

Game Report

Game 1 tester

Played with 8 figures and a light mortar team per side. Each force was split into 2 groups – a 4 man rifle team and a 4 man rifle team with an attached mortar.

All Officers were considered Regular. The weather was considered fine and the game was scheduled to be played over 16 bounds (as a summer day). The board used was 4ft x 3ft laid out as in the photos below.



The photo on the left shows the German point of entry. The 2 cottages are the objectives. I diced and used the VOR to determine that the rifle team would advance via the small wood on the left and the mortar team would advance up the road to the right hand cottage.

The photo on the right shows the overall board and the British point of entry. Again the VOR was used to send the mortar team up to the bridge to support the rifle team's advance to the furthest cottage.



Above left – the British mortar team defend the bridge. The mortar was supposed to be a 2inch model but I was using my Valiant figures and they only have a 3inch. On the right you can see the British advancing up to the cottage and the German mortar team in the opposite garden. For some strange reason (the Officer made some really poor throws), the German riflemen never sought the cover of the building. The British would dive into the other cottage later on this bound.



Above left – the German rifle team hiding in the small wood. They took a casualty early and took a couple of bounds to regain their composure. Because of this, they didn't really get into the fight. Right – The British riflemen on the left are *in* the building and the mortar team take cover behind the hedges at the top of the picture. Between them, they forced the retreat of the German mortar team from the cottage garden. As soon as the British mortar team moved into the garden to replace them, the game was considered over and a British victory declared.

5 German casualties, 0 British.