

Contents.

1.0 Components.....	1
2.0 Definitions.....	1
3.0 Gameplay.....	2
4.0 Activation.....	2
5.0 Movement.....	3
6.0 Fire.....	3
7.0 Reaction to Enemy Movement.....	4
8.0 Disorganisation and Reorganisation.....	5
9.0 Close Combat.....	5
10.0 Support Weapons.....	5
10.0 Special Rules.....	6
12.0 Random Events.....	6
13.0 Victory Conditions.....	7
14.0 Examples of play.....	7

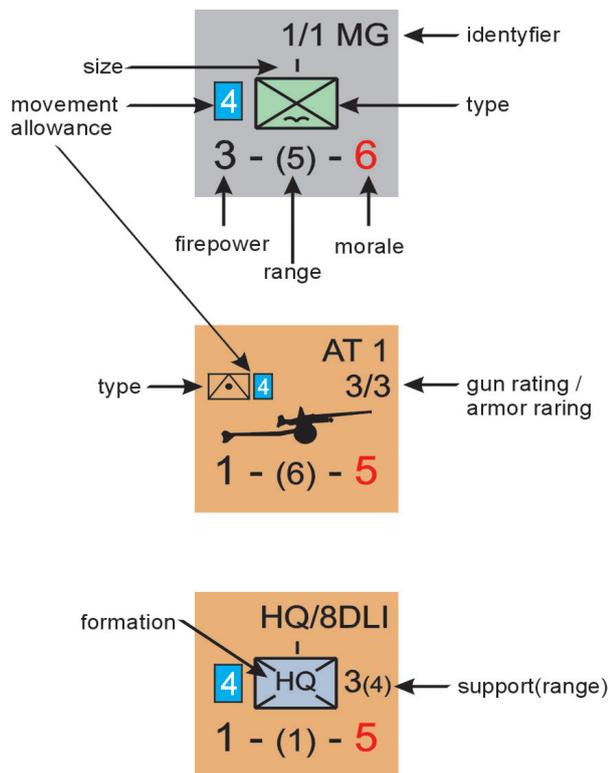
1.0 Components.

A complete game includes:

- a rulebook;
- scenario card and player's aid card;
- a map;
- a countersheet;

All random events are resolved by classic deck of 52 cards, which must be supplied by players themselves.

Game scale. Counters represent units which fought in a battle. There are also individual guns or AFVs (Support Weapons), which presence had been significant on the battlefield.



2.0 Definitions.

Size of unit.

- | | |
|----------------|---------------|
| III - regiment | ••• - platoon |
| II - battalion | •• - section |
| I - company | • - squad |

Type of Unit.

Non-motorized	Motorized
Infantry	Tanks
Cavalry	Headquarters
Headquarters	Motorized Infantry
Machine Guns	Mechanized Infantry
Signal	Motorcycle
Anti - Air	Reconnaissance
Anti - Tank	
Engineers	
Airborne	
Glider Infantry	
Mountain	

Formation. Denotes to which headquarters particular unit belong. Units with the same color have the same formation.

Identifier. Denotes historical organisation of particular unit.

Firepower. Rating on a counter that represents ability of inflicting losses. The higher, the higher chance of successful fire.

Range. Distance counted in hexes within which fire can be resolved. Target hex should be counted, but firer hex should not.

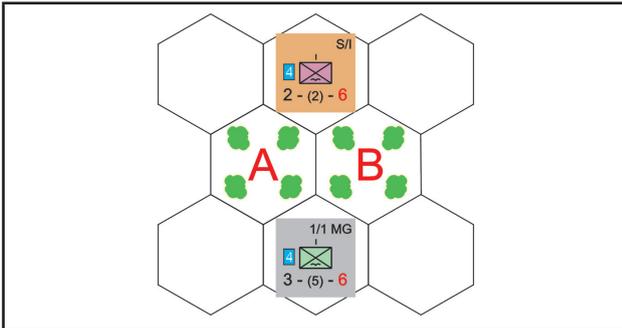
Morale. Rating on a counter that represents training and resistance of a given unit to hardships of combat. The higher, the better unit it is.

Movement Allowance. Rating denotes, how many clear hexes a unit can move (see 5.0 Movement). Number with a black background is used to denote a motorized unit, number on blue background is used to denote a non-motorized unit.

Steps. Each counter has a front and back side to account for possible losses.

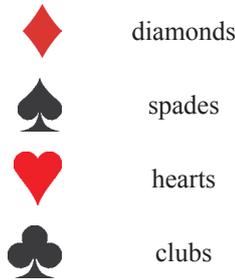
Losses. Unit suffers Losses which reduces its steps. Counter should be flipped over. If flipped already or it doesn't have a reverse side, unit is removed from a play and it is considered to be eliminated.

Visibility. There has to be a visibility between a firer and the target. Line between middles of each hexes cannot cross particular types of terrain. Occupation of certain types of terrain enables LOS over blocking terrain - check Terrain Effects Chart. Unit that can see another unit is always seen by such an unit. Visibility is blocked when line between middles of both hexes is going along the hexspine shared by two hexes blocking visibility. Adjacent hexes are always visible.



Example: There is no visibility between units. If hexes A and B would be without obstructing terrain, units would be visible to each other. The same situation would happen if one of the units would be on hill (see "Primosole Bridge").

Cards. In a deck there are four suits:



Card value. Cards from deck have numerical value according to following rules:

- ace, jack, queen, king: all have value of 1;
- remaining cards have value as printed on card.

Card pile. Shuffled deck of cards, facing downwards. If there is a need to draw a card, one of the players take a card from the top of card pile.

Used cards pile. It is created by cards used by players from their hands or taken from a card pile. They should be facing downwards and players cannot browse through this pile. Used cards are returned and shuffled when card pile will be finished.

Hands. Each scenario gives information how many cards each player holds in their hands. Each player knows only his own cards. In particular situations cards can be played from hands. Throughout the game it is possible that players can refill their hands or exchange some of cards they are holding (see 12.0 Random Events).

Initiative. It decides which side can activate units in a given turn.

Stacking. As many units can move through hex as the player wishes but stacking limit must be observed at the end of each turn. Stacking limit is given in Terrain Effects Chart. Support Weapons are not included in that limit - one hex can be occupied by unlimited number of Support Weapons. If retreating unit's arrival (see [8.2] and [9.4.1]) would cause a hex to be over - stacked, the retreating unit retreats one additional hex.

3.0 Gameplay.

[3.1]. Before starting the game, unit counters must be set up on map spaces designated by a scenario card. Units entering the play at a later stage (reinforcements) must be put on appropriate turn track space.

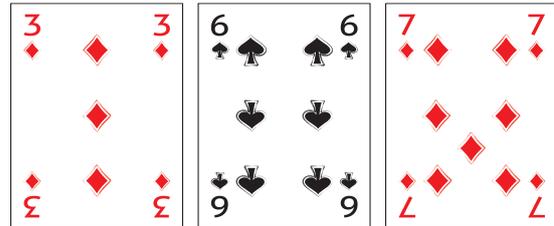
[3.2]. Deck of cards should be shuffled. Scenario decides how many cards each player begins with. The player who has more cards draws first. In case of equal card number Allied player draws first.

[3.3]. In the next step initiative suits should be decided. Scenario

card gives information how many cards one side draws - this action is performed only before the very first turn. Drawn cards' suits give the initiative to the drawing side. Remaining suits give initiative to the opponent.

[3.4]. In Initiative Phase counter representing drawn suit should be flipped to the other side and then moved to the next space of Turn Track along with other counters.

Example: *Primosole Bridge, First scenario. Initiative: Germans 3 cards.* Let's assume that following cards were drawn:



On first space of Turn track following counters should be placed:



Let's assume that during Initiative Phase in first turn 2 Spades was drawn. On the second space of Turn Track following counters should be placed:



[3.5]. Game is divided by several Turns. Current Turn and initiative side is denoted by Initiative counter, which should be placed in proper space on the Turn Track.

[3.6]. Each Turn is divided into three phases:

- Reinforcements - players set up on map, in proper hexes, units which were on Turn Track;
- Initiative - one of the players is to draw a card from deck. It's suit decides who receives initiative during this turn. Using counters with suits on Turn Track, players should denote which suits will give initiative to which side [see 3.4]
- Activation - side with initiative may activate its units to perform actions. Player without an initiative can react to enemy movement [see 7.0]

4.0 Activation.

[4.1]. Player with Initiative can **automatically** activate all units with the same formation. All Support Weapons stacked with activated units can be also activated.

[4.2]. **Activation of units with different formation.** Player can declare that he wants to activate units with differing formation. This is done using following procedure:

a) calculation activation rating. Player has to add activation values which are listed below:

+ 1 for each Support Weapon occupying separate hex;

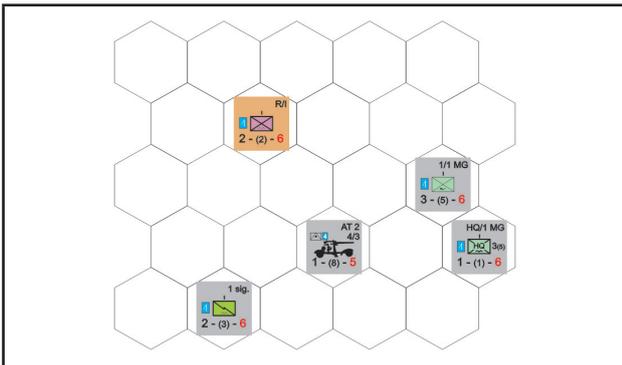
+ 2 for each formation

+ 2 for each Artillery Fire [see 6.7]

+ 2 for each Air Strike [see 6.8]

b) card draw - from hand or from deck

c) if card has value equal or higher than calculated activation rating, all chosen units can be activated. If not, no units can be activated and turn is finished.



Example: German Player wants to activate all units and one Artillery Fire. Activation rating is $2 (1\ MG) + 2 (1\ sig.) + 1 (AT\ 2) + 2 (AF) = 7$

[4.3]. Activated unit can perform **one** action (exception: close combat, see 9.0) from the following:

- movement,
- improving position,
- fire;
- rally;

[4.3.1]. All activated units can perform different actions.

[4.3.2]. In case of activating several units player doesn't have to declare actions beforehand. Player can finish one action with first unit and then decide which actions will be performed by other units.

[4.3.3]. Player performs actions with activated units in a chosen sequence.

5.0 Movement.

[5.1]. Each unit has specified amount of Movement Points (MPs). This amount is specified on each counter.

[5.2]. In Terrain Table players will find cost of movement points for entering any type of hex or crossing hexside features.

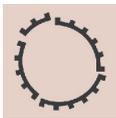
[5.3]. Unit can move one adjacent hex, even if it doesn't have enough MPs. After such a move, movement of the unit is finished. Unit cannot enter impossible terrain in this case.

[5.4]. Unit doesn't have to expend all MPs, but it also cannot save them for later or transfer them to other units.

[5.5]. Movement of each unit must be done separately - there is no movement in stacks.

[5.6]. Entering a hex occupied by friendly units does not cost additional MPs.

[5.7]. Entering a hex occupied by enemy unit or stack cost **additional one MP**. This enables Close Combat [see 9.0].



[5.8]. **Improved Position (IP)**. By paying **all Movement Points non-motorized units** can improve defense of occupied hex. Terrain Chart shows which terrain can be improved. IP raises Defense of a hex by 2. When unit vacates the hex, IP marker is removed from map.

6.0 Fire.

[6.1]. Fire can be conducted by all units with Firepower rating greater than 0.

[6.2]. Each unit fires separately (exception: Support from HQ unit [see 6.6]) and only at one target. Player with initiative makes decision in each case (exceptions: Artillery Fire [see 6.7], Air Strike [6.8], Defensive Artillery Fire [6.9], Defensive Fire [7.3]).

[6.3]. In particular turn particular unit can be fired at several times.

[6.4]. Fire is resolved with following procedure:

1. Calculation of Defense value.

Player adds Morale rating of the target unit to Cover Rating of terrain occupied by target (see Terrain Chart).

2. Calculation of Fire value.

Player adds to **doubled** Firepower value all of the following:

- a) Gun/Armor Rating [see 6.5], if firer and/or target are tank or anti-tank units. See also [6.5.1] i [6.5.2],
- b) HQ Support [see 6.6]
- c) card value chosen from hand or drawn from deck [see 6.10]

3. If Fire value is higher than Defense value, target should receive "Disorganized" marker. Additionally, if Fire value is two times above Defense value, target unit suffers a loss.

[6.5]. **Gun/Armor Rating**. Tank and anti-tank units have additional ratings - two values from 1 to 4 (G/A). G(un) value is used, when unit is firing and A(armor), when it is being fired at. Gun/Armor rating is a difference between G of a firer and A of a target.

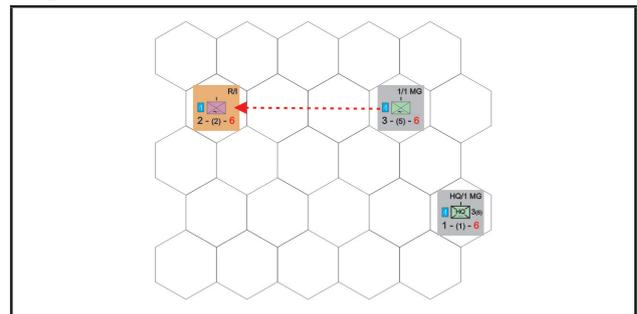
German 88mm gun (Gun 4, Armor 3) fires at British company of Sherman M4A1 tanks (Gun 2, Armor 2). Gun/Armor Rating in this case is $4-2=2$. If tanks would shoot the gun rating would be $2-3=-1$.

[6.5.1]. If a Gun Rating is not given on counter, we assume that it is worth "0". Also, firing is possible only if the target is located in adjacent hex - see [6.10].

[6.5.2]. Gun/Armor Rating is not calculated, when target unit has no "Armor" rating given on a counter.

[6.5.3]. Armor Rating is not taken into consideration during resolution of Artillery Fire (see [6.7]), Air Strike (see [6.8]) and when unit enters a mined hex (see [11.6.3]).

[6.6]. **HQ Support**. An activated HQ can support an attack from subordinate unit, if target is no further away from HQ unit than range given on a HQ counter. Support value should be added to Firepower of firing unit.



Example: HQ/1MG and 1/1MG are activated. German Player decided to fire at paratroopers from R/I with Support from HQ/1MG. Calculating Fire value, one needs to add 3.

[6.6.1]. HQ unit performs other forms of combat (Fire, Close Combat) like any other unit. It is permitted to use Support in regards of unit's own Fire.

[6.6.2]. Player can divide Support points between several Fires.

Example: HQ/1MG has Support value of 3. It can be divided in a following way:

- one Fire with Support of 3
- one Fire with Support of 2 and second with 1
- three Fires, each with Support of 1.

[6.6.3]. HQ unit can perform actions - giving Support does not count against it.

[6.7]. **Artillery Fire (AF)**. It is done by units of field or naval artillery. They are off-board, so they do not have any counters.

[6.7.1]. Any hex on the map can be a target of Artillery Fire - but hexes which are not visible by friendly units can be fired upon with lesser efficiency [see 6.10]. All units in a hex are affected by Artillery Fire.

[6.7.2]. Scenario card gives information about strength and amount of Artillery Fire available in a given turn.

Example: AF 3x1 means that in that turn this side can perform three Artillery Fires, each with strength of one.

[6.7.3]. An Artillery Fire is activated separately or altogether with other units. In other case, player has to add 2 (for each Artillery

STRATEGEMATA

Great Battles of Small Units

Fire) when calculating Activation rating.

[6.7.4]. Artillery Fire procedure:

a) aim checking - player has to draw a card from deck (signaling units - see 11.1). If suit of the card matches suit of target hex, fire hits designated hex. If not, artillery fire hits adjacent hex with matching suit. If there is a choice, non-firing player makes decision.

b) effect checking - procedure from [6.4] is used with following changes:

- Artillery Fire is not doubled
- player cannot choose a card from his or her hand
- final Artillery Fire value is calculated once but Defense value is calculated separately for each unit inside the hex.

Designer Note: For units with varying Morale, Defense value will be different.

[6.8]. **Air Strike (AS)**. Scenario card gives information about strength and amount of available Air Strikes for each turn. They are resolved in a quite similar manner to Artillery Fire [see 6.7.4], but players have to take into consideration Anti-Air units [see 11.3].

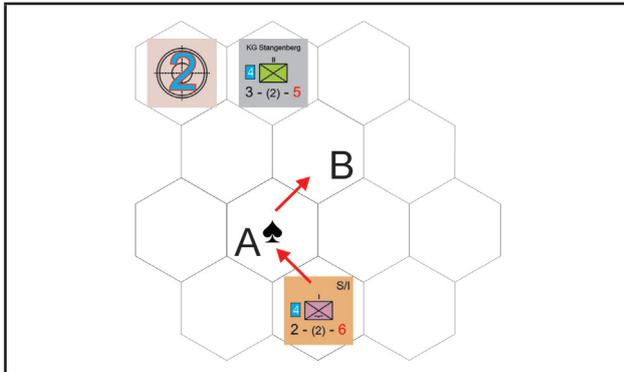
[6.9]. **Defensive Artillery Fire/Air Strike**. If Artillery Fire or Air Strike are available in a given turn, they can be used by a side without Initiative.

[6.9.1]. Artillery Fire or Air Strike are resolved when active enemy unit enters hex within necessary range of inactive unit to perform Defensive Fire [see 7.3]

[6.9.2]. Procedure from [6.7.4] or [6.8] is used. When aim checking one needs to draw one card more (exception - signaling units, see 11.1). Fire hits chosen target when suits of all drawn cards match the suit of target hex.

[6.9.3]. Regardless of effect, unit used for Defensive Artillery Fire/Air Strike must have its limit of defensive fires lowered by one.

[6.9.4]. One AF or AS can be used defensively only once in a single turn.



Example: It is activation of British Player. German Player can perform one AF with strength of 1. When S/I enters hex A, limit of defensive fires must be determined [7.3.1]. Let's assume it's 2. German Player decides to make DAF. Procedure of [6.7.4] must be followed, but when checking aim two cards must be drawn instead of just one. If suits of both are spades, fire hits intended target. After resolving the effects, limit of defensive fires for German unit is lowered by one - right now the unit can fire defensively only once more. Such a defensive fire can be performed when British paratrooper will enter hex B. If they will stay in hex A, they cannot be a target of second Defensive Fire.

[6.10]. While resolving the effects of fire, one card is chosen from hand or drawn from the top of a deck. Its value is multiplied, depending on attacking and defending unit:

		firing unit ^(a) or kind of fire						
		☒	☐	☒☒	☒☒	AF	AS	☒
target	☒	x1	x2	x1	x1	x3 ^(c)	x3 ^(c)	x1
	☐	x1 ^(b)	x1	x1 ^(b)	x1	x3 ^(c)	x3 ^(c)	x1
	☒☒	x1 ^(b)	x1	x1 ^(b)	x1	x3 ^(c)	x3 ^(c)	x1
	☒☒	x1	x1	x1	x1	x3 ^(c)	x3 ^(c)	x1

a) - Support Weapons - always x1, [see 10.3]

b) - Fire with Firepower rating always equal 1, regardless of Initiative. It is possible only when target is adjacent. Gun/Armor Rating has to be calculated (see [6.5]). Gun Rating of firing unit is "0".

c) - x1, when target hex is not visible by friendly unit.

Play note: In table above an infantry symbol was used, that applies here to specialist types of infantry (parachute, mountain infantry units etc.) and motorized infantry, motorcycle units and cavalry.

7.0. Reaction to Enemy Movement.

[7.1]. Inactive units which belong to the side without Initiative and are **not Disorganized**, may react to enemy movement. They can perform two actions: Retreat or Defensive Fire.

[7.2]. **Retreat**. A unit is moved by **one hex** - to increase distance when enemy enters adjacent hex. Retreat space must be free of enemy units. Retreat is impossible if inactive unit already shares hex with enemy unit.



[7.3]. **Defensive Fire (DF)**. First, number of possible Defensive Fires must be decided. Defensive Fire is resolved when enemy unit is within Range and is visible.

[7.3.1]. When **first enemy unit** enters a hex within Range and visibility of inactive unit, card must be drawn from the top of a deck. Ammo value level should be deducted. Players should then consult the table below.

card value - ammo	DF limit
0 or less	no
1 - 4	1
5 - 7	2
8 - 10	3

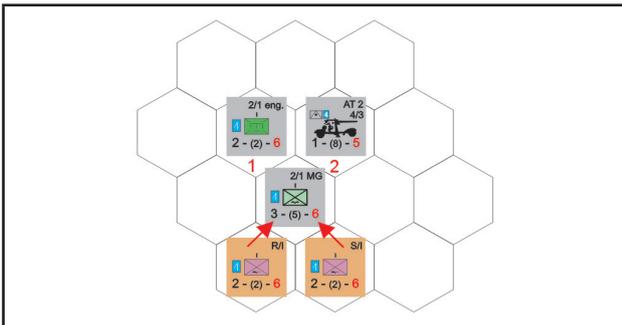
[7.3.2]. A unit receives Defensive Fire marker with appropriate value. Each time after resolving Defensive Fire, value should be lowered by one.

[7.3.3]. Defensive Fire marker is removed at the end of turn.

[7.3.4]. Defensive Fire can be performed by units sharing hex with enemy units.

Designer Note: Players should take into account risk, that each activated unit entering Close Combat can be fired upon and will be Disorganized - therefore it won't be able to enter Close Combat hex [see 8.1a].

[7.3.5]. Enemy units sharing hex with friendly units cannot be a target of Defensive Fire.



Example: British paratroopers are entering hex occupied by German MG company. Units in hexes 1 and 2 can perform Defensive Fire after resolving Close Combat, if British will win and limit of Defensive Fires allows for it.

[7.3.6]. To resolve Defensive Fire procedure from [6.4] should be used with following changes:

- Firepower is not doubled,
- HQ Support is not used,
- card must be taken from deck, not chosen from hand.

[7.3.7]. On any single hex, active enemy unit can be fired upon by several units. Each inactive unit can perform **only one Defensive Fire per hex** - see example [14.2]



8.0 Disorganisation and Reorganization.

[8.1]. Unit can become Disorganized because of Random Event, Fire, Air Strike or entering Mine Field. This status reduces unit's capabilities:

- a) unit cannot move, improve position or creating smook screen;
- b) unit cannot Fire;
- c) unit cannot react to enemy movement;
- d) during Close Combat unit plays only one, face down, card drawn from the top of a deck [see 9.2];
- e) Morale is lowered by 1;
- f) HQ unit cannot Support attacks [see 6.6];
- g) special units lose their special abilities.

[8.2]. If unit with Disorganized marker would be Disorganized once again, it must leave its current hex and increase its distance to enemy units. If it is impossible, unit suffers a loss and remains in hex.

[8.3]. **Rally.** Unit must be activated. Player must draw a card from the top of a deck or play one card from his/her hand. If card value is lower than Morale, Disorganized marker is removed and unit functions normally. It is finished for this turn.

9.0 Close Combat.

[9.1]. Close Combat is a form of combat happening during movement. Activated units enter hexes occupied by enemy and combat ensues. Each side must adhere to stacking limits [see 2.0].

[9.2]. For each unit player has to calculate Close Combat value (first for side without Initiative) according to following procedure:

- a) draw a card from the top of a deck and leave it facing down for a moment;
- b) player without Initiative (defender) draws a second card from the top of a deck or plays it from hand, facing up;
- c) player with Initiative (attacker) draws a second card from the top of a deck or plays it from hand, facing up;
- d) combined arms - if one side has both tank and infantry units participating in Close Combat in which enemy has only one type (exception: infantry with anti-tank guns in defense), it can draw one card more, facing up;
- e) coordination - player with Initiative can draw from the deck

more cards facing up (or play from hand) if his units entered Close Combat hex from several hexes. Number of cards drawn are equal to number of hexes from which attacking units entered, minus one.

Example: Units enter Close Combat hex from three adjacent hexes. Player can draw or play from hand two additional cards

f) players turn over cards facing down and add to their value Firepower of participating units. In case of tank units Firepower should be doubled

g) compare the results - the side with a greater total, wins. In case of ties, player with Initiative wins.

[9.3]. **Counterattack.** If player without Initiative loses Close Combat but difference from [9.2g] is lower than Morale of the best participating unit on his side - counterattack is possible.

Procedure of counterattack resolution:

- a) counterattacking player draws a card from the deck or plays from hand one card facing down and one facing up;
- b) player with Initiative draws or plays from hand two cards facing up and adds a difference from [9.2g];
- c) counterattacking player reveals a card;
- d) counterattack is successful when counterattacking player has bigger total - one unit must be eliminated but attacking player's units must return to hexes from which they entered Close Combat and one of them suffers a loss.

[9.4]. **Effects of Close Combat.** Each unit of losing side suffers a loss. Winning side must suffer a single loss and stay in Close Combat hex.

[9.4.1]. Losing side must vacate Close Combat hex. Units of player with Initiative go back to hexes from which they entered Close Combat hex. Units of player without Initiative must go to any adjacent, eligible hex. Hexes occupied by enemy are not eligible, the same with hexes from which enemy entered Close Combat hex. If withdrawal is not possible, units are eliminated.

[9.5]. After resolution of Close Combat activated units can still move and participate in another Close Combat if they have enough Movement Points.

10.0 Support Weapons.

[10.1]. Support Weapons can be activated separately or with other units. If latter, one need to add 1, when Support Weapon occupy separately hex [see 4.2].

[10.2]. Support Weapons can move as other units. Appropriate symbol denote type of the unit.

[10.3]. Regardless of Fire attack value performed by Support Weapon, target can only be Disorganized and never suffer a loss.

[10.4]. If Support Weapon is a target of enemy Fire, normal procedure applies.

[10.5]. During Close Combat only one card facing up is played for each Support Weapon. If Support Weapon is Disorganized, played card is facing down [see 9.2]

11.0 Special Rules.

[11.1]. **Signalling units.** When checking accuracy of Artillery Fire or Air Strike [see 6.7.4a], if target hex is visible by a signalling unit - player can play a card from hand.

[11.2]. **Engineers.** If engineer unit is on a minefield [see 11.6], units that later enter that hex can ignore mines.

[11.2.1]. Engineers, expending all movement points, can clear minefield - counter "Mines" is then removed from map.

[11.3]. **Anti-aircraft artillery.** They influence accuracy of Air Strike, if ther are in Air Strike hex. When checking accuracy of Air Strike, two cards must be drawn from the deck or played from hand [see 11.1, signalling units]. Attack is accurate if suit of both cards matches the suit of target hex. If not, opposite player makes

STRATEGEMATA

decision when Air Strike lands - choice is between suits of two cards.

[11.4]. Night. During night turns visibility is limited to adjacent hexes.



[11.5]. Low Ammo level. At the beginning of game, marker "Ammo" has value of 0 - it should be kept out of Turn Track. If during Close Combat or Fire card was drawn from deck or played from hand with value of 10 - marker should be moved to next space

on Turn Track.

[11.5.1]. If Low Ammo level is reached - given side cannot Fire when having Initiative.

[11.5.2]. Low Ammo does not influence Close Combat.

[11.5.3]. Current Ammo level can influence defensive Fire limit [see 7.3.1].

[11.5.4]. Above rules are not used in regard to Artillery Fires, Air Strikes and Minefields .



[11.6]. Mines. Scenario card determine which side has mines and how many.

[11.6.1]. After setting up units, player draws randomly a certain amount of minefield markers. They should be set up facing down (hidden) in adjacent

hexes where player has friendly units.

[11.6.2]. Certain terrain types cannot be mined - check Terrain Table.

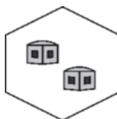
[11.6.3]. When enemy unit enters a minefield, marker should be flipped and procedure [6.4] should be used with following exceptions:

- a) Fire value is given on Mine counter
- b) HQ Support and Gun/Armor Rating is not used
- c) a card has to be drawn from deck - it cannot be played from hand
- d) Defense value of a hex is not added to unit` Morale.

[11.6.4]. If minefield value is 0, there is no resolution of attack. Marker is removed from play.



[11.7]. Destroying objects. Each scenario provide objects that can be destroyed and procedures that should be used. Destroyed objects are marked with counter "Ruins" and cannot be rebuilt until the end of game.



[11.8]. Permanent fortifications. They are depicted on map. They cannot be built during the game.

[11.8.1]. They can be used only by **non-motorized units**. Their amount is given in Terrain Effect Chart. In case of stack, unit(s) at the bottom of the stack is considered to be inside fortifications.

[11.8.2]. Their effect on combat and movement can be found on Terrain Table.

[11.8.3]. During Close Combat defender in fortifications can draw from deck or play from hand **two** cards instead of one [see 9.2b].

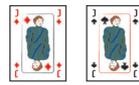
[11.8.4]. If unit inside fortifications will suffer a loss, fortifications are considered destroyed and should be marked with "Ruins" counter. Destroyed fortifications cannot be rebuilt, but they still are useful [11.8.2], though Cover Rating is lowered by 1.

12.0 Random Events.

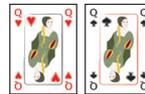
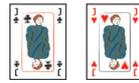
[12.1]. When any of the cards listed below are drawn from deck, random event should be resolved. Event should be ignored if card was played from hand or drawn during deciding Initiative. Game is continued after resolution of the random event.

Great Battles of Small Units

[12.2]. Possible events:



Sniper. Player with Initiative can Disorganize enemy **non-motorized unit**, if it occupies the same suit as suit of drawn Jack and is not in Close Combat hex.



Change of orders. Player with Initiative can discard any number of cards and draw replacements from deck.



Change of orders. Player **without Initiative** can discard any number of cards and draw replacements from deck.



Additional orders. Player with Initiative can refill his hand, but only up to a limit given by scenario card.



Additional orders. Player **without Initiative** can refill his hand, but only up to a limit given by scenario card.



Quick rally. Player with Initiative can automatically Rally any one of his units (without using cards from deck or hand).



Extra ammo. Player with Initiative can move "Ammo" marker by one space to the left, but not further than 0.

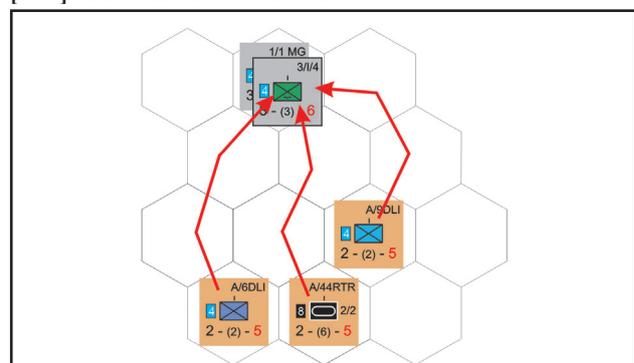
13.0 Victory conditions.

[13.1]. Victory conditions are always specified on scenario card.

[13.2]. Hex control. Hex is controlled by player if his units were the last to enter them or cross them.

14.0 Examples of play.

[14.1]. Close Combat Resolution.



1. British Player has Initiative. Let's assume that 3 British units were activated (see [4.2]), which are to enter Close Combat with two German units. Defensive Fire was unsuccessful and units entered hex occupied by Germans.

STRATEGEMATA

Great Battles of Small Units

2. German Player, the one without Initiative, draws one card for each of his units from deck as first and leaves them facing down for now.

3. British Player, the one with Initiative, draws one card for each of his units from deck and leaves them facing down, also.

4. Let's assume that both players have no cards in their hands. German Player, without Initiative, draws second card from deck, this time facing up. He does this for each participating German unit. When card with value of 10 (clubs) appears, "Ammo" marker should be moved onwards on Turn Track by one space (see [11.5]).

5. British Player with Initiative draws one card for each of his units from the top of deck, facing up.

6. British Player has to draw one more card because of combined arms rule (see [9.2d]) and additional two other, because he entered Close Combat hex from three different hexes (see [9.2e]). Just after revealing Queen of Diamonds appropriate event should be resolved (see [12.2]). Total value of cards pictured above is 11.

7. German Player reveals cards facing down and calculates total for each unit. Final result is 41.

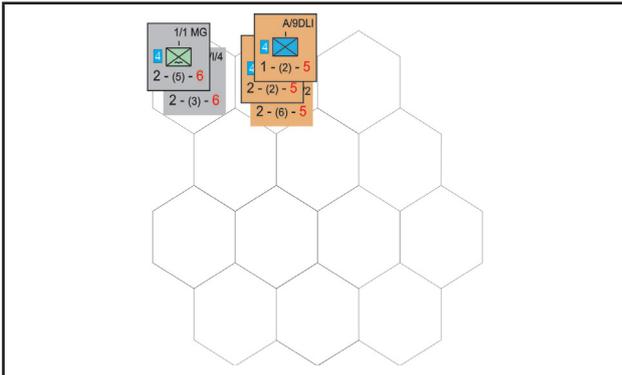
8. British Player does the same. After Jack of Clubs is revealed, appropriate event should be resolved. British Player calculates his total and adds value from step 6 of this example. Final result is 34 + 11 = 45.

British Player has won Close Combat. Difference is 4 (45 - 41 = 4) and is lesser than Morale of German unit - here it doesn't matter which one as both have the same rating of 6. Let's see what will happen when German Player declares counterattack (see [9.3]).

9. German Player draws one card facing down and one facing up.

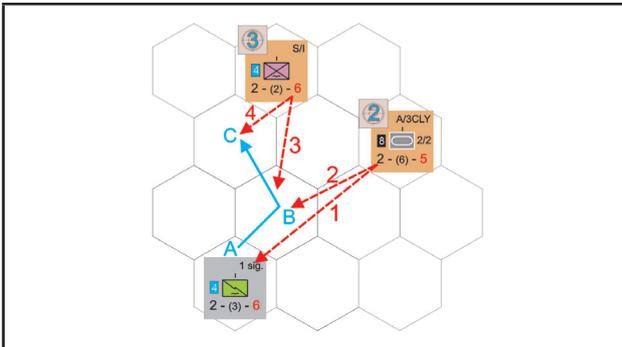
10. British Player draws two cards facing up and adds difference from step 8 (see [9.3b]).

11. Result of German counterattack is calculated after revealing hidden card (see [9.3c])



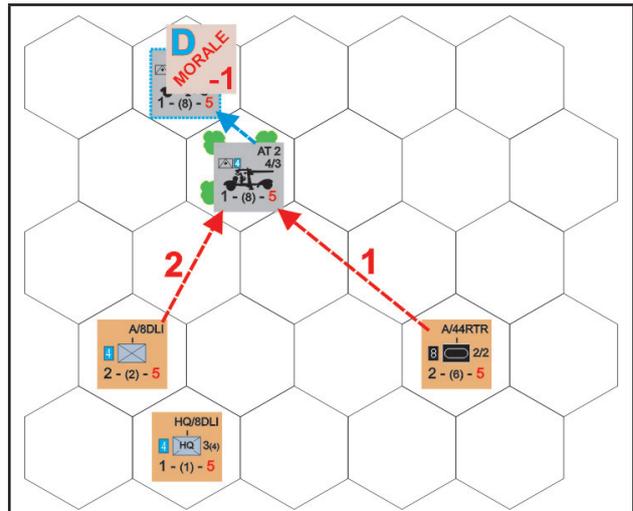
12. Counterattack has failed. Each German unit loses one step (see [9.4]) and remnants must vacate Close Combat hex. British Player decides which one of British units loses one step and stays in a hex, victorious (see [9.4.1]).

[14.2]. Defensive Fire.



Let's assume that German unit has entered hex A. Defensive Fire 1 can be performed by British tank company. If fire will be unsuccessful and 1 sig. will enter hex B, it can be shot at by A/3CLY and S/I. British Player decides about sequence of Defensive Fires 2 and 3. German unit in hex C can be shot at with fourth Defensive Fire. Tank company A/3CLY cannot fire then, as it would have exhausted its limit of Defensive Fires (see [7.3.2]).

[14.3]. Resolving Fire.



HQ/8DLI was activated along with infantry company A/8DLI and tank company A/44RTR. Player decided to shoot at German anti-tank guns located in orchard (its Cover Rating in "Primosole Bridge" game is 2) by tank company first and then infantry with HQ support.

1st Fire. Defense value of anti-tank gun: Morale of 5 plus terrain cover of 2. Total: 7.

Fire value: Firepower of 4 (see [6.4]) plus Gun/Armor rating (see [6.5]) (Gun "2" minus Armor "3" equals "-1") plus value of one card drawn (see [6.10]). Let's assume that 8 of Diamonds was drawn from deck. Total: 11.

Fire value is higher than Defense value. German unit doesn't suffer any losses, but receives Disorganized marker.

2nd Fire. Defense value: Morale of 4 (see [8.1e]) plus terrain Cover Rating of 2. Total: 6.

Fire value: Firepower of 4 plus HQ Support of 3 [see 6.6] plus Gun/Armor rating (see [6.5]) - 3 (0 - 3 = -3) plus value of one card drawn (see [6.10]). Let's assume that 6 of Clubs was drawn from deck. Total: 10.

Once again Fire value is higher than Defense value. German unit does not suffer any losses, but as it receives another Disorganized result, it has to retreat (see [8.2]).

Questions about the rules should be sent to strategemata@o2.pl

Idea and rules: Adam Niechwiej
©2014 STRATEGEMATA and Adam Niechwiej

Special thanks to Ryszard Tokarczuk and Joanna Felczak for their contributions in English version of rules.