

Support Example: Start Positions

This example shows how Support works in BCS. The start positions for units in this example came from a play test.

The defending Formation is 101 Airborne Division(101Abn) and the attacking Formation is 2 Panzer Division(2Pz). All of the images will cover the same area of the map which contains only a portion of both the defending and attacking Formations.

This first image shows the unit start positions. 2Pz and 101Abn HQ's are outlined in Green. Support units may be placed off map or on map as shown here outlined in Yellow. It is important to remember that the Support Units shown here are for information and are not units occupying these hexes. Each Support unit is broken down and dispersed to other units of the Formation.

There are three types of Support units:

Red AV Support (here 38 StG Bn/2Pz)

Stand Off Support (here 668 88 Bn/assigned to 2Pz)

Limited AV Support (here 705 TD Bn/assigned to 101Abn)

For this example the weather is:

Ground = Normal

Atmosphere = Good

Visibility = Any

It is the German Player Activation and he activates 2Pz with a Pass SNAFU result.



Defending Units: Zones of Control

The German player decides to attack the four front line battalions (Bns) of 101Abn. Those 4 Bns are outlined in red. Red KTX markers identify the hexes containing Zones of Control (ZOCs) generated by these Bns.

Important Point: ZOCs are generated in all hexes adjacent to all units, exceptions

- HQs
- Combat Trains (CTs)
- Unprepared units (no AV or Assault Arrow)

If a Formation has any type of Support all ZOCs become Support AV Enemy Zones of Control (AV EZOCs) for enemy units. This is an important difference because a normal ZOC does not stop the movement of enemy units with Tac Movement Allowances (MAs). However Tac MA units must stop when they enter an AV EZOC.



Attacking Units: Engaging Support 1/506

The German player has a Full Activation and places his 2 OBJ markers in hex 04.24 on 1/506/101Abn. This places all 4 front line Bns in a Double OBJ Zone (referred to as DT). 2Pz tries to drop Support for all 4 Bns.

I/3 moves from 06.25 to 05.25. Upon entering the AV EZOC in 05.25 I/3 must STOP. I/3 must also enter this hex if it wishes to engage 1/506's support because the defender is in Terrain. I/3 has the range to engage a target from 05.25 but the maximum range allowed to engage a target in Terrain is 1 hex.

I/3 engages support of 1/506. Note that this is an engagement of support and NOT a Stopping Engagement. The German Player can choose to engage or not, but in this case he wants to drop the support of 1/506 to make a Regular Attack more effective.

This engagement uses the Support Inv'ld line of the Engagement Table.

Attacker is $AR4+AV5+DT=10$

Defender is $AR5(1/506) + AV3(705TD\ support\ unit)=8$

NetDRM= $+2$

The $DR8+2 = 10$ and Support is temporarily dropped for 1/506. This unit will have no support for the remainder of this activation.

This result was only 1 away from a modified DR of 11 which would have eliminated the last step of 705TD. If this had occurred support would have dropped for ALL units of 101Abn until 705 TD could be rebuilt or another Support unit could be assigned.



Attacking Units: Engaging Support 1/327

II/3 moves from 01.27 to 02.26 and engages the support of 1/327.

Attacker is AR4+AV4+DT=9

Defender is AR4 (1/327) + AV3 (705TD support unit)=7

NetDRM=+2

The DR6+2 = 8 and Support is temporarily dropped for 1/327.

II/3 cannot move further but still has one remaining Fire Event. The second Fire Event is used to conduct an Attack by Fire on 1/327. The result is no Step Loss (SL).

Important Point: Enemy units cannot conduct Attacks by Fire against defending units which have active Support.



Attacking Units: Engaging Support 3/506

The problem now is how to engage the support of 3/506. II/304 changes to Deployed (Leg MA) and moves into hex 03.26. Now the Standoff Support Unit, 668 88 Bn supporting II/304 can engage the support of 3/506.

Attacker is AR4+AV5+DT=10

Defender is AR5 (3/506) + AV3 (705TD support unit)=8

NetDRM=+2

The DR8+2 = 10 and Support is temporarily dropped for 3/506.

Since 668 88 Bn has 2 steps it can perform 2 Standoff Support Engagements during the Activation. These engagements can be called from any supported 2Pz unit. II/304 uses a second Standoff Support engagement to perform an Attack by Fire on 3/506. The result is no SL.

2Pz has now dropped the support of all 4 defending frontline Bns. 2Pz now moves to the Attack.



Attacking Units: 1st Attack

I/304 changes to Deployed and moves as shown to stack with I/3 and conduct an Attack on I/502.

I/304 is the Attack unit and I/3 is the Assist unit

1 Point of Artillery fires a Suppression Mission (5 ART points remain).

Attacker DRM is:

+4 AR from I/304

+1 Support from 38 Stg Bn

+1 Assist from I/3

+2 Suppression from Artillery

+1 from DT = 9

Defender DRM is:

+5 AR from I/502

+1 Prepared Defense

+1 Defender Terrain = 7

NetDRM = +2

DR8 +2 = 10

[A1] = SL due to PD

D: Situational = SL due to PD .



Attacking Units: 2nd Attack

The second attack is launched by II/304 against 3/506 but first 38 Pio changes to Deployed and moves first to 03.27 out of EZOC and then back to 03.26 to stack with II/304.

II/304 is the Attack unit and 38Pio is the Assist unit

1 Point of Artillery fires a Suppression Mission (4 ART points remain).

Attacker DRM is:

+4 AR from II/304

+1 Support from 38 Stg Bn

+1 Assist from 38Pio

+2 Suppression from Artillery

+1 from DT = 9

Defender DRM is:

+5 AR from 3/506

+1 Prepared Defense

+1 Defender Terrain = 7

NetDRM = +2

DR9 +2 = 11 Automatic Retreat D1 SL+retreat.

3/506 (marked Off Map) retreats Off Map because it begins the retreat within 2 hexes of 101Abn HQ and II/304 advances into the defender's hex. 3/506 returns to 101Abn HQ in the next Reinf. & Weather Phase.



Map by having a Safe Path and being located within 2 hexes of 101 Abn HQ. Sequence of Attacking can be important!

Attacking Units: 3rd Attack

The third attack is launched by KG vBohm and II/3 against 1/327.

KG vBohm is the Attack unit and II/3 is the Assist unit

1 Point of Artillery fires a Suppression Mission (3 ART points remain).

Attacker DRM is:

+5 AR from KG vBohm

+1 Dual attack unit (Dual units have their own Support)

+1 Assist from II/3

+2 Suppression from Artillery

+1 from DT = 10

Defender DRM is:

+4 AR from 1/327

+1 Prepared Defense

+1 Defender Terrain = 6

NetDRM = +4

DR8 +4 = 12 D1 Automatic Retreat BUT + D1 for No Safe Path = 2SL and no retreat

Note: in this series of attacks if this attack was done BEFORE the attack on 3/506, 1/327 would also have been forced to retreat Off



Attacking Units: Final Barrages

2Pz has 3 ART point remaining and there is 1 defending Bn still located in OBJ zones that has not been attacked.

A 1 Point Destruction Missions is fired at 1/506.

1/506 takes 1 SL

Example ends. Anyone reading this far should note that this example had a long string of excellent Die Rolls. There was only one combat DR less that 7. Pretty good shooting.

