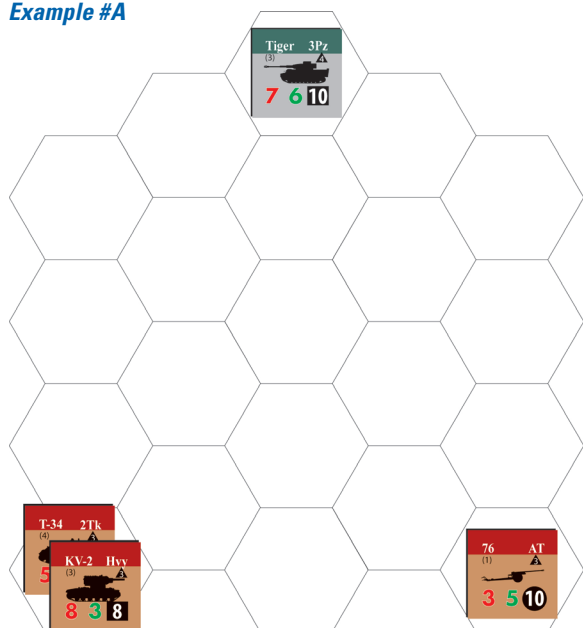
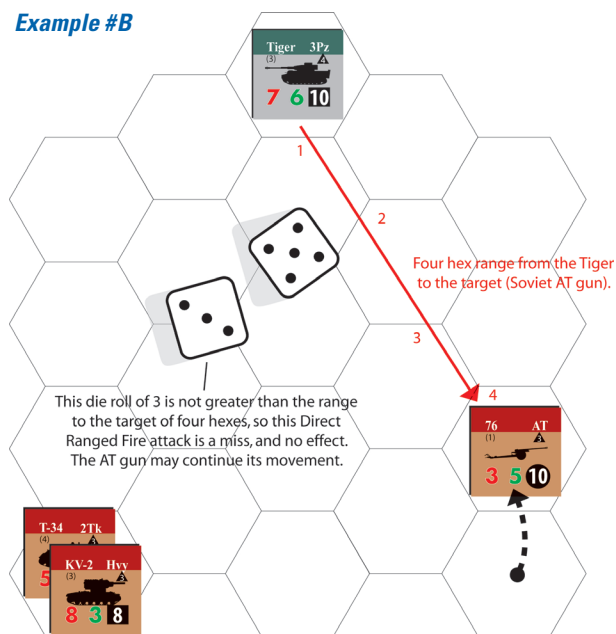


### Example #A



### Example #B



## DIRECT RANGED FIRE EXAMPLE OF PLAY

During the Soviet player's turn, it is the Soviet player's intention to attack the lone German "Tiger" company to the north. To do so, the Soviet player realizes he must move his three assaulting units adjacent to that Tiger company, or at least within their own direct ranged fire range of that Tiger company. Unfortunately for the Soviet player, the Tiger possesses a direct ranged fire range of four hexes, which means the Tiger will be able to fire at the Soviet units first as they approach. The Soviet player knows it is best to move his units as a stack (because the Tiger can only target one enemy unit in a stack during opportunity fire), but unfortunately for the Soviet player one of his units—the AT gun—is separated from his other stack; so he decides to move up his AT gun first, hoping it will survive the Tiger company's fire.

### GD example #A

The weather is clear and sunny, and there is no blocking terrain obstructing the line of sight between the Tiger company and the AT gun. So, once the Soviet AT gun moves in range of the Tiger company's direct ranged fire, the German player calls for a temporary halt of that Soviet AT gun's movement to resolve a direct ranged fire attack, known as "opportunity fire." The Soviet player momentarily halts his movement, and the German player rolls two dice.

### GD example #B

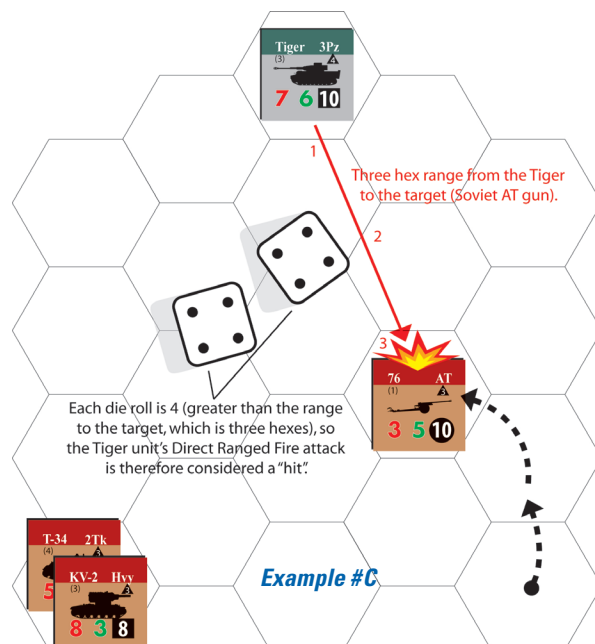
The German player rolls a '5' and a '3'; the distance to the AT gun is four hexes, and so the German player would have needed to roll

at least a '5' with each die (each hit die roll must be greater than the range—counted in hexes—to the target.) One die roll was a '5', but the other die roll was only a '3'; so the attack is a "miss." Therefore the Soviet player may continue the movement of his AT gun, if he desires. The Soviet player continues the movement of his AT gun, moving one more hex. (He is doing that to bring his AT gun within his own Direct Ranged Fire range of that Tiger company.) And so, because that AT gun moved another hex within the range of the Tiger company, the German player is eligible to call for another temporary halt of that AT gun's movement, which he does. Therefore, once again, the German player rolls two dice, this time rolling a '4' and another '4'. The AT gun is now only three hexes distant, so the Tiger company's direct ranged fire attack has "hit" the AT gun (each die roll of '4' is greater than the range of three hexes).

### GD example #C

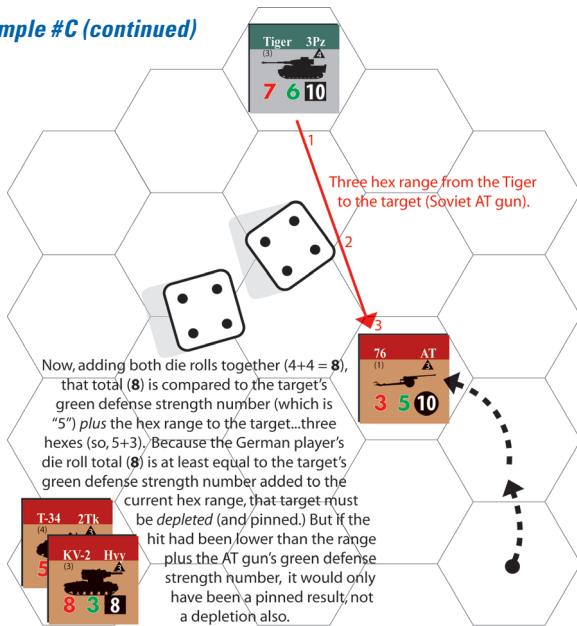
Now that it has been determined the target is "hit," that target (the Soviet AT gun) is at least pinned. Next, the German player then adds his two die rolls together (4+4), although he wouldn't do so if he had missed the

target. The addition of the two hit die rolls is thus '8,' which is then compared to the target. To compare, the players simply add the target's defense strength (the green number) to the range—counted in hexes—from the Tiger company to the AT gun's hex (counting the AT gun's hex, but not counting the Tiger company's hex). In this example, the AT gun's green defense strength number is 5, and the range from the Tiger company is three hexes, for a total of eight (5+3=8), the same result as the German player's hit dice roll total. Therefore, because the German player's two die rolls (when added together) is at least

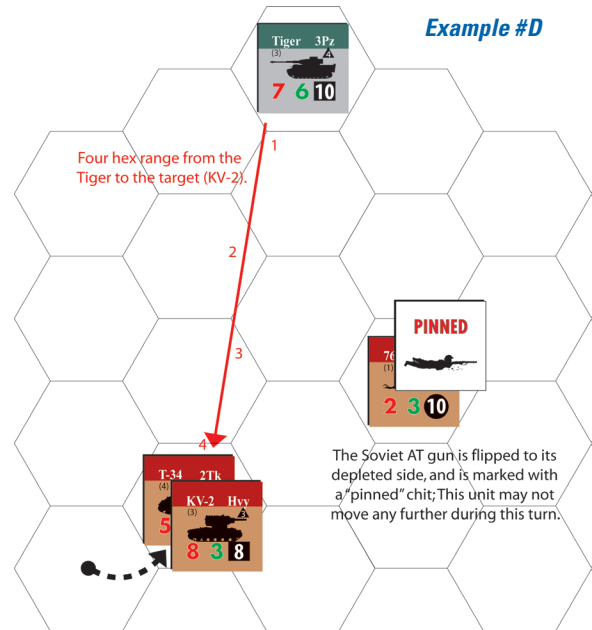


# FAMOUS DIVISIONS: GUARDS ARMOURED DIVISION

Example #C (continued)



Example #D



equal to the range to the target *plus* that target's defense strength, the target suffers casualties and is flipped to its depleted side immediately (in this case, both calculations are exactly "8"). The target is also "pinned."

## GD example #D

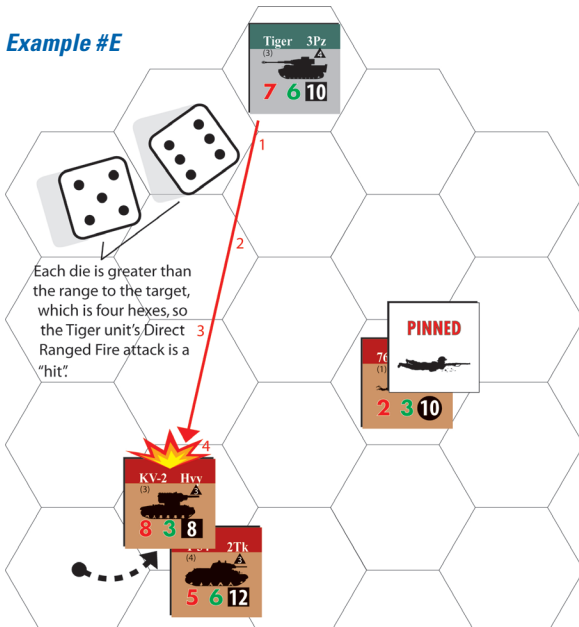
Next, the Soviet player decides to move his other two tank units as a stack, because direct ranged fire is only ever eligible to target one unit in a stack if that stack moves together. Therefore the Soviet player moves his KV-2 and his T-34 toward the Tiger company, hoping to get them close enough to attack it. As

before, when the Soviet stack enters the Tiger company's direct ranged fire range, the German player calls for a halt to declare a direct ranged fire attack, and chooses the KV-2 as his target.

## GD example #E

The German player rolls a '5' and a '6,' thereby scoring a hit (because both the '5' and the '6' are higher than the current range to the target of four hexes.) Thus, because the KV-2 has been hit, the German player now adds his two hit die rolls together ( $5+6=11$ ), and compares that total (11) to the KV-2's green defense strength (which is only 3) *plus* the range to the target, which is four hexes (so,  $3+4=7$ .) The total of the German player's two die rolls (11) is not less than the KV-2's green defense strength *plus* the range (7); so the KV-2 is depleted immediately (as well as pinned by the hit).

## Example #E



## GD example #F

The Soviet player decides to continue moving his T-34, hoping its better defense number may help it survive a possible hit (although the T-34 would still be "pinned" by a hit, but the Tiger company would at least be within the direct ranged fire range of the T-34). As expected, the German player declares a direct ranged fire

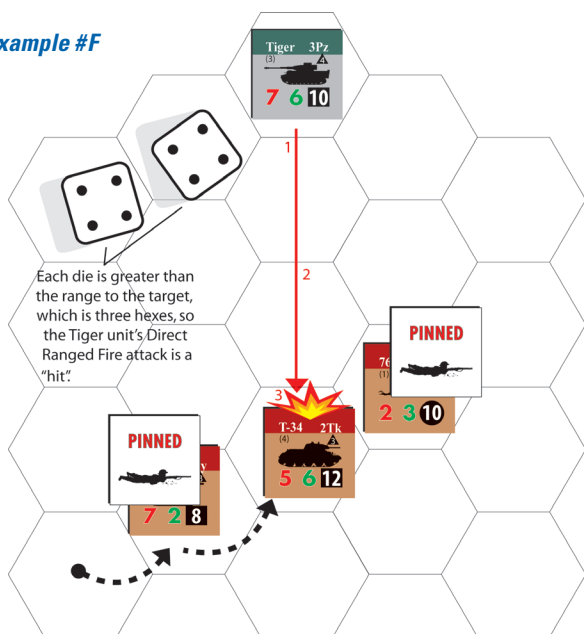
attack against the moving T-34, and rolls two dice: The German player rolls a '4' and a '4' again, which is a hit. However, the combination of those two hit die rolls ( $4+4=8$ ) is not equal to the T-34's green defense strength (6) *plus* the range (3). Therefore, the German

player has hit the T-34, but failed to inflict casualties. Nonetheless, the T-34 is marked as "pinned" because it was hit, and so it must end its movement in its present hex.

## GD example #G

All the Soviet player's units are pinned, and so his movement is concluded. Now the Soviet player may attempt a direct ranged fire attack with his own units within range. To begin, the Soviet player nominates his AT gun, which had moved close enough to the Tiger company to return fire. Using the same procedure, the Soviet player rolls two dice, rolling a '3' and a '1,' a miss. The Soviet player cannot nominate his KV-2 to conduct a direct ranged fire attack because it was pinned before it moved close enough to get within range; so the he nominates his T-34 to do so (which did get within range before becoming pinned). The Soviet player therefore rolls two dice, rolling a '4' and '4', each of which are higher than the range to the Tiger company, so the Tiger company is hit. However, when added together ( $4+4=8$ ), the total is less than the Tiger company's green defense strength number *plus* the range ( $6+3=9$ ); so the Soviet player's hit does not deplete the Tiger company. (The Tiger company is pinned, nevertheless, but this is ignored because it is

### Example #F

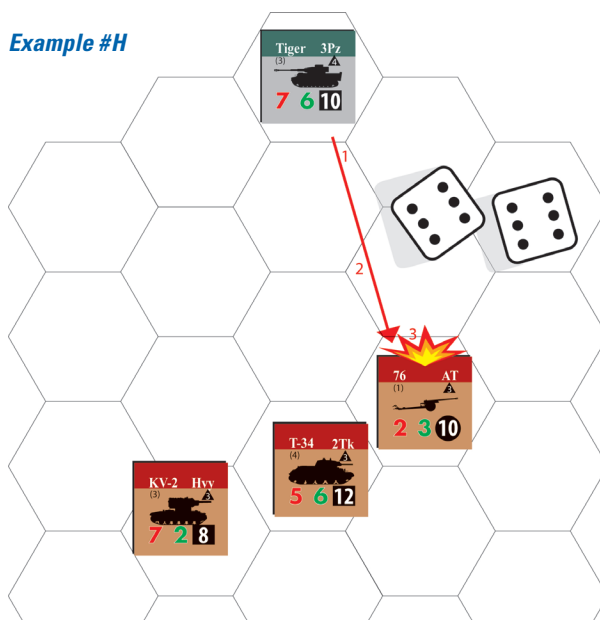


not the Tiger company's movement phase.) That ends the Soviet player's activation, which aptly demonstrated the risk of assaulting a company of Tiger tanks in the open.

### GD example #H

It is the German player's activation. All pinned markers have been removed, and because the German player is limited to one direct ranged fire attack during his own activation, he decides to target the depleted Soviet AT gun, hoping to eliminate it (and thus deny it a chance to return fire during the Soviet player's next activation). So, the German player declares his attack, and rolls two dice, rolling '6' and '6,' a hit. Further, the dice roll

### Example #H



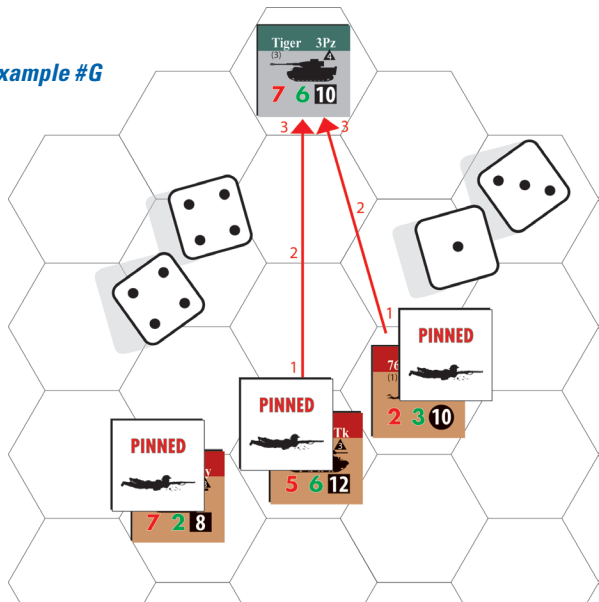
does, rolling two dice normally. He is lucky and rolls a '5' and a '6,' which is a hit. Also, the total of those two die rolls (11) is greater than the Tiger company's green defense strength number (6) plus the range (3) in hexes (6+3=9); so the Tiger company also suffers casualties (it is depleted). As of the German player's next activation, he will move his Tiger company away and out of range, knowing he cannot afford to lose that unit. The Soviet player is satisfied he depleted the Tiger company, but did not expect to suffer so many casualties. In the final tally, the German player suffered one depletion; the Soviet player suffered three depletions.

total (6+6=12) is also greater than the target's defense strength number plus the range, so the target is eliminated and removed from the map (because the AT gun had already been depleted). Because the rules state a unit may not move after conducting a direct ranged fire attack, the German player's activation ends.

### GD example #I

It is now the Soviet player's activation, and he decides not to risk moving his units within the Tiger company's range. First of all, he realizes the chances of being hit will increase when moving closer to the Tiger company, so he decides to simply conduct a single direct Ranged Fire attack with his T-34, which he

### Example #G



### Example #I

