

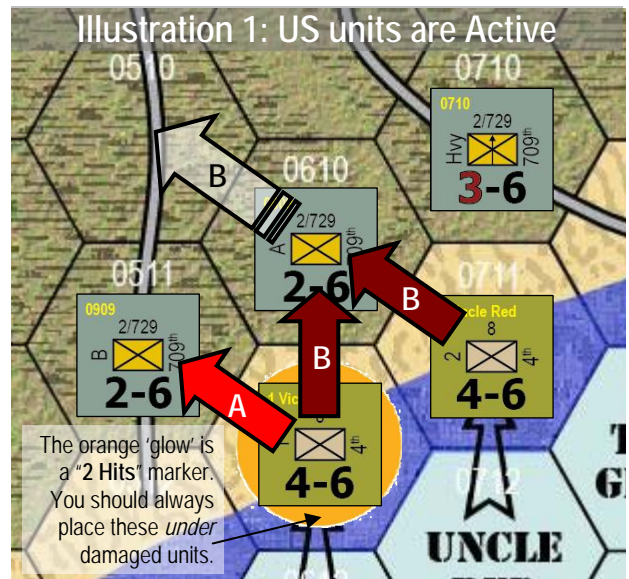
[7.0] OPERATIONS PHASE AND [9.0] FIRE COMBAT

Examples of Play

In the first four examples (A through D), the US units are Active. Assuming they want to fight their way off the beaches, here are some of their myriad options:

A) In **Illustration 1**, the US unit in 0611 could conduct a Full Fire Attack by itself at either hex 0511 or 0610. The Attack Factor would be 4 for the unit itself, -1 for its 2 Hits (the orange marker underneath it), and -2 for the defender's terrain of swamp, for a net Attack Factor of 1. Without any Support points being added to this Full Fire Attack, the best the US player could hope for is to roll a \square and gets an **Exchange**, which would include the destruction of his own unit as it suffers its third Hit! *The US Player shouldn't make this attack without adding some Support points to it and improving his chances.*

B) Alternately, in **Illustration 1**, both US units could combine in a Full Fire Attack vs. hex 0610. This time, the Attack Factor would be four higher (for the additional, undamaged US unit joining in), for a net Attack Factor of 5 before adding in Support points. *That looks much more promising for the US player!*



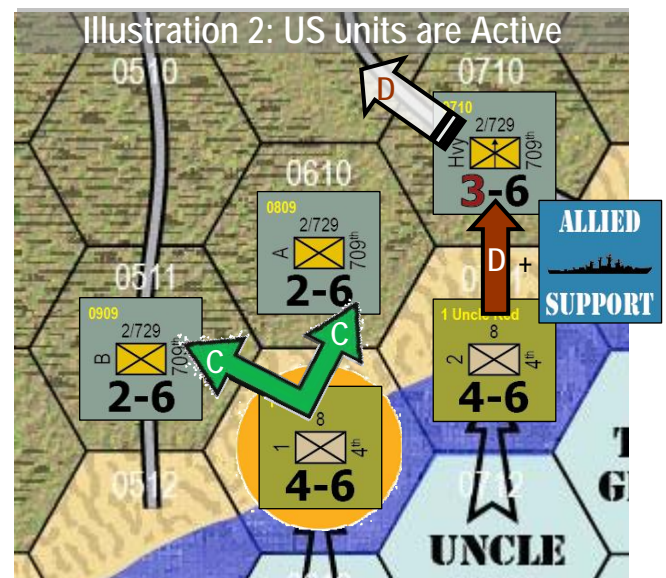
If the US Player declared this Full Fire Attack, the German unit in 0610 might opt to Retreat Before Combat (say, back to hex 0510). At that point, since neither US unit has moved yet, both are allowed to change their Operations for that turn to *Combined*, and each would suddenly find itself with 1/2 its Movement Allowance to spend. They could try to maneuver along the beach hexes (at 1 MP each) to reposition themselves or, since there is no 'free' Advance After Combat (as in many other wargames), they could spend their 3 Movement Points to enter the swamp hex the German unit just vacated (0610). *Let's say they did that, and advanced into the just-vacated hex; then what happens?*

After an advance into hex 0610, those US units could then conduct their Mobile Fire Attack(s) (either separately or together) against any of the three adjacent German units, including against the German unit that just Retreated Before Combat – as a sort-of 'pursuit fire.' *Note that units cannot Retreat Before Combat from Mobile Fire Attacks!* Individually, their Mobile Fire Attack Factors would be too low versus defenders in swamp hexes. That is, their 4 Combat Strengths would be halved down to 2 (or 1 for the damaged unit, since the -1 Combat Strength for its two Hits is applied *after* halving) when conducting Mobile Fire, and then -2 AF for the swamp for, at best, a net 0 Attack Factor – without helping Support points, such attacks are non-starters. Even if the two units **combined** their Combat Strengths, they can only muster an AF of 1 (2 + 1 for the halved strengths of US units, -2 for the swamp), which is not that great...

Now let's consider the **Close Combat** movement possibilities, shall we? These are shown in **Illustration 2**. Since there is only one German unit in each hex confronting the US units, those hexes can be entered and Close Combat conducted. *Remember, terrain is not considered when conducting Close Fire attacks in Close Combat.*

C. If the wounded US unit in 0611 moved onto either adjacent German unit, it would cost 5 MPs (3 for the swap hex entered, +2 to initiate Close Combat). Assuming no Support points are added, the battle would have the German unit conduct its Defensive Close Fire Step first with an Attack Factor of 2 (for its full Combat Strength); it would repulse the attack on a roll of \square (a clean Hit) or \square (with an Exchange). In either of those circumstances, the US unit would be eliminated as it would have suffered its third Hit, but in the latter case of an Exchange, the German unit would also have to retreat from its hex due to suffering a Hit in Close Combat (even a self-inflicted one; *as per 9.4.3*).

If the Allied unit survived the German unit's Defensive Close Fire Step, then the US unit would return with its own Offensive Close Fire Step and an Attack Factor of 3 (its full Combat Strength of 4 - 1 for its Damaged state). If the US Players rolls a \square or \square , he would inflict a Hit on the German unit, which must then retreat leaving the US unit in possession of the hex; if he rolled a \square , an



Exchange would occur and the German unit would still be hit and must retreat, but the US unit would be eliminated in the Exchange; and on a roll of 1-2, 3-4 or 5-6 the result would be a 'miss' and both sides would have the *option* to retreat (starting with the defending German Player). If neither side opted to retreat from this raging Close Combat battle, another round of Defensive (first) Close Fire and (if the attacking unit was unscathed) Offensive Close Fire would ensue.

D. If the fresh US unit in 0711 moved into hex 0710 to conduct Close Combat with the German Heavy Weapons unit there, it too would spend 5 MPs to enter the hex. But now let's say that the Allied player (only) commits **1 Allied Support point** to assist in this Close Combat (as shown). That really changes the equation! Since the German unit cannot Retreat Before Combat during Close Combat, he uses its full Attack Factor of 3 (the Allied Player's Support point committed to this battle only affects the Allied unit when its chance to attack comes, as per 10.2). The German player rolls a 1-2 and misses, so the US unit gets to conduct its Offensive Close Fire with an Attack Factor of 5 (its full Combat Strength of 4 + 1 for his Support point); the Allied player would miss on a die roll of 1-2 and gain a pyrrhic victory on a die roll of 3-4 with an **Exchange** (i.e., the German unit would suffer a Hit and have to retreat, but so would the US unit, leaving the hex vacant; the US player would have the option to take a *second* Hit to remain in the hex, however, as per 11.2).

In an amazing show of bad luck, the Allied player *does* roll a 1-2 and misses! The German player then opts to voluntarily retreat his unit down the road (into hex 0609) instead of staying to fight another round of Close Combat. Even though it has one unspent Movement Point, the unit's movement is over for that turn after conducting a Close Combat as per 10.3.

But what if the shoe were on the other foot and the *German* units were Active? They could throw murderous fire down on the beaches. Here are some possibilities:

E) In Illustration 3, the two German 2-6s could try to finish off the wounded US unit in hex 0611 with a Full Fire Attack. Its Attack Factor would be 5 (2 + 2 for the two German units combining their Combat Factors, + 1 for terrible beach terrain that the defender is located in).

If using Optional Rule 14.3, the German player could ensure the US unit's destruction and eliminate any chance of suffering an Exchange if he also added in his Heavy Weapons unit (which can perform Full Fire at the two-hex range shown here, and could join in the Fire Attack at half its Combat Strength), raising his Attack Factor to 7.

F) A more subtle and cunning approach might be to conduct a Full Fire Attack with each unit individually and hope to roll well so as to inflict the maximum damage possible, as shown in Illustration 4. For example, **assuming no Support points are forthcoming to either side**, the German unit in 0511 could conduct a Full Fire Attack by itself with an Attack Factor of 3 versus the wounded US unit in 0611 [F1]. He has a 50% chance of eliminating it!

Let's assume that attack does Hit and eliminates the wounded US unit, so now his other two units take their aim at the US unit in hex 0711. First the German 2-6 in 0610 conducts a Full Fire Attack with its Attack Factor of 3 [F2].

If that attack *also* scores a Hit, the German player might opt for a little flexibility conducting an Operation with his 3-6 Heavy Weapons unit – a *Combined Operation* would be just the thing to keep his options open. So, the German unit has its Combat Strength halved (rounded up to a 2) for conducting Mobile Fire (for a total Attack Factor of 3, after adding +1 for the defender's beach terrain), but after seeing the result of its Mobile Fire Attack [F3], that German Heavy Weapons unit can then use its half Movement Allowance (of 3 MPs) to either leave the scene (if it missed) or, perhaps, to go in for Close Combat down on the beach (which is allowed during a Fire & Movement Operation as per 8.4.2). That is, if the Heavy Weapons unit scores a Hit with its Mobile Fire Attack (putting a second Hit on the US unit in 0711), it might want to close in for the kill with its 3 MPs and immediately engage in Close Combat (i.e., 1 MP to enter the beach hex +2 MPs to move into Close Combat) [F4]. *Yikes!*

