

Scenery	
Primary (Road/rail/stream)	
Secondary (Woods, hills, buildings, etc.)	
1	
2	
3	
4	
5	
6	

Defender's countdown		
21	14	7
20	13	6
19	12	5
18	11	4
17	10	3
16	9	2
15	8	1

Pre-game sequence of activities	
Order	Task
1	Players arrive at the agreed venue.
2	Players show their companies and scenery
3	Players select their first unit.
4	Carry out the reconnaissance .
5	Sort out (using D6) which units are on table and which are reinforcements.
6	Choose assets (3)
7	Players decide which table edge is theirs
8	Attacker lays down his road (here to there)
9	Defender deploys his road
10	Defender deploys objectives (sum to 11)
11	Share scenery. Defender has all buildings. Attacker has all woods. Starting with defender, players choose one at a time to get to their 5,6,7 pieces
12	Defender places scenery that he holds.
13	Attacker places scenery that he holds.
14	Attacker places his 10 tertiary scenery.
15	Defender places his 10 tertiary scenery.
16	Defender deploys his forces in rows 1,2,3,4,5,6.
17	Attacker deploys his units in row 8.
18	Attacker has first turn.

Battle data		
Date of Battle	Location	Opponent
Own tactical points	Opponent tactical points	Defender/Attacker
Assets		
1	2	3

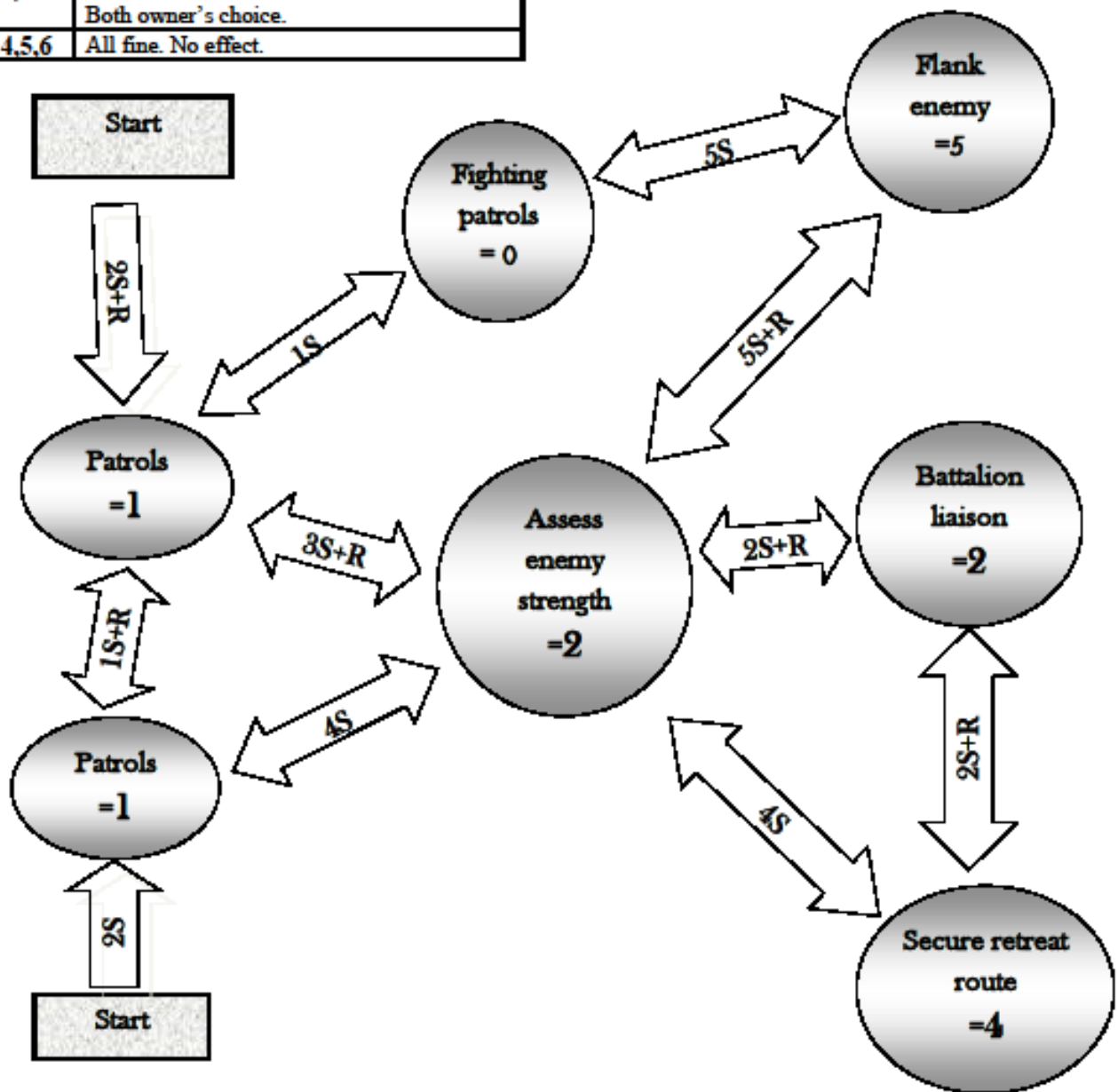
Tank and gun table				
Name	Armour	AP	HE	Notes

## PBI 2014 Battle Sheet

Army Type Used.					
	Unit type	Composition	Points	Quality	Panzerfausts
Company commander					
Unit 1					
Unit 2					
Unit 3					
Unit 4					
Unit 5					
Unit 6					
Unit 7					

Risk table	
1	Opponent has re-group.
2,3	Lose a foot base. OR Risk a vehicle. 6 =lost Both owner's choice.
4,5,6	All fine. No effect.

## PBI Reconnaissance (74)



### Method

Initial pool of 10D6. Dice pool cannot exceed 10 even with re-group.

Declare intended move/number of D6 and roll D6 to achieve successes. Each 4,5,6 = 1 success.

Dice used are removed to reserve pool whether move successful or not.

Each new location gives tactical points. No tactical points if forced out of a location.

Players must record their tactical point total by placing casualty markers (no secrets).

Player can choose to re-group instead of taking a move. Re-group = roll D6 and reclaim that many D6 from dice pool reserve.

Player may choose to stop at end of own turn if 2 or more tactical points in advantage.

Else continue until a player has 8 or greater points at end of his turn, at which point he must start game. Count 1 tactical advantage point as 2.

**Risk R** = a risk must be taken if move is successful.

**Blocking** If attempting to swap locations with a blocking player. Carry our move and risk successfully first. THEN oblige the blocker to roll 2D6 and sum the score. Declare "higher" or "lower".

Roll own 2D6. If correct then swap with blocker. If wrong then move wasted and D6 still used up.