#### The Assault

The assault is one of the few occasions when troops actually close in for a fight. In an assault troops are assumed to be using grenades and possibly even the bayonet.

If groups expend 5AP they may enter an enemy occupied square and assault it. The assault is the only occasion that both players' groups can occupy the same square. There are no saving rolls in an assault. This makes the casualty rate much higher. All assaults are resolved immediately. There is no second turn of assaulting.

## Winning and Losing the Assault

The Defender always wins the assault unless the assaulter kills all the defenders or kills more than the defender killed.

The winning player can roll a D6 for each of his remaining groups. Any score of 5,6 indicates an additional enemy group killed.

The losing player withdraws his remaining groups 1 square toward his base edge.

Each player rolls a number of D6.		
Each assaulting group rolls 3D6	Each Defending group rolls	
+2 if assault started in adjacent square	3D6	
-1 if defenders in closed square		
Each score of 6 = a casualty/dead group.	·	

There is no choice of casualty by the opponent. A player chooses his own casualties.

## **Victory and Defeat**

When the game ends the victory points are considered.

The attacker rolls 2D6 for each building square he now occupies. This gives a maximum of 12 D6. The defender is awarded 2 points for each attackers group that has been removed from the board. This gives a maximum of 40 points.

The player with the higher total is the winner.



#### PBI

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# **B** Quick Staf

PBI is a game of company level combat in WW2. Each man or model represents a real life counterpart. This is PBI Quick Start (QS). OS uses the same foundation mechanisms as the full PBI rules. OS is more limited in order to allow players to "get going" quickly.

## **Turn Sequence**

A game of PBI OS consists of players taking alternate turns.

Morale

Motivation of a square

Square rolls D6 for AP

Groups in square carry out all AP

Next motivation attempted

When all motivation attempts finished, turn

#### Dice

OS uses normal six sided dice (D6).

Each player needs about 12 D6.

Each player also needs a choice die. This is rolled along with any shooting dice in order to determine whether or not the shooter gets to choose the allocation of his hits.

If players do not have a choice die then they must use an ordinary die that is different to all of the others. A score of 5 or 6 indicates that a player chooses hit allocation.

## **Game Length**

QS Lasts for 4 turns. The attacker has the first turn. This means that the players have four turns each with the attacker having the first turn and the defender having the last turn. Either player can extend the game length by successfully rolling a 5,6 on his last turn. This would extend the game by one more turn for both players. This could extend the game by many turns but that would be unlikely.

# **Setting up the Board**

The playing area is called "the board".

The board should measure 4 x 4 feet. This is the same size as the full PBI game board. The board should be subdivided in to an 8 by 8 grid of squares in a similar manner to a chess board. The grid should be marked at each 6" increment with a dot or marker.

The easiest boards can be made from a 4x4 feet piece of cloth. This is cheap and easy to mark out. In addition roads and the like can be drawn upon the cloth.

Scenery	Closed.	Wooded or built up
Each square on the board must be one of three types.	Partial	Hedges or walls
	Open.	No significant cover

There may be no mixture of types within a square	re.
In QS there must be exactly 6 closed building squares. These should be laid out by the defende	er.

In addition another 20 squares should be laid out containing either partial or closed scenery.

## **Opposing Forces**

In QS, players use standard platoons. A standard platoon has 10 groups (bases) in it.

The defender has one platoon. The attacker has two platoons.

# **Deployment**

The defender decides which edge the attacker is to start from.

Bases. Figures should be based on 3 x 3 cm bases. 3 Riflemen or an LMG team or an officer.

#### **Standard Platoon**

- 1 Platoon commander group (armed with SMG) 3 LMG groups
- 6 Rifle groups

The Defender deploys his 10 groups anywhere he wishes on the board except in the first two rows of squares on the attacker's start edge.

The attacker then deploys his two platoons in the first row of squares.

**Morale** Morale is taken in **two** circumstances

**1. Break test.** If a platoon has 4 casualty markers in total a score of 5,6 on a D6 will cause the whole platoon to be removed from the board except the casualty markers.

Method

If square is open

Roll A D6 for each of the following that

Reduce the total of dice rolled by 1 if the

Each casualty in the square (up to 4)

platoon commander is in the square.

**2.** Casualties within a square. Any square that contains casualties takes morale for that square.

## Each score of 4,5,6 is a fail.

- 1 Fail. No movement this turn. Other actions allowed
- 2 Fails. Fall back 1 square toward base edge. No other actions allowed
- 3 Fails. All groups in the square are removed as they have lost the ability to fight on.

#### Motivation

Each platoon commander has 3 motivations. A successful motivation allows a square to roll a D6 for AP and carry out actions.

Score needed for motivation = number of squares from commander to group occupied square. Include both the square the commander and groups are in. +1 to the total needed for each square in the path which is closed. When calculating the path only one diagonal is allowed. The commander must score equal to, or greater than, this total to successfully motivate the square. Groups can only be successfully motivated once per turn.

#### **Action Points**

PBI uses a system of "Action Points" (AP). Foot groups can expend action points in order to carry out actions such as movement and shooting. If a square is motivated a single D6 is rolled to see how many AP are allowed. The D6 score = AP for that turn. +1 if Commander in square. Thus a score of 4 would allow each and every group 4AP to do with as they wish.

## Using AP

Note. Actions in a turn are not simultaneous. This means that a group can use some AP before considering what to do with the remaining AP. One group might use its AP for shooting whilst another could use its AP for movement. Groups that start together in a square do not have to end the turn together.

To move out of an open or partial square	1AP	Any squares that are not
To move out of a closed square	2AP	motivated are given 1 residual AP to use.
To assault	5AP	
To shoot	1AP (up to 3 shots allowed)	

## Movement

In PBI movement is in complete squares. It does not matter where a group is positioned within the square because the whole square is considered as either closed, partial or open. Groups use AP to exit a square regardless of the square to be entered. Thus a group will pay 2AP to move from a closed square in to an adjacent square. A group may only move diagonally once per turn. No more than 4 groups may occupy a square at any time.

## Line of Fire

Targets must be in the line of fire in order to be shot at. All foot groups have a 360' arc of shooting. This means that facing does not matter.

Line of fire stops in the first closed square that it meets.

Line of fire is not stopped by crossing partial squares but all further open squares are given partial cover status.

Line of fire can touch the corner of a closed square and still continue.

Groups cannot use a line of fire that passes through a square with enemy or friendly groups in it.

#### **Casualty Markers**

Whenever a group is killed it is replaced with a casualty marker. A casualty marker should be a single figure on a base such as a coin.

Casualty bases can be removed if a roll of 4,5,6 is achieved on a die. One die may be rolled for each AP that all groups within the square give up. eg for two rolls to be made, each and every group in the square must have given up 2AP.

# **Shooting**

AP are used in order to shoot.

Each AP expended by a rifle foot group allows 1D6 to be rolled.

Each AP expended by an LMG group allows 3 D6 to be rolled.

SMGs use 1D6 per AP at 2 square range and 3D6 per AP at 1 square range.

eg. 3 rifle armed groups shooting with 2AP each would roll 3x2=6 D6

eg 1 LMG armed group shooting with 2AP would roll 2x3=6 D6

A player must add a choice die to his dice total.

## Every score of 6 is a hit on the target square.

The hits are allocated by whichever player has the choice.

Hits are allocated at the rate of one per group until all groups have been hit once. If there are more hits than groups a second pass is made until each group has a second hit allocated.

A D6 is rolled for each hit.	Score needed to save	Any groups that do not save are replaced with a casualty marker.
Target in open square	4,5,6	
Target in partial square	3,4,5,6	
Target in closed square or is platoon commander	2,3,4,5,6	

## Saving Groups That have been hit

Once the hits are allocated each group will need to roll saving dice.

# **Opportunity Shooting**

Shooting is usually carried out in a players turn by using AP for that purpose. In an opponent's turn a players groups can shoot with 1 AP if they come within 1 square and a roll of 4,5,6 is achieved on a D6. Opportunity shooting can be attempted at each and every square that contains enemy groups and is within 1 square range.