

# Strike Force One

## Ударная Группа Один

### Unified Version

## Replay of *Basic* Game

This document contains a *replay* of an *Basic* game. This is meant to allow you to familiarise yourself with the game through a commented example. In the following, you will find each factions turn outlined and some commentary on what happens in the turn.

It is advisable to set up the map as you go through this example and move the counters as described. Also find the charts so you can see what results are obtained in the example.

At the end of the document, you will find some blank sheets for recording your own replays.

#### Legend



Soviet move



US move



Attack



Retreat



Advance



Position before retreat



Unit eliminated

The last few pages are blank sheets for recording your own replays of *Strike Force One*.

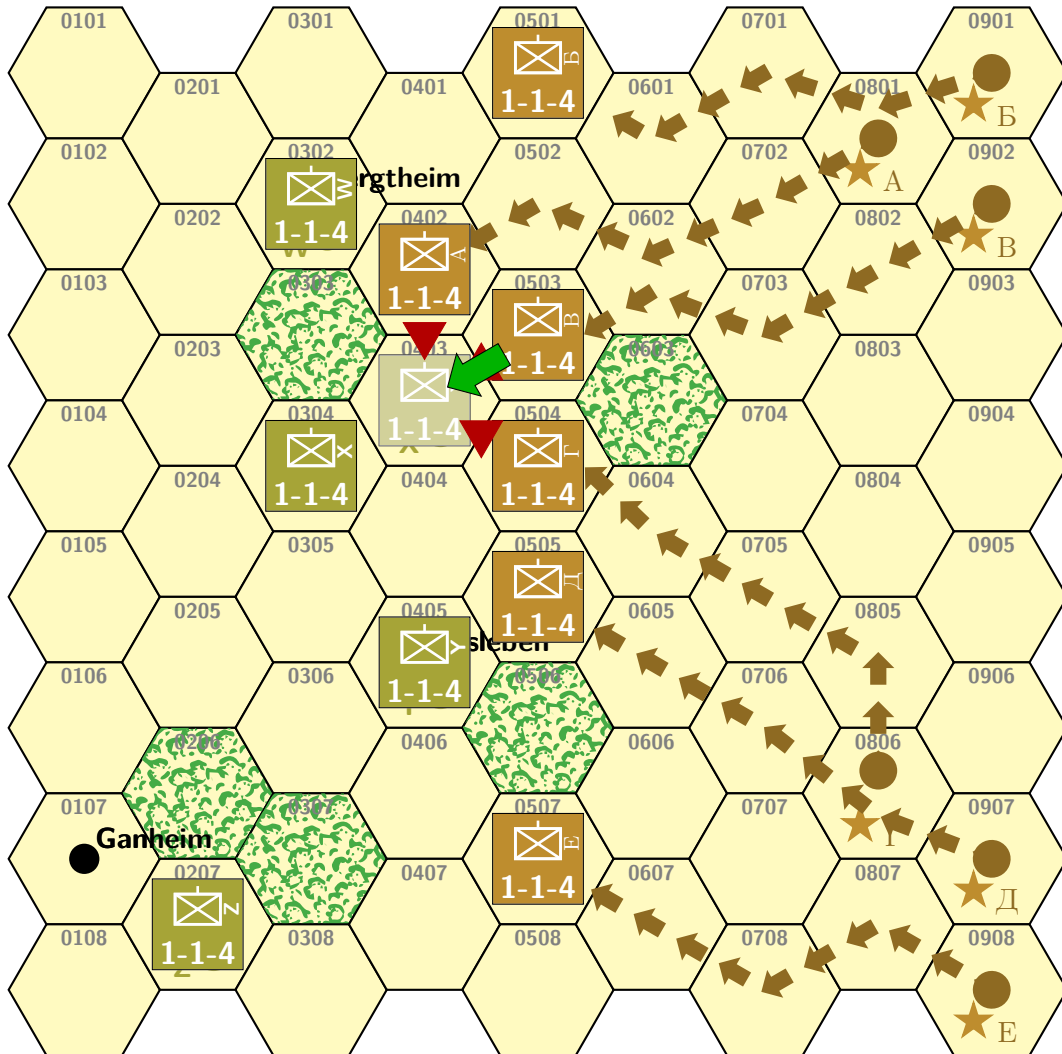
# Strike Force One

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## Replay of *Basic* game

## Turn 1 – Soviet



## Moves

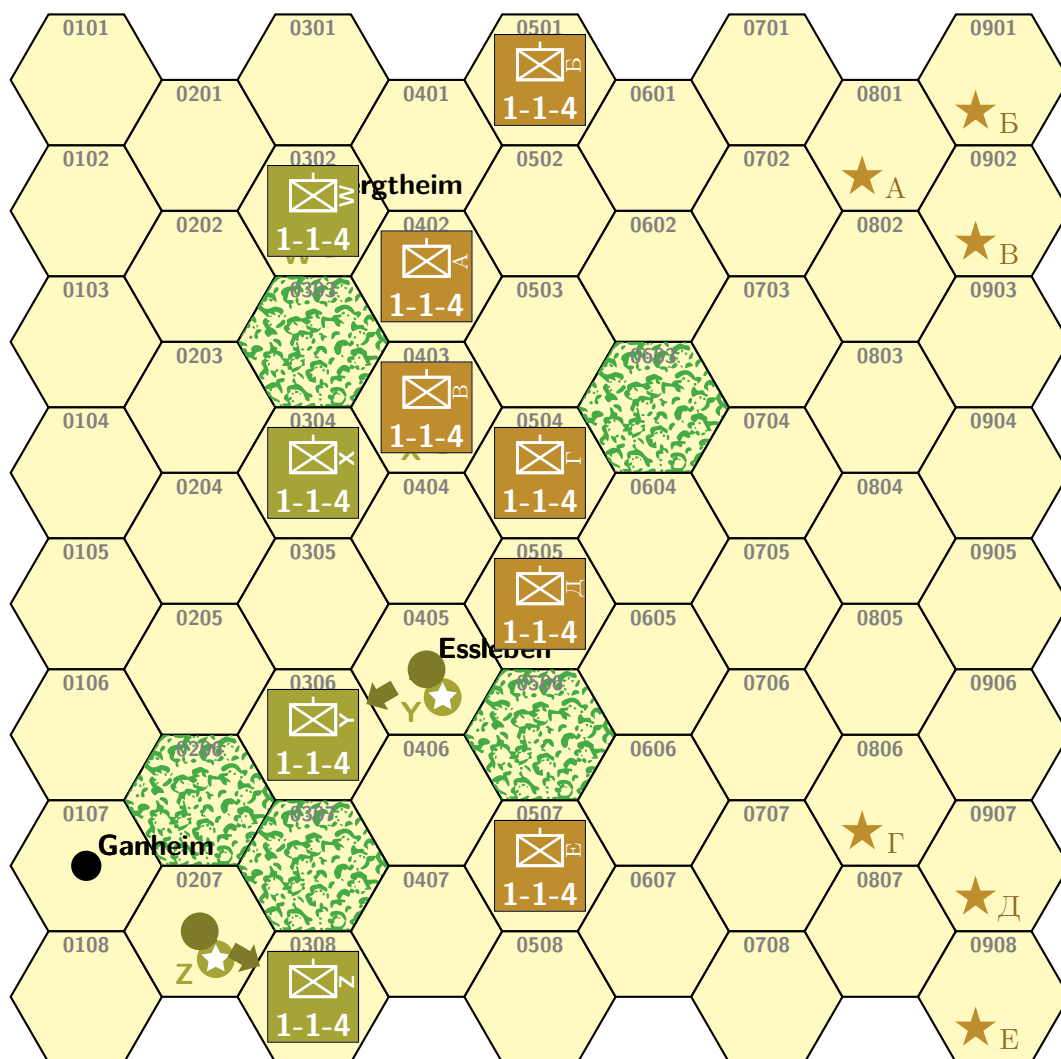
Unit	From	To	Comments
A	0801	0402	
B	0901	0501	Does not move into 0502 to not block possible retreat by B
B	0902	0503	
Г	0806	0504	
Д	0907	0505	
E	0908	0507	

## Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments
B, B, F	X	DR	X 0304			

## Commentary

Note that **B** does not move into 0507 so that if **B** needs to retreat, it can do so to a more advantageous position. **D** does not attack **Y** since the odds of an adverse result are high. Instead, the Soviet faction will wait until it can bring more troops into that battle.



### Moves

Unit	From	To	Comments
Z	0207	0308	
Y	0405	0306	

### Commentary

The US faction decides to abandon the town in 0405 (Essleben) in exchange for a better defensive position. Note how the US faction has placed its units with one hex in between them. This forces the Soviet faction to attack before it can press on to the objectives.

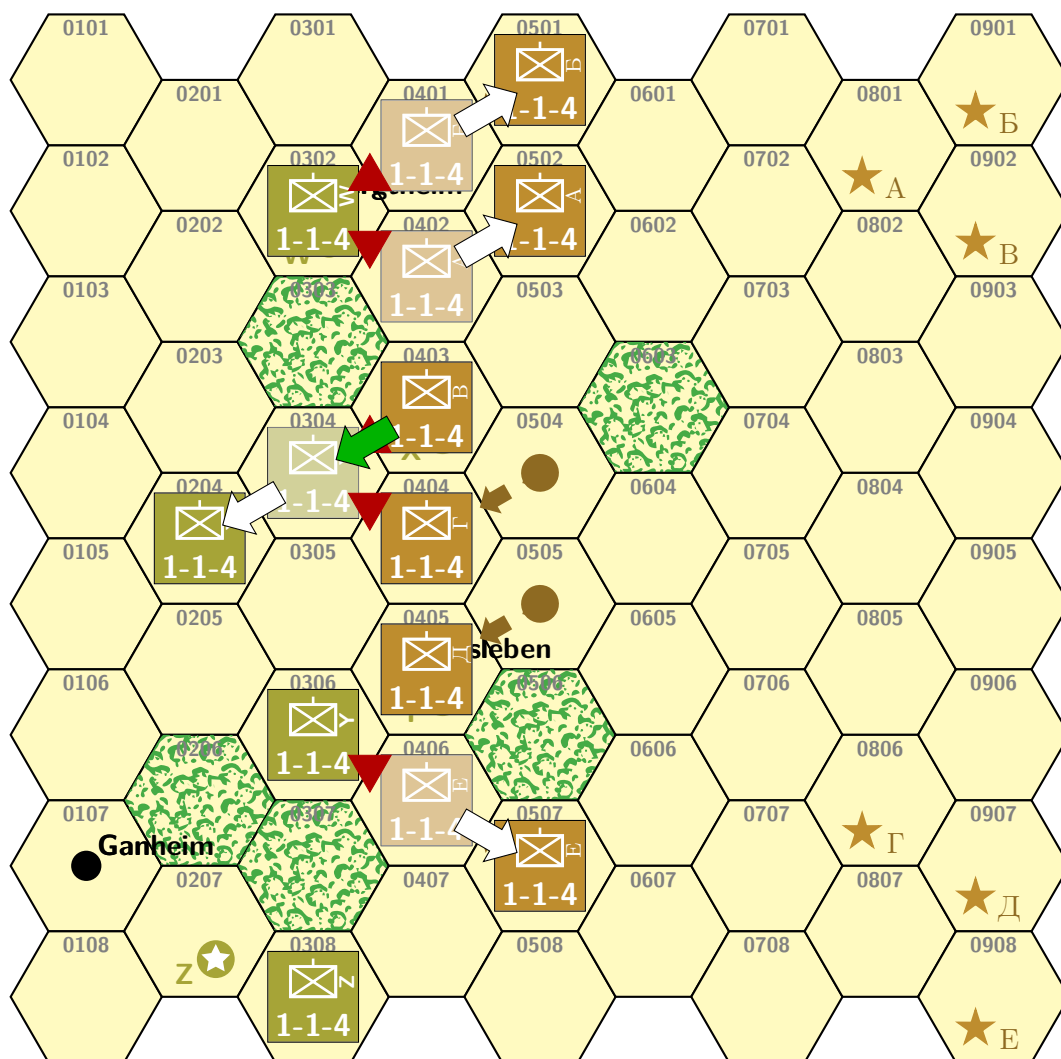
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Replay of *Basic* game

Turn 2 – Soviet



### Moves

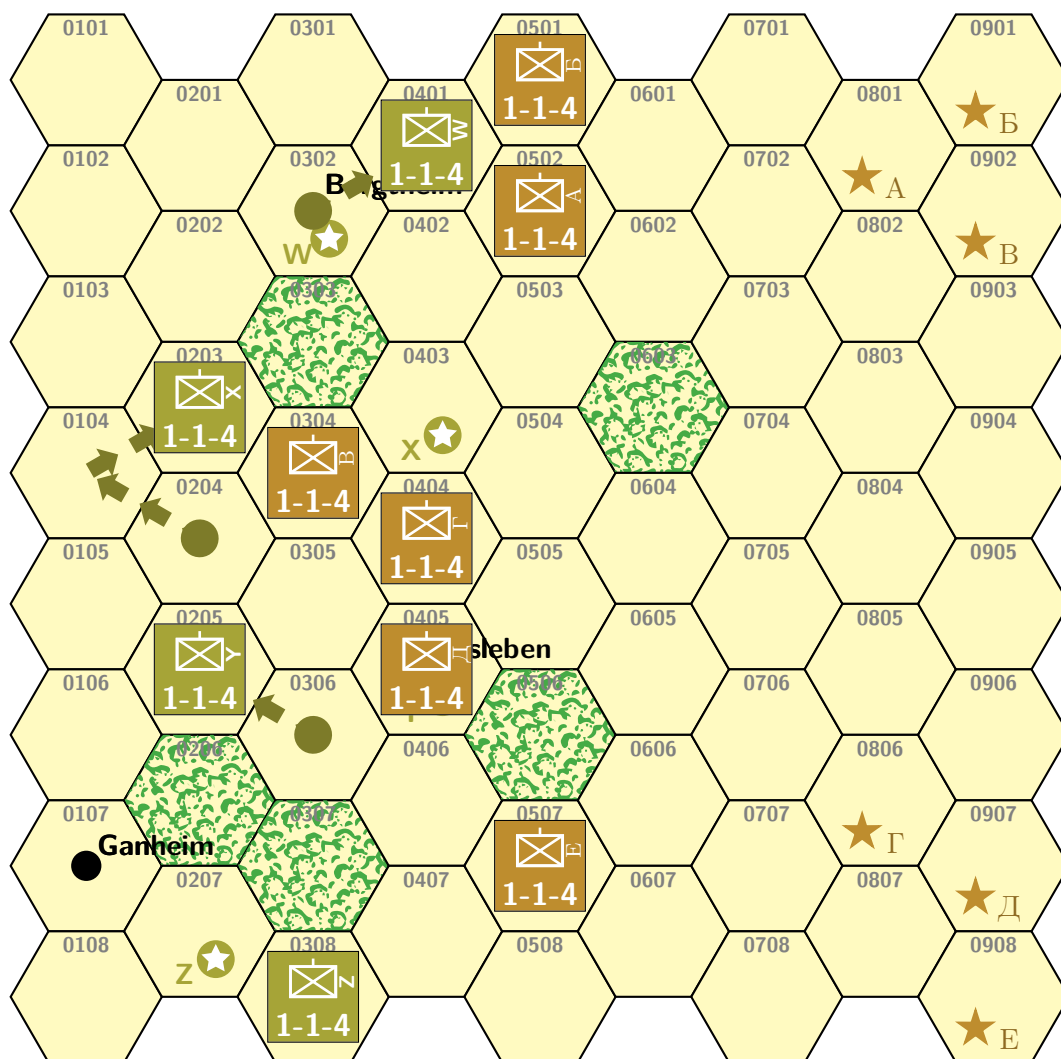
Unit	From	To	Comments
Б	0501	0401	
Г	0505	0404	
Д	0506	0405	

### Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments
А,Б	W	AR	А 0502, Б 0501			
Б,Г	X	DR	X 0204	Б 0304		
Е	Y	AR	Е 0302			

### Commentary

The Soviet faction decides *not* to include Д in the attack on X, so as to not run the risk that it would have to retreat and vacated the town in 0406. The Soviet faction is generally unlucky in this turn and loses a lot of terrain.



### Moves

Unit	From	To	Comments
W	0302	0401	
X	0204	0203	Disangage and re-engage B
Y	0306	0205	

### Commentary

In this turn the US faction manoeuvres to get a better defensive position. **X** moves into a position for better defending Bergheim.

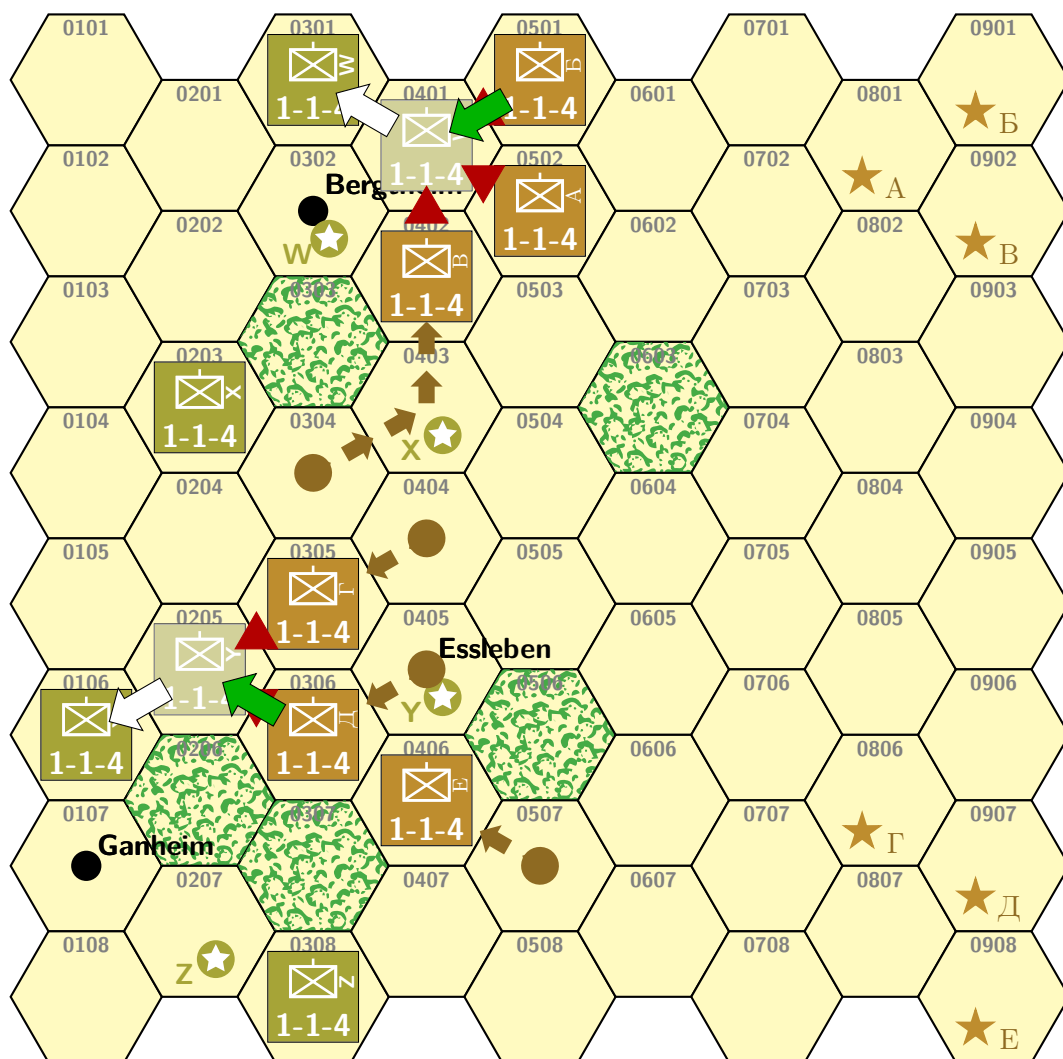
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Replay of *Basic* game

Turn 3 – Soviet



### Moves

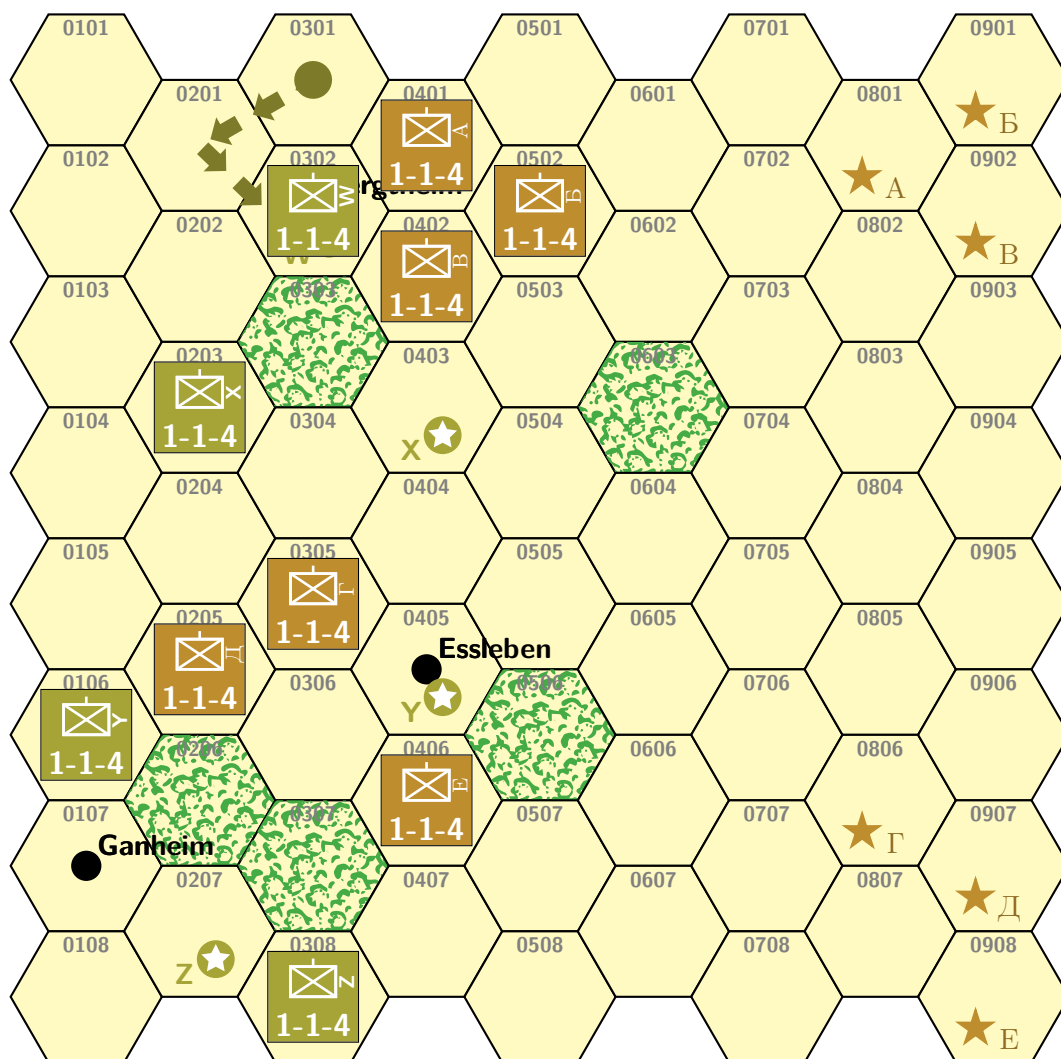
Unit	From	To	Comments
B	0304	0402	
Г	0404	0305	
E	0507	0406	

### Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments
A, B, B	W	DR	W 0301	A 0401		
Г, Д	Y	DR	Y 0106	Д() 0205		

### Commentary

Note that **W** cannot be retreated into Bergtheim (0302) since it is in the ZOC of B.



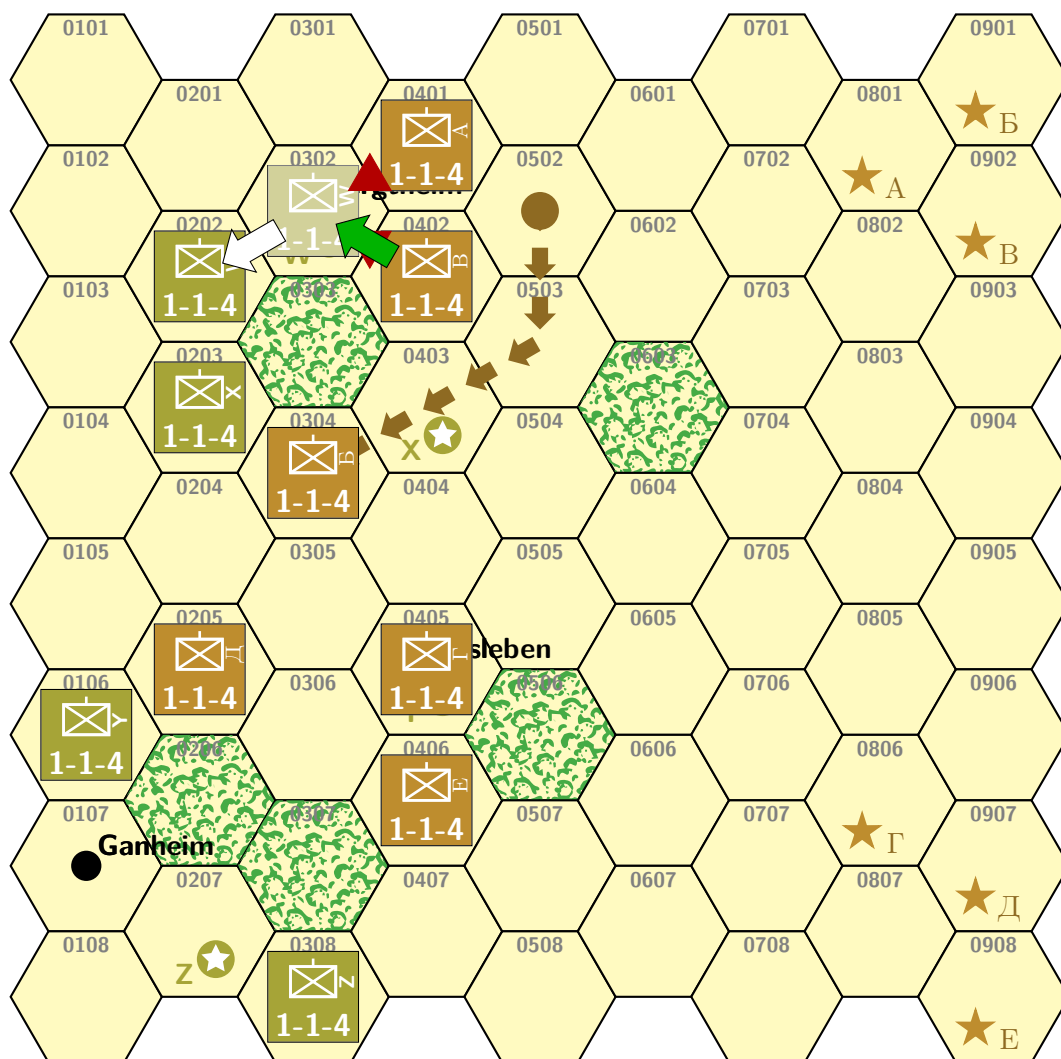
### Moves

Unit	From	To	Comments
W	0301	0302	Disangage and reengage

### Commentary

Only one move happens during this turn for the US faction. **W** is moved into Bergtheim (0302). Note that it must first disengage from **A** before it can reengage it and also **B** and **B**.

At this point, it is impossible for the Soviet faction to capture Ganheim. The Soviet faction can freely move into Essleben, but it needs to capture (and hold) Bergtheim in its next turn. Soviet faction cannot bring any more troops to assist **A** and **B**, Since the forest in 0303 is impenetrable and the **W**'s ZOC prevents further flanking.



#### Moves

Unit	From	To	Comments
Б	0502	0304	Covers Г from attack by X
Г	0305	0405	Secures Essleben

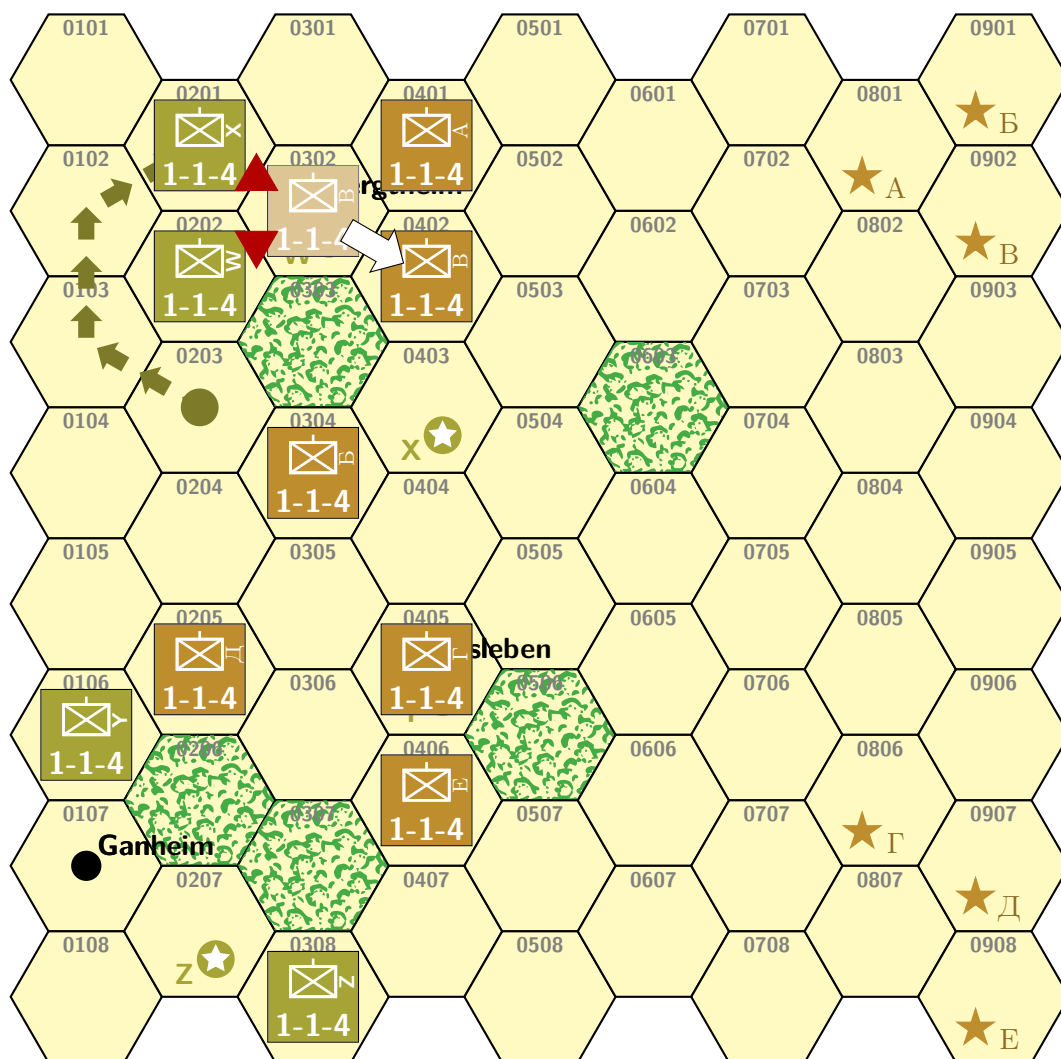
#### Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments
A, B	W	DR	W 0202	B 0302		Capture Bergtheim

#### Commentary

The Soviet faction *must* capture Bergtheim in this turn to win. At the same time, it must secure Essleben, which it does by moving Г into it, and letting the remaining southern units cover it from attacks. The Soviet faction wins the battle in the north, but is in a bit of trouble because it did not eliminate W. The US faction can attack with *two* units in its turn, as we shall see.





### Moves

Unit	From	To	Comments
X	0203	0201	Avoid ZOC from B

### Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments
W, X	B	DR	B 0402			No advance

### Commentary

This is it. The US faction *must* “liberate” Bergtheim or the Soviet faction wins. It manoeuvres X around to aid W in the attack. The result of the battle is that the Soviet faction loses Bergtheim, and does not therefore hold two towns on the map. The Soviet faction has therefore *not* completed its objectives. The US faction wins.

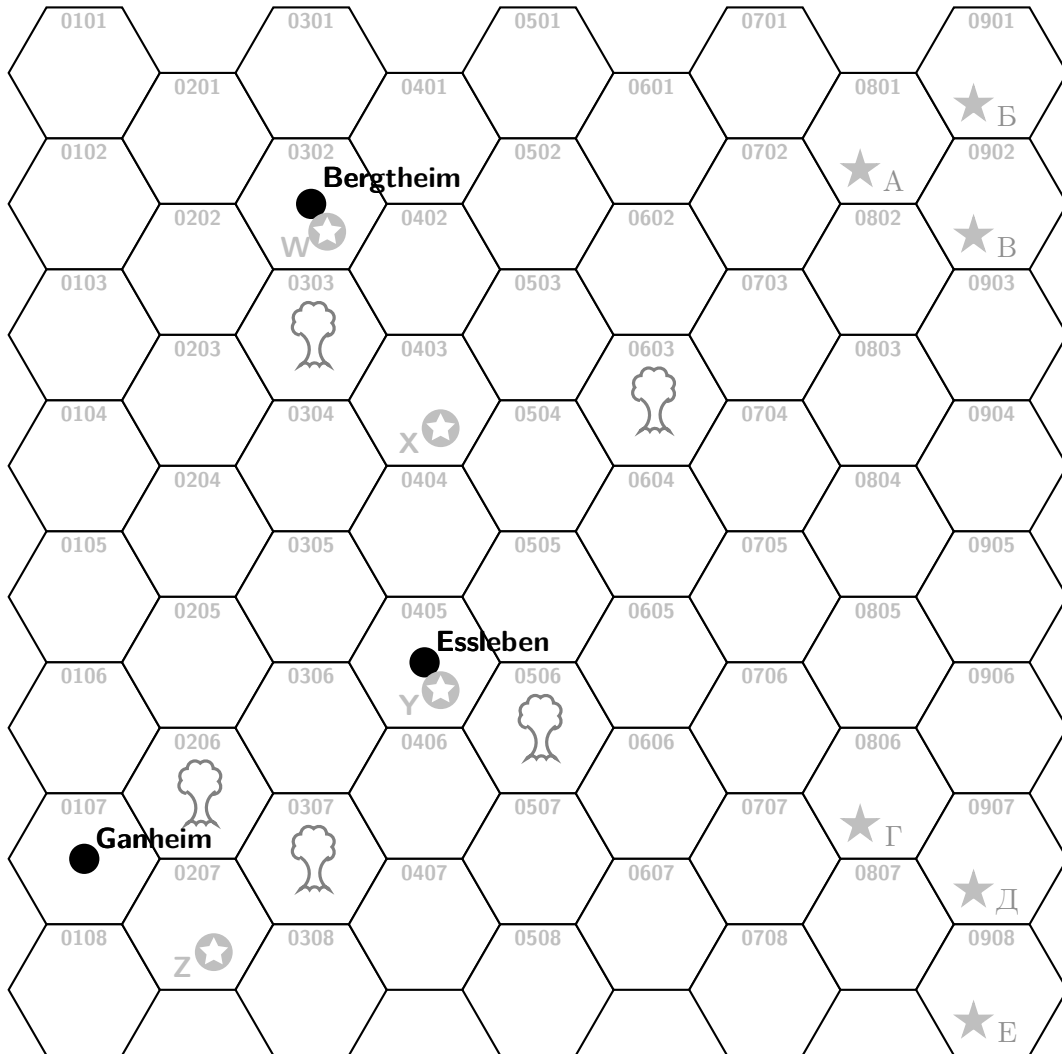
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Replay of game

Turn —



## Moves

[illegible]

## Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments

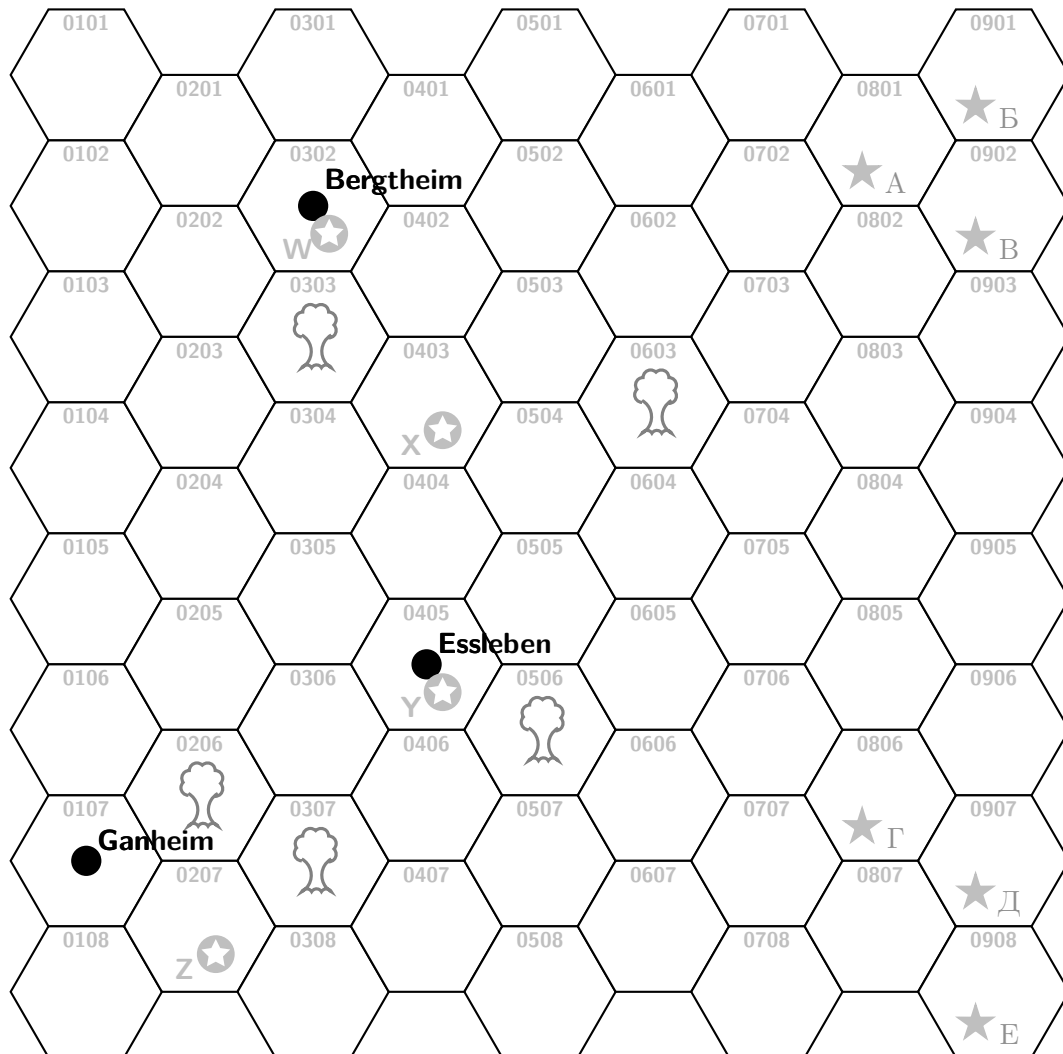
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Ударная Группа Один

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Replay of game

Turn —



## Moves

[illegible]

## Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments

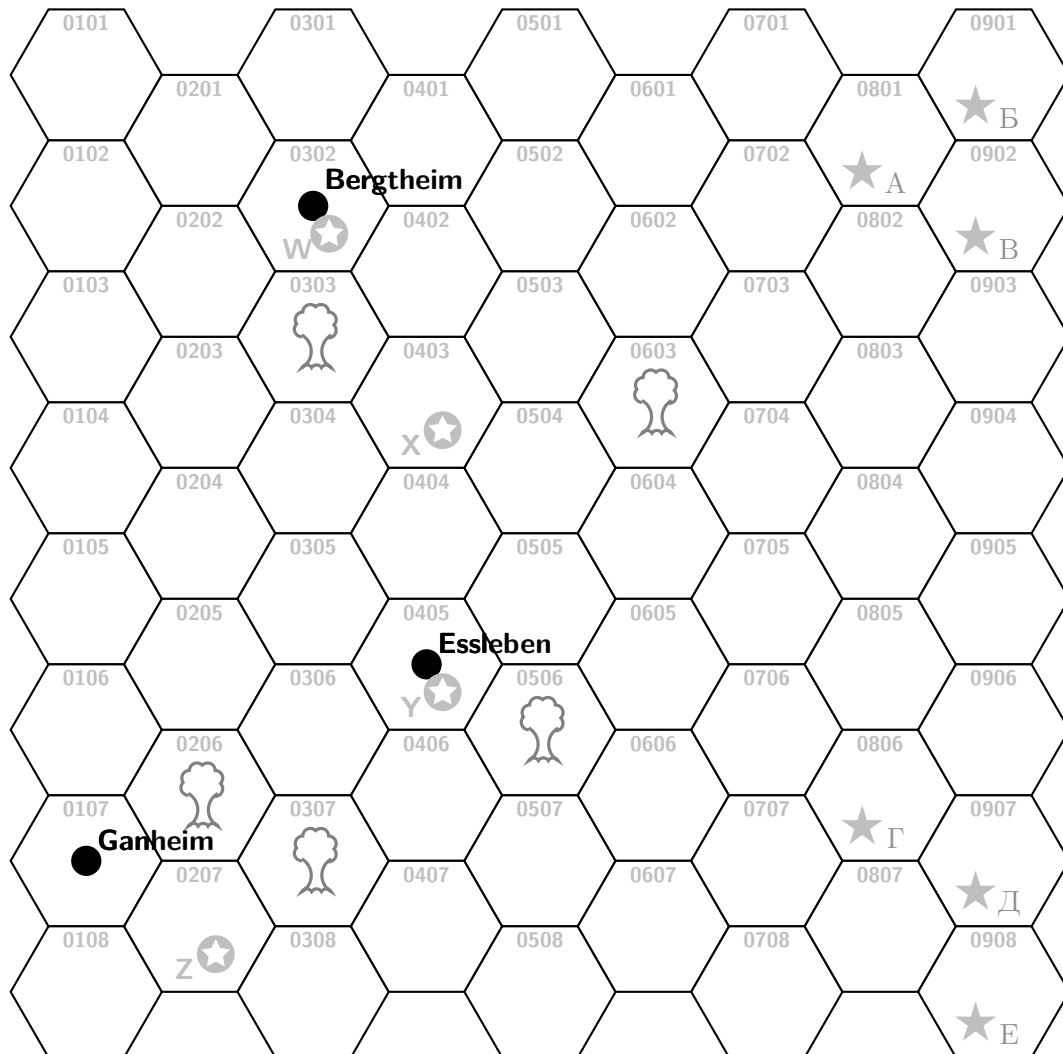
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Unified Version

Replay of game

Turn —



## Moves

[illegible]

## Combats

Attackers	Defenders	Result	Retreats	Advance	Eliminate	Comments