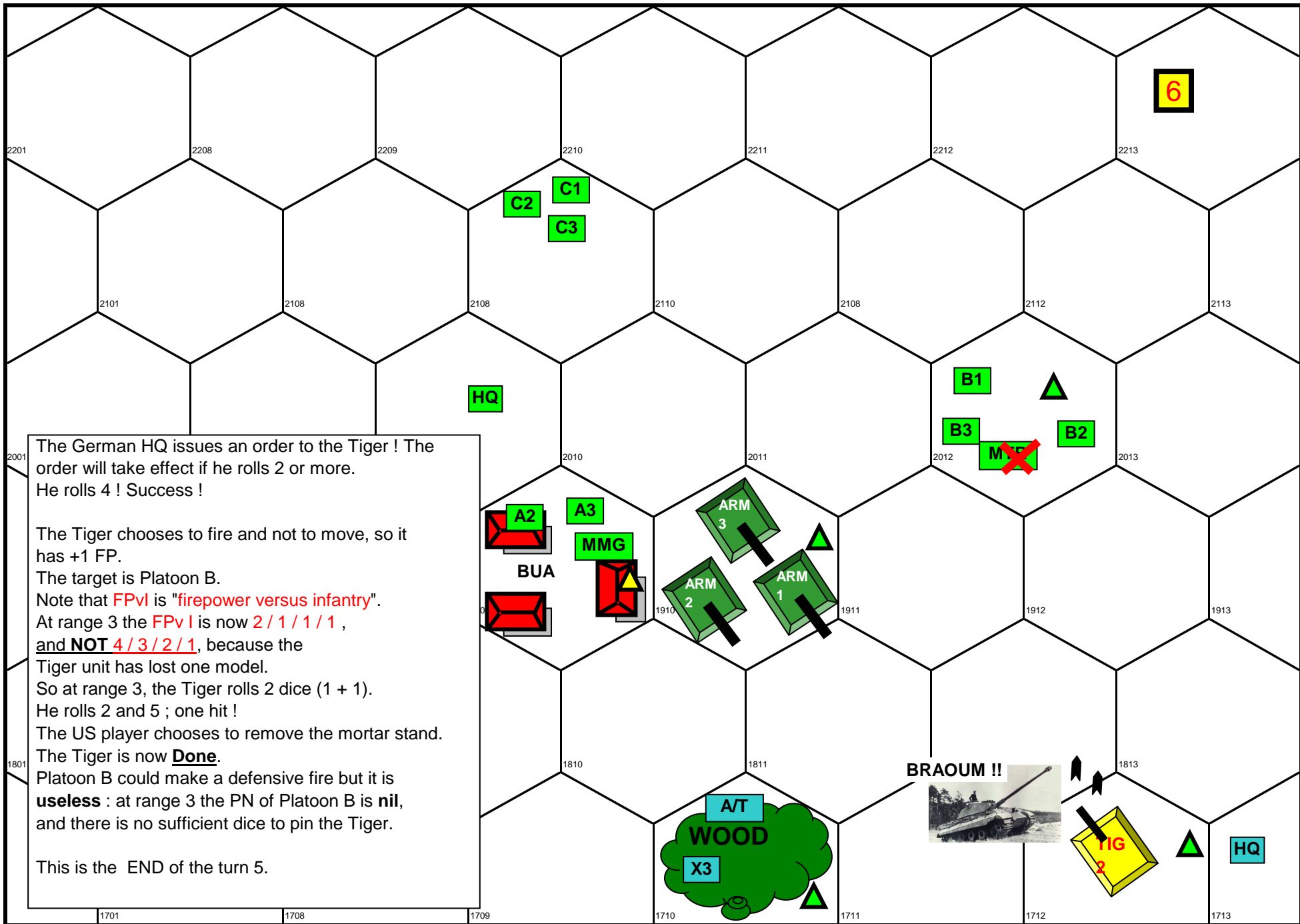
After the interrupt, the US HQ moves.



HQ



HQ



The German HQ issues an order to the Tiger ! The order will take effect if he rolls 2 or more. He rolls 4 ! Success !

The Tiger chooses to fire and not to move, so it has +1 FP.

The target is Platoon B.

Note that **FPvI** is "firepower versus infantry".

At range 3 the **FPvI** is now **2/1/1/1**, and **NOT 4/3/2/1**, because the Tiger unit has lost one model.

So at range 3, the Tiger rolls 2 dice (1 + 1). He rolls 2 and 5 ; one hit !

The US player chooses to remove the mortar stand.

The Tiger is now **Done**.

Platoon B could make a defensive fire but it is **useless** : at range 3 the PN of Platoon B is **nil**, and there is no sufficient dice to pin the Tiger.

This is the **END** of the turn 5.