

Disposable Heroes Trial Game

Scenario: British Infantry Squad take out a German MG team.

We are playing a few simple scenarios of various different rules sets to get a feel for how well they 'represent' World War 2 skirmish combat. Of course it's always a compromise between realism and playability, but there are various aspects of modern combat like covering fire, suppression and command and control that need to be represented.

Germans lying in wait



British Patrol approaches the village (needs better spotting rules)



Germans open fire, taking out two riflemen from the squad.



British support down to one NCO with a Sten...but he holds the German's attention while the squad manoeuvres.



Assault team moves into position ready to cross the street.



German commander vacates the position prior to the final assault...a costly British victory.

