

TAC NEWS

GHQ, 28100 Woodside Road, Shorewood, MN 55331 USA • (612) 374-2693 • www.ghqmodels.com
September - October 2011

Modeling Excellence Since 1967

CAVALRY SCREENING ACTION

Player 'A' is in command of a mobile force tasked with preventing player 'B' from interfering with the main battle taking place off the map to his rear. To do this, he must block the road junction in the center of the map. Player 'B' needs to keep this very road junction open for the passage of reinforcements and supplies to the main battle area behind Player 'A's screening force. Whichever player holds the town a half-hour from now (10 turns), will be largely responsible for either victory or defeat in the major battle several miles away.



SCENARIO LENGTH

This scenario ends after the completion of turn fifteen (15).

SPECIAL RULES AND TERRAIN

1. Total the point cost of Force 'A' (modified for Base Cohesion Level) and allow Player 'B' to purchase a force of equal value (modified as above for Base Cohesion Level).

To modify for Cohesion, multiply the total point value of a given 'Force' by its Base Cohesion Value.

Example: Player 'A' purchased a 1,200 point force with a Base Cohesion Value of fifteen (15) [1,200 x 15 = 18,000]. Player 'B', with a Base

Cohesion Level of thirteen (13), would be allowed 1,385 points [1,385 x 13 = 18,005]. 1,385 was the nearest whole number that could be used. 1,384 would have yielded 17,992 (further from 18,000 than 18,005).

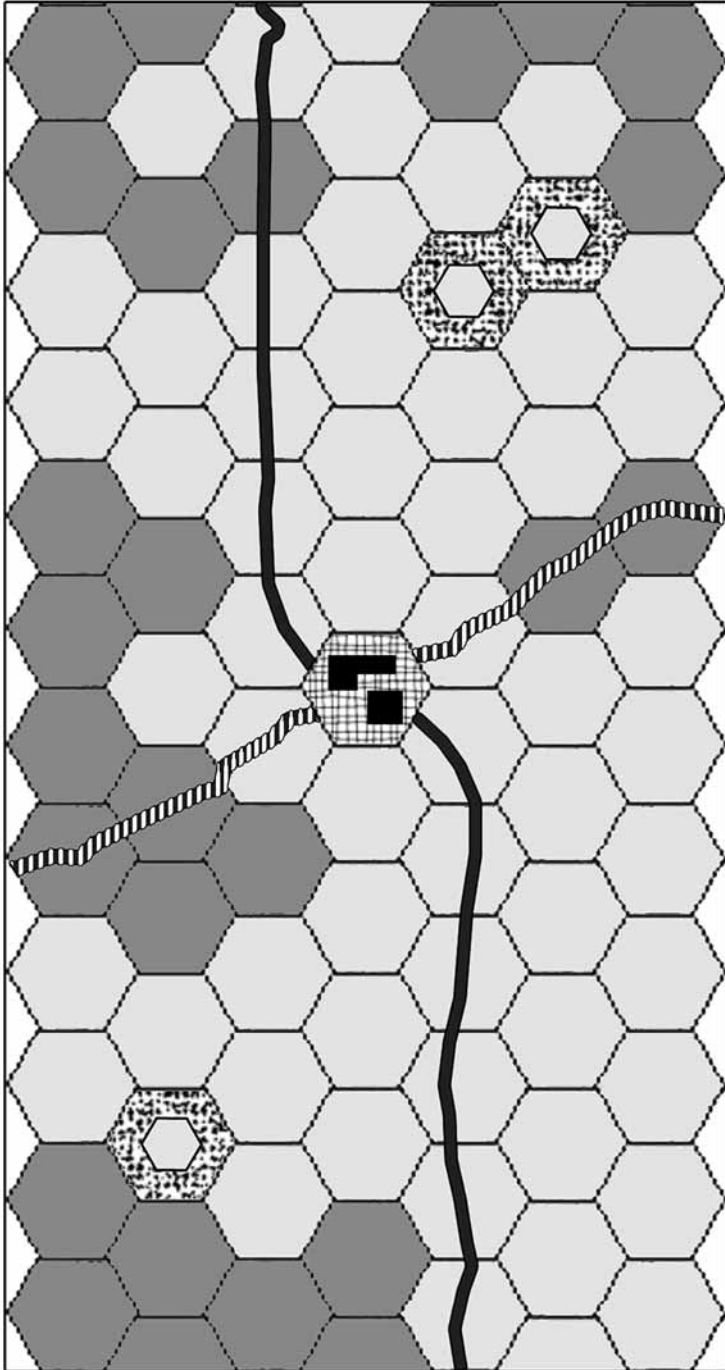
2. The 'General Terrain Type' for this map is 'Mixed'. Thirty-six percent (36%) of the total map area is covering terrain.

3. The maximum sighting distance for this scenario is twenty inches (20").

CAVALRY SCREENING ACTION

← 24" →

↑ 48" ↓



Each hex is 4" across from straight side to straight side.



Village
(Light Buildings)



Hill
(Gentle Slope)



Woods



Poor Road



Good Road

FORCE 'A'

(Base Cohesion Level - Variable)

Force 'A' may be made up of the following formations (See 'Special Rules'):

1. A maximum of one (1) Mounted Cavalry Regiment, Motorized Infantry Battalion, or Reconnaissance Battalion
2. Any number of Anti-Tank or Artillery units (on or off-map) in support

FORCE 'B'

(Base Cohesion Level - Variable)

Force 'B' may be made up of any combination of forces, including support weapons and artillery, with the following restrictions (See 'Special Rules'):

1. Foot-mobile combat troops only (no motorized or horse-mounted infantry)
2. A maximum of one (1) tank company
3. No armoured cars or other 'reconnaissance' vehicles

DEPLOYMENT

FORCE 'A' enters anywhere along either the opposite map edge from Force 'B' on turn (5).

FORCE 'B' enters anywhere along the North or South edge of the map (not both) on one (1). No Force 'B' tanks (or other combat vehicles) may enter the map until turn five (5).

VICTORY CONDITIONS

Occupy the town located in the center of the map with at least one (1) combat stand at the end of turn fifteen (15).

(If one player succeeds in doing this, that player wins. If both players, the game is a draw.)

TACTICAL NOTES

1. Player 'A' should remember that his greatest needs are firepower and staying power. He should avoid purchasing heavy armored vehicles and be sure to include sufficient infantry to occupy and hold the town against Player 'B's assault. Good artillery and anti-tank support is a must. Remember, however, that the larger your force is, the larger the force Player 'B' will send against you.

2. Player 'B' will need to close with the town as quickly as possible, even if this means losing significant numbers of troops while doing so. Tank support can be useful, but your major trump card is effective use of artillery. Artillery should be used to suppress Player 'A's forces as much as possible, while at the same time providing smoke shells to cover your own advance. Don't waste time in a long-range firefight. Get to the objective as fast as you can and assault it with everything you have!

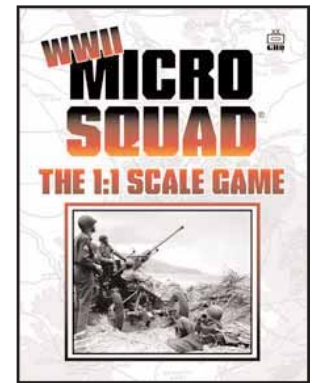
MICRO SQUAD®: THE 1:1 SCALE GAME - WWII

Written by George Chrestensen and based on the original "Micro Armour®: The Game" platoon scale game. The game rules include weapons data for France, Germany, Italy, Japan, Poland, the Soviet Union, UK, and US. Also included are game markers, combat table card, scenario generator, and 10 ready-to-play scenarios!

*Game Scale: 1 model = 1 vehicle/weapon, 1 inch = 25 yds/meters,
1 game turn = 1 battlefield minute*

Now available as:

- Color soft cover with 101 black/white interior pages - \$29.95
- Full color PDF download at wargamevault.com - \$14.95



Get FREE PDF downloads of WWII TO&Es for France, Germany, Italy, Japan, Poland, the Soviet Union, UK, and US! Download individual unit TO&Es from the Free Stuff page at ghqmodels.com or download booklets for each nation (also free) at wargamevault.com.

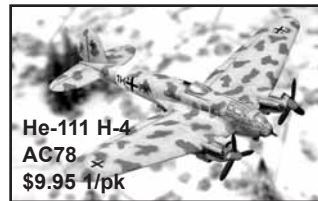


AUGUST 2011 RELEASES

GWF2	BB Bretagne , 1/pk	\$13.50
GEN22	CB Lutzow , 1/pk	\$13.50
R68	M1938 120mm Mortar , 2/2/2/2	\$9.95
AC82	SBD-5 Dauntless , 1/pk	\$9.95
N543	Berliet GBC 8KT , 5/pk	\$9.95
TW17	Ratel 20 , 5/pk	\$9.95
TW18	Nyala RG-31 , 5/pk	\$9.95
US155	LCT-5 2/pk	\$39.95

COMING SOON

WWII Micro Armour - F4F-4 Wildcat
 Wehrmacht '47 Micro Armour - Jagdpanzer E-75
 Modern Micro Armour - Ferret MkII
 Great War Micronauts - DD *Bouclier*
 & ACR *Duke of Edinburgh*



Get exclusive web-only sale items when you place your order online at www.ghqmodels.com. It's fast, safe, and secure!
 (Website specials are only available for a limited time on orders that are placed through our secure website.)