

German vs American Solitaire game.

German forces (14vp): Faber (Wagner), Rothstein (Tafel , Peterson), 2 Equipment counters.

American forces (14vp): Ellison (Bertinelli - Bandages), Johnson (Martinez - Canteen), Winslow)

Terrain: 1 Burned out Buildings, 2 Open Ground, 3 Undergrowth, 4 Stream, 5 Burned Out Buildings, 6 Undergrowth, 7 Scattered Trees, 8 Stream, 9 Undergrowth

I'm playing the Americans and I place my sections into Terrain card 2 Open Ground. I have 2 sections and currently hold 2 Terrain cards so I have a hand size of 4.

Opening Hand: Dig In, Attack, Fall Back, and Covering Fire

Turn #1

I randomly determine the German's get the first turn.

They draw the solitaire card: Most Pinned

Starting at the top of the solitaire card, I see that they would get a bonus Firepower (FP) for their vehicles if they had any, but they don't. I then check their Opposing Forces Recovery, but since the game has just started, they don't have anything to recover from.

Their Most Pinned section will be targeting my Closest section. Since they have no Pins and both of my sections are in the same Terrain card, I get to choose both. I choose to have Rothstein be the Most Pinned section. They are 6 areas away so they will be Advancing by one range into the Scattered Trees. Tafel takes the Morale Hit because he has the most remaining Morale.

I have Johnson respond by using a Dig In as a Move card to move his section into the Undergrowth in Terrain card 3. I gain an Obscured card for leaving the Open Ground.

The Germans then Draw the "Farthest" Solitaire card. They will be targeting my Most Pinned section. From the top of the card I see that I must not only discard 1 Action card, but due to the special note, I must discard a second Action card after discarding one of the German's equipment counters. I discard my Obscured card and my Covering Fire card. There is still no Recovery that the Germans need to do so I move on to the Action section of the card. Faber (my choice) targets Ellison. Due to the range, Faber's section Advances into the Trees. The Morale Hit goes to Faber.

This is not a good development. Both German sections will now benefit from the Heavy Cover offered by the trees.

I have Ellison's section Prepare. I gain 2 cards: Attack and Double Time.

This is the end of the German's turn. All Acted counters are flipped to their Not Acted sides.

I, as the Americans, now take my turn. I play a Fall Back for Ellison's section. The section moves into the Burned Out Buildings in Terrain card 1. This is an Instant card, so I do not flip his Acted counter. I gain no card for leaving the Open Ground because I did not Advance. Ellison's section now has 10 cover for the remainder of my turn. I choose to play an Attack card using Ellison's section against Rothstein's section. I have 28 Firepower.

The German's draw the Largest solitaire card in response. Their largest section is Rothstein's so they will be Counter-Attacking Ellison's Attack. Again, none of the top two sections affect the battle. They will be Attacking regardless of the range because they are Counter-Attacking. They attack with +2 firepower. Their section generates 2 Firepower, plus the two for the Attack bonus, divided by two because they are Counter-Attacking. 2 Firepower.

My attack now has $28-2=26$ total Firepower.

I inflict Hits on Peterson, then Tafel, then Rothstein. They are in Heavy cover so I use the last number on the Hit counters. Peterson - Dead 7, Tafel - Pin 3, Rothstein - Morale 4, Peterson - Wound 5, Tafel - Morale 4, Rothstein - Dead 7. I discard the final Dead hit on Rothstein because it takes me over the Firepower count. I remove Peterson and place a Pin and Morale on Tafel, and a Morale on Rothstein. I then remove the Pin hit from Tafel because of his special ability.

I then use Johnson to Attack Faber with an Attack card for 24 Firepower.

The Germans draw Smallest.

I must discard 1 Action card due to the Smallest card's notation, so I discard Double Time.

Faber Counter-Attacks Johnson at range 4 with +4 Firepower. This gives Faber's section 18 firepower divided by 2, hitting me with 9 Firepower. My attack of 24 Firepower is reduced to 15. I remove the ammo counter from Faber.

Wagner takes a Morale 4 Hit, Faber - Wound 6, Wagner - Morale 4, Faber Morale 4 (too many).

I remove the Fall Back from Ellison's section and all Acted counters are Flipped to Not Acted.

Turn 2

Germany draws a Highest VP card. Faber's section gets +4 cover until I prepare and Faber gets to reload.

Rothstein's section has the Highest VP. Their range to my Closest section, which is Johnson, is 4 so they Advance into the Undergrowth. Also, they do not flip their Acted counter.

Johnson Prepares gaining me 3 cards: Attack, Flanking, and Rally.

I discard the +4 cover card on Faber.

The Germans draw the Highest Command card for a section's action. The section with the highest command that has not yet acted is Rothstein (again). That section gets 10 cover until I prepare. They will

attack my farthest section which is Ellison. They are at range 5. They have 8 Firepower, plus 2 for being in the Undergrowth, plus 4 for the attack bonus from the card. 14 Firepower.

With Ellison out of ammo, I do not feel I can make an effective Counter-Attack so I choose to Prepare Ellison's section. I draw 1 card and reload Ellison. I draw a Flanking card. I remove the 10 cover from Rothstein.

Bertinelli takes a Wound 6, Ellison – Pin 3, Bertinelli – Morale 4, Ellison – Dead 7. Luckily, the final Dead on Ellison uses too much Firepower and is discarded.

Faber has not Acted yet, so he draws the Lowest Command card. He will target my Lowest VP section which is Ellison. The range is 6 so his Action is to Advance. His section cannot Advance because Faber is Wounded. They do nothing.

All German sections get 5 cover until I prepare due to the Lowest Command.

All the Acted counters are flipped.

The Americans now begin their turn.

I play a Rally card to remove Ellison's Pin, and Bertinelli's Wound and Morale counters.

I then play an Attack card for Ellison's section. He attacks Faber for 28 Firepower.

The Germans draw the Most Wounded card. I get to draw 1 Action card due to the Most Wounded notation, gaining a Double Time. Faber Counter-Attacks with +6 Firepower, expending 1 Equipment to increase it to +12. The card allows 2 Rapid Fires, which creates a total of 20 Firepower, divided by 2 for 10 total Firepower.

My 28 Firepower, minus their 10 = 18 Firepower, minus their 5 cover totaling to a 13 Firepower attack.

Wagner takes a Morale Hit, which becomes a Wound, and a Pin Hit and Faber takes 2 Pins (one becomes a Morale). After adding the new damage to what they already had, Faber now has 1 Pin, 2 Morale, and 1 Wound and Wagner has 1 Pin, 2 Morale and 1 Wound. Wagner is 1 hit away from being killed, no matter what that 1 hit is.

Johnson drinks his canteen, gaining a Hit the Dirt card.

Johnson then Attacks Faber for 18 Firepower using a Flanking card for the Attack.

The Germans draw the Least Wounded card. They get to remove 2 Morale and 2 Wound Hits from their forces. A Wound and Morale is removed from Faber. Rothstein loses a Morale and Wagner loses a Wound.

At range, 3 Rothstein's section generates 34 Firepower, divided by 2, to create a 17 Firepower Counter-Attack. Johnson now has only 1 Firepower which is eliminated by the 5 cover.

The Acted counters are all Flipped.

Turn 3

The Germans draw the Least Pinned card. Rothstein is the least pinned, targeting Ellison. I remove a Pin from Faber. At range 5 they Advance into the Burned Out Buildings. They also gain 2 Equipment counters.

Johnson responds with a Prepare. I discard the Double Time card and draw 3 cards: Rally, Key Location, and Flanking. I discard the Lowest Command card.

The Germans then draw the Lowest VP card. Faber is the Acting opposing player. I remove a Pin from Wagner and I choose to have Faber reload. Faber's section attacks my Highest VP section, Johnson. They generate 12 Firepower, +6 for the card. They attack me with 18 Firepower.

They do not flip their counter to Acted, due to the Lowest VP card notation.

I play a Hit the Dirt card to remove 4 Firepower but do not Counter-Attack.

Winslow takes a Pin 2 and a Morale 3, Martinez takes a Pin 2 and Johnson takes a Dead 6. I remove Johnson and apply the damage counters.

Martinez and Winslow now form two Unlead sections, both in the Undergrowth of Terrain card 3. Both have Acted.

The Germans draw the Most Morale for Faber. They are attacking my Closest section. I choose Winslow. All of their weapons are unloaded, so they do nothing.

All the Acted counters are flipped and I get to take my turn.

I play a Rally card to remove the Pin and Morale from Winslow.

I then Prepare Martinez to remove his Pin.

The Lowest VP card is discarded.

The Germans get to immediately draw a card in response to my Prepare action. They draw the Highest VP card and I only check the top two sections. The Smallest section (I choose Rothstein) gets 4 cover. I choose to let Rothstein reload. This does not count as an action from one of their sections. It is freely done whenever I Prepare during my turn.

Ellison Prepares. I reload Ellison and draw an Obscured card. I discard the Highest VP card.

The Germans react to my Prepare by drawing the Highest Command card.

Rothstein's section gets 10 cover until I Prepare again, and Faber reloads.

All the Acted counters are flipped.

Turn 4

The Germans draw the Most Wounded card and I gain a Pour It On card.

Rothstein attacks Martinez and expends 1 Equipment counter to gain 12 Firepower. The Rapid Fire gives him 24 Firepower.

Ellison Counter-Fires, using a Flanking Position for 22 Firepower divided by 2 giving me an 11 Firepower Counter-Attack, leaving Martinez to suffer a 13 Firepower attack.

He is Hit with a Pin, Pin, Morale and a Wound.

The second Pin can't become a Morale so it becomes the second Wound, killing Martinez.

This is the 7th Victory Point scored for the Germans, which is half of the American's starting VPs. The Victory goes to the Germans.

This time.