

Open Fire!

Så er Battlefronts nyeste påhit landet. Open Fire er noget så overraskende som en starterpakke for nybegyndere. "Hvad fanden er det for noget, lige pludselig at komme med", tænkte jeg så nede hos den lokale FOW pusher, og ja den måtte så med hjem, man er vel afhængig :-)

Vel ankommet hjem, måtte tingen undersøges ASAP, mens damen pakkede dagens indkøb ud; man har vel sine prioriterer i behold (endnu). Først var jeg hmm., "det her ser da underligt". Ud af pakken faldt: 3 M4 Shermans og 2 StuG i fuld resin, en mini regelbog og et spiller introduktionshæfte, samt 5 terninger, 2 til US og 3 til GD. Det er da fuld valuta for pengene.

Mens der blev talt om ligegyldige

ting i baggrunden, gik jeg i gang med introduktionshæftet. Inden da tjekkede jeg lige, at det var den nyeste version af mini regelbogen og det er det, heldigvis. Den første version, den vi fik ved skiftet mellem 1. og 2. udgave af reglerne, havde nogle fantastisk sjove fejl.

Det er sgu kvalitet det her, det er Battlefronts kendte superkvalitet, som vi efterhånden kender den. Alle basis regler er forklaret yderst pædagogisk. Det er ret godt det her: det der også er spændende er at Battlefront har denne pakke klar i flere sprog; det vil sige at FOW nu bliver åbent for den del af verden, der ikke kan læse engelsk (og jo dem er der stadig ret mange af). Hvilket viser at Battlefront er ved at blive en stor spiller, virkelig spændende udvikling.



Hvad er så dommen fra en gammel erfaren FOW rotte (mig)? Ja jeg er sgu imponeret, det må jeg sige. Det er et godt produkt det her og Battlefield skjuler ikke målgruppen; det er klart nybegyndere og det er godt. Jeg ville gerne havde haft denne pakke, da jeg i sin tid begyndte, det er der ingen tvivl om. Jeg kan håbe, at Open Fire kan åbne øjnene for flere spillere om Flames of Wars WWII herligheder.

For erfarne FOW spillere, er der måske ikke rigtig noget nyt at hente, det skulle da lige være 5 billige og unikke tanks i resin, samt nogle terninger og en mini regelbog. I skal lige være opmærksomme på, at denne regelbog ikke har alle reglerne, som er i den store udgave. Når det er sagt, tager jeg da helt klart denne lille med til Jylland til august, jeg gider ikke slæbe den store

:-).

En lille slange i paradiset er, at den StuG i resin er sgu for irriterende. Nu har jeg 4 stående. De første to var knækket i pakken, men da jeg fik to nye med posten, præsterede jeg at knække de to nye også, ved ikke lige hvordan, der gik 5 sek. efter at jeg havde pakket dem ud. Problemet er at Schützen knækker; det holder vist ikke at lave noget så udsat i resin. Nå, jeg finder vel på noget at skjule dette med, camouflagenet eller andet. De 3 M4, har lidt meget ekstra resin fra støbningen på undersiden, men med noget sort kan man godt skjule dette.

MOVING & SHOOTING

IN THE RULEBOOK

p.10 - Moving in the Double
p.31 - Splitting Fire
p.33 - Check Your Line of Sight
p.35 - Check Your Fields of Fire and Range to Your Target
p.36 - Covering Terrain
p.42 - How Many Dies?
p.48 - Side Armour

In the last mission, our vehicles sit opposite each other and pounded away – not the most subtle of tactics! In this mission we’re going to combine movement and shooting together. You’ll find that numbers and manoeuvring can be as important as firepower in a fight. As platoons manoeuvre across the battlefield, some members may be left behind to provide covering fire or otherwise become split off. In this situation it’s important to remember the command rules on page 26 and you may need to use the rules for splitting the fire of your platoons, given on page 31.

FILING ON THE MOVE
A team that moves in the movement phase fires with ROF 1 in the subsequent shooting phase. Sometimes it is better to sacrifice even this single shot for a better position in a later turn. This can be done by moving At the Double. A team moving At the Double can travel twice as far as normal, just like you would think. There are some restrictions on when a team can move at the double and these are listed on page 16.

FLANK ATTACK!

This is a full-on dash between two platoons of tanks. The StuG G assault guns have been prowling the fields of Normandy but now they have become the hunted as a platoon of Sherman tanks appears on their flank!

Place your armoured vehicles as shown in the diagram to the right. In this mission the Sherman tanks go first as they have the jump on their German foes. The Allies player first moves his Sherman tanks (if they wish) and then resolves their shooting. The German then respond with their movement and shooting, alternating turns until one side is destroyed or its crews have bled out.

In this mission we are treating the situation as open fields, so use the cross-country movement values. There is no chance of being Begged Down and both sides are free to move At the Double if you so wish. Remember that movement reduces your ROF to 1 and firing is not allowed by teams that move At the Double. Don’t forget the command range order – have another look at page 26 as a reminder.

With movement brought into the shooting equation, you’ll want to discover the types of tactics that can determine the outcome of a firefight. The tactics of the Sherman may

play an important role in this engagement, as the StuG assault guns must turn completely in order to bring their main gun to bear. However, it’s by no means an easy proposition for the Sherman tanks as the StuG assault guns still have a better weapon in a one-to-one fight. As there are only two of the German vehicles, command is less of a problem too, so too with Line of Sight.

FIELDS OF FIRE

Covered terrain and buildings can block or split direction.

Half-mounted guns and gun teams can only shoot in ranges to their front.

HITTING THE TURRET SIDE

The full front and front quarter.

The full side.

The full rear and rear quarter.

INFANTRY PLATOONS

In the preceding three scenarios we have covered the main rules for moving and shooting with armoured vehicles, but no introduction would be complete without covering the additional rules for the majority of many armies, Infantry.

US762 Rifle Platoon – assemble nine rifle teams, one command team and one Bazooka team to form the platoon.

GE222 Grenadier Platoon – assemble six rifle teams, three with additional machine-guns, and one command team with a Panzerfaust.

To play the next scenario, you will need to add a platoon each of US and German infantry to your collection. The following packs will provide ideal units to progress with learning the rules:

