

THE BIG PUSH

Big Push Demonstration and Scenario, revised 4/25/05

THE FIGHT FOR THIEPVAL RIDGE

By Paul Rohrbaugh

Play Area: Rows 7 through 16 inclusive, columns C through I (also inclusive).

Scenario Length: 2 turns (September 16th and 23rd). Playing time is about an hour.

German Set-up

D10, 1-3-4 infantry battalion (facing west).

E11, 1-3-4 infantry battalion (facing west).

E12, 26R/180 infantry regiment (entrenched, facing south).

F12, 1-3-4 infantry battalion (facing south).

G12, 17R/162 infantry regiment (entrenched, facing south).

H12, 18R/89 infantry regiment (entrenched, facing south).

G8, 6/77 artillery (3-2-5-6, facing south).

I13, 1-3-4 infantry battalion, facing south.

I12, 17R/75 infantry regiment (entrenched, facing south).

H8, 2GR/15 infantry regiment (mobile mode, facing south).

I7, 2/120 artillery (5-3-5-9, facing south).

German Available Off-map

2/77 artillery (2-2-5-6).

Available with DR = 1-5.

2/150 artillery (3-2-5-11).

Available with DR = 3-5.

2/150 artillery (6-4-5-11).

Available with DR = 5 or 6.

Note: The availability of these 3 artillery units is determined by the indicated die roll ranges.

XIVR Korp (supply mode).

One infantry battalion. Enter by a die roll. DR = 1-5 with no restriction. DR = 6 unit may not enter enemy ZoC on turn of entry on turn 1. Enters with no restrictions on turn 2.

2GR/77 infantry regiment. Enter by a die roll. DR = 1-3 with no restriction. DR = 4-6

may not enter enemy ZoC on turn of entry on turn 1. Subtract 2 from the DR on turn 2 if it has not entered play on turn 1.

Fren/2 available on turn 2 with no restrictions on a DR of 1 or 2.

Note: German units enter at any square along the northern edge of the playing area that is not occupied by an Allied unit.

Allied Set-up

D11, 36th infantry division (reduced and facing east).

D12, 32nd infantry division (reduced and facing east).

D13, 4-3-6 infantry brigade (facing north).

F13, 3rd Canadian infantry division (facing north).

G13, 2nd Canadian infantry division (facing north).

H13, 8th infantry division (reduced, facing north).

I14, 19th infantry division (reduced, facing north).

D14, 2-1-6 infantry brigade (facing north).

E15, X Corp HQ (supply mode)

E14, 4/6 artillery (4-3-5-11), facing north.

G15, 4/18 artillery (3-2-5-6) facing north.

H16, III Corp HQ (command mode), facing north.

G17, 4/18 artillery (3-2-5-6) facing north.

D15, D tank company (facing east).

Allies Available Off-map

4/6 artillery (4-3-5-11).

Available with DR of 1-3.

4/60 artillery (4-3-5-9).

Available with DR of 1-5.

Note: DR of 6 results in neither artillery unit being available.

Air Unit (as per rule).

1st Canadian infantry division (full-strength) available on turn 2 with 3 MP at any square along western edge of playing area on a DR of 1-4.

Special Rules

Interdiction missions against off-map units' are not possible. These units ability to affect play is determined only by the availability DR.

Off-map artillery units can fire upon any square/unit in the playing area.

Units forced to move/retreat off of the map may not re-enter the game.

HQs removed from the game for supporting assaults can not re-enter play.

When determining Command Resources only 1 out of 3 of each type will be available for play (drop any fractions). For example, if the Allied player gets 2 Tank/Cavalry breakthroughs none can be used in this match.

Ignore the following DR modifiers on the Command Resource Table for this scenario. Allied: 2+ objectives reached, No Germans on start-line trenches, and Attack Planning. German: Holding 1 square of British start-line trench. Also, change the DR modifier for the British tank unit being broken down or disrupted to +1 for this scenario.

When both players are determining replacements on turn one only 1 out of 3 will be available.

All other rules of the game are in effect.

Winning the Game

The Allied player is declared the victor if four of the six areas that make up the Thiepval Ridge are occupied or within an uncontested ZoC of an Allied unit. Otherwise the German player wins the game.

Demonstration Narrative

TURN 1

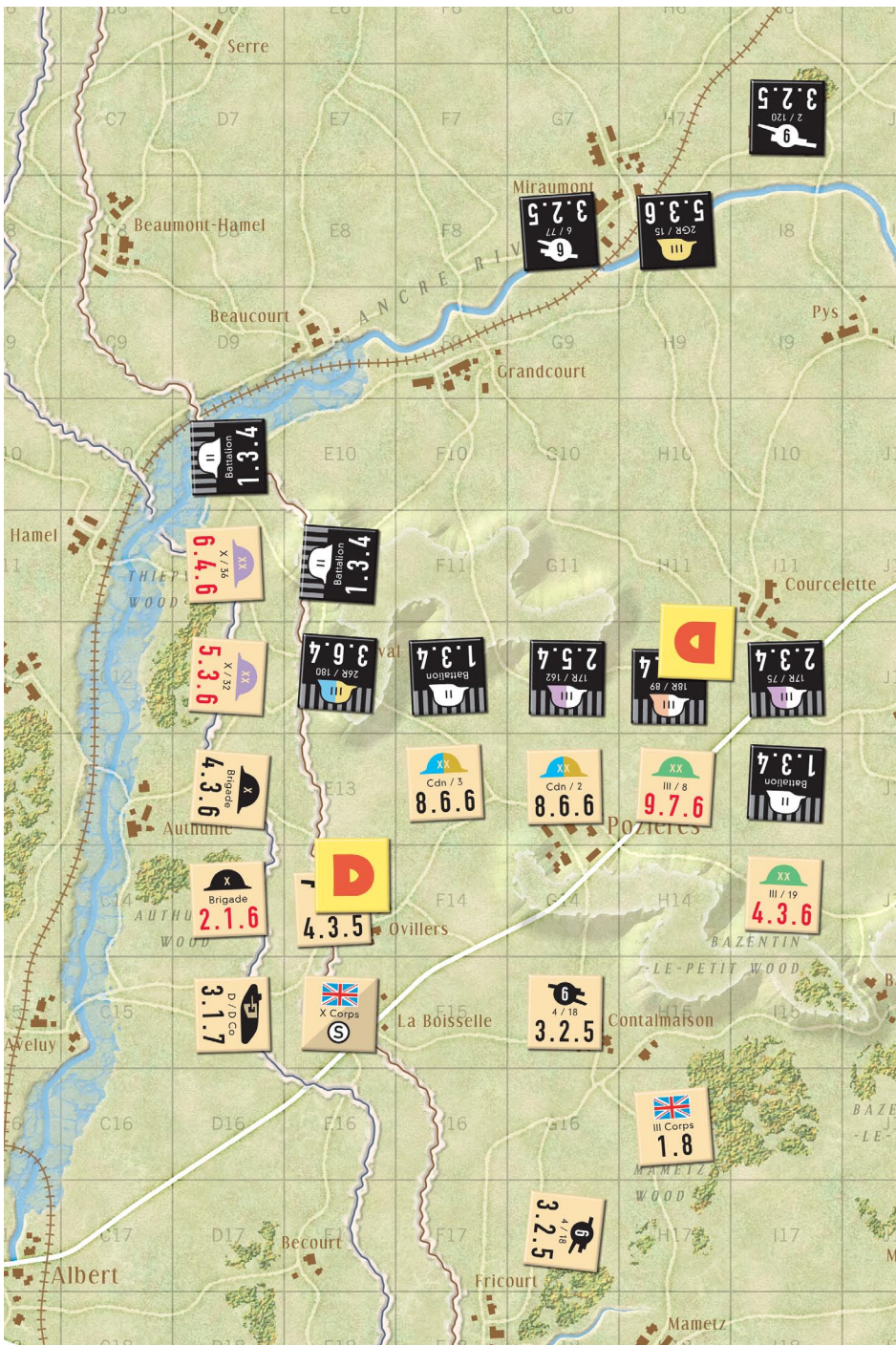
Weather Phase

The weather DR for the September 16th turn is 3. One is added to this DR obtaining a Drizzle weather result. The Allied Air DR is 2, so no air observation is being made. The German player rolls a 4 and also learns that his air observation planes are grounded. Both sides will be fighting somewhat blind this turn.

Bombardment Phase

Both players next roll to determine the number and type of their off-map artillery (Note: In the regular game this step does not exist as all units are in play). The British player rolls a 1 for the 4/6 Battery and a 2 for the 4/60 so both off-map artillery units are available. The German player rolls a 2 for the 2/77 Battery but back-to-back 1s for the two 2/150 units so those are not available.

The Allied player declares 2 bombardment attacks; 10CF from the 3 batteries on the



Situation at the end of Turn 1's Bombardment Phase

map fire E12 and 8 CF from the 2 off-map batteries fire on H12. The British X Corp HQ is in supply mode and within range so the on-map batteries are in supply (it can be assumed the off-map ones are as well).

The German player declares counter-battery missions by all 3 of his available artillery units against the British 4/6 battery in E14. The DRs are 4 for the 6/77 battery (a miss since it is greater than the battery's Primary CF), a 6 for the 2/77 off-map battery (another miss) and a 2 for the 2/150 artillery unit, modified to 1 (for being a heavy

artillery unit, that is a solid hit). The British 4/6 battery is hit (place a Disrupted marker on it) and will not be able to fire, reducing that attack to 6 CF. The Allied Replacements marker is placed in the 1 space of the Game Record Track for the Disruption.

The Allied player now resolves his bombardment attacks. The attack on E12, now with 6 CF, is on the 2nd Trench/Ridge line of the Bombardment Table with no modifications to the DR. The DR is a 2 rendering No Effect. The attack on H12 has 8 CF with a -2 DR modifier due to the 2

heavy artillery batteries that are firing. The DR is a 3, modified to 1, disrupting the 18R/89 regiment. The German Replacement marker is placed in the 1 space of the Game Record Track.

Allied Movement

The Allied player first moves D Tank Company to D14 then to E13 expending 5 MP, facing north. Because this is the first turn of the game for the tank unit no breakdown DR is made. Next the Allied player moves the 2-1-6 infantry brigade in D14 to E13 expending 3 MP.

Allied Command Resource Determination

The Allied player rolls an 8 getting one Lifting Barrage and one 2nd Attack. These are marked on the Game Record Track using the Lifting Barrage and 2nd Attack markers. Since the other assets are less than 3 none of them will be available for the scenario (but would be available in the regular game and scenario, as well as three Lifting Barrages and three 2nd attacks).

Allied Assault Commitment

The Allied player declares the following assault attacks:

1. 32nd Division (D12) vs. E12. An assault commitment DR of 4 is made, that is less than the unit's attack CF, so it is moved up to the edge of the square abutting E12 to indicate this division "has gone over the top."
2. 4-3-6 brigade (D13) vs. E12. The DR is 6, so the unit fails to attack and remains where it is.
3. 2-1-6 infantry brigade and D Tank Company (E13) vs. E12. The DR is 4 and both units also go "over the top." Note: The two units' CF are combined for this DR since they are stacked in the same area. Only a DR of 6 would've been a failing result.
4. 3rd Canadian Division (F13) vs. F12. DR is 4, so it is able to attack.
5. 2nd Canadian Division (G13) vs. G12. DR is a 6 causing it to fail in committing to the assault despite its CF of 8 (I'm using the optional rule for assault commitment where any DR of 6 is a failure to commit regardless of the unit's CF).

German Defensive Fire

The German player declares and resolves the following defensive fire attacks:

1. 1-3-4 in E11 vs. 32nd Division (D12). There is a -1 DR modifier for the close

4 THE BIG PUSH demo game

assault attacker. DR is 7 down to 6 for a No Effect.

- 26R/180 (E12) with 6 CF vs. the tanks and infantry brigade in E13. The +1 (vs. a close assault attacker) and -1 (for the tank) DR modifiers cancel out. A DR of 7 causes the units to be disrupted, ending their participation in the attack (the Allied player is heard muttering "Bloody Hell!"). The Allied Replacement marker is moved to the 3 space of the Game Record Track for the 2 disrupted units.
- The 1-3-4 in F12 and 17R/162 in G12 fire with 8 CF on the 3rd Canadian Division (F13). with a -1 DRM. The DR is a 12 (confound the luck!), reduced to a 11 for No Effect.

Note the other German units cannot fire defensively since the Allied units adjacent to them did not declare they were attacking. The 2nd Canadian Division in G13, as well as 4-3-6 brigade in D13 could've been fired upon despite their failing commitment DRs (without the -1 DR defensive fire modifier) but the German player elected not to do so.

Allied Assault Phase

The Allied player resolves his assault attacks as follows:

- 32nd Division attacks the 26R/180 in E12 with the Lifting Barrage support. There is a 2 column shift left for the start trench and +4 DR modifier (+1 flank attack, +1 for the Allied X Corp HQ being four squares or less away, and +2 for the Lifting Barrage). The combat is resolved on the -3 column. The DR is 4 that is increased to 8 for an ASR result. The 32nd Division is Disrupted, as it was already reduced (see Case 6.5.3). The Allied Replacement marker is put in the 5 space of the Allied record track (1 for the Disruption, another for the assault). The Lifting Barrage marker is removed from the track.
- The 3rd Canadian Division attacks the 1-3-4 in F12. The attack is shifted 2 columns left to the +3 column due to the ridge and has a +1 DR modifier (for the Allied X Corp HQ being 4 or less squares away). The DR is 11, increased to 12 that renders a D2SR result. The German infantry unit is eliminated (it only has 1 step) and placed in the German replacement pile. The German Replacement marker is put on the 2 space of the German Record Track, while the Allied Replacement marker is increased to 6 (for the assault). The 3rd Canadian wins control of F12.

The Allied player, shocked at the carnage in this first round of fighting, declines to launch a second attack despite having one available. Since any units that would attack in a secondary attack would have to use their smaller, secondary CF this may be wise. The Allied X Corps HQ is removed from play since it was used to provide supply for the assaults. The replacement DR for this unit is a 4 causing it to return 2 turns from now (September 30th). For this match it is out of the game.

German Bombardment Phase

The German player declares all 3 of his batteries will fire upon the 3rd Canadian Division in F12. The Allied player can only respond with counter-battery fire with his 2 off-map heavy artillery pieces as all of the on-map batteries do not have the range to fire upon his German opponent's on-map batteries. The 2 units fire on the 2/120 battery in I7 and have a -1 DR modifier since they are both heavy artillery units. The DR for the 4/6 battery is a 6 (sigh) modified to a 5 that is a miss. The DR for the 4/69 Battery is a 3, modified to a 2; that is a hit and the German 2/120 Heavy artillery unit is disrupted. The German Replacement marker is moved up to the 3 space on the Game Record Track.

The German player's bombardment has been undone. The remaining 5 CF from his 2 undisrupted batteries do not meet the minimum of 6 CF for firing on a target in ridge terrain. Gott im Himmel!

German Movement Phase

The German player performs the following moves:

- 2GR/15 in H8 (mobile mode) moves by road to F11 expending 5 MP. It can not flip to entrenched mode as this costs 2 MP and the unit has expended all of its MP (the drizzle rain reduces all units' MP allowances by 1).
- The DR for the 2GR/77 reinforcement unit is a 6, so that unit will not enter play this turn.
- The DR for the off-map infantry battalion is a 4 and it enters at F7, then moves to F11 (5 MP). It too will remain in mobile mode as it does not have enough MP to entrench.

German Assault and Allied Defensive Fire Phases

The German player declines to declare any assaults this turn, nor any German Command Resource DR. Therefore there will be no Allied Defensive Fire Phase.

Turn 1 Reorganization Phase

All disrupted (and suppressed ones as well if there were any) units attempt to rally by their owning player rolling a DR of 1-3 for each one. Those that fail remain disrupted. After performing their rally DR all units save for the Allied 2-1-6 brigade in E13 are returned to normal status.

No replacements are available to either side in this match as both sides' totals are divided by 3, dropping any fractions. This reduces both sides to less than the 4 replacement point minimum threshold. The Allied and German Replacements markers are returned to the zero space on the Game Record Track.

TURN 2

Weather Determination

The weather DR is 2, adjusted to 3 since it is September 23rd, netting Fair weather. Both sides will have air observation for the turn and all of their units will have full MP allowances.

The Allied player rolls for his off-map assets. The DR for the 4/60 artillery battery is a 4. It is needed elsewhere and is not available for turn 2. The DR for the 4/6 heavy artillery is a 1 so its guns are indeed trained towards the Germans along this sector. Finally the Allied player rolls for the 1st Canadian Infantry Division and gets another 1. It will be available, with 3 MP to expend.

The German player rolls for his off-map assets. Again only the 2/77 artillery battery is made available (he rolls a 1 for that unit, but his luck is not good with the others) and even worse the DR for the Frenz/2 infantry regiment is a 4; so it not available. All is not lost, however, as the DR for the 2GR/77 is a 2, lowered to 1 (since it didn't appear last turn) so this regiment will appear in the German player's movement phase.

Allied Bombardment

The Allied player announces the following bombardment attacks:

- The 4/6 off-map artillery battery and the 3-2-5-6 4/18 battery in G17 fire (7 CF combined) on E12.
- The artillery batteries in E14 and G15 (7 CF) fire on H12.

The German announces he is firing counter-battery on E14 again from the 2/120 battery in I7 and the 2/77 off-map battery. Both units will have a -1 DR modifier (for air observation) while the 2/50 will have an additional -1 for being a heavy artillery. The DR for the 2/77 Battery is a 6, modified to a 5; that is a miss (since it is greater than the unit's CF of 2). The DR for the 2/120

is also a 6, but this is lowered to 2 and this is a hit (Note: Players may want to treat any DR result of 6 as a miss, regardless of DR modifiers as a play-balance handicap). A disruption marker on the British 4/6 artillery unit. The Allied Replacement marker is placed in the 1 space of the Game Record Track. The Allied bombardment on G12 is no longer possible as there is not enough CF to meet the minimum for affecting Ridge terrain.

The Allied player resolves his other bombardment on H12. The 7 CF use the 2nd Trench row of the table with a -1 DRM (-1 for air observation, -1 for a heavy artillery unit, +1 for being unsupplied as the III HQ is in Command Mode). The DR is 2 modified to 1 (the lowest it can go). The 18R/89 infantry regiment is marked as Suppressed, and the German Replacement marker is put on the 1 space of the Game Record Track.

The Allied player now performs an Air Bombardment mission. Since it is fair weather the RFC is flying! He places the air unit with the Bombardment side up on F11. The 2DR is a 6 so the attack will be resolved on the 12 column of the Ridge terrain row. There is a -2 DRM (-1 for air observation and -1 for a stacked target). The DR is a 3, adjusted to 1. The German player suffers a step loss and chooses to disrupt the infantry battalion. The British player decides to keep his air unit in F11 and flips it to its Interdiction side. The German Replacements marker is put in the 2 space of his Game Record Track.

Allied Movement

The Allied player performs the following moves:

1. The disrupted 2-1-6 brigade in E13 moves to D14.
2. The 4-3-6 infantry brigade in D13 moves to E14 then to E13, facing north (5 MP expended).
3. The 32nd Division in D12 moves out of the line to C12 to make way for the Canadians (its shattered survivors are getting some relief).
4. 1st Canadian infantry division arrives in C13 and moves to D12.

Allied Command Resource Determination

The Allied player rolls another 9. Yet again the Allied player will receive a Lifting Barrage and one 2nd Attack. Since all of the other listed assets are less than 3 none of them will be available for the scenario (but again, these would be available in the regular game and scenario).

Allied Assault Commitment

The Allied player announces the following assaults:

1. 36th Division (D11) vs. E11. The DR is a 4 so they go over the top.
2. 1st Canadian Division (D12) vs. E12. The DR is a 1, so they are committed.
3. 4-3-6 infantry brigade and D Tank company (E13) vs. E12. The DR is a 3 so they go in.
4. 3rd Canadian Division (F12) vs. F11. The DR is another 4, so they are going over the top as well.
5. 2nd Canadian Division (G13) vs. G12. The DR is yet another 4 (this must be the Canuck's lucky number!) and yelling at the top of their lungs they launch themselves towards the German trenches.
6. 8th Division (H13) vs. H12. The DR is a 6 so this unit will not close the assault.

German Defensive Fire

To the rhythmic sound of their machine gun's "tock-tock-tock-tock" the German's defensive fire breaks out as follows:

1. Infantry battalions in D10 and E11 vs. the 36th Division (D11). The 6 CF fire with a -1 DRM (for close assaulting attacker). The DR is a 6, reduced to 5 and the British are mown down. The Allied Replacement marker is moved to the 2 space of the record track, and the hapless 36th Division is marked as Disrupted. The British Replacement marker is moved to the 2 space of the record track.
2. 26R/180 (E12) fire upon the tanks and infantry in E13. The 6 CF fire without a DR modifier (again the tank's +1 DR modifier cancels out the assaulting infantry's -1 DR modifier). The DR is a 9 for a miss. The Devil Machines are coming!
3. 2GR/15 in F11 vs. the 3rd Canadian (F12). The 3 CF fire with a -1 DRM (same as above). The DR is a 4, adjusted to 3, causing a step loss for the hard-charging Canadians. The unit is flipped over to its reduced side and the Allied Replacement marker is put into the 3 space of the Game Record Track.
4. 17R/162 in G12 fire upon the 2nd Canadian (G13). The 5 CF also fire with a -1 DRM but the German player rolls a 10, and with the adjustment becomes a 9 so it is a miss (No Effect).
5. The final German defensive fire is by the infantry battalion in I13 and 17R/75 regiment in I12 vs. the 8th Division. Even

though this British unit didn't go "over the top" it still tried to attack and so is eligible for defensive fire. There is no DR modifier, and the German's DR of 10 with 6 CF is another miss.

Allied Close Assault Resolution

The Allied player resolves his close assault attacks as follows:

1. 1st Canadian, the 4-3-6 infantry brigade and D Tank Company, vs. the 26R/180 infantry regiment. There are +9 CF and so the 5+ CF column is initially used. This is lowered to the +3 column due to terrain but a +1 DRM applies (+2 for 3 attacking units, +1 for a flank attack, -2 for no supply HQ support). The DR is a 6 adjusted to 7 (good thing, that!) that causes a Counter-attack result. The German player elects to take on the infantry and tanks coming from E13. The attack is resolved on the -3 column (the CF is -1, shifted to -3 for the terrain in E13). There is no DR modifier and the DR is a 9; attacker retreat. The 26R/180 unit retreats to E11 where it will stack (and be faced in the same direction) with the German infantry battalion already there. The Allied player elects to have the 1st Canadian win control of the ridge square.
2. The 3rd Canadian (now reduced) vs. the 2GR/15 and the disrupted battalion (both in mobile mode and Interdicted by the British air unit). The combat differential is +2 but this is reduced to +0 for terrain and no DR modifier applies (+1 for defender being interdicted, another +1 for a disrupted defender, and -2 for no supply). The DR is a 9, causing another counter-attack result. The 2GR/15 has to counter-attack since it is normal status, but the disrupted battalion cannot. The CF differential is +1 but this is lowered to -1 due to the ridge terrain and the German has a -1 DR modifier (for being interdicted). The DR is a 6, adjusted to 5, causing an attacker step loss. The 2GR/15 is replaced by an infantry battalion in mobile mode and both German units retreat to F10. The German regiment is placed in the replacement pile and his Replacements marker moved to the 3 space. The 3rd Canadian division wins control of F11. The British air interdiction unit is removed from the map.
3. 2nd Canadian division attacks the 17R/162 regiment with the lifting barrage. The +3 CF differential is lowered to +1 due to the ridge terrain and no DRM applies (-2 for no supply HQ support and the +2 for the Lifting Barrage

cancel out). The DR is a 10 (the British player gasps a huge sigh of relief!). The 17R/162 regiment retreats to G11 and the Canucks have won their 4th square of the ridge. Victory is in our grasp exclaim the dispatches back to the Allied High Command!

The Allied Replacement marker is moved to the 7 space on the Game Record Track, up 4 spaces for the 4 assaults that just took place. Again the Allied player declines to launch a 2nd attack with any of his units, not wishing to further risk the troops that have carried him this far towards victory. The Allied III Corps HQ is not removed from the map since it was not used to provide supply to any of the assaults.

German Bombardment

The German player directs all 3 of his batteries that can fire upon F11. The Allied player has his 2 off-map batteries (again, his on-map ones are out of range) fire upon the 6/77 unit in G8. Both units have a -1 DR modifier (-1 for air observation, -1 for being heavy artillery, +1 for being unsupplied). The DR is a 6 for the 4/6 Battery, lowered to 5, that is a miss. The DR for the 4/69 is yet another 6 (SIGH!) again modified to 5 and again another miss. There is no effect on the shell-shocked yet intact German 6/77 Battery.

The German player now resolves his bombardment attack. The 10 CF use the Ridge terrain row with a -2 DRM (-1 for air observation and -1 for one heavy artillery unit). The DR is a 3 that is lowered to 1. The 3rd Canadian Division is Disrupted and the Allied Replacement marker moved to the 8 space of the Game Record Track.

German Movement

1. The disrupted battalion in F10 moves to F9.
2. The German moves the newly-arrived 2GR/77 regiment that appears in mobile mode at F7 to F10, where it remains in mobile mode.
3. The XIVR Korp flips to Command Mode (off-map).

German Command Resource Determination

The German player rolls a 7 and gets one Lifting Barrage.

German Assault Declaration

The German player announces only one assault, you guessed it, against the 3rd Canadian Division in F11. The assault commitment DR is a 3, so the units do indeed attack. The German player also



Situation at the end of Turn 2's German Assault Phase

declares his Lifting Barrage will be used to support the attackers.

Allied Defensive Fire

No Allied Defensive Fire combat is possible. The 3rd Canadian Division is disrupted, and there are no other Allied units adjacent to the square with the assaulting German units. Things aren't looking good...

German Assault Resolution

The 2GR/77 regiment and infantry battalion (both in mobile mode) attack the 3rd Canadian Division (reduced and disrupted) with Lifting Barrage support. The CF differential of +3 is reduced to +1 due to the ridge terrain, and a +1 DRM applies (+1 for 2 units attacking, +2 for the Lifting Barrage, +1 for the defender being disrupted, -1 for the Command Korp HQ being 5 or more squares away, -2 for no supply). The DR is a 7, increased to 8, yielding another counter-attack result. Because the defenders are not normal status, they must retreat. The 3rd Canadian Division falls back to F12 and the German wins back F11. The German Replacement marker is put onto the 4 space for the assault. The XIVR Korp HQ unit is

not removed from play since it was not in Supply Mode during the assault.

The match ends at this point as the Allied player now has just 3 of the Thieval Ridge squares under his control. The German player is the winner.

If this were the full regular game (either Scenario 3 or the Campaign Game) neither player can call this a secure win. Whoever can bring up additional HQ support will be well placed to resume the action for this crucial piece of real-estate. The narrative shows how crucial the use of artillery and Corps support can be. How one deploys and fights the infantry, as well as making use of the Command Resources that are available, are also key to winning.

Can you do better? Enjoy!