

# PITS battle report

This battle report has been written in order to allow players to understand the general concept and mechanisms of PITS.

## **Bob v Jane**

Bob is playing the British patrol. Jane is playing the dervish force.

Bob and Jane first set up a 5 x 3-foot area on the desk in the study.

Bob decides that he will choose scenario 1. This scenario is called "Find the enemy, Lieutenant!"

Bob and Jane can now calculate the composition of their forces, or use a force they have calculated earlier. This allows them to tailor their force to the scenario chosen.

Jane refers to the scenery selection and chooses three brush pieces, one village piece, two depressions and two rocky outcrops. This gives the required 8 pieces of scenery. Bob then checks that Jane has observed the necessary minimum. This seems a bit cheeky, but Bob is a bit of a "rules lawyer".

Jane points out that she gets an extra scenery piece, as the scenario demands that she have an extra village for the British to reconnoitre.

Jane deploys the extra village piece at the far end of the table from Bob's start position.

In addition Jane places a brush, rocky outcrop and village near the centre of the table. This represents the three pieces the dervish player can place at the game start. Jane reminds Bob that the brush piece will count as her last deployed piece. This is important because the next new piece cannot be within 8" of this last placed piece.

Jane then deploys her veteran dervish unit. Half of the unit is placed in the brush and the other half in the centre village. This concludes the dervish set up sequence.

Now Bob must start deploying his forces. First he deploys his 3 scouts up to 20" in from his table edge. These scouts cannot start the game in scenery but Bob decides to place them in a wide pattern to hamper the dervish deployment of new scenery. Bob intends to scout enough scenery along a path to the far table edge. This should prevent the dervishes appearing easily along the path of advance. Bob eyes up the situation and decides that his single on table unit to start the game with will be a section (8 bases strong) of average quality British infantry. This section must be deployed in a 1 base width column up to 12" in from the table edge.

At this point Jane remembers to look at her 8 wild cards.

The on table game is now about to start. Bob once again stops the game and asks if Jane would give him the details of her units. Jane of course complies, but reminds Bob that he too must reveal all (she is a one!).

Bob must scout the village by getting close enough to roll D6. Each D6 rolled costs an AP. The scores to reconnoitre are easier the closer the unit is to the scenery. Bob's battle winning tactic (?) is to get a single section up the table as quickly as possible. He is not going to hang about until all of his sections are on the table (brave chap).

He hopes to get the section back again after a successful reconnaissance.

Jane has decided to wait in order to trap the lead section further down the table. To this end she has decided to try for extra scenery so that new units can have a good choice of arrival places and also obstruct the British movement.

## **First turn**

Bob has the first turn.

He rolls a D6 for each of his scouts. He moves the scouts up the table and into scenery.

As scout number 1 enters a scenery piece Bob decides to scout the piece. Bob and Jane both roll 2D6. Bob adds 3 to the score for being a scout. Jane adds 1 for having some dervishes in the scenery piece (although they are still hiding) and another 1 for the dervish unit being veteran. This gives Jane a total of +2.

Bob rolled a total of 8, +3 for modifiers giving a total of 11.

Jane rolled a total of 4, +2 for modifiers, giving a total of 6 (oh dear).

This gives the scouting player, Bob an advantage of 5. The result on the scouting table allows the dervish player to deploy a unit and allows Bob to declare the scenery as scouted (no more dervishes can appear there until it is un-scouted).

Jane responds to this result by moving the half unit hidden in the scenery to another piece of scenery, rather than taking up the option of deploying it.

Next Bob rolls a D6 for AP for his British infantry section.

Bob rolls a 5 (using a single D6 for all AP rolls). He can add one because the unit has a sergeant but loses 1 because the scouts and any other friends are more than 8" away.

The unit feels a little unsteady.

Bob uses 4AP to move 4 lots of 4" which moves the unit 16" directly forward.

Bob has nothing sensible to do with the last point so does not use it.

Bob opines that a good commander will base his plan on achieving average AP scores.

Having moved all of his figures Bob now rolls for the section and artillery unit that are off table in order to achieve an arrival. He rolls a 1 and a 5 respectively. This means that the artillery unit is placed on the table 5 base depths in from the start edge. The other British section only scored a 1 so must roll again next turn.

Bob accepts that his unit is in column as they have just arrived.

Bob's turn is now ended.

Jane starts by placing card 5 on the table. This will delay Bob's arrivals. Bob decides to gamble on a more favourable result. Bob rolls a 1. This means the result gets worse and she can roll the same number of D6 as bases in an off-table unit selected by Bob. 8D6 are rolled, resulting in scores of 2,4,5,3,4,6,5,1. Each 5,6 removes a base. Bob chooses which 3 bases to remove and does so with good grace. This is bad news for Bob. He should not have gambled. The card that Jane played is now retained by Bob until Jane has played all 8 cards. She is then allowed them all back (thank you).

Jane decides to become aggressive. Jane declares that her veteran dervish unit will be deployed.

Jane moves one half from its scenery piece in order to join up with the other half. The unit is now deployed at the edge of a scenery piece in order to be able to charge out. Jane deploys in two ranks so that the unit is in a good formation for a charge.

Notice that Jane must deploy a unit before being allowed to roll for the AP.

Jane rolls a 4 on a D6 for AP. A further 1 is added for the unit being veteran.

Because the unit is on the edge no points are lost for crossing scenery.

Being a dervish unit, up to 3 moves of 4" are allowed whilst in line. Anglo-Egyptians can only move two 4" moves whilst in line.

This gives Jane a 12" reach in movement and the 2AP necessary to start a fight (good). Luckily the British are only 7" away so easily within range of the charge.

Jane has a spare AP. She will use this to shoot at the British from long range.

Jane has 3 rifle armed bases. Each base will roll 3D6 with no modifiers. The target bases have all the modifiers applied to their save. The British target bases start with 1D6, +1 more for being at long range and another +1 for the shooter being a dervish (not good with rifles), giving a total of 3D6 in saving. The first dervish shot of 3D6 achieves 3,4,6, which is an effect of 2(4,5,6=effect).

The target base rolls 1,1,3 giving no saving effects. Because the dervish has achieved two more, the target base is dead (very). The shooting always hits the target unit on bases starting from the shooter's right (i.e. the targets left). The second and third shots do not achieve any damage at all.

The British unit now has a casualty marker in place of a front rank rifle base.

Jane's dervish unit has nine bases in it, including a leader and 3 rifle armed bases. It is however a veteran unit. Bob's unit now has only 7 bases, including a sergeant and an officer base.

As Jane's dervishes reach half range the British "open up" with opportunity shooting. The officer only has a pistol and thus gets no shooting at all. This gives 6 British bases that can potentially shoot. Bob rolls 6D6. He scores 4,5,2,2,3,1 giving 2 successes (needing 4,5,6 to achieve an opportunity shot, per base). Bob decides to combine the two shots he is allowed into a volley (good idea). A volley shot allows 5D6 to be used to shoot, with no modifiers as they are applied to the target's dice total only. The dervish target has 1D6 with no modifiers. Bob does however know that the lowest number of save D6 is two. The British shot is 3,6,5,4,3 whilst the dervish roll is a 3,2. This cancels none of the 3 successes. Two or more successes allows the British shot to kill the dervish base (on the dervish left, ouch!). Each wound or dead on a dervish unit will allow the British player to try to make the dervish unit falter on a score of 6. Because only 1 casualty/wound has been inflicted by British shooting, only 1 D6 roll is allowed for faltering. Hang on says Jane. "The first D6 for faltering is not counted in the attacking unit is veteran or mounted"(quite right).

Next the fight.....

The two units must conform to each others frontage and change to a 4 base frontage if necessary.

The fight starts at the right hand end of the active player's unit.

In this turn it is Jane's unit that is active.

In the fight both players will roll for a base against an enemy base. Either player can lose or win each fight.

Bob's British bases are on a basic 3D6, with a +1D6 for sergeant or officer bases.

Jane's dervish bases are on a basic 3D6, with a +1 for being veteran. A further +1 can be claimed by Jane's leader when he fights.

Thus the first pairing is carried out with Bob rolling 3D6 and Jane rolling 4D6. Bob scores 5,3,6 giving 2 effects. Jane's base scores 3,6,5,4 giving 3 effects. Because Jane has achieved 1 more success Bob's base is wounded.

The fight continues along the front rank and then continues along the second rank starting at the same end as the first rank.

Because Bob has one extra base at the outset of the fight he can use this base to fight any of Jane's bases. He chooses a wounded base and applies a second wound thus killing it!

At the end of the fight wounded bases are either converted to kills by the opponent rolling 5,6 (6 for sergeants, officers/ and leaders) or the wound is removed.

Now the numbers of casualties are compared to see who has won the fight.

Bob has killed more.

This allows Bob to remove his casualty markers without any further ado. Jane must however take a moral test for losing the fight. If it was a draw, **both** players would take morale.

Jane has 3 casualty markers, adding 3D6 to the morale roll total, a further 2D6 for losing the fight but reduces the total by 1D6 for being veteran. The cumulative total is  $3+2-1=4D6$ .

Jane rolls the dice! The scores are 4,3,5,1. Two fails. Two fails allows the unit to carry on the fight.

Next turn however Bob will claim an extra D6 per base for winning the previous round of fighting against that opponent.

To be continued.....