

## **Game report**

A game of PBI.

15mm WW2.

Germans defending and British attacking.

All photos from the British view. *i.e. Right means the British right flank. Left means the British left flank.*

The game is played on a 4x4 foot table with 6" grid squares marked by black dots. This particular game uses a 4x4 piece of plywood with a piano hinge down the middle and applied paint and felt.

Dice use the "PP standard" of picture on a 6.

The game lasted 2 hours.

### **martin commanded the British.**

- 3 foot platoons
- Mortar platoon
- Pair of Sherman 75s

### **Jon commanded the Germans.**

- 3 foot platoons
- MMG platoon
- Pair of Tiger 1s

## **The units**

Each foot unit is made up of a number of bases.

PBI is not skirmish game. A base contains a weapons team such as an LMG or a 3 figure rifle group etc. there are no single figures.

### **Pre game each player chose 6 scenery pieces.**

The pre-game gave the British the advantage . The British chose to attack with only 1 British unit being kept off table as reserves. The Germans in defence were only allowed 2 units on table with three others in reserve.

PBI is always an attack/defence game with the victory criteria different for the two stances.

## **Assets**

At the start of each turn a player may attempt to call on an asset that is plausible for his company. *e.g some HE fire support from off table mortars or a sniper.*

### Markers

The markers are for the clarity of the photos and to help the players.

**“Taking cover”**= foot bases that have not moved for a turn. Also no other foot bases have entered or left their square to give their position away.

**“Pinned”**= the opponent has directed his shooting to spray the area and cause the target to keep their heads down and not move.



Close up of German central defence.

Yellow loop shows location of company commander. He aids morale and motivation of his platoon commanders.

Light green loop show a scenery template. Each player brings 6. This is a "take part" game. A template covers two table squares. This particular template is a rough hill.

The game started with the Germans fortifying two of the three objectives.

By doing this they gave up on holding the right hand objective.

Being a 1944 company the Germans had AT weapons and good MG capability.

The British decided to attack down the right flank and turn the German defence.

On the left the British deployed some mortars to keep the Germans occupied.



Germans all dug in as the British arrive.

The table has 8 rows (row 1 is in the far distance).

The yellow outlines show the three main areas of German set up in rows 3,4 and 5. The left and right yellow outlines are two of the three objectives in the game.

The visible templates denote buildings, hills, marsh and woods. No Germans deployed on the right flank. Too open for them?

Notice the British platoon strung out along the far right road attempting to get around the German flank.

Other British bases (bottom right hand corner) with LMGs and light mortars are attempting to suppress the German hub near the table centre.



Detail of the British left flank.  
A pair of German MMGs and other bases are holding the objective.  
The marsh to the front makes it too difficult to attack head on by the British.



Close up of the table centre.

British home edge is below bottom of this picture.

The Germans have concentrated their MG and MMG power to make it very difficult for the British to approach.

To the left (off picture) of the yellow circle is a British unit putting some light (ineffective) fire into the bottom square.



A pair of Shermans arrive and quickly drive up the road through platoon 8. Platoon 8 has been hit by off table HE (the two squares with explosion markers). Platoon 8 has become pinned in several of its squares.

Another British platoon I the distance is intending to turn the flank by going up the table edge.

The British pushed down the right flank (unopposed) . The lead platoon shot off and quickly got to the German base edge. The second (8) platoon ran into some off table HE and got slowed.



The two Shermans turned left and started to attack the German stronghold. The central spine of the table is visible on the picture left.

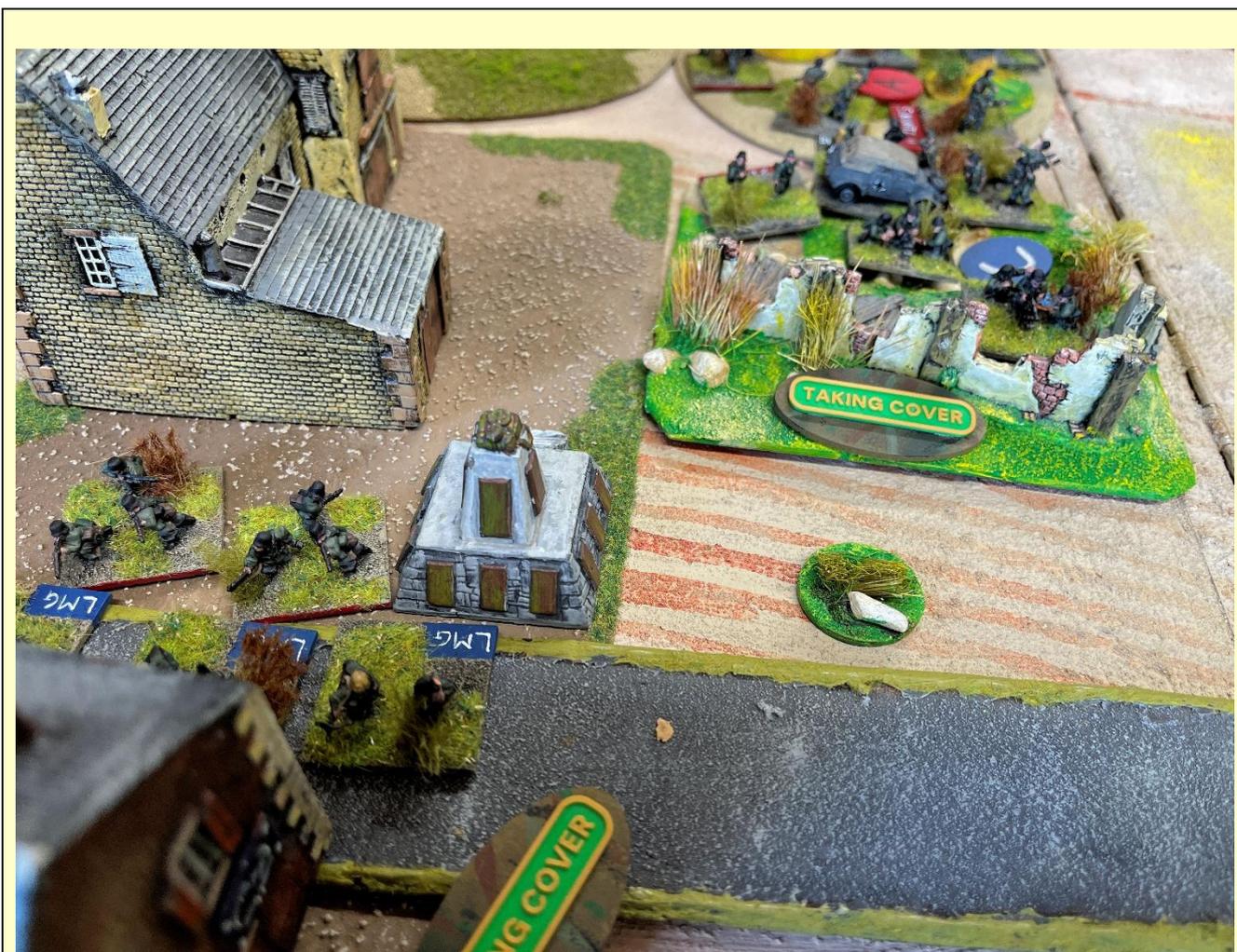
The British right hand flankers became unstuck as they met new German arrivals and failed morale . The Brits fell back. The right hook had failed.



On the right flank a pair of Shermans were putting HE fire successfully into the German stronghold.

Then a pair of Tigers appeared (suddenly coming down the road from off table). In the ensuing gunfight a Tiger got stunned but the Shermans eventually died.

The Germans did shoot a couple of panzerfauste from the wood but they missed.



Close up of German very front edge.

The game lasted 11 turns. That gave each player 5 or 6 turns.

The game ended with a British loss. They had only taken 1 of the three objectives. In addition, the British had lost two tanks and an entire foot platoon. The British advance was too spread out and got caught in the open by the timely arrival of German reinforcements (foot platoon and two tigers).