

# *La vallée de la mort*

## Example of Play

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This example of play follows the beginning of turn 1 of the Campaign Game. Set-up for both sides are per Section 16.1 with the VM player setting up as below:

- SW: 1x 351/120
- SE: 3x MG AA, 1x 37mm AA, 1x 351/105, 1x 351/82, 1x 351/151/1 Engineer
- NW: 3x MG AA, 1x 37mm AA, 1x 351/105, 1x 351/82, 1x 351/151/2 Engineer
- NE: 3x MG AA, 1x 37mm AA, 1x 351/105, 1x 351/120, 1x 351/82, 1x 351/151/3 Engineer

**Note:** For brevity, the French set up is not detailed, but relevant units/areas will be described as the example of play develops. Also, it is assumed that valid LOS were in place except where noted. The French player rolls a die and gets 14 Replacement Steps to use in the game (Section 8.4).

The VM player's OTHA DR = 3 +3 for clear weather. Up to six units may enter this turn (Case 8.1.1). The VM player chooses three units of the 36/308 Regiment and three Supply units, placing them in the OTHA.

Per Section 9.1 the French player next rolls for air unit availability and gets two threes. 1x C47 and 1x C-119 are the three transport steps selected to go into the Unavailable space on their Flown sides. 2x PB4Y and 1x F6F combat air units are also placed in the Unavailable space on their Flown sides. **Note:** If the French player elected to have a Maximum Air Effort turn these 6 air units would be available and a number of VP equal to the roll of one die would instead be awarded to the VM player (Case 9.1.1).

### **Bombardment:**

1x VM 105 artillery unit (two steps) from the NE valley fire upon the French position of Beatrice. The VM supply level is reduced by two to 48. The French player elects not to fire counter-battery fire. The VM player's DRs are 3 and 6, resulting in one hit. The 13DB/3 unit is marked as disrupted. The unit is rotated to indicate it has fired for the turn (Case 10.1.1, first line).

1x VM 105 artillery unit (two steps) from the NW valley fire upon Gabrielle. The VM supply level is reduced to 46. Again the French player elects to not perform counter-battery fire. The VM player rolls two 2s for the Algerian infantry (both misses) and a 1 and 4 against the mortar unit (another two misses). The unit is rotated to indicate it has fired for the turn.

### **Air Bombardment and Transport:**

4x C47s carry the 5<sup>th</sup> BPVN, 5x C-47s carry one step each of supply and all are going in at Normal altitude for the airdrop. 3x F8Fs perform Flak suppression missions vs. the 3x 37mm VM Flak units in the SE, NE and NW valleys (since these are Flak Suppression missions all are considered Low altitude, Section 9.4). The Flak DR for the 37mm AA unit in the SE area is a 1 (a miss even after being modified to 3). The DR by a MG AA unit in the same area is a 4, modified to 5 (for being in the same area. The air unit is damaged and rotated 90 degrees to indicate its status (it still performs its mission per the rule). The DR for the Flak suppression mission in the NW by the 37mm AA is a 3 modified to 4; another miss. Since the AA units fired they are rotated to indicate this. **Note:** The VM player declines to fire the 37mm AA unit in the NE valley area (The VM player is not compelled to fire against any air mission).

AA fire is now performed against the four Transports carrying the 5<sup>th</sup> BPVN by 4 MG AA units in the SE (2 units), and 1 each in the NE and NW valley areas. The AA units are all rotated to show they fired. The VM player rolls 2x 5s (two damaged results) a 2 and a 3 (both misses). The DRs for the two damaged C-47s are both even and result in both air units aborting and being placed in the Damaged and Flown space (Case 9.6.1, Damage). The Airdrop DRs for the other two C-47s carrying the 5<sup>th</sup> BPVN are 4 and 5 so the unit lands in the Central HQ area on its reduced side with 2 steps and its other 2 steps go into the French Replacement Pool, increasing it to 16 (Section 9.5, Note). The VM player declines to perform any more AA fire and the Airdrop DRs for the five C-47s carrying supply are 5, 6, 3, 3, and 5. Three steps land, increasing the French Supply Level to 48 and two steps are lost. The 7 intact C-47 air units are placed in the Unavailable Space on their Flown sides.

2x A-26s bombard the OTHA. The AA DRs are 4, 4 and 5 (two misses and a damage result). The subsequent DR is odd for the damaged A-26 that allows it to perform its mission. The DRs are two 6s (two hits)! The units in the OTHA are placed in a cup and drawn to determine which ones were hit; resulting in a supply unit (eliminated) and the 308/36/1 (disrupted). One of the A-26s is placed in the Damaged space, while the other in Unavailable, both on their Flown sides. **Note:** The AA and Bombardment attack DRs are unmodified. Only B+ air units attacking the OTHA have their DR modified by +1.

1x A-26 attacks the 312/105 artillery unit (fired) in the NE valley at Low altitude. The suppressed 37mm AA unit fires with a DR of 5, modified by a +2 DR for low altitude and same area, as well as -1 for being suppressed. The A-26 is shot down. The 37mm AA unit is rotated to indicate if fired.

Even after seeing its brethren crash and burn the last A-26 swoops in at Low altitude to attack the 351/105 (unfired) in the SE valley. Again, a MG AA unit there fires in defense but rolls a 1 (that is still a miss even with the

+1 modifier for same area). The AA unit is rotated to indicate it has fired. The A-26 bombardment DR is a 6 that is modified to 7 (+2 for Low altitude, -1 for Jungle) that is a solid hit. The artillery unit is disrupted. The A-26 is placed on its Flown side on the Unavailable space.

### **Strategic Movement:**

The VM player has the three units of the 308/102 Regiment that can exit the OTHA (the others cannot leave this turn as they were just placed there at the beginning of the turn, Case 8.1.2). The DRs for these units are 1, 3 and 6. The 1<sup>st</sup> and 2<sup>nd</sup> battalions of the 308/102 are placed in the NW valley with its sister battalions.

The French player declines to perform any Strategic Movement.

All fired undisrupted VM AA units are rotated to indicate they can fire once again in the Assault Phase (Section 9.6). **Note:** The 3 Flak Suppression air units remain in place.

### **Assault Phase:**

#### **First Impulse.**

The VM player wins the Initiative. The following moves are made:

- 312/209 Regiment (3 units), 1x MG AA, 351/151/3 Engineer to 16.
- 312/141 Regiment (3 units), 2x MG AA, 351/82 and 351/120 to 24.
- 316/98 Regiment (3 units), 1x MG AA, 351/151/1 Engineer to 28.
- 316/176 Regiment (3 units), 1x MG AA, and 1x 351/82 to 32.
- 304/57 (3 units), 351/120 to 2.

Not wanting to expend any more supply at this point, the VM declines to make any artillery support attacks. He next makes a Recovery DR for the Disrupted artillery unit in the SE valley. The DR is a 6 so the unit remains disrupted.

The French player next moves the 5<sup>th</sup> BPVN to D1. Since all of the VM are still in jungle, and there are no French Union units adjacent, he also declines to attack with any artillery support attacks. A recovery DR is made for the disrupted 13DB/3 unit at Beatrice. The DR is a 4 and the unit recovers (the disrupted marker is removed).

#### **Second Impulse.**

The VM player again wins the initiative. Fearing the French player may declare a pass, and thereby end the turn if he passes and does nothing (Section 5.6), the VM decides to take action (having the initiative is not always a good thing...). The following moves are made:

- 312/209 Regiment (3 units) to 19. The 312/209/2 is marked to assault Beatrice.

- 312/165 Regiment (3 units) and 351/151/3 Engineer to 21. All are marked to assault Beatrice.
- 312/141, 1<sup>st</sup> and 2<sup>nd</sup> Battalions to 22. The 341/141, 3<sup>rd</sup> Battalion to 21.

**Designer's Note:** Although 5.6.4 states assaulting units are marked just before Assault Combat occurs, I prefer it this way for play balance (see errata).

#### *Artillery and Air Support:*

The 351/82 and 351/120 in 24 fire upon Beatrice. The VM supply level is lowered by four to 42 and the units rotated to indicate they have fired. The French 4<sup>th</sup> Colonial/105 (one step) in C2 and the 1FL/120 (one step) in C3 fire counter-battery (the mortars against the 351/82 and 4<sup>th</sup> Colonial against the 351/120). The French Supply Level is reduced by two to 46 and the two French artillery units rotated to indicate they fired as well. The DRs are 4 (modified to 3 for jungle, a miss) for the 4<sup>th</sup> Colonial/105 and 6 (modified to 5, a hit) for the 1FL/120. The VM 82mm artillery unit is disrupted and will not be able to attack. The VM player's two DRs for the 120mm Mortar are 1 and 6 (a miss and a hit). The 13DB/3 is once again disrupted.

The 4<sup>th</sup> Colonial/105 artillery (2 steps) in D3 fires on 312/209, 2<sup>nd</sup> Battalion in area 19. The French Supply level is reduced to 44 and the unit rotated to indicate it fired. The French player's DRs for the 4<sup>th</sup> Colonial are modified +1 for clear terrain and +1 for an undisrupted friendly unit being adjacent to the target area that result in two hits on the 312/209, 2<sup>nd</sup> Battalion. This disrupts and reduces by one step the VM battalion. To indicate this unit cannot take any further losses from air and/or artillery this turn the step loss marker is placed so it is "upside down" in relation to the affected unit.

The 4<sup>th</sup> Colonial/155 in C2 also fires the 312/165, 1<sup>st</sup> Battalion in area 21. The French Supply level is reduced to 42 and the unit rotated. The French player's DRs result in a hit on the 312/165, 1<sup>st</sup> Battalion. The VM unit is disrupted.

The 2<sup>nd</sup> FL/120 at Anne-Marie fires at 312/209, 1<sup>st</sup> Battalion in area 19. The French Supply level is reduced to 41 and the unit is rotated. However it's DR is a 2 and even with the modifiers of +2 (+1 clear terrain and +1 undisrupted friendly unit adjacent) this is still a miss.

An F8F at low altitude swoops in to attack the 312/209, 1<sup>st</sup> Battalion in area 19 (those guys sure are learning to duck!). The MG AA unit in 16 fires with a DR of 4, modified to a 5. The air unit is damaged, but the subsequent French DR is odd that allows the air unit to continue performing its mission. The AA unit is rotated to indicate it has fired. The air unit's DR is a 6 that is modified to a 8 (-1 for damaged, +1 for clear, and +2 for low altitude) and is a solid hit. The 1<sup>st</sup> Battalion is disrupted and the F8F unit placed in the Damaged space on its Flown side.

Another F8F, this one at regular altitude, attacks the 351/151/1 Engineer unit. A MG AA unit in area 24 fires with a DR of 3, modified to a 4 that is a miss and the AA unit is rotated to indicate it has fired. The F8F air unit's DR is a 3, modified to a 4 that is a miss. The F8F is placed on its Flown side in the Unavailable space.

#### Defensive Fire:

- The 3<sup>rd</sup> Alg/3 in D2 fires on the 312/141/1 in 22. The DR is a 5, modified to a 4 for the firing unit being on a hill, disrupting the unit. The 3<sup>rd</sup> Alg/3 is rotated to indicate it has fired defensively.
- The 2<sup>nd</sup> Tai in E3 fires on the 312/141/1 with a 3, reduced to a 2, that reduces the VM unit (since it was already disrupted). The 2<sup>nd</sup> Tai is rotated to indicate it has fired defensively.
- The 5<sup>th</sup> BPVN in D1 fires on the 312/209, 2<sup>nd</sup> Battalion in 19 with a DR of 2, reduced to 1, that scores another step loss on these hapless Bo Doi, causing it to be flipped to its weakened, reduced side. The 5<sup>th</sup> BPVN is rotated to indicate it has fired defensively.

#### Offensive Fire:

- The 312/209, 3<sup>rd</sup> Battalion fires on the 13DB/3 at Beatrice. The DR is a 6, modified to a 7 (for the defending unit being in a fortified area) that is a miss. The 3<sup>rd</sup> Battalion is marked to indicate it has attacked with an ATK marker (or rotated).
- The 312/141, 3<sup>rd</sup> Battalion fires on the 13DB/3 at Beatrice with a DR of 5, modified to a 6, for another miss. The unit is marked to indicate it has attacked with an ATK marker (or rotated).
- The 312/141, 2<sup>nd</sup> Battalion fires on the 3<sup>rd</sup> Alg/3 unit in D2. A DR of 4, modified to 5, is yet another miss. This unit, like the others, is marked/rotated to indicate it has attacked.

#### Assault Combat:

- Since the 13DB/3 unit is disrupted it cannot perform Final Defensive fire. The VM has 10 CF with which to attack (the 8 CF of the disrupted units that were marked to assault cannot attack) for odds of 1:1. The VM player chooses the 312/165, 3<sup>rd</sup> Battalion as the lead unit for the assault. The Assault Combat DR will be modified as follows:
  - +2 VM Engineers (+1 per step attacking)
  - +1 Difference in attacker's and defender's lead units morale levels
  - +2 More than half of the defender's CF are disrupted.

Two dice are rolled resulting in a 4 that is modified to a 9; a result of 1/R. The 351/151/3 Engineer must take the step loss since it participated in the assault combat (Case 14.4.3, ouch!). The 13/DB/3 retreats to D1. Since it was already disrupted, a morale check DR is done. The French player rolls a 2, so it passes (and remains disrupted). If the unit had failed the Morale Check DR (5 or more as you use the printed Morale Rating) the unit

would've lost a step (marked as reduced) as well as remaining disrupted. The 312/165, 2<sup>nd</sup> and 3<sup>rd</sup> Battalions, as well as the VM Engineers, now control Beatrice and are rotated to indicate they attacked.

#### VM Recovery:

The VM player ends his part of the 2<sup>nd</sup> Impulse by rolling a die for each of his disrupted units to see if they recover. The 312/165, 1<sup>st</sup> Battalion and 312/141, 1<sup>st</sup> Battalion both recover. The others (312/209, 1<sup>st</sup> and 2<sup>nd</sup> Battalions and the 351/105 in the SE valley) remain disrupted.

#### French Moves:

- Tanks *Conti* and *Doumont* move from the Central Command HQ area to D1.
- Tank *Smolensk* moves from the Central Command HQ to D2.
- Tank *Bazaille* and 1<sup>st</sup> FL Para move from the Central Command HQ to D1.
- 31/2 Engineer moves from E1 to E2.
- 4 Morr/1 in E2 moves to E3.
- 2<sup>nd</sup> Tai from E3 to D1.

None of the French units are marked for Assault Combat.

#### Artillery and Air Support:

312/105 (NE Valley) fires on the tank *Doumont* in D1 and the VM Supply level is reduced to 40 and the unit rotated to indicate it has fired. Counter-battery fire is performed by the 10<sup>th</sup> Colonial/105 at Isabelle. The French Supply level is reduced to 40 and the unit is rotated. The DR is a 5, reduced to 4 for Jungle that is a miss. The VM artillery fire is much better this time. The tank *Doumont* is hit, disrupting and damaging the tank (flipping it to its reduced/damaged side). The 316/105, in the SE valley, cannot fire as the Eliane hills blocks its LOS from where the unit was actually placed by the VM player (curses he exclaims!).

An F6F flies in at regular altitude to attack the 312/209, 3<sup>rd</sup> Battalion in 19. The other MG AA in area 24 fires with a DR of 4 that is a miss (again, the unit is rotated to show it fired). The F6F's DR is also a 4, modified to 5 for clear terrain that disrupts the VM battalion. The F6F is placed in the Unavailable space on its Flown side.

#### Defensive Fire:

No defensive fire is possible against D1 as all 3 VM units are disrupted. The VM vents his frustration by having both the 312/141 1<sup>st</sup> and 2<sup>nd</sup> Battalions fire on the 3<sup>rd</sup> Alg/3 in D2, as well as taking AT shots against the tank *Smolensk* (Section 14.2). The DRs against the 3<sup>rd</sup> Alg/3 are 2 and 5, modified to a 3 and 6, that causes the French Union unit to be disrupted. The VM player's AT shots are 3 and 2 against *Smolensk* and are both misses. Both units are rotated to indicate they have fired defensively for the turn.

#### Offensive Fire:

- The 1<sup>st</sup> Foreign Legion Parachute fires on 312/209, 1<sup>st</sup> Battalion. The DR is a 3, modified to

a 2 due to firing from a hill that inflicts a step loss (since it was already disrupted).

- Tank *Bazaille* fires on its own rolling a 3, also reduced to 2, but this is still a miss (its CF is 1).
- 2<sup>nd</sup> Tai and the tank *Conti* fire together on 312/209, 1<sup>st</sup> Battalion with a DR of 4, also reduced to 3 for the hill, and this is less than or equal to the units' combined CF of 4, that is yet another step loss on the VM unit causing it to be flipped to its weakened, 2-step side. All four units are marked/rotated to indicate they have attacked.
- **Note:** The French declines to attack with any more units in order to save them for a possible, and likely, counter-attack following another VM attack later in the turn.

*French Recovery:*

The French player ends his portion of the 2<sup>nd</sup> Impulse by rolling for the recovery of his disrupted units. The 3<sup>rd</sup> Alg/3 unit recovers. The 13DB/3 unit remains disrupted and the tank *Doumont* damaged.

*Commentary:*

By the end of the 2<sup>nd</sup> Impulse both sides have some cause for concern. The French have inflicted heavy casualties on the VM for Beatrice. However, all but the one mortar unit at Gabrielle and the 10<sup>th</sup> Colonial 105 at C2 have been fired off, and they will need to rely heavily on the five remaining air units for support.

The VM have more artillery, but the way the VM player has positioned them, they will be of little support in attacking anything other than the eastern-most hills of Dominique, Eliane or the southern-most outposts of Isabelle and Wieme. Both sides' front line units (ones in areas that are adjacent to the enemy) have fired both defensively and offensively for the turn and will have to pass a morale check DR to fire again (Optional Rules for 12.1) and even if successful the VM units will do so with half of their CF. The VM is also somewhat staggered at the cost in disrupted and reduced units in taking the French position. An entire division, along with engineers, most of the 351<sup>st</sup> Division's AA and artillery were allocated to the task and were barely able to do it. Both sides are also taken aback at the amount of supplies burnt up in this opening round. For the VM this will be challenging as the decision to bring in more supply may have to be done at the expense of replacements. The French player is starting to sweat as well as he realizes that only about half of what was sent this turn actually was received, and at this rate his guns are going to be firing blanks by mid April at the latest...

The VP score so far is 1 for the VM, 6 for the French. Perhaps the French High Command was right in fighting here? Take up the action with the 3<sup>rd</sup> Impulse to find out...