

## Examples and Little Stories

The following pages are short sections of wargames chosen to illustrate a range of rules that appear in Heroes All and Fight Your Own Battles. Most relate to solo games but one or two make reference to the 2-player game.

In each case, there is a narrative and an explanation of the rules being used with real examples, described as they happened during play-testing. In one or two cases, dice rolls were changed to suit the occasion but the mechanics are exactly as they were during the game.

Some are written from the standpoint of the gamer and some by the actual plastic figures on the table - after all, they are the ones in the thick of it!

I hope that these examples and little stories start to open up the rules and provide a useful insight into their workings. Hopefully, more will be posted on the website as they happen and to explain any aspects of the game that come across as unclear.

## The "Accumulator" Rule

Not really part of either Heroes All nor FYOB, the Accumulator Rule is a useful tool that I use to decide when a task is finished. You might spot it in use for Engineers (pontoon bridge-building and minefield clearing for example) in Heroes All.

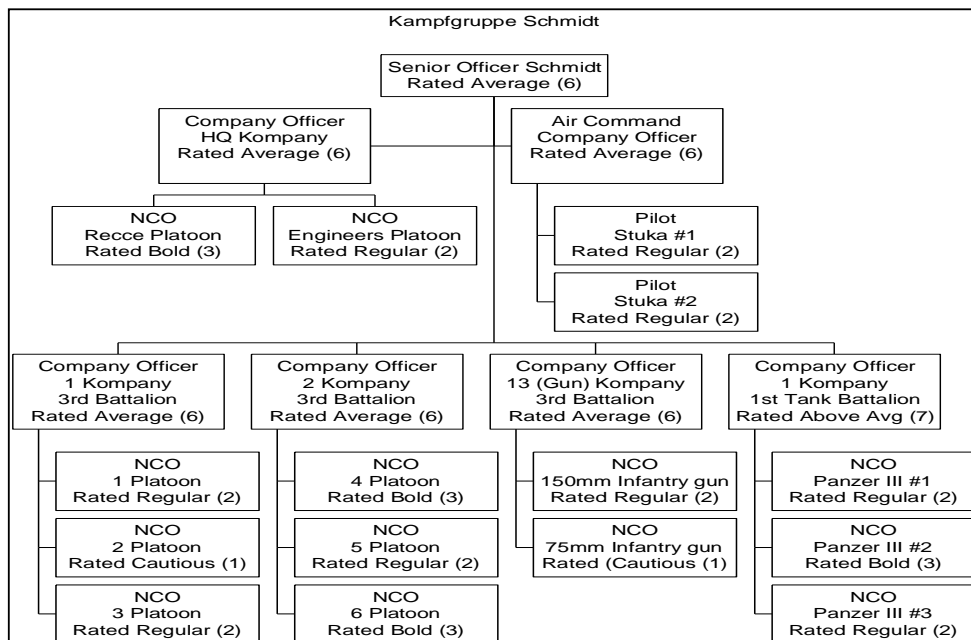
Basically, any task can be broken down to determine how long it is likely to take. Unloading a truck-load of assault craft should take an hour, for example. Now, if you appreciate that the average score you can get with 2D6 is "7", make a rule that says that the assault craft will be unloaded when the NCO of the Engineers throws 2D6 and accumulates a score of 7. Chances are he will do this in 1 bound but it leaves the door open for a possible delay and the job taking 2 (or even 3) bounds.

The story about the Sherman tank uses this Rule - see how "Lofty" Beckett gets on in "Getting It Running".

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## Kampfgruppe Schmidt



Here is the organisation for a German force under a Senior Officer called Schmidt. The force comprises 2 infantry companies of the 3rd Battalion 112th Infantry Regt and the 13th (Gun) company from the same battalion. They are supported by a company of 3 Panzer III tanks and close air support from 2 Stukas.

Note that the Air Command and the Tank company CO **will not** appear on the table. The infantry Company Officers **may not** appear on the table.

If this were an actual table-top force, you would expect to see another Company Officer with the 14th (AT gun) company providing some AT weaponry and perhaps an artillery battery under another Company Officer.

Schmidt also has a HQ Company Officer who is in command of the Recce platoon and the engineer platoon.

In a single game, the dice throws determine the ratings for the officers and NCOs as they fall but in the campaign environment, these commanders are named and each army can allocate its Officers and NCOs as it sees fit (as you would expect any real army to do). Details of this system can be found in 2019 Fight Your Own Wars edition.

Remember that, on the table, when a Company Officer is activated, he can gather information from his NCOs concerning enemy units and then share this with the other Company Officers in this Kampfgruppe. When they are activated, they can share it with their NCOs. This sharing process will take a maximum of 2 bounds to work through all Company Officers and assumes each has a radio that is netted in.

## Incoming!

The Airfix Coastal Defence fort is painted and stands sentinel over a small beach close to Lemille on the French coast. The Canadians will be landing a "Reconnaissance in force" at dawn but before then, a squadron of medium bombers will "rough up" the defenders.

The fort has its own air defence of 2 twin-HMG AA positions and there is a SdKfz 7/2 half-track mounting a quad 20mm AA gun in the village.

The Germans are a suspicious bunch so a couple of fighters are on CAP in the area. The bombers will have a squadron of fighters as escorts.

This little air skirmish takes place pre-game and can be undertaken without any set up, just a few dice and a score sheet. It lasts 1 bound.

The Allies have 3 light bombers and 3 fighters, so 6 OPCs are allocated. The Germans have 2 fighters, 2 HMG AA guns and the Quad - that's 5 OPCs. Officers are rated for all elements. 1 OPC is allocated for each Air Command.

The bombers each have 3 MGs, 4 x medium bombs and a strength of 4. The fighters have 4 MGs, 2 x 20mm cannons and a strength of 5.

The OPCs are dealt.

- 1 Allied bomber #2 - passes his OPC and throws **move**. Moves onto table at medium level. Needs to throw 4 to spot the fort but fails. He cannot move off the table so stays at Medium Level.
- 2 Allied fighter #1 - gets onto the table but too early to do anything. Exits.
- 3 Allied bomber #1 - gets onto the table but throws a **fire** and then fails to spot the fort. Its not going well! Uses his move to exit.
- 4 German fighter #2 arrives medium level. Throws **act** to spot the bomber #2. Needs 2+ and gets 3. 4 MGs and 2 cannons is 8D6. Both aircraft types are rated "other" for speed so 4+ is a hit. 6 hits achieved, with 4+ registering damage. 3 damages rolled but the bomber survives. The fighter moves off the table.

- 5 The Quad 20mm. 3D6 per gun with doubles scoring hits but as air-to-air combat is on, the quad cannot fire for fear of hitting the friendly fighters.
- 6 Allied fighter #3 - gets onto the table and throws **move**. The German fighter #2 has left the table so uses move to drop down a level and conduct a ground attack against a truck. 2 x 20mm cannons is 4D6 and 2 shots each with hits on 5+. 2 hits are scored and 2D6 thrown for effect getting 4-5. HE Effects Table column A - 2 casualties so the truck is destroyed. Fighter stays put.
- 7 Allied Bomber Squadron Air Command - shares the targets spotted by fighter #3 with Allied fighter #2. 3 damages to assess to Bomber #2 under Continuous Momentum. 3D6 thrown - 3-5-6 so 3 reduced from CM score that started at (3 x 4) 12. Now reduced to 9.
- 8 AA gun #2 can only fire at low level targets. Allied Fighter #3 is a possible target and an auto spot following a ground attack. It gets 4D6 but throws 1-2-3-5 so no hits.
- 9 AA gun #1 can also throw 4D6 and gets 1-4-6-6 to score 1 hit but it can only achieve a 4 on the next D6 so no damage caused.
- 10 Allied bomber #3 - gets onto the table and throws **move**. A 5 spots the fort and drops 4 x medium bombs with 6 to hit. 1 hit scored, HE Effects table column D - another 6 so 3 casualties but doubled to 6 for a building. The fort counts as a 6-point "bunker" so is destroyed by the bomb. The emplaced guns are deemed out of action. Has to stay on the table.
- 11 Allied fighter #2 - knows about the fort and the destroyed truck. Gets on the table and throws a **fire**. The only possible target is the fort but if he drops down to low level he cannot then fire on a **Fire** order. There aren't even any enemy fighter to shoot at!
- 12 German fighter #1 - he gets onto the table where a bomber is active but unfortunately he throws a **fire**. Not being able to spot the enemy, nor having had the benefit of the German Air Command activation, he goes back on patrol.

13 German Fighter Air Command. If only fighter #2 could have "seized the initiative" and swapped OPCs, then he could have told him about the enemy aircraft.

As the dust settles, both sides have wounds to lick. The Germans came out the worse though with the fort destroyed. That will be of great assistance to the Allied raiders as they come ashore during the next bound.

## Aircraft attack

Bound 3 of a heated table-top struggle and the German Senior Officer calls on the Ju87B Stuka squadron of 2 machines available to him. They are told to break up the Allied attack before it over-runs his lines of defence.

The game is being played on a 6ft x 4ft table so it's aircraft capacity is 3 machines. The Air Command CO must pass a Leadership Test - that is he needs to throw a D6 and score less than his rating + 2. Lets assume that he is successful with that throw. As the aircraft are allocated to close support, they will arrive on bound 5.

At the start of Bound 4, the aircraft are placed in the "box" and 2 OPCs are added to the pack for them plus 1 for the Air Command which is also activated now.

Early on in Bound 4, the first Stuka is activated and the pilot passes his ORT. He throws the Order Die and scores a 2 - a Move order. He moves onto the table (automatically) at medium level to identify his target.

As the intended target has not been specified (a building for example), the pilot needs to throw a D6 and score 4+ to see an Allied truck carrying a platoon of infantry. He scores a 6.

The first Stuka swoops down in a dive bomb attack. A 4+ is required for a hit. The pilot throws a 4 so the truck is hit. His small bombs use the HE Effects Table column C. Another 6 is thrown for the effect of the hit so 2 casualties are recorded. The Defence Value of Armoured Vehicles chart shows that 2 casualties means that the truck is destroyed. A final D6 throw is made for passenger casualties.

A brewed vehicle requires a D6 throw. Casualties = D6 less 2. A 3 is thrown so in addition to the loss of their truck, the platoon lose 1 man. The platoon must throw 1D6 to check that the casualty is not the NCO. In this case he is not. They do, however, accrue Momentum Tests -

10	for a casualty in soft cover
6	for being dive bombed
3	for having their transport destroyed whilst loaded
3	for being under fire from an unobserved enemy
<hr/>	
22	TOTAL

## The Allied response

A few OPCs later, the British Air Command CO is activated and he calls on his close support squadron of Hurricane IIBs to repel the enemy aircraft. They will arrive on Bound 5.

The next OPC belongs to a deployed platoon of British infantry who bring their small arms and truck-mounted LMG fire to bear on the Stuka.

Following a ground attack, spotting for the platoon is automatic

The Platoon of 8 men make an AA attack at 2D6 per 3 figures - so 2 throws are made. They score 4-5 and 2-2 so that's 1 hit for the double. The LMG in its dedicated AA role gets 2D6 normally but adds another D6 to attack an aircraft during a dive bomb. It gets 2 shots and throws 1-3-3 and 3-5-6. A total of 2 hits mean 2D6 for damage; 3-3 is 2 "damages" for a slow aircraft.

The second Stuka now appears, passes its ORT but throws a 1 on the Order Die. It moves onto the table and spots a deployed 17pdr AT gun.

Towards the end of the Bound the first infantry platoon move to hard cover and another British LMG fires at the 2nd Stuka. Throwing 2D6 (no extra for dive bomb) it gets 1-3 so has no effect.

## Bound 5

At the start of Bound 5, the German Air Command is activated and he is now obliged to make a Continuous Momentum test throw. He has suffered 2 x "damages" and so throws 2D6.

The German Air Command has 2 dive-bombers so an initial Continuous Momentum score of 6 (2 x 3). His throw yields 1-3 so he loses 4 from his CM score.

The first Stuka is now activated again. It wants to make a ground attack with its guns against the platoon it bombed on Bound 4.

The pilot of the Stuka passes his ORT and gets a 1 on the Order Die. He fires his 3MGs with 3D6 twice. He gets 2-2-5 and 1-4-6 so that's 1 more



hit against the infantry. (Usual rules apply for ground attacks so 5+ becomes 6 to hit because this element is in hard cover. The casualty turns out to be the NCO. 9 more CM Tests fall due (5 for a casualty in hard cover and 4 for the NCO casualty) bringing the total to 33.

Now the 2nd Stuka is activated but his Order Die is a 2. He dives on the target but gets a 2 on his bombing run to score a miss. He cannot now move off the table so stays waiting for the AA response.

The second Stuka hanging around is not all bad - the capacity of the table is only 3 remember so that means only 1 Hurricane can appear when activated. It throws a 2. (Moving onto a table is automatic on activation). A 3 on a D6 spots the first Stuka. The "Hurricane" is a Fast Fighter with 4 machine guns and 2 cannons, all firing twice per bound.

The Hurricane throws 16D6. It is a fast attacker against a slow target so 2+ will hit the target. He scores 5 hits and 5D6 records 3 "damages" which shoots the Stuka down.

Before the 2nd Stuka can attack, the allies deploy a US M16 mounting 4 HMGs. It is activated and shoots at the surviving German attacker, still at low level after its ground attack.

Multiple HMGs get 4D6 plus 1D6 for firing after a ground attack. The results are 2-3-3-6-6 so that's 2 hits which yield 2 x "damages". The Stuka's strength is reduced to 1. When the German Air Command activates on Bound 6, he will need to throw his Continuous Momentum tests for the damages caused and the loss of one aircraft.

## Stopping the Churchill

The Churchill III lumbered over a low wall supported by a platoon of the East Somerset Light Infantry. In the woods ahead, German AT gunners waited with whatever they could muster - a 50mm PAK 38 and a PAK 40 75mm.

The Churchill has Heavy armour and the PAK 38 is a class 3 gun. The PAK 40 is a class 4 gun.

The Churchill comes into view at 32 inch range; effective range for both of the AT guns. The 50mm fires first with -1 for target moving and +1 for the target in the open. That's a 5 to hit. The German NCO gets a 6!

The 50mm PAK 38 gun has an Attack Value of +11 at this range. This is a frontal shot. 1D10 is thrown - a 6 - making a total of 17 but the tank has frontal armour with a **Defence Value** of 20/18 so no result.

The PAK 40 has a +14 Attack Value at this range so could throw a 4+ to damage the tank but it only gets a 3 when firing so cannot hit the target.

The Churchill's 6pdr does have an HE capability, albeit a poor one but it fires at the firing PAK 38. On an **act** order, it uses one act to spot the gun and then one act to aim and thus must fire before moving. The aim earns him a +1 on the firing die.

Effective range and +1 for an aim means a 4+ gets a hit. A 5 is thrown for a hit, then a 6 (HE Effects Table column B = 2 hits) and a 5 (HE hit on a CSW and 4+ destroys the weapon) - good shooting!!

On the next bound the Churchill tries to hit the 75mm. It gets a **move** order but stays stationary, spots and fires. A 5 scores a hit but results in only 1 casualty and no damage to the AT gun.

The PAK 40 shoots. At this range it needs a 4+ to damage the tank and although it gets a hit, can only throw a 2 so sees its shell bounce off.

On the next bound, the Churchill advances but firing on the move results in a miss when it fires again at the AT gun crew.

The PAK 40 crew are under pressure now because they are being fired on and are accumulating *CM* tests. They squeak through them and get the chance to shoot at the tank. They still have effective range and throw a 3 on the Order Die to get an aim (+1) but also get a -1 for a moving target and +1 for target in the open. A 4+ will hit and they get a 5. The Defence Value of Armoured Vehicles chart shows that 4+ on the effects throw will damage the Churchill and 6+ will brew it. The PAK rolls the dice....

## Keep Yer 'ed Down!

The German advance was relentless. A Company Suffolk Rifles were right in the thick of it; long-range artillery fire was making life uncomfortable for 2 platoon

A German medium mortar crew started adding to their discomfort. At the end of the last bound, they had moved up to the edge of the copse and used their **act** to set up the weapon. Now they looked to displace the Suffolk Riflemen.

A 3-man crew trying to spot 8 defenders meant [ $3 \times 8 = 24$  rounded up to] 3 dice throws to get a 5. They threw 1-2-5 so acquired their target.

First shot and needing a 5+ for a hit, they get a 2. It's a miss but the British get 6 CM tests for being under mortar fire + 3 more for the unobserved enemy = 9 tests.

When the defenders are activated, they get no test reduction and throw 9D6. Only 1 "failure" is recorded so no major problems. They manage to spot the mortar crew, despite having to add 1 segment for the CM Test result but cannot inflict any casualties on them at long range.

Next bound the mortar fires again. The defenders made the mistake of not moving so the mortar gets a +1 bonus for a second shot at the same target. This time they throw a 5 to get a hit and throw a 6 for 2 casualties in column C of the HE Effects Table.

To make matters worse, a second mortar crew, informed of the British position by the Company Officer also opens fire. They need a 5 but only manage a 3 but its more CM tests for the defenders.

Those defenders now take their CM tests. They are in hard cover but 2 casualties still means 10 tests + 6 more for the fire from the second mortar. They have a Regular NCO who gets them a 10% (1) reduction. Within 6 inches now they have a 2pdr and crew worth  $20 + (3 \times 1 \frac{1}{2} \text{ pts})$  so 24. This gives them a further 24% reduction ( $24\% \times 16 = 3.84$  rounded take 12 tests in all and get 3 "failures").

That means that their movement and observation is impaired on this bound. They cannot fire and their *CM* score reduces to 5. Later in the bound, a *German* infantry element will be coming straight for them.....

## Minefield

The breakout from the Normandy beachheads are progressing slowly with probing reconnaissance missions. The Recce Companies are accompanied by a section of sappers to clear any mines that are found.

Just outside Bonville, the Recce Company from XX Brigade approach from the North. The road into the village is mined but this is marked as a major roadway for the advance.

This is a 2-player game.

The 2 sappers attached to the Recce Company are activated and on a "2", move into action with their detectors. Then they are allocated a "4" for an Action. The "4" means "Engineering duties" - in this case, clearing the mines from the road. They throw a D10 and score a 4.

The sappers can be allocated another Command Die and the player has a "6" so uses this as another "Act" Command and the sappers throw the D10 again. This time they get a 6 so bringing their accumulated total to 10. This means that they have cleared this section of road.

Elsewhere, another probing force has to advance into Le Roque to secure the left flank of tomorrow's advance. Again the road is mined but there are no sappers available. 4 infantrymen are detailed to do the job. They need to accumulate that same score of 10 but can only throw a D6 on each bound. Of course, the process requires more men and whilst they are working on the road, they are not permitted to provide any fire or observation support.

Much further West, the Senior Officer of the Oxford Yeomanry does not have the time for subtleties. Finding a minefield across the path of his advance into a village, he simply calls up the artillery.

Firing at effective range (5+ to hit) the 75mm guns get a +2 modifier on their dice throws (treating the minefield as a bridge). The 2 guns of the battery throw 3-5 for 2 hits and then 2-2 giving them 2 casualties in column C of the HE Effects Table. The mines will be cleared when 4 casualties have been accumulated so another bound of firing is needed.

## Cut Across Shorty

A bit of fun. Major "Shorty" Long of 3 Commando has led his small band of elite soldiers on a raid on an enemy supply dump. Having blown lots of things up, they must now make their way back to a hilltop village where a local guide will take them to their own lines. The village is 60 inches away and the area in between is now crawling with annoyed Germans.

Two bounds before dawn, the 5 men set out on foot through a small valley. This is cross-country movement. They throw 2D6 and score a 7 to reach the cover of a ditch. On the final bound before dawn, they move another 8 inches. This gets them to a small farmhouse. As the sun rises they will need some luck and some sleepy Germans!

An SdKfz 222 armoured car is parked outside the nearby stables and in so to avoid detection, on the next bound they make a "stealth" move - 2D6 for elite troops. 7 inches - just enough to get them to the edge of a small copse.

Light woodland presents no difficulty for infantry movement but does not allow another "at the double" move. A disappointing 4 inches is achieved but that brings them to the edge of a small river. Socks off everyone!

1D6 is thrown for the wading move - that takes into account the process of getting into the river. It takes an **act** to get out. The Order Die is kind to Shorty - a 2 means they can wade in. The movement D6 yields a 5 - enough to get across and then they use their act to get onto the far bank.

Next, Shorty throws a 1 on the Order Die and decides to take a real risk. From his position in the bushes on the far side of the stream, he can see a German R-75 motorcycle combination unit. If they "borrow" it, they can get home very quickly! Shorty is a CO rated as Bold (3) so needs to throw less than 6 on a D6 to pass a Leadership Test. No problem as he throws a 4. He has already successfully spotted the machine. 5 observers - a motorcycle is 4 targets so that's 20, divided by 10 is 2 tests. The R-75 is 15 inches away parked beside the road so that's just 2 segments. Shorty's group is elite so they gain 1 segment to make it an automatic spot. His Leadership Test was taken to see if he would risk the "at the

double" move to the machine. If they came up short, they could be caught in the open. He throws 2D6 needing to move 8 inches and gets 3-5. That was tight!

Hiding behind a hedge, the next bound starts with the group checking for enemy troops - there's no-one here. They threw a fire order so observing first leaves them a move but no fire capability. Does he risk it? Another Leadership Test says "yes" and the 5 men leap aboard. 7D6 for a motorcycle gets them 23 inches down the road and just a move from safety.

Unfortunately, later in the same bound, 2 German soldiers spot the theft and open fire with 2 rifles on the escapees. Its long range and a moving target but the road offers no cover so the Germans can get a hit with a 6. The 2D6 turn up 2-4 so no hits. Another lucky escape.

Finally the small group make it to the hilltop village on the next bound (at 7D6 per bound) but to be fair, the 2 militia guards are made to take a Leadership Test to make sure that they do not fire on the "Germans" as they approach. Ratings for resistance/militia element officers are not modified and the junior officer in this case is "Regular". He easily passes the Test and Major "Shorty" Long makes his rendezvous with his guide home.



## Piece of junk

Lt Hank Chesney was an impatient man. It was dawn and he had orders to push on to Deau-sur-le-mer where he hoped to give Jerry a good beating.

His radioman twiddled the dials of the company radio - he needed to net-in before the company could get going (4+). He threw the D10 and scored 2.

"Godamit!!!" bellowed Chesney, "get that piece of junk workin'!!!"

The unfortunate radioman threw again. A 6 - "all netted in Lieutenant" he reported, rather relieved.

The company moved off in the direction of Deau.

Jerry clearly wasn't in the mood for a good beating. The first platoon had stormed into the town with flanking fire from the second platoon covering the advance. "Text-book stuff" thought Chesney. Text book or not, the German defenders fought well and the assault was pushed back. Worse still, mortar fire started raining down on the retreating infantry and it was getting mighty close to the woods where Chesney had set up HQ.

The radioman was keeping up a constant flow of messages, sharing enemy positions with Battalion HQ when suddenly, a mortar shell hit their element. Chesney and the radioman were OK but one of the guys from the 3rd platoon who were with them for protection had bought it. Worse still, a hit from an 81mm mortar caused the radio to drop off the net.

"Radio down sir!" yelled the operator, "Trying to re-net". Try as he might, the set was not responding. Twice he tried and twice he failed. "Set's DIS Sir" he reported, "we'll have to send a runner".

Chesney was not impressed. "Piece of junk" he repeated and reached for his D6. He was rated "Regular (2)" which niggled at him frequently so he needed to throw a 4 or less to despatch the runner. The D6 fell as a 3.

"Get goin'", he snapped at the poor guy still reeling from the loss of his buddy. "Tell 'em we need armor - or at least artillery!". The runner went.

"I can see us stuck 'ere all day" moaned Chesney.

"Swell" thought the radioman to himself, just swell.

## Getting it running

British armour has broken through the German defences and now, the campaign is going well. However, a Sherman tank threw a track in rough ground and the Field Park Engineers are sent out to help the crew to re-track it. German patrols are known to be in the area so the rescue party are accompanied by a platoon of Essex Light Infantry and a light mortar team. The 4-man tank crew and the engineers will throw 2D6 per bound and need an accumulated total of 20 to mend the tank. (These totals can be chosen on a game-by-game basis- see the front page of this download).

Sgt "Lofty" Beckett had been given easier jobs. After a bumpy ride in a Morris 15cwt truck, he and the rest of the section arrived at the stream where the Sherman had let go of a track. The "Essex" boys deployed and their NCO passed a Leadership Test so they could go onto Overwatch in case Jerry turned up.

Lofty eyed up the stricken tank and planned the job. "Right", he ordered, "let's get this job done and get back to HQ. Corporal, get your crew fell in." The tank crew were briefed on the plan and the work began. Lofty reached into the toolbox and pulled out his two trusty D6's. "What do we need Sargent?" asked one of his team. "Twenty lad, just twenty" came the Sergeant's considered reply.

Lofty rolled the dice beside the tank. "Yes!" he exclaimed, "a pair of fives will do nicely!" One bound later, he reached for the dice again. "Don't forget the ORT" reminded the tank NCO who's name had escaped Sgt Beckett. "Hmm", he thought, "don't make a mess of this Lofty me old son!"

No problem for a "Regular (Enhanced)" sort of guy like Sgt George John Beckett. A 5 was a comfortable pass. Next he threw the 2D6 again hoping for a similar result to the last time. As the cubes fell he stifled a roar of anger - after all if Jerry was about, he didn't want to draw attention to their little dilemma. "Snake-eyes" he reported, "we'll need one last effort and some luck next bound if we are to crack it"

The next bound turned out to be quite eventful. Lofty and his section finished the job and had just loaded back into the Morris when Jerry turned up. The tank NCO, who Lofty still only knew as "mate" came up trumps on the TMG though and gave the intruding patrol a quick burst that got them scurrying for cover. The Essex boys chipped in with a few rounds of mortar fire and then it was a dash for the hills - tank, engineers and infantry all motoring "at the double" before Jerry could re-group.

Back at the depot, Lofty settled into his bunk. His D6 were back in the toolbox waiting for the next "little" job. Hopefully that would not involve being shot at.

## Green Light On!

Major Rose stood at the door of the transport plane, his first platoon NCO and his men behind him. In other aircraft, the second, third and fourth platoons waited patiently.

"Green Light On!" called the crewman as Rose, leading his Paratroop "Group" passed his ORT with ease and casually tossed a D3 to achieve a 3. "Its an Action, Sgt" he reported, "so lets get down and get going".

Rose jumped out the open doorway followed by 8 men of the first platoon and two men with a light mortar. Elsewhere, the rest of the company followed suit. By the end of the bound, all would hopefully be in the Landing Zone and be ready for their second Act, Move and Fire phases.

Each of the 4 platoons threw their D10's to get their position in the LZ. Rose got a 5 - right in the middle. The others managed 1,3 and 9. "Good", thought the Major, "no zeros so we're all down safely".

"Get your Leadership Tests done as quickly as you can" he called to his NCOs knowing that they had to move out rapidly. The Elite troops of his company were led by good NCOs so there were no dramas.

With both Acts used up by the jump and the Leadership Tests, there was no time to waste so the company moved out. On the next bound, Rose's OPC came up early so he dissolved the Group and issued Orders to each of the 4 platoons. "1,2 and 3 will **re-position** to the edge of the complex as planned" he instructed, "whilst 4 will **Recce and Report** from the low hill overlooking the gates. Stealth moves all round - we don't want the guards to know that we are here".

The guards would be on Overwatch so stealth moves at 2D6 per bound would be vital if the paratroops were to get into the complex and blow up the machinery. The enemy needed these components for their subs so if Rose and his men could stop production, fewer subs would be attacking the convoys. Whether Rose could get back to the river afterwards.....

## Some You Win, Some You Lose

Bert Trimmings had just about had his fill in the "last lot" and now, here he was again, fighting Jerry - only this time it was on British soil.

The Germans had landed on the Isle of Wight yesterday as part of a major invasion - not that Bert and his Local defence Volunteers had been told anything officially of course. Whatever was happening, this was no drill - an air-raid had flattened the Old Red Lion and the Town Hall had taken a battering.

Now, Number 6 Platoon IOW LDV's were being told to expect the enemy on the road up from the coast. Though lightly armed, they knew the area well and had built themselves a nice little road-block.

The "enemy" turned out to be a couple of light armoured cars and some infantry in a truck. "Reconnaissance", whispered Bert's NCO as they came passed the old grocers. What Jerry didn't know was that Harry Blacker, owner of the aforementioned grocers had a secret stash of petrol and had made some "Molotov Cocktails" using milk bottles. Bert was, at best, sceptical but old Harry was a crafty beggar....

The first armoured car was stopped outside the grocers by the road-block and just as the infantry started to get out of the truck, "Whoosh!!!"

Harry and a couple of his chums had been hiding in the upstairs room of the shop and dropped the cocktail onto the leading vehicle. Counting as 3 figures and using the Molotov Cocktail as an HE grenade (although only counting on column G2 of the HE Effects Table), they had assaulted the armoured car.

Harry had thrown a D6 and got a "2" - 2 casualties amongst the crew, but more importantly, he then threw the D6 again and got a "5". The armoured car had brewed up!!

The brief moment of euphoria was disturbed by all hell breaking loose.

The machine gun of the second armoured car started pouring fire into the grocers whilst Bill Shackleton's party, who were in the Rectory across the street started firing at the debussed infantry. They got a couple of hits but the Germans were a tough bunch. In no time, the grey-uniformed NCO had thrown his Continuous Momentum Tests, avoided any "failures" and piled his men into the Rectory.

Bert saw the flashes of the German grenades as they assaulted the building. 2 grenades for the 6 attackers caused 1 casualty and the fire at close range delivered 2 more, despite the hard cover afforded to Bill's men.

It occurred to Bill, quite quickly as it happens, that he was in a bit of a pickle. 20 CM Tests for his 2 casualties would take some getting over. He might have considered himself to be a good soldier in 1918 but by now, he was treated as "militia/poor". At least he was rated as a "Regular" NCO so he could get a reduction of 2 Tests. He bit the bullet and threw the dice.

2 "failures" could have been worse. His party of 6 would have to drop a pip from any firing or movement dice thrown but at least they were still in with a chance.

He whipped out his copy of Heroes All and turning to page 24, read through the small arms firing panel. 5+ to hit with the advantage of short range negated by the hard cover afforded by the building. They lost a pip for being "poor" making it a 6 to hit but with the CM Tests costing them another pip, it was going to be a hopeless situation.

"Out, now!" he bellowed and 6 old men moved more rapidly out of doors and windows than Bert had seen in many a long year!!

Bill Shackleton had also abandoned his shop in the face of more machine gun fire from the remaining armoured car. Bert knew that it was time to go. Better to live and fight another day, he thought.