

# IN THE FIELD WITH CHARLIE PLATOON



## A detailed introduction to Battlegroup, WWII tabletop wargames rules

This is a detailed run through of the basics of the Battlegroup rules. Hopefully, it will give new players, or those thinking of becoming new players, a guide to the very basics of the rules, how to move, fire, use morale etc, as well as some veteran players a bit of an insight in why some rules are as they are.

The details are taken from the smallest size of game, called squad-level in the rules, using the Battlegroup Overlord supplement, for a small action in the Normandy hedgerows conducted by Charlie Platoon, A Company, 115th Infantry Regiment, somewhere north of St Lo. They are pitted against a dug-in defence by hardened troops of 3rd Fallschirmjäger Division.

Both of the 300 point Battlegroups given were selected from the Army lists in the Overlord book. It uses the US Infantry Division list versus the Fallschirmjäger Division lists.

### The Scenario and Deployment

The scenario to be played, detailing set-up, any special rules and reinforcements etc, is Defence Line, a basic scenario from the rulebook, requiring

### Game Size

Battlegroup games can be played at four sizes: Squad, Platoon, Company or Battalion. The larger the game, the more points on each side, the larger the table required and the more orders each side will get to command their forces. Squad games are small and can be over in an hour or two. Platoon games require 2-3 hours to play. Big Battalion-sized games can be large enough to last all day.

To keep it simple, this example is from a squad game.

an Attacker and a Defender. The US troops are attacking. All the hedgerows are bocage. It was played on small 4'x4' table. The weather is fine, so any air support availability is not affected. Three objectives have been placed by the defenders.

The US forces have been divided into two parts, a probing force and a main force. The probing force includes any US scouts (but none are present) and up to 3 other units. These have been chosen as



the Platoon HQ squad, a Rifle squad and a BAR squad, all creeping forwards toward the enemy positions. The rest of the units are the main force reinforcements and will begin to arrive from turn 3 onwards at a rate of 2D6 units per turn.

The Fallschirmjäger have deployed first in their deployment zone, in the central third of the table. As well as all their defences, which have to be placed (the fortified bocage sections, the sniper hide-out and the booby-trapped barn), 2D6 units have also been placed. The result of the dice roll was 7 units, which were chosen as: the Platoon HQ, 80mm mortar team, sniper, 2 Fallschirmjäger squads and 2 MG34 teams. The sniper is in his hide-out, under the bocage on the German left, covering the open crop field. The second squad and their MG team are in the forward bocage fortress (also an objective), whilst the first squad and their MG team are in the second bocage fortress in the hedgerow behind (another objective). The Platoon HQ is under a hedge on the left, watching over the central field for their 80mm mortar, which is deployed at the rear of the table in the wood line, well out of harm's

way (for the moment). A D3 German units start the game ready on Ambush Fire, in this case 2 (more on this later). These are the sniper and the forward MG34 team. The rest of the units are reinforcements and will arrive from turn 5 onwards at a rate of D6 units per turn.

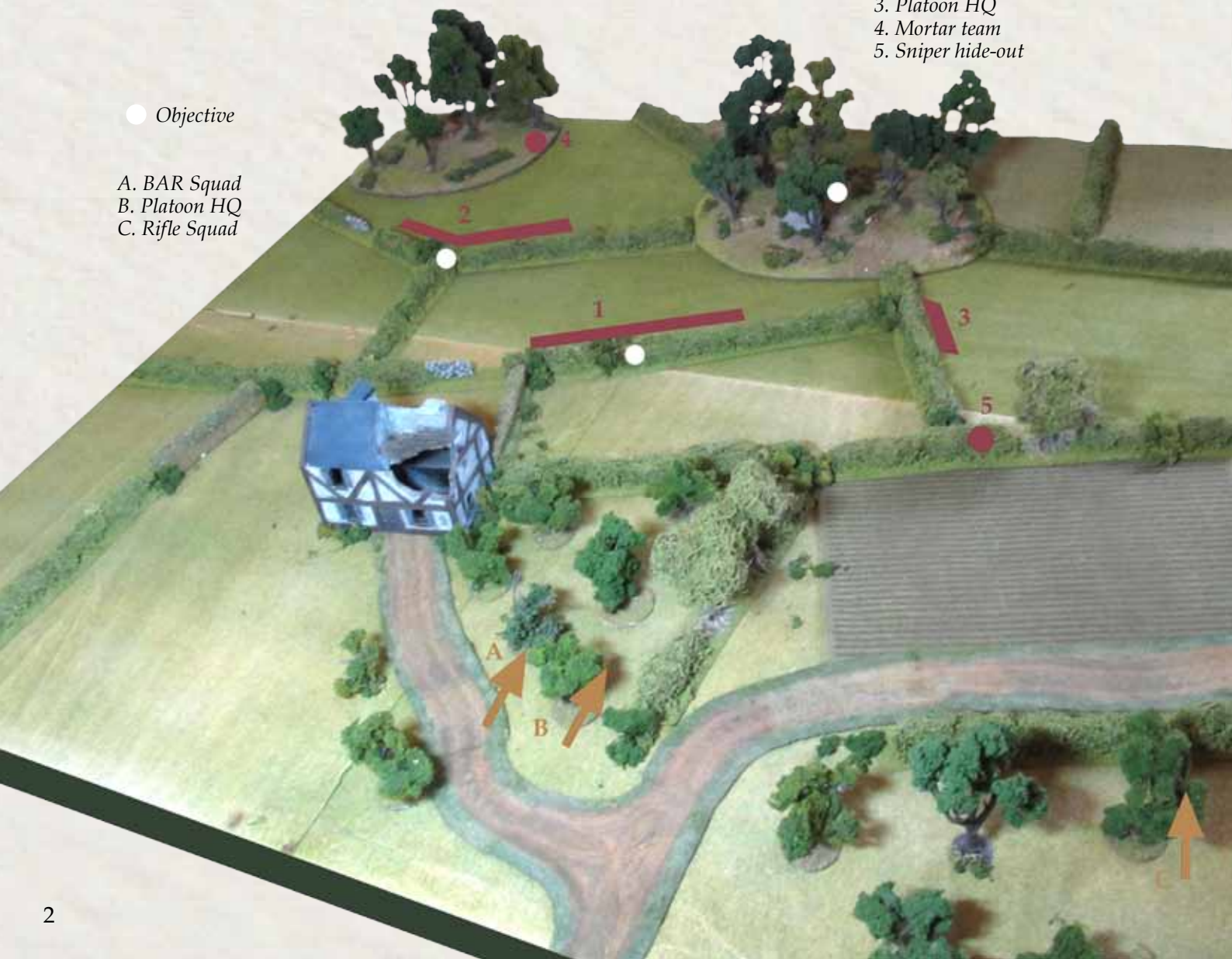
After deploying the Fallschirmjäger, the US forces are placed in their deployment zone, which is within 10" of their table edge. The Platoon HQ and the BAR squad are in the central orchard, whilst the Rifle squad are on the US far right, behind bocage hedge. Then, as a scenario special rule, a preliminary bombardment is resolved, automatically pinning D3 German units. The result of the roll is 1 unit and, randomly determined, this is the Fallschirmjäger Platoon Headquarters, hunkered down deep under the hedge after the brief artillery stonk passes.

It is now time for turn 1. With the US attacking, they will go first.

1. Forward fortified bocage
2. Second fortified bocage
3. Platoon HQ
4. Mortar team
5. Sniper hide-out

● Objective

- A. BAR Squad
- B. Platoon HQ
- C. Rifle Squad



US INFANTRY DIVISION BATTLEGROUP			
Unit	Pts	BR	Special
Charlie Platoon	101	13-r	Regulars
Platoon HQ - 5 men with rifles			Officer, artillery spotter
3 Rifle Squads - each 7 men with rifles			
3 BAR Squads			
- each 4 men with rifles and 1 man with a BAR light machine gun			
Platoon Support Options			
Combat Medic (attached to Platoon HQ)	8	0-i	
Medium MG team with loader team	36	1-i	
- 6 men with a .30 cal MG			
Bazooka Team - 2 men with a Bazooka	15	1-i	
M4 Sherman Dozer Tank	54	3-r	
Off-Table Artillery, 2 x 105mm guns	90	0	
Totals:	300	18	1 Officer

FALLSCHIRMJÄGER DIVISION BATTLEGROUP			
Unit	Pts	BR	Special
Fallschirmjäger Platoon	130	14-v	
Platoon HQ - 6 men with rifles			Officer, mortar spotter
3 Rifle Squads			
- each 5 men with rifles, 1 man also has a Panzerfaust			
3 MG Teams - each 3 men with MG-34			
Platoon Support Options			
80mm mortar with loader team	36	1-v	
PAK-40 AT gun with 3 crew, RSO tow	50	2-v	
Sniper	11	1-e	Scout
Defences			
2 x 10" lengths of fortified bocage	30	0	
Sniper Hideout	15	0	
Booby Trapped Building	25	0	in ruined barn
Totals:	297	18	1 Officer, 1 Scout

## URNS 1 AND 2

The initial turns passed quickly, with the Fallschirmjäger happy to stay put in their well dug-in positions and generally get onto Ambush Fire and wait for targets to appear. The US forces have crept forwards into their own hedges, and on turn 2, the US Platoon HQ has used its artillery spotter ability to call in an off-table 105mm barrage, which raked the next hedgerow, but failed to cause any damage, but pinning an MG34 team. The US rifle squad behind the hedge on the far right have been placed on Ambush Fire, covering the crop field over which the main advance will eventually come.

BR loss so far (from taking counters) has been three draws for the US forces; 1 for being out scouted (the

German Battlegroup have more scouts, 1 to the US' none, so the US have to take a counter at the start of the game). The other two counters are for the two objectives already being held by the Germans. The counters were a 4, a 3 and a 1, so the US total is already 8. When the total exceeds the force's BR of 18, then they will have to withdraw and the game is lost.

So far, the Germans have taken just 1 counter, to rally pinned units at the end of turn 2, resulting in the Germans now having no pinned units (see later) for turn 3. The counter was a 2, so the German total is 2. When the total exceeds the Fallschirmjäger's BR total, also of 18, then they will have to withdraw and the game is lost.



### Battle Rating (BR)

Battlegroup uses a morale system called Battle Rating. As well as each unit having a points value it also has a set BR rating, from 0 to 5. These are totalled up before the game and give the Battlegroup's break point. During the game, as units are destroyed or routed, need unpinning, the enemy take objectives or for various other reasons (usually not good things) a counter is drawn at random from the Battle Rating pot. Each counter is numbered 1 to 5, with both 1's and 5's being far rarer than middle numbers. This gives the player a running total of his Battlegroup's overall morale, which is kept secret from his opponent. If, at the start of any of his turns, the counter's BR total exceeds his force's starting BR total, then higher command issue the order to withdraw and game ends. The side that breaks first has lost.

Using this system adds a lot of drama to a game, as you never quite know how close your opponent is to breaking (although you do know how many counters he has taken, so can make a guess). It also means no game ever plays the same twice, because the counter draws will always be different. Sometimes, a Battlegroup can fight for far longer than it should, because its draws are low, on other days they can give up the fight rapidly due to poor draws.

The BR counters pot also contains some special random events, such as mine strikes, battlefield confusion, vehicle breakdowns or one-off heroic moments, as well as the chance of air support arriving (see later for more on this).

We pick up the action in detail at the start of turn 3.

### US TURN 3

First, US reinforcements arrive. So far the US player hasn't been willing to open fire, because most of his troops aren't here, and he thinks he will be out shot in a fire fight. In the scenario, 2D6 units arrive at the start of this turn. The result is 8 units, so all the US reinforcements have arrived at once. These are the Sherman dozer tank, .30 cal MG team, bazooka team, two rifle squads and two BAR squads (one of each is tank riding on the Sherman), all are placed on the US players table edge. The Sherman and its tank riders on the lane on the right, supported by a the Bazooka team and .30 cal team, this will be the US players main attack, on his right, trying to outflank those fortified positions. The third rifle squad and BAR squad are in the centre, to move forward and lend fire support to the attack from the building.

### Orders

Before getting into the action of the turn the US player must roll for his Orders. This is the number of orders that can be issued each turn. In a Squad-level game this is a single D6. In larger games the number of dice increases to 2D6, 3D6 and 4D6.

Added to this is the US total officers, which is 1. So, on a D6+1, the result is 5 orders for this turn.

So, for his 5 orders, the US player will move up those reinforcements and get his attack rolling. As each order is given it is then resolved, before the next order is given. So, the order a commander does things is also important.

- **Order 1.** Full Speed with Sherman dozer tank. The tank will move along the lane, then move again off-road into the crop field, carrying it tank riders (a rifle squad and a BAR squad) with it.
- **Order 2.** Full Speed with MMG team. This infantry team will also move twice, working its way 10" (basic infantry movement is 5") across the crop field, along the line if the hedge.

### Orders Explained

Each order is issued to single unit, a unit being an infantry squad, a single vehicle (of any type), an infantry team, a single gun, etc. Orders are how you get it to move and shoot, etc. Orders help represent the chaos and confusion of battle, it is unlikely that you'll have all the orders you'd like, but this puts decision making at the centre of the game - what to do with those orders you do have is vital. Should you press and attack, consolidate, move up more troops, call in artillery fire, try to keep the enemy's heads down, or some combination of all these? These will be the decisions that have to be made every turn. Forces with better command and control, represented by the 'officer' special rule in the game, will get to do more, and there are a few special rules that can mitigate a bad dice roll, such as a senior officer's re-roll, usable only once per game. When selecting a Battlegroup from the army lists officers have to be considered, a large force without enough officers will find it impossible to use all those forces. A balance is required. Random orders also adds to the unpredictability of the game, a few turns of low numbers can see even a force that is well on top start to struggle, and means that a game is never over until it is over, because there is always the chance the orders rolls could favour you strongly and allow you to make a heroic comeback.



- **Order 3.** Full Speed with bazooka team. This team move twice, again 10", following behind the Sherman tank and using it to block line of sight from the sniper in the hedge ahead.

- **German Interrupt Order** with Ambush Fire with the sniper. The sniper has been waiting on Ambush Fire since the start of the game, he now has multiple targets in the field in front of him, including a tank. With Ambush fire he can interrupt the US player's turn to Open Fire, firing twice. He chooses to use Aimed Fire (see later) twice, once at the MMG team, once at the tank riding rifle squad. His Aimed Fire results in a single kill in the MMG team, which take a unit morale test and becomes pinned (man down!). The second shot at the tank riders misses. The first shots crack-out from the under hedges, the battle is on.



*Sniper's-eye view as US reinforcements arrive*

**Ambush Fire**

This is a special order that delays shooting until the enemy's turn. Once the order is given it remains in place until it is used or it is changed by another order, so a unit can wait for turns before finally taking its shots, even if it becomes pinned (although it can't use the order whilst pinned it still retains the Ambush Fire). Ambush Fire allows two shots, and these can be at different targets using different types of fire, Area Fire or Aimed Fire.

Ambush Fire can also be used to delay shooting in your own turn, a useful tactic against units which are using Reserve Move, which is another special order that allows a unit to move in the enemy's turn.

- **Order 4.** Full Speed with the third BAR squad, moving 10" towards the ruined barn, but not quite making it this turn.

- **Order 5.** Ambush Fire with first BAR squad. Currently in the bocage facing the first fortified bocage position across a small field. They are holding their fire at the moment, but will now be able to fire in the German's turn if they open fire.

**Rally**

The final part of the US turn is to Rally, this allows the player to unpin his units. To do this the player draws a BR counter and, for each counter drawn, rolls a D6. This is the number of pinned markers removed from units. If no counter is taken then pinned units remain pinned. At the end of this turn the US player has 1 pinned unit, his .30 cal MG

team having lost a man to a sniper's bullet. The US player decides he won't take a counter for just 1 pinned unit and the MG team must remain pinned, no doubt trying to attend to their casualty whilst avoiding becoming the sniper's next victim.

**Basic Movement**

Movement in the game is kept simple. Each unit has a basic movement rate so, for example, for all infantry this is 5". Each vehicle has an on-road and off-road speed, on-road only being used if a vehicle starts on a road (or track etc), ends on a road and never leaves it during a move. Otherwise, all movement counts as off-road. For the Sherman tank this is 12" on-road and 9" off-road.

Obstacles and difficult ground reduce movement by a D6, whilst dangerous terrain reduces movement to a D6. Infantry aren't affected by terrain (with a few exceptions, including bocage), they are small and mobile and can generally get around, through or over dense terrain. Some terrain (like deep water) is impassable.

On this table the bocage hedges are obstacles to infantry, impassable to all wheeled vehicles unless a tracked vehicle has already crossed it, and it takes an entire turn of full speed movement for a tracked vehicle to cross. If a tracked vehicle has a dozer blade or hedgerow cutter device, then the bocage becomes dangerous terrain instead - hence the US players choice of armour for this battle.

### Pinning

Pinned prevents the enemy from using his units as he wishes, because a pinned unit cannot be given an Order. Pinning is vital to the game, as a pinned unit is effectively out of the game and it costs the enemy BR to get them back into it. Most pinning is caused by Area Fire, but units under Aimed Fire can also become pinned if they fail their Unit Morale test. It has an attritional effect on enemy morale, wearing him down gradually, turn after turn.

Artillery and mortar fire is especially effective at dishing out pinning, it is their main effect in the game (with larger artillery being very good at), making it hard to operate units under artillery fire or co-ordinate attacks. When conducting an attack, getting the defenders pinned down is generally the first step to moving forwards.

### GERMAN TURN 3

The German player rolls for his Orders this turn. Scoring a 2, with +1 officer, he has just 3 orders to use. He can now see the main US attack is coming on his left, and he doesn't have much to hold it, except a sniper in his hide-out and the platoon headquarters. He decides the sniper must be sacrificed, to do whatever damage he can before being lost. The Platoon HQ will be more useful falling back.

- **Order 1.** Full Speed with the Platoon Headquarters squad. These 6 men pull back into the woods, trying to create a new defence at the second hedgerow, the first one must be surrendered.
- **Order 2.** Full Speed with Rifle Squad 1. In need of troops on the left, this squad grab their rifles and Panzerfaust and move out of their bocage fortress' cover to gather with the Platoon Headquarters in the woods, aiming to help stall the Americans at the first hedge next turn.
- **Order 3.** Open Fire with the Sniper. He's going to keep up his fire with two more Aimed Fire shots, one at each of the tank riding rifle squad and tank riding BAR squad, but...
- **US Interrupt Order** with Ambush Fire with the first Rifle Squad. This squad has been waiting behind the opposite hedge on the US far right since earlier in the game, and now chooses to let the sniper have it with two Area Fire shots to try and pin him down and stop him firing. As Ambush Fire this shooting goes before the sniper's own. The squad's 7 M1 Garands blaze

away at the opposite hedge, hoping to pin down that troublesome sniper, who's under that hedge somewhere!

The squads two Area fire shots result in one pinned result, which the sniper has to save using his hide-out's reinforced cover save of 3+. He rolls a 3, remains calm and isn't pinned by all the bullets whistling close by.

- **Order 3 continued...** noy pinned the sniper can now continue his Open Fire Order. His Aimed Fire shots score two hits and kills, one man in each squad. The rifle squad's unit morale test results in it being pinned. The BAR squads morale test is passed, and they are OK despite the loss. Good shooting from the well hidden elite sniper.

The German player can now try to rally, but he doesn't have any pinned units, so it's on to the US player's fourth turn.

### Area Fire

There are two 'modes' of fire in Battlegroup - Area Fire and Aimed Fire. Area Fire might also be called suppressing fire, it is aimed at harassing the enemy and forcing them to keep their heads down, rather than killing them. Its main effect is to cause pinning. Area Fire is quick and easy to resolve, with a single D6 dice roll to see if the target is pinned, based on a Unit's Rate of Fire, range to target and what the target is, all given on the Area Fire table. It is far easier to pin soft-skinned vehicles and infantry that it is armoured vehicles, with enclosed armoured vehicles being harder to pin than open-topped ones. Against each pinned result the target gets a cover save, again a single D6. If the save is passes it isn't pinned, if it fails then the unit is pinned. If the save fails by rolling a 1, then an infantry unit also loses a man as a casualty to the fire.

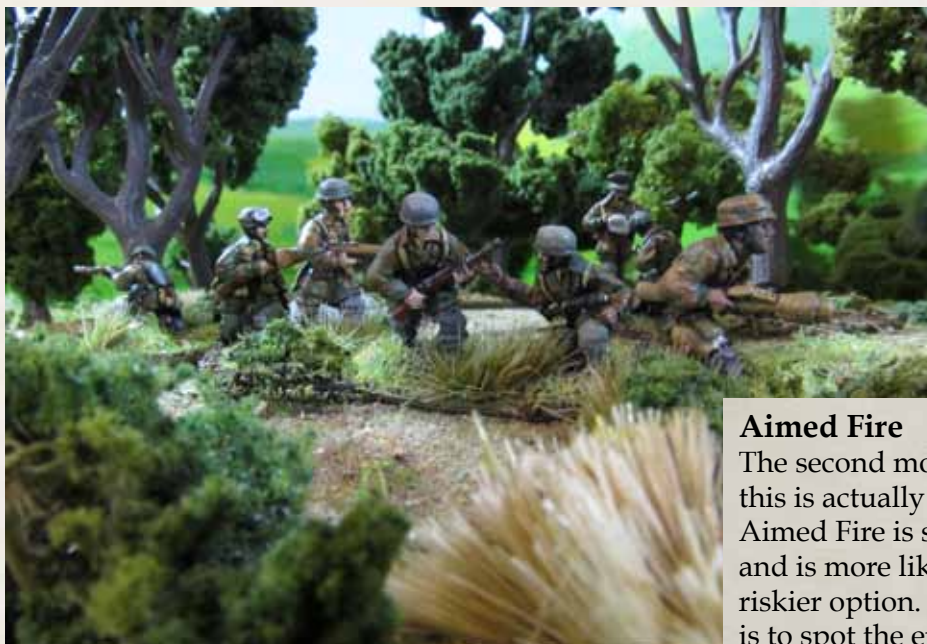
As players become more competent with the rules they get to know the Area Fire table by heart, as well as covers saves, making Area Fire very quick to resolve.

High-explosive shells are also good at laying down Area Fire, with the larger shells being far better than smaller ones.

### US TURN 4

There are no more US reinforcements to arrive, all units are here, so it is straight on with the Orders. The US player rolls a 2, so will have just 3 Orders to issue. He really wants to get that off-table 105mm artillery firing, using his platoon headquarters to





*Fallschirmjäger relocate through the central woods to meet the US attack.*

call in the rounds, but decides that the bothersome sniper in the crop field on the right must be eliminated as a priority, so the artillery will have to wait for a later turn, hopefully one with more orders to spend.

- **Order 1.** Disembark with Sherman dozer tank. The Sherman will get all the tank riders off, placing each squad within 4" of the tank. The rifle squad is still pinned, so once off can't do anything (note that the disembark order for passengers in/on a vehicle is always for the vehicle, not the passengers), but the BAR squad isn't pinned (although it's down to 4 men after the sniper casualty). For the second part of its Order the tank can move, or trade that move to fire. It will fire, using both its co-axial and bow machine guns for Aimed Fire at the sniper, brassing-up the hedges with a lot of .30 rounds. But, the tank fails to spot the sniper and thus can't fire, ending its Order there.

- **Order 2.** Manoeuvre and Fire with the bazooka team. The bazooka team moves once, 5", to get a line of sight to the sniper and then will use Aimed Fire with their bazooka's high-explosive rockets to try a blow that hide-out to kingdom-come.

The bazooka team successfully roll to spot the source of the sniper fire, then roll to hit, but miss! Drat, no effect as the rockets smash into the bocage embankment over the sniper's head, he's still fighting in there!

- **Order 3.** Infantry Close Assault with BAR squad, targeting the sniper. Final order for this turn and a last ditch attempt to get rid of the sniper. The BAR squad having just disembarked off the tank (but that was the tank's order not

theirs) will attempt to rush the sniper dug-out and root him out with grenades. A close assault order can only be given to infantry and before they will even attempt it, in a risky move, the unit must pass a unit experience test. More experienced units

### Aimed Fire

The second mode of firing is Aimed Fire, and this is actually 'aimed' at destroying the enemy. Aimed Fire is slightly more complex to resolve and is more likely to kill the enemy, but is also a riskier option. The first step of any Aimed Fire is to spot the enemy. This is a single D6 roll, based on what the enemy unit is (vehicles and guns being far easier to spot than infantry), if it is in cover and if that unit has been firing. A tank firing in the open is automatically spotted (no roll required), a small infantry team, hidden in cover, that hasn't fired is hard to spot, requiring a 5+ roll. If the spotting roll is failed then there is no shooting to resolve and the order is wasted.

If the target has been seen (and remember that all these battlefields are covered by dust and drifting smoke from gun fire and explosions, not actually represented on the tabletop, as well as terrain not represented, like longer grass, more bushes, shallow dips in the ground, ditches, etc so there are many reasons why a unit might fail - not least being they just aren't ready to fire or, willing to put their heads up to fire), then there is a roll to hit. Any hits then have cover saves against them and failed saves mean lost men, with a unit morale test required for any unit that took casualties.

Aimed Fire can be used with small arms fire (mostly bullets), high-explosive shells and armour piercing shells when the target is an armoured vehicle in which case, after rolling to hit, the shell must roll to penetrate the armour of the target. All vehicles are rated for front, side and rear armour (based on the real thing), and all guns for their penetrating power (also based on the real thing). Cross referencing these two values on the armour penetration table will get the score required to be beaten on 2D6 to punch through. A penetrating hit destroys (or disables) an armoured vehicle. Other hits can glance off and cause a vehicle to be pinned or immobilised (with track/running gear damage) or have no further effect (clang!).



are more likely to do such dangerous tasks than inexperienced one. The US BAR squad are regular troops, so need a 3+ on a D6. They roll a 6 and are more than happy to get that damn sniper. They then move forwards up to 5", to get within 5" of the target. This they manage easily, if they hadn't, then there could be no further assault.

To resolve the assault the attacker adds up his Rate of Fire (usually the number of men, as a rifle has a rate of fire of 1), but this 4 man squad has a BAR which has a rate of fire of 2, so their total RoF is 5. They can add a D6 to this for their grenades. They roll a 5. Those grenades are posted right in the dug-in. The assault's total rate of fire is now 10 - ouch! Ten dice are rolled, and at under 5" range they need 2+ to hit. 7 hits are scored. The defending sniper gets 7 cover saves on 3+ for his dug-out. He passes 6 saves and fails 1, taking 1 casualty, at last the sniper is killed and removed - phew!

But, in a close assault the enemy also get to fight back, simultaneously. So the sniper's rate of fire is 1 for his rifle (and defenders don't get the bonus

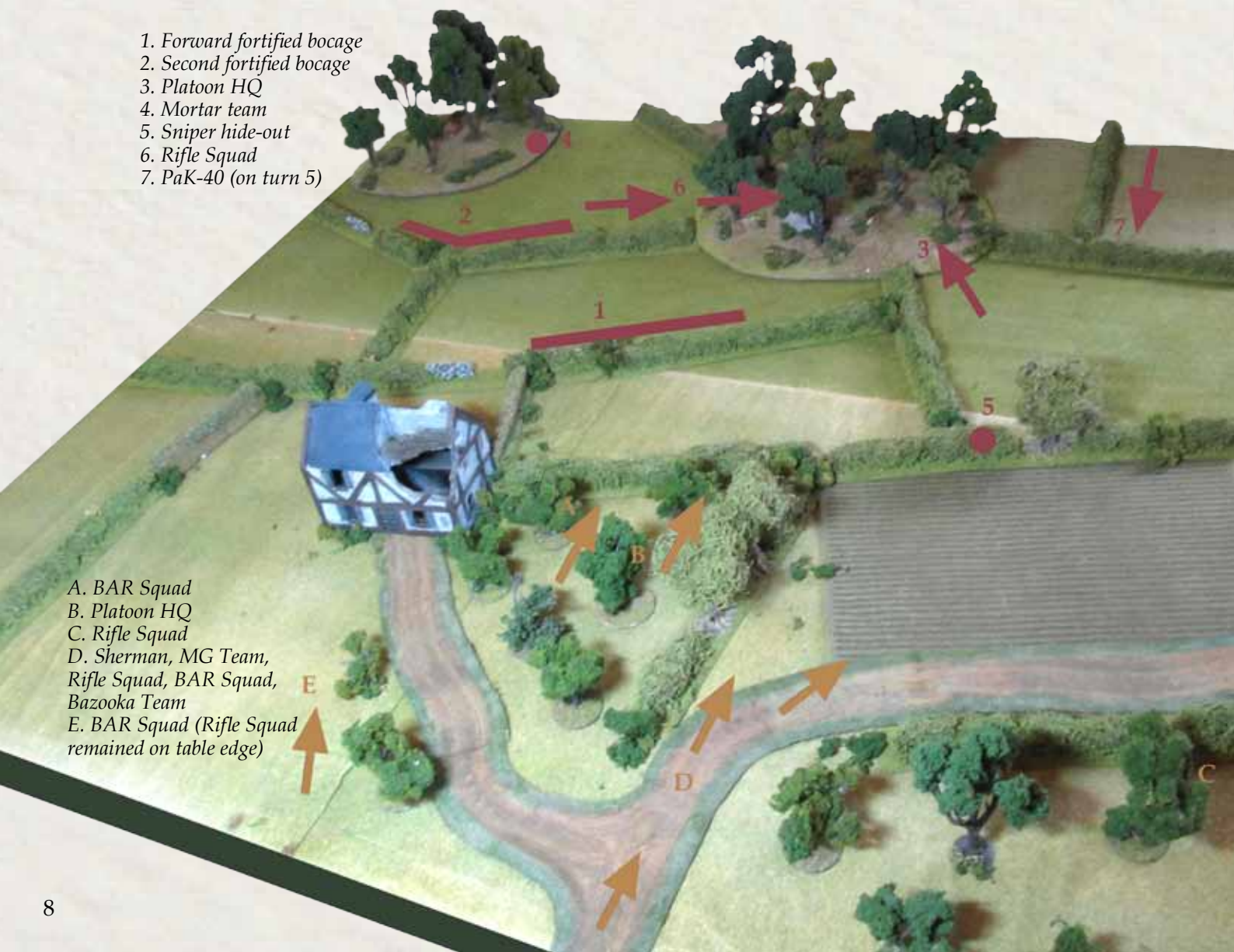
for grenades), he rolls 1 dice and hits. The attackers are still in the open, so their cover save is a 6. The roll fails and a US rifleman is lost in the assault. For this casualty the BAR squad must take a unit morale test (no need for the sniper, he's a corpse anyway). The unit morale test is a 3, a pinned result, so the attacking squad is now pinned after their brief charge, no doubt regrouping, getting their breath back and trying to attend to the downed man.

The lost sniper is a unit destroyed and any unit destroyed means a BR counter must be taken for its loss. But, the sniper's special rule means that no BR is taken for his loss (he's a single man), so no counter needs to be taken. That guy died hard and his loss avails the US side nothing.

The US fourth turn is over except for rallying pinned units. The US side now has 3 pinned units in the crop field (all the sniper's hard work), but the US player decides to save the BR for now and won't draw a counter to rally them yet. Next turn he plans to fire his artillery and move up the other units anyway, so he can leave these guys for now.

1. Forward fortified bocage
2. Second fortified bocage
3. Platoon HQ
4. Mortar team
5. Sniper hide-out
6. Rifle Squad
7. PaK-40 (on turn 5)

- A. BAR Squad
- B. Platoon HQ
- C. Rifle Squad
- D. Sherman, MG Team, Rifle Squad, BAR Squad, Bazooka Team
- E. BAR Squad (Rifle Squad remained on table edge)







*The BAR squad rush the hedgerow and eliminate the sniper in his hideout.*

#### GERMAN TURN 4

No reinforcements are available until turn 5, so it is straight on with the Orders. The roll is a 5 so, with 1 officer, the Germans have 6 Orders to spend.

- **Order 1.** Request Artillery Fire with Platoon Headquarters squad. From their position in the edge of the central woods, the Platoon headquarters will use its mortar spotter special rule to call in their 80mm mortar fire on the opposite hedgerow, which the Americans have just stormed. If they succeed then the next Order will have to be to Open Fire with the mortar team.

To call in fire the spotter unit places a target marker, anywhere within line of sight and 70". This is just a point on the table, not an enemy unit. In this case it's the hedge where the sniper dug-out was, and is now a smoking wreck. Next, the spotter must make a communications test to talk to the gun(s), in this case his 80mm mortar. The comms test requires a 3+ roll, and is passed. A failure would mean the order ends with no fire, but there are useful signals units (radio trucks and vans or 2 man relay teams) which, if selected, allow you re-roll failed tests. Neither side has one in this battle. Our Fallschirmjäger Lieutenant and his *funker* are through to the mortar team.

Next, a spotter round is fired. First, determine how accurate this round is. It can deviate a long way in a random direction, but in this case the spotter round misses the target market by 7", but goes long into the far field full of advancing Americans. The spotter can now choose to cancel the fire mission or fire for effect. Happy to hit the far field, the German commander orders 'fire for effect'.

- **Order 2.** Open Fire with 80mm mortar team. Targeting the spotter round, the mortar team will fire twice. It has also been upgraded with a loader team, which means that on a roll of 5+ the mortar can get an extra shot, for three shots this turn. It rolls and scores a 4, so no extra shot this time.

The two shots roll for their accuracy. Any 1s are misses, any 6s are direct hits (close enough to do damage) and 2 to 5 results mean a potential pin. For 2 shots 2 dice are rolled. They are

a 2 and a 3, so 2 potential pins. These pins will be on the two closest units to the target marker's final location. In this case, a bazooka team and the Sherman dozer tank. An 80mm mortar is rated as light HE, and on the Area Fire table it pins infantry on a 4+ and an enclosed armoured vehicle only on a 6. The infantry are pinned and need a cover save, being in the open in the field they need a 6. They fail and the bazooka team hit the dirt pinned by the shelling. The tank isn't pinned and its crew aren't bothered by the mortar shrapnel pinging off them.

- **Order 3.** Full Speed with first rifle squad. They will continue to move as fast as they can, dashing through the trees to line the hedgerow and cover the field ahead with their rifles and Panzerfaust.
- **Order 4.** Ambush Fire on the first machine gun team. They are covering the right flank from the safety of their bocage fortress and holding an objective too. Anything that comes into the field, they can fire on immediately.

Still with two orders left the German player hasn't got anything he wants to do. All his units that can be are now on Ambush fire, waiting for the Americans to make their move (and deterring them from it), and he's leaving it that way. The remaining two orders are discarded

The German player still has no pinned units, so no Rallying is required. He does claim a third objective though, the one in the central woods, because his Platoon HQ are within 5" of it. This forces the US player to take another counter from the pot. The draw is... an Air Attack. Oh no, there is now a chance that the USAAF will turn up next turn! Achtung, Jabos!



## Artillery

Artillery is by far the most complex weapon to recreate in WWII rules. Battlegroup does it several ways. Firstly, as described above, there is 'dedicated fire', guns which you have bought for your Battlegroup and are waiting on-call to be fired at this tabletop. These can be on-table guns (like the mortar) or off-table. On-table guns are cheaper in points but, of course, the unit is then vulnerable to being targeted during the game.

Off-table fire is the most expensive in points but gives the Battlegroup no extra BR (see the US lists here for their 105s). The next way of including artillery is as Requests. This is far less reliable, as requests can be turned down, but spotters can make these requests and try to get guns (under the higher command of their Regiment, Division, Corps or Army - the further up the chain of command, the larger the guns, but the harder the request is). This way it is easy to maybe get some extra regimental mortars firing to help, but risky to

try and get the biggest barrels firing onto the table. But, just occasionally, those monsters do open up with potent effects.

The final way of getting some artillery support is as pre-timed strikes. This is cheap, and the shelling will come on a pre-set turn and at a pre-chosen location on the tabletop, so you risk hitting something less than useful, or missing the enemy all together if they aren't where you think they will be. Generally, timed strikes are useful for harassment but unlikely to have the direct destructive impact on a crucial location that dedicated guns can.

Artillery's main affect in the rules is to lay down pinning, whilst the occasional direct hit will blow something into the middle of next week, it is the harassing, dis-coordinating effect that artillery has that makes it such a good weapon - but it is deliberately designed to be useful, but not a weapon that can reliably dominate a tabletop.

## US TURN 5

The first thing to resolve is the Air Attack counter. This counter means there is a chance that a passing aircraft will swoop in to help out. The basic chance is a 5+ on a D6, but if a Battlegroup includes a Forward Air Control Officer then this chance drastically increased. The US Battlegroup doesn't have one, so a 5+ is required. The roll is a ... 6. Lucky! An aircraft has arrived to help out.

The US player rolls on his Air Support table, to see what has come buzzing over. It is a P-47

Thunderbolt, armed with 8 5" rockets (as well as its 8 machine guns). The 'Jug' is now inbound. Just like any other unit, it needs to be given an Order to do anything.

The US player rolls for Orders, scoring a 2, with 1 officer that is only 3 orders. Still not enough to get the artillery support going and do anything else. He decides the aircraft will have to suffice this turn.

- **Order 1.** Manoeuvre and Fire with P-47. The aircraft gets the first order, it must move and fire (because it can't stop moving) but its move allows it to travel to anywhere on the table. It is going to try to make a rocket attack on the German rifle squad in the forward bocage fortress, hopefully blasting them out of the hedgerow for the subsequent advance across the field to the objective.

- **German Interrupt order** with Ambush Fire with first machine gun team. On Ambush Fire, the rear MG team decide to try to engage the aircraft before it lets fly. All anti-aircraft fire is Area

*Big trouble for the Germans as a P-47 buzzes the fields*





Fire and a single machine gun at maximum range needs a 6 to pin an aircraft. It has two shots, rolls twice and both fail to score a 6. The bold US pilot ignores the bullets to streak in towards his target.

Completing the Open Fire part of its order, the P-47 goes for Aimed Fire with high-explosives from 4 of its 8 rockets, as it skims in at tree top height. Everybody get down! First, this is Aimed Fire, so the aircraft needs to spot the target just like any other unit. The target is infantry in cover that haven't fired, so the aircraft needs a 4+ to spot them. It rolls a 2 and, obviously unsure of his target amidst the smoke, the pilot won't fire. There is no shot this turn and the aircraft climbs away to circle around for next turn.

### Aircraft

In Battlegroup an aircraft can't be taken as part of a chosen force (except as a single timed strike dropping pre-targeted bombs). Aircraft arrive as a random event in the game, as just happened here. The type of aircraft and exactly what it is armed with is random, each army list contains an Air Support table to roll on, and it only lists the most common ground attack aircraft for the theatre or period. An aircraft might be bomb-armed, rocket-armed or sometimes have nothing larger than their machine guns to strafe with.

One side effect of random aircraft is that anti-aircraft weapons are very useful in their actual role of covering your Battlegroup against air attacks. You never know when one might show up, so an anti-aircraft weapon or two, parked on Ambush Fire, waiting just in case, is a good plan. It also means anti-aircraft vehicles get used in their actual role (unlike most WWII rules), rather than just as very good anti-infantry weapons. Of course, there is nothing stopping a player using his quad-flak for ground fire (after all they did it), but it won't be ready if an enemy aircraft appears (and then most likely targets it as a priority).

- **Order 2.** Full Speed with the third BAR squad into the ruined barn. They make the dash into cover, but the German player announces that he secretly has a booby-trap in that building as part of his defences. On a 2+ the booby-trap goes off. It's a 5 - kaboom! The BAR squad take 3 casualties from the hidden bomb and the resulting unit morale test sees the remaining two survivors pinned, maybe actually pinned under fallen masonry!
- **Order 3.** Manoeuvre and Fire with Sherman dozer tank. It will roll up to the bocage ahead of it

and open fire with Area Fire using high-explosive shells at the Platoon Headquarters squad in the wood line across the field. Area Fire with light HE (for 75mm shells) pins infantry on a 4+. A 6 is rolled, a pin. The Platoon HQ are in soft cover for the woods and thus save on a 5+. A 1, failed. The unit is pinned by 75mm HE shells impacting in the trees around them and, because of the rolled 1, they also lose a man as well, hit by flying shrapnel.

The US player has a lot of pinned infantry still doing nothing (beyond keeping down and out of trouble). But, next turn he plans to let the aircraft and his artillery do some serious softening up (if he has the orders), so doesn't unpin them again, husbanding his BR carefully.

### GERMAN TURN 5

At last, reinforcements start to arrive, but the D6 roll for the number units is a 1. A single unit. The commander chooses the RSO tow and PAK-40 and places it on the table edge in the left most field, planning to race it up the hedgerow to face the Sherman dozer tank and the main enemy attack.

For Orders the German player rolls a 3, so will have 4 orders (his officer might be pinned down under fire in the woods but still counts for the Orders roll).

- **Order 1.** Unlimber with RSO tow. First the tracked truck speeds across the field, using its full off-road movement of 9", then unlimbers the anti-tank gun and places it up to 4" from the truck, at the hedge line.
- **Order 2.** Ambush Fire with first rifle squad. Now in (under) the hedge line the squad cover the field in front awaiting the inevitable US attack to come.
- **Order 3.** Aimed Fire with Armour Piercing shell with the PAK-40. It is targeting the Sherman tank across the field with both its shots. The PAK-40 must roll to spot for both these shots (it is Aimed Fire), and needs a 2+ to see an obscured vehicle that is firing. It rolls a 1 and 3, spotting once, so it can fire once. The basic to hit at 15" range with AP shell is 3+. This is modified for movement, -1 for the gun moving this turn, -1 for the target tank moving last turn, -1 because it is obscured by the hedge. It needs a 6 to hit. The roll is a 5, just missing!
- **Order 4.** Ambush Fire with first machine gun team. They fired at the aircraft in the US turn, so go back onto Ambush Fire again, expecting the Jabo to be back next turn.





*The RSO drops off the PAK-40 and it is quickly in action against the Sherman dozer tank.*

The Fallschirmjäger have 1 pinned unit, but it's their Platoon HQ, who also spots for the mortar. The German commander wants it back in the action, so decides to take a counter. He pulls a 2, his total is now 4. The D6 roll is a 2, but 1 is enough to get the Platoon HQ back unpinned and on the radio. As he has no other pinned units the remaining unpin is wasted.

### US TURN 6

The Orders roll is a 4, so 5 orders this turn for the US.

- **Order 1.** Request Artillery Fire with Platoon HQ. The Platoon HQ get back on their radio and request the two 105mm guns off-table to hit the hedgerow opposite. It is time to show the Germans some serious American firepower.

The communications check is passed and the accuracy for the guns is OK, the spotter round lands backwards and to the right of the hedge. With none of his own units in the 10" diameter danger zone from the barrage, Charlie Platoon's commander orders 'fire for effect'.

- **Order 2 and 3.** Open Fire with off-table 105mm guns. Two guns means two orders used, both guns firing twice, so 4 dice are rolled. Incoming! The four results are 2 6s, both direct hits, a 2 and 3, both potential pins. The direct hits go on the closest two targets, the rifle squad and MG team in the bocage fortress, they both also get a possible pin.

Resolving the direct hit first. 105mm artillery has an HE Effect of 5/3+. This means 5 dice are rolled, and each 3+ means a hit. The rifle squad take 3 hits, the MG team take 4 hits. There 3+ reinforced cover saves (for the bocage fortress) against these mean, 3 casualties to the rifle squad as all the saves are failed (ouch!). The MG team take 2 casualties from 4. Having lost men,

both squads need a unit morale check. The last 2 riflemen roll a 1. Because the squad is now below half strength they rout and are removed from the table. If they had been above half strength the squad would only have been pinned. The MG team's last man rolls a 5 and is OK.

The pinning results now need resolving. Well, we can ignore the rifle squad, they are gone having had a 105mm shell come clean through the roof of their dug-out. The MG team are pinned by medium HE (105mm shells are rated as medium) on a 3+. A 4, pinned. The cover save is still 3+ for the bocage fortress, but a 2 is rolled. The last man is pinned. If, in any unit the last man is pinned, then he automatically routs as is removed. In Battlegroup, single soldiers don't often hang around to fight for long. Suddenly, amidst furious explosions, the tough looking bocage fortress is

### Unit Morale

A long with overall morale represented by Battle Rating, individual units on the ground (or in the air) have to take unit morale tests when they take casualties or hits which don't destroy them. This D6 roll will usually result in them being OK or being pinned. A bad roll (a 1) might see an infantry squad rout, a gun crew abandon its gun or a vehicle crew bale out of its vehicles. A very good roll (a 6) might see the unit do something heroic with a 'Beyond the Call of Duty' test - sometimes units that are under fire just shrug off the effects and fight back all the harder. The units with the best experience rating (like veteran or even elite) are far more likely to go for it with these sorts of heroic actions.



*The Platoon HQ's most dangerous weapon is their radio. US forces are blessed by excellent off-table support.*

annihilated and the Germans have lost two units, the rifle squad and the MG team. For their loss, the German player draws 2 counters, another 2 and a 4. 6 added to 4, means his total is now 10. That accurate artillery fire has really got the Fallschirmjäger worried.



- **Order 4.** Open Fire, two shots with Aimed Fire with HE from the Sherman tank. It will return two HE shots at the PaK-40 which whistled a shot just over it last turn. 'HE loaded, gun up, fire!'. It rolls to spot the obscured deployed gun that is firing. It needs a 2+, and spots it twice. To hit it needs a basic 3+ for the range, +1 for the gun's cover, +1 because the gun moved last turn, so 5+ required. A 2 and a 4. Boom, boom, two misses with no further effect.

- **Order 5.** Manoeuvre and Fire with P-47. Here he comes round again, this time targeting the PaK-40 with 4 rockets using Aimed Fire with HE.

- **German Interrupt Order,** Ambush Fire with first MG team. More anti-aircraft Area Fire with the MG, again 2 shots need 6s. Both miss. So here comes the P-47 diving in again.

The Open Fire order is now resolved. The pilot needs a 2+ to spot the firing PaK. A 5 is rolled, so he has it lined up and fires 4 rockets into the hedgerow. Rockets always hit on a 6. From 4 dice, one is a 6 and hits, kaboom! A 5" rocket's HE Effect is 4/4+. On 4 dice it scores 2 hits. The gun's cover save for the hedge is 4+, and one roll fails, a single gunner is blown up in the rocket attack. The gun now needs a unit morale check. A 1 - nooooo! gun abandoned. The surviving crew have had enough, they can't take being under air attack and run for the rear leaving the PaK-40 behind. It counts as destroyed.

The lost gun costs the German player a counter, it's a 4. The German total is now 14. This is also the first time his Battlegroup have been under air

attack, so he has to take another counter because, well - being bombed and strafed is just bad for morale. This counter is a ... 'Beyond the Call of Duty', a special counter that allows one German unit to immediately get an Order, out of the normal sequence of play.

- **German Special Order.** Full Speed with RSO. As a soft skinned vehicle the Raupenschlepper Ost is easy to kill, a sitting duck for the aircraft and an easy counter of the Americans to force on the Germans, which could break them. The German player decides to get it out of harm's way and it motors off the table at top speed. It costs the German player nothing for this, but it can't come back - but hey, as an unarmed truck why would it want to? Those running gun crew probably jumped aboard and ordered the driver to go.

The US forces can now rally, it's been a good turn, the Germans look serious weakened now, so it time to press on hard. The commander draws a counter, a 3, taking the US total to 11 and removes 4 pinned markers, all from the squads and teams in the right crop field: the rifle squad, BAR squad, bazooka team and .30 cal MG team are all unpinned and ready to advance next turn.

## GERMAN TURN 6

American heavy firepower has been punishing, the commander knows his men can't take much of that treatment. But, on the up side, the last 2 units arrive as reinforcements. The third rifle squad and their supporting MG34 team arrive on the table edge. The rifle squad in the centre will make for the cover of the second bocage fortress. The separate MG team will split off and go and reinforce the left hedge line against the expected US push.



For Orders the German roll a 4, so will have 5 orders.

- **Order 1.** Request Artillery Fire, with Platoon HQ. They go to the mortar again and hit the far hedge line. Passing the communications test and getting the shot accurately on target it fires for effect.
- **Order 2.** Open Fire with Mortar team. This time the loader team pass their test and mortar fires 3 times. Its 3 dice inflict 2 pins and a miss. The US rifle squad is pinned again by the incoming mortar bombs, but the Sherman tank remains unaffected.
- **Order 3.** Full Speed with the third rifle squad. They run 10" across the field towards the bocage fortress.
- **Order 4.** Full Speed with third MG team. They sprint towards the hedge line were the PaK now lies abandoned, but don't quite make it this turn.
- **Order 5.** Ambush Fire with first MG team. Again, awaiting the return of the P-47. Lacking any real AA weapons, their MG34 will just have to stand in as best it can.

### US TURN 7

The US commander rolls a 2 for Orders, so only has 3 again. No big push this turn then.

- **Order 1.** Open Fire with the Sherman tank. The tank will again use HE for Area Fire, one shot against the Platoon HQ in the woods, another



at the rifle squad in the hedge next to them as it continues to rake along the opposite hedge. Bad rolls result in no pins for a lot of ammo fired.

### Ammo

In battlegroup, armoured vehicles have limited ammunition and, before a game, this must be divided between HE and AP shells. Each shot fired reduces the total by 1 (one dice rolled isn't one shell fired). When the vehicle has no more of a type of shell it can't fire them anymore, until it is re-armed by a resupply truck, which are a choice from the army lists (and a useful soft-skinned vehicle to keep lurking close by).

For example, in this game the Sherman tank has an ammo capacity of 9. This was divided as 5 HE rounds and 4 AP before the game. On turn 7 it has fired its last two HE rounds, those bins are now empty. It can now only use AP shells (not much use for Area Fire) or revert to its two MGs.

In the game the ammo rules add a little extra detail to the tanks and gives turreted tanks a real advantage over other assault guns and self-propelled guns, which might have good weapons but, generally their ammo capacity is lower, so they need resupplying more often, which takes time and orders. It also helps tame the power of really big guns on AFVs, because they might do a lot of damage or have very high penetration values, but generally big shells means a low ammo capacity, so the tank will need to find a resupply during the game. Veteran players come to appreciate a tank with a decent gun (if not exceptional) and the ammo to keep it in the fight longer. The Shermans a good example of this.

One small advantage of deployed guns (not having armour and being far more easily pinned) is they don't track ammo, it is assumed they have enough ammo crates stacked up close by or in their towing vehicles to last the battle.

- **Order 2.** Full Speed with first BAR squad. This squad have sat on Ambush fire most of the battle in a Mexican stand-off with the Germans in the opposite

*The Sherman dozer and its infantry support, softening up the Germans, ready for the push into the next field.*



hedge, neither willing to open fire first and start a too-even looking fire fight. Those Germans are now all gone, smashed by artillery fire and routed. The squad are given a new order (thus losing their Ambush Fire), cross the bocage and rush across the field, reaching the still smoking and torn hedgerow where once there was a line of deep German dug-outs. They are now within 5" of an objective, and no enemy are close enough to stop them claiming it. The US taking the objective means the Germans have to take another counter. It's a 3. The German's secret total is now 17 from 18, very close to calling it quits for today.

- **Order 3.** Manoeuvre and Fire with the P-47. Here the 'Jug' comes again, this time to target the third MG team running across the field, with Aimed Fire from his 8 (yep 8!) machine guns.
- **German Interrupt Order,** Ambush Fire with first MG team. More anti-aircraft Area Fire with the MG34, again 2 shots need 6s. This time 1 hits. Aircraft get no cover save (there is no cover in the sky) and it is pinned. It can't complete its

attack run as the pilot pulls up out of range of that persistent MG. His ground crew will now have some holes to patch when he get back to base.

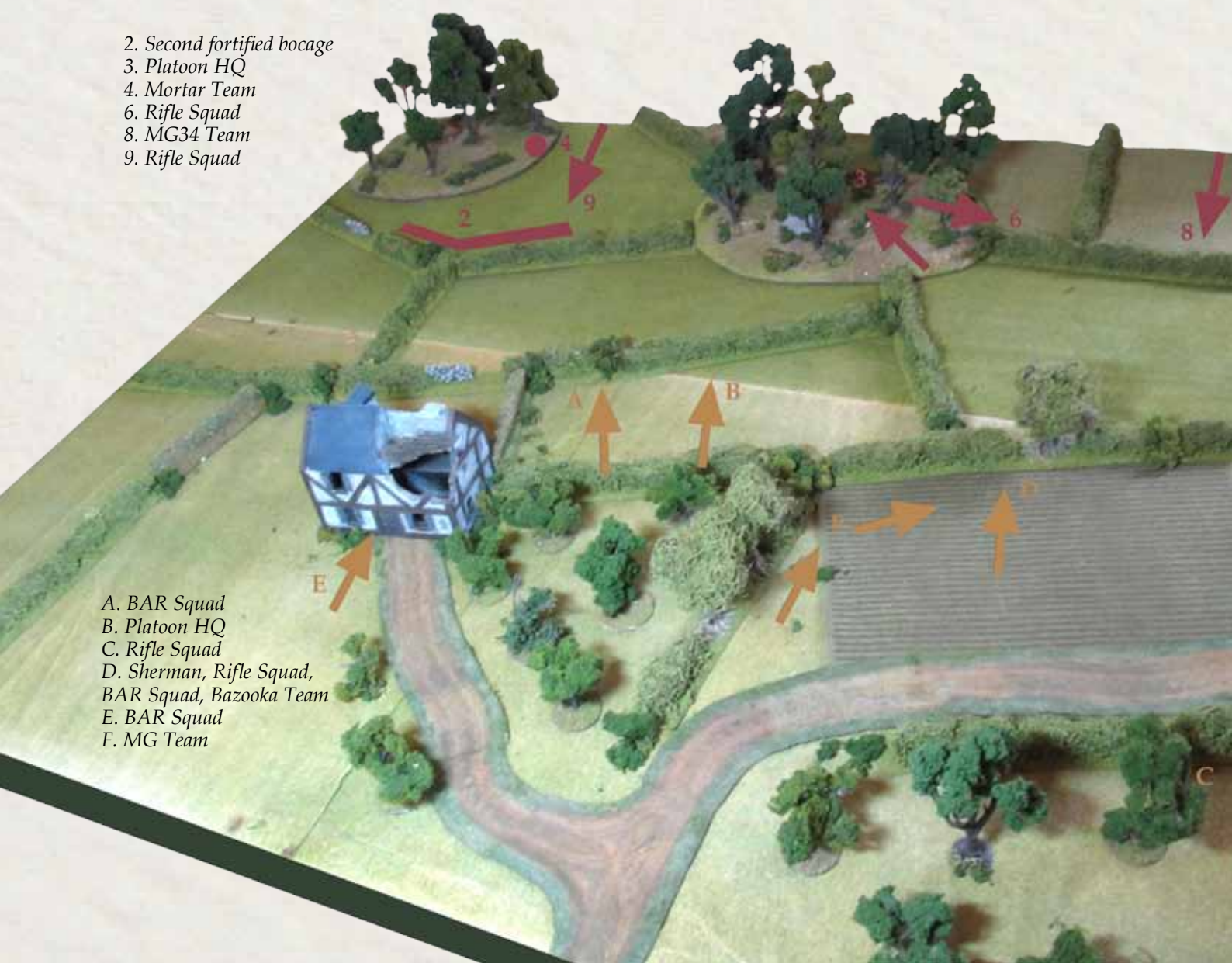
The US have 3 pinned units: the rifle squad in the crop field sheltering from mortar fire, the BAR squad still trapped in the rubble of the barn after the booby-trap went off and now the P-47 circling up above. The US commander takes a counter to get those units back. It's a 5, ouch! His total has suddenly gone from 11 up to 16. He removes 3 counters and gets all his units back ready to fight. The game is now very tight, one more counter either way could finish it.

### GERMAN TURN 7

This battle is very close. Can the Fallschirmjäger veterans tough it out in the face of US artillery and air power? This turn the Germans only get a minimum 2 orders - that doesn't help. Well, should he fire the mortars again, or get those vulnerable squads in the open into some cover? Given the imminent threat of more air attacks, he needs his men to get into good cover or the P-47 is likely to

- 2. Second fortified bocage
- 3. Platoon HQ
- 4. Mortar Team
- 6. Rifle Squad
- 8. MG34 Team
- 9. Rifle Squad

- A. BAR Squad
- B. Platoon HQ
- C. Rifle Squad
- D. Sherman, Rifle Squad, BAR Squad, Bazooka Team
- E. BAR Squad
- F. MG Team





MG-34 team awaiting targets.

tear exposed infantry apart in a torrent of .50 cal rounds. Jabo fear is real.

- **Order 1.** Full Speed with third rifle squad. They run up and quickly dive into the bocage fortress position.
- **Order 2.** Full Speed with third MG team. They race up to the bocage, close to the PaK and get into cover in the ditch, MG bipod flipped out and covering the open field ahead. When will the Americans come?



Nothing to unpin thankfully, as the commander can't risk taking a counter anyway, for fear of breaking.

### US TURN 8

The US player rolls for orders. He rolls 3, so will have 4 orders.

- **Order 1.** Manoeuvre and Fire with P-47. First things first, the air attack. The unpinned P-47 swoops in again, this time it will use its remaining 4 rockets for Aimed Fire, targeting the Fallschirmjäger Platoon HQ in the wood line. The German MG team hasn't been able to get back onto Ambush Fire again, so no interrupting AA fire this time.

The pilot rolls to spot his target, needing a 4+ for infantry in cover who haven't fired. He rolls a 5, and has them lined up - rockets away! Four dice need 6s to hit, scoring 1 hit. The HE Effect is 4/4+, and this causes 2 hits. The 5+ soft cover save for the woods saves one man and single man is blown sky high. A unit morale test is required. The squad rolls a 3 and is pinned, except because they are veterans, they can ignore that result, meaning they aren't pinned at all, they are OK instead. No counter to take and the P-47 is out of rockets.

- **Order 2.** Full Speed with Platoon HQ squad. Following the BAR squad, it clears the bocage hedge and dashes across the field to the next hedge line. The squad is now in place to see the next bocage fortress and the artillery is still on-call for next turn.

- **Order 3.** Full Speed with .30 cal MG team. These five men rush along to the hedge line beside the Sherman tank, lugging their MG, tripod and all its ammo. Next turn they can start hosing down the Germans in the far hedge.

- **Order 4.** Open Fire with Sherman tank. It will use its machine guns to target the Platoon HQ, still reeling from the rocket attacks, with its machine guns, using Aimed Fire, twice. First it must spot its target, needing 4+ twice. It fails once and passes once. The shot's rate of fire is 6, 3 for each tank MG. At 16" it needs 4+ to hit. On 6 dice it only scores 2 hits. Both soft cover saves fail and Platoon HQ loose two more men as bullets shred the trees, leaving just 2 men from 6 in the squad now. The required unit morale test is a 3, pinned, but again this is ignored for being veteran. They just won't give up the fight.

With no pins that's the end of the turn. Still the Fallschirmjäger fight on.

### GERMAN TURN 8

For Orders a 2 is rolled, so just 3 Orders again, desperate times.

- **Order 1.** Fire and Manoeuvre with Platoon HQ squad. This squad is in danger of being wiped out and costing the Germans the game, so it will use Area Fire at the US MG team that just reached the far hedge, then withdraw deeper into the woods, out of the line of fire, no doubt dragging their wounded comrades with them. It means the mortars won't have a spotter this turn, but there aren't the orders to fire it anyway.



The Area Fire shot with Rate of Fire 2 (two rifles), so needs a 5+ to pin the Americans at this range. A 6 is rolled. The bocage offers a 4+ cover save to the GIs behind it, but a rolled 3 means they are pinned – again. The MG squad hit the dirt and stay there. The remains of the Platoon HQ squad then move back 5" deeper into the woods, out of the line of fire of that Sherman's MGs.

- **Order 2.** Ambush Fire for first MG team. They are ready for the aircraft again.
- **Order 3.** Ambush Fire for third MG team. They also get ready, covering the field from the German left. Still the Americans haven't made their main move.

No Rallying again, so it is the end of the turn.

## US TURN 9

Orders are rolled. It's a 5, so 6 orders. Time to go, but only after another strafing run from the P-47!

- **Order 1.** Manoeuvre and Fire with P-47. The Jabo is back again, this time targeting the third MG team, under the bocage on the right with Aimed Fire from its many machine guns.
- **German Interrupt Order,** Ambush Fire with first MG team. More anti-aircraft Area Fire with the MG34, again 2 shots need 6s. Both miss.
- **German Interrupt Order,** Ambush Fire with third MG team. It too is on Ambush Fire and obviously, seeing the P-47 coming right at them, don't want to be strafed. They Area Fire twice, and both miss! No effect - the P-47 is clear to blaze away.

The MG fire from the P-47s multiple machine guns has a RoF of 10 (for multiple MGs), and they need 5+ to hit. On 10 dice 3 hits are scored as it chews up the surrounding ground, hedge and trees. The bocage cover save of 4+ saves just one and two men are down. The unit morale test is crucial - it's a 2, rout. The last man in the MG team runs, as the team is below half strength – target eliminated.

The counter draw for the MG team's loss is a 3. The German total is 20, they are broken.

The rest of the US turn would be completed before the German player's turn, when he has to concede defeat. But what's going to happen is that the Sherman dozer is going to crash through the hedge with its MGs blazing, to be followed by the Rifle squad and BAR squad, also firing, then the bazooka

team behind the tank for cover. Regardless of the shooting effects the remaining Germans are then going to quickly withdraw and surrender the next hedge line.

It is a narrow and hard fought win for the US and those GIs can thank the Lord Almighty for the USAAF (and their artillery support).

## CONCLUSION

So, Charlie Platoon have pushed on another couple of fields through the bocage country, ever closer to St Lo. It cost them 7 casualties for this small piece of France. Once they get established and dug-in themselves they will find an abandoned PaK-40 anti-tank gun (in good working order) in a hedgerow and count 13 dead or wounded Fallschirmjäger in the various ditches and destroyed dug-outs.

As you can see, the rules produce a fairly accurate casualty count for what was maybe an hour of ferocious fighting in the bocage. Also, hopeful readers can see that it offers a pretty accurate recreation of the actual fighting and the forces involved, whilst retaining a fun, fast-paced and unpredictable game.

The arrival of the P-47 was a game changer (and lucky), especially in a small game like this. The Germans boldly tried to fight it off with their light machine guns, but its firepower was just too potent. Of course, it was a random event and so a replay of the game would be very different, even if the same deployments and plans were used, because the BR counter draws and orders rolls would make it so.

Both sides struggled for Orders, but that is intentional, rarely do you have enough to do everything you'd like, so you have to decide what is important, as I've tried to illustrate in the commentary above.

The game was played with 20mm models, but it could just have easily been 15mm or 28mm without changing anything (even the terrain would suffice just fine). I hope you found the write-up illuminating and enjoyable.

**Warwick Kinrade**

### Models Used

*The models in the photos are from my collection. The US infantry are from Plastic Soldier Company, AB, Wargames Foundry and Battlefield Miniatures. The Sherman is Britannia (Grubby Tanks), the P-47 is a Corgi diecast. The German infantry are from SHQ, AB and few old FAA ones. The PAK-40 is Airfix and its RSO tow is from SHQ.*