

DivTac - Supplement

By Ian Shaw

The Game and Move Sequence

This section covers the setting up of a game, and the structure of a move once the game has been set up. The procedures used are covered later on.

A Game Set Up

1. Determine the terrain to be used.
2. Determine the prevailing weather conditions. This should be checked once every 12 hours during the game.
3. Determine H-hour, the game starting time.

Move Procedure

1. Check weather conditions.
2. Change orders.
3. Determine Initiative and Command Points.
4. Side with Initiative moves all units it wishes to.
5. Check to see if movement has caused any new combats.
6. Resolve combats.

Initiative

In mechanised warfare the side with the highest initiative will generally win. The level of initiative generates the number of command points that a force may use. Command points represents the communications used to control formations, issuing them orders and giving them objectives. It is very dependant on training of the army concerned, and to an extent its motivation.

Training Levels

Training levels can be assigned or generated randomly. The basic value is 6, which represents a reasonably well trained and motivated force. The maximum level is 9 and the minimum level is 4.

Deciding Initiative

This is checked at division or Brigade level, if a Brigade is the highest level of formation on one side. It is decided by rolling a D10 applying the modifiers below and adding the Army's training value. Modify the die roll as follows:

- +1 per unengaged recce element
- 1 per unit / formation engaged
- 2 if unsupplied

Combat Examples

Some confusion has been expressed at the combat system. Both the firer and the target roll a D10 add their combat factor and modify the result by the modifiers. The difference between the rolls is compared to the losers training value.

e.g.

2 x Panthers units fire at 3cm on a Sherman Company in the open which is on hold orders. The Panthers

have 1 artillery supporting them and lets assume both sides add 1 supply point to the combat.

First the Germans:

Combat value = 9+d10 roll (lets say 8), -3 (per 1 cm of range), -1 (for small firer), +3 (supporting battery), +1 (friendly supporting direct fire unit - Panther)+1 (supply point) = 18 points.

Now the Americans:

Combat value = 6 + d10 roll (lets say 4), -2 (hostile battery), +1 (hold mode), +1 (supply point) = 10 points.

The difference is 8 points so we compare that to the training vale of the Shermans which for this game is 6. The difference is up to 50%so units in Hold formation ignore the result.

You will very quickly learn that to eliminate units you have to use lots of artillery and supporting fire against individual targets.