

ASL journal

Issue One



Doing fine in '99!



Coming Spring 1999

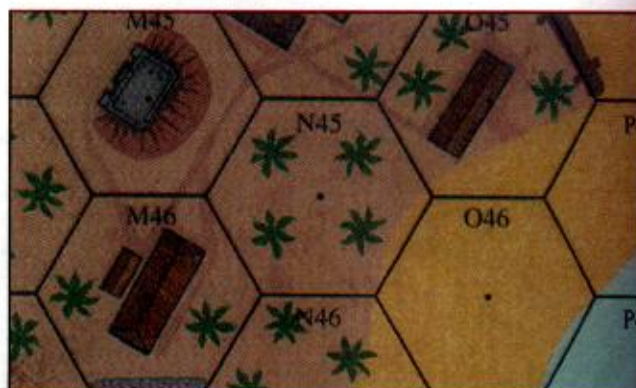
Action Pack #2!

Following in the successful footsteps of AP#1, *Action Pack #2* features two brand new geomorphic map boards, 8 all-new scenarios, new overlays, and the Overrun Flowchart Playing Aid. Board 46 features a half-board European village with adjoining farmlands. Board 47 features a board-length wooded ravine. The overlays feature hills (B10.), including a half-board village on a hill, and wooden buildings (B21.), with the latter conducive for representing huts (G5.) in the PTO.

Coming Summer 1999

Tarawa!

The long awaited Historical module about the Marine beach assault on the atoll of Betio appears after years of research and playtesting. Two full-sized map sheets beautifully depict the atoll they fought over, with eight new scenarios and at least two campaign games. Veteran designers Eddie Zeman and Steve Dethlefsen bring their historical touch to the PTO.



Coming Fall 1999

A Bridge Too Far!

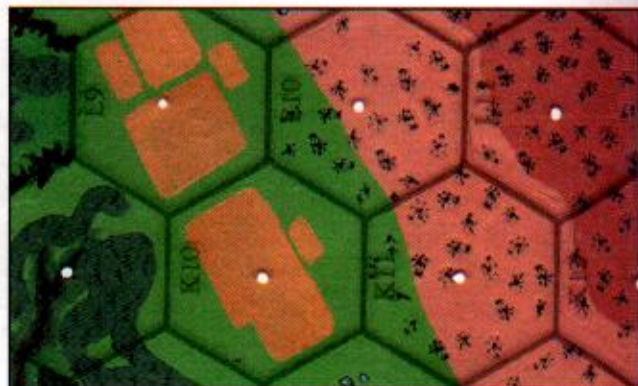
The climax of Operation Market-Garden. Frost's British seize the approaches to the grand bridge over the Lower Rhine in Arnhem and hold out against the 9th and 10th SS Panzer Divisions, desperately waiting for relief. The hand-to-hand fighting in an urban landscape is reminiscent of Stalingrad, but with an emphasis on controlling city blocks. Designed by veteran playtester and gamer Russ Buntin.



Coming Winter 1999

Journal Issue 2 w/Kakazu Ridge!

Issue 2 of the *ASL Journal* will include all you have come to expect in an ASL periodical *plus* a 22" by 32" historical map, a countersheet, and scenarios (including one *monster* scenario!) to simulate the fighting along Kakazu Ridge in Okinawa. Designed by Dan Dolan, the man who brought us the Gavutu-Tanabogo CG in the *ASL Annual '93b*, we can only say *Banzai!*



Information on these and other great ASL products is available on our web page, www.multimanpub.com, or by sending a self-addressed, stamped envelope requesting our catalog to MMP, P.O. Box 601, Gambrills, MD 21054-0601. New ASL products are available direct from MMP, exclusively. All in-stock ASL products are also available direct from MMP.

Friends,

Back at the beginning of August we were as surprised as anyone when Monarch-Avalon announced it was selling its game division to Hasbro. Rumors had been swirling all summer about TAHGC being sold, but rumors of the demise of TAHGC have been around for a long time. At Avaloncon, the rumors almost took over the convention since the Hunt Valley Inn had not been booked for next year.

While Hasbro and Monarch-Avalon were hammering out the details and we were going flat out to finish *DB*, we were also trying to establish a dialogue with Hasbro. Were they interested in *ASL-the boardgame* or was this a purchase for future computer game interests? Curt had previously tried to buy the rights to *ASL* from TAHGC and tried again with Hasbro. Failing that, we hoped to be able to produce *ASL* for Hasbro as we had done with TAHGC. Indeed, this is pretty much the deal we have worked out with Hasbro, except that production and sales are now completely in our hands. No more depending on TAHGC schedules or printing processes.

This *ASL Journal* is our first product under the Hasbro aegis, and we hope it will serve as a bridge from the Monarch-Avalon past to the MMP/Hasbro future. In form and content, the *Journal* might as well have been named the *ASL Annual*, following as it does closely in the footsteps of its predecessors. We changed the name to signal a new beginning and because we don't want to be tied into the only-once-a-year schedule that is inherent in the title *Annual*.

One of the benefits of Hasbro's support of *ASL* is the continued existence of an official rules authority. We will continue to answer *ASL* rules questions received through the mail, via e-mail, or through our web site, and we will continue to work towards updating replacement pages for the *ASL Rulebook*. We are especially happy with how the Chapter A replacement pages (and new Chapter B pages) in *Doomed Battalions* have been received, and if our experiment in perforation works in this issue then we'll attempt to issue errata pages to the *ASLRB* in future issues of the *Journal*.

Our immediate production schedule for 1999 is laid out elsewhere in these pages, and we are already deep into planning for Y2K and beyond. We want to hear about what you want so that we can guide our plans accordingly. Wherever those plans take us, you can count on our commitment to *ASL* quality. Not just because it's what you want, but because it is what we want for the hobby. We'll be playing this game for a long time to come, and we hope that you will be there right along side.

Multi-Man Publishing

ASL

Multi-Man Publishing's *ASL Journal* is devoted to the presentation of authoritative articles, tested scenarios, and occasional game inserts for the *ADVANCED SQUAD LEADER* game system, board wargaming's premiere tactical simulation. Such articles encompass, but are not limited to, the strategy, tactics, variation, design and historical background of the *ASL* series of games. The *ASL Journal* is published by Multi-Man Publishing, LLC (P.O. Box 601, Gambrills, Maryland 21054-0601, USA) solely for the edification of the serious *ASL* aficionado in the hopes of improving the player's proficiency and broadening his enjoyment of the game.

While most of the material in the *ASL Journal* is solicited by the editors, articles from the general readership are considered for publication at the discretion of MMP's staff. Materials may be submitted either electronically (submission@multimanpub.com) or by mail (see above address), and should embrace the tenets of common English usage. There is no limit on word length. Photographs must have a caption and credits on the back. Rejected materials will be returned to the author *only* when accompanied by a SASE. Potential authors are advised that submitted material becomes the sole property of Multi-Man Publishing, LLC. Remuneration will consist of a flat fee of U.S. \$30 per 8"x11" text page plus one complimentary copy of the *Journal* in which the material sees print, payable upon publication of the materials. For further information, write to ASL Articles c/o MMP.

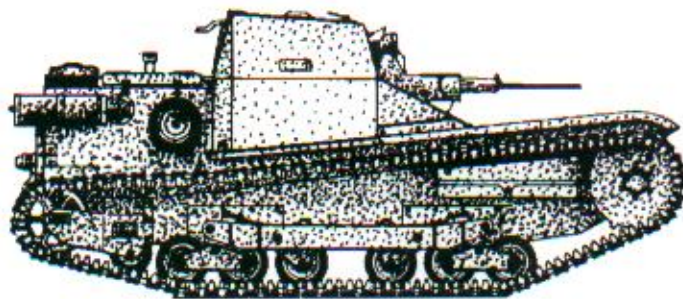
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QUESTIONS: All questions on the *SQUAD LEADER* and/or *ADVANCED SQUAD LEADER* systems must be based on the rules of play (not historical or design matters), on the current rules edition, must be phrased in the form of a yes or no question, and should be accompanied by any appropriate diagram. Postal questions should be submitted to MMP (address above) and will not be answered unless accompanied by a self-addressed and stamped envelope. E-mail questions on *ASL* may be submitted via our web site at www.multimanpub.com or directly to asl_qa@multimanpub.com; questions on *SL* may be submitted via the web site or to cgoetz@multimanpub.com.

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MMP

MULTI-MAN PUBLISHING

URBAN GUERILLAS



ASL SCENARIO J1

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Russians win at game end if they Control two of the three buildings: 23Y7, 23AA3, or 23CC2.

VIENNA, AUSTRIA, 9 April 1945: With the Allied armies closing on the crumbling Reich, most Germans, especially those in the Waffen-SS, were occupied with one goal: escape from the Russians and surrender to the Western Allies. This included Sepp Dietrich's Sixth Panzer Army which intended to hold the way open to the very last minute, regardless of the threat of encirclement. In Vienna, with its many canals parallel to the Danube, this was especially problematic. The 2nd SS-Panzer Division, "Das Reich," would form the rear guard as Tolbukhin's Fourth Ukrainian Front closed in on the beautiful city.

BOARD CONFIGURATION:



BALANCE:

✚ Add one 6-5-8 to the German OB.

★ Increase the game length to 7-1/2 turns.

(Only hexrows A-P on Board 22 and R-GG on Board 23 are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First [158]	1	2	★ 3	4	5	6	7	END
★ RUSSIAN Moves First [142]								



Elements of Regiment "Der Fuhrer", SS-Panzer Division 2 "Das Reich" [ELR: 5] set up on board 22 in hexes numbered ≥ 7 and/or on board 23 south of the canal: {SAN: 4}

												
6-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8
10												



Set up on board 23:



Elements of the 5th Guards Mechanized Brigade [ELR: 3] set up on board 22 in hexes numbered ≤ 6 : {SAN: 6 (see SSR 5)}

												
4-5-8	2-4-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8
12	2											



Elements of the 30th Guards Heavy Tank Regiment enter on Turn 3 along any one edge (east, west, or south) of the playing area, south of the canal:

					
6-2-8	4-5-8	4-5-8	4-5-8	4-5-8	4-5-8
5					

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays X15 on 22D10-D9 and X8 on 22M10. Building 23Y7 (St. Stephen's Cathedral) is considered a Factory (B23.74).
- Contrary to Russian Multi-Applicable Vehicle Note J, the T34/85s have unlimited sD capability.
- Crews may not voluntarily Abandon their vehicles.
- All Russian sniper attack dr of "3" or "4" generate Partisan units; the type of Partisan unit is determined by a subsequent dr: with "1-3", a 1-2-7 HS is generated; with "4-5", a hero; and with "6", a 7-0. The Partisan unit is placed in the closest eligible Location as determined by a Random Location DR (A14.2: the sniper counter, however, is not moved from its current hex). Eligible Locations are ground level Locations of building, woods, or sewer hexes that do not

contain enemy units. If ≥ 2 eligible Locations are equidistant, the unit is placed in the Location with the highest TEM; if the Location is still undetermined, the Russians choose from those equidistant Locations. Newly placed units are marked with a TI counter. Partisans may not form FG with Russian units and are Allied Troops (A10.7). Partisan units have PF capability as if

AFTERMATH: Although Das Reich had no desire to sacrifice itself for the rest of the German Sixth Panzer Army, it was not about to surrender to the Russians either. One area of bitter fighting was around the picturesque Prater Park with St. Stephen's Cathedral overlooked by the Florisdorf Bridge. The people of Vienna did not want their beautiful city to suffer the same fate as Warsaw and Budapest. So the local leaders made a deal with the Russians: help would be available if the artillery bombardment was called off. As the Red Army upheld its end of the bargain, partisan activity would remain a constant thorn in Dietrich's side during the last weeks of the war. Nonetheless, many SS troopers were able to break out to the west and surrender to the Americans. In an ironic twist of fate, they would ultimately be turned over to the Russians anyway, most to disappear forever.

BATTLIN' BUCKEYES

ASL SCENARIO J2

Scenario Design: Pete Shelling



TACONDO BARRIO, LUZON, 29 January 1945: Many of the Japanese troops defending Clark Field were less than front-line quality. Lieutenant Colonel Seikuke Eguchi, however, scrounged for them every available machine gun from the destroyed aircraft littering the runways. As the 37th and 40th Infantry Divisions of General Griswold's XIV Corps were pushing the remains of Kembu Group into the foothills of the Zambales Mountains, Eguchi decided to counterattack.

BOARD CONFIGURATION:



(Only hexes R-GG are playable)

VICTORY CONDITIONS: The Japanese win at game end if they Control ≥ 22 building Locations on board 41. For each Japanese AFV eliminated/Recalled, this required total is increased by one; for each American AFV eliminated/Recalled, the required total is decreased by one.

BALANCE:

☆ Increase the game length to 7 turns.

● American reinforcements enter on Turn 3.

TURN RECORD CHART

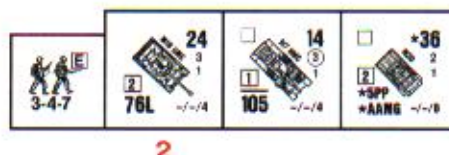
☆ AMERICAN Sets Up First [151]	●	1	2	3	4	5	6	7	END
● JAPANESE Moves First [213]									



Elements of the 3rd Battalion, 129th Infantry Regiment [ELR: 4] set up on board 41: {SAN: 4}



Elements of Cannon Company, 3rd Battalion and 637th Tank Destroyer Battalion enter on Turn 2 along the east edge of board(s) 4/41:



Elements of Eguchi Detachment [ELR: 3] set up on board 4: {SAN: 4}



Elements of the Yanagimoto Detachment enter on Turn 1 along the west edge of board(s) 4/41



SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all roads exist, but are unpaved; all bridges, however, remain Fords per G.1]. The stream is dry (B20.41).
2. No hills exist; other terrain in these hexes exists normally at Level 0.
3. All buildings are wooden, and no building contains an upper level. All row-houses (B23.71) are considered Single Story Houses; the thick black bar separating such houses is considered Open Ground (making Snap Shots between the houses possible) but is not sufficient to allow VBM.
4. Contrary to G1.631, the Japanese may not utilize HIP. The Japanese have a Level B Booby Trap capability (B28.9).

5. Crews may not voluntarily abandon their vehicle [EXC: the M20 Crew].

AFTERMATH: After clearing Clark Field the "Battling Buckeyes" of the 37th pushed into the ruins of Fort Srotsenburg. On the morning of the 29th, Eguchi's infantry hit the American defenses, and were repulsed. Another counterattack led by six tanks of the Yanagimoto Detachment struck the right flank at Barrio Tacondo. Initially, the GIs had only machine guns and a self-propelled howitzer—promptly knocked out—to defend the barrio. With help from the remainder of the cannon company and assisting tank destroyers, however, the soldiers of the Buckeye Division repulsed the Japanese attack. Four Japanese tanks were destroyed at the cost of two additional tank destroyers. Soon the area around Clark Field was secured and American Fifth Air Force planes were flying from its runways.

SMOKE GETS IN YOUR EYES

by Tom Huntington

Sitting down facing your opponent's "Death Star" kill stack, you sigh. This stack has been a pain in your side from the get-go. You've brought OBA down on it—nothing. You've hit it several times with direct fire from a Sherman—nothing. Oh well, in for a penny, in for a pound. You fire your 9-2 stack and gack the roll. Now you have expended all your resources for no gain. What's wrong with this picture?

SMOKE comes in all shapes, colors, and sizes. Infantry can throw it. Ordnance can shoot it. Vehicles can do both. Blazes and Burning Wrecks pour it out as a harsh reminder of your ill-chosen battle plans, with no regard to nationality or personal grand strategy. Because SMOKE is defined in fits and starts from many different sections of the ASL rulebook, it can be hard to fathom. Once you begin using SMOKE to its greatest potential, though, you will find your mission in an ASL scenario that much easier to achieve.

GENERAL TRUTHS

For now, forget its source. What is Smoke? Or SMOKE? SMOKE (all uppercase) is the rulebook's term for both Smoke (mixed case) and White Phosphorous (WP). WP adds several features to stuff that otherwise acts much like Smoke, so we'll just generalize about SMOKE until we get into the specifics of what makes WP different.

Like grain, SMOKE is an LOS Hindrance. SMOKE counters have a +DRM on them to tell you how dense a Hindrance it is, ranging from +1 to +3. Remember that an accumulated Hindrance of +6 along your LOS will completely hide your target. Normally, one wouldn't expect to see Hindrances get that dense, but a Smoke modifier of +3 per hex suddenly brings this easily within reach. Any amount of Hindrance between you and your opponent is enough to save your Infantry from that deadly -1 FFMO modifier—and the more protection you have covering your boys before they step out, the better. SMOKE is always inherent in a hex, so any LOS traced along a SMOKE hexspine is hindered by that SMOKE. More than one SMOKE counter can exist in a hex, but the total Hindrance DRM for SMOKE can never be more than +3 through one hex. The one thing that makes SMOKE different from other LOS Hindrances is that SMOKE applies to anyone in the same Location as a SMOKE source—a Hindrance normally doesn't modify your view into

a Location. So a SMOKE Hindrance is added to the TEM of a target's Location.

You can't use SMOKE in Mud or Deep Snow, nor does it have any effect in Fog and Ocean hexes or other Water Obstacles. Heavy Winds and Rain immediately remove SMOKE from the board, and prevent the use of SMOKE outdoors until the weather lightens up again.

Contrary to the usual LOS reciprocity in ASL, SMOKE adds a +1 Hindrance to anyone inside a SMOKE-filled Location looking out. So if you were looking at someone with a +3 Smoke counter in his hex, you'd be +3 to shoot him and he'd be +4 to shoot you. It could even be possible for you to see someone in a Smoke-filled Location through a total of +5 Hindrance, and yet he wouldn't be able to see you. Makes you think about using it offensively against those killer fire groups.

Smoke (i.e., SMOKE that is not WP) rises two levels above its source level; WP rises four levels. Even if you fired at a rooftop, SMOKE rounds land at the base level of a hex and waft their way up from there. Conceivably, some building occupants could be higher than the SMOKE you're shooting at them. Rule A24.4 talks about "conventional smoke" (not Smoke or SMOKE, doggone it) landing at the base level of a hex, and later talks about Infantry Smoke grenades being thrown to a higher level in a building. Rule C8.52 also mentions ordnance SMOKE as being "placed at ground level in any target hex, except Interior Building hexes ..." Thus, ordnance SMOKE always starts at a hex's base level, but since Smoke grenades can be heaved around in upper floors their base level would be measured from the building level in which they were placed. Infantry Smoke grenades can be thrown inside a building even when the Environmental Conditions say it's too nasty to use SMOKE outdoors. It's probably considered rude, though.

When a 5/8" Smoke counter first hits the board (whether from ordnance, a smoke dispenser, or OBA) you use a white Smoke counter. There are two kinds of white 5/8" counters for Smoke—a white +3 Smoke (Full Smoke) and a white +2 Dispersed counter (Dispersed Smoke). Full Smoke can only come from initial Smoke attacks at the beginning of the PFPh. As time passes and the Full Smoke gets replaced with Dispersed Smoke, you swap out a +3 Full Smoke counter with a white +2 Dispersed Smoke counter. White Dispersed Smoke counters also represent any Smoke that gets placed anytime other than the initial volleys of the PFPh. Smoke fired during the DFPh, or from

a smoke dispenser, always appears on board as a white +2 Dispersed Smoke counter. In addition to these two white counters, there is a 5/8" gray +2 Dispersed Smoke counter. The gray counter indicates drifting smoke, usually blown from a Smoke source hex by a Mild Breeze. It acts like white Smoke counters, but we use white counters to show Smoke's source, and gray counters to show Smoke's drift. If the wind direction were to change at the beginning of a turn, gray dispersed Smoke would shift to the new wind direction in the AFPh. WP has similar white and gray counters, but the white counters are marked +2 for Full WP, and +1 for both the white and gray Dispersed WP.

The "Level 2" written on the Smoke counter (or "Level 4" on WP) can be misleading. Smoke rises two levels above a hex's base level, and stops. So if you place Smoke in a Level 0 hex, Smoke fills the hex up through Level 0 and Level 1, and stops just before Level 2. Two groups firing at each other from Level 2 locations could ignore an intervening base level 0

TYPES OF SMOKE



Placed by ordnance/OBA at the start of PFPh only.



Placed by ordnance/OBA at the start of DFPh or created at start of firer's next PFPh by flipping existing +3 smoke or created by vehicular smoke dispenser



"Drifting" Smoke placed downwind of White Smoke or Blaze in next AFPh during Mild Breeze; place 3 for +3; 2 for +2 Smoke.



Placed by U.S./British ordnance/OBA at start of PFPh only.



Placed by U.S./British/Japanese ordnance/OBA at start of any friendly Fire Phase or created at start of firer's next PFPh by flipping existing +2 WP.



"Drifting" WP placed downwind of White WP in next AFPh during Mild Breeze; place 2 for +2; 1 for +1 WP.

Smoke counter. If a unit were at Level 2 and had Smoke at its base level, the Smoke *would* hinder any LOS to a lower level, similar to LOS from an upper level building when there are leafless orchards just outside your window. The unit at Level 2 would still, of course, ignore the additional +1 for being in a Smoke Location because the only actual Smoke Locations are at Levels 0 and 1.

SMOKE adds +1 to MF/MP costs for any unit that enters a SMOKE-filled Location. This slows down infantry and vehicles—with no regard to who laid the SMOKE. Makes you think about using it offensively against groups that need to be somewhere in a hurry.

INFANTRY SMOKE GRENADES



Smoke grenades are available if your troops have a Smoke Placement Exponent next to their Firepower. Usually this number is mockingly low, like a 1, and you don't often weigh the advantages of trying it versus the price of waiting for it. But if you have a higher exponent, even a 2, you should consider how you could use SMOKE to modify your strategy. Only full squads are allowed a smoke exponent; half-squads, in their chaotic state, aren't.

Infantry can attempt to throw Smoke grenades once during their MPh, and the SMOKE dissipates at the end of the MPh. *Croix de Guerre* saw the advent of SMOKE counters with green lettering to remind us that grenades only provide SMOKE during the MPh, and are removed from the board before any DFPh.

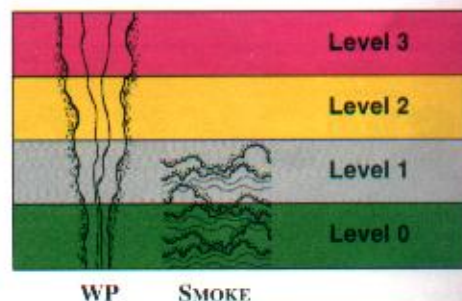
To make a Smoke Placement attempt, a squad must make a dr ≤ its Smoke Placement Exponent. If it rolls a 6, it ends its MPh (but is *not* Pinned). It costs 1 MF to attempt placement in a squad's own hex, or 2 MF into an adjacent hex. Upon a successful dr, the newly placed SMOKE counter creates a +2 Hindrance (+1 WP). If you combine the MF cost of throwing SMOKE with the +1 MF for moving into a SMOKE-filled Location, it becomes difficult for a squad to safely throw SMOKE to cover its own advance. The MF cost is easier to bear if a leader stacks with the squad. Also consider declaring Double Time before throwing SMOKE—but remember that being CX lowers the Smoke Exponent by one.

If you're throwing a grenade to a higher level, you can only heave it one level higher than where you are standing. Even then, you have to make a dr of 1-3 or else the SMOKE lands back in the throwing squad's Location. If there's a Mild Breeze, SMOKE can only be thrown in a squad's own hex or the three downwind hexes.

Deep in Chapter H (specifically H1.22), we find that if a scenario SSR (or DYO or CG purchase) designates a *squad* as Assault Engineers, its Smoke Exponent increases by 2. This means a German 8-3-8, with an exponent of 3, would suddenly have an exponent of 5 if designated Assault Engineers. A dr of 5 or less for Smoke—imagine the possibilities! Of course, an Assault Engineer HS still would not be able to throw Smoke, because only a full squad can have a Smoke Placement Exponent. Check out the scenario "Commando Schenke" (A80)

THE HEIGHT OF SMOKE

A common misconception is that the "Level 2" and "Level 4" on SMOKE counters means that the hindrance rises up through that level. Actually, the hindrance exists in that many levels, from the base level, as illustrated. So, a unit on Level 2 firing at another Level 2 unit incurs no Smoke hindrance (although they would incur a WP hindrance). A Level 2 unit firing at any lower level would incur a Smoke hindrance.



sometime for an excellent Assault Engineer proving ground.

You can throw SMOKE while doing an Assault Move. Remember you *must* declare you're Assault Moving before any MF are expended, so it does a squad no good to attempt SMOKE and base its plans for Assault Movement on the dr's success or failure. You have to plan ahead and ride out the consequences. Don't forget that you must spend fewer MF than your normal limit to make an Assault Move; so if it costs 2 MF to place SMOKE into an adjacent hex, and 2 MF to enter the resulting SMOKE-filled Open Ground hex, then you can't do it as an Assault Move unless you've got a movement bonus.

One tactic I've seen (and envied) works like this: the opponent's squad Assault Moves forward into brush; with one of its two remaining MF the squad places Smoke in its own hex to cover the advance of more troops. Splendidly done. Remember that Smoke grenades fill the hex with inherent Smoke, and blocking a LOS along a hexspine is every bit as effective as blocking a LOS through a hex. Here's another slick trick to consider. If currently out of LOS, a concealed squad and leader could Assault Move, place Smoke in an Open Ground hex, and move into that hex while staying concealed.

Think about throwing SMOKE when contemplating a Dash. Like Assault Moves, you have to declare a Dash before spending any MF. Once again, though, you're stuck with the quandary of having enough movement factors to do everything. Throwing SMOKE into the street (2 MF), Dashing into the smoke-filled street (2 MF), and making it into the cover across the street (2 MF for a building) is expensive. A squad would either need to be moving with a leader or declare Double Time. There's also Q&A that says you can't hesitate in the road during a Dash and throw SMOKE.

In the PTO, you can throw WP *into* a cave and by watching where it comes out possibly reveal hidden exits of a cave complex. We'll look at this more in the Terrain section below.

WP GRENADES



What's different about WP grenades? First, let's look at what's bad about using them. WP only provides a +1 Hindrance. To place it, you need to declare that you're trying for WP

before you roll, and then you need to roll 1 less than your normal Smoke Placement Exponent. Except by SSR, WP is only available to the Americans, the British in 1944 or later, or Japanese elite squads.

So why bother? First, the Hindrance for WP rises 4 levels instead of 2. Second, WP causes any unit in the target Location who isn't buttoned up in a CT AFV to take a MC. It's an easy MC to pass—a NMC with all terrain modifiers counting as a negative DRM, and all leader modifiers applying as usual. But *any* MC, whether passed or failed, causes an already broken unit to become DM. It also causes a HIP or concealed unit to become unconcealed. And, if this wasn't temptation enough, victims of a WP grenade "attack" that roll a 6 on the colored die of the MC suffer a WP Critical Hit—the TEM becomes a positive DRM for the MC (and the colored die is already a 6, so this looks like one tough MC to make).

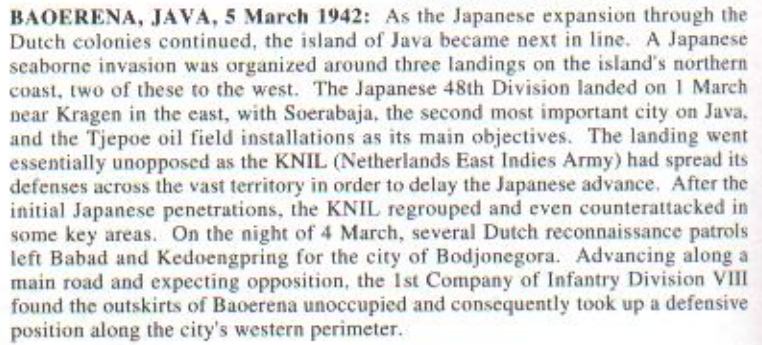
WP can even cause a fire to break out if conditions are Dry or Very Dry. A WP grenade uses special DRM for its Kindling roll. (Remember, to start a flame you must roll *greater* than a terrain's Kindling Number; so if a fire is a bad result, rolling low is still a good thing in that you don't cause a fire.) WP suffers a -1 DRM if conditions are merely Dry. Buildings get a -2 DRM against igniting from WP, and normal EC DRM do not apply to a WP Kindling DR. Thus, in a scenario with Dry EC, a WP grenade thrown into a wooden building Location would cause a Flame on a final DR ≥ 11 (wooden building Kindling Number of 8, -2 for building vs WP, -1 for Dry EC), while a WP grenade tossed into grain would also need a DR ≥ 11 to cause a Flame (grain Kindling Number of 10, -1 for Dry EC).

ORDNANCE FIRING SMOKE

Lots of ordnance gets SMOKE as a Special Ammo type, which must be fired using the Area Target Type (except vs caves, discussed below). This means you lose all ROF—unless firing a mortar. Mortars keep their ROF when firing as Area Target Type, so with a string of luck you can drop a lot of SMOKE on board from just one mortar.

SMOKE fired at a target within 12 hexes increases its Modified To Hit Number by two. With a base Area Target Type TH of 7 at that range, it's likely that you'll hit your target (unless cursed with lots of modifiers). While

Scenario Design: *Philippe Leonard*

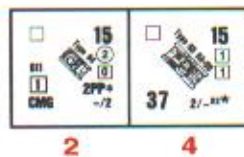
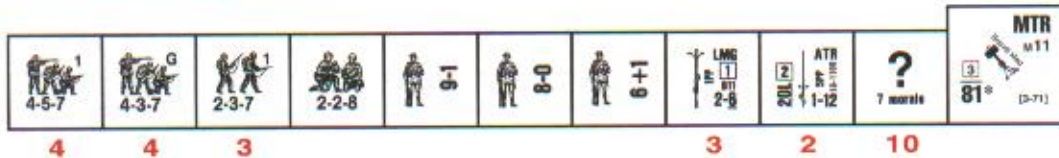
**BALANCE:**

N

43	RP5	O3	RP4
33	O5		

TURN RECORD CHART

DUTCH Sets Up First [72]	●	●															
● JAPANESE Moves First [0]	1	2	3	4	5	6	7	8	9	END							



Enter on Turn 2 along the west edge on/between hexes 33GG5 and 43GG6:



1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all roads *do* exist].

2. Place overlays as follows: **O3** on 43P1-O2; **O5** on 33S8-R8; **RP4** on 43H1-I1; and **RP5** on 43O4-N4.

3. All Grain hexes are considered Irrigated Rice Paddies (G8.12), and all hex-sides of such hexes are considered Banks (G8.21). All non-Hut buildings are wooden and no building has an upper level.

4. The Dutch may use HIP for one squad-equivalent (and all SMC/SW stacked with it), and may not Bore Sight.

5. The Japanese Sniper counter is not placed onboard until the start of Turn 2.

AFTERMATH: Suddenly, a fast moving Japanese tank column appeared on the road leading into the city. An anti-tank rifle, commanded by Sergeant Vonk, immediately opened fire and knocked out one of the four lead vehicles. The armored force reacted decisively by sending its light, machine gun armed tanks to the front to suppress the Dutch defenders. Sergeant Vonk was hit and killed almost immediately—his crew, formed of Java natives, fled. Sergeant J. F. Boek then manned the *tankbuksen* and managed to damage two more light tanks. Meanwhile, Japanese infantry had spread out and begun to hazardingly trundle through the surrounding area of large, irrigated rice paddies—*sawahs*—that surrounded Bacoena.

A SUNDAY STROLL

ASL SCENARIO J3

Scenario Design: Ken Dunn



VICTORY CONDITIONS: The Americans win at game end if they Control ≥ 11 buildings.

CAUMONT, FRANCE, 12 June 1944: As the result of confusion within the German High Command and its indecision concerning the main Allied invasion effort, defensive units not already on the front lines received a series of conflicting movement orders. One such unit was the 2nd Panzer Division, which finally received orders to move towards the beachhead in a frantic attempt to stem the Allied tide. The 2nd Panzer moved out in the late afternoon of the 9th, marching throughout the nights and laagering at day. Upon reaching Caumont, the 2nd's reconnaissance battalion immediately deployed to cover the town's approaches. A half-hour later, a jeep full of men from the 26th Infantry Regiment rounded a bend in the road, and quickly pulled back after receiving fire from a 37mm anti-tank gun. This seemed to signal an American attack as several Shermans immediately began firing high explosive shells into the town from long range. When the shelling ceased, the Americans began marching up the road into Caumont as if on a Sunday stroll.

BOARD CONFIGURATION:

BALANCE:

✦ Decrease the game length to 7 turns.

☆ Add one 7-0 to the American OB.



	OG1	24
G1	Wd1	

TURN RECORD CHART

✦ GERMAN Sets Up First	☆	1	2	3 [✦]	4	5 [☆]	6	7	8	END
☆ AMERICAN Moves First [131]										



Elements of Aufklarungs Abteilung 2 and Panzerjäger Abteilung 38, Panzer Division 2 [ELR: 3] set up on/east-of hexrow Y: {SAN: 4}

 4'-6-7	 2-4-7	 2-2-8	 1-1	 8-0	 7-0	 1-2	 3-8	 16 1 ISPP AAMG 7-7	 16 1 AT M8 7-7	 16 1 AT M12 7-7
6	2						2			

Enter on Turn 3 along the east edge:



Elements of the 26th Infantry Regiment, 1st Infantry Division [ELR: 3] enter on/after Turn 1 along the west edge: {SAN: 3}

 6'-6-6	 1-1	 8-0	 1-2	 13 4 BAZ 45 T11 E WFO 8-5	 13 4 ISPP 2-4/4	 37 T10 9PP
12	2			2		

Enter on Turn 5 along the west edge:



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place overlays as follows: G1 on DD5; OG1 on Z9; and Wd1 on U6.
3. The board 24 valley is treated as a Level 1 hill; the other terrain in these hexes exists normally at Level 1 [EXC: non-gully cliffs do not exist]. As per B10.2, units may trace a LOS through a Crest Line that is in an adjacent hex provided that adjacent hex is at a lower elevation (for hex oU6, hexsides T5-oU6 and T6-oU6 are considered to be Crest Lines). Range to a Crest Line is counted to the higher level hex of the two hexes forming that Crest Line hex-side.
4. The Germans may utilize HIP for two squad-equivalents (and all SMC/SW stacked with them).
5. To represent the gathering darkness, a dusk LV Hindrance, calculated as Mist (E3.32; and applying within buildings) is in effect at scenario start. At the start of Game Turn 3, this LV Hindrance is increased per E3.51. Beginning

on Turn 6, the dusk LV Hindrance no longer applies and Night rules (E1) are in effect including SAN increase (E1.72) [EXC: Scenario Defender, Freedom of Movement, ELR Loss, and Cloaking rules are not in effect]. The initial Base NVR is 5 hexes with Scattered Clouds and No Moon. The Majority Squad Type of both sides is Normal.

AFTERMATH: The forward outposts, taking advantage the American's poor tactics, proceeded to rip the column of infantry apart with deadly, well-aimed machine gun fire. Other elements of the "Big Red One," however, managed to enter the town under the growing cover of darkness. With the flash of gunfire all around, the reconnaissance and anti-tank battalions of the 2nd Panzer were slowly forced out of their positions as American firepower and numbers began to take their toll. Not content with just inflicting brutal punishment on the advancing American infantry, the Germans launched a counterattack. After a huge effort supported by Puma armored cars from the recon battalion, the Germans finally managed to regain some lost ground. Despite the skillful and professional defense mounted by the 2nd Panzer, though, repeated massive U.S. attacks were wearing the defenders down. The German's positions were being manned by fewer and fewer soldiers with no corresponding loss of American men or materiel. So, when the American armor again pressed the attack, the ever weakening Germans were finally dislodged from Caumont. Such series of events would repeat themselves throughout the Normandy campaign until its inevitable conclusion.

DISPENSING COVER

There are lots of specifics for the four different types of vehicular smoke dispensers: sD, sP, sM, and sN. Be sure to review each different type before taking them out onto the battlefield.

The most common model is the sD, the Smoke Discharger. It can fire once per Player Turn during the MPH. If the vehicle's crew is BU, a sD Usage DR suffers a +1 DRM. If successful, place a white Dispersed Smoke counter at the base level of the vehicle's own hex.

Less common than the sD is the Smoke Pot, or sP. It is identical to the sD, except the crew *must* be CE to fire a sP. This type of dispenser is found only on U.S. vehicles.

A Smoke Mortar, or sM, fires just like a sD, except a white Dispersed Smoke counter gets placed one to three hexes ahead in the TCA and LOS of the vehicle. This makes the sM more like firing a MA—you have to aim the turret to fire smoke, and it doesn't appear in your own hex. As with firing any dispenser, you suffer a +1 DRM if the crew is BU. A Moving/Motion vehicle must also add a +2 DRM to fire a sM. If you need to turn the turret to fire your sM (independent of the usual "free" TCA changes in the MPH), you must add any applicable Case A DRM to your sM Usage DR. Any Hindrance between the vehicle and its target hex also apply against the sM Usage DR.

The Nahverteidigungswaffe, abbreviated sN, is the terror of Smoke dispensers (a friend calls it "fahrvergnügen," because it increases one's driving pleasure!). Basically, it's a grenade launcher mounted on the outside of your tank. It works exactly like a regular sD, except it can also be used during the CCPh as an anti-Personnel weapon. A vehicle's crew must be BU to fire off a sN, and so always suffer the +1 DRM for being BU when using the sN to place Smoke (but not when using the sN in CC). Successful detonation during the CCPh does not place Dispersed Smoke, but does attack any unarmored unit in the same Location with an IFT attack of 16 FP. You can only fire it once during a CC attack, and then only *after* you've been attacked by enemy infantry (unless you Ambush them).

Finally, don't forget that per F.10 *any* armed, CE vehicle has a chance of placing vehicular Smoke grenades. Of course, you can only use vehicular Smoke grenades if you don't fire off any other form of Smoke dispenser, and vice versa.

end its move upon rolling a "6." A Vehicular Smoke grenade can only be dropped in your current hex and not thrown to an adjacent hex, but can be placed during your opponent's MPH. You are allowed to use vehicular Smoke grenades *or* a vehicle's smoke dispenser, but not both, in the same MPH. This Smoke is otherwise *exactly* like Infantry Smoke grenades. For many Russian vehicles, a VSG offers a rare chance for smoke.

If an AFV is destroyed by a low enough Final TK number ($\leq$ half of that needed), it becomes a Burning Wreck. An unarmored vehicle becomes a Burning Wreck after an IFT attack $\leq$ half of the ★ number. A wreck Blaze creates +2 Smoke, which is in lieu of the regular +1 wreck Hindrance. This Smoke climbs four levels above the wreck—or two levels if there's a Mild Breeze blowing.

TERRAIN

Burning terrain, called a Blaze, creates Smoke similar to a Burning Wreck—but with the regular +3 Smoke Hindrance, piling up four levels above its source. Just work through the raging fires in the scenario "Fighting Withdrawal" (ASL1), and you'll get used to keeping track of blazes and Smoke right away. Instead of placing a Smoke counter onboard, the Blaze counter should be reminder enough that there's Smoke filling the Location, too.

During a Mild Breeze, place gray Dispersed Smoke counters downwind from Blazes, as you would with white Smoke counters. Drifting Dispersed Smoke counters remain at the same level as their original source. So if you lay Smoke on the leeward edge of a hilltop in a Mild Breeze, the trailing Smoke could blow out at the hill's level, offering no Hindrance cover at the lower levels.

Caves are a whole other story. They do many things differently than we've seen with other sorts of terrain. A cave hex has two significant Locations for us to consider: the cave itself, and the rest of the hex. We can fire SMOKE at (or place a SMOKE grenade in) a hex with a cave just like any other hex, but the occupants of the cave ordinarily won't be affected. However, we can instead target the cave itself, and try to drop a SMOKE round or grenade directly into its mouth.

Squads can throw SMOKE grenades into a cave from any Location inside the cave, or any Location a DC can be thrown from (either ADJACENT to the cave, or when climbing above the cave's CA). Smoke grenades IN a cave last longer than just through the MPH, remaining in a cave until the end of the Player Turn (perhaps we should have red Smoke counters, to distinguish them from the green Smoke counters we got in CDG?).

When firing ordnance SMOKE at the cave itself, use the Infantry Target Type instead of the Area Target Type. With the Infantry Target Type, you must have a direct LOS to the cave, and apply the cave's TEM to the TH number. Ordnance can retain ROF and gain Acquisition, but no longer increases its Modified TH number for firing SMOKE within 12 hexes. If your shot misses the cave, but the TH DR was $\leq$ the

Depletion number, SMOKE is placed at the base level of the cave's entrance hex. This near-miss is the first time we've seen SMOKE appear after a miss! Indirect fire (from mortars and OBA) can hit *inside* a cave only on a WP CH. An American '45 bazooka can fire WP into a cave; besides using its own TH table, it targets the cave just like any other sort of ordnance.

What happens if you ever do hit a cave with SMOKE? The Hindrance for the SMOKE *doubles* (instead of the normal additional +1 Hindrance for being in a SMOKE Location). So a +2 WP counter INSIDE a cave would cause +4 Hindrance for LOS traced to someone outside the cave. SMOKE actually IN a cave leaves no SMOKE outside a cave; likewise, SMOKE outside a cave doesn't usually affect anyone INSIDE the cave. So unless you score a hit INSIDE a cave with WP, the folks INSIDE are immune to the normal WP MC. WP (from ordnance or grenades) placed IN a cave always hits as a WP CH—getting reversed TEM modifiers for the MC.

During a Mild Breeze, SMOKE never drifts into or out of a cave. You can always use SMOKE when you target the cave itself, *even during Heavy Winds*.

Here's the neat part—WP placed INTO one cave can reveal other caves in the same cave complex, even if still hidden. When you are flipping a white Full WP counter in a cave Location over to its Dispersed WP side or when you're removing Dispersed WP from a cave Location, the WP will reveal all hidden caves that are higher than and Accessible to the cave with WP. Normally this happens during the PFPh, but can also happen when you remove WP grenades at the end of a Player Turn. Suddenly, you'll get reports of WP coming out of tunnel exits and hidden caves—even if not in your LOS. If the cave-playing player has any hidden pillboxes, he only reports that the WP has revealed a tunnel exit, not the pillbox itself.

CONCLUSION

That's the lowdown on Smoke, SMOKE, and WP. It can be tricky to use well because you have to anticipate the timing of when, or if, it appears (squads throw it during their MPH, ordnance fires it first before any other fire during the PFPh, dispensers dump it during either player's MPH), and when it disappears (remove dispersed Smoke counters at the beginning of *your* PFPh, or remove Infantry Smoke counters at the end of any MPH). The basics are simple, but the details are where the game is won or lost. Of course, that's what makes it ASL.

TIPS FROM THE TRENCHES

Don't try what we suggested in a Tip in the ASL Annual '97 and have your ex-Riders use Advancing Fire after Bailing Out. Further fire that Player Turn is plain out per D6.24.



you can use previously gained acquisition when firing SMOKE, you cannot keep or gain acquisition while firing SMOKE. Most ordnance carries a limited number of special ammo rounds. This is abstracted by the weapon's Depletion Number on the back of a counter. The "s8" on the back of the German 81mm mortar indicates it has a Depletion Number of 8 for Smoke. This means that every time you roll TH with Smoke, you need a DR ≤ 8 to lob a Smoke round; a higher roll means that weapon is out of Smoke for the remainder of the scenario, while a roll that equals the Depletion Number means you get one final Smoke round, but are then out of Smoke for the rest of the scenario. If you had no Smoke, it's as if you never fired—unless you malfunctioned your weapon.

Ordnance SMOKE has some different rules for how long it lasts on board. Remember that Infantry Smoke grenades only last for the MPPh. Ordnance SMOKE sticks around a lot longer. Full Smoke is shown on a white Smoke counter, sporting a +3 Hindrance and Level 2 Height. When your following PFPh (not your opponent's) comes around, flip the full strength +3 counter over to its Dispersed +2 Hindrance side. Next turn, again on your next PFPh, you remove the Dispersed Smoke counter. WP from ordnance is a +2 Hindrance that's 4 levels high, and Disperses to a +1 Hindrance before fading away.

SMOKE must be fired *first* in the PFPh or DFPh. As soon as you attempt Radio Contact or fire anything but SMOKE, your opportunity to fire SMOKE is gone for that phase—you can't spend the PFPh shooting someone and then pop off a SMOKE cloud to hide behind. If your gun can fire WP, you can also fire it at the beginning of the AFPh. Any SMOKE fired at any time other than the beginning of your PFPh is placed onboard as Dispersed Smoke. So any Smoke you fire during your DEFENDER half of the turn, or any WP you fire during the AFPh, will go onboard as Dispersed and then dissipate beginning with your next PFPh.

A Mild Breeze can spread your SMOKE around even further. In the AFPh, if there are any white SMOKE counters onboard, put a trail of gray Dispersed Smoke counters (+2 for Smoke, +1 for WP) in the direction the wind is blowing. This trail of Dispersed SMOKE will be as many hexes long as the Hindrance value of the source. So a full-strength Smoke (+3) placed at the beginning of the PFPh will grow three gray Dispersed Smoke (+2) counters in the AFPh. On the next turn, when the smoke becomes Dispersed (+2) in the PFPh, you remove the trailing gray counter so that only two hexes are filled with gray Dispersed Smoke counters (all still at +2). When the Smoke's source dissipates at the beginning of your next PFPh, all gray Dispersed Smoke is also removed.

So where would you want to shoot SMOKE? Straight down the throat of a killer stack or on top of a HD tank certainly comes to mind. There are some other generalizations that we can make about targeting, though. If you fire near an enemy stack that you're trying to mess with, then the closer to it that you place the SMOKE, the more you obscure its LOS (so if you shoot in its hex, you mess up its LOS everywhere, plus it

suffers from the +1 for being in a SMOKE-filled Location). Where there's enough smoke, there's no outgoing fire. You can also fire SMOKE to slow down your opponent. Entering a SMOKE-filled Location costs an additional MF/MP, and sometimes that one extra movement cost can ruin someone's plans.

When firing Smoke at a concealed unit, the +2 Case K DRM for Fire vs a concealed target still applies. This strips away a little of the player's omniscience. To avoid this +2 DRM, fire instead at the hex immediately in front of a concealed unit. Your target won't suffer the +1 Hindrance for being in a SMOKE Location, but you still get the benefits of hindering its LOS.

Some ordnance fires WP as Special Ammo. This works just like firing Smoke from ordnance, and you also score a free WP MC as with Infantry WP grenades. Ordnance WP affects all units in the first four levels of the hex hit by the shot and generates a CH the usual way via an original TH DR of 2.

OBA might come loaded with SMOKE rounds. There's no change to how SMOKE works. You target your AR/SR normally, but

"Of course, an Assault Engineer HS still would not be able to throw Smoke, because only a full squad can have a Smoke Placement Exponent."

when the FFE lands, SMOKE fills the target hex and all six surrounding hexes. Suddenly, we see where the +6 Hindrance modifier can quickly come into play. If your OBA SMOKE module was firing WP, then every unit in a hex affected by the WP OBA takes a WP MC. In a Mild Breeze, OBA SMOKE would drift into up to nine more hexes with Dispersed Smoke. Talk about an environmental impact statement. If you want to declare a SMOKE attack, declare your SMOKE FFE right after you place your AR onboard. Also keep in mind that OBA SMOKE placed in the DFPh would come down as Dispersed SMOKE, and it would fade away at the beginning of your PFPh. If you fire both a FFE:1 and a FFE:2 of SMOKE, you'd either place the first one as Full Smoke (FFE:1 during the PFPh) and the next as Dispersed Smoke (FFE:2 during the DFPh), or the first one would be Dispersed Smoke (FFE:1 during the DFPh) followed by Full Smoke (FFE:2 during the PFPh).

Some obscure rules found in unusual spots are worth mentioning. A Barrage (E12.) can place SMOKE; a Creeping Barrage cannot (E12.7), but does increase the +1 FFE Hindrance to +2. The only NOBA that can fire SMOKE is a U.S. WP fire mission. Finally, a napalm attack from a FB can create +3 Smoke (and a Blaze; G17.4)

if it scores a hit in an attack. This napalm smoke can exist regardless of the presence of Wind, Rain, Snow, and Mud.

VEHICLES AND SMOKE

All tanks (and many other vehicles) carry some form of SMOKE, either as special ammunition, in the form of smoke dispensers, as vehicular Smoke grenades, or some combination of the three. The ideas we looked at for ordnance apply with little change if you're firing SMOKE rounds from the MA of your tank, though it can be fun to play with an armor leader and undepletable SMOKE rounds. Some tanks also carry vehicular smoke dispensers. There are a variety of dispensers to choose from, but the most common is the Smoke Discharger (sD). [See the sidebar for distinctions between different smoke dispensers—Eds.]

The usage number appears on the back of the AFV counter. Unlike Special Ammo rounds, if you fail your usage DR, you can try again in a later turn. If you make your DR, a dispenser dumps Dispersed Smoke (a +2 Hindrance).

Dispensers fire during your MPPh. To fire a dispenser, the vehicle cannot be Abandoned (duh), and the crew cannot be Stunned, shocked, or broken. You must add a +1 DRM if you fire your dispensers while BU. You can make only one attempt to fire a smoke dispenser per phase and you must fire it before you fire any other weapon on the tank. If successful, it costs one MP to fire your dispensers. Otherwise, it's as if you haven't done anything yet—just like firing Special Ammo. You can also attempt to fire your dispensers during your opponent's MPPh as if using Defensive First Fire. Again, you can do this only if you haven't fired any other weapons. An important tactical tip for all tankers: you can still fire your weapons *after* you fire your dispensers. Firing a dispenser does not mark a vehicle with a Prep Fire or First Fire counter—just make sure to try for Smoke before you shoot to kill.

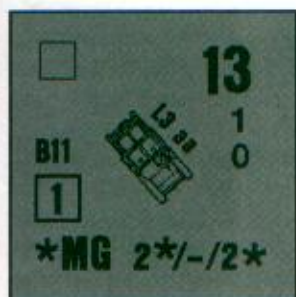
Note that dispensers fire Dispersed Smoke—that means it's removed at the beginning of your next PFPh. If you fire a dispenser during your opponent's MPPh, the resulting Smoke isn't going to be on board for very long. But if you place dispenser Smoke during your MPPh, it will last through your opponent's DFPh and subsequent PFPh. In a Mild Breeze, Smoke placed during the MPPh will spread two hexes downwind during the AFPh.

Having dispersed Smoke as your opponent approached, you can also attempt to go into Motion. With good rolls, you could suddenly increase your opponent's TH DRM by as much as four (i.e., +2 Smoke and +2 Motion)—sort of like squirting an ink cloud in one direction, and running in the other.

Chapter F tell us how armed vehicles can use vehicular Smoke grenades (F.10). A crew can lay a 1/2" Smoke counter much as Infantry does by making a dr ≤ 2 if CE (or ≤ 1 if in an unarmored vehicle or a BU OT AFV), but doesn't

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WHAT TO DO IF YOU HAVE A TIN CAN

by David Olie

"My Panthers... my beautiful Panthers!"—despairing cry of Mr. Les Tuck after I managed to whack two of the beasts in one turn using FB in "They're Coming!" (DASL 17).

Admittedly, the Panther is a thing of beauty, if you have an eye for it. Arguably the best tank of World War II, the PzKpfw V has a great gun, good machine guns, terrific frontal armor, and good speed (although it stalls once in awhile).

But in *ASL* we don't always get beautiful Panthers. Often we don't get armor at all. And sometimes, when we do, we get AFV that evoke adjectives other than "beautiful." Some of those adjectives are not suitable for print. No one will ever cry, "My Renault 35s... my beautiful Renault 35s!"

So what do you do with fourth-rate AFV, with "tin cans"? This article is intended as a follow-up to the article by Tate Rogers, "What Do You Do When You Don't Have A Can Opener?", published in the *ASL Annual '97*, and is especially relevant now that *Doomed Battalions* is finally seeing the light of day.

In this article I don't intend to discuss such specialized vehicles as armored cars, halftracks, carriers, scout cars, and the like, although some of these remarks will be relevant to them. These vehicles historically were not usually used in the forefront of the line of battle, although there were exceptions, and a smart *ASL* player should know where and when they can be committed to such a role.

But the focus of this article will be on those AFV which were designed and built to serve as front-line battle tanks and self-propelled guns. In hindsight it may seem that their designers were misguided and their builders incompetent, but if the scenario card tells you you've got "tin cans" to play with, here are a few hints on how to make the best of it.

YOU WANT ME TO DO IT WITH THAT ?!

Some *ASL* players will avoid scenarios that include tin cans, unless they have powerful AT weapons and can use the tin cans as targets. These players are called "intelligent," and should be avoided. Others are deeply wedded to the notion that the ideal battle should pit Panthers against "Easy Eight" Shermans or T34/85s, they are stuck forever in the late-war limbo of high TK numbers and Burning Wrecks. Being deeply wedded, however, their romantic hearts can be

broken by tragic circumstances, as in the case of the unfortunate Mr. Tuck, quoted above.

Scenario designers are not (usually) the sadistic brutes we sometimes accuse them of being. If you are given good tanks, they are likely to be very important to the outcome of the game. Their untimely demise will often mean the difference between winning and losing. For example, in "Barkmann's Corner" (DASL 15), if you lose your one Panther, you have almost certainly lost the scenario.

On the other hand, if you are given bad tanks, their influence on the game is not likely to be so crucial. To put it bluntly, tin cans are often expendable. For this reason, you can have fun with bad AFV, take chances you wouldn't risk with more valuable units, and experiment with bold tactics and possible game-winning gambits. What is the point of having Panthers if you have

**"To put it bluntly,
tin cans are often
expendable."**

to spend most of the game hiding from AT guns, PIATs, and the like?

In addition, the whole range of what *ASL* has to offer will be opened up to you, especially those early war scenarios that may have turned you off previously. Pay particular attention to Victory Conditions; those tin cans may be valuable, especially if you have to exit. On the other hand, pay attention to the capabilities of the opposition; those tin cans may be more potent (relatively speaking) than you might think.

Back when I was playing *Crescendo of Doom*, I thought of my French light tanks (R35s, H35s, H39s, etc.) as mobile, armored MMG. Under the *COD* rules, these tanks had IFE, which meant they could bang away with 4 FP factors on the IFT. (On the other hand, the CMG was halved to 1 factor in any fire phase that the MA was used.) In *ASL*, things have changed. But with their full-strength CMG and a MA that resolves on the 4 FP column if it gets a hit, these tanks still amount to something like mobile, armored MMG. And while this might not sound like much, can you think of any situation where a mobile, armored MMG would *not* be a handy thing to have?

When you're given bad tanks, even on the defense, you're often given a fair number of them. Sometimes I suspect that this is just an attempt to allow you to use platoon movement (more on this later), but usually it's an attempt to give you enough hitting power to carry out your assigned task. Use it wisely.

Finally, although I heartily recommend reading the Chapter H Vehicle Notes for any vehicle before beginning play, it's often a good idea to try to ignore some of the editorial comments in them. For example, when you read that the Italian L3/35 was called the *cassa da morto* (death box), it's bound to put you off your game a bit. However, when playing "Italian Brothers" (A72) where the three Italian L3/35s are faced with nothing more potent than MG, they can be a nasty bit of business for the other side (although even then they could also wind up being grist for the CVP mill). It all depends on the circumstances.

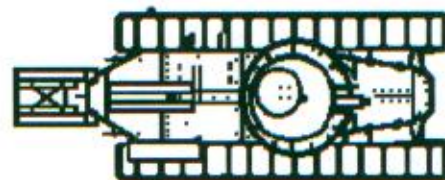
BAD TANK! BAD TANK!

A customer in a restaurant calls a very tired waitress to his table. "Miss", he says, pointing to his plate, "this potato is bad." The waitress picks up the potato, looks it over, and then starts to spank it. "Bad potato, bad, bad potato," she says. She puts it back on his plate, and says to the customer, "Now, if that potato gives you any more trouble, sir, you be sure to let me know."

In the interests of broad, sweeping analysis, I would describe the bad characteristics of bad tanks under the following four headings:

5*

1. SLOOOOW MOVEMENT: I think most players would agree that any AFV with 10 or fewer MP is a slow vehicle. In addition to the basic inability of such a vehicle to cover ground quickly, each non-terrain-related MP Expenditure (D2., including Starting, Stopping, VCA change, HD Maneuver Attempt, etc.) is a greater



percentage of the AFV's Movement Allowance. A few AFV (British Matilda I, French FT-17 models) compound the insult by being unable to use the road MP rate even if CE. By this standard, the FT-17 is the slowest vehicle in the game. Sure, it was designed for World War I, but we're interested in what it can do in World War II.

1

2. WEAK ARMOR: The rules for OBA subject any AFV with all AF ≤ 4 to a -1 modifier on OBA (or onboard Indirect Fire) resolution on the IFT. I think this is a reasonable definition of weak armor. (Note that the French Renault and Hotchkiss light tanks are above this, by having 6 AF on their turrets.) In addition, OT AFV and Partially Armored AFV have inherent weaknesses which may come into play when facing Indirect Fire, Direct Fire, and CC.

37*

3. WEAK MA: Again, I think it's fair to say that any gun with a TK number of < 9 is not a world-beater. Even against an AF of 0, such a gun (firing AP) will only have an effect 5 times out of 6 at best. Then there's the low yield of small-caliber guns when firing HE on the IFT. In addition, some MA have limited AP ammo available (the French lights) and others have no HE ammo at all (the British tanks armed with the 2-pounder, and others). Finally, there are those AFV that have nothing more than MG for MA. Although useful against soft targets, their Basic TK# of 4 is not going to make much of an impression on other tanks. Barring exceptional luck, it can take a lot of time and many dice rolls to make an impact on the enemy with this kind of MA.

R

4. LO-TECH: Under this heading I place any number of technological or mechanical failings. Mechanical Unreliability (D1.1 and D2.5), Bad Transmissions (Russian Vehicle Note M), B11 on MA (A9.7) and/or Low Ammo Breakdown (D3.7), No Radio (D14) or Morse Code Radio (French Vehicle Note R), RST (D1.321) or IMT (D1.322), and MA mounted in hull may all be seen as examples of poor design or industrial inefficiency. Add to the list at your leisure.

Many AFV, even late-war vehicles, will fall short in one of these categories. For example, the American M18 GMC (Hellcat) has only 3 AF on the front and 1 AF on the sides and rear, plus is OT to boot. Not good, but in compensation the Hellcat is the fastest fully-tracked AFV in the game, and it also has a good gun and is a small target. Having one "bad" characteristic is not usually sufficient to rate an AFV as a tin can, although it's important for players to bear these weaknesses in mind.

The true tin cans are those that come under two, three, or even (heaven help us) all four categories. A vehicle may even have multiple fail

ings under "Lo-Tech." As an example, consider the Russian T-26 M37 model. Not an uncommon vehicle in the game, it rates as a tin can. It has 11 MP, just one MP higher than the threshold given for category 1. For armor it has 3 on the front and 1 (boxed) on the sides and rear. The MA has a TK number of 10, barely beyond our definition for weakness, and a HE yield on the 4 column of the IFT. And under Lo-Tech, well, how "lo" can you go? Mechanical Unreliability, Bad Transmission, B11 on MA, No Radio, and RST all apply to this machine. The earlier version (M33) is even worse, with weaker armor and with all MG optional, although it is slightly faster.

Or, to go to the absolute bottom of the heap, have a look at the French FT-17 models. I won't go into detail, beyond what I've already mentioned. Suffice to say that the FT-17 makes the Italian copy (L5/21) look good by comparison.

By now you're saying, "O.K., I already know all this. When are you going to start talking about the upside?" Fair enough. My only point here is to stress that, first of all, to fight successfully it's necessary to understand all the characteristics of your AFV—the good, the bad, and the ugly. And secondly, to stress that, after having plumbed the depths of tank design, even that lowly FT-17 can be—with sound tactics, careful thought, and a dash of luck—your key to victory.

I DIDN'T KNOW THAT PIECE OF JUNK COULD DO THAT!

One of the great strengths of the ASL system is that, within one set of rules (admittedly a long and complicated one), it is possible to represent the characteristics of such a wide range of vehicles. I'm curious to see if anyone ever tries to make counters for the British Mark IV tanks of World War I, but the point is that, within the confines of the system, it could be done.

Despite all the rules and individual vehicle notes, however, it's worth remembering that, in some respects, all AFV are created equal. Some of what follows may seem obvious, but it's all worth keeping in the back of one's mind while playing.

1. D1.2 "The main advantage of an AFV is that it cannot be harmed by Small Arms Fire on the IFT..." This statement seems so obvious that it's easy to overlook. But it's extremely important. Given that the bulk of the firepower for any side in nearly any scenario is Small Arms (Inherent FP), the ability of closed top (CT), fully armored AFV to ignore this firepower (except in Close Combat [CC]) is an enormous strength. Because none of us ever try to use Small Arms against such targets—knowing it cannot possibly have any effect—we tend to forget this special characteristic of armor. You can have a squad in a concrete Pillbox, or a Fortified Building, and if your opponent can mass enough Inherent FP against it, he will at least have a chance of having an effect against it. But it doesn't matter how much Inherent FP he throws at

your CT, fully armored AFV; he can't do diddly-squat. And the same applies for OT or Partially Armored AFV if you're reasonably careful. Even an AF of 0 guarantees immunity. Think about that. Without Support Weapons, or CC, his Infantry can do nothing to even your weakest AFV.

In other words, when it comes to Inherent FP, the majority of all FP in the game, the first 10-15 mm of armor plate is all that matters; the rest is gravy. An FT-17 can bounce it off just as well as a Panther.

2. D5.1 "All armed vehicles are manned by an inherent crew..." In other words, all AFV are, in a sense, also armored infantry carriers. This can be very important when VC are determined by building Control (A26.11). Although an inherent crew cannot Control a building while still in its vehicle, it can Abandon the vehicle (D5.4) to gain control as a MMC, except when forbidden by SSR (as in, for example, "Swan Song," A52). It may also be advantageous to Abandon a tin can so the crew can make use of a more valuable vehicle, gun, or SW, either friendly or captured. Keep an eye out for these opportunities.

One downside of the tin can is that the crew is often an easy 2 VP bonus when the tank is destroyed and VC are dependent on Casualty or Exit VP. If faced with a strong AT defense, it may make sense to Abandon your tin can (scrounging any available MG/SW as you go) to continue the fight on foot, or even to exit on foot. Remember, a vehicle crew counter is a vehicle crew counter, whether it comes from a vehicle with Crew Survival (CS) 2 or CS 8. If you have a low chance of survival after your armor is penetrated, it may make more sense to get out of your armor before your AFV is hit.

3. D1.82 "The Normal Range of a CMG is 12 hexes..." Many nationalities that are saddled with tin cans are also given SW MG that are deficient in range. The Italian LMG has a Normal Range of but 5 hexes, while the Russian MMG only fires out to 10 hexes.

On the other hand, the MG of AFV from all nationalities are all created equal in the eyes of the designers. CMG have a Normal Range of 12 (a few exceptions have a Normal Range of 16); all other vehicular MG have a Normal Range of 8. CMG are not restricted by Mandatory Fire Direction (A9.4). Further, the range of Ordnance MA is theoretically unlimited in most cases, although practically speaking the To Hit table and its various modifiers cause that range to drop off steadily as the range increases.

In the close-range, dense-terrain fighting typical of many scenarios, these considerations will not have much impact. However, in those situations, such as the desert, where the terrain is more open, or where hills are available to allow LOS to greater distances, the ability of even tin cans to project long range FP, or the threat of long range FP, can be vital. And don't forget what a wonderful weapon even a 2 FP CMG is for purposes of Interdiction (A10.53).

I also have a minor quibble with the deployment of the German units on Hill 520-40. Although the 4-4-7/LMG/7-0 could dish out some pain to the Americans edging up the reverse slope of the hill, I think hex 40L7, as J.R. pointed out, is the better position, as the 4-4-7/LMG can leave 1 Residual FP in 40Q4 and cover the western approaches of the hill more effectively. Additionally, 40L7 may allow the unit a chance to Assault Move or advance into PF range against an unwary AFV; K8 offers less of an opportunity for this. Finally, my gut feeling is to put the 7-0 in a separate location, either to have another unit in position to deny Rout or for the possibility of that 1-in-6 PF shot. Hexes J5 or J6 would be suitable. Maybe Corporal Werth could ambush a CX 3-4-6 carrying a 60mm mortar. I agree that Hill 520-40 will most likely be the sight of an American overwatch position, for either the mortars or the .50 caliber or both. The 60mm mortars will no doubt be assigned to clear the woods on the far side of the river should any Germans show their faces. What better spot than the summit of Hill 520-40? From hexes 40K7 and L7 you can command the far shore and have LOS to such likely points of resistance as 4108, 4109 and 41S7.

INITIAL SETUP

Serial	Event	DRM	DR	Result
German				
1	41U10	7AA(YY)		
2	41R9	7BB(G.A)		
3	41O9	7CC(G.B)		
4	41O8	7DD(Kindel)		
5	41N8	7EE(G.C)		
6	41R7	7FF(G.D)		
7	41S7	7HH(7IL, Linden)		
8	41Q6	7JJ(7XX, 7VV)		
9	41R5	7KK(LMG/G.E)		
10	41O8	(HMG/g.A Bore-sighted 40Q4 HIP)		
11	41O5	g.B		
12	40K8	(Werth HIP)		
13	40K8	(LMG/G.F HIP)		
14	40K7	(PSK/g.C HIP)		
15	40W4	(g.D HIP)		
American				
16	M1	7A(a.A, n.B)		
17	S1	7B(A.A)		
18	Y1/6	75/8"(HT-B)		
19	Y2/6	75/8"(HT-F)		
20	Y3/6	75/8"(HMC-E/8-1)		
21	Y4/6	75/8"(HMC-F)		
22	Y5/6	75/8"(AC-C)		
23	Y6/6	75/8"(AC-E)		

For offboard setup, a spare board was set up with the same orientation as Boards 40/41. The offboard hexes above correspond to that of the spare board. VCA: 1 is the vertex to the immediate right of the hex designation. VCA: 2 is the next vertex in a clockwise direction, etc. After setup, VCA (if different) is shown following the hex coordinate, e.g., 40Q10/6/1.

24	40R6	German Sniper Placed
25	40R2	US Sniper Placed

TURN ONE

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
26	Wind Change DR		2.3	NE
Movement Phase				
27	7A(a.A) from offboard M1 Double Time to 40M10 to Q8			
28	7B(A.A) from offboard S1 Double Time to 40S10 to S9			
29	Place 7C on offboard a.B			
30	7C(a.B) from offboard M1 Double Time to 40M10 to O7			
31	75/8"(HT-B) from offboard Y1/6 to 40R10 to Q4/6			
32	Veh Smoke grenade attempt	1		Succeeds
33	75/8"(HT-F) from offboard Y2/6 to 40R10 to Q5/1 Stop			
34	BPF at 40V4 -1FP	6.5		NE

35	75/8"(HMC-E/8-1 AL) from offboard Y3/6 to 40R10 to P4/6-Stop			
36	75/8"(HMC-F) from offboard Y4/6 to 40R10 to N3/6/1-Stop			
37	German reveals unit in 41R9 to force concealment loss			
38	75/8"(AC-C) from offboard Y5/6 to 40Q10 to O3/1-Stop			
39	German reveals unit in 41R9 to force concealment loss			
40	75/8"(AC-E) from offboard Y6/6 to 40Q1 to R4/6-Stop			

Advancing Fire Phase				
41	AC-C in O3/1 MG at 40P0 - 2FP	1.5		PTC/NE
42	AC-C MA ATT at 40R9	+6	4.1	Miss
43	HMC-F in N3/6/1 MG at 41O10 - 1FP	5.6		NE
44	HMC-F MA ATT at 41O9	+7	4.3	Miss
45	HMC-E in P4/6 MG at 41O10 - 1FP	4.6		NE
46	HMC-E MA ATT at 41O9	+7	4.6	Miss
47	AC-E in R4/6 MG at 41P9 - 2FP	+3	1.2	PTC/NE
48	AC-E MA ATT at 41O8	+6	4.2	Miss
49	HT-F in Q5/1 MG at 40V4 - 1FP	2.5		NE
50	HT-B in Q4/6 MG at 40V4 - 1FP	5.3		NE
51	7B(A.A) at 40V4 -2FP	+1	3.4	NE

Advance Phase				
52	7C(a.B) in O7 to N6			
53	7A(a.A) in Q8 to P8			
54	7B(A.A) in S9 to R8			

German Player Turn

Rally Phase				
55	Wind Change DR		5.2	NE

Movement Phase				
56	7bb(A.A) in R9 AM to S9			
57	AC-E in 40R4 MG at 41S9 - 2FP	+2	3.6	NE
58	7JJ(7XX/7VV) in Q6 AM to Q5			

Defensive Fire Phase				
59	AC-C in 40O1 MG at 41O10 - 4FP	2.2		NE/SAN
60	German SAN dr		3	NE
61	AC-C MA ITT at 41O9	+6	3.1	Miss/SAN
62	German SAN dr		5	NE
63	HMC-F in 40N3 MA ATT at 41O9	+2	5.5	Miss
64	HMC-F MG at 40L7 - 2FP	+1	5.2	NE
65	HMC-E in 40P4 MA ATT at 41O9+2	4.1		Hit
66	Effects DR -6FP	+3	2.4	Miss
67	HMC-E MG at 40K7 -2FP	+1	1.5	NE
68	AC-E in 40R4 MG at 40R1 -2 FP	+3	1.1	NMC/NE
69	AC-E MA ATT at 41O8	+2	5.4	Miss
70	HT-B in 40Q4 MG at 40K7 - 2FP	+1	4.3	NE
71	HT-F in 40Q5 MG at 40K7 - 2FP	+1	1.1	1MC/ROF/PSK/g.C/revealed
72	1MC g.B		4.2	Pinned
73	HT-F MG at 40K7 -4FP	+1	1.2	1MC/ROF
74	1 MC g.B		3.2	Pass
75	HT-F MG at 40K7 -4FP	+1	4.6	NE

Advance Phase				
76	7BB(G.A) from S9 to R9			
77	7JJ(7XX/7VV) in Q5 AM to Q6			

AMERICAN

My wily opponent, as expected, has no 'schreck-bearing HIP-sters in the orchard overlay. With no ambush laid in the center of board 40, I suspected Chris had a presence on Hill 520-40, and one of my many HT MG shots confirmed this as I turned up a 'schreck and a HS in 40K7. However, these stalwarts shook off consecutive 1MC and are sure to receive more of my attention in the coming turn. Note that my HT may only fire 4 FP in the absence of a passenger to man the second, 2 FP, MG (American Vehicle Note E). So far, so good.

GERMAN

Very interesting off board movement by J.R.'s armor. I am surprised he is up that close to the bridge with the half-tracks. One hex closer to my HMG and I would have considered taking the shot. As it is I'm better off keeping my HIP till a better shot comes along. Had I not tried to get so cute with the concealed stack's Assault Move in 41Q6, holding off on the HMG shot would be all the better.

As I suspected, J.R. blasted away at various locations trying to turn up HIP Germans and did so big time in the form of g.C with PSK. Though g.C remained in Good Order, losing HIP for the PSK is not good. J.R. will probably also figure g.C has some friends on Hill 520-40. It would have been nice to get a sniper effect while he was shooting at all those empty hexes.

NEUTRAL COMMENTATOR:

J.R. has come on the board the optimal way. His two squads of infantry carefully scouted the environs about the 40Q1-Q10 road and once the coast was clear, they whistled up the Ami AFV. J.R. checked virtually every decent position where Chris could have placed his troops, with the possible exception of N6 but he advanced into that hex at the end of his turn. A unit in 40N6 has the potential for causing the Americans great harm, as a unit with a 'schreck in this hex would need only a six to wax the Scott in P4. Any German unit HIP in that location would be -2 to the Ambush dr while the CX 3-4-6 would be +1. A German Ambush would most certainly see the unit withdraw to O6, where the 'schreck hits the Scott in P4 on a DR of 7.

J.R.'s placement of Smoke in hex 40Q4 caused him problems later in the MPh when he wanted to move AC-C to 40S5, as the vehicle did not have the necessary MP. This highlights one of the prime characteristics of SMOKE: it knows neither friend or foe. Thus, it pays to carefully consider what effects Smoke placement during a Movement Phase will have on units that have yet to move. I have one criticism with J.R. having both Scotts acquire the same hex (41O9). He obviously intended to increase his chances for a hit on that location with WP during his Turn 2 Prep Fire. I think he would have been better off having the second HMC place acquisition on a different hex, perhaps 41N8, 41R5 or 41Q6 (the suspected HMG position). In all likelihood, he will hit hex 41O9 with the first WP round (he would need a DR of 9 against a hex containing a concealed enemy unit assuming he has a -2 Area Acquisition placed on it) and then utilize the second Scott on another target anyway. While the insurance of a second shot on 41O9 is not a bad thing, the possibility of smoking two different hexes serves the U.S. needs far better.

Other than this, J.R. has succeeded well in his first turn. He utilized his infantry to clear the way for his vehicles, moved his AFV into good firing positions, and lastly, in his advance phase, used his limited infantry to screen his AFV from any Germans on Hill 520-40. During the German half of the turn, the American recon by fire flushed out the HIP PSK in 40K7, which has to be a load off of J.R.'s mind. Half squad g.C, however, withstood the withering fire J.R. hurled its way.

For his part Chris skulked during his first turn, the best tactic for his Germans to pursue given that they have not been afforded any opportunity to harm J.R. Chris did give away a vital piece of battlefield intelligence with event 58: his Assault Move from 41Q6 to Q5 should indicate to an astute opponent that the stack did

Jersey. I also met Chris at AVALONCON but the year was 1994. We played a grueling game of "Red Star, Red Sun" because I promised my wife Jolene, who has a fixation on the color red, that I would play it (I would appreciate it if no one tells her about "Mike Red"). Chris and I played thirteen grueling hours which was probably the most enjoyable of my ASL tournament life. Chris, who had been playing for far longer than I and was clearly the better player, graciously taught me some rules and after the game explained some tactical considerations. This has really become Chris's legacy within the ASL community: he will always go the extra mile to explain the finer points of the game to a less experienced or a new player, simply to strengthen the hobby. Like J.R., Chris can look at a scenario's OB and terrain and develop a tactical approach which takes advantage of his force's strengths, while taking full advantage of his opponent's weaknesses. J.R.'s earlier comment on Chris being able to put together a mistake-free game rings true in my experiences playing him; it is almost unnerving at times! The fact that I met two great opponents such as J.R. and Chris at AVALONCON bodes well for the ASL tournament scene.

The tenor of this scenario is clearly set by the force fielded by the Amis: at first glance the U.S. order of battle seems imposing. Aside from the aforementioned smoke capabilities, the awesome firepower advantage possessed by the American troops will almost surely clear the far shore of any Germans foolish enough to show themselves. There are nine SW in the American OB (excluding the one J.R. conceded by giving Chris the Balance) for eleven U.S. squads, not including the two BAZ '44 and .50 calibers in the M3A1s. The Americans are also more mobile than their opponent, although this advantage is somewhat reduced by the restrictive terrain which they must negotiate to secure victory—i.e., the bridge, its approaches, and the village on board 41. The armor not only can provide mobility, but also cover in the form of either Armored Assault or stationary TEM. It can also be utilized to root out German defenders using not only HE, but HEAT, canister, and the aforementioned white phosphorus. Lastly, interrogation is in effect, which normally favors the attacker.

The difficult part for the Amis will be having his six morale infantry negotiate the open ground on and around the bridge. J.R. will need to make the most of his SMOKE-making capabilities if he is to cross the Nied River in any strength. Although he is correct to consider Armored Assault as a viable alternative, this may put his fragile AFV at risk far too early in the action; it is the SMOKE capability which is crucial to the American player's chance of victory. And while he possesses an overwhelming firepower advantage, he has but two leaders for his eleven squads. If the situation warrants the dispersal of his troops or should his leaders fall early during the game, his OB becomes susceptible to having a number of broken squads scattered across the battlefield with no hope of rally. The American AFV are impressive in this action, but vulnerable being both OT and lightly armored.

Possibly the biggest disadvantage faced by the U.S. player in this scenario is that he does not win immediately when achieving his objective of controlling five stone buildings on Level 1 or Level 2 on board 41: he must do so at game end while not losing ≥ 23 CVP. This makes the Amis vulnerable to a late game counterattack by German forces, which may be superior in number on the south side of the river. Thus the pitiful remnants of the German OB, with a single PF shot or CC, may be able to take out that one vehicle that pushes the U.S. over the CVP ceiling. In "Scouts Out" it ain't over till it's over!

J.R. points out that the Americans will most likely need three to four turns to cross the river in force, leaving three or four turns to take five level one/two stone buildings. Thus, the GIs will probably have to take the buildings closest to the southern edge of the bridge, located on the 41N7 hill mass, to score a victory. While the 41S7 and 41S5 hill masses will also give the U.S. player enough buildings to win, the terrain there is less favorable for the attacking force due to its more open nature. Additionally the buildings on the 41S5 hill are that much closer to the German reinforcements. The U.S. player may not have enough time or troops to go after any buildings other than those on the 41N7 hill. This seems to be J.R.'s initial plan and it is a good one.

I do have a few quibbles with some of J.R.'s assumptions, however. First, it seems that he only considered the onboard units as a possible locale for the German HMG. There are a number of locations which it could set up HIP and be a nasty surprise, especially during defensive First Fire. Placing it in 41O8 is one; another is 40DD2, from which it can take the bridge under fire from a distance, although I think this is maybe too far from the main action. Also, he mentions using Hill 520-40 as a firebase (an excellent idea), but is entering his AFV either in the center or on his right. I think if he is expecting to use the hill as an overwatch position, he'd better be prepared to throw some of his heavy metal that way; the U.S. has to hit hard and fast because getting involved in a two or three turn fight for this hill simply plays into the Germans' hands. Finally, he has miscalculated the number of deployable squads available to the Germans, working on the assumption that Chris has one when in fact, per A2.9, he has two. This could provide the Armored Cav boys with a nasty surprise.

The task of the German side appears daunting. Either their OB will wilt in the face of the American firepower or SMOKE will negate their own firepower. But the Germans do have some advantages which, while not apparent at first, can be quite formidable. First and foremost, they enjoy the advantage of defending on Board 41, a defender's paradise, against an enemy with 6 morale troops who must cross a river. Second, the weakness of the OT AFV will be magnified when fighting in the village. The American AFV, once the fighting takes root in the village, will be hard pressed to lend their weight to the battle and stay out of range of German PF/PSK. Some of the AFV may be able to conduct fire support from the north side of the river, but sooner or later some of them

must cross the Nied . . . especially after the arrival of the PzIIN. While a SAN of four is not overwhelmingly impressive, given the weaknesses of the U.S. leadership cited above and the fact that all U.S. AFV are OT, a lucky sniper roll could also doom the U.S. hopes early on. The German leadership, while mediocre, is numerous, averaging one leader per three squads.

I agree with Chris's analysis that the Germans on the south side of the river must preserve their initial force to increase their chances of victory. They cannot hope to deny the 10th Armored Division this particular bridge. Their chief goal here is to hang onto the village until the Turn 4 reinforcements make their appearance. They must attempt to stay out of LOS of the killing weapons in the U.S. OB (M8 HMCs, .50 cal. HMG, etc.) and make their stand among board 41's stone buildings. Initial positions which allow the U.S. firepower to hammer the weaker German units will in all likelihood result in the U.S. making an unopposed river crossing. Chris's setup recognizes this goal and endeavors to accomplish it. Note that Chris has set up most of his units with a limited LOS to board 40, but a number have LOS to the vital 40Q1 and 40Q4 exit hexes of the bridge. Chris hopes that the HIP board 40 units, by virtue of being hidden, will slow down J.R. enough so that the battle for the village begins in earnest no earlier than Turn 4.

Chris has also set up heavily in and around the 41N7 hill mass—both his HMG and PSK are there. I personally dislike HIPing high ROF, long-range SW, preferring to take advantage of them at earliest opportunity. Of course, this in turn runs counter to my desire to keep units HIP for as long as possible in order to keep my opponent guessing. However the placement of the HMG is indeed crafty. The Amis must gain the summit of Hill 520-40 or be west of the Q hexrow to see the HMG's position, while the HMG can, as Mr. Kavanagh hopes, wreak havoc on hex 40Q4, although its residual firepower will be reduced due to the orchard in P9. I do not agree with placing the 7-0 in that hex, however. J.R. must assume it is a MMC, so it will certainly draw American fire. Although the 7-0 will prevent the HMG from cowering, this seems to be a poor trade off; perhaps it would have been better to HIP the 7-0 along with the HMG and its manning squad. Another option for the HMG is the second level of hex 41V7, as J.R. points out. Although this hex will no doubt get hammered during Defensive Fire of German Turn 1, Chris will have American Turn 1 and the Prep Fire Phase of the German player turn to possibly wreak havoc with the initial American units, perhaps destroying the flimsy M3A1s or stunning the CE M8 HMCs. This position would no doubt be shrouded in WP in the American Turn 2 PFPh, but better SMOKE there than on the bridge! An advance to the ground level of the building would probably be in order at that point, although if the WP was in short supply, the HMG could put a serious hurt on the Ami Turn 2 reinforcements. One last note on the German setup: Chris accidentally used one more concealment counter than provided in his OB.

I hope to be across the river by the end of Turn 3, and by the time the German reinforcements arrive I will be waiting for them atop Hill 520 on board 41 (Hill 520-41). I am not too worried about taking the necessary buildings—the key here will be the CVP cap. I must be aggressive with my vehicles to meet the fairly demanding timetable, but in so doing I will leave myself little margin for error as the Germans launch their counterattack. As I mentioned above, Chris plays mistake-free ASL, so I must use my initial advantages to the utmost and try to put the end game out of the reach of his top-level play.

GERMAN

I first met Mike Puccio, our Neutral Commentator, at AVALONCON '94 where we were the only two players who wanted to play "Red Star, Red Sun." Since then we have become good friends, getting together a few times a year for a game, keeping in touch from month to month about the current state of ASL, and meeting up at several tournaments over the years. I have found that it is at tournaments that ASLers have the best opportunity to improve their rules knowledge and tactical skills.

It was at a friendly ASL session organized by Mike that I was introduced to J.R. If memory serves me, I've played J.R. three times: one win, one loss and one we had to quit in the middle. On the car ride to the train J.R. had to catch, we each argued that the next few turns would have ensured victory for our respective sides. As it turned out we missed that darn train, and I don't know the music J.R. faced when he got home. That was two years ago and I have not seen him since! Although it's been a while since I've played J.R., I know for sure I'm facing a very formidable and experienced opponent. J.R. is a player that will get the most out of each unit on every phase, every turn.

Mike chose sides for us randomly. Upon hearing I had the Germans, I called an ASL buddy for a practice game to get familiar with this scenario. After that playing, some analysis, and discussion with other ASL players, I called J.R., hat in hand, and requested the German Balance. That is not to say the Germans can't win this scenario, it's just that more times than not they could use a little help.

I envision the American attack beginning with the two Turn 1 squads running on board through suspicious Concealment Terrain and searching in and around the 40P8 building/woods area. The AFV will probably come on board on one or both flanks, trying to keep away from possible HIP locations, and take up firing positions with various LOS across the river. During his AFPh and the German Turn 1 DFPh, J.R. will probably use recon by fire into hexes without concealment counters, paying particular attention to the orchard overlay and hexes 41N10 and 41M10. Turn 2 will see the bulk of the infantry storming through the north central orchard hexes and into the stone wall enclosure to take up their jumping off positions. A smaller group of infantry along with the two mortars,

the .50 cal., and an extra squad or so for security will move onto board 40's hill 520 (Hill 520-40) to set up a fire base in hexes 40K7 and L7. On Turn 3, the Americans will start to smoke the south side of the river, suppress any revealed Germans, clean up any remaining north side Germans, and maybe even make a move to cross the bridge. From this point on we'll see smoke, fire, and movement as the situation dictates with the buildings on 520-41 the probable American objective.

I don't speak any German, but if it were necessary in order to command this unit I would need to know only one word in German: hide. I start out pretty good in this department with some HIP, dummy counters, and concealment for all due to the Americans entering from off board. The Americans are going to do pretty much whatever they want, but they can't afford to lose a lot of men and equipment going about their business. This is where the Germans can win the scenario: amassing CVP through the destruction of the relatively vulnerable American AFV. I'm sure I won't be given many high percentage shots with my PF. Motion, small target size, and backblast will make a shot at even an adjacent hex all but improbable. Therefore, I'll take the backblast any time doing so will raise my To Hit number to at least a five. I might not be quite as eager to take the backblast from one of my PSK, but let's wait and see. I also have MG, street fighting with ATMM, and the reinforcing PzIIIN in my AFV hunting arsenal.

I'm not expecting much from my infantry screen north of the river. Rather than set them up in the path of what I believe to be the Turn 2 infantry route to the bridge, I'm sticking them on Hill 520-40. Why? Primarily because I'm sure J.R. has a solid plan for just such a defense and my defending Germans could be cleaned out without even slowing the Americans down. I can still put them to good use holding back his firebase units for a turn or two. If he is forced to bring over an AFV to help clear the hill I'll have the PSK there to deal with that. The half-squad in 40W4 is hoping to nail a passing AFV or go undiscovered and pop up later to prevent a rout or cause some other mischief.

South of the river I HIP the HMG in 41O8 to cover the bridge and its northern entrance hex (boresighted on 40Q4) while also being able to engage any firebase on Hill 520-40. This location is protected by the building in 41O9 from what are sure to be very large American fire groups as they move through the stone wall enclosure. If it gets too hot here, slipping into 41N7 will get me out of LOS yet keep me in a good spot for the hill's defense. Placing the 7-0 leader onboard under a concealment counter in the same hex is just a slight attempt at deception: "Hey look, the only level two stone location with LOS to the bridge and there's no one home?" The three counters in 41Q6 are there to soak up some fire, the 4-4-7 and LMG in 41R5 will drop down into 41Q6 on or about Turn 3 in the hopes of contesting the bridge crossing with a fire lane. The squad in 41R7—in addition to covering the orchard overlay with rifle fire—has the important task of preventing a breakthrough to the west by mecha-

nized infantry. If a halftrack with squad gets through to hill 513 on board 41 and I have not inflicted serious casualties, this scenario is over. The 8-0 leader in 41S7 with the concealment counters is just another attempt to keep J.R. from reading my setup. I'm keeping the HIP 2-3-7 PSK back in 41O5 for several reasons. I'm quite sure J.R. will use a generous amount of recon by fire into good PSK ambush hexes before running targets into range. I also think there is a possibility he will attempt to get an AFV or two into the 41P3 crossroads area to intercept my reinforcements. Finally, a great deal can be gained through fear of the unknown by keeping this unit HIP. The remainder of my units (not many) are there to support these points and fill in the gaps.

NEUTRAL COMMENTARY

When you buy a house, the real estate agents always tell you "Location, Location, Location." For the American player in a game of "Scouts Out" a similar litany will apply: "Smoke, Smoke, Smoke." SMOKE is the key weapon in the U.S. arsenal to achieve victory in this scenario. The U.S. player has a plethora of SMOKE systems to choose from. The M8 HMC have a white phosphorous depletion number of nine, surely the most generous in the system for Willy Pete. The M8 armored cars also feature Smoke-making capability in the form of Smoke Pots, albeit the usage number is only a five. These four AFV, as well as the two M3A1 halftracks, are open top vehicles and thus are more likely to use Vehicular Smoke Grenades. All of this is in addition to the plentiful Infantry Smoke Grenade capability of the American GI. The Germans are not without Smoke-making capabilities of their own: the PzIIIN has a Smoke depletion number of nine as well as an sD7, plus the possibility of their first line infantry placing Smoke. Having played both J.R. and Chris numerous times, I know both are heavy ASL smokers—neither will fail to use his SMOKE capabilities to his best advantage, barring fate's intervention.

I met J.R. Tracy at the first AVALONCON way back in 1991. He had just bought the ASLRB and some modules but had never played a game of ASL. I, being a real grognard, had already played two whole scenarios. Over the years since then, J.R. and I have played probably fifty games of ASL and he has developed into an excellent player, quite capable of beating the best in our hobby, as he showed by winning the 1998 March Madness tourney and coming in second at the 1998 ASL Oktoberfest. J.R. can look at a scenario and develop a plan in short order. After playing a scenario once or twice he becomes a formidable opponent indeed. He often throws a dash of audacity into his game, which may be the margin of his victory or defeat. He seems to enjoy combined arms OBs, such as the U.S. has in "Scouts Out" and I have a gut feeling that the Americans are his preferred side in this replay. A competitive player with a solid knowledge of the rules and an all-around nice guy, I have to say he is a favorite opponent.

Another favorite is Chris Kavanagh, a fellow New Yorker and two time winner of the Fall Classic held each November in Edison, New

SERIES REPLAY SCENARIO A109-SCOUTS OUT

American Player: J.R. Tracy
German Player: Chris Kavanagh
Neutral Commentator: Michael J. Puccio

German Units

Type Unit	Unit Designation
8-1	Metzler
8-0	Linden
7-0	Werth
7-0	Kindel
447	G.A - G.E, G.K
467	G.U - G.X
237	g.A - g.D, g.U
236	g.Z, g.V, g.O
PZ IIN	PZ IIN
? Counter	GC.AA - GC.XX

American Units

Type Unit	Unit Designation
9-1	Wilson
8-0	Patterson
667	A.M
666	A.A - A.I
546	A.O
347	A.X
346	a.A - a.D
126	a.20
M8 HMC	HMC-E
M8 HMC	HMC-F
M8 AC	AC -C
M8 AC	AC -E
M3A1	HT-B
M3A1	HT-F

We are pleased to be able to bring you this replay of a great scenario from the ASL Annual '97 by three excellent guys: J.R., Chris, and Pooch. You might remember Pooch from his Cavalry article in that same issue. Family obligations have reduced their tournament appearances, but if the chance to play any of the three presents itself, grab it.

OPENING COMMENTS

AMERICAN

Chris Kavanagh is one of the class acts of the ASL community. Chris has helped build our hobby by holding a once-a-week teaching session for local ASL players at his place out on Long Island. We have played a few times, both regular scenarios and playtests. However, in a turn of events familiar to many, Chris found love and marriage booted ASL out of his life for a while. It is a pleasure to see him return from his hiatus, and one of the strongest appeals of this replay is a chance to play one of my favorite opponents again.

Chris's rules knowledge is top-notch and his play is always well-considered. I won't win this one by waiting for him to make a mistake—it just ain't gonna happen. Instead, I must attempt to overwhelm him with the wealth of material at the American's disposal. I am reluctant to concede the Balance in any scenario to a player of Chris's caliber, but I feel it is needed to make "Scouts Out" the tense and enjoyable contest it is meant to be.

The German strengths are HIP, the HMG, and stone buildings. I can offset the HIP

through careful play and I have enough firepower (hopefully) to counter the HMG. However, rooting even second line Germans out of +3 terrain will be a chore.

The German is somewhat hampered by his setup restrictions—the bulk of his forces on the far side of the river will have a hard time interdicting my approach without leaving themselves exposed to my considerable firepower. Also, once I start putting a hurt on him, he will find two leaders simply inadequate for the task of picking up the pieces.

My own force is a dream team: highly mobile, lots of high ROF weapons, plenty of SMOKE capability. I can go toe-to-toe with the Germans in this one, but it is unlikely Chris is going to give me many shots in Defensive Fire. Interrogation could be a boon—the locals might spill the beans on the hated Boche and maybe I can get some captured supermen to squeal as well.

My clear superiority in mobility and firepower is offset by the six morale of my MMC and the Open Topped nature of all my AFV. Even outside of 'faust range, the German can still button-up or Stun my vehicle crews, and the German SAN of 4 is also a concern. As for the weak-willed devil squads, I will have to use my copious SMOKE-generating ability to create instant terrain—I don't plan on allowing the German any negative modifier shots after the first turn. One additional restriction is the bridge—as mobile as my force is, this choke point focuses the German defense and severely restricts my ability to wheel through the main line of resistance and into the rear areas.

Chris's initial setup doesn't tell me much. It looks like the HMG is in 40Q6, a logical location but not my first choice as the German. Yes, it has a good Fire Lane shot down the bridge, but its LOS is very restricted and I won't have to worry about it on my approach. Locating it in 41V7 Level 2 would give me a much bigger headache with wide arcs of fire. Also, there doesn't appear to be a leader with the heavy, so Chris will have a 16.7% chance of cowering. I am more concerned about the HIPsters. Chris is unlikely to throw anyone away on a risky gambit, so I don't expect them to be out on the flanks. I will use my initial infantry force to stamp around the likely lurk-points near the board edge; if necessary, I'll use one or more HT to probe brush and orchard hexes as well. On the far side of the river, the orchards right near the bridge exit hex (P9/P10/O10) are tempting sites for a 'schreck-toting squad. I hope so, because all three are easily peppered with recon-by-fire from my side of the river. I expect Chris to recognize this and thus hold his HIP squad further back to cause some mid-to-end-game problems. I will be curious to find out how he used his one deployable squad. By dispersing his forces on my side of the river he increases his chances to lay a 'faust or 'schreck trap, but he might be better off splitting up a squad on the far side. If Chris chooses to play for the long haul, I might find a HIP unit in 40L7 or thereabouts. It would interdict my approach, and possibly cause serious Rout problems if still up there when I'm crossing the bridge.

I have all my vehicles arrayed on the right. If my infantry discovers an ambush along the Q hexrow, I'll just come in from the side; conversely, if the center is clear I'll use offboard movement to come on in the middle. I plan to set up a mini-artillery park on the river's edge to pound any German silly enough to show his coal-scuttle helmet. Otherwise we'll be pumping out the Willy Pete to cover the crossing. The HT will be ready to shepherd some Armored Assaulters across. If I'm feeling really frisky, I might lead with the AC in the hopes of a successful Smoke Pot usage, which along with two WP rounds would deny LOS from 40Q6 to the bridge altogether. Depending on where I find the Board 40 Germans, I might play for some encirclement and subsequent capture, in the hopes of picking up some intel. My Turn 2 reinforcements will pound up the O hexrow and, with leader bonus plus Double Time, get to the wall near the road by the end of that turn. The two 60mm mortars go to the top of the big hill on board 40, and the MG will straggle along behind the rest.

RB CG IV: BLED WHITE

BY STEVE DETHLEFSEN AND EDDIE ZEMAN

RB 11.54 Campaign Game IV: BLED WHITE

CG Days: 25-31 October, 1942

From October 17th to the 22nd the Germans had pushed south along the railway, and on the 24th began to crash east into the factory complex. In the early hours of the 24th the Germans were beaten back before they could enter the factory complex, but by late evening, fresh German reserves and the Division's second line units were committed to the fighting. This proved too much for the Russian defenders and the attackers succeeded in breaking into the western and central workhalls. The fighting had been savage and the Germans had been given a bloody nose. Up until the 24th, the 389th Infantry Division had attacked both by day and by night into the Barricade and they had learned that it was the Russians, and not the Germans, who were masters of the night in Stalingrad. The order for night assaults was cancelled. From now on, the Germans would use the night to prepare for the coming day's fight. On the morning of the 25th the Germans were planning to redouble their efforts and take control of the factories for once and for all. Paulus sent in more fresh infantry but they were incapable of close-in fighting. Additionally, the 14th Panzer Division had arrived west of Bread Factory #2 and was hungry for a fight.

CG IV VICTORY CONDITIONS: The Germans win upon the conclusion of any CG Scenario in which they Control all seventeen (17) Factories on the map, or at CG End if they Control $\geq$ fourteen (14) Factories.

INITIAL SCENARIO VICTORY CONDITIONS: The Germans win if at Scenario End they Control 15 more Factory Hexes than they lose to the Russians, or $\geq$ 15 more than they start with if they lose none.



INITIAL RUSSIAN OB:

Remnants of 138th Rifle Division [ELR: 3] set up south of the following perimeter: A22-F19-M20-M18-S15-S13-U12-U1 (see ISSR 2): {SAN: 4}

RG: Gds Rifle Coy	45LL x2
RG: Rifle Coy	45L x1
RG: SMG Coy	2-2-8 x3
RG: HW Pltn	12 CPPs
12 Fortified Locations	60 FPPs



INITIAL GERMAN OB:

Elements of Infanterie Division 389 [ELR: 3] set up on/north-of the perimeter (see ISSR 3 and ISSR 4): {SAN: 3}

RG: Pionier Coy	RG: Medium Arty
RG: Rifle Coy	16 CPP
RG: StuG B Pltn	40 FPP

INITIAL SCENARIO SPECIAL RULES:

IV.1 EC are Wet, with no wind at start. Weather is Overcast.

IV.2 All Russian RG purchased as Reserves must set up $\geq$ 6 hexes from any German map edge entry hex (see CG9 for German map edge entry hexes).

IV.3 Reinforcing RG Infantry/AFV units may enter the map as per CG9 (German only) and/or may be purchased for On-map/Reserve setup as per RePh 11.6194 a) and/or b).

IV.4 All map-edge hexes of the German entry area are considered German Controlled. All other hexes outside the German setup/entry areas are Russian Controlled.

IV.5 Place Stone Rubble counters in the following hexes: O9, P7, P8, P9, Q9, S11, S12, T11, R16, S16. The following Factories are Gutted (O5.5): S18, S24, U23, L27.

AFTERMATH: Dawn of October 25th revealed that the Germans had renewed their attack along the entire Stalingrad front. Leading elements of the 14th Panzer Division broke into the Bread Factory but were blunted. Only the heroic efforts of Sgt. Esser with men of his Motorcycle Battalion 64 saved the day as they charged forward and overwhelmed the surprised defenders in hand-to-hand combat thereby gaining a valuable foothold in the Bread Factory. Attacks in the factory had become furious as the Russians clung to every piece of iron in the workhalls. There the fighting raged on for two more days when still more fresh German infantry were thrown into the battle. On the 27th German assault units pushed east as far as Mezenskaya Street and then, still further east, to Tuvinskaya Street. At this point they were able to interdict ferry movement into one of the last landing sights remaining on the western side of the Volga. The Russians were able to hold off these attacks until 1500 hrs when German submachinegun units pushed to Mashinnaya Street. Early on the 26th the vaunted Russian 45th Infantry Division began to trickle across the Volga and

ASL SCENARIO J6



ST. BARTHELEMY, FRANCE, 7 August 1944: Following the disaster at St. Lo, four German panzer divisions were hastily assembled for a desperate counter-attack. The ultimate objective of the German plan was to penetrate the American flank all the way to Avranches, thereby isolating advancing American units in southern France. The main drive was spearheaded by the 2nd Panzer Division, trailed by the 1st SS-Panzer Division through St. Barthelemy to Juvigny-le Terre and exploiting onward to Avranches. The only thing standing in their way was the newly arrived 30th Infantry Division and the attached elements of the 823rd Tank Destroyer Battalion.

☆ Add one 9-1 to the American OB.

✚ Add one 8-1 Armor Leader to Group B in the German OB.

☆ AMERICAN Sets Up First [116]	♣ 1	♣ 2	3	4	5	6	END
♣ GERMAN Moves First							

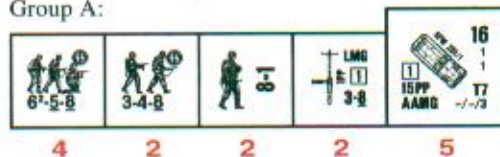


Elements of Companies A and C, 1st Battalion, 117th Infantry Regiment and of 3rd Platoon, Company B, 823rd Tank Destroyer Battalion [ELR: 4] set up ≤4 hexes from hG3: {SAN: 4}

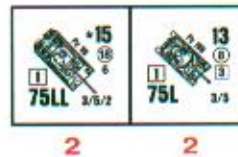


Elements of SS-Panzer Division 1 "Leibstandarte Adolph Hitler" [ELR: 5] enter on Turn 1 (see SSR 5); all Personnel must enter as Passengers: {SAN: 2}

Group A:

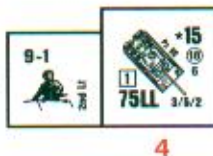


Group B:



Group C:

Elements of Panzer Division 2 enter on Turn 2 (see SSR 5):



1. EC are Moist, with no wind at start.

2. Place overlays as follows: **dx3** on hN3, **dx4** on hM1-M2, **dx7** on gC5-B5, **dx8** on gJ4-J5, **dx9** on gN4-M5, and **dx6** on ogN3-N4.

3. No Level 2 hill hexes exist; other terrain in these hexes exists normally at Level 1. All sunken roads are Sunken Lanes (B4.43). All hedges are Bocage (B9.5).

4. An extremely heavy mist is present. Mist (E3.32) is in effect with the exception that the mist is an LOS (not LV) Hindrance and the DRM is +1 for each hex range (also +1 for fire in the same hex).

5. Prior to American setup, the Germans must secretly record one entry hex (either gA3, hO3, eA3, or eH5) for each of the three groups in their OB; only

one group may enter on each hex.

6. The American force is Elite (C8.2). American AT guns may neither Bore Sight nor set up Emplaced, but may utilize HIP.

AFTERMATH: Lieutenant George Greene's platoon of towed 3-inch anti-tank guns arrived at dusk on 6 August with no time available for them to be situated in decent positions. The vacated spots left by the 1st Division's self-propelled guns were unsuitable for the 823rd's towed guns. At 0500 hours a German attack stopped off with an ineffective artillery barrage that only served to warn the Americans. The bulk of the attacking 2nd Panzer Division bypassed the stout resistance it encountered around St. Barthelemy. This resulted in the trailing 1st SS-Panzer driving almost head on into a town it assumed was cleared. Greene's A-T guns claimed several Panthers early in the battle with point blank fire, while bazooka teams laid in wait by the roadside hedges for blundering tanks to roll out of the dense fog. Heavy and confused fighting ensued as the German troops infiltrated the 823rd's position and turned back American attempts to relieve the battalion. By noon, Greene realized the futility of his position and ordered his troops to fall back after spiking their last gun.

Scenario Design: Curt Schilling

TURN RECORD CHART

BOARD CONFIGURATION:

✚ In the Victory Conditions, change "45 VP" to "40 VP".



(Only hexrows A-Y
are playable)

[illegible]

8	2							3	6



 6-5-8	 2-2-8	 9-2	 8-1	 7-0	 des MMS 3-8	 LMS 3-8	 PSK X13 12-4	 des MMS 12-4
12	2	2	2	2	2	2	2	2

AFTERMATH: The Germans drove their tanks and halftracks into a wooded hollow and began pouring fire into the foxholes dug under the pine trees. Vehicles mounting 20mm *flak* cannons jockeyed back and forth, spraying the American positions with their exploding rounds. Meanwhile, deadly marksmen of the 501st picked off all the Germans in their sights. It was a blood bath for both sides. Lieutenant Joe MacGregor, who had miraculously returned from the hospital after being shot in the head outside Veghel, gathered a bazooka and a couple of assistants and knocked out several enemy vehicles. The 2/501st would not be dislodged this day.

movement rules in certain circumstances in the desert (mostly for raising clouds of Vehicular Dust to screen other AFV).

In my experience, *ASL* players have a tendency to spread their armor out too thin. In other words, they ignore the concept of having a *schwerpunkt*, a point of the enemy line that they are going to break through at all costs. Instead, they try to go for all objectives at the same time across a broad front (shades of General Eisenhower!). Each local effort is often based around a single AFV for the essential firepower. And if that AFV goes, they are left at a loss.

On the other hand, the Radioless AFV platoon is forced to fight en masse. Tactically, this can be more of an advantage than a disadvantage. Certainly there are circumstances where these tanks could make their way faster if they were able to operate alone (the negotiation of hills is a prime example). However, given that their FP is likely fairly small, they are best used in groups. Maybe it's fair to say that a Radioless AFV platoon is equal to a single tank with a radio. But, if you've got the platoon, you can use its "multiple hit" capability, along with its multiple MG FP, to kill the target opposing you. Don't forget that no single vehicle can Encircle an enemy position on its own, but a platoon can, even if it temporarily has to spread out a bit. And a single lucky shot from the enemy is not going to deprive you of a whole platoon.

And even if you can't, or don't want to, maneuver your radioless AFV as a platoon, the penalties are not too severe. If your crew morale is 8 (usually the case) you have a 72% chance of moving your tin can even without using platoon movement rules. If crew morale is only 7, you still have a 58% chance of passing your TC.

And, as far as a French vehicle with a Morse Code Radio (French Vehicle Note R) is concerned, the likelihood of passing the TC to permit movement is 83% (5 chances out of 6). It's not a sure thing, but you'll be able to move more often than not.

Then there's the matter of RST and IMT tanks. Yes, it's true that you lose some flexibility with these machines, and you've got that perpetual +1 Buttoned Up modifier to deal with every time you shoot ordnance MA. But again there are compensations. The often difficult decision of "CE or not CE" is taken away from you; you have to be BU to fight. This makes you immune to Sniper attacks, for one thing, which can make those low-odds DR at least a little less risky (for the AFV, anyway). I've yet to lose a CT IMT tank to a STUN Recall, simply because mine are BU when in action (although a TK DR equal to a MG's Final TK# will Stun an AFV [or STUN a IMT], and two such rolls will STUN it). There's never a good reason to unbutton an FT-17 or a Matilda I, as they don't get Road Bonus even when in CE status. Sometimes, in this game, it's a positive relief not to have too many choices to make.

On the subject of turrets, it's worth looking at the Armor Factors of these tin cans. Very often, the side armor is as good (or bad, depending on your point of view) as the front armor. Even the rear AF, although always penalized by +1 on the BASIC To Kill number, is often only that one factor worse than the front armor.

Late-war AFV are often characterized by large AF on the front and small AF on the sides and rear. The German Hetzer (JgdPz 38(t)) is an example, with a whopping 14 AF on the front, and only 3 AF on the flanks. You never want to

show the sides or rear of this baby, even to a popgun.

On the other hand, the French Renault and Hotchkiss light tanks, for example, are about equally well protected all around. They've got 4 AF on the hull, and 6 AF on the turret, and a side target facing doesn't mean a thing. Think about Hull Down positions, but also think about the breakthrough role, where you may be taking fire from all sides. For these tanks, front and side facings are all the same, and rear facing isn't much worse. Forget those late-war tactics of never showing your weak parts. Press on to the enemy's rear.

Look, I'm not a glutton for punishment. I like playing with Panthers as much as the next guy, even Mr. Tuck. Bad tanks are bad tanks, and they can be a royal pain in the butt, despite everything I've written above.

However, *ASL* is more than just professional wrestling. Exclusive matches between "Hulk Hogan" and the heavyweight "meat-of-the-week" is selling the system short. Personally, I've always seen *ASL* as being more like boxing. A test of tactics, skill, and luck, even if the opponents are not perfectly matched. And I've always preferred a good lightweight bout to a super-heavyweight fight, where, recently, ear-chewing seems to have become an accepted strategy.

If you feel as I do, give *Doomed Battalions* a try. Here you have a chance to make silk purses out of sows' ears, and reverse history to boot. If your tin cans let you down, you can put it down to the fact that they are, after all, tin cans. And if you win with those tin cans, well, it's quite a feeling of accomplishment—you've mastered your opponent and you've mastered the system. Or maybe you've just been bloody lucky!

NORTH AMERICAN ASL EVENTS

Kent Smoak Memorial West Coast Melee

Los Angeles, CA
February 5 - 7
Herman Frettlor, fretth@aol.com
310-568-9331

Winter War

Champaign, IL
February 5 - 7
Pete Belford, pete@otterspace.com

Toronto ASL Open

Toronto, Canada
February 26 - 28
Tom Kirkpatrick, tkirkpat@home.com

March Madness

Overland Park, KS
March 5 - 7
Michael Reed, mreed@sky.net

Spring Offensive

Cold Lake, Alberta, Canada
April 9
Thomas Weniger, tweniger@incentre.net
403-594-4648

Nor'Easter

Groton, CT
April 23 - 25
Vic Provost, aslbunker@aol.com
413-536-9661/508-999-4877

ASL Open

Chicago, IL
April 30 - May 2
Louie Tokarz, MGLouie@aol.com
708-857-7060

Bitter Ender

Durham, NC
April (TBA)
Scott Blanton, sjblanton@mindspring.com

Schwerpunkt

Tampa, FL
April 30 - May 2
Evan Sherry, EvanSherry@aol.com
813-645-6264

Montreal ASL Festival

Montreal, Quebec, Canada
May 1 - 2, Michael Rodgers
MichaelRodgers@compuserve.com

Enfilade

Fife, WA
May 28 - 30
Scott Picardat, rspic@nwlinc.com

Borden Tournament

CFB Borden, Ontario Canada
May (TBA)
Rick Luden, rdfrank@sympatico.ca

Jitter Fire

Boulder, CO
May (TBA one day)
Martin Snow, snowm@ucsu.colorado.edu

Gun Duel

Iowa City, IA
June (TBA)
Guy Falsetti, Guy-falsetti@uiowa.edu

Summer Wars

Harrisburg, PA
June (TBA)
Kevin Meyer, 717-566-7380

Natl Boardgaming Championships

(formerly AvalonCon)
Hunt Valley, MD
July 27 - August 1
Don Greenwood, Doncon99@toad.net

Wild West Fest

Denver, CO
August (TBA)
Tim Wilson, tim_wilson@nols.edu
307-332-9266

Canadian Open

Winnipeg, Manitoba, Canada
September 25 - 27
Jim McLeod, jimmcleod@mb.sympatico.ca

Octoberfest (ASLOK)

Cleveland, OH
October (TBA)
Rick Troha, rickt@nwsup.com

Fall Classic

Groton, CT
November (TBA)
Daniel Zucker, DaniZucker@aol.com
908-754-3358

Finally, even though the MA of your tin can may have a B# of 11 (or worse), your MG still have B12 (barring a non-FT MA B11 printed in red like Italian Multi-Applicable Vehicle Note F). You can afford to take more chances with your vehicular MG; they may often be more valuable than your MA.

4. D9.3 "All Infantry in the same Location with a wreck/friendly-AFV/abandoned-enemy-AFV are entitled to a +1 TEM . . ." No matter how bad your tank may be qualitatively, your Infantry will always find it helpful. This may be less a matter of physical cover provided by the AFV than the morale boost provided by armor support. These effects are best seen when Battlefield Integrity (A16) is in effect or in the MPH when using Armored Assault (more on this later).

And note the reference to wrecks. This is reiterated in D10.3, which also mentions the matter of Hindrances created by vehicles and wrecks (D9.4), and created by smoke from Burning Wrecks. From the point of view of your Infantry, your tin can could be nearly as useful dead as alive, maybe more so if it's on fire. Sad but true. When push comes to shove, it may be worthwhile to push (or shove) your bad tanks into the teeth of the enemy, both to draw his fire and to provide Infantry cover, either in the form of Good Order vehicles or Wrecks.

5. F.10 "The crews of almost all armed vehicles carried smoke grenades . . ." Boy, these things can be fun. F.10 is one of the few Chapter F rules to be added to the standard game, so even if you don't have *West of Alamein* you should get familiar with this rule. Vehicular Smoke grenades (VSG) are similar to the smoke exponents of most 1st Line and elite squads, in that they allow placement of the half-inch Smoke counter (which, of course, exists only until the end of the MPH) in the vehicle's own Location. The vehicle must have "a MA weapon indicated on its counter," but this does not have to be a Gun; if the vehicle is armed only with MG that still counts as MA. (And note that this rule also applies to armed, un-armored, vehicles.)

One limitation of this rule is the requirement that a CT AFV be CE to attempt placement—a problem for RST and IMT tanks, which you will usually prefer to leave BU. On the other hand, with successful placement on a dr of 1 or 2, such a tank has a 33% chance of success, and a dr of 6 doesn't have any harmful effect. You can't attempt VSG placement in the same MPH that you attempt use of a smoke dispenser, but most tin cans don't even have smoke dispensers, so this is not a real detriment.

These VSG are a real boon to those nationalities with little other smoke-making capability, such as the Italians, French, Allied and Axis Minors, and—especially—the Russians. Used in conjunction with Armored Assault, VSG can help your tin cans offer excellent cover to advancing Infantry, and even to more valuable AFV. [For more on SMOKE-making, check out "Smoke Gets in Your Eyes" on p. 7 of this Issue—Eds.]

6. A7.212 "Whenever a unit is eligible for TPBF vs Known enemy units, it can attack only those units [see also related Q&A on this rule in the Debriefing section of the ASL Annual '96] . . ." Tate Rogers has already addressed the infamous (to some) tactic known as "VBM Freeze" in his article, at least from the defender's point of view. This is a great way to use bad tanks. So just do it.

This list is not intended to be exhaustive. More "equalizers" can be found in the rules, and some will be hinted at later. In the original SL rules, vehicles had a certain "generic" quality to them. Although the level of detail has increased enormously since those early days, an AFV—no matter how lousy—remains an AFV. With the right attitude, and a good knowledge of the rules, you can use these qualities to your advantage.

TIN CAN ADVANTAGES

Call me an optimist, but I firmly believe that for every downside, there is an upside. Or, to put it in Monty Python terms, "always look on the bright side of life." Some of the restrictions on your tin cans may appear to be onerous, but with the right attitude they can become pluses, or at least help you accept your situation.

Panthers, being the wondrous beasts that they are, can do nearly anything. They can even provide cover for Armored Assault. But what can be more galling than to see tanks with MP of 15 being tied to the basic Infantry Movement Allowance of 4 MF per MPH? Even if their MF are increased by leader bonus or by Double Time, Infantry will slow the pace of the "beautiful" Panther (or any other reasonably fast AFV) if the armor is offering them cover.

On the other hand, many tin cans were specifically designed as Infantry support vehicles. Their MP are similar to Infantry MF allowances for precisely this reason. You're not "wasting" MP by having your R-35s do Armored Assault with your Infantry squads. This is precisely how the R-35 was *intended* to do battle. And, functionally, the R-35 (or even the FT-17) does as good a job in this department as the Panther.

In addition, the slow tanks in some cases are as quick as any others in negotiating various obstacles. For instance, entering a woods Location costs one half its MP allotment for any fully tracked vehicle (with a high chance of Bog), or its entire MP allotment (with a lower chance of Bog). Half of a Panther's MP allotment is 7.5 MP. Half of an FT-17's MP allotment is 2.5 MP. And *all* your MP is *all* your MP, whether you have 15 of them or 5 of them. In this sense, entering woods or buildings is cheaper for slow tanks. They work like bulldozers—slow but relentless.

On the subject of Bog, don't forget that one of the things that tanks were originally built for in the First World War was crushing barbed wire. In my experience ASL players don't often use AFV for this purpose, due to the rather low

chance of success and the possibility of Bog (B26.53), but it could be a good role for your tin cans, especially in conjunction with Armored Assault. You can even send your bad tanks out scouting for minefields if you think its important, and placing a TB through a mined hex (B28.61) is often as good as clearing it, especially if your opponent has neglected to cover his minefield with firepower.

I'm not going to have much luck in selling you on the "advantages" of WEAK ARMOR (Category 2) or WEAK MA (Category 3). There aren't any. However, there are perhaps a few compensations to be found.

The flip-side of weak armor is (usually) low weight. This can be important where bridges or movement on ice are concerned. As well, low weight often, but by no means always, confers Low Ground Pressure, or at least means you won't suffer from High Ground Pressure. If you're likely to be facing Bog Checks, low weight will be of some help. And in a few cases your tin can may be Amphibious as well as lightweight. Bear in mind that you can send a tin can places where you can't send, or wouldn't risk sending, a bigger or more valuable AFV. If you see such an opening, it might happen that your opponent hasn't, and therefore hasn't prepared a defense against it. Go for it.

What can I say is good about weak MA? Well, MA is usually weak because it is of low caliber (40mm or less). Don't forget about Multiple Hits (C3.8). I say this because I've noticed that many players *do* forget. Getting two chances for a lucky low DR, either on the IFT or To Kill table, can make the difference between doing damage with these pea shooters and wasting a fire phase.

Low caliber guns are also often compensated by having a ROF of 1 or 2, especially if OT. It's a lot less work to throw around 37mm shells than 128mm shells. And vehicles with MG as MA are usually at least given a ROF of 1, the only vehicular MG to have any ROF.

Just a brief word about the infamous British 2 pdr. gun, and its lack of HE ammo. If it had HE, it would resolve hits on the 4 column of the IFT. But, using AP with HE Equivalency, as it must, it resolves hits on the 2 column (C8.31). This is only a "loss" of one column! This also applies to the 37LL guns of the Stuart and the Grant. Granted that, with such low firepower, the loss of even one column can't be taken lightly, but just the same I've seen many occasions where a player has treated a gun without HE as if it could have no effect against Infantry (or AT guns) at all. Just remember that you can't gain Area Target Type Acquisition using AP.

To complete our tour of the junkyard, it's worth making a few observations as far as LO-TECH (Category 4) is concerned.

First of all is the matter of Radioless AFV (platoon movement; D14). Mark Nixon has already addressed this situation to some extent in his excellent article "Gunned-Up In The Desert," *ASL Annual '89*, in which he showed that there were actually advantages for invoking platoon

not contain the HMG. As J.R. pointed out in his opening comments, 40Q6 does not have both the HMG and a SMC. Without a leader, an MMC with no HMG would have only three MF, negating its ability to Assault Move to Q5. Being alert to these little things gives the better ASL players an advantage in any scenario.

TURN TWO

Serial Event

American Player Turn

Rally Phase

Offboard Setup: I1 ?D(A,B)		
Offboard Setup: L1 ?B(A,C)		
Offboard Setup: M1 ?F(dm 60mm/a.C/dm 60mm/a.D)		
80 Offboard Setup: N1 ?G(Wilson/dm MMG/A.F/dm MMG/A.E/dm MMG/A.D)		
82 Offboard Setup: O1 ?H(Patterson/Baz/Baz/A.H/dm MMG/A.G/dm .50 Cal/A.I)		
83 Wind Change DR	2,2	
Civilian Interrogation		
84 Random Location DR	3,4	
Location 40V4		
85 AC-E in 40R4 receives information		
86 Information Table dr	-1	5
HIP units revealed		
87 ?T/Tg.D revealed in 40W4		

Prep Fire Phase

88 HMC-F in 40N3/6/1 WP at 41O9	+1	6,1	Hit/WP
89 G.B NMC (lose ?)	-3	3,3	Pass
90 HMC-E in 40P4/6 WP at 40L7	+3	6,5	No WP/No Shot
91 HMC-F MG at 40L7 - 2FP	+1	1,6	NE
92 HT-B in 40Q4/6 MG at 40K7 - 4FP	+1	5,3	NE
93 HT-F in 40Q5/1 MG at 40K7 - 4FP	+1	3,3	PTC
94 PTC g.C		6,2	Pinned
95 HMC-E MG at 40L7 - 2FP	+2	5,2	NE
96 AC-C in 40O3/1 MG at 41R9 - 4FP	+3	4,5	NE
97 AC-C MA ITT at 41R9	+5	4,4	NE
98 HMC-E MA ATT at 40L7	+3	4,5	NE

Movement Phase

99	AC-E in 40R4/6 to M8/6 Stop		
	BF MG at 40L7 - 4FP	+1	1,6 NE
	BF MA ATT at 40L7	+4	1,5 Miss
100	AC-E in M8/6 to 40L7 in BP on hexside 40L8		
101	?C/a.B in 40N6 to M7 (lose ?)		
102	?B/A in 40R8 to Q4		
103	g.D DFF at 40Q4 - 1FP		1,6 NE
104	?D/A.B in Offboard I1 to 40H10 to H8		
105	?A/a.A in 40P8 to M8 (lose ?)		
106	?E/A.C in offboard L1 to BP 40L10 to K8 German HIP deny K8 hex entry to A.C		
107	Random selection for German unit denying entry-Werth/ LMG/G.F revealed	4,4	
108	?F/dm 60mm/a.C offboard in M1 to 40M10 to L8		
109	Place ?F on offboard units in M1 ?F/dm 60mm/a.D offboard in M1 to 40M10 to L8		
110	?H/Baz/Baz/A.H offboard in O1 to BP 40N10 on M10 hex side		
111	G.F in 40K8 DFF - 4FP	+1	2,4 PTC
112	A.H PTC		6,3 Pinned
113	?G/Wilson/dm MMG/A.F/dm MMG/A.E/dm MMG/A.D in offboard N1 Double Time to BP 40N10 on O10 hexside		
114	G.F DFF LMG at 40N10	-2	5,6 NE
	No leader direction		
115	Wilson/dm MMG/A.F/dm MMG/A.E/dm MMG/A.D in 40N10 to BP O8 on NB/N7		
116	G.E in 41R5 DFF LMG at 40O8 - 1FP	4,6	NE
117	dm MMG/A.F/dm MMG/A.E end movement in O7		
118	Wilson/dm MMG/A.D in 40O7 to O6		
119	G.B in 41O9 DFF at 40O6 - 2FP	+2	1,3 PTC
120	Wilson PTC		1,2 Pass
121	A.D PTC	-1	4,5 Pinned
122	Wilson moves to 40O7		
123	?H/Patterson/dm MMG/A.G/dm .50 Cal/A.I in offboard O1 Double Time to 40P10 to Q6		

Defensive Fire Phase

124 Werth in 40K8 PF check dr	+2	1	Succeeds
125 Werth fires PF at AC-E in BP 40L7	+3	5,4	Miss
126 G.F Final Fires at 40L8 - 6FP		4,5	NE
127 g.C in 40K7 fires at 40M7 - 1FP		6,1	NE

Advance Fire Phase

128 A.C/a.C/a.D in 40L8 at 40K8 -12FP	+2	6,5	NE
129 a.B in 40M7 at 40K7 - 1FP	+1	2,1	NMC
130 g.C NMC		4,1	Pass
131 A.E/A.F/Wilson in 40O7 at 40K7 -8FP	+3	6,1	NE

132 A.A in 40Q4 at 40W4 -4FP	2,2	Cover/1MC	SAN
133 g.D 1MC	3,4	Break	
134 German SAN dr	3	NE	
135 A.G/A.I/Patterson in 40Q6 at 40K7 -8FP	+3	2,3	NMC
136 g.C NMC	6,3	Break	

Rout Phase

137 g.C in 40K7 routs to J7			
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Advance Phase

138 ?D/A.B in 40H8 to 40H8 CX			
139 A.C 40L8 to 40K8 CX			
140 60mm/a.C/60mm/a.D in 40L8 to 40L7 CX			
141 a.A in 40M8 to 40L8			
142 a.B in 40M7 to 40N6			
143 Wilson/dm MMG/A.F/dm MMG/A.E in 40O7 to 40P7			
144 dm MMG/A.G/.50 Cal/A.I/Patterson in 40Q6 to Q5			

Close Combat Phase

145 40K8 US Ambush dr	+1	6	
146 40K8 German Ambush dr		5	
147 A.C attacks 1-1	+1	4,3	NE
148 Werth/G.F 1-1	-1	6,3	NE/Melee

German Player Turn

Rally Phase

149 Wind Change DR	2,3	NE	
150 Self rally g.C	2,4	NE	

Movement Phase

151 ?JH/?VV/?XX in 41Q6 AM Q5			
152 LMG/G.E in 41R5 AM Q5			
153 ?BB/G.A in 41R9 AM S9			
154 ?DD/Kindel in 41O8 AM N7			

Defensive Fire Phase

155 A.F assemble MMG/A.E assemble MMG in 40P7			
156 a.C assemble 60mm/a.E assemble 60mm in 40L7			
157 A.G assemble MMG/A.I assemble .50 Cal in 40Q5			
158 A.D assemble MMG in 40Q6			
159 AC-C in 40O3 MG at 41R7 - 4FP	+4	6,4	NE
160 AC-C MA ATT at 41R7	+3	4,2	Miss
161 A.A in 40Q4 at 40W4 - 6FP		5,5	NE/Covers/DM g.D
162 A.E/A.F/Wilson in 40P7 at 40W4-8FP	+1	3,6	NE
163 HT-F/A.G/A.I/Patterson in 40Q5 at 40T1 - 6FP	+2	4,5	NE
164 HT-B in 40Q4 ATT at 40T0 - 2FP	+1	5,5	NE
165 HMC-F in 40N3 MG at 41N10 - 2FP	+1	1,3	NMC/NE SAN
166 German SAN dr		6	NE
167 HMC-F MA ATT at 41Q10		3,6	NE
168 HMC-E in 40P4 MA ITT at 41O9	+8	6,1	Miss

Rout Phase

169 g.C in 40J7 to 40J6			
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Advance Phase

170 ?BB/G.A from 41S9 to 41R9			
171 LMG/G.E from 41Q5 to 41Q6			
172 ?JH/?VV/?XX in 41 Q5 to P5			
173 ?T/T/Kindel from 41N7 to 41O8			
174 ?AA/?YY in 41U10 to 41T10			

Close Combat Phase

175 Werth/G.F CC 1-2	-1	5,1	NE
176 A.C CC 1-1	+1	1,2	KIA
Werth/G.F eliminated/LMG destroyed via subsequent dr			

AMERICAN

Everything is coming up red, white and blue! The turn opens with a successful Civilian Interrogation, a powerful tool in this scenario. My one mini-setback came as my squad assigned for smoke-laying duties is pinned upon entry. After that, lousy German dice allow me to enter relatively unscathed. I went ahead and fired WP at the concealed unit in 41O9. Although paying the +2 DRM for the concealed unit is risky, the net roll I needed was still 8 and the resulting MC reveals the unit. Having one vehicle come up SMOKE-less was a bit disappointing, however. Wilson charged on board in a full stack, but suddenly I was feeling a bit weak-kneed—what if the HMG is up in

41V7/L2? So I pulled up and left two squads in O7 as Wilson and a squad plunge forward to O6. As it happens, the only shot they took was from the WP-shrouded 41O9, but I just couldn't chance the whole platoon. Sloppy play on my part.

Finally, I strongly suspected the presence of an LMG/4-4-7 in 40L7 and risked a 'faust shot with a little VBM freeze. Note Chris would not have had to reveal any HIP unit in L7 until the conclusion of the MPH; however the 6-6-6 stumbled into the hidden Germans in K8 to make it a moot point, and I got a little lucky on the concealment loss random selection roll. I threw max infantry next to K8 in the hopes of drawing fire away from Wilson and friends, but Chris held fire, only to be betrayed by his dice. CC with a CX squad is risky, but I hoped to get a Melee which would extend the life expectancy of the AC and allow the mortars to establish themselves in 40L7. I did in fact get the Melee, so in all it was a very good American player turn.

During the German half of the turn, I win the Melee in 40K8! That's a relief—I was hoping to just tie him up for a while, but that's two points I had written off basically coming back to life. I hope to sneak over and bag the broken German HS on Hill 520-40. It'll lose DM and my concealed squad will AM next to it to jump it with a capture attempt in my coming turn. My advanced interrogation techniques should reveal more info about the hated Boche!

GERMAN

I was happy the Civilian Interrogation only uncovered g.D. I hardly seemed to slow down the Americans' movement on their way to the bridge. I had a couple of shots at Wilson and company but came up empty. J.R. invested a sizable force to take care of Hill 520-40. When he ran AC-E into bypass of 40L7, he was looking to freeze any Germans lurking in that hex. This would have played right into my hands (assuming I passed the PAATC). Considering all modifications, I would have needed a 10 to kill with an ATMM or a 7 without. As it turned out Werth, LMG, and G.F. were more than disappointing. They did next to nothing with First Fire, missed on a decent 6 FP Point Blank Final Fire shot, then missed with a leader generated PF. Finally, they failed to Ambush the Americans who rushed in for CC, which locked them up for my Turn 2 and led to their untimely deaths. I was not even able to prevent the mortar from gaining second level firing positions for a turn. Even after assigning them limited responsibilities, the units north of the river had a poor showing. J.R. took his first big risk of the game and came away clean—I'm going to have to make that up later on.

I chose to hold off on the HMG shot yet again even with A.Q. running into my Bore Sighted Location. I held my fire because no other American Infantry could reach 40Q4 so any residual fire would have had no effect. I need to be patient—watch and see how much U.S. fire the HMG will receive once I reveal it! I was hoping to have G.E. and LMG concealed while in 41Q6, but I could not let Wilson and friends run around unchallenged. I'll have to

rely on the stone building to keep that squad in Good Order. From here on there is going to be a lot more pain as I give up HIP and concealment to try and stop the American movement across the bridge. I'm feeling awful thin on the ground and am looking over my shoulder for my Turn 4 reinforcements.

NEUTRAL COMMENTATOR

The Germans endured a number of tough breaks during the course of Turn 2, the first of which was the Civilian Interrogation revealing the HS in 40W4 and their subsequent breaking in the face of the American onslaught. Second, and more importantly was the death of Werth and squad F in the German Close Combat phase. Those guys didn't do diddly squat! Chris was counting on the board 40 guys accomplishing something to slow the Amis down—a reasonable assumption—but they went with nary a whimper. At the very least they could have dragged out the melee for another player turn or so.

This is not to say that the Germans are in deep trouble; J.R. suffered some setbacks as well, notably the loss of WP from HMC-E. As I stated earlier, J.R. should not have fired both Scotts at 41O9 during his preceding fire phases, but I like the rationale for the +3 WP shot on 40L7 even less. I realize he was hoping to reveal and neutralize any HIP units lurking in 40L7, but I think using infantry smoke or vehicle smoke grenades from one of the HT could have sufficed. Also, I question the "recon by recon vehicle" move carried out by AC-E. Granted any adjacent Germans require a five to hit the AC with a PF, but that is exactly the shot Chris is willing to take in this scenario. This was an extremely risky move to take so early in the game considering the CVP cap faced by the U.S.; perhaps J.R. felt he was doing well enough that the AC's loss would not be too serious. Additionally, if squad C was trying for 40K8 anyway, it should have moved first—far better a broken squad than a burning M8! At the very least, AC-E should have attempted vehicle smoke in N7 or M8 to cover the entering American forces. Of course this may have adversely affected its subsequent Bounding First Fire but J.R. could have Bounding Fired from a different hex. J.R.'s movement of two half-squads into 40L8 was a definite attempt to draw fire but the wily Mr. Kavanagh refused to take the bait, choosing instead to shoot at moving units in 40M10 and N10 and then Final Fire at the adjacent units in L8. This is a good example of playing out the different defensive fire options. Alternatively, Chris could have waited until his Defensive Fire Phase and hit all three Ami MMC in L8 with a 12+1 shot and the AC-E with a 12+2 shot. An average DR would yield a 1MC on the GIs and a NMC on the CE crew. Assuming the Ami MMC break, the German squad would be safe from Close Combat and able to try for two PF during its own Prep Fire Phase. Alternatively, he could try for three PF (twice with the squad and once with Werth) during the DFPh, although still needing a five to hit. In weighing his options, Chris probably factored in his 67% chance of Ambush (and resulting



out of the fire when it counted. I did not miss the second .50 cal., but unlike others I don't like putting the MG on top of the near-side hill. I believe the Amis need as many bodies as possible on the far side of the river, and can't afford to leave leadership behind to direct the heavies. The mortars do a fine job all by themselves, and besides those big ol' machine guns just weigh me down. I enjoyed playing Chris, and hope to repeat the pleasure again in the near future. A huge thank you goes to Pooch and "Smasher" Carl Passler for recording all the moves and making this thing possible.

GERMAN

Congratulations to J.R. for a game well played. During the course of the game he took some big risks with his AFV, and each time the risks paid off. Had the AC that went up Hill 520-40 or the halftrack which bypassed 41Q6 been destroyed during their moves, I would have judged it a careless waste of armor. In his defense at the time he made those moves he was not in any CVP trouble, but the last few turns showed us how fast that can change. As it turned out, the Turn 4 move by HT-B was the most disruptive of the game. I feel the best use of the .50 cal. is setting it up on Hill 520-40 with both mortars. Given all that American firepower around the bridge area in various other forms, having the .50 up on the hill gives a decent FP shot from a different angle and takes advantage of the weapon's range. The use of the balance might have caused J.R. to adjust its use; two .50 cal. on the hill would be much more enticing. The infantry move across the bridge was orchestrated very well. Although I had a LMG set up for a fire lane down the road, by keeping the AC between the LMG and the bridge, J.R. took away the negative modifiers that make a 1 FP shot more effective. Braving the fire lane on Turn 3 was important because it put his infantry ahead of my Turn 4 reinforcements in the race for Hill 520-41.

It's obvious that my biggest mistake was running a stack in LOS and normal range of halftrack B on Turn 4. I expect to be abused by any and all ASLers I run into in the future for this bone-headed move. As for the rest of my play I'll dare say it was quite good. The northern infantry screen was set up in not too obvious locations with relatively low expectations for their impact on the battle. That they were close to useless was out of my control. Just as a football coach, all an ASL player can do is put his units in the right places (or at least pretty good ones) and hope they make the play.

My southern force is what made it a close game. As I had planned, I used PF and the PSK without regard for the safety of the firing unit, netting most of my points. This strategy did cost me, but it is doubtful that the units lost to backblast would have remained in Good Order into their next turn. The HMG's lack of production is another low point but I still like my setup and my plans for using it. J.R. is to be credited for his aggressive actions to keep it out of play. The placement of the PzIIIN could be questioned but I certainly did not throw it away. The PzIIIN had to be used in a TD role for the sake of acquiring CVP. J.R.'s position

with regard to victory buildings was nearly impregnable. He could have begun to pull his armor back from the fight, so I placed my tank where it had a variety of targets and only one threat. Facing a "5" to kill is not my favorite situation but it is an acceptable and unavoidable risk in "Scouts Out."

Having gotten to know this scenario as well as any other, I'm happy to say it is a very good one. I would still ask for and give the balance to the German player, but after that it's anybody's game. The German player has to have a strong stomach to stay in it—you will be under heavy pressure right from the start. Keeping HIP and concealment till the best possible shot is a must. At times you will have to treat one of your too few squads as a "fire and forget" weapon. The American player has just as much to worry about, having only one route to the victory buildings and vulnerable AFV with which to get there. Coupled with the sudden death Victory Conditions, he certainly has his work cut out for him. Enjoy!

NEUTRAL COMMENTATOR

Two things stand out in my mind about this game. First, both players made an accurate forecast of how the game would go and followed their initial plan. American forces quickly cleared the north side of the Nied and rapidly established themselves on the south bank. Hill 520-40 saw a sharp but brief firefight as both players felt it would. Neither Chris nor J.R. thought the Amis could actually be stopped; instead the real battle would be between J.R.'s pressing need to keep CVP down and Chris's to hurt the U.S. as much as possible, giving little regard to the VC buildings or the casualties the Germans suffered. The fact that it ended with the Germans within two CVP of a win shows how accurate their assessment of this scenario was.

Which brings me to my second point: this was a pretty close game. Despite the endless pounding that the Germans took, Chris was in it up until Turn 5 or 6. This says something about our hobby—it really is not over till Fat Herman sings! Although it can be demoralizing to play a side that is destined to get demolished, it still gives one a certain amount of pleasure to pull a victory out of seeming disaster. Chris was constantly adjusting his dispositions to meet J.R.'s onslaught as best he could and never seemed defeated no matter how bad it looked. He always seemed in position to bag an AFV and if he just got one more or even if he killed HT-B on one of his two CC Reaction Fire shots before the crew escaped with the MA, he would have been the victor.

Chris played a good game but I feel two critical mistakes did him in. The first was moving the reinforcing stack in the open during Turn 4—something a player of his caliber very rarely does. Chris had to make sure no enemy unit had LOS to his path to Hill 520-41 and, if an American unit did, either find another way or move each unit singly. If one or two German MMC get adjacent to or onto Hill 520-41 at the end of Turn 4, the game would have gone a lot differently. Second, the use of the German sniper in Turn 4 to break the mortar crew

on board 40 instead of moving it to board 41 (where it may have done some real damage during J.R.'s final push for VC buildings) may have put the game out of Chris's reach, especially in light of the fact that the German Sniper was activated three times during the game's last three turns. In spite of this, I do think he played a great game because he kept himself in it until the very end, despite suffering cruelly at the hands of the dice at times.

J.R.'s play is to be commended as well. His initial plan of attack was sound and well thought out. He considered his OB's strengths, examined the terrain he would have to cross to achieve his directives, and hypothesized Chris's likely plan of defense. These are good solid rules of thumb to follow whenever you play ASL. Moreover, he adjusted his attack when he needed to; i.e., he showed the flexibility any good attacker needs. He took numerous chances which, although seemingly ill-advised, resulted in his victory. He displayed a quick grasp of the tactical situation and moreover took advantage of any ill fortune which befell Herr Kavanagh.

One final note concerning our replay. The balance that the Americans conceded does truly change the feel of "Scouts Out." As mentioned above, many U.S. players opt to set up a firebase on Hill 520-40 with the two HMG, hoping to cause long range havoc with any Germans they see and interdict the enemy's movement. Even Germans in stone buildings are vulnerable to 16+3 shots within normal range of these two monsters. The scenario's complexion does definitely change when there is only one.

We are still not completely convinced that the Germans need the balance in "Scouts Out." It looks to us like J.R. got the better of the luck in this game and still barely escaped a CVP loss. But it was a close game with the German balance, so maybe so. Eds.

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TURN SEVEN

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
676	Wind Change DR		5,3	NE
677	Kindel in 41K8 rally		4,1	Rally
678	Kindel rally g.Z		5,1	NE

Movement Phase

679	Pris/PSK/A.B in 41Q7 AM R6
680	A.C in 41S7 AM 41S6
681	Wislon/50 Cal/a.20/MMG/A.E in 41N6 AM to O6
682	AC-E leaves game

Defensive Fire Phase

683	MMG/G.U in 41N2 TK at HT-B in 41O8	+2	3,3	Hit
684	TK DR		1,1	Burning Wreck
685	German Player concedes			

AMERICAN

I simply pull my troops from view, taking no shots in order to avoid a Sniper activation. Although I felt I had things wrapped up for a turn and a half or so, we felt playing it out was worthwhile given the CVP cap.

GERMAN

Oh well, no miracles today. Even with a set of snake eyes to end the game, I can't put enough on the board. I would happily trade those snakes for another Turn 4 Defensive Fire shot at that halftrack.

NEUTRAL COMMENTATOR

J.R. plays it safe, as he should, having the game well in hand. Chris finally rallies Kindel, and more importantly kills HT-B—putting him at 21 CVP. Having eliminated that nemesis, he concedes.

FINAL COMMENTS

AMERICAN

I was very pleased with my initial two turns. I got my boys up to the end of the bridge in position to rush across, I managed to clear the top of the hill with relative ease, and, most importantly, I got all my vehicles in position without a scratch. Offboard movement provides a lot of flexibility in a situation like this. The game plan was right on schedule. I think I was pushing too hard, though, with the crossing. Unloading those guys under the nose of the Smoked-in squad was pretty rash, and I paid for it—I should've seen that LOS to the brookies on the other side of the river, especially since I was wary from the outset of rout-denial from that damned hill. Given that loss, I felt I had to push to establish a presence on top of Hill 520-41 before the German reinforcements arrived—it was hard enough throwing second-liners off the hill without having to face a tank and first-liners as well! So, I put my vehicles right in Chris's face and hoped for the best. As it turned out, it worked. The CH from the Scott was handy but a normal hit would've done the trick as well. The really devastating luck was when my HT survived Close Combat in Bypass—Ambush, Open Topped, ATMM, it was dead by rights but the dice gods smiled on me. After that I was still in a hole, with Germans in Q6, R7, and R9 clogging up the middle. My mini-victory atop the hill would have been pretty insubstantial had the Germans held their positions on the other side of the road—Chris' reinforcements are significant and supported by the panzer they are a legitimate threat to take back a couple of stone locations. Again I chose to gamble, facing off against the panzer with my armored car, and again it paid off. That, combined with stuffing the infantry reinforcements, swung the game in my favor. Cracking the heart of the position in the American Turn 6 Prep Fire Phase put the game away.

The awesome American firepower made itself felt, but the American vulnerabilities came to the fore as well. All my fears were realized—a Sniper sent a Scott home, my six-morale squads wilted in the face of enemy fire, Germans on the near side of the river cut my rout paths. However, Interrogation helped tremendously, flushing out HIP and concealed Germans and Dummies at key points. I was able to use my mobility to pressure the German position, and though my risks were perhaps a bit too extreme, the dice pulled my chestnuts

was looking awfully inviting to the 10th Armored boys before that point. Should the Amis secure a couple of buildings on that hill, the game would indeed be over. While the Germans are frighteningly thin on that flank, g.N's return to the firing line stabilized the situation somewhat. American half-squads X and B did indeed move towards hill 513, in the process eliminating G.A. Note that J.R. was sure to keep both units out of Good Order enemy LOS during the MPH to insure that G.A. would have to surrender. The U.S. MPH also saw American troops moving up onto Hill 520-41 in force and preparing to storm hill 513 on Turn 6. The utter lack of Defensive First Fire on Chris's part attests to the near powerlessness of the shattered German forces.

The German DFPh saw Chris going for what seems to be the only course of action left open to him: try to kill any vehicle he can. Unfortunately, the PSK HS in 41Q6 cannot take the "HEAT" and breaks trying to avenge the PzIII. The TK attempt on the other M8 AC likewise fails, but each shot is a nail biter for both players.

The German player turn sees the PSK half squad Self Rally and Battle Harden, but the two reinforcing 4-6-7s (squads W/V) still do not, both rolling 11 when a 9 would have sufficed. The LMG in 41Q6 again attempted to kill AC-E and again failed. Chris tries to move up G.X and the PSK for some PF/PSK shots on any vehicles in and around hill 520-41, but G.X is broken by AC-E. The PSK half-squad moves in for yet another shot. While Chris is not out of it yet, things are looking mighty grim.

TURN SIX

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
606	Wind Change DR		5,2	NE
607	a.C Self Rally in 40L7		1,4	Rally
608	Wilson rally A.E in 41N8	+2	2,2	Rally
609	Kindel Self Rally in 41K8		2,5	NE
610	Metzler rally G.V in 41O1		2,1	Rally
611	Metzler rally G.W in 41O1		4,5	Rally
Prep Fire Phase				
612	60mm/a.D in 40L7 at 41S7	-2	1,6	Hit/ROF
613	Effects DR - 4FP	+3	3,5	NE
614	60mm/a.D at 41S7	-2	5,3	Hit
615	Effects DR - 4FP	+3	5,4	NE
616	60mm/a.C in 40L7 at 41S7		6,5	Miss
617	AC-C in 41P8 MG at 41S7 - 8FP	+3	6,3	NE
618	AC-C MA ITT at 41S7	+2	3,1	Hit/SAN
619	Effects DR - 4FP		2,2	IMC/SAN
620	Linden IMC		3,5	Break
621	g.N IMC		3,6	Break
622	Ger SAN dr		1	Activate
623	Random Location DR		3,2	40N8
624	40L7 Random Selection DR			a.C Break
625	German SAN dr		2	Sniper to 41R8
626	AC-E in 40Q1/5/1 MG at 41Q6 - 8FP	+3	3,2	NMC
627	G.E NMC DR		4,4	Break
628	AC-E MA ITT at 41Q6	+1	2,1	Hit/ROF
629	Effects DR - 4FP		2,1	2MC
630	G.E 2MC		3,2	Pass
631	AC-E MA ITT at 41Q6	+1	6,4	Miss
632	.50 Cal/a.20 in 41N7 at 41Q6 - 8FP	+4	5,4	NE

Movement Phase

633	7L/a.B in 41W10 to X8
634	a.X in 41U9 to W8
635	7B/.50 Cal/a.H in 41P9 Drops .50 Cal Double Time to S6
636	7Y/A.C in 41T9 Double Time to S8
637	Pris/PSK/A.B in 40Q1 to Q8

638	Pris/Patterson in 41N8 Double Time to M8			
639	MMG/A.D in 41N8 AM N7			
640	MMG/A.E in 41N8 AM N7			
641	A.O in 41N8 AM O8			
642	A.O in 41O8 Recover German HMG	6		Fails
643	Wilson in 41N8 AM N7			
644	MMG/a.A in 41P7 to O9			
Defensive Fire Phase				
645	PSK/g.B in 41O6 at AC-C	+3	1,1	Critical Hit/ g.B Elim/SAN
646	TK DR		2,5	Kill Burning Wreck
647	US SAN dr		3	NE
648	MMG/G.U in 41N2 TK at HT-B in 41O8	+2	6,1	Hull Hit
649	TK DR		5,2	NE
650	G.U in 41N2 at 41O8 - 4FP		3,3	No LOS
Advancing Fire Phase				
651	Wilson/A.D/A.E in 41N7 at 41Q6 - 8FP	+2	6,5	NE

Rout Phase

652	Linden/g.N surrenders to A.H; surrender refused, Linden/g.N eliminated
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Advance Phase

653	7L/a.B in 41X8 to 41Y8 CX
654	a.X in 41W8 to 41X7 CX
655	A.H in 41S6 to R6
656	A.C in 41S8 to 41S7
657	Pris/PSK/A.B in 41Q8 to 41Q7
658	Wilson/.50 Cal/a.20/MMG/a.E in 41N7 to N6
659	MMG/a.A in 41O9 to 41N8 CX

Close Combat Phase

660	MMG/a.A in 41N8 gains 7R
661	Pris HS/Patterson in 41M8 gain 7G

German Player Turn

Rally Phase				
662	Wind Change DR		2,4	NE
663	G.E Self Rally in 41Q6		6,4	NE
664	Kindel Self Rally in 41K8		5,6	NE
665	A.O in 41O8 recover German HMG		1	Recovered

Prep Fire Phase

666	MMG/G.U in 41N2 at 41N6 - 8FP	+3	5,5	NE
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Movement Phase

667	7K/Metzler/G.V in 41O1 BP 41N1 on hexside O2			
668	Wilson/MMG/A.E/.50 Cal/a.20 in 41N6 at 41N1	-3	3,1	2KIA/SAN/ROF
669	German SAN		1	Activate
670	Random Location DR		3,2	41T9
671	40Q1 Random Selection DR AC-E recalled			
672	G.W in 41O1 Double Time to O2			
673	Wilson/.50 Cal/a.20 - 8 FP at 41O2	-3	6,4	IMC
674	G.W IMC		3,3	Pinned

Rout Phase

675	LMG/G.E in 41Q6 to 41Q5
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AMERICAN

A devastating Prep Fire Phase busts up hex 41S7, opening the way for a dash toward Hill 513. Hex 41Q6 finally falls as well. I am somewhat obsessed with getting victory locations on Hill 513, because this will allow me to yield ground on Hill 520-41 in the face of any German counterattack. The added flexibility means I won't have to risk losing bodies in CC simply to hang onto needed building locations. Not moving the German Sniper earlier comes home to roost as "2" Sniper activations smack my mortar crews in Q6. Up front they might have bagged the 9-1 or sent a vehicle home. In my Movement Phase I tried my best to draw some fire from the PSK HS but it maintained fire discipline; instead I set up to take out the brookies in S7. The 'schreck team's patience is rewarded with a flaming kill of my armored car, but the "1" on the colored die cooks the half-squad as well. It might be too little, too late as that Greyhound has already done his job

by whacking the PzIIIN. Getting the S7 guys off my back is worthwhile, but I realize too late that squad H will be unable to leave the street due to its CX status. Not too big a deal, but I'd prefer to be in positive TEM terrain. Patterson steps up to tweak Kindel's nose, keeping that poor soul DM for yet another Rally Phase. Now it is a matter of avoiding a hellacious German fire phase or a really nasty Sniper roll. Nothing like a SAN dr of "1" dropping the 9-1 followed by a "12" on a LLMC! Don't laugh, I've seen it happen! The German counterattack petered out before it really got started, but a Sniper Recalled my second M8 AC.

GERMAN

The PSK team did its job after all, although it would have been nice if it happened sooner or if the half-squad had survived. It was nice to see AC-C destroyed by what it had lived on all game long—a Critical Hit. Have you ever been disappointed to see your Sniper Recall an enemy AFV? I was. This also would have been great had it happened sooner. Obviously what I needed there was a leader KIA. I'm kicking myself now for not relocating my Sniper back when the dr "2" pinned a.C. At the time I was hoping the dice would give me a decent relocation. Running my squads at Hill 520-41 was an attempt to draw additional Sniper checks, as I've closed in on the CVP total. At this point the game is probably over. The only CVP I can realistically hope for are in that damn halftrack and it's only worth 2. J.R. just has to stay out of my way to win.

NEUTRAL COMMENTATOR

That is a valid point concerning Chris's use of his Sniper. I felt that when the Sniper was activated at the end of the fourth German player turn, it should have been moved across the river. The mortars had become irrelevant as the Americans were across the Nied in force. The Sniper has to come to where the action is and hopefully bag a U.S. SMC or hit a broken MMC for some easy CVP. I really think that not moving the sniper at that point was one of the few times Herr Kavanagh strayed from his plan of trying to cost the Amis CVP.

J.R.'s plan for the end game is a sound one: risk nothing. The insurance given by his capture of the VC buildings on hill 513 gives him an enormous advantage at this point. His care in moving his units is to be commended. He accomplishes two objectives which put the game nearly out of Chris's reach. First, he positions more units on Hill 520-41 to wipe out the remnants of German resistance. Second, he secures two "insurance" VC buildings on hill 513. True, the death of AC-C puts him at 18 CVP, but the simultaneous elimination of g.B leaves Chris with too few units to mount a effective threat against the Americans. Metzler's boys finally make an attempt to get into the battle, but G.V and Metzler get KIAed and G.W is pinned. As this was Chris's final Movement Phase, he had little choice but to rush them forward and hope for a lucky break.

AMERICAN

Snake eyes make anybody look like a super-genius. The PzIII goes down to the AC. This removes the heart of the German arsenal, so I am breathing a bit easier now. I have to say I've made some rather iffy decisions so far and have been rewarded with some tasty rolls that have saved my bacon. Elsewhere, the crew of the Immobilized HT Abandons the vehicle, removing all the MG at the same time. Now if the Germans nail the AFV, they won't get any extra CVP for a functioning MA or the crew itself. Hee hee hee. Not to mention those MG might come in handy. I cut off and refuse the surrender of the broken German squad G.A for two reasons: first, I don't want it Self Rallying on my flank; and second, I can't afford to take prisoners over there with half-squads. Those HS are on their way to grab Level 1 building locations and I don't want to sacrifice firepower or CC factors in case the Germans counterattack that end of the board—however unlikely that may be. Up on top of the hill, I am relieved the PSK half squad went down; otherwise, a broken Ami in N6 would be vulnerable to Failure to Rout should the 7-0 and friends rally. As for those guys, I should've sent Patterson into the gully to chase them a bit further away. Oh well. I now have a lot of bodies in various states of disrepair up there, so I think the Germans will have a tough time taking it back.

During the German turn, I was thinking Chris should've rolled to rally the 7-0 first, then used his MMC Self Rally attempt on the accompanying HS, but it looks like he made the right choice with the PSK carrier! Poor luck keeps the two squads from the reinforcement group out for another player turn. Without those squads, Chris simply doesn't have enough to work with at the moment. With his panzer dead and his reinforcements licking their wounds, Chris is left without much to do. My own shooting is generally ineffective, so this player turn we are just biding our time.

GERMAN

Wow. Turn 5 starts off right where Turn 4 ended—another Critical Hit. I look forward to knowing these Critical Hits will finally stop once all of my troops are removed from play. So much for the fun of AFV hunting with that interesting PzIII. While I never seriously thought I could hold the Americans out of 5 buildings, it is still hard to watch half squads a.B and a.X. cross the stream unchallenged. They are obviously getting ready to run all over hill 513, which will take away any need for J.R. to put other units at risk. J.R. wisely abandons HT-B, giving himself more firepower and reducing his CVP vulnerability should the halftrack perish. The body of the American force occupies Hill 520-41 in anticipation of the coming platoon-sized counterattack. But there will be no counterattack because Metzler is hiding out in that tree line telling his troops to, "Sit tight the war is almost over." Or perhaps they are telling him, "Follow you? Look where you led us the last time!" In either case, my newly inspired PSK team is on its own. At least I got this unit back



on the firing line; that 'schreck could do its job yet.

NEUTRAL COMMENTATOR

The Panzer III dies! The Panzer III dies! J.R. definitely played the odds on that one. During the Turn 4 German Movement Phase, he was carefully mulling over a Motion attempt with AC-C but decided to duke it out as he had two fire phases to knock the tank out. Again, I thought it risky but the dice proved me wrong. J.R. was almost assured a hit on each shot and needed a five to kill. He could rea-

sonably expect 2.67 shots over those two phases, barring a gun malfunction or sniper, and could therefore expect to get some sort of result on the tank. A Critical Hit might even be hoped for, but J.R. shouldn't try to get greedy and claim a Multiple Hit (D3.8) also—you can't have both. My one criticism: why did the 60mm mortar fire first in J.R.'s Prep Fire Phase? ASL doctrine tells us to always take the most important shot first lest a lucky sniper interfere; the AC-C shot was obviously the most important of the phase, if not the game!

The rallying of g.N in 41S7 during the U.S. turn helped Chris's cause somewhat. Hill 513

like J.R.'s reasoning for Patterson's moves during the U.S. Turn 4, weighing the recovery of the HMG versus the benefits of keeping Kindel and friends DM.

Chris's decision to utilize CC Reaction Fire versus HT-B was a sound one. The halftrack was obviously attempting to VBM freeze squad G.C. (and the HMG in its possession), allowing the position to be swarmed by J.R.'s other units. Another alternative was to attempt for a PF. Assuming a successful PF check, the squad would have needed a five to hit if it took the backblast penalty but would have been confronted in all probability by a burning wreck in its own hex. This would have effectively reduced the HMG to impotence, although it would have been free to then fire outside of its own hex. A final alternative which deserved consideration was a TK attempt by the HMG when the halftrack was in 41P8. The HMG would have required a seven to hit (moving, target size) and a six to kill on a hull hit or five to kill on a turret. Chris could have taken multiple shots if he retained ROF. This would have been an effective way to deal with the HT, particularly since with ROF from the HMG the squad would not be marked as First Fired. Further, it would not have required the squad to pass a PAATC. CC Reaction Fire may well have been the best option to destroy the AFV (which has got to be the German's main concern at this point), but not necessarily the only way. Just to run down the modifiers for the CC Reaction Fire: -1 Ambush, -2 for OT AFV, -3 for ATMM and +2 for Motion.

Chris did commit a couple of gaffs during Turn 4. First, he neglected to take a 1FP -2 firelane attack at Squad A.M. This of course could have altered the game, but in all honesty both of our players (as well as your esteemed neutral commentator) forgot the FL even existed. Second and more important was Chris's oversight that the halftrack in 41O8 had LOS to 41N2. Chris had good reason to want to move up the bulk of his reinforcements (8-1, 3 squads, and MMG) quickly, but you gotta be careful. Chris got away lucky, all things considered, but this single mistake may have been the turning point in the game. Perhaps Chris should have set up one 4-6-7 offboard of Y1, and used a combination of Double Time and road bonus to reach 41W6 and better cover hill 513.

At this point, strange as it may seem, I believe that the Germans now hold a slight edge over their American adversaries. This may seem incredible after the beating that the German squads have taken. But they have quietly amassed 13 CVP (6 for the Scott, 2 for the Armor Leader, and five for the MMC eliminated). The cursed halftrack in 41O8 should die before the game's end, yielding Chris either five CVP or two CVP if the crew bails out with the MA and survives. AC-C in 41P4 is no doubt going to be the primary target of the PzI-IN during Turn 5. The death of either of these vehicles puts J.R. perilously close to the CVP cap. Given that J.R. has secured no VC buildings to this point, the loss of either of those AFV will force him to play with much care. Indeed, if Chris had managed to get one or two of his Turn 4 reinforcements up on or adjacent

to hill 520-41, I feel his position would be a commanding one. Finally, has J.R. forgotten the inherent bazookas on his M3A1s? I think that those LATW might come in handy the next turn or two!

TURN FIVE

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
514	Wind Change DR		1,6	NE
515	a.X in 40R1 Self Rally Attempt		4,3	Rally
516	Metzler rally G.V in 41O1		2,6	NE
517	Metzler rally G.W in 41O1		2,5	NE
518	Kindel rally in 41L7	+4	4,4	NE
519	Linden rally g.N in 41S7	+3	2,1	Rally
Prep Fire				
520	60mm/a.D in 40L7 at 41S7	-1	4,4	Hit
521	Effects DR -4FP		2,3	NE
522	AC-C in 41P8 MA VTT at PzIIN in 41Q3		1,1	Critical Hit/ Multiple Hits/Hull Hit
523	First TK		5,3	Kill/Wreck
524	Second TK		2,5	Kill/Wreck
525	PzIIN CS		5,6	No
526	AC-C MG at 41S7 - 8FP	+3	6,3	NE
527	AC-C MA ITT at 41S7	+3	5,1	Miss
528	AC-E in 40Q1/5/1 MG at 41Q6 8FP	+3	6,3	NE
529	AC-E MA ITT at 41Q6 - 8FP	+2	4,4	Miss
Movement Phase				
530	a.X in 40R1 Double Time to T9 DM G.A in 41U10			
531	a.B in 40Q1 Double Time to V10			
532	Wilson/MMG/A.E in 41P10 Double Time to N7			
533	A.I in 41P10 Drops .50 Cal to P8			
534	MMG/a.A in 40Q1 to P8			
535	MMG/A.D in 40Q1 to 41N9			
536	Baz/Baz/A.H in 40Q2 to 41P10 Attempt to recover .50 Cal dr		5	Recovered
537	Pris/PSK/A.B in 40O3 to Q1			
538	Pris/Patterson in 41N7 AM N8			
539	A.C in 41R10 to S9			
540	a.20 in HT-B in 41O8 Abandon Vehicle with dm .50 Cal/dm MMG			
541	MMG/G.U in 41N2 DFF at 41O8 - 8FP		6,5	NE
542	G.X in 41R2 DFF at 41O8 - 2FP		4,5	NE
543	HT-F in 41P7/3 to P9/1-Stop			
Defensive Fire Phase				
544	PSK/g.B in 41O6 at AC-C in 41P8	+3	3,6	Miss/g.B IMC
545	g.B IMC		6,4	Break/ELR Replaced by g.O
546	LMG/G.E in 41Q6 TK AC-E in 40Q1	+1	4,1	Turret hit/ PTC on A.B
547	TK DR		3,6	NE
548	A.B PTC DR		6,1	Pinned
549	G.E in 41Q6 at 40Q1 - 2FP	+1	6,3	NE
550	Linden/g.N in 41S7 at 41P8 2FP	+1/+2	1,2	IMC A.I/a.A NMC AC-C
551	AC-C NMC		1,1	
552	MMG/a.A IMC		1,4	Pinned
553	A.I IMC		6,4	Break/ELR Replaced by A.O
Advance Fire Phase				
554	Wilson/MMG/A.E in 41N7 at 41Q6 - 4FP	+3	2,5	NE
Route Phase				
555	A.O in 41P8 to O9-N8			
556	g.O in 41O6 to 41O5			
557	G.A in 41U10 surrenders to a.B in 41V10			
558	a.B refuses surrender G.A Eliminated			
Advance Phase				
559	a.B in 41V10 to W10			
560	a.X in 41T9 to U9			
561	A.C in 41S9 to T9			
562	Pris/Patterson in 41N8 to M8 DM Kindel/g.Z			
563	MMG/A.E in 41N7 to 41N6			
564	Wilson in 41N7 to N8			
565	MMG/A.D in 41N9 to N8 CX			
566	a.20 in 41O8 to N7 CX			
567	Baz/Baz/.50 cal/A.H in 41P10 drops Baz/Baz to P9			

568	a.B in 41W10 concealment gain dr	+3	1	Gains 7L
569	a.X in 41U9 concealment gain dr	+3	6	Fails
570	A.C in 41T9 concealment gain			?Y
571	.50 Cal/A.H in 41P9 concealment gain			?B

German Player Turn

Rally Phase				
572	Wind Change DR		6,2	NE
573	g.O Self Rally in 41O5		1,1	Rally/HOB
574	g.O HOB	+2	4,2	BHarden Replace with g.B
575	Kindel rally in 41L7		5,4	NE
576	Metzler rally G.V in 41O1	-2	6,5	NE
577	Metzler rally G.W in 41O1	-2	6,5	NE
578	Wilson rally A.O in 41N8		2,2	Rally

Prep Fire Phase

579	LMG/G.E in 41Q6 TK AC-E in 40Q1	+1	5,5	Miss
580	G.E in 41Q6 at 40Q1 - 2FP	+1/+2	4,1	A.B PTC
581	A.B PTC		5,1	Pass
582	MMG/G.U in 41N2 at 41N6 8-PP	+3	3,1	IMC
583	A.E IMC DR		6,3	Break
584	Linden/g.N in 41N7 at P8 -2FP	+1/+2	5,1	NE

Movement Phase

585	PSK/g.B in 41O5 AM O6			
586	G.X in 41R2 CX to Q3			
587	AC-C in 41P8 MG at 41Q3 - 8FP	+2	2,1	2MC
588	G.X 2MC		6,5	Break/DM/ELR/Replace with G.K

Defensive Fire Phase

589	a.C in 41N7 assemble .50 Cal			
590	60mm/a.D in 40L7 at 41S7			
591	AC-C in 41P8 MA ITT at 41S7	+3	4,4	Miss
592	MMG/a.A in 41P8 at 41S7 - 4FP	+3	3,2	NE
593	AC-E in 40Q1 MG at 41Q6 - 8FP	+3	5,1	PTC
594	G.E PTC		4,1	Pass
595	AC-E MA ITT at 41Q6	+1	2,1	Hit/ROF
596	Effects DR - 4FP		5,6	NE
597	AC-E MA ITT at 41Q6	+1	4,1	Hit
598	Effects DR - 4FP		4,4	NE
599	Pris/PSK/A.B in 40Q1 at 41Q6 - 6FP	+3	4,6	NE

Advance Fire Phase

600	PSK/g.B in 41O6 at AC-C in 41P8	+7	1,2	Miss
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Route Phase

601	Kindel/g.Z in 41L7 to K8			
602	G.K in 41Q3 to S3			
603	MMG/A.E in 41N6 to N8			

Close Combat Phase

604	Metzler in 41O1 gains ?I			
605	G.U in 41N2 concealment dr	+3	1	?D

TIPS FROM THE TRENCHES

Worried about the enemy having a sneaky LOS to your moving concealed unit? Drop concealment even though you are not sure that the enemy has LOS. By dropping concealment you are forcing the defender to declare an attack before he is sure of the LOS. If you are concealed and not using Assault Movement the defender can take free LOS checks.



469	MMG/A.D/a.B/AMMG/a.A at 41Q6 +3	3.3	NE/Cower
470	AC-C in 41P8 MG at 41R7 - 8FP	+3	5.4 NE
471	60mm/a.C in 40L7 at 41R7		3.4 Hit/ROF
472	Effects DR - 4FP	+3	1.3 PTC/SAN
473	g.N PTC DR		6.3 Pinned
474	German SAN		4 NE
475	60mm/a.C in 40L7 at 41R7	-1	2.2 Hit/ROF/SAN
476	Effects DR - 4FP	+3	3.4 NE
477	German SAN dr		6 NE
478	60mm/a.C at 41R7	-2	6.3 Hit
479	Effects DR - 4FP		3.4 NE
480	Wilson/MMG/A.E/50V.A.1 in 41P10 at 41R7 - 24FP	+3	4.3 IMC
481	g.N IMC DR		3.2 Pass
482	60mm/a.D in 40L7 at 41R7		1.5 Hit/ROF
483	Effects DR - 4FP	+3	2.1 NMC
484	g.N NMC DR		3.4 NE
485	60mm/a.D at 41R7	-1	2.6 Hit/ROF
486	Effects DR - 4FP	+3	1.6 NE
487	60mm/a.D at 41R7	-2	3.3 Hit/ROF
488	Effects DR - 4FP	+3	6.2 NE
489	60mm/a.D at 41R7	-2	1.6 Hit/ROF
490	Effects DR - 4FP	+3	1.2 NMC
491	g.N NMC		2.6 Break
492	60mm/a.D at 41S7	+2	5.1 Hit
493	Effects DR - 4FP	+3	2.2 PTC/SAN
494	Linden PTC		5.4 Pinned
495	German SAN		2 Activate
496	Random Location DR		4.6 4009
497	40L7 Random Selection DR		3.1 a.C Break
498	AC-C MA VTT at PzIIIN in 41Q3	+4	1.2 Tur Hit/ROF
499	TK DR		4.4 NE
500	AC-C MA VTT at PzIIIN in 41Q3	+3	4.5 Miss
501	A.H in 40Q2 at 40Q6 - 6FP	+4	1.6 NE

Advance Fire Phase

502	PzIIIN in 41Q3 MA VTT (HE) at AC-C in 41P8	+8	2.4 Miss
503	Metzler/G.U in 41N2 at HT-B in 41O8 - 1FP	+1	2.2 PTC
504	HT-B PTC		1.3 Pass/SAN
505	German SAN dr		2 Activate
506	Random Location DR		3.1 40M8
507	40L7 Random Selection DR		5.3 a.C NE
508	PzIIIN MG at AC-C in 41P8 - 4FP	+4	4.1 NE

Rout Phase

509	G.A in 41R9 to U10		
510	g.N in 41R7 to S7		
511	Kindel/g.Z in 41M7 to L7		
512	Metzler/G.W/G.V in 41N2 to O1		

Advance Phase

513	PzIIIN in 41Q3 CE		
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AMERICAN

A great turn! More civilians squeal on their erstwhile oppressors, with a Defenses Compromised result turning up what has to be a HS with a Panzerschreck in hex 41O5. The HT did the trick, not only sucking up some fire, but surviving to boot! Wow! I was hoping Chris would go for CC Reaction Fire, as it marks his SW with a First Fire counter. It was far too much to hope he'd gack the attempt. That, plus the BFF Critical Hit from the Scott is cause for celebration. Chris laid the obvious Fire Lane, but it proved incredibly pathetic. I took advantage of my battle hardening result to throw a 6-6-7 into the face of 41R9, to soak up some more fire and allow the rest of my troops to cross. I was lucky here in that Chris didn't get a KIA. There's nothing worse than throwing a unit out as a gambit to stop Subsequent FF only to have it disappear on a low roll. The broken HS does a nice job of tying up the squad. I am now firmly across the river.

Patterson jogs up the hill to accept the surrender of the remains of the HMG squad, and peers menacingly into the wooded ravine where Kindel and his sorry conscripts cower in dismay. Patterson persuades his prisoners to

reveal the Dummies in 41O6, confirming my suspicions (though Chris played these guys very effectively). I am indeed on the hill as I hoped, in time to greet the German reinforcements. Unfortunately, I do not have anything near the strength I had hoped for, though I'm mostly across the river. Patterson ain't gonna hold the hill all by his lonesome. I have a lot of firepower clustered at the end of the bridge, but the German reinforcements can just reach the hill in one turn, so we're going to have a meeting engagement on the ridgetop. It was a tough choice to have Patterson move to keep the 7-0 and friends DMED rather than recover the HMG, but the HT has decent fields of fire from its CAFP and Patterson's current position will strip concealment from most avenues of approach not seen by the HT. Besides, Patterson could not fire the HMG due to holding prisoners in excess of his US#. This turn was a bit of a watershed, with the survival of the HT and the Critical Hit recovering much of the momentum lost through the elimination of the squads for failure to rout.

During the German Movement Phase, I was wondering if Chris would notice that sneaky LOS from the HT up in Bypass in 41O8! That was a nice shot, and I'll bet Chris is at least thankful it wasn't any more devastating than it was. Hmmm, I think Chris should've moved the German Sniper on that "2" SAN dr result—my mortars are handy, but I'd rather lose them than leadership or a key squad on the front line. I had high hopes for my Defensive Fire Phase—it went well, but I still can't crack those hardcases in Q6! They continue to split the board and threaten any vehicles that attempt a frisky run toward the mother lode of victory locations on the west end of the board. The big decision of the turn, however, was whether to go into Motion with the vehicles up on the hill. Both AFV have seen the PzIIIN for six MP, so it's automatic (though the halftrack still had to make its Mechanical Reliability DR). The halftrack is a no-brainer—free CVP for the bad guys if it gets nailed—so I went in Motion and changed VCA to nip off the hill and out of LOS of the PzIIIN. The M8 Armored Car is another matter; I have a disadvantage in the TK department until Chris runs out of HEAT, but I have two fire phases to put a hurt on him before his own TH numbers get reasonable. I've decided to stay and duke it out. My decent ROF, good TH numbers, chance of acquisition, and Multiple Hit possibilities add up to a roughly 50% chance to at least Shock the Pz IIIN before the next German Defensive Fire Phase. If I can take out the panzer I am in really good shape. I also feel I can lose one more vehicle, though I'll be on the ropes if I do. I'll take that calculated risk. I only managed to Acquire him this Player Turn, so my fingers are crossed for my upcoming Prep Fire!

GERMAN

When I first looked at this scenario I hardly gave SSR 4 a second thought. I would not have been surprised if a captured unit gave up a little info, but that damn kid going around begging for chocolate and cigarettes should have been thrown into the river during my setup. Having the HIP on my PSK stripped is

a huge loss. Life would be great if that was the biggest disaster that befell me this turn. As you can see, J.R. can do it all. I've been playing ASL for over 10 years, and during that time I might have had an opponent brave a fire lane with a squad or so, but never with 50% of his Infantry OB! After watching two American platoons stroll through the Fire Lane with hardly any effect now I now know why J.R. was not too concerned about the LMG!

I missed the 1FP-2 shot on A.M in 41Q10—the first of several mistakes I committed this turn—costing myself a chance at double breaking the squad and more CVP. Then there was that Bypass freeze move with an Open Topped vehicle against my ATMM-toting squad. You should have seen my grin as the halftrack entered 41O8 and I passed my PAATC. It turned into an outright smile when I came up with a ATMM. Miss on a "9" to kill? Not a problem, as I still have Subsequent Fire. When SFF resulted in a mere Immobilization my smile left momentarily but I consoled myself thinking about garnering 5 CVP for an AFV in the upcoming CCPh. That is when J.R. gave orders to AC-C to pull the jewels out of the coals and wipe the smile off my face again. That was the second Critical Hit on a unit possessing the HMG. With only one Good Order MMC on Hill 520-41, I don't think I'll be getting it back. I end up getting almost nothing from the one weapon I counted on the most.

There is not much I can say about running a stack of three squads with a leader into the LOS of that halftrack. Without question the biggest mistake you will see in print. Up till this point I've taken it on the chin pretty hard but have kept myself in the game. This will most likely put a win out of reach for me. After all the pain the halftrack caused me, I did not pay close enough attention to its LOS. I finally hit with a PF—the Scott was well worth losing a half squad to the backblast. Any remaining hope left is riding on the PzIIIN. I was not surprised to see halftrack F go in Motion—that was definitely a good move on J.R.'s part. I hope to get the better of AC-C, then go after the halftrack from hell. I think in his coming turn J.R. will start to pull back the remainder of his armor.

NEUTRAL COMMENTATOR

Turn 4 saw a lot of excitement. The Americans are once again on the receiving end of some intel, which revealed three German stacks. Of course, the Critical Hit by HMC-E on the HMG was devastating. The halftrack surviving two CC Reaction Fire attacks and the rock steady American 6-6-6s waltzing through twenty 1 FP Residual or Fire Lane attacks (suffering no more than a Pinned unit) could not be expected. Chris's Prep Fire was, with the exception of the waxed Scott in 41P7, without result. He managed to survive the ensuing American DFPh with only a squad and a half breaking; I thought it was going to be much worse. It is indeed a credit to Chris's skill and determination that he is still plugging away at trying to eke out a victory. Although J.R. has enjoyed some amazing luck, he has also taken advantage of it, compounding Herr Kavanagh's difficulties with shrewd play. I particularly

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his Prep Fire Phase and then again during the German player turn as well. I certainly would have felt better about moving AC-C to 41M9 if I knew what was in 41N8's concealed stack. Note that J.R. tried for a Smoke Pot from AC-C and not a vehicular Smoke grenade. The SP attempt had a 27% chance of success as opposed to a 33% chance for the VSG; the SP, though, would have placed a dispersed 5/8" smoke counter in the hex that would have remained during the German player turn and provided the 6 morale Amis with additional cover against any thrust from west of the 41Q hexrow or from the concealed unit in 41O8.

When the German HMG finally appeared it performed abysmally, although J.R. admits it hampered his Movement Phase somewhat. The German troops are performing badly for Herr Kavanagh—perhaps they know about his stint in the U.S. Marine Corps! I thought that the TK attempt by LMG in Q6 was a good choice given the amount of firepower the Germans could throw on hexes 40Q1 and 40Q4, although setting up a Fire Lane down the bridge could hardly be called a mistake—I can't imagine U.S. squad I surviving all the 1 FP shots that would have ensued. The LMG shot at the halftrack became important after the HMG lost ROF and the Residual FP placed in 40Q4 and 40Q1 proved insufficient to stop the enemy. Note that thanks to the optional rule in F.9, HT-B remained in Reverse Motion status.

During the German PFPh, I thought squad C in 41N8 should have attempted some PF shots at the now stationary AC-C. The squad would have needed a 7 to hit, an opportunity which doesn't come along often for the Germans in this scenario. The fact that squads B and A failed with their PF attempts probably convinced Chris to keep this unit concealed as a safeguard should things fall apart on Hill 520-41. This, prophetically, was a wise move, as the MMC in 41O8 and 41O9 melted in the face of American firepower. Still, the loss of the AC, in addition to squads A and G, might have forced J.R. to play more conservatively from here on. Given that the Americans have only one squad across the river, I think Chris could have swung things solidly in his favor by killing this AC in his PFPh. However, in the light of the total disintegration of his units on Hill 520-41, he now has his work cut out for him over the next three and a half turns.

TURN FOUR

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
305	Wind DR	2,2		Interrogation
306	Civilian Interrogation dr	-1	1	Defenses Compromised
307	Random Location DR	5,4		40N4
308	Random Unit in 40N3 to receive information, A-A selected			
309	HIP ?CC/PSK/g.B placed in 41O5			
310	G.C in 41O8 lose Concealment			
311	AA/YY in 41T10 removed from play			
312	G.C recover HMG in 41O8	3		Recovered
313	Wilson rally A.E in 40Q4	-1	1,4	Rally
314	Kindel Self Rally in 41N7	4,1		NE
Prep Fire Phase				
315	60mm/a.C in 40L7 at 41O8	-2	5,5	Miss
316	60mm/a.D in 40L7 at 41O8	-2	4,2	Hit
317	Effects DR - 4FP	+3	4,6	NE

318	AC-E in 40Q1 MA ITT at 41R9	+2	4,2	Hit
319	Effects DR - 4FP		4,3	PTC
320	G.A PTC		1,2	Pass
321	AC-E in 40Q1/5/1 MG at 41R9	+3	1,6	NE
322	.50 Cal/A.I in 40Q1 at 41R9	+3	2,6	NE/ROF
323	.50 Cal/A.I at 41R9 - 8FP	+3	5,4	NE
Movement Phase				
324	HT-B in 41P10/2 stops		6,1	Starts
325	Mechanical Reliability DR			
326	HT-B BU to 40O8 BP on O7 hexside		Kindel/g.Z DM	
327	G.C Reaction Fire PAATC		4,2	Pass
328	ATMM check		1	Succeeds
329	G.C Reaction Fire	-4	6,4	NE
330	G.C ATMM check		3	Succeeds
331	G.C SFP Reaction Fire	-3	5,3	HT-B Immobilized
332	HT-F Mechanical Reliability DR		5,3	Starts
333	HT-F in 41O10/6 to Q9/1-Stop			
334	HT-F BF MG at 41R9 - 4FP	+3	6,4	NE
335	HT-F Mechanical Reliability DR		5,5	Starts
336	HT-F in Q9 to P7/1-Stop			
337	MMG/A.D in 40Q4 to Q1			
338	LMG/G.E in 41Q6 DFF at 40Q1			
339	1FP Fire Lane declared to 40Q4 - 4FP	1,6	PTC	
340	A.D PTC		6,5	Pinned
341	HMC-F leaves game			
342	MMG/A.F in 40P3 to 40Q4			
343	FL attack - 1FP		4,3	NE
344	MMG/A.F to Q3			
345	FL attack - 1FP		6,4	NE
346	MMG/A.F to Q2			
347	FL attack - 1FP		6,5	NE
348	MMG/A.F to Q1			
349	FL attack - 1FP		6,4	NE
350	1RFP attack in 41Q1		1,1	IMC/SAN
351	A.F IMC DR		1,1	HOB
352	A.F HOB DR		6,1	Battle Hardens/Replace with A.M
353	US SAN dr		6	NE
354	A.M Drops MMG in 40Q1 to 41Q10			
355	G.A in 41R9 Claim WA, DFF at	-2	1,4	k/2/Replace with a.X
356	41Q10 - 8FP		4,5	Break
357	a.X 2MC			
358	Wilson/MMG/A.E in 40Q4 to 40Q3			
359	FL attack - 1FP		1,6	NE
360	Wilson/MMG/A.E in 40Q3 to Q2			
361	FL attack - 1FP		3,6	NE
362	Wilson/MMG/A.E in 40Q2 to Q1			
363	FL attack - 1FP		6,3	NE
364	1RFP attack in 41Q1		5,4	NE
365	Wilson/MMG/A.E in 40Q1 to 41P10			
366	G.D in 41R7 DFF at 41P10 -4FP		2,3	IMC
367	Wilson IMC		2,2	NE/SAN
368	A.E IMC	-1	4,2	Pinned
369	German SAN dr		5	
370	Baz/Baz/A.H in 40Q5 to Q4			
371	FL attack - 1FP		5,1	NE
372	Baz/Baz/A.H in 40Q4 to Q3			
373	FL attack - 1FP		3,5	NE
374	Baz/Baz/A.H in 40Q3 to Q2			
375	FL attack - 1FP		1,4	PTC
376	A.H PTC		2,5	Pinned
377	A.C in 40P7 Double Time to Q4			
378	FL attack - 1FP		1,5	NE
379	A.C in 40Q4 to Q3			
380	FL attack - 1FP		3,3	NE
381	A.C in 40Q3 to Q2			
382	FL attack - 1FP		4,5	NE
383	A.C in 40Q2 to Q1			
384	FL attack - 1FP		4,6	NE
385	1RFP attack in 41Q1		5,2	NE
386	a.B in 40N3 to Q4			
387	FL attack - 1FP		6,2	NE
388	a.B in 40Q4 to Q3			
389	FL attack - 1FP		3,6	NE
390	a.B in 40Q3 to Q2			
391	FL attack - 1FP		5,1	NE
392	a.A in 40N3 to Q4			
393	FL attack - 1FP		5,2	NE
394	a.A in 40Q4 to Q3			
395	FL attack - 1FP		3,5	NE
396	a.A in 40Q3 to Q2			
397	FL attack - 1FP		6,1	NE
398	PSK/Pris/A.B in 40J6 Double Time to O3			
399	AC-C in 41M9/1 to O9 BP on N8-Stop			
400	BF MG at 41O8 - 8FP	+3	1,5	PTC
401	G.C PTC DR		2,5	NE
402	AC-C MA ITT at 41O8	+5	1,1	Critical Hit/ROF
403	Effects DR - 8FP	-3	3,3	K/2

400	G.C 2MC		3,3	Break
401	AC-C in 41O9 Starts-BP O9 on hexsides O8/P8			Replace with g.U
402	HMC-E in 40O10/6to P7/6-Stop			
403	Patterson in 41P10 to N9 Double Time to N8			
Defensive Fire Phase				
404	G.A in 41R9 PF Check		3	Succeeds
405	G.A PF at AC-E in 40Q1	+1	6,1	Miss
406	G.A in 41R9 FF at 41Q10 - 4FP		4,3	NE
407	G.D PF in 41R7 PF Check		2	Succeeds
408	G.D PF at AC-E	+6	1,3	Miss
Advancing Fire Phase				
409	Wilson/A.E in 41P10 at 41R9 2FP	+2	1,3	PTC/SAN
410	G.A PTC DR		2,4	Pass
411	Ger SAN		4	NE
412	a.A/a.B in 40Q2 and A.D in 40Q1 at 41R9 - 6 FP	+3	3,4	NE
413	Baz/Baz/A.H in 40Q2 Baz at 41R9	+7	5,4	Miss
414	Baz/Baz/A.H at 40W4 - 2FP		3,1	IMC/SAN
415	g.D 1 MC		4,2	Eliminated
416	German SAN		4	NE
417	HMC-E in 41P7 MG at 41R9 2FP	+3	1,6	NE
418	HMC-E MA ATT at 41O6	+5	1,3	Miss/SAN
419	German SAN		2	Activate
420	Random Direction DR		3,5	40S6
421	Sniper pins A.B in 40O3			
Rout Phase				
422	a.X in 41Q10 to 40Q1 - R1			
423	g.U in 41O8 surrender to Patterson			
424	Interrogation DR		1,4	Concealed units revealed
425	?Ji/?Vv/?XX in 41O6 removed from play			
426	Kindel/g.Z in 41N7 to M7			
Advance Phase				
427	Pris/Patterson in 41N8 to N7			
428	A.C 40Q1 to 41R10			
429	.50 Cal/A.I in 40Q1 to 41P10			
430	a.A/a.B in 40Q2 to 40Q1			
431	HT-B in 41O8 CE			
German Player Turn				
Rally Phase				
432	Offboard Setup: 5/8"/?PzIIIn in R9/4			
433	Offboard Setup: ?EE/G.X R9			
434	Offboard Setup: ?KK/Metzler/MMG/G.U/G.V/G.W in N9			
435	Wind Change DR		2,4	NE
436	Kindel Self Rally in 41M7		1,4	NE
437	MMC Self Rally g.Z in 41M7		3,6	NE
438	a.A in 40Q1 recover MMG		1	Recovered
Prep Fire Phase				
439	LMG/G.E in 41Q6 TK at HT-F in 41P7	+2	2,3	Turret Hit
440	TK DR		3,3	NE
441	LMG/G.E PF Check		2	Succeeds
442	LMG/G.E PF at HMC-E in 41P7	+2	3,5	Miss/G.E IMC
443	G.E 1 MC		1,2	Pass
444	G.D in 41R7 PF Check		5	Fail
445	G.D PF Check		3	Succeeds
446	G.D PF at HMC-E in 41P7	+2	1,2	Hit/G.D K/1
447	TK DR on HMC-E		6,2	Burning Wreck
448	G.D replaced with g.N			
449	g.N 1 MC		3,2	Pass
450	G.A in 41R9 PF Check		6	Pinned
451	G.A PF Check		5	Fail
Movement Phase				
452	PzIIIn in offboard R9/4 to 41R0 to Q3/4			
453	?EE/G.X in offboard R9 to 41R0 to R2			
454	?KK/Metzler/MMG/G.U/G.V/G.W in offboard N9 to 41N0 to N2			
455	HT-B in O8 MG at 41N2 - 4FP	-2	5,2	IMC
456	Metzler IMC DR		2,1	Pass
457	MMG/G.U IMC DR		4,3	Pins
458	G.V IMC DR		4,5	Break
459	G.W IMC DR		3,5	Break
460	?CC/PSK/g.B in 41O5 AM 41O6			
461	HT-F in 41P7/1 Motion Attempt (Automatic)			
462	Mechanical Reliability DR		3,5	Succeeds
463	HT-F in 41P7/3 Motion			
Defensive Fire Phase				
464	A.C in 41R10 at 41R9 - 12FP	+4	4,3	NE
465	AC-E in 40Q1 MG at 41R9 - 8FP	+3	1,4	NMC
466	G.A NMC DR		5,4	Break
467	AC-E MA ITT at 40Q6	+3	4,4	Miss
468	MMG/A.D/a.B/MMG/a.A in 40Q1 at 41Q6 - 12FP	+3	2,6	NE/ROF

RUSSIAN & GERMAN RED BARRICADES RANDOM GENERATION TABLES



G2: SQUAD (5.72)

Final DR	Squad Type	Cumulative drn
2-3	8-3-8	+1 If Nov. 42
4	4-6-8	
5-6	5-4-8	
7-9	4-6-7	
10-11	4-4-7	
12	4-3-6	

R2: SQUAD (5.72)

Final DR	Squad Type	Cumulative drn
2	6-2-8	-1 If Nov. 42
3-4	4-5-8	
5	5-2-7	
6-8	4-4-7	
9-12	4-2-6	



G5: STANDARD GUN (5.76)

DR	Inside	Outside
2	75 AT	105 ART [1-3] 75 ART [4-6]
3	75L AT	81* MTR
4	50L AT	88L AA
5	76L AT	75L AT [1-3] 76L AT [4-6]
6	50L AT	50L AT
7	75L AT	37L AT
8	75* INF	150* INF [1-2] 75* INF [4-6]
9	75* INF	75 AT
10	37L AT	20L(6) AA [1-4] 20L(4) AA [5-6]
11	40LL AT	20L(20) AA [1-4] 37L (8) AA [5-6]
12	28LL AT	105* MTR

R5: STANDARD GUN (5.76)

DR	Inside	Outside
2	57LL AT	1-3 152* ART 4-6 122* ART
3	76* INF	76* INF
4	76* INF	76L ART
5	76* INF	76L ART
6	45L AT	76 ART
7	45L AT	76* INF
8	45LL AT	45L AT
9	45LL AT	45LL AT
10	45L AT	82* MTR
11	37L AT	82* MTR
12	37L AT	1-3 107* MTR 4-6 120* MTR

R4: SW (5.75)

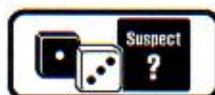
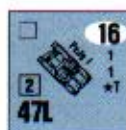
DR	SW
2	MMG ²
3	LtMtr ⁴
4	LMG ¹
5	MolP ³
6	MMG ³
7	-
8	-
9	LMG
10	ATR ¹
11	HMG ²
12	50c[1], HMG[2-6]

1: If squad type is 6-2-8 then SW is DC.
2: If squad type is 6-2-8 then SW is FT.
3: Squad type is changed to a 1-2-7 Crew.
4: Contrary to 5.753, if Activated in a non-Rooftop Building Location SW is MolP and squad type is changed to a 1-2-7 Crew.

G4: SW (5.75)

DR	SW
2	ATR ³
3	LMG
4	MMG ¹
5	HMG ²
6	LMG
7	-
8	MMG ¹
9	LtMtr ¹
10	LMG
11	HMG ^{2,3}
12	-

1: If squad type is 8-3-8 then SW is DC.
2: If squad type is 8-3-8 then SW is FT.
3: If squad type is 5-4-8 then SW is DC.



G6: STANDARD AFV (5.71)

DR	AFV
2	SPW 250 sMG [1-3] SPW 251/2 [4-6]
3	Pz IVf2
4	Pz IVf1
5	StuIG 33B
6	Pz IIIJ [1-3] Pz IIIJ [4-6]
7	Pz IIIH
8	Pz 38(t)E [1-3] Pz 38(t)A [4-6]
9	PSW 222(L)
10	StuG IIIG
11	SPW 250/10 [1-3] PSW 231/8R [4-6]
12	SPW 250/7 [1-3] PzJgI [4-6]

R6: STANDARD AFV (5.71)

DR	AFV
2	1-4 KV-8 5-6 OT-34
3	KV-1 M42
4	1-3 KV-1 M42 4-6 KV-1E
5	KV-1 M41
6	T70
7	T34 M41
8	T70
9	T34 M43
10	T60 M42
11	SU-12
12	T60 M40

G6a: SPG (5.71)

DR	SPG
2-4	StuG IIIB
5-7	StuG IIIG
9-10	StuIG 33B
11-12	sIG IB



S.

RED BARRICADES SASL RANDOM EVENT TABLE:

DR Random Event

11-13 Sewer Attack! Place one S? in each sewer Location within 6 hexes of the FRIENDLY Infantry unit closest to the EBE [EXC: Locations currently marked with a S? or occupied by a FRIENDLY unit]. If Russian ENEMY, place additional S? in each Location ADJACENT to the affected sewer Locations and not occupied by a FRIENDLY unit. Each such Location reverts to ENEMY Control (if previously FRIENDLY controlled). Each such S? assumes a Hold Attitude.

14-16 HIP Set DC! The FRIENDLY (non-Melee) Infantry stack in a building Location that is nearest the EBE, has stumbled into an ENEMY trap (randomly determine the target stack if more than one are eligible). A Set DC is immediately detonated in the selected Location as the first event of the upcoming PFPh.

21-23 ENEMY Rocket OBA Attack! A rocket OBA attack (German ENEMY: 150+mm; Russian ENEMY: 200+mm) occurs on a Pre-Registered hex with FRIENDLY units. Determine the Pre-Registered hex using the Sniper target selection procedure and the ENEMY Sniper counter (randomly determine if two Snipers) as the starting point. The AR is placed in this hex and accuracy is determined from this point. The observer is assumed to be in LOS of the initial AR placement hex.

24-26 Local Counterattack! The S? currently closest to a FRIENDLY Known unit is checked for Activation (randomly determine the affected S? if more than one are eligible). In addition, all S? within two hexes of the closest S? are checked for Activation. Any units Activated are in an Advance Attitude.

31-33 ENEMY Booby Trap strikes! A Booby Trap attack (B28.9) occurs in a hex with FRIENDLY units determined by the Sniper direction/distance and target selection procedure and the ENEMY Sniper counter as the starting point.

34-36 Russian ENEMY: Armored Cupola! See A11 ENEMY RE02. German ENEMY: German Assault Guns! See G9 German RE16.

41-43 Building Collapse! A building, weakened by the constant bombardment in the area, collapses. Randomly determine the affected building using the Sniper target selection procedure and the ENEMY Sniper counter as the starting point. The Ground Level of the building hex closest to the target hex is rubble (randomly determine if more than one building hex is eligible). Falling Rubble can occur (B24.12).

44-46 Ammunition Shortage! If ENEMY/FRIENDLY RE is activated, the FRIENDLY/ENEMY ammo supplies are dwindling. The FRIENDLY/ENEMY side suffers from the effects of Ammunition Shortage (A19.131) for the duration of the Mission.

51-53 Minefield! See A11 ENEMY RE03-04.

54-56 Russian ENEMY: Dug-In AFV! Conduct A11 ENEMY RE02 except the AFV is placed on board, dug-in per O11.6194c. German ENEMY: ENEMY HMG Opens Up! See A11 ENEMY RE44-45.

61-63 ENEMY Counter Battery Fire! Counter Battery Fire from the ENEMY disrupts FRIENDLY OBA Module. Current SR and FFE counters are removed from the board. Also add one Red Card to each friendly Battery Access Draw Pile. If the FRIENDLY player does not have an OBA Module, roll again for another RE.

64-65 Stuka Attack! If German ENEMY, conduct A11 ENEMY RE64-65. If Russian ENEMY, conduct G9 German RE55. RB SSR RB9 applies.

66 Sturmovick Attack! If Russian ENEMY, conduct A11 ENEMY RE64-65. If German ENEMY, conduct R9 Russian RE55 except only one aircraft arrives.

A1: ENEMY Activation Table (5.6)

Final DR	Item(s) Activated	Cumulative DRM:
≤ 1	AFV ¹ , S ²	-1 if S? was in Advance Attitude
2	AFV ¹	± y as per MSR
3	S, S, L, F ³ , SW	Footnotes:
4	S, L, F ³ , SW	1. SPG (x6a) on subsequent dr of ≤ 2. See 5.61 if activated in Prohibited Location.
5	S, HS ⁴ , L, F ³ , SW	2. Squad is a Rider if Russian (depending on final vehicle type; D6.2)
6	S, F ³	3. Squad if ENEMY nationality may not Deploy.
7	-	4. See 5.761 if being Activated in a building Location; see 5.61 if Activated in a Prohibited Location.
8	HS ⁴	5. SMOKE if in MPH of Advance Attitude S? (5.74); otherwise NE.
9	S	
10	S, S, L	
11	S, HS ⁴	
12	HS ⁴ , F ³ , Gun ⁴	
13	SPG	
14	S, F ³ , Gun ⁴	

A5: Fortification Table (5.74)

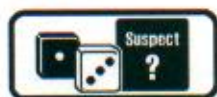
Final dr	Fortification Type	Cumulative drms:
≤ 0	x+5+7 ¹	+x As per RE instructions
1	x+3+5 ¹	+y As per MSR
2-4	Entrenchment ^{1,2}	-1 Any MMC is elite
5-6	A-T Ditch	+1 All MMC are Conscript
7-10	Fortified Building Location	
11	Wire	
12	Mines ³	

Footnotes:

- The capacity of the Fortification equals the number of ENEMY MMC just generated in the Fortification's Location.
- Trench is generated if ADJACENT to an already-generated Pillbox/Trench, if a Gun is also being Activated in the Location, or if adjacent to a Cellar Location; otherwise use a Foxhole of the proper capacity (see this table's footnote 1.)
- Conduct A11 ENEMY RE03-04 [EXC: the FRIENDLY unit causing the AC is the subject of the mine attack; if a vehicle caused the AC, then the mines are AT mines of a strength determined by a Random dr (dr of ≤ 2 = 1; dr of 3-4 = 2; dr of ≥ 5 = 3).

A9e: Built-Up Map* S? Placement (4.12)

Final dr	Placement Location(s)	Footnotes:
2	Each level [EXC: sewer] ¹	1. Including Cellar and Roof, if applicable.
3	none	
4	Ground & Second level ¹	2. If in a Factory, then any level other than Ground is changed to Roof instead.
5	Ground & First level ¹	
6	First level ¹	
7	Ground level	
8	Cellar & Second level ¹	
9	Each level [EXC: sewer] ¹	
10	Cellar & First level ¹	
11	none	
12	Roof	



Mission r4

Assault On Red Barricades

BRIEFING: You are ordered to assault and breach the enemy's defenses. You will thereby break the stalemate and our lack of forward progress on this section of the front.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

German SAN DR SAN#	Russian SAN DR SAN#	Enemy AC# dr AC#	Enemy RE dr RE#s	Friendly RE dr RE#s
≤ 4 4	≤ 3 7	≤ 2 2	1 6/7	≤ 2 5/6
5-8 3	4-5 6	≥ 3 3	2-3 5/6	3-4 4/5
≥ 9 2	6-7 5		4-5 4/5	≥ 5 3/4
	≥ 8 4		6 3/4	

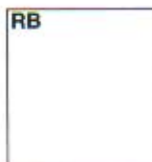
ELR	Russian
German: 4	Booby Trap Level
Russian: 3	dr Level
	≤ 4 A
	5 B
	6 C

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: The entire *Red Barricades* Mapboard is in use.

EBE: If ENEMY is German, EBE is the North and West edges.
If ENEMY is Russian, EBE is the South and East edges.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

Each multi-hex building Location is a VPO location (see VP Schedule for the VP value of each Location).

S? PLACEMENT/ENTRY (4.):

S? are placed as per 4.1 case a.

SEQUENCE:

S? are set up first ≥ 6 hexes from the FBE. FRIENDLY units are then set up ≤ 3 hexes from the FBE and/or offboard and may enter anywhere along the FBE on/after Turn 1.

The FRIENDLY side moves first.



MISSION END (see also 12.5):

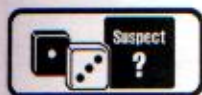
At the end of Game Turn 10, and at the end of each Game Turn thereafter, make a DR. If the result is ≤ 2 the Mission ends immediately. There is a -1 DRM for each complete Game Turn completed after Game Turn 10.

VP SCHEDULE (12.6, 9.41):

- Each side gains VP for control of VPO Locations equal to the fortification's highest TEM (for direct fire) times its normal Infantry stacking capacity. (EX: a 1S foxhole is worth two VP (2x1); a Fortified stone building Location is worth 12 points (3x4); a 2+5+7 pillbox is worth 14 points (7x2).)
- The ENEMY gains VP for Casualty VP earned.
- The FRIENDLY side gains Casualty VP for each ENEMY AFV/Gun eliminated or currently captured at Mission end.

MISSION SPECIAL RULES:

- EC are determined per O11.618 and wind per O11.6241. All RB SSR (EXC: SSR 1) are in effect (found on the back of scenario RB5.)
- If the FRIENDLY side is German the date is October 1942 and the Historical DRM (O11.6161) is -1. If the FRIENDLY side is Russian the date is November 1942 and the Historical DRM is +0.
- Each FINAL even DR on the ENEMY Activation Table (A1) indicates a possible fortification Activation (as if "F" were listed in the Table A1 result; 5.74); make a subsequent DR on the A5 Fortification Table.
- There is a +2 DRM to each DR on Table A1, a -1 DRM to each DR on Table A5, and a -1 DRM to the colored die of each DR on Table A11 and x9.
- FRIENDLY at start forces are 50 CPP purchased per O11.619-11.622. All purchases are automatically available either on board or as reinforcements [i.e., extra CPP costs per O11.6194 a) and b) are NA].
- Randomly determine the applicable FBE for the hex rosettes found on Table A4b for each Move Command or advance that uses the hex rosettes (1-3: North/South, 4-6: West/East).



Mission r3

Hold The Factory

BRIEFING: Your Company must hold the factory at all costs. You have not been told when, or if, you will receive reinforcements. To add insult to injury, headquarters is unable to tell you the size of the expected attack.

PREVAILING ATTITUDE (3.2): See MSR 8.

MISSION TABLES (12.32):

German SAN		Russian SAN		Enemy AC#		RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#s
≤ 4	5	≤ 3	7	1	2	≤ 2	5/6
5-7	4	4-5	6	2-4	3	3-4	4/5
≥ 8	3	6-8	5	≥ 5	4	≥ 5	3/4
		≥ 9	4				

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only the *Red Barricades* map section identified by a dr is in use:

dr	Map Section
1-3	North Map Section
4-6	South Map Section

EBE: If ENEMY is German, EBE is the West edge.
If ENEMY is Russian, EBE is the East edge.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

All non-rooftop, non-sewer Locations of the Factories determined in MSR 3.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the Mission with an offboard pool of S? equal to 1.5 times the total US# (A1.6) of all FRIENDLY units in the player's at start OB. Onboard S?, separate from the offboard pool, are placed ≤ 7 hexes from the EBE per 4.1 case a.

S? ENTRY: At the start of each ENEMY RPh in which there is ≥ one unentered S? remaining in the ENEMY's offboard S? pool make a DR+4. This sum is the number of S? from the offboard pool which enter during the ENEMY MPh along the EBE.

SEQUENCE:

FRIENDLY units are set up first in any non-sewer Locations of the Factories determined in MSR 3.

The ENEMY side moves first.



MISSION END (see also 12.5):

At the end of Game Turn 10, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 10.

VP SCHEDULE (12.6; 9.41):

- FRIENDLY side gains VP for Casualty VP earned and 1 VP for each at start factory Location still in FRIENDLY Control at Mission end.
- ENEMY side gains VP for Casualty VP earned and 2 VP for Control of each at start FRIENDLY Factory Location at Mission end.

MISSION SPECIAL RULES:

1. EC are determined per O11.618 and wind per O11.6241. All RB SSR (EXC: SSR 1) are in effect (found on the back of scenario RB5).
2. If the FRIENDLY side is German the date is October 1942. If the FRIENDLY side is Russian the date is November 1942.
3. To determine FRIENDLY set up locations draw two lettered chits and refer to the chart below:

Chit	North Map	South Map
A	Factory L12	Factory L24
B	Factory L18	Factory L27
C	Factory O6	Factory R25
D	Factory O10	Factory R29
E	Factory S17	Factory R33

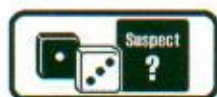
4. FRIENDLY at start forces are 16 CPP purchased per O11.619-11.622. All purchases are automatically available either on board or as reinforcements [i.e., extra CPP costs per O11.6194 a) and b) are NA].
5. Roll a die on the following chart to determine additional FRIENDLY at start FPP:

dr	FPP Received
1-2	90
3	80
4	70
5-6	60

6. Once FRIENDLY setup is complete, determine the number [A6e] of Artillery Strike(s) (8.7) the ENEMY receives commencing on the ENEMY Player Turn of Game Turn 1.

7. There is a +1 DRM to the colored die of each roll on Table A11 and x9.

8. The S? initially onboard are in Hold Attitude. The S? entering from offboard are in Advance Attitude. All Activated ENEMY units are in Advance Attitude.



Mission r2

Breakout!

BRIEFING: As the fighting in Stalingrad has intensified you have found yourself surrounded by superior enemy forces. The enemy has thus far ignored you, but that situation is not likely to continue much longer. In your sporadic last contact with HQ, you were ordered to attempt a breakout. You must reach friendly lines with as much of your force intact as possible. You are not sure if you will receive any support from HQ. Good Luck!

PREVAILING ATTITUDE (3.2): Hold (A2b)

MISSION TABLES (12.32):

German SAN		Russian SAN		Enemy AC#		Enemy RE		Friendly RE	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#	dr	RE#
≤ 4	4	≤ 3	5	≤ 5	3	≤ 2	5/6	≤ 3	4/5
5-8	3	4-8	4	6	4	3-4	4/5	≥ 4	3/4
≥ 9	2	≥ 9	3			≥ 5	3/4		

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only the *Red Barricades* South Map Section is in use.

EBE: If ENEMY is German, EBE is the West edge.
If ENEMY is Russian, EBE is the East edge.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

There are no VPO in this Mission; see also 9.25.

S? PLACEMENT/ENTRY (4.):

The ENEMY begins the mission with a pool of S? equal to twice the total US# (A1.6) (FRD) of FRIENDLY units in the player's at start OB. After FRIENDLY units have been set up on board, the S? set up in Building Locations outside and ≥ 3 hexes from, but closest to, the FRIENDLY setup area (one S? per Location) in a manner that leaves all FRIENDLY forces surrounded.

SEQUENCE:

All FRIENDLY at start forces must set up onboard inside the P28 and/or S25 Factories. S? are then set up.

The FRIENDLY side moves first.



MISSION END (see also 12.5):

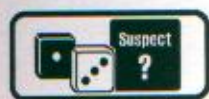
At the end of Game Turn 7, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1 the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 7.

VP SCHEDULE (12.6; 9.41):

- The FRIENDLY SIDE gains VP for each Infantry unit exited off the FBE.
- The ENEMY gains VP for Casualty VP earned.

MISSION SPECIAL RULES:

1. EC are determined per O11.618 and wind per O11.6241. All RB SSR (EXC: SSR 1) are in effect (found on the back of scenario RB5).
2. If the FRIENDLY side is German the date is October 1942. If the FRIENDLY side is Russian the date is November 1942.
3. FRIENDLY at start forces are 18 CPP purchased per O11.619-11.622. All purchases are automatically available on board [i.e., extra CPP costs per O11.619 a) and b) are NA].



Mission r1

Assault on the Assembly Hall

BRIEFING: The struggle for control of Stalingrad has been the bloodiest fighting we've seen. After repeated assaults and counter-assaults, we have lost control of the Assembly Hall. You have been selected to take back the Assembly Hall. You must take and hold the factory at all costs!

PREVAILING ATTITUDE (3.2): Hold (A2b)

MISSION TABLES (12.32):

German SAN		Russian SAN		Enemy AC#		RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#
≤ 3	4	≤ 3	7	≤ 2	2	≤ 2	5/6
4-6	3	4-5	6	≥ 3	3	3-4	4/5
≥ 7	2	6-8	5			5	3/4
		≥ 9	4			6	2/3

MAPBOARD SELECTION & ACTIVATION (13.):

MAPBOARD SELECTION: Only the Red Barricades North Map Section is in use.

EBE: If ENEMY is German, EBE is the North edge.
If ENEMY is Russian, EBE is the South edge.

**Initial
Mapboard
Configuration:**



VPO LOCATIONS (14.):

All locations of Q15 Factory (Assembly Hall).

S? PLACEMENT/ENTRY (4.):

S? are placed as per 4.1, cases a and c.

SEQUENCE:

S? are set up first. FRIENDLY units are then set up offboard and may enter anywhere along the FBE on Turn 1.
The FRIENDLY side moves first.



MISSION END (see also 12.5):

At the end of Game Turn 8, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 1, the Mission ends immediately. There is a -1 drm for each complete Game Turn completed after Game Turn 8.

VP SCHEDULE (12.6; 9.41):

• The FRIENDLY side wins only if all Locations of the Assembly Hall are FRIENDLY Controlled at Mission end.

MISSION SPECIAL RULES:

1. EC are determined per O11.618 and wind per O11.6241. All RB SSR (EXC: SSR 1) are in effect (found on the back of scenario RB5).
2. If the FRIENDLY side is German the date is October 1942 and the Historical DRM (O11.6161) is -1. If the FRIENDLY side is Russian the date is November 1942 and the Historical DRM is +0.
3. There is a +2 DRM to each DR on Table A1, and a -1 DRM to the colored die of each DR on Table A11 and x9.
4. All non-Rooftop, non-Sewer Locations of the Assembly Hall are Fortified. O11.4 CG11 applies to all ENEMY Personnel units.
5. FRIENDLY at start forces are one Pioneer/Assault Engineer Coy RG (Full) (O11.6194) and 26 CPP purchased per O11.619-11.622.



S.

19. RED BARRICADES SOLITAIRE ASL

These four new Missions for *Solitaire ASL* provide the solo player with a unique opportunity. The solo player can now participate in the ultimate ASL experience, Historical ASL, without having to find a face-to-face opponent. Whether blasting into the fortified factories defended by fanatic Russian conscripts or defending the (all but destroyed) factories against the onslaught of the German Pioneers equipped with flamethrowers and demolition charges, these are experiences now available in *Solitaire ASL* format.

The Mission rules have been structured to utilize as much of the *Red Barricades* Campaign Game rules as possible. This allows these missions to also act as a training tool by focusing on a subset of the *Red Barricades* rules. Depending on the response to these Missions, we may publish other SASL adaptations. Already in development are rules for a full solitaire campaign game in *Red Barricades* and solitaire night rules.

The major differences between these missions and those *Solitaire ASL* are their size and the limitation to the *RB* mapsheets. The number of S? counters on the board at any one time can exceed the total number available in the *Solitaire ASL* module. Just use the "?" counters of some other nationality. The rules and tables on the following pages are an extension of the Chapter S rules.

19.1 REPLACEMENT TABLE: All references to the original SASL tables, including those in the *RB SASL* Missions, refer to the replacement tables below. The following Solitaire ASL Chapter S tables are replaced by the ones included herein: A1, A5, A9e, G2, G4, G5, G6, G6a, R2, R4, R5, and R6.

19.2 RED BARRICADES RULES MODIFICATIONS/CLARIFICATIONS: Chapter O rules sections 1 through 10 are in effect for all *Red Barricades* SASL Missions. Parts of O11 are used in the *Red Barricades* SASL missions and are identified in the MSR as required. Additionally, the following Chapter O rules apply to all *Red Barricades* SASL missions:

O11.6195: RG Daily Max limits apply to purchases made in *Red Barricades* SASL Missions.

O11.622: The player makes an Activation Check for the S? counter in the Location that is chosen for Recon.

19.3 SOLITAIRE ASL RULES MODIFICATIONS: Several rules previously set forth in Chapter S are modified for use during *RB SASL* games:

Table A4b: Movement rosettes may be backwards depending on the ENEMY nationality and FBE. For any such instance, align the appropriate hex rosette such that movement is toward the FBE.

4.21 & 4.22: Board entry of S? is determined randomly. To assist in determining the entry location, create three additional Lettered Chits (HH, II and JJ) and 45 chits numbered from 1 to 45. If entering along the north or south edge, draw one Letter Chit. If entering on the east or west edge, draw one numbered chit.

5.761: If a Gun is Activated in a Factory, randomly select the Inside (1-3) or Outside (4-6) Gun Generation Table {x5} to be used [EXC: reroll for a mortar Activated in a non-Roofless Factory Hex].

11.5: If the ENEMY is the ATTACKER, ENEMY units will engage in Hand-to-Hand Close Combat [EXC: 11.51] under the following conditions:

1. On a dr of 1-3 for CC odds of 1:2 or worse.

2. On a dr of 4-5 for CC odds of 1:1 or 3:2.
3. On a dr of ≥ 6 for CC odds of 2:1 or better.
4. Always when attacking only broken units and/or Ambushed units.

Applicable ENEMY CC DRM apply as drm to the above dr.

16.: Offboard Observers and Observation Planes (E7.6) are not subject to the Command Control rules.

17.1: These *Red Barricades* Missions can be used as additional SASL CG Missions for your German or Russian Infantry company. The SASL CG rules are slightly modified to account for the additional Missions.

17.13: The company OB provided in 18.5 is in addition to those purchases allowed by *RB SASL* MSR. However, reduce the given CPP allotment by 7 CPP (if FRIENDLY nationality is Russian) or 8 CPP (if FRIENDLY nationality is German). The daily RG allowances are not affected by the FRIENDLY Infantry company.

17.132: Units provided by MSR as well as unit purchases from MSR-given CPP allotments are considered Temporarily Attached.

17.141: The SW usage restriction is not in effect for any *RB SASL* Mission.

17.21: The applicable dates for the *RB SASL* Missions are October 1942 (if FRIENDLY nationality is German) or November 1942 (if FRIENDLY nationality is Russian).

17.22: If an *RB SASL* Mission is applicable given the nationality, theatre of operations, and date (17.21), randomly select an *RB SASL* Mission:

dr	Mission
1-2	Mission 1
3	Mission 2
4-5	Mission 3
6	Mission 4

19.4 ADDITIONAL RANDOM EVENTS: Various RE provided on the SASL tables are incongruous with *Red Barricades* (EX: 62 from Table R9, 16, 56, and 74 from Table A11, and 21 and 64-65 for Russian ENEMY). If a generated RE conflicts with the theme of *Red Barricades*, the player makes a DR on the *RB SASL* Random Event Table for a substitute RE.

RB SOLITAIRE MISSION CREDITS

DESIGN & DEVELOPMENT: MMP

MISSION CONCEPTS: Brian Blad

PLAYTESTERS: Dave Connell, Jeff Kimmel, Richard Eichenlaub, Daniel Zucker, NJ Hickman, Bill Durrant

GERMAN

Can you imagine what the American squad leader in hex 41O10 told his troops when he concluded that they had to surrender? I finally put some points on the board. Or should I say I took some points off the board? In the end, the skirmishers from Hill 520-40 give me some much needed help. I would have preferred to have taken prisoners, and would have if I had a safe path to a friendly board edge. All that American mobility and fire power would make it unlikely I'll end the game with the prisoners, though. I played it safe and get four points from J.R.'s infantry.

Blocking that rout was about the only good thing that happened during the American player turn. I was reluctant to take the HMG shot but the bridge crossing was going too easily for the Americans. I can't keep it HIP all game long and with a ROF of three you always hope for the magic. Not this time. The MG To Kill attempt on halftrack F was a low odds shot but I'm under tremendous pressure and a kill there would have been pay dirt. I also know that most of his infantry was out of range of the bridge. A fire lane down hex row Q during the next American Movement Phase will make Turn 3 a little easier for my troops.

I'm very happy to see that M8 HMC go, but would have preferred the six points for a kill. I was so sure of myself about taking PF shots when they presented themselves, but I could not bring myself to drop the concealment of squad G.C. sitting in woods hex 41N8 while looking down the barrel of two 60mm mortars. We will never know what would have befallen the AC had I gone for a PF. My squad, however, would have been crushed by the mortars and they still would have had plenty of ROF left to CH the HMG. Such a disaster would have left zero Good Order Known German units on Hill 520-41. I still have the LMG ready for a fire lane in 41Q6. If I can keep his infantry from linking up with his armor next turn, I might be able to hunt down some points.

NEUTRAL COMMENTATOR

Finally the German Sniper made himself felt ... and in a big way, as HMC-F is recalled and with it the last of the American WP capability. The American cause would have been in deep trouble if German squad B could have found and hit HMC-E with a 'faust. I thought J.R. was again taking big risks as he pulled three AFV (one of them loaded with a full squad and Patterson, plus the Scott with the 8-1 armor leader—a total of 15 CVP) adjacent to the German squad in 41O9. I guess he felt safe due to the WP in 41O9. AC-C placed itself in 41M9, adjacent to a concealed stack. But once the gust dispensed with the WP in that location, a PF shot from that locale would have hit on a 7 if the firer chose to eat the backblast. Those odds I do not like!

J.R.'s seeming invulnerability came to an end when squads A and G bought the farm during his Turn 3 Rout Phase. After squad A broke, I would not have sent anyone else in there, especially given the uncertainty of the rout paths. Of course, unloading squad G after it had Bounding First Fired was illegal (D6.5). Too bad for Squad G that no one caught this.

As it was, J.R. was fortunate that Patterson passed his Morale Check; I do not like the U.S. chances in this scenario with only one leader still on his feet. I think Chris should have taken both squads prisoners and then run for the hills during his turn, especially since he had not inflicted any CVP at all so far and he may have had several good PF shots at the

adjacent AFV during his own player turn. Subsequent events (i.e., the elimination of German Squad B) proved Chris right.

Given the Americans' headlong charge at Hill 520-41, J.R. might have considered using both 60mm mortars to pound on 41N8 during

Continued on page 37



ability to withdraw to either K7 or L6) if the Americans did advance in for CC.

The odyssey of Wilson's stack merits some comment. These guys took some big risks, for if the HMG was HIP in 41V7/level 2, the whole stack (Wilson, 3 squads and 3 MMG) would have been subjected to a 6FP +1 shot in 40Q7, a shot the Germans are almost forced to take in this scenario. Wilson and squad D's subsequent move to 40Q6 would have seen a 6FP +2, another shot the German player would certainly take. J.R. put one of his precious leaders, not to mention a full platoon, at considerable risk, for little apparent gain. If he does indeed suspect the HMG is in 41V7/Level 2, he also put Patterson's stack at great risk when he bypassed 40P8 on the O8/O9 hexsides as that LOS is clear as well (another 6FP -2 shot). Because Chris would have taken any of these shots, J.R. can be certain that the German HMG is not peering down from a perch in 41V7/level 2.

Turn 2 ends with both sides preparing for the inevitable rush for the bridge: Chris has set up for a LMG firelane emanating from 41Q6 and has positioned other units to cover 41Q1 as well . . . including dummies in 41T10, which he hopes will draw some of the considerable American firepower. J.R. has acquired 41Q10 with HMC-F and obviously hopes to pop a WP round into that hex. The MMC in 40Q5 and 40Q6 are poised to Armor Assault across the bridge or load onto the halftracks. The risks J.R. has taken have paid off handsomely, for his position is a strong one: if he can force the bridge during American Turn 3, he will be a full turn ahead of schedule without taking any losses, having crushed all German resistance north of the Neid.

TURN THREE

Serial Event DRM DR Result

American Player Turn

Rally Phase

177	Wind Change DR		2,1	NE
178	Patterson deploy A.G in 40Q5		4,4	Fails

Prep Fire Phase

179	HMC-F in 40N3/61 WP at 41Q10 +1	3,1	WP/SAN
180	Ger SAN dr	6	NE
181	a.C in 40L7 fire 60mm at 41Q6	+1	6,3 Miss
182	a.D in 40L7 fire 60mm at 41Q6	+1	5,1 Hit
183	Effects DR - 4FP	+3	3,4 NE
184	HMC-F in 40N3 MG at 41N10-2FP +1	1,2	NE

Movement Phase

185	AC-C in 40O3/1 to 41P9/6/1			
186	SP attempt		3,5	Fails
187	AC-C in 41P9 to N9/6-Stop BF MG at N8 -4FP Delay 1 MA BF ITT at 41O9	+1 +6	6,1 6,5	NE Miss
188	AC-C in 41N9 to M9/1-Stop			
189	HMC-E in 40P4/6 to P9/6/1			
190	Veh Smoke grenade attempt	1		Success
191	HMC-E in 40P9 to O10/5/1-Stop MA BF ITT at 41O9	+5	2,1	Hit/ROF
192	Effects DR - 12FP		3,2	2MC
193	G.B 2MC		4,1	Pinned
194	HMC-E in 40O10 BF ITT 41O9	+5	5,6	Miss
195	HT-B in 40Q4/6 loads A.A			
196	Mechanical Reliability DR		2,4	Starts
197	HT-B in 40Q4 to O10/6-stop Unload			
198	G.B in 41O9 at 41O10 -4FP	+2	1,2	1MC/1RFP
199	A.A 1MC		5,4	Break
200	HT-B fire MG at 41O9 - 4FP	+4	6,2	NE
201	HT-B Mechanical Reliability DR		5,3	Starts
202	HT-F in 40Q5 loads MMG/A.G/Patterson			
203	HT-F Mechanical Reliability DR		4,6	Starts

204	HT-F in 40Q5 to Q1/6			
205	LMG/G.E in 41Q6 at 40Q1 TK	+5	6,3	Miss
206	HT-F in 40Q1 to 41O10/6			
207	1RFP attack	+2	5,4	NE
208	HT-F Stops HT-F/A.G BF at 41O9 12FP	+4	3,3	NE
209	HT-F unloads A.G/Patterson in 41O10			
210	1 RFP attack		4,5	NE
211	G.B SFP at 41O10 - 2FP	+2	1,2	NMC
212	Patterson NMC		2,5	Pass
213	A.G NMC		2,6	Break
214	AC-E in 40L7 BP to 40Q1 5/1 Stop			
215	A.I in 40Q5 to Q4			
216	HMG/g.A in 41O8 revealed fires at 40Q4 - 6FP		4,4	PTC/1RFP
217	A.I PTC		5,1	Pass
218	A.I to 40Q3			
219	G.E in 41Q6 at 40Q3 - 2FP	+1	6,2	NE
220	A.I to 40Q2			
221	G.A in 41R9 at 40Q2 - 4FP		6,3	NE/1 RFP
222	a.B in 40N6 to N3			
223	A.E in 40P7 to Q4			
224	1 RFP attack	-2	5,1	NMC
225	A.E NMC		6,4	Break
226	A.D in 40O6 to P4			
227	Wilson/A.F in 40P7 to P4			
228	Baz/Baz/A.H in 40N10 Double Time to O6			
229	a.A in 40L8 Double Time to N3			
230	A.C in 40K8 to O7			
231	7D/A.B 41I8 AM 17			

Defensive Fire Phase

232	G.A in 41R9 PF Check		3	Succeeds
233	G.A at AC-E in 40Q1	+7	3,5	Miss

Advance Fire Phase

234	Wilson/A.D/A.F in 40P4 at 41R9 8FP	+4	3,1	NMC/SAN
235	G.A NMC		3,2	Pass
236	German SAN dr		5	NE
237	A.I in 40Q2 at 41R9 - 4FP	+3	4,5	NE
238	AC-E in 40Q1 MA ITT 41R9	+9	4,4	Miss
239	AC-E MG at 41T10 - 1FP	+1	5,4	NE
240	A.H in 40Q6 at 40W4 - 4FP	+2	5,1	NE/DM g.D

Rout Phase

241	A.A attempts to surrender to G.B			
242	G.B invokes No Quarter A.A Eliminated			
243	A.G eliminated for failure to rout			

Advance Phase

244	7D/A.B 40I7 to 40J6			
245	A.C 40Q7 to 40P7			
246	Baz/Baz/A.H 40Q6 to 40Q5			
247	MMG/A.D/Wilson 40P4 to 40Q4			
248	MMG/A.F in 40P4 to 40P3			
249	.50 Cal/A.I in 40Q2 to 40Q1			
250	Patterson in 41O10 to 41P10			

Close Combat Phase

251	7D/A.B Ambush dr	-2	6	
252	PSK/g.C Ambush dr	-1	5	g.C Ambushed
253	A.B CC capture attempt 3:1	-1	5,1	
				PSK/g.C captured
254	Interrogation Table DR		4,2	NE

German Player Turn

Rally Phase

255	Wind Change DR		6,6	Gusts
256	Remove Smoke			
257	Self Rally g.D in 40W4		6,2	NE
258	Wilson rally A.E in 40Q4		6,1	NE

Prep Fire Phase

259	G.B in 41O9 PF check		4	Fails
260	G.B PF check		1	Succeeds
261	G.B in 41O9 PF at HMC-E in 4110	+1	6,5	Miss
262	G.A in 41R9 PF check		6	Pinned
263	G.A at 40Q1 - 2 FP	+2/+3	1,6	NE
264	LMG/G.E in 41Q6 TK at HT-B 41P10	+4	3,3	Hull Hit
265	TK DR		6,3	NE
266	G.E in 41Q6 at 40Q1 - 2FP	+2/+3	5,4	NE
267	Kindel/HMG/g.A in 41O8 at 40Q4 - 6FP	5,5	NE/A.E DM	

Movement Phase

268	7J/7V/7XX in 41P5 to 41O6			
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Defensive Fire Phase

269	HT-F in 41O10 MG at 41O9 - 8FP	+3	6,5	NE
270	HMC-E in 41O10 MG at 41O9 - 8FP	+3	3,2	NMC
271	G.B NMC		5,1	Pass

272	HMC-E MA ITT at 41O9		2,2	Hit/ROF/SAN
273	Effects DR - 12FP		6,1	1MC
274	G.B 1MC		6,6	CR/ELR/ Replace with g.Z
275	German SAN dr		1	Activate
276	Target Selection German Player Selects HMC-F/HMC-F Recalled		6,4	40N4
277	AC-E in 40Q1 MA at 41R9	+3	6,5	Miss
278	AC-E MG at 41R9 - 8FP	+4	4,1	PTC/NE
279	60mm/a.C in 40L7 at 41O8		2,4	Hit/ROF
280	Effects DR - 4FP	+3	5,2	NE
281	60mm/a.C at 41O8	-1	3,5	Hit/ROF
282	Effects DR - 4FP	+3	3,3	NE
283	60mm/a.C at 41O8	-2	3,6	Hit/ROF
284	Effects DR - 4FP	+3	4,3	NE
285	60mm/a.C at 41O8	-2	4,3	Hit/ROF
286	Effects DR - 4FP	+3	5,3	NE
287	60mm/a.C at 41O8	-2	1,1	Critical Hit
288	Random Selection g.A			
289	Effects DR - 4FP/16FP	+3/+3	4,6	g.A 2MC
290	g.A 2MC		5,6	Break/ELR/ Replace with g.V
291	60mm/a.D in 40L7 at 41O8	-1	4,4	Hit
292	Effects DR - 4FP	+3	3,1	PTC/SAN
293	Kindel PTC		2,5	NE
294	German SAN dr		5	NE
295	AC-C in 41M9 MA ITT at 41O9	+5	3,5	Miss
296	A.I in 40Q1 at 41R9 - 12FP	+4	5,5	NE/Cowers
297	MMG/A.F in 40P3 at 41R9 - 8 FP	+5	4,4	NE/Cowers
298	MMG/A.D/Wilson in 40Q4 at 41O8 - 6FP	+2	2,3	NMC/ROF
299	Kindel NMC		6,4	Break
300	g.V NMC		4,6	CR/Elim
301	MMG/A.D/Wilson at 41O8 - 4FP	+2	4,5	NE

Rout Phase

302	Kindel in 41O8 to N7			
303	g.Z in 41O9 to N7			

Advance Phase

304	7EE/G.C in 41N7 to O8			
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AMERICAN

Ouch, I thought I could rout to 41N10! Disaster! My pregame comments are looking uncomfortably prescient, as indeed German troops on Hill 520-40 inflict losses for Failure to Rout. Wow, four points down—if those guys had lived I was in very good shape. I did at least capture the half-squad, but its personnel are made of tougher stuff than I had hoped and keep their secrets to themselves. I do have one squad across, however, with the .50 cal., so there's some hope. I didn't mind those guys breaking so much, but to die because of a lousy broken HS on the other side of the river. . . time to stop whining and suck it up.

During Chris's half of the turn, German squad B jeopardizes its chances for the MMC-of-the-Game Award by failing to knock out my Scott! Meanwhile, my mortars do what they are meant to do—keep shooting with ROF till they pull out a Critical Hit. Taking out the HMG team is huge—I like the spot where Chris put it—in the thick of things. It wasn't too successful, but it certainly slowed my crossing. We'll see if someone is brave enough to re-man it. Squad G.B finally succumbs, but Iron Crosses all around for the men of this stalwart unit. I suffer very bad news when a Sniper sends one of my Scotts home—that's a lot of firepower leaving the game, and that's the one that still has Willy Pete. The only good news is the German doesn't get CVP for this "loss." I feel mildly charmed as I expected to lose a vehicle to German fire by now, but that doesn't make me any happier about the loss. My two HS in that hex were hoping to hitch a ride to the opposite bank on the M8. Bummer, now they gotta walk.



Personal Tens (10s)!

By Mark C. Nixon

Far be it from us to question Mark's personal list, but we bet that if he really put his mind to it, he could come up a fitting scenario featuring American forces, or one without the Germans, or even just one without a German 9-2 (or better!) leader. In this age of politically correct diversity, however, you have to admire a man who knows what he likes! Eds.

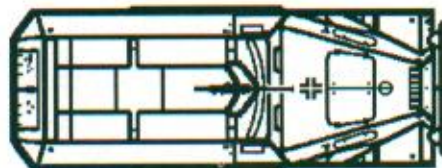
This is an article I have put off writing for many years, but which I have looked forward to writing for a very long time. What follows is my personal list of scenarios which, on a scale of 1 through 10, with 10 being the best, I would rate a 10. My own theory on how things should work is that for every 10 rating there should be two 9s, three 8s, and so on down to three 3s, two 2s and one 1. Mind you, I do not use this scale as a requirement which must be filled before I give a 10 rating, but use it merely to point out about how tough it is to elicit a 10 rating from me. Roughly one out of 30 scenarios will normally be rated a 10. True to ASL dice form, were the rating scale from 2 through 12, I am sure I would philosophize only one 12 out of every 36 scenarios. But that would be fair, for everyone knows a 12 is higher than a 10.

THE FUGITIVES

ASL 8

APPEARED IN: BEYOND VALOR
BALANCE RATING: 55% pro-RUSSIAN
EXCITEMENT RATING: 10

ATTRACTION: High quality Russians hold the canal bridges against rag-tag remnants of the Muencheberg Panzer Division fleeing Berlin in the last days of the war. Scenario parameters force the Germans into a frenzied rush across those bridges and something of those fearful days seems captured here in cardboard.



RUSSIAN ADVANTAGES:

CANAL, SQUAD QUALITY, +3 TEM, T-34, HMG, 57LL ATG, HIP

Lots of Russian advantages swing game balance their way. I would listen to argument they may hold a 60% edge, but no matter, the Germans also have enough toys to make the situation fun to try. Russian fire concentrated on the four canal bridges gives them an outstanding ability to control the battle. Their superior squads, stone building TEM, HMG, and HIP provide enough muscle to hold off German infantry, and their 57LL anti-tank gun and T-34 can deal with all enemy armor. These are some tough late war Russians, rightfully so.

RUSSIAN DISADVANTAGES:

SSR 6, DISPERSED DEFENSE, LEADERSHIP

The combination of SSR 6, which prevents Russians on board 23 from moving for a few turns, and the Russian need to present a dispersed defense in order to cover the four bridges is the ingredient which makes this scenario work. Without this mix, Russian defenders on board 23 would easily move in the first few turns to block the correct bridges and effectively win the scenario before the real battle was joined. Excellent work here by the designer, developer and playtesters. Beyond that, these Russians suffer very little, although even their plentiful four leaders commanding fifteen squads fall a bit short in the negative modifier category for this time of the war (total -2 for 15 squads vs 8 German leaders with -5 for 18 squads).

GERMAN ADVANTAGES:

9-2, SSR 4, 5 AFVs, PF

As true as ever, even when the troops he leads are less than *ubermenschen*, Mr. 9-2 is determined to serve up a dish of nastiness for his Russian foe. Add another seven German leaders to this battle and it is plenty clear Mr. 9-2 need not worry about anything else other than kicking enemy butt. That +1 TEM in SSR 4 allows some extra open-field running and also allows free routs through otherwise open terrain. None of the five German AFV are singly tough enough to handle the T-34 and should not attempt to duel the 57LL anti-tank gun, but together provide enough flexibility and strength to dish out punishment and maneuver their way across the canal and off-board—at least some of them. German PF

capability ought to be put to the test here, for want of other heavy weapons in any abundance. Three hex range and 1945 availability are nice enticements.

GERMAN DISADVANTAGES:

SSR 2 & 7, SLOW ENTRY, FIREPOWER, ELR, STIFF EXIT VC

Those two SSR, 2 and 7, serve to slow and channel the attack. This, combined with a dispersed entry over the first three turns, assures a slowly developing and somewhat piecemeal assault. Add in the fact that the Germans field only 53% of total firepower in this encounter and it should be plenty clear they can expect to find themselves working very hard to bring sufficient FP to bear fast enough on Russian strongpoints to achieve any breakthrough. Too often, the Russians will seem able to fill any gaps before they can be exploited. ELR limitations often amount to little in many scenarios, but with thirteen 2nd line and Conscript squads at start in this one, it will hurt the Germans this time around. Put it all together and we are asking a lot for 33 points of Germans to exit.

ACTION:

Russian defenders of board 20 might set up to disrupt German moves or to preserve their own existence or some combination of the two. Whatever, the main hope of this frontline defense is to preserve the MMG and 8-1 as long as possible, for they are the tools which can dish out the most punishment. Use of HIP in 2nd levels such as 20I3/2 and/or 20K1/2 can be devastating to Germans broken on any of the three bridge hexes 23BB5, X3, and P7 for these two locations deny rout back towards board 23 (bridge 23H4 is a blind hex to these locations).

It is tough to fault the HMG in 23S9/2, although if you have reason to anticipate a German assault on bridge 23H4, 23F3/2 is a wonderful spot as well. The anti-tank gun seems good in 23W6 or 23M8 which both cover the three southern bridges or much of their approach hexes. Infantry units must cover all four bridges and be prepared to move on Turn 3 to threatened bridges. During the actual bridge crossing, the main defense will be centered in either building 23F3, 23N9, 23Y7, or 23CC7. Those 6-2-8s and the T-34 come on at the right time and, since it is their choice, in the right spot, and can be a real game buster.

The German assault will have to work around rubble from SSR 7 and of course those

board 20 Russians will be a bother. However, the pre-dawn twilight of SSR 4 must not be wasted so these troops will be charging boldly. I like to get the 8 squads and 4 leaders of Group 3 into play on Turn 1 and begin locating and eliminating as many board 20 Russians as possible, all with the intention of opening a corridor to board 23 to enable Group 2 to enter in their trucks on Turn 3 to unload as far forward as possible. This seems the best way to get the most troops forward fast while erasing the most Russians early.

Which bridge to cross is a question for debate and there are positives and negatives for all. Personally, I really like the two southern bridges best and mostly because the two are so close to one another it is easy to cross both or to switch from one to the other with little delay. For these Germans, the tough part of the game starts at the bridge approach area. Smoke from the StuG and PzIVJ can help enough that it is wise to preserve these AFV and their s8 capability until this time. Without s8, I would still try for Smoke from sN9, sD6, sD7, or even vehicular Smoke grenades to usher the troops across these bridges. Hey, if Smoke grenades from the HT fail, you may at least gain wreck cover on a bridge, preferably a Burning Wreck. Silly perhaps, but loss of a HT costs only 5 CVP whereas such cover might allow many times that amount of Infantry CVP to cross the bridge safely.

Crunch time here will occur on the west bank. Featured actors will be the Russian 6-2-8s and T-34 opposed by whatever odd collection of Germans have made it this far (after all, they began this one in "rag-tag" condition, so at this point what do we call them, the "tattered-and-torn"?). "The Fugitives" was the first game I ever played at Oktoberfest, way (way) back in 1986, and that game is still my favorite playing of this old classic. Darryl Burk and Bill Sisler commanded the Russians against my Germans and it does not matter who won. The game itself is not etched in my memory, but the thrill of playing against two opponents at once is always there (I would argue the single player gains an advantage due to facing a divided command) and the simple fact that this game was played amidst the positive and promising atmosphere of ASL Oktoberfest are enough to hold this one in long term memory. Memory of an old ASL war horse; I could do worse.

BLOCKING ACTION AT LIPKI

ASL A44

APPEARED IN: ASL ANNUAL '92

BALANCE RATING: 55% pro-GERMAN

EXCITEMENT RATING: 10

ATTRACTION: Outgunned and outnumbered Germans in 1941 Russia get an early scare and a glimpse of their future. A small action which always seems to be fast paced and hard hitting, this one may not be on the list for anyone else, but for me has always been a real "10."

GERMAN ADVANTAGES:

9-2, 28LL ATG, AFV MG

There stands Mr. 9-2 again, running the battle as we have seen repeatedly. That 28LL anti-tank gun is outstanding with its TK number of 12, and as high as 15 vs adjacent or in-hex enemy tanks. More than one Russian tanker has been left gasping upon his first encounter with this seemingly puny weapon. While German AFV are not superior overall to their Russian counterparts, their MG armament certainly is superior and well able to annihilate Russian infantry in short order if given the opportunity. In fact, I would argue that bringing these AFV MG to bear on Russian infantry is the primary goal.

GERMAN DISADVANTAGES:

NUMBER OF SQUADS, AFV ARMOR, SSR 2 DR FOR REINFORCEMENTS

Outnumbered two squads to one is not good, but is tolerable thanks to your better range, excellent leadership and the convenience of sitting in the defender's role with TEM advantage while your opponent must attack across some open ground. Nothing can be done about your AFV armor situation, however, except to avoid those Russian guns. It is tough to accept, but there will be a few games in which those PzIVs do not enter play at all. This is a problem for tournament play, but does not damn the scenario when played for fun. For tournament play, I recommend dropping SSR 2 and bringing those tanks in automatically on Turn 5.

RUSSIAN ADVANTAGES: GUNS, AFV SPEED, VICTORY CONDITIONS

Your Guns can kill everything the German has. Even your ATR and MG are potent against that weak German armor. It will be your goal to force a confrontation between the two armored forces, away from that 28LL anti-tank gun, in order to clear a path for your squads to push towards victory. Your speedy BT-7s should not stray too far from protective coverage of the T-34 and KV-2, but still be used as the threat to turn the flank of opposing AFV. A choice of VC is very nice. So long as three AFV are up and running, an exit win is possible without infantry included, but the game end Casualty VP condition or the need to exit at least some infantry are more likely to occur.

RUSSIAN DISADVANTAGES: BOARD 4, RADIOLESS AFV, ELR

Board 4 is tough to negotiate for a mere 8 squads when faced with even just a small amount of defensive fire. If this game comes down to Russian infantry trying to exit or needing to eliminate another German strong-point or two, all this open terrain will be a real problem. Remember the KV-2 has a radio, but the others do not; this is inconvenient but not insurmountable. A "2" ELR will generate some Conscripts and thus slow some of your infantry to 3 MF, but this is another case of a bothersome inconvenience more than much of a serious disadvantage.

ACTION:

Russian entrance will help determine where to station a defense. If it is a northern attack I'd put the 28LL anti-tank gun in 4X1, run the 9-2 with two squads into the 4Z10 area to bottleneck Russian infantry and keep the AFV in the middle of board 4 to harass Russian AFV flanks. Against a southern assault that 28LL goes into 4O5, Mr. 9-2 and his boys go to 5S8 while the AFV hang back behind the 4K9 woods area to await developments. Oh, by the way, to assist the 28LL into TEM, the other two 4-6-7s stick around to help push, before moving forward to fill out the defense.

Any Russian attack across the north will face its greatest difficulties crossing open areas around 4CC10 and then 4X5. German infantry from 4Z10 to 4R7 and on to 4V3 ring this open area and can annihilate Russian open ground movement. The obvious Russian tactic, then, is to maneuver along this covered perimeter and knock out opposition head-on. This is where German squads led by their 9-2 have the potential to blatantly stuff the Russian assault. A couple busted moves and Russian infantry might be out of the game, at least out of time. So what is the next obvious tactic? Why, bring in some of that powerful Russian armor to help clear out Mr. 9-2 and his troublesome followers. Unfortunately, this plays right into German hands, for once Russian AFV are occupied with German infantry, German AFV will finally be freed to make aggressive moves of their own, and German AFV are far more lethal to Russian infantry than Russian AFV are to German. Maybe that is a bit confusing, but it is the main reason why I prefer a Russian attack in the south.

Well, actually the southern attack is more a center attack I guess. The southern side of that great board 5 woods mass is what I am referring to by "south." A southern attack will likely not see infantry-laden trucks using that road through 5EE2 because German moves easily shut down this move. (9-2 with 4-6-7 and LMG hit 5DD1 and 5EE3 with 2(-2) and 1 EVEN vs trucks.) Much less risky is to move into the middle and unload on Turn 2 in the 5R3-5T3 area, with plans to launch an 8 squad infantry assault straight up the R, S, and T rows of board 5 and on across board 4 to threaten an exit or annihilation of German infantry on their way. Russian tanks need to be prepared to screen both flanks of this unloading area, although Turn 2 might dawn with no threat developing on your right flank. Finally past those two turns of jockeying around, the actual battle of a mere 5-1/2 turns begins. Here is where we find out what makes "Blocking Action At Lipki" so special. It is those two seemingly invulnerable Russian AFV and what they do in games when they prove to actually be invulnerable and what happens to them in games when they fail. Critical hit the KV. Deliberately Immobilize the T-34. Failed non-platoon movement and Mechanical Reliability DR abound. On the other hand, often the KV simply smashes all in its path or the T-34 dances and nails enemy AFV after AFV. My favorite game occurred vs Bill Sisler and featured a CH to take out his KV. Following this

must spend its remaining MP to Stop.

c) A Bog Check is required?

A. The Fortification is revealed and the Bog Check is taken.

E1.2 If a Scenario Defender's HIP/concealed MMC has SMC/SW recorded on a side record with it, and the unit moves with the recorded SMC/SW, are the SMC/SW still noted on a side record? If a Scenario Defender's HIP/concealed MMC loses concealment, are those recorded SMC/SW placed on board unconcealed?

A. Yes. Yes.

E1.42 May a Cloaked SMC portage a 1 PP SW? May a cloaked MMC portage two 2 PP dm 50mm mortars totaling 4 PP?

A. Yes. No; except as specified for 4 PP and 5 PP SW that cannot be dm, a unit cannot portage greater than its individual non-CX IPC while Cloaked.

E1.71 Does a MG laying a Bore Sighted Fire Lane at the start of the enemy MPH need to make a DR to check for malfunction/cowering/Sniper activation?

A. No.

E1.71 and **ASOP** (rev.) Where in the ASOP (rev.) should the Bore Sighted night Fire Lane placement occur?

A. After 3.13A (as if it were 3.14D).

E1.8 Does assembling or dismantling a weapon create a Gunflash?

A. No.

E3.1 & **A10.531** SEE PRIOR ENTRY

E3.311 Does Fog negate FFMO (like a LOS Hindrance such as Smoke-E3.311) or does it not negate FFMO (like a LV Hindrance-E3.1)?

A. Fog negates FFMO like Smoke.

E5.121 If there are two MMC on a three boat small raft when it is reduced, a HS (or crew) is eliminated from the Passengers, how is the eliminated Passenger chosen?

A. Randomly.

E5.53 When a boat sinks in shallow water or when it is beached after being hit by ordnance (E5.52), is the TH DR used for the attack vs the Passengers? Are they attacked by the (halved) HE Equivalency of the hit on the boat?

A. Yes. Yes.

E7.6 Are Observation Planes subject to Arrival (E7.2)?

A. No, they do not take counter form.

E9.1 If the contents of a parachute are placed on board before the APH (e.g., a failed E9.42 landing TC), are they still considered paratroops (e.g., for purposes of E9.5 or 9.6)?

A. Yes.

G9.52 Can Infantry beneath a Panji counter recover a SW above the Panji counter?

A. Yes (but Infantry above a Panji counter could not).

G11.7 May a Gun set up in a cave that is not Accessible to a Cave Complex?

A. Yes; see G11.92

G11.7 May Japanese Dummy units enter caves?

A. Yes.

G12.13 & **G12.671** Can a LC Inherent crew be eliminated without eliminating the LC? Can it break?

A. No to both; LC Inherent crews only suffer (cumulative) Stun results; see G12.111.

G17.41 Is the NCA TEM of a pillbox added to the TH DR of a napalm attack using the Infantry Target Type? Is it added to the Effects DR?

A. Yes. No.

O11.6194(b) Does a Stuka cause activation of a Reserve unit by being within 3 hexes of it? Are Stukas free to attack Reserve Units?

A. No, it must be within 1 hex (E5). Yes.

O11.621 Does a HIP Set DC Fortification purchase come with a DC?

A. No; see footnote 9.

Q5.1 How is a gully/irrigation-ditch hex (e.g., PB R22) treated?

A. Like a gully hex.

Q9.4 CG4b During the RePh following the completion of the Night I scenario, do units north of hexrow CC have Freedom of Movement and

thus may be shifted to new starting positions when setting up for the Night II scenario?

A. Yes; see Q9.6058.

Q9.4 CG4c Can German units in Benouville which remain under a "No Move" counter at the conclusion of CG Night II set up in Night III with Freedom of Movement in any hex of the same Friendly Setup Area? Or must they set up in the same hexes they were in at the conclusion of CG Date Night II?

A. Yes. No. See Q9.6058.

Q9.4 CG17 If a HS remains in the Walking Wounded box at the end of the RePh, is it removed or does it remain there till the next RePh?

A. It is removed.

U.S. Multi-Applicable Vehicle Note V Can such a weapon (i.e., one that cannot fire in the VCA at the same level) attack in OVR?

A. No.

Danish Vehicle Note 24:

May the two crews of a Nimbus start a scenario dismantled?

A. Yes, but not with its weapons Removed.

If dismantled Infantry possesses a Nimbus that is in Bypass of an obstacle, does the Infantry occupy the obstacle (per A4.3-332)?

A. No, in this particular instance, the Infantry would be considered to be at the CAFF along with the Nimbus.

Can broken dismantled Infantry possess a Nimbus that is in Bypass of an obstacle?

A. No, the broken Infantry must drop possession when it occupies the obstacle.

PB5 (Taylor Made Defense) For purposes of PB SSR 14, the forces in the British OB that belong to No. 1 Platoon, Company D, 2nd Oxfordshire and Buckinghamshire Light Infantry consist of a 6-4-8, the 4-5-8, the 2-4-8, and the 8-1.

ERRATA

A9.4 In the last line delete "aerial or".

A15.2 In line 7 add "Minimum Move (A4.134)," before "Wounds".

A24.31 In line 7 add ", CE DRM," between "ship" and "and".

B28.1 In line 8 delete "and type".

C6.3 In line 1 add "non-ATR" before "LATW".

KGPII:

(1) U.S. Infantry crew counters provided should show a BPV of 6.

(2) **Footnote P27** The US M4 18-Ton High Speed Tractor provided in KGPII should have a 4FP AAMG using the 12.7mm To Kill number with "2" ROF per U.S. Multi-Applicable Vehicle Note O. Revised counters for these and other counters from KGPII are included in *Doomed Battalions*.

Q9.6061 Example In line 10 change "8" to "10"; in line 11 change "+3" to "+1", delete "and" and after "Isolated" add ", and -2 for being adjacent to a Friendly Setup Area"; in line 13 change "+3" to "+5" and in line 14 before "and" add "+2 for being Encircled, +1 for moving through an Enemy setup area, -1 for being two hexes away from a Friendly Setup Area.". The section should now read "The squad rolls an Original 10 for its Escape DR; since it has a +1 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR), +2 for being Isolated, and -2 for being adjacent to a Friendly Setup Area), the Final DR of 11 results in it being Replaced and then Casualty Reduced (one 2-3-7). The Isolated British squad in the Z15 First-Level Location may attempt to Escape and would have a +5 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Encircled, +1 for moving through an Enemy Setup Area, -1 for being two hexes away from a Friendly Setup Area, and +2 for being Isolated)." [This supersedes the errata for this section in the 1997 ASL Annual.]

Q9.6152 The British receive a Sherman III(DD), not a Sherman V.

G45 (Halha River Bridge) The counter depiction on the scenario card of the 37* INF Gun in the Russian OB incorrectly shows it as having IFE.

A72 (Italian Brothers) In the Republican OB change "SSR 1" to "SSR 5" and change "or on south of hexrow C" to "on/south of hexrow C".

AP8 (A Bloody Harvest) Delete the two Allied Minor LMG from the Polish OB. Polish Elite and 1st Line squads have Assault Fire.

A105 (Police Action) In SSR 2 (and the board configuration) change "overlay 1" to "overlay 2".

A114 (Hamlet's Demise) SSR1 The wind blows from the southwest.

Scenarios A115-A118 and the Nhpum Ga mapsheet in the 1997 ASL Annual:

Hexrow U is misnumbered. The first hex is U1, then a hex with no coordinate. Call that hex "U1.5".

SSR1: All Interior Jungle hexes are Dense, but in most cases, however, the "oversized colored center dot" in a Jungle hex designates *Light Jungle* [EXC: hexes U9-U11].

There is no LOS from D8 to F9, etc.

Hexes E9 and P10 can be entered at the path rate from, respectively, F9 and O10. Hex L12 can be entered at the path rate from L11 and L13.

SASL Mission (The Fortress) The board 21 objective should be Z6 rather than P7, and the footnote applies to building Z6.

DOOMED BATTALIONS ERRATA

We were fairly close to being done with *Doomed Battalions* when word of TAHGC's sale to Hasbro was announced right after Avaloncon. There was no knowing if Hasbro had any interest in producing it, so it was a race to get it done before TAHGC went out of business. Unfortunately, this rather hard and fast deadline meant that the quality control we would like to see in our products was not possible. Components had to be printed by a certain date, or they weren't going to get printed at all. We had to rely on Monarch staff to do some things we would rather do ourselves, and we didn't have sufficient time to proof the work. We apologize for the resulting errors and commit ourselves once again to delivering a top quality product. We intend to issue replacement counters, perhaps in *Armies of Oblivion*.

DB COUNTER ERRATA

Vehicle Note 15 T-13 Type II: Counters (and the illustration in the Note) should indicate that vehicle is radioless (as shown in Listing).

Vehicle Note 20 M3A3(a): Counters (and the illustration in the Note) should show superior turret armor for the side/rear armor (as indicated in the Listing), not for the front armor.

Vehicle Note 27 M.38: Counter B should show the MA as "37L", not "37".

Vehicle Note 36 VCL Utility(b): Counter and Listing should show that vehicle is fully-tracked, not wheeled.

Ordnance Note 10 C75 TR: Counters A-C (and the illustration in the Note) should show the gun caliber as overscored (as shown in the Listing and counter D).

Ordnance Note 13 C120 M31: Counter A (and the illustration in the Note) should show the gun caliber as overscored (as shown in the Listing and counters B & C).

Ordnance Note 30 75M 19S: The counters, the illustration in the Note, and the Listing should not show the gun caliber as overscored, since its AP5 (Limited Stowage-C8.8) is not date dependent.

Ordnance Note 31 C105 L 13S: Counter F should show M5 like the other counters, instead of M6.

Ordnance Note 33 155 model 17S: Counter A (and the Note illustration) should show the gun caliber as being overscored (as shown on Counters B & C and the Listing).

DB NOTE ERRATA

Ordnance Notes 4, 7, 11, 21, 22, & 32: The illustrations in the Notes for these Guns should show their gun caliber as overscored (as shown in the Listing and on the counters).

Ordnance Note 28 should refer to this gun's use as "towed AT guns", not "towed AA guns".

Ordnance Note 36 should refer to British Ordnance Note 21, not 41.

Vehicle Note 2 Vickers Edw(b): The VCA of the vehicle in the diagram should be facing the squad (rotate the vehicle 120 degrees CCW).

Vehicle Note 30 should cross refer to Low Ground Pressure at D1.41, not D1.51.

DB BOARD ERRATA

Board 45: Hex N8 should have a regular center-dot in it, not a large dot.

DB SCENARIO ERRATA

Scenario 86 (Fighting Back): The contact number shown on the scenario card for the Polish radio should be 7, as is shown on the actual radio counter.

Scenario 89 (Rescue Attempt): In SSR 2 replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex EIRR overlays). [Consider overlapping a hex of the two GLRR overlays (RR1 & RR2) which will keep all of overlay RR1 on board.]

REPLACEMENT COUNTERS in DB

The six replacement counters for the U.S. M4 18-Ton High Speed Tractor (originally provided in KGPII) should show "AAMG" for its MA, with "2" ROF box.

E-MAIL Q&A

With our new web page, we have a new address for e-mail Q&A: asl_qa@multimanpub.com (or feel free to just use the web interface at www.multimanpub.com). In the past we have compiled such Q&A and posted periodic compilations to the ASL discussion list on the Internet. We intend to continue to do so, as well as posting the Q&A at our web site. Special thanks to Robert Banozic, Ole Boe, Russ Buntin, Patrik Manlig, Jim Stahler, Fritz Tichy, and Kevin Valerian for their dedicated assistance with the 1998 Q&A/Errata. And special thanks to our friends at Anodyne for providing space for our old web page and old e-mail Q&A address.

EURO ASL EVENTS

Berserk

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July 4
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Intensive Fire

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October (TBA)
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Montgeron ASL Tourney

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DEBRIEFING '98

The Questions & Answers and Errata presented here supplement the "Comprehensive ASL Q&A/Errata" provided in the 1996 ASL Annual and should be used with that material along with: the *Kampfgruppe Peiper II* Errata in that issue, the OBA Q&A on the Offboard Artillery Player Aid, the Q&A/Errata in the Debriefing section of the 1997 ASL Annual, the Errata pages listed at the end of that Debriefing, and the new 1998 Errata pages (A39-A46) in *Doomed Battalions*.

QUESTIONS & ANSWERS

A1.123 Are vehicular crews in counter form (e.g., 1-2-7) considered to be elite units?

A. No, but Churchill AVRE crews (Assault Engineers per British Vehicle Note 37) may use DC as if elite.

A4.12 Does leadership bonus apply if a leader and MMC begin the MPH one in Crest and one in non-Crest status? One in and one out of an entrenchment? One above and one below Wire/Panji counter? One IN rice paddy and one on a Bank?

A. No to all.

A4.132 & B3.4 Can moving units on a road get the road bonus if not changing Locations (e.g., place SMOKE, recover weapons, etc.)?

A. Yes.

A4.15 Does the doubled cost of Infantry OVR double the cost of hexside terrain (e.g., wall)? Double the cost of SMOKE?

A. Yes to both; this doubling occurs after all modification.

A4.151 Can a SMC being Infantry OVR move if it is on a horse/skis/bicycle? On an unarmed vehicle/motorcycle/wagon?

A. Yes. No.

A4.2 May Infantry units not specifically listed in A4.2 move as a stack? May two Cavalry units move as a stack? Two cyclists? Two vehicles?

A. Yes. Yes. Bicyclists may; motorcyclists cannot. Only via platoon movement (for AFV) or Convoy (including motorcycles and unarmored vehicles).

A4.41 May a HMG or MMG fire in AFPH if it has not changed Locations but did enter/exit a Fortification, (un)load, (dis)mount, move under Wire/Panji, or change Crest status or position in a rice paddy?

A. No, it has not remained stationary.

A4.44 Can a Cavalry SMC recover a SW from a Cavalry MMC?

A. No.

A4.51 Are all five of the listed conditions (in the penultimate sentence) for removal of the CX counter (other than "if a unit breaks") only effective "in its next player turn"?

A. Yes.

A4.63 May a unit attempt to Dash through Wire?

A. No.

A4.63 May Dash and Bypass be combined in a woods-road hex or building-road hex?

A. Yes, if the Dashing unit can Bypass the obstacle while crossing the road.

A7.2 If a Gun uses Intensive Fire, is the manning Infantry allowed to Subsequent First Fire thereafter?

A. No, although it could use FPF.

A7.353 May a HS that fired a SW in First Fire use its inherent FP in Subsequent First Fire vs a non-adjacent target?

A. Yes, under the usual conditions (range, etc.).

A7.7 May a unit climb out of Encirclement, or use a sewer or tunnel to exit Encirclement?

A. Yes to all (despite such movement requiring all of a unit's MP) and may even use the APH normally to enter a new Location, whereupon it would become Pinned and CX (as if having completed a Minimum Move—A4.134).

A8.15 If a unit moves into a building (or other terrain feature) and undergoes (and survives) Defensive First Fire in that hex (utilizing the TEM of that terrain feature), can it then be fired at by a different unit using a Snap Shot as they entered that hex and therefore no TEM (or that of the rest of the hex)? Or must a Snap Shot be taken first before any fire at the unit while IN the terrain feature?

A. Yes. No.

A8.2 If a concealed unit and a non-concealed unit move together as a stack and are attacked (with different FP because of the concealment), is the Residual FP based on the highest FP or the lowest FP used in the attack?

A. The highest.

A8.2 Is the Residual FP left by a Critical Hit based on the normal, not the doubled, FP? Does an Area Target Type attack leave Residual FP based on half of the halved FP attack?

A. No, it is based on doubled FP. Yes, it is based on halved FP.

A8.2 Does a unit/its-vulnerable-PRC bypassing a building/woods Location containing a Residual FP counter receive building/woods TEM for the Residual FP?

A. Yes [EXC: Deluxe (J2.23)].

A9.223 Must a MG cancel its Fire Lane when an "unbroken" vehicle (A12.1) enters its Location (even if in Bypass)?

A. Yes, unless it is a BU CT AFV, in which case the MG/its-manning-Infantry may cancel the Fire Lane to attack the AFV.

A9.61 Are Guns (including vehicular MA) of 12.7 Caliber Size treated as MG for TK purposes (D5.34)? Are .50 caliber SW MG?

A. No. Yes.

A9.73 Can a unit marked with a First Fire counter destroy a MG during DFPH if there is an adjacent enemy unit? If there is no adjacent enemy unit?

A. Yes. No.

A10.5 Is a shocked AFV an "unbroken and armed" unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAMG?

A. Yes to both, if manned.

A10.531 & E3.1 Does an Infantry unit lose its "I" if it Assault-Moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit if the only intervening Hindrance is a LV Hindrance?

A. Yes, unless the Hindrance is Fog (E3.311) or Winter Camouflage applies (E3.712).

A11.4 Since a unit IN a pillbox that is screened by a friendly unit in the hex outside the pillbox cannot be attacked in CC (B30.6), would it figure into any Ambush calculations?

A. No.

A11.62 May a vehicle with turreted 12.7 MA (e.g., U.S. M16 MGMC Halftrack) or one with a turreted 15mm MA (e.g., British Mk VIC) use it in CC? One with turreted 20L MA with IFE?

A. Yes, use its IFE FP as if it were CMG FP. No. A11.7 Does a shocked/UK AFV hold opposing Infantry in Melee? A Stunned one?

A. Yes, if manned. Yes.

A11.7 Does an armed but unarmored vehicle hold opposing Infantry in Melee? Is it held in Melee? Is an Immobile vehicle held in Melee? Are its Passengers/Riders?

A. Yes. No. No. No.

A12.122 Can overstacked Good Order Infantry gain concealment if in LOS of an unbroken enemy unit greater than 16 hexes away?

A. If in Concealment Terrain, they could roll for concealment if the unbroken enemy unit was not Good Order.

A12.152 Can Searching reveal the contents of Locations that are not Accessible?

A. Yes, as long as one Location in the hex is Accessible.

A12.34 If an Emplaced Gun sets up HIP, does the manning crew/HS also set up HIP? May the manning crew/HS of a HIP Emplaced Gun possess non-inherent support weapons?

A. Yes. No.

A14.21 Is the CE DRM considered an "in-hex TEM" for Sniper alternate target selection purposes?

A. No.

A20.21 If the only possible guarding unit is too small to guard all of a surrendering stack (e.g., 2 broken squads surrendering to a SMC), what happens to the "excess" surrendering units?

A. Once all surrendering units in the Location have been accepted, the guarding player decides which units (within his means) he will guard. The remaining unarmed units are under the control of the opposing player. See A20.5.

A23.3 A hero moves into a woods hex (2 MF) and places a DC in an adjacent woods hex (total 4 MF), but is then wounded by Defensive First Fire. Is the DC placed?

A. No, the hero is Pinned (A15.22).

A23.3 If a unit goes berserk (A15.431) as a result of First Fire for the MF(s) it uses to Place a DC, is the DC Placed successfully?

A. Yes.

A24.4 Does ground level SMOKE extend into Cellars (O6.3)? Would a LOS traced from a Cellular Location to $\geq$ Level 0 be affected by SMOKE at Level 0 in that Cellular unit's hex? Would that Cellular unit also suffer the extra +1 Hindrance DRM for viewing out of SMOKE (A24.8)?

A. No. Yes. No.

B6.3 Is the -1 TEM for a bridge shown on the Chapter B divider in addition to FFMO?

A. No, it represents the possibility of FFMO; there is no additional minus DRM for being on a bridge.

B13.6 Is a path depiction in an otherwise Open Ground portion of a hex considered woods or Open Ground?

A. The path depiction within the woods contour is woods; outside the woods contour in otherwise Open Ground portions of the hex it is Open Ground [EXC: inherent terrain, e.g., Dense Jungle and bamboo].

B30.111 For the purposes of pillbox stacking capacity, how many squad-equivalents (A5.5) do $\leq$ 4 SMC represent?

A. None, see A5.1 and A5.6.

C1.732 What is the Accuracy dr required for a pre-registered Offboard Observer (C1.63)?

A. 4 or less.

C3.2 Can a Gun fire in its own hex (i.e., is its own hex considered in its CA)? Do the same principles apply to BMG/CMG (D1.81-82)?

A. Yes; except during the MPH if the hex is entered from outside the CA, when, even if the moving target now expends MP for some other purpose (e.g., firing sD or stopping and unloading Passengers), the Gun would still have to turn its CA to include the direction from which the hex was entered, or if the bow-mounted weapon of an Immobile vehicle (D8.5); see C5.51. Yes.

C3.22 When a Gun is Recovered, may its CA be changed at that time?

A. No.

C3.31 Can Vehicle Target Type be employed against a hidden or concealed vehicle? Does the specified order (C.9) of target type (Vehicle, Infantry, Area) apply even if firing at a Location with no Known targets? Must the defender reveal any information beyond what, if anything, is hit?

A. Yes, the existence of an actual vehicle is not required. Yes. No.

C3.32 & D5.32 According to C3.32, AFV are immune to the Infantry Target Type, but not their Vulnerable PRC. According to D5.32 & D.6, a CE crew cannot be targeted separately from its vehicle, but only affected Collaterally. Are these rules in conflict?

A. No, an AFV may be hit via the Infantry Target Type; it (but not its Vulnerable PRC) is "immune to damage from such a hit."

C5.11 Does a Gun Defensive First Firing during the MPH from a woods/building/rubble Location have its CA fixed for the remainder of MPH or through the DFPH?

A. The MPH, or, if Pinned, the DFPH.

C7.11-7.24 Do TK Cases A-D apply to MG attacks?

A. A, B, and D do, but not C.

D2.32 Is LOS drawn from the front CAPP in all cases for both fire from and to the vehicle in Bypass? Even if the vehicle is in Reverse Motion?

A. Yes. Yes.

D2.321 Do the Case A penalties and the extra +1 DRM for firing out of the side CA while in Bypass apply only to TH attempts and/or only to MA?

A. No, they apply to all non-CC attacks by all turreted weapons at a non-acquired target [EXC: CMG attacks vs same target in same target facing as last fired on].

D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack (A.14B)? A Specific Collateral Attack (A14A)?

A. Yes. No.

D6.64 May Cavalry (A13.) riders form Fire Groups?

A. Yes.

D7.11 If a vehicle's crew is eliminated or breaks after it has declared an OVR attack, is there any effect on the FP of the OVR? If it is Pinned, or forced to BU?

A. Yes, since the vehicle is now Immobile, the OVR FP is halved. No.

D7.21 Is a CC marker placed immediately after a CC Reaction Fire attack is made?

A. Yes, unless the vehicle and PRC are eliminated by the attack.

D7.22 Is a CC marker placed immediately after a Non-CC Reaction Fire (or any other same-Location TPBF) attack? Is the CC marker removed when only one side occupies the Location?

A. No, not until the armed vehicle (or unit) ends its MPH in the defender's Location (see also A7.211, A8.31, A12.151, A13.61, A15.432, A25.231, E9.43, and G1.423). Yes.

D8.3 When multiplying the wdr by the cdr to determine the number of Start MP used to start a Bogged vehicle, is the Original cdr used or is the Final cdr used?

A. The Original cdr.

D9.3 Does the AFV TEM DRM apply to units Abandoning the AFV due to Immobilization TC (D5.5) or Crew Survival (D5.6) even if the AFV is considered moving?

A. Yes.

D9.31 While Armored Assaulting, an AFV spends three MP to enter a hex but the Infantry spends only one MF. Having First Fired once (A8.3), may an enemy unit fire again at the same moving stack?

A. Yes, but the second shot could only affect the AFV.

D14.23 Must radioless AFV enter in Platoon?

A. Yes; only on-board radioless AFV may use non-platoon movement.

E1.16 What happens if a vehicle declares MP expenditure to enter a Location containing a HIP Fortification and:

a) The vehicle is not allowed to enter the Location due to the Fortification (e.g., A-T Ditch)?

A. The Fortification is revealed, and the vehicle expends the declared MP in its current Location and must expend one extra MP (if available) to Stop.

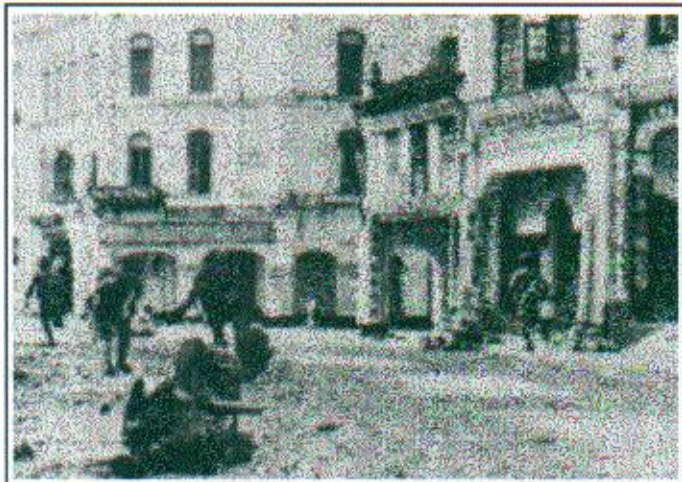
b) Additional MP are required to enter (e.g., Wire)?

A. The Fortification is revealed and the vehicle expends, if available, the additional MP to enter. If sufficient MP are not available, the vehicle

JUNGLE FIGHTERS

ASL SCENARIO J12

Scenario Design: Steve Petersen and Brian Youse



VICTORY CONDITIONS: The Japanese win immediately upon exiting ≥ 11 Exit Victory Points more than the British off the south edge.

JAHORE BAHRU, MALAYA, 31 January 1942: The Malayan Campaign was nearly complete with the goal of Singapore just a few short miles away from the Japanese lines. Knowing that further resistance on the mainland could result in troops being cut off, Percival—commander of the British force in Malaya—ordered a withdrawal across the causeway crossing the Singapore Straights from Johore to Singapore Island. Elements of the 8th Australian Infantry Division and the remainder of the tattered Argyll and Sutherland Highlanders formed a rear-guard while troops filed across the causeway.

BOARD CONFIGURATION:



45

(Only hexrows M-GG are playable)

BALANCE:

- Add one 4-5-8 to the British OB.
- Add two 3-4-7s to the Japanese OB.

TURN RECORD CHART

● BRITISH Moves First [158]	●	1	2	3	4	5	6	END
● JAPANESE [220]								



Elements of the 8th Australian Infantry Division and the Argyll and Sutherland Highlanders Regiment [ELR: 3] enter on Turn 1 along the north edge: {SAN: 4}



4-5-8	4-5-7	9-1	8-0	7-0	4-5-8	2-7	1-12
6	7				2		



Elements of the Konoe Imperial Guards Division [ELR: 5] enter on/after Turn 1 along the north edge: {SAN: 4}



3-4-7	2-2-8	9-1	8-0	8-1	4-5-8	2-8	1-12
20	2				2	4	4

SPECIAL RULES:

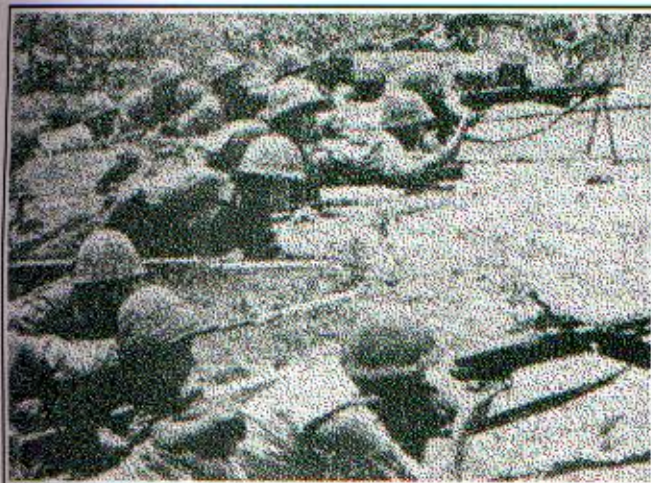
- EC are Moderate, with a Mild Breeze from the southwest.
- All Orchards are Palm Trees (G4.).
- No British units are Stealthy (A11.17).
- The Japanese force is Elite (C8.2).
- Sniper counters are not placed on board until the start of Turn 2.

AFTERMATH: Japanese troops poured into Johore Bahru, the capital of Johore Province, knowing that one more bold move could capture the majority of troops assigned to the Straights. Leading the attack was the Konoe Imperial Guards Division, a ceremonial unit which was poorly trained but performed with great elan during the campaign. As the lead elements of the Guards charged into the city, the Australians held them off with rifle and machine gun fire until it was their turn to cross the causeway. The final unit to cross the causeway was the remnants of the Argyll and Sutherland Highlander Regiment, which had been fighting since the beginning and whose ninety remaining men were piped across the causeway just prior to a gap being blown in the seventy foot wide passage. The Japanese could now watch British soldiers patrolling on Singapore Island—Britain's greatest defeat was close at hand.

IN THE OLD TRADITION

ASL SCENARIO J11

Scenario Design: Steve Petersen and Brian Yousse



VICTORY CONDITIONS: The British win at game end if they Control all Level Two hill hexes.

KAMPAR, MALAYA, 31 December, 1941: The British had continued their withdrawal to Kampar, a position of considerable strength. Two high, jungle-covered ridges bordered a relatively open area consisting of nearly one thousand yards of open paddies and fields, giving the British excellent fields of fire for the first time during the Malayan campaign. The Japanese continued to press the attack, however, providing the British little time to prepare the position and rest their troops. Following a barrage of artillery, the Japanese attacked the Commonwealth line on a broad front, and were repulsed everywhere with the exception of a strategic hill called Thompson's Ridge. Here the Japanese had managed to take the ridge and began penetrating the British line.

BOARD CONFIGURATION:



(Only hexrows E-O are playable)

BALANCE:

- Add one 4-4-8 and one Japanese LMG to the Japanese OB.
- ⊙ Remove one 2-2-8 and one MMG from the Japanese OB.

TURN RECORD CHART

● JAPANESE Sets Up First	1	2	3	4	5	6	END
⊙ BRITISH Moves First [84]							

Elements of the 5th Division [ELR: 4] set up on the hill and/or in orchard hexes adjacent to the hill: {SAN: 4}

4-4-8	4-4-7	2-2-8	8-0	8-0	4-11	2-8	50" (1-16)"	Trench OVR. OVR: +4 Other: +2	Foxhole 5 OVR. OVR: +4 Other: +2
2	3	2			2	2		3	3

Elements of the 3rd Tank Brigade enter on Turn 3 along the north edge on/west-of eK5:



Elements of the Sikh Company, 1/8th Punjab, 15th Indian Brigade [ELR: 3] enter on Turn 1 along the east or south edge (see SSR 3 and 4): {SAN: 3}

4-4-7	10-2	8-1	7-0	2-7	1-12
12				4	

SPECIAL RULES:

1. Weather is Overcast, with Wet EC and no wind at start.
2. PTO Terrain (G.1) is in effect [EXC: Brush remains brush]. No hedges or walls exist. Place overlays as follows: dx3 on hL4; dx4 on eF2-G3; and dx7 on hF1-hG1. All Trenches must be set up in Level Two hill hexes.
3. Prior to Japanese setup, the British must secretly record which edge of the playing area, east or south, they will enter on.
4. The British may declare Human Wave (A25.23) as if Russian. On Turn One, regardless of LOS, all British units must enter the map using a single Human Wave, with any Level Two hill hex as the target of this Human Wave. The ML of all British units utilizing a Human Wave is increased by 2.

5. Boresighting is NA.

AFTERMATH: Recognizing the significance of Thompson's Ridge, the British needed to counterattack. The British reserves were exhausted and out of position, however, so the commander of the Sikh company, Captain Graham, ordered his unit to charge. In the old style, the Sikhs rushed the ridge through a hail of machine gun and artillery fire. During the charge, Captain Graham was mortally wounded, but his second in command continued the charge. Following fierce hand-to-hand fighting, the Japanese were forced from the ridge, though at a huge cost to the Sikhs. Only thirty men would survive the assault. That evening, due to Japanese movements south of the Kampar position, the British were forced to withdraw yet again. The Japanese advance was at the half way point in their quest to take Singapore.

Palm Trees (G4.1)

These are just like orchards except they are always in season, their kindling and spreading fire numbers are 11 instead of 9, and AFV Riders can pass through them without Bailing Out.

Huts (G5.1 - 5.7 [skip 5.31-43])

All wooden Single Story Houses with two or more separate, complete building depictions in the same hex are huts. If you are familiar with wooden buildings, you already know a lot about huts, because they are treated as such except where stated otherwise. Huts provide a +1 TEM and also act as a +1 LOS hindrance (rather than an obstacle). The LOS actually has to cross the hut depiction to be hindered. Huts kindle easily (on a 6) and fire spreads easily as well (on a 7); they can also be set on fire by MG, PB/TPB, MOL, DC, IFE, or HE attacks. They can be collapsed by various causes, including DC or HE attack, AFV/dozer entry, bombardment, etc. They are a "soft" hindrance (A9.22) with respect to firelanes.

Kunai (G6.1)

Kunai is easy because it uses the grain depiction and is treated just like grain with a few exceptions, the most notable being its 2 MF cost and its status as Ambush terrain. It also affects the ability to form fire groups, among other things (G.2-G.6). Note the different kindling and spreading fire numbers as well.

Swamp (G7.1 - G7.4 [skip 7.21, 7.32])

Swamp is very ugly terrain. It is like a combination non-flooded marsh and Light Jungle—a two-level obstacle with a +1 TEM. It is vulnerable to airbursts, but some types of HE attacks are halved on the IFT. It affects the ability to form fire groups as well.

Roads and Bridges (G.1-1A)

Barring a contrary SSR, all roads are paths

and all bridges are Fords.

The second and hardest lesson is now over. You are ready to play "Smith & Weston." (A53) Play it once, then reread the rules, switch sides, and play again. Alternatively, you could try "On the Kokoda Trail" (60) or "Commando Hunt." (A42) When you feel that you are ready, move on to Lesson 3.

**Lesson 3: Chinese and Marines**

(read all the skipped sections from Lesson 1, plus G17.1 - G17.14, G18.1, 18.2, 18.4 - 18.71)

This is really a simple lesson. It is mainly in place to introduce the Chinese and Marines. Both "nationalities" are very easy to learn, thus clearing the way to play several more basic scenarios. Key points to note for the Chinese are the differences between GMD (with their own counters; 18.2) and Red Chinese troops (which use Partisan counters; 18.3), the ability to utilize Human Waves, and Dare Death Squads (units that can use H-to-H CC and voluntarily go Berserk; 18.5 and 18.6). For the Marines, note the use of different multi-man counters depending on the time frame.

Try scenario "Totsugeki!" (A60) to introduce yourself to the Chinese, and "Cibik's Ridge," (67) to use the Marines. Then when you are ready move on to Lesson 4.

Lesson 4: Rice Paddies (G8.1 - G8.8)

We take this section by itself because the rules are a bit dense. There are a few things to keep in mind that might help. Skim the rules briefly the first time through, paying careful attention to each of the examples. An example can often get the point across much better. Consult the terrain chart frequently. This is especially useful for rice paddies because there are three different states: in-season, drained, or irrigated. If in-season, the interior of each paddy is grain (8.13). The interior of a drained paddy is open ground, while the interior of an irrigated paddy is Mud (E3.6) with many other effects (8.12). Rice paddies are similar to foxholes in the sense that a unit can be either in the paddy itself, or on a bank counter. Banks, like foxholes, do not create a separate Location or change stacking limits. Pay special attention to the dangers of being on a bank as outlined in 8.212, including Hazardous Movement, Area Fire, limitations on SW use, and CC penalties. Note also that a bank provides a hedge-like +1 TEM. The example after 8.3 is very helpful, as is the LOS example after 8.4, and the Mud example after 8.5.

Once you have read these rules, play "OP Hill," (A41), then read all the skipped sections from Lesson 2 and play "White Tigers" (A47) (unless you want to skip armor altogether).

Move on to Lesson 5 once you are comfortable with rice paddies.

**Lesson 5: Panjis (G9.1 - G9.74)**

The panji rules are also a bit dense, but they don't come up too often. Follow the same procedure here outlined in the section on rice paddies—i.e., pay particular attention to the examples, and skim the actual rules on the first reading. Panjis are fortifications. Thus, as per G.2, they normally set up hidden and can be difficult to detect. Their setup restrictions (9.1) make sense: not in a building, rubble, paved road/runway, crag, water obstacle, marsh, or swamp. They also cannot be set up in the same Location with Wire, mines, or a roadblock, but they can set up on a bridge. The Panji counter is similar to Wire in that units can get "hung up" on it. A unit is placed on top of a Panji counter or underneath it, just like Wire, to indicate its status with respect to that Fortification (9.4 and 9.5). Also like Wire, a Panji has no TEM and does not act as a LOS hindrance. Unlike Wire, however, Panjis affect hexsides, rather than entire Locations (9.3), and an Infantry unit may be forced to take a MC upon entry (9.41). Moreover, this MC has the possibility of causing Casualty Reduction on a roll of doubles < 12 (9.31). Manhandled items (9.411), non-fully tracked vehicles (9.42), and Cavalry/bicyclists (9.422) also suffer penalties when moving across a panji Covered hexside.

Play "Hazardous Occupation" (64)—or for those who want to try their hand at an intricate defense with multiple fortifications, "Jungle Citadel" (64)—to gain some experience with Panjis, then attempt Lesson 6.

**Lesson 6: Caves (G11.1 - 11.981 and 17.3)**

There's quite a bit to the cave rules, but learning them opens the door to some fun scenarios. Caves resemble pillboxes in that their counters have three numbers on them to indicate stacking capacity, TEM for attacks through the Covered Arc (CA) opening, and TEM for attacks from outside the CA. Caves, however, always have a one squad stacking capacity, and their Covered Arcs must point to a hexside rather than a hexspine. While this might seem strange at first, a quick glance at the illustration following 11.12 and the accompanying text should be enough to clear things up. The appearance of at least four caves in a scenario also allows the use of cave complexes (11.2), giving the Japanese player increased ability to move safely from one cave to

Continued on page 63

always receive a certain amount of HIP for forces that set up on board (even if the Japanese player is on the attack in the scenario). However, the rules themselves are not that complicated. It is their tactical implications that will require the greatest adjustment. Here is an outline of the rules that should be read to cover PTO basics:

Some Basics (G.1 - G.10 [skip G.8 for now])

The key thing to remember here is that just about everything that you want to do is more difficult in the PTO.

- G.1—The terrain is more hostile; harder to move or see through.
- G.2—Fortifications are harder to find.
- G.3—Fire groups are harder to form.
- G.4—Detection is more difficult in some terrain types.
- G.5—Recovery is more difficult in some terrain types.
- G.6—Gaining Ambush as the ATTACKER is more difficult in some terrain types.
- G.7—Using a radio is more difficult.
- G.9—Instructions on how to cut out and use the COB overlays, including a small temple.
- G.10—Prior rules from Chapters A-D apply to Chapter G, while Chapter G rules that apply to other chapters are indicated by a colored band corresponding to the affected chapter.

The Japanese (G1.1 - G1.65 [skip 1.6121, 1.622, 1.632, 1.641, and 1.66-1.664])

The Japanese are a very different nationality in ASL. They behave differently in many respects. The tactical implications of these rules are very important, and are probably worth a separate article by themselves. [See Rob Wolkey's accompanying article, "Welcome to the Jungle" for tips on playing the Japanese. Eds.] It may be best to learn them from experience. The rules themselves, however, are not very difficult. Important things to keep in mind include:

- (1.11-1.14, 1.3) Morale failure is handled very differently for the Japanese. It takes three morale failures for a Japanese squad to reach a broken state. The first two morale failures result in step reduction, which leaves the unit in Good Order but with a lower strength factor. This is both good and bad—it is obviously useful to be able to maintain Good Order status for so long, but the lost strength can never be recovered.

- (1.4-1.411) Leaders are different, both more powerful and more fragile. They behave like Commissars for all rally and Berserk purposes, increasing the morale level of all other non-leader, non-Berserk Infantry/Cavalry in the same Location by one. Like the Finns, the Japanese also have a different rank structure than other nationalities with a range from 8+1 to 10-2. They are more fragile because every failed Morale Check (MC) automatically wounds a Japanese leader, possibly resulting in

death, and they don't Pin.

- (1.42-1.425) Tank-Hunter Heros and DC Heros are available. The Japanese can create during play, or sometimes (in the case of T-H Heros) set up hidden, SMC Heros whose mission is to blow themselves up for the glory of the emperor. Sometimes they can even take some of the enemy with them. At the very least, they are distracting to the enemy. The number available varies according to the time frame of the scenario.

- (1.5) Banzai is a more powerful Human Wave. It is more powerful chiefly because it is more flexible. Having multiple MMC in 3 or more ADJACENT locations is no longer required, although units must still be ADJACENT if they wish to participate in the same Banzai charge. Even a single unit can make a Banzai charge, although a leader is required if the Banzai involves one or more MMC. Otherwise the Banzai is just like a Human Wave, and uses the applicable rules.

- (1.611) Non-crew use of certain support weapons involves a penalty. Each ATR/MMG/HMG has its B# and ROF both reduced by one when used by a non-crew MMC. They are not considered crew-served weapons with regard to captured use, however.

- (1.62) Unbroken Japanese are exempt from PAATC and LLMC, and take LLMC as LLTC.

- (1.63-1.631) The Japanese get a -2 drm to their concealment dr, while a Search dr made by their opponent gets a +2 drm. These guys are good at not being seen. The Japanese always receive a certain amount of HIP for forces that set up on board (even if the Japanese player is on the attack in the scenario). This is in addition to any scenario-given HIP capability. If he is the Scenario Defender in a night scenario the Japanese player may get extra concealment counters.

- (1.64) Hand-to-Hand Close Combat (H-to-H CC) is very common in the PTO, since Japanese units are required to use it when they are the ATTACKER in CC. They are also given a beneficial -1 DRM to H-to-H CC attacks, which often acts as an incentive to try to close with the enemy and dispatch him with the bayonet. This is one of the main reasons why the PTO is so bloody in ASL.

All of these factors combine to produce a very unique combat force, at least in ASL terms. Simply put, you cannot play the Japanese (or against the Japanese) the same way you would other nationalities. If you do, you will probably lose. How the Japanese handle failure of morale (step reduction) means that they can often almost guarantee the ability to get from point A to point B if they really want to, albeit with some losses. It also means that they can be tenacious on defense: imagine trying to get by or capture a pillbox where you must break the manning squad three times! The downside for the Japanese is that their forces nearly always tend to dwindle away by the end of the scenario. The Japanese special morale characteristics, Stealth advantages, and H-to-H CC -1 modifier, combined with the close terrain prevalent in the PTO, result in a style of attack different than you may be used to. It's a

very high testosterone, in-your-face kind of approach, heavy on infiltration, death by failure to rout and the bayonet. What did you expect when the name of the module is *Code of Bushido*?

If you have the Deluxe boards, you have the opportunity to stop here and play either scenario "Intimate War" (DA5) or "Mayhem in Manila" (A105), both of which allow you to play the Japanese without any PTO terrain in effect (for the latter which utilizes AFV just ignore SSR 2). Play it once, reread the rules, then switch sides and play it again. If you have no Deluxe boards, just continue with Lesson 2 or skip to Lesson 3, read just the G18, parts indicated for the Chinese, and play "Shanghai in Flames" (A110) before going back to Lesson 2 and the rest of Lesson 3.

Jungle (G2.1 - G2.8 [skip 2.213, 2.3, 2.4])



Jungle is treated just like woods with a few exceptions. First, it is two levels high. Second, there are two types, light and dense. Dense jungle has the added changes that it is inherent terrain, has a +2 TEM, has a two squad stacking limit, and a mortar cannot be fired from within. At night, there is no adjacent LOS between jungle hexes and no Illumination (EXC: Gunflash, trip flares, and Light Jungle bypass). Finally, units in interior Dense Jungle hexes are subject to Straying as if it were night. In scenarios with a lot of dense jungle about, movement and LOS become very restricted.

Bamboo (G3.1 - G3.8 [skip 3.7])



Now that you've learned about dense jungle you will be happy to know that bamboo is treated just like it for most purposes. However, broken units cannot claim a -1 Rally DRM from within unless in a pillbox. Also, unless using a path, entry requires either a Minimum Move, Low Crawl, or Advance vs Difficult Terrain. It is a one-level obstacle with a +1 TEM. Units in bamboo are vulnerable to airbursts, as well as an airburst-like -1 TEM for DC, Bombardment, or ordnance/OBA HE attacks. Because it is so difficult to enter, bamboo is often a choice spot for a key unit that you want to protect from the dangers of Close Combat. Just beware of the situations where they might be vulnerable to that -1 TEM. Guns cannot set up Emplaced and pillboxes, mines, and panjis are the only Fortifications allowed in bamboo.

categories. This Banzai is similar to a DC Hero because it poses the same Defensive Fire problems to your enemy, but with one twist. Rather than exploding into a 30 FP attack, this Banzai charge stays in the enemy Locations, keeping the units from firing out of it and forces the enemy to fight in CC.

There is often no better use for an 8+0 leader and a 3-4-7 2nd Line squad than to combine into a Banzai charge. The 3-4-7 cannot Pin and must fail three morale checks at Morale Level 9, or suffer a K/# or KIA result to stop it. The main goal of these units is to stay in the target Location to keep the enemy units from firing out. This is a common AFV tactic, but the Japanese can take advantage of a Banzai and achieve the same result. This little one-two punch can substitute quite well as a poor man's AFV Bypass Freeze.

Obviously, the situation dictates what kind of Banzai, if any, you are going to perform. There are other uses for Banzai charges, I'm sure. And though I write confidently about them, do not bet the farm that your next Banzai will be successful. Just being aware that there are a number of Banzai options available is enough to plan accordingly. This pertains to the Japanese player and most assuredly the Allied player as well.

Conclusion

My intention in this article was to bring those players unfamiliar with the Japanese and the jungle up to speed in terms of tactics that usually only experience can provide. If I have managed to enlighten a cagey veteran on a single tactic or have started the wheels spinning, then that is icing on the cake. No doubt a "rice cake," mind you.



Run Through The Jungle

A Beginner's Introduction To The PTO

Using a Programmed Approach

By Matt Shostak



In my conversations with beginning ASL players, I have discovered a certain timidity with regard to learning the rules for playing in the Pacific Theater of Operations (PTO). And why not? The PTO was not introduced until *Code of Bushido* and *Gung Ho!*, the eighth and ninth modules of the ASL system. The rules for the PTO (Chapter G) have a reputation for being complex. Many players, although they own the modules, are reluctant to dive into the PTO for primarily that reason. It's a shame, really, because a player who understands the basics of Chapters A-D and is comfortable with them can quickly learn enough about the PTO to begin playing scenarios from that theater. Indeed, since the PTO was not an armor-heavy theater, and therefore has many all-infantry scenarios, you don't even necessarily need strong knowledge of Chapters C and D to begin.

What really showed me the superiority of the ASL system was how well it modeled jungle warfare in particular, and the system's applicability across all theaters in general. Sure, some of Chapter G's reputation for complexity/density is well-deserved, but by taking a programmed instruction approach a player can jump into the PTO with relative ease. Jim Stahler has already outlined such an approach for the basic system of Chapters A-D in his excellent article, "Eight Steps to ASL," which originally appeared in the *ASL Annual '90* and was reprinted in Vol. 30, No. 1 of the *GENERAL*. I am indebted to him for inspiration. In this article I will try to follow his lead and outline a programmed instruction approach for the PTO, complete with a suggested scenario for each lesson from *Code of Bushido*, *Gung Ho!*, or the *ASL Annuals*. With only about 8 pages of relatively uncomplicated rules to read, a player can get his feet wet in the jungle and find himself not too far out of his element. I will stop short of instructions for Landing Craft (12.), Beaches (13.), Seaborne Assaults (14.) (including Naval OBA; 14.6), and Bulldozers (15.). By the time a player gets through the following program, he should be able to figure out for himself how to continue. Besides, beach assaults are not specific to the PTO, and this is, after all, an article for PTO beginners.

Lesson 1: PTO Basics and the Japanese

As previously mentioned, there are about 8 pages of rules in Chapter G which constitute the minimum requirements to be able to play some basic PTO scenarios. These are pages G1 - G9, with some skipped sections. Of those 8 pages, many of the rules are not very complex at all. In particular, the terrain rules, if you leave out rice paddies, caves, and panjis

(really a Fortification), are very simple. Within a short period of time, you will find your eyes adjusting, as you see kunai instead of grain, jungle instead of woods, bamboo instead of brush, etc. The rules governing the Japanese will take some getting used to at morale failures for a Japanese squad to reach a broken state. The first two morale failures result in step reduction, which leaves the unit in Good Order but with a lower strength factor. This is both good and bad—it is obviously useful to be able to maintain Good Order status for so long, but the lost strength can never be recovered.

- (1.4-1.411) Leaders are different, both more powerful and more fragile. They behave like Commissars for all rally and Berserk purposes, increasing the morale level of all other non-leader, non-Berserk Infantry/Cavalry in the same Location by one. Like the Finns, the Japanese also have a different rank structure than other nationalities with a range from 8+1 to 10-2. They are more fragile because every failed Morale Check (MC) automatically wounds a Japanese leader, possibly resulting in death, although mostly they don't pin.

- (1.42-1.425) Tank hunter Heros and DC Heros are available. The Japanese can create during play, or sometimes (in the case of T-H Heros) set up hidden, SMC Heros whose mission is to blow themselves up for the glory of the emperor. Sometimes they can even take some of the enemy with them. At the very least, they are distracting to the enemy. The number available varies according to the time frame of the scenario.

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- (1.611) Non-crew use of certain support weapons involves a penalty. Each ATR/MMG/HMG has its B# and ROF both reduced by one when used by a non-crew MMC. They are not considered crew-served weapons with regard to captured use, however.

- (1.62) Unbroken Japanese are exempt from PAATC and LLMC and take LLMC as LLTC.

- (1.63-1.631) The Japanese get a -2 drm to their concealment dr, while a Search dr made by their opponent gets a +2 drm. These guys are good at not being seen. The Japanese

After surprising the Allies by popping up a HIP pillbox and its 2-2-8 occupant with MMG, you give your enemy all it can take, but your opponent surrounds the 2-2-8 and it finally dies a heroic death. Your opponent now moves on during his next Movement Phase. Hopefully, he has a few broken units left behind, maybe even one in the pillbox hex, and has left the abandoned MMG back in the pillbox. A HIP unit springs out three hexes away and moves through a tunnel into the pillbox, maintaining concealment and perhaps even Ambushing the broken enemy unit in the hex outside the pillbox. You then pick up the MMG (during the Rally Phase) and your opponent has an enemy unit equipped with a MMG causing all kinds of potential problems in his back lines. He must then send some of his valuable units back to deal with this threat.

Offensive Tactics

A World of Hurt

Sneaky on defense, the Japanese can be truly frightening on the attack. Able to "take a licking, but keep on ticking," a Japanese unit can fail a Morale Check (or two) and still get to its objective. As a defender against the Japanese, you know they are tough when you find yourself hoping for a Pin result rather than a Morale Check.

There is a caveat to the Japanese ability to keep "ticking," however. Over time they are much more brittle than other nationalities. Since they Step Reduce rather than break, they become weaker and weaker as a scenario progresses. While the units of other nationalities can rally and come back at full strength, a Japanese squad that fails an MC never returns to full strength.

With this in mind, the Japanese cannot be used recklessly. You must pick your spots when using their special abilities. Many opportunities will arise to tempt you to Banzai charge or enter into Hand-to-Hand Close Combat, but an over-anxious Japanese player who seizes all these opportunities soon finds himself with too few units to win the game.

Here are a few "tricks" that the Japanese have at their disposal while they are on the attack.



Dive Right In

Playing the Japanese on the attack is a joy unto itself, but I can't think of much else in ASL that will bring a smile to my face quicker than getting to attack as the Japanese and getting a couple of Demo Charges. Immediately the wheels start churning trying to think of devious ways to use the most lethal of all non-AFV/Ordnance weapons: the DC Hero. Anyone who has experienced the panic that a charging DC Hero can create knows what I mean.

DC Heroes (G1.424) are a lethal combination of finesse and power that a player should be careful to use wisely. A player who uses his

DC Hero too early loses the finesse that the perceived threat of its presence can cause. The power of the DC Hero's charge and soon-to-be released 30 FP attack used at the proper time can sway the balance of a scenario in your direction.

A DC Hero is created just like a T-H Hero from a squad/HS with a DC, but gets a -2 drm to the attempt (G1.421.) Because they do not have to begin their Banzai charge at the start of the Movement Phase, you can actually move towards your prey, get into LOS and then declare an attempt (though the Hero loses 2 MF of its 8 MF charge for every 1 MF spent by the generating unit during regular movement).

DC Heroes are particularly useful in drawing fire so other units can move up unharmed, as they are rarely ignored by defensive firers. There are a number of uses for a DC Hero. Here are two of my favorites.

Bye-bye Birdie

If there is a particular HMG or MMG nest that is giving you trouble and slowing up your attack, this is a good time to charge it with a DC Hero. Where a half-squad or two usually fails to draw the MG Nest's fire, this pesky little guy toting a big wallop will grab its attention.

Your opponent is faced with a dilemma when deciding to fire at a DC Hero. If the MG Nest fires at the Hero when it is adjacent or even earlier at a two or three hex range, and doesn't KIA it or maintain Rate of Fire, the MG Nest will automatically be forced to Subsequent First Fire when the DC Hero enters its hex (A8.312). The MG Nest is now faced with even more problems.

❑ First, the breakdown number of the MG is reduced by two because it must Sustain Fire at a unit in its hex.

❑ Second, after using SFF, the MG unit is marked with a Final Fire counter and the trailing attacking units may advance without having to worry about the MG threat.

❑ Third, the DC Hero might actually survive all the enemy fire and detonate its DC.

❑ Fourth, a follow up Banzai charge into the MG Nest's hex would force all the defending units to use Final Protective Fire.

With the above in mind it is usually better for your opponent to wait until the DC Hero enters the MG Nest's hex (EXC: if it gets a negative TEM modifier at another location) to stay away from the TPBF penalties. The MG Nest will usually get two opportunities to fire at it in its own hex as the defense usually sets up in terrain that costs 2 MF to move into. Again, the MG Nest is faced with a few problems.

First, the terrain protecting the MG Nest also protects the DC Hero (unless the MG Nest is in an entrenchment), making a KIA result difficult to obtain.

Second, even if the MG maintains ROF, it will only be able to fire at the DC Hero a maximum of two times in its own hex (assuming the MF cost of the terrain is two).

Whichever Defensive Fire method your

opponent decides to use, there is a good chance that your DC Hero will either survive to make the 30 FP attack and break the MG unit, cause the MG nest to be marked with a Final Fire, or both. Either way it has performed its mission and your hard charging trailers can move up without having to worry about the MG Nest.

Pre-softener for the Big One

The second use of a DC Hero is as pre-softener to a Banzai charge. This second use is similar to the first in that it is used to draw defensive fire, but it tries to draw as much fire as possible to lessen the amount that the following Banzai units will take.

Usually, there is no specific target and the DC Hero should charge the largest group of enemy units. If it manages to break a stack of units in the process, consider it a bonus. If you have disguised your intentions well enough and your opponent isn't thinking about a Banzai charge at this time, he may panic and fire a large number of his units, clearing the way for an effective Banzai charge.



The Effective Banzai Charge

In many scenarios the Japanese can never be counted out with the specter of a Banzai charge coming at any moment. Too often, however, the Banzai charge is used only as a last ditch effort. Used correctly, the Banzai charge can reap a Japanese player great rewards.

With the lead-in from the previous section, I should qualify what I mean as an "effective" Banzai charge. An effective charge does one or more of the following:

❑ It covers ground quickly or takes an objective.

❑ It breaks opposing units by forcing FPF. This may take multiple charges or the help of a DC Hero.

❑ It breaks opposing units by point blank Advancing Fire.

❑ It clears the way for follow up units to move adjacent to enemy units for additional point blank Advancing Fire and to advance into CC to adjust the odds in favor of the Japanese in key CC battles.

An "effective" charge is *not*, however, a large all-or-nothing CC contest.

The point I'm trying to make is that an effective Banzai charge should give you many opportunities to break as many enemy units as possible, thus forcing them to rout away (or even die for Failure to Rout) and either leaving your units in possession of the hex or with a sizeable advantage in Close Combat *unless* (and this is a big unless) you need to score CVP (as per the scorched earth policy) and your goal is to kill enemy units.

Infantry Freeze

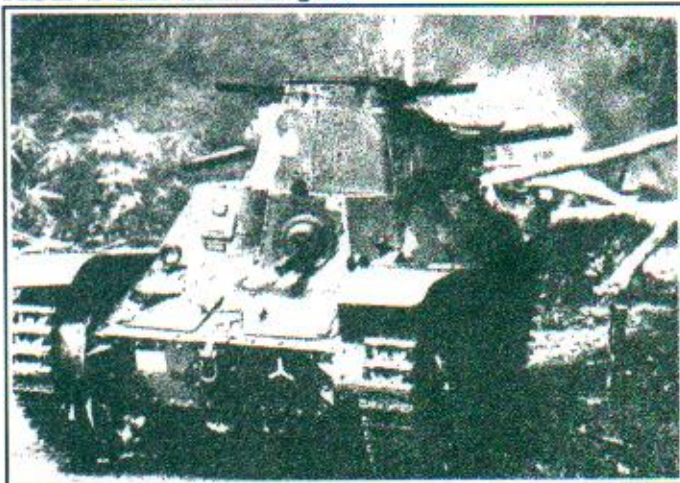
There is one Banzai charge that I use often that doesn't fit in any of the above "effective"

ARMORED FIST



ASL SCENARIO J10

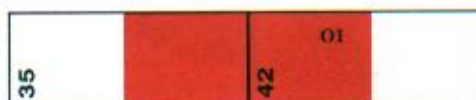
Scenario Design: Steve Petersen and Brian Youse



VICTORY CONDITIONS: The Japanese win immediately upon Exiting $\geq$ 15 Victory Points (excluding Prisoners) off the east edge of board 42.

TROLAK, MALAYA, 6 January 1942: The Japanese continued boldly down the trunk road, assaulting and flanking any British position which tried to block the road. At Milestone 62, the British nearly stopped the Japanese cold, until they discovered some long-overgrown "loop roads" which allowed them to flank the British through the dense jungle one more time. This time, a small detachment of four tanks and a platoon of infantry boldly sped down the road, penetrating the British positions during the confusion at Milestone 62 all the way to Trolak, just six miles north of the crucial Slim River bridge. Here they ran into the Argyll and Sutherland Highlanders, who had thrown up a hasty roadblock and committed their regimental armored cars to try and crush this penetration.

BOARD CONFIGURATION:



(Only hexrows R-GG on board 35 and A-P on board 42 are playable)

BALANCE:

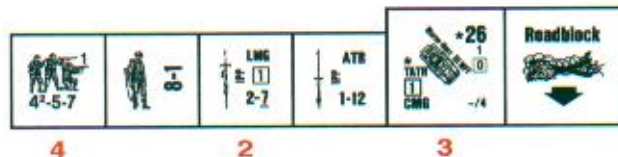
- Add one 4-5-7 and one British ATR to the British OB.
- Remove one Marmon-Herrington III MFF from the British OB.

TURN RECORD CHART

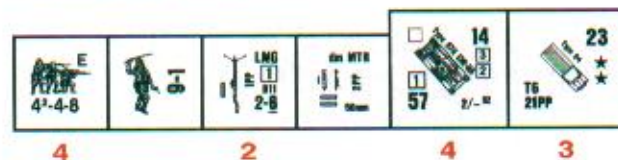
● BRITISH Sets Up First	1	2	3	4	5	6	7	END
● JAPANESE Moves First								



Elements of the Argyll and Sutherland Highlanders [ELR: 3] set up on/east-of Hex Grain 35Y1-35Y10: [SAN: 3]



Elements of the Ando Regiment, 5th Infantry Division and the Shimada Tank Company, 3rd Tank Brigade [ELR: 4] enter on Turn 1 along the west edge of board 35: [SAN: 3]



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place overlay O1 on 42J3.
3. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: the road that runs 35R5-35Z4-42G4-42P3 does exist]. All buildings are wooden. All walls are hedges.

AFTERMATH: The Japanese tanks swept aside the roadblock and began engaging the vastly outclassed armored cars, which were quickly knocked out. The Argyll's were forced to hide while the Japanese continued down the road—taking the Slim River bridge shortly thereafter.

A STIFF FIGHT



ASL SCENARIO J9

Scenario Design: Steve Petersen and Brian Youse



VICTORY CONDITIONS: The Japanese win at game end if there is no unbroken British MMC on/adjacent-to a road hex that is on/between hexes T5 and CC6.

ASUN, MALAYA, 12 December, 1941: At the start of the Malayan Campaign, the British War Department implemented Operation Matador, a thrust into Thailand with the intent of capturing strategic points to deny them to the Japanese. Once the Japanese landed at Kota Bharu, however, the British realized that they would soon be flanked and recalled their troops. All this useless movement weakened the British lines at Jitra, where the Japanese finally attacked and soon overran the initial British units, forcing them to withdraw. Near dawn on the 12th, the Japanese forced a detachment of tanks and infantry down the trunk road directly into a Punjab unit acting as a rearguard. The Punjabis had never even seen a tank and quickly broke and fled into the jungle, allowing the Japanese to exploit this hole in the British line and overrun an anti-tank unit while its guns were still limbered and its crews huddling under rubber trees seeking protection from the rain. The Japanese blitz continued until, on the outskirts of Asun, the lead tank was knocked out and a Gurkha position was discovered blocking the road.

BOARD CONFIGURATION:

BALANCE:

- ⊙ In the British OB replace the 8-0 with one 8-1 and increase the number of Wire counters to five.
- Add one Type 97A CHI-HA to the Japanese OB.



TURN RECORD CHART

⊙ BRITISH Sets Up First	1	2	3	4	5	6	7	END
● JAPANESE Moves First								



Elements of the 2/1st Gurkhas [ELR: 5] set up on/south-of hexrow T: [SAN: 3]



 6 ⁺ 4-8	 4 ⁺ 5-8	 8-0	 7-0	 2-7	 1-12	 MPH/RIPh: dr = MF CC: +1/-1
3	4			4	2	4



Elements of the Saeki Detachment and the 3rd Tank Brigade [ELR: 4] enter on Turn 1 along the north edge: [SAN: 3]



 4 ⁺ 4-8	 4 ⁺ 4-7	 2-2-8	 8-0	 8-0	 2	 2-6	 50mm	 14 57 2/-
4	4	2			2	3		3

SPECIAL RULES:

1. Weather is Overcast (E3.5), with Wet EC and no wind at start.
2. PTO Terrain (G.1) is in effect [EXC: the P5-X5-GG6 road does exist and is paved].
3. No more than two Wire counters may be placed in road hexes.

AFTERMATH: The Gurkhas, showing significantly more mettle than the Punjabis, halted the Japanese as a stiff firefight ensued. The mobility and initiative of the Japanese, however, allowed them to dictate the terms of this firefight, and they were soon assaulting the front and flanks of the Gurkha position. Eventually, the Gurkhas were broken into pockets and the road was cleared position by position, although many of the Gurkhas were able to retreat into the jungle and make their way back to the British lines to fight again.

you roll a 4, 5 or 6, you are automatically Ambushed! At 1:4 odds after an Ambush, this measly half-squad can kill two 4-5-7s or a 6-6-6 and an 8-0 with a CC DR of 7 (Casualty Reduction with an 8), 5 (Hand-to-Hand number needed at 1:4 odds), -1 (Japanese in Hand-to-Hand), -1 (Ambush), -1 (vs CX units). This ambush can also be used by Japanese units hiding in Bamboo where units entering automatically become CX. The Allied player must also watch out for HIP units appearing and advancing into CC during the Japanese player's Advance Phase.

This ambush might not always work, but the attacking player must be aware that it could happen. Thus, once again his timing is thrown off because he now has to either Search for those pesky half-squads (becoming TI) or never go CX. Either way the Japanese player has accomplished his mission: slowing down the attacker.

I previously alluded to my own experience at having suffered through such an ambush. With only five turns in this particular scenario, I CXed many of my units through the jungle trying to get to the victory areas faster. My opponent popped up a HIP half-squad, Ambushed two 4-5-7s and an 8-0 and KIAed the whole stack. Suffice to say I did not win the scenario, but I gained a valuable lesson that I have in turn pulled on many an opponent.

The No Routing Ambush

This second ambush is related to the first, but is a little harder to pull off. If it works, however, it can have a devastating effect on your opponent.

You must first determine the placement of your main line of resistance. It must offer one or more possibilities of breaking a squad or two (and maybe even a leader). Then set up your HIP half-squads in areas where they can move to prevent the anticipated broken units from routing.

I used this tactic to win the championship game of the Portland ASL tourney. My opponent (playing the Marines) advanced his 9-2 and two 5-5-8s into the bore-sighted Location of two of my mortars. In my Prep Fire Phase, I was able to break all three units. During my Movement Phase, I revealed a HIP half-squad that the attacker had bypassed, moved it adjacent to these broken units, and cut their rout path. Goodbye 9-2 and two 5-5-8s. Your half-squad may not get as juicy a prize as mine did, but it still may be useful for keeping valuable opposing units DM for an extra turn or two. With a nasty half-squad in his back lines, your opponent must now divert important units to deal with the pest, thus wasting valuable time and units. And, of course, ruining his timing.



A Hunting We Will Go!

The Japanese Tank-Hunter Hero (G1.421) is probably one of the scariest weapons that the Japanese have at their disposal. Too many

players, however, use them recklessly or too early in a scenario.

How many times have you played a scenario with or against a T-H Hero that has actually gotten to its target? Many times you see a Japanese player create a T-H Hero, race it across two or three hexes of Open Ground or Kunai, and watch it die just short of that Stuart or Sherman. Too many times that T-H Hero is cut down by supporting infantry, the AFV's MG or a hit (possibly even a CH given the negative modifiers) by the AFV's Main Armament. If this dead T-H Hero is usually your guy, you need a plan of attack while you are on defense.

Just about every scenario gives the Japanese defender one or more of those terrific knee mortars. Perfect for defense, because it keeps the attacker out of the jungle to escape the



effects of air-burst. Many times, though, a defender forgets about another valuable weapon that these mortars possess: SMOKE.

Place these mortars in locations that are expected avenues of approach for AFV. If your opponent is foolish enough to lead with his AFV or doesn't have a MMC in the AFV's hex, now is the time to strike. During the Japanese Prep Fire Phase fire Smoke into the AFV's hex. If you do get Smoke, during the Movement Phase create a T-H Hero or reveal a HIP T-H Hero that was set up next to the mortar, and run it at the AFV. Instead of taking those -1 or -2 TEM Defensive Fire attacks from the AFV, your T-H Hero will now be taking +2 or +3 TEM attacks, giving it a much greater chance of surviving to take on the AFV in CC.

When your T-H Hero does reach the AFV, make sure to roll for your ATMM (dr 1-3 during 1944-45). With an ATMM, a DR of 7 eliminates the AFV and an 8 immobilizes it. Without the ATMM your chances drop to 4 and 5 respectively, which is still not a bad shot at taking out an AFV with a single man.

Scorched Earth Policy

There are a number of scenarios where the Allied attacker must either exit a number of CVP off a board edge, have a number of CVP on a board, or achieve some victory condition without losing a certain amount of CVP. As a Japanese defender these are some of the scenarios that are the most fun to play. Because it doesn't matter how many units you lose. If you inflict enough casualties on the attacker, he cannot win. When you find yourself in this sit-

uation, **ATTACK! Hand-to-Hand Close Combat** is the perfect way to take out an opponent superior to you in numbers and armament. It doesn't matter if you have zero units left on the board at game's end. If you take him with you when you die, you have died a glorious death for the Emperor. Isn't H-to-H CC the perfect tool that matches the Japanese mindset in WWII?

With Hand-to-Hand Close Combat (J2.31), the Japanese enjoy a much greater chance of destroying the enemy by gaining a three column shift to the right on the Close Combat Table (use the red CC numbers, plus -1 DRM [G1.64]). In return, though, they are obliged to give their opponent a two column shift to the right (use red CC numbers). This can be a two-edged sword, so under normal circumstances H-to-H CC should be used sparingly. But if you decide to use a scorched earth policy, you will find Hand-to-Hand to be your best friend and soon your opponent will be doing everything in his power to avoid CC. Once again making him cautious and screwing up his timing.

In one scenario at the ASL Open, when my opponent's units were in a weakened state, I counterattacked with every Japanese unit available. Crews were leaving their pillboxes and charging down hills to grapple with 7-6-8 Marines. Elite squads left the protection of a trenchline to blitz towards a group of Shermans. There were Japanese guys Banzaiing in every direction imaginable (Japanese fire drill?). The whole time I was mumbling, "Kill, kill, I must kill!"

When the dust had settled, I had one half-squad left on the mapboard (after starting with 22 MMC and 7 leaders), but my opponent didn't have enough units left to achieve his Victory Conditions.

Now You See Them, Now You Don't

To finish off the defensive portion of this article I want to mention two other devious tricks that the Japanese have at their disposal. They are A-T Set DC (G1.6121) and Pillboxes (G1.632).

During a 1945 scenario the Japanese player may set up 25% (FRU) of his DC unpossessed in unpaved or paved road locations (no bridges). This A-T Set DC always uses HIP, may be detonated by a HIP T-H Hero or other unit, and if detonated (no boxcars) the vehicle automatically becomes a Burning Wreck (no crew survival). Is that awesome or what?!

Whenever the Japanese get a pillbox, it may set up HIP. Of course, the pillbox's occupants are also HIP, which is in addition to the 10% of HIP the Japanese normally receive. To add insult to injury for the poor Allied player, each pillbox receives the use of a tunnel, which may be used even if there is an enemy unit in the pillbox's hex.

I'm not even going to start on all the opportunities for underhanded, nasty surprises that the Japanese can deal out with these HIP/pillbox/tunnel combinations. Okay, okay, I can't stand it. Maybe just one, then I'll let you come up with a few of your own.

WELCOME TO THE JUNGLE

Tactical Tips For Playing The Japanese In ASL

By Robert Wolkey

FINAL
FIRE
DFP
6-6-8

BANZAI
ML: +1
8MF
Pin, HoB NA
4-4-8

H-to-H
MELEE
(Red CC)

BANZAI
ML: +1
8MF
Pin, HoB NA
4-4-8

I'm always surprised when I run into ASL players who have yet to play a jungle scenario. It happens more than you think. I'm not sure whether it's the size of Chapter G or if it's because there aren't any huge AFV battles that are a dime-a-dozen in the other theater of operations. Overall, I have this sneaky suspicion it's the Japanese that cause this lack of play.

At first sight of just about any jungle scenario card, you see the pitiful 4-4-7 Japanese first line squads with their poor leadership matched up against elite British 4-5-8s or U.S. 6-6-7s (or 8 morale Marines) with their 9-2 leaders and AFV galore. Delving deeper we see that not only do the Japanese squads break MMG and HMG easier, they don't even get to use them, because of the 2-2-8 crews assigned to fire them. And we all know how well a 2-2-8 stands up against a 4-5-8 or 6-6-7 in CC. Finally, we thumb through the jungle scenarios and we see hardly a Japanese AFV in sight and those we do see make us crave for that sturdy-in-comparison Italian AFV. [But see scenarios J4, J9, and J10 in this issue where the Japanese AFV command respect. Eds]

Players new to the jungle will also realize that with all the jungle, kunai, and bamboo spread over the board the Allies will always have cover to close the distance. No more of those "charging through five hexes of open ground, -2 shots until you drop" type defenses that we've become familiar with when we see a German scenario card.

So, with all the disadvantages that encumber the Japanese, why would we ever want to play a jungle scenario? Because the Japanese in the jungle are to their opponents as is a mamma bear to anyone caught petting her cubs. They are spitting mean, obnoxious, and downright vicious. When you are fighting against the Japanese in the jungle you tend to forget about all their handicaps and pray they had more. This article will take a look at a few of the nasty acts of violence that the Japanese can inflict upon their unsuspecting opponents.

Defensive Tactics

A fly in the ointment, Gyrene

ASL is a "timed" game. You only have a certain amount of time (or turns) to achieve your goal. As in any game where time is a dominant factor, a major key to winning is timing. I can't stress its importance enough. All the great players have a sixth sense about timing, an inner knack of knowing when to make the push. Too early and you don't have enough concentration of force. Too late and either your opponent has received his reinforcements

or you've run out of time.

With this in mind, the ability to throw off an attacker's timing is critical to winning as the defender. Stalling him for an extra turn or causing him some other worry that takes his mind off the victory conditions can spell the difference between victory and defeat.

The Japanese have all sorts of special abilities that can mess with an attacker's timing. The jungle itself causes all types of minor problems which, coupled with the Japanese ability to make use of these problems, can cause much concern to any attacker. First, let's take a look at these minor problems caused by jungle terrain.

❑ Unless on a road (rare in the PTO), the stacking limit in dense jungle is two squad-equivalents (G2.2). This might not seem like much of a problem, but for a group that must move a long distance through mostly 2 MF terrain, only allowing two squads rather than three to gain a leader movement bonus per movement phase is an irritant.

❑ No multi-hex fire groups in dense jungle, kunai, bamboo, or swamp, or if coupled with another group in like terrain (G.3). This keeps those devastating 16 FP six-hex fire groups from destroying your defenders unless the attacker is willing to risk stacking (which you should gladly accept).

CX
IPC: -1
CC: +1/-1

TI
No Adv,
Move, Fire
CC: +1/-1

❑ Bamboo may only be entered via Minimum Move, Low Crawl, or Advance vs Difficult Terrain (EXC: path/TB) (G3.2). Also, Searching an accessible bamboo hex counts as Searching two hexes (G3.22).

❑ A Recovery attempt in jungle, kunai, or bamboo receives a +2 drm (G.5). The attacker is now down to a 50% chance of picking up that all-important HMG that was dropped when his broken unit routed. Will he waste a turn to pick it up? Maybe, maybe not. Either way, it's a problem for him.

❑ Ambush may occur in jungle, kunai, or bamboo. However, the advancing ATTACKER unit/stack must add a +1 drm to its Ambush dr (G.6). This goes hand-in-hand (pun intended) with the following problem.

❑ Detection of hidden units caused by A12.15/A12.41 does not necessarily apply when an ATTACKER unit enters a jungle, kunai, or bamboo location of an occupying hidden, stealthy DEFENDER (G.4). The Japanese can use this to devastating effect as all of their Elite and 1st Line troops are Stealthy.

❑ Finally, there are the terrain features on the *Code of Bushido* mapboards. As you look at mapboards 35 and 37 you see that both are littered with bamboo, pond, and swamp hexes. These hexes help the defender channel the attack. On mapboard 37, look at hexrows G and H. Any player attacking down the length of board 37 must either go between hexes G2-G5 or G7-G9. Anyone attacking across board 37 must also deal with hexes O1, O2, P2, Q2, S2, T1, and U1. These series of hexes literally cut board 37 in two, unless someone is gutsy (or stupid) enough to try and squeeze through R1. The X6-Y6-BB7-BB8 conglomerate serves the same purpose on board 34.

Knowing what terrain features will slow down the attack and knowing where the general direction of the attack will take place makes it much easier to set up a few nasty surprises. The following sections describe a few of the traps that the Japanese can spring.

H-to-H
MELEE
(Red CC)

The Ambush

In any daytime scenario, the Japanese (even if attacking) may always use HIP for ≤ 10% (FRU) of the MMC squad-equivalents in his onboard setup OB (G1.631). This means that in many of the scenarios where the Japanese are defending they will have either two or four half-squads available to use HIP.

You might be thinking right now, "What's the big deal about a measly 2-3-7 half-squad?" Okay, let's consider the ramifications of a particular little ambush that I've sprung (and have had sprung on me). You are the British or U.S. and you need to get somewhere fast. Like any good commander you CX those two 6-6-6s or two 4-5-7s with the 8-0 to move an extra hex. You figure you are safe because you do not see any Japanese units and moving through the jungle will not give you any negative modifiers anyway (-1 FFNAM, +1 or +2 Jungle). In your Advance Phase you advance this stack into a great spot that gives it a good jump off area for your next move. During your Close Combat Phase the Japanese player brings out his HIP half-squad that you advanced in on and suddenly your squads are fighting for their lives. Let's look at the Ambush modifiers:

Japanese:	U.S./Brit:
-2 Concealed	+1 Attacker in jungle
-1 Stealthy	+1 CX

If the Japanese player rolls a 1, 2, or 3, or if

board will present a problem for that German 37L anti-tank gun due to all the city clutter. Where will this weapon set up to gain a field of fire which covers the board width? Maybe 22Y7, but at least now it's in terrain which those 5-2-7s might be able to successfully approach and thus subdue the gun.

German options are also wide open. It is tough to commit valuable weapons and forces when facing such an unknown situation, but the value of that Pre-Registered hex and at least some Bore Sighting also do seem worth retaining. I would place these six SW on board with three squads per board and just one leader per board. This leaves both -2 leaders, three -1 leaders, six squads and the 37L anti-tank gun with crew and Kfz 1 to come in as reinforcements.

Light forces on board form skirmish lines as far south as practical. Their job is to delay and preserve themselves. Help is on the way. Immediately the anti-tank gun goes in, and at least two squads with the -2 leaders to each of the other boards (to face those Russian groups with fifteen 4-4-7s and nine 4-5-8s. This still leaves two squads with a couple leaders in reserve, so you retain them for emergency use.

So the game unfolds and, as mentioned, the details of which forces are facing whom and on what boards are so unpredictable, I will attempt no additional analysis. But the point is clear; if you have not played "Timoshenko," I suggest you do so next chance. The game can readily accommodate as many as six players, and I do recall several six-man games. The concept is outstanding and I am surprised it has not been copied, reused, modified, reissued, stolen, or duplicated.

TO THE LAST MAN

DELUXE A

APPEARED IN: THE GENERAL 24/1

BALANCE RATING: 55% pro-RUSSIAN

EXCITEMENT RATING: 10

NOTE: I reviewed this scenario in *The GENERAL* 29/2, which was released in July, 1994. The following excerpts give some highlights while avoiding duplication of the 5800 words of that still accessible article.

ATTRACTION: Loads of hitting power on both sides, Room to move around yet plenty of difficult terrain, a surrounded SS force outnumbered 2:1 by Russians driving five Juggernauts straight at them and FT, DC, HIP and machineguns galore. One of the best scenarios ever; a true "10"!

GERMAN ADVANTAGES: STONE AND FORTIFIED BUILDINGS (TUNNELS), HIP, SAN, PF/PSK, INTERIOR LINES, FACTORIES, INITIAL CONCEALMENT

Deriving any real advantage from these attributes which might be used to thwart enemy intentions will most likely come from a careful layout of the Fortified Locations, tun-

nels and HIP to hold the Factories. Russians are strong enough to pierce any single spot you try to hold, but their plans can be disrupted in areas where you fortify to stand like a rock, lay tunnels to escape or attack from a new angle or where your HIP pop out of nowhere, perhaps even utilizing a tunnel to reinforce a Fortified Location and save an otherwise doomed Factory. Remember to fire off those PF/PSK from Factories with abandon; there is no backblast in Factory locations.

GERMAN DISADVANTAGES: NUMBER OF SQUADS, AMMO SHORTAGE, AFV LIMITED MOVEMENT

Down two squads to one, this contest can easily deteriorate into a flood of enemy bodies hurling themselves at you to drag your squads down by sheer weight of numbers. Your other shortcomings are of lesser importance, but the squad shortage can be harmful enough to cause an early blown game if the Russian attack is aggressive and successful early. Such an experience might make "To The Last Man" appear more like 65% Russian when it occurs, but rethink that thought; careful defensive play ought to allow the Germans to hang in to the end.

RUSSIAN ADVANTAGES: FIREPOWER, SMOKE, HUMAN WAVE, AFVs, ROUT DENIAL & ENCIRCLEMENT

This has to be one of the classiest Russian battle groups to appear on an ASL scenario card. They roll into German lines with 65% of the FP of this encounter at their command, split nicely between 39 squads, 8 AFV, OBA, machineguns actually superior to those in German hands, and leadership finally equal to their enemy. A Human Wave might prove handy and your AFV can blast apart enemy positions, crash through Fortified buildings (get familiar with rules B23.41, 23.711 and 23.9221), wreck the German AFV, crunch into the Factories, shoot Smoke(!), drive into enemy locations to lock their fire, and so on. Hitting from both sides, rout denial and encirclement ought to prove lethal towards the end of the battle.

RUSSIAN DISADVANTAGES: TIME, UNKNOWN BUILDING VALUES

It can take the Russian a lot of time to work through these SS, and this problem is compounded by the fact that once a victory building is taken its actual point value (as assigned by the German) is not known until game end. This could lead to the Russian actually having possession of enough points to win but continuing to take additional risks for more buildings because he is not aware of his superior situation. This could work to German advantage.

ACTION:

There are too many Russians to try defending all victory buildings. These Russians have enough strength to take any building they

want, and move on to take the second and third. It is only after that, once they have suffered some losses, that it will be possible to stop them. I like to defend the back of Factory bF1 from Fortified bE1 with Mr. 9-2, two 548/MMG, and throw in a tunnel back to aK3. Mr.9-2 deals a 40 (-1) through the Factory into bF1 or 40(+1) into bD1 or bE1 (LOS barely leaves the factory on this one), while suffering less return fire with DRM of either +4 or +3. The beauty of using the MMG is that should this tower of power break, it can rout through the tunnel with these MMG: an HMG (4PP) would have to be left behind.

The rest of the defense mostly tries to protect those factories at the expense of yielding most of the southern half of the board. Factories are where I will fight most of this battle and a large part of that is because they permit free use of PF/PSK without a Desperation penalty. Russians who enter these Factories can expect a hail of PF/PSK fire; with only the +1 TEM of Factory Locations they will not enjoy the customary To Hit protection against such fire normally afforded by buildings. Any tanks in nearby streets are asking for trouble. Regrettably, with Ammo Shortage those PSK will "X-out" on a "9" or higher DR.

Russian tanks should not be afraid of driving into buildings, even into Factory Locations which are relatively safe from PF/PSK danger. Often these are the only good locations to park and bring fire to bear on German units, and the positive TEM of the building plus a few hexes range will ward off most SCW shots. Against the kind of FP these Germans have I would avoid an opening Human Wave and, instead, rely on the even greater Russian FP, heavy weapons, smoke, and numbers to eventually tell the tale. It truly is a case of wearing out the defense, so I will go right at the Factories where the Germans simply have to fight. Grind them and pound them. Use DC to breach Fortified Locations and the FT to toast trouble spots.

Continued on page 63

TIPS FROM THE TRENCHES

Do you need to get into that Ground Level Fortified Location, but can't break the occupants and don't have a DC?

If you have a Fully Tracked AFV handy, drive it into the Fortified Location through the hexside you want to advance through. The AFV may Immobilize. It may fall into the cellar. It may die in CC Reaction Fire.

But the Breach will be there.



Continued from page 46

time, when Russian swarms bring their inherent FP to bear, they might be able to overwhelm outright an exhausted defense.

RUSSIAN ADVANTAGES:

56 SQUADS, AFV ARMOR & SPEED

Fifty-six squads opposing only twelve and a half (counting the SPW251/sMG passenger), provide enough power and resiliency to overcome German advantages of quality. That is, there will certainly be a wealth of broken Russians but careful use of their few leaders should bring most of them back into the game. Russian AFV are on par with their German counterparts in quality and enjoy a slight numerical advantage, provided those enemy anti-tank guns are mostly avoided. By the end of the encounter, Russian AFV and close range inherent squad FP nearly bring Russian quality up to the German level, although German leadership and their powerful 8-3-8 squads simply cannot be matched; they can only be overwhelmed.

ACTION:

I remember "Hill 621" from the old original Squad Leader days when it screamed out as easily the class act of those initial scenarios. I would guess I have played this scenario more than any other published version (thus not counting playtesting). It was and is in its ASL rendition a perfect selection for an afternoon of solid, heavy hitting action or for one of those late night, all night, gun-a-thons at a tournament such as Oktoberfest. The mere fact that this scenario has been available for some 20+ years has won it a lot of fans. If you have never played "Hill 621," you have a treat at hand.

The drama unfolds in grand fashion as Germans struggle to shake off any effects of that initial TC, cleverly granted the time to do this by scenario parameters which allow them the first move. They will enjoy two Rally Phases before the Russian surge kicks into gear. Consensus seems to start the 9-2 in 4P1 with HMG, MMG and three squads to overcome any SSR 2 effects. If the Russian 9-1 and MMG set-up in 3N1/2 or 3M2/2, this German fire group, if in Good Order on their first turn, will hit the Russians with a 16(+1) attack plus decent ROF chance, while the third 4-6-7 foregoes Prep Fire to leave the hex, just in case all fails and Russian return fire proves effective on 4P1. That return fire should be 6(+1) at best (MMGx2 and LMGx2 directed by the 9-1) and one must expect the 9-2 to shake off any results.

Usually the 8-1 has the radio and three squads to cover the German right flank, leaving the two odd German squads to either try to slow Russian advances on the left (4V2, X1, and BB1 are nice spots) or else just abandon the left, which is the long way around for the Russians, and pack in around the two leaders for rally support.

Russian strategic options seem mostly restricted, yet their tactical execution is virtually limitless. That is, we likely all agree they must rush board 2 and yet also agree their 48 squads enjoy the luxury of an unchartable number of avenues to gain that board and the

level three heights. Put a MG firebase in level two of building 2M2 or don't—your choice. My thought is that the extra three squads running across board 4 would not matter much, whereas the chance to nail some Germans attempting to move, or at least the threat of such nailage keeping their heads down, is worth the risk of exposure to enemy 9-2 fire.

The battle begins, hordes of Russians storm across board 4 (surely no German commander would stay within 8 hexes of the Russians to allow a Human Wave!) and both armies reach out and touch one another. Reinforcements stream in from all sides and from this point on it is anybody's game. My favorite experience from past battles at this point had my Russians pouring across the Russian right flank while buddy Russ Hall directed the Russian left flank tidal wave. The Germans were ably commanded by Guy Chaney who had Russ's boys scoped in the open around 4L5 with a Spotting Round. To my horror, Russ ducked some dozen squads into the 4I5 woods and Guy began licking his chops. We were looking at 16(-1) attacks on about 25% of the Russian force and a quick end to the game. Well, you can guess what came next. It was OBA, so of course Guy rolled a 12 on radio contact and made Russ's seemingly boneheaded move turn into a true winner. The lesson learned here? You just never know in ASL; ya gotta roll dem bones.

End game situations on Hill 621 can easily rank among the most exciting in all of ASL. The clash at Levels 2 and 3, often from one side of the Level 3 ridgeline to the other, between 8-3-8s and 6-2-8s is usually an intense struggle. AFV and wrecks litter the hill and CC becomes a common occurrence. This scenario rates a 10 from start to finish and I am sure you will find a lot of players who agree.

TIMOSHENKO'S ATTACK

ASL G1

APPEARED IN: THE GENERAL 23/3

BALANCE RATING: EVEN

EXCITEMENT RATING: 10

ATTRACTION: A unique concept pitting three distinct Russian attack forces against a pool of Germans which their commander must carefully split three ways to try and stop all three Russian assaults. Force and board selections could easily be argued endlessly, and even beyond all this fun it is alarming how consistently all three actions seem to play out so balanced and exciting. A major victory of scenario design for Jon Mischo and Joe Suchar.

GERMAN ADVANTAGES:

10-2, 9-2, 37L ATG, REINFORCEMENTS

Availability of both a 10-2 and a 9-2 in a scenario this size might seem a bit too much, but since there are actually three separate battles

here, we should expect them to be split and of course one of the three battles will have no German -2 leadership. The 37L anti-tank gun needs to handle those T-28s, and so must enter as a reinforcement to guarantee it finds the right board. Once there it should be effective despite the inability to spring a surprise from HIP. Most important, however, is the ability to call in reinforcements as needed. Once the Russian commander commits his troops he has no subsequent chance to lend extra assistance anywhere, but the German commander would do well to leave as many troops and equipment as possible off board, so that he can later bring them on where needed to match up against the Russian battle groups.

GERMAN DISADVANTAGES:

MUST WIN ALL THREE BATTLE

There is nothing wrong with your force. All the tools are there to get the job done. The only problem is that you must manage to match your force properly to stop all three Russian attacks. Lose just one of three and you lose the whole game.

RUSSIAN ADVANTAGES:

NUMBER OF SQUADS, T-28s, TIME

You have a squad advantage of 2:1, the only AFV in play, and plenty of time to travel 34 hexes for a win. Thanks to your generous supply of leaders and a German starting line way back at mid-board, your troops will be well advanced after Turn 1, so time to get offboard should not be a problem. Instead, you should be able to use it to your advantage and bring your wealth of squads to bear on your enemy and wear him down.

RUSSIAN DISADVANTAGES:

SQUAD RANGE, MG, ELR, T-28 PROBLEMS

Much of your squad FP will not be in range for parts of the game and the sad lack of easily portable HMG and MMG FP is a problem. Oh, it is nice to have 9 LMG, but the enemy has 7 better ones plus his MMG and HMG are killers. As usual, ELR may or may not be real trouble, but for 1st line squads which ELR to Conscripts and yet need to move for an exit, it can be trouble. I think it is a first for me to list something as both an advantage and a disadvantage, but those T-28s seem to fit that picture. While it is great to have them and they can be very effective, their problems are vexing. They are slow, suffer that horrid Mechanical Reliability DR, can be hurt by enemy mortar and MG fire, and have no radios. Oh bother!

ACTION:

I will not spend a great deal of time speculating which Russians should attack on which boards because I can see good reasons to try any and all combinations. The T-28 group seems to draw the most attention and many players argue that board 11 is the best tank terrain. I won't deny that, but board 11 is also the worst for those 5-2-7s which accompany the tanks. Actually, I like the tanks on the city board 22 equally well. For one thing, this

BLOCK BUSTING IN BOKRUISK



ASL SCENARIO J8

Scenario Adaptation: MMP



BOKRUISK, RUSSIA, 29 June 1944: During the destruction of Army Group Center, many of Hitler's "Fortified Localities" were cut off and surrounded by the Russian advance. These moves were an almost perfect copy of the German blitzkrieg. Bokruisk was just such a city. The city had become a fortress with pill-boxes and old tank turrets being used throughout. In covering the city from the east, a fixed system of trenches and other earthworks were in evidence but the Russian attack came from the northern and southern flanks where the Germans were least able to cope with the threat. After successfully breaking through the fixed outer defenses, the Russian attack turned into bloody street fighting.

BOARD CONFIGURATION:



(Only hexrows A-P on board 1 and R-GG on board 3 are playable)

VICTORY CONDITIONS: The Russians win at game end if they Control ≥ 4 of the five multi-hex stone buildings south of hexrow O on board 1.

BALANCE:

✚ Delete SSR 4.

★ Remove an 8-0 from the German OB.

TURN RECORD CHART

✚ GERMAN Sets Up First [122]	1	★ 2	3	4	5	6	7	8	END
★ RUSSIAN Moves First [98]									



Elements of Panzergrenadier Division 20, Armee 9 [ELR: 3] set up on board 1 as indicated: {SAN: 4}

On/south-of hexrow I:



5

2

On/north-of hexrow J:



6

2

Anywhere on Board 1:



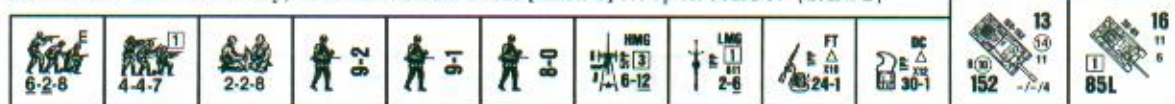
2

12

3



Elements of the Third Army, First Belorussian Front [ELR: 4] set up on board 3: {SAN: 2}



3

8

2

2

2



Enter on Turn 2 along the south edge of board 3:



2

6

2

2

2

2

2

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Vehicles may not set up in woods/buildings.
3. All Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22).
4. The Russian force is Elite (C8.2).

AFTERMATH: By the end of the 29th Bokruisk had fallen with heavy losses on both sides. The German lost nearly 80 percent of their Ninth Army, including eight divisions that had ceased to exist. But more importantly, five entire German units had been surrounded and eliminated. No one had learned more from the Germans than the Russians.

SLOW AND STEADY



ASL SCENARIO J7



HUKAWNG VALLEY, BURMA, 5 March 1944: Ever the hammer to the Merrill's Marauders anvil, the Chinese 22nd Division, supported by Colonel Brown's American-equipped 1st Provisional Tank Group, was tasked to advance down the Hukawng Valley along its only good tracks—the Kamaing road—with its flank protected by the battered 38th Infantry Division. General Tanaka, commander of the only Japanese forces in the valley, recognized that the two Chinese divisions were not well coordinated, and felt that each could be dealt with in detail at his leisure. Throwing blocking units into the Chinese path, Tanaka committed the bulk of his forces attacking the Marauders.

BOARD CONFIGURATION:

BALANCE:

- Add one 2-2-8 and one Japanese ATR to the Japanese OB.
- ⊗ In the Chinese OB, replace the 7-0 with one 9-1.



G1
9C
37

VICTORY CONDITIONS: The Chinese win immediately upon exiting ≥ 16 Exit Victory Points (excluding prisoners) off the south edge of board 37.

(Only hexrows A-H on boards 36 and 37 are playable)

TURN RECORD CHART

● JAPANESE Sets Up First [153]	1	2	3	4	5	6	7	8	9	END
⊗ CHINESE Moves First [135]										

Elements of the 18th Infantry Division [ELR: 3] set up south of the 36K1-36H2-36K10 stream: {SAN: 4}

4-4-8	4-4-7	2-2-8	10-0	9-1	6-14	4-11	2-6	1-12	50-1-10	30-1
2	7	3					2		2	3



Elements of the 22nd Infantry Division, and the 1st Provisional Tank Group [ELR: 3] set up north of the 36K1-36H2-36K10 stream: {SAN: 3}

5-3-7	8-1	8-0	7-0	4-10	2-7	50-1-10	6-7-8	9-1	37LL 2/4/2
15				2	4				3



SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect [EXC: the road running 36N5-37H4-37N5 still exists; the 36H4 bridge becomes a Ford as per G.1].
- Place overlay G1 on 36G10.
- Kindling attempts are NA.
- The Chinese receive one module of 70+mm OBA (HE only).

AFTERMATH: What Tanaka had not counted on was the calculated and methodical Chinese attack. Always pressing forward—they slowly and steadily pushed the blocking force until a breakthrough occurred on 5 March. Unfortunately for Tanaka, the breakthrough occurred directly in the path of his divisional headquarters, splitting the Japanese force which had already been committed to attack the Marauders at Walabum. With Colonel Brown's tanks operating on the tracks Tanaka had planned on using to continue his attacks on Walabum, Tanaka was now forced to withdraw his forces further into the valley, to prepare another defensive line against the hammer and anvil tactics of Merrill's forces.

godsend, Bill still seemed headed to a win on Casualty VP thanks in part to two squads he held prisoner in 5T8. I was able to charge a PzIVE into this woods hex to overrun. Naturally this required use of ESB and the tank bogged, but still managed to break Bill's guard squad. After routing away, my super prisoners were able to mug the broken guard and it was looking like I might steal a win. However, Bill managed to work his remaining BT-7 in for a cheap rear shot on my immobile PzIVE, and those points sealed his win. But what a game it was, as "Lipki" always seems to deliver.

WINTERGEWITTER

A70

APPEARED IN: ASL ANNUAL '95w

BALANCE RATING: EVEN

EXCITEMENT RATING: 10

ATTRACTION: Tense and tight every playing, this one features excellent tanks on both sides, and some infantry which will absolutely kick butt if either side plays Lax for a turn. With three boards in full use and only 5-1/2 turns we are assured plenty of lightning moves and yet will surely end with a close quarters life and death struggle in the tiny village of Verkhne-Kumsky.

RUSSIAN ADVANTAGES:

VC, TIME, NUMBER OF SQUADS,

T-34s.

All you need to win is one Good Order MMC or AFV with functioning MA in the victory area and you need endure only 5-1/2 turns of enemy attack. This is not too terribly a tall order when sitting in wooden buildings with two to one squad superiority. Your three T-34s are a match for enemy tanks with armor and To Kill numbers (looking beyond German 75L APCR TK of 20, however!) and will allow your infantry to rule if able to occupy enough German tank attention.

RUSSIAN DISADVANTAGES:

NO ESCAPE.

Not much here to bother these Russians beyond the power and strength of their enemy. However, they are nailed down and committed to defend a very small tract of land in the middle of this large battlefield which their enemy is able to surround and assault from all angles. Only those three T-34s are mobile enough to combat this disadvantage but they, of course, must also fret about their side/rear armor of 6, and thus enjoy only a limited ability to shake off German flanking units. Rout out of the village center is like death, and so broken Russians will have a tough time finding cover to Rally free of DM status.

GERMAN ADVANTAGES:

9-2, MORALE, AFV MG, APCR, EXPENDABLE AFVs

As always, Mr. 9-2 rules and a morale of 8 cannot be denied as an advantage. These guys bring AFV with them which field 52 FP—enough to devastate Russian infantry. As we

saw in "Blocking Action At Lipki," if you can maneuver the game into one of your AFV MG vs Russian infantry, you ought to have a win. What might allow you to do this is your APCR ammo, which can tip the gun/armor confrontation to your favor when available. With infantry in short supply, it is nice to have plenty of AFV for close support. Halftracks in the streets and in enemy hexes to lock TPBF on them will come in mighty handy.

GERMAN DISADVANTAGES:

INFANTRY SHORTAGE,
FIREPOWER.

There is little room for error with only three and one half squads in your command. A single careless move could be very painful here. German FP commands only 58% in this battle, most of which lies in those AFV. This serves as testimony to the need to bring some of this AFV power in to help confront Russian infantry.

ACTION:

Russian opening strategy seems fairly straightforward: hunker down in the village to ride out the storm. Anyone setting up south of road 12M4-12Q1-12U3 might possibly be able to do some damage or at least influence German entrance, but surely would die where they stood as German AFV easily control the street in their rear. I would rather keep all Russian infantry in the three central plazas of Verkhne-Kumsky and preserve as much as possible. It is a short game; the Germans must do a lot and just a single Russian MMC is all it takes to win this one.

German infantry must get into town fast and start making things happen. Hedges and buildings on the south edge of town provide a nice screen for your infantry to unload from their HT around either 16M1 or 16U1. I would use all infantry, stacked separately, in one cohesive group to march straight into town while HT lock Russian infantry with TPBF and the five tanks pound away at enemy strongpoints. Another good option is to send a PzIVF2 out for Hull Down status at 12CC10 to command the northwest corner and the second to 12A6/3 to look for side shots on T-34s crossing the northeast quadrant. This eastern PzIV cannot make Hull Down in 12CC10 without ESB, but if you decide to try for it I recommend you ESB on Turn 1 in 12E3 so that if you fail you will be immobilized there instead of on Turn 2 IN the wadi, a spot which would be a terrible place to spend the duration since you could see basically nothing.

Since this entire scenario will find both forces wrestling for control of the village, the German decision of whether to put all his tanks into town or to post guards on the flanks as mentioned above will likely be the most dramatic single decision of the game. All else goes into taking/holding Verkhne-Kumsky and it will almost always be thrilling. Those T-34s can be expected to start picking off panzers and attrition will normally find both armored forces depleted near game end. The game will often be decided by one last T-34 holding on in town or succumbing to infantry CC attack. My favorite ending was at the Windy City tournament in 1997 vs Rich Summers. At game end my Germans had managed to lock all of Rich's remaining MMC in CC, so they would not be Good Order and I

would win. Of course, it came down to the last CC attack and my troops rolled a 12. Rich did not hesitate—he withdrew his infantry into a victory hex and won the game. Ya just gotta love ASL!

HULL 621

ASL E

APPEARED IN: THE GENERAL 23/2 &

CLASSIC ASL

BALANCE RATING: EVEN

EXCITEMENT RATING: 10

ATTRACTION: Here it is, the ultimate "gangs of Russians charge the hill" scenario. It starts out with quantity (48 Russian squads) vs. quality (8 German squads but better everything else) and boldly brings on reinforcements in sufficient numbers, types, and directions to ensure turn after turn of fast and furious action.

GERMAN ADVANTAGES:

9-2, OBA TIMES 2, 10-3, RANGE,
MACHINE GUNS.

Mr. 9-2 is a killer, especially coupled with that HMG and some ROF. German OBA keeps the enemy dispersed and hesitant to fully utilize woods cover while squad and MG range chew up Russian squad after squad in their hazardous journey across board 4. Just when it often seems the Russians are about to totally kick butt, in strides that King Kong of all evil, the 10-3 directing his own HMG and 8 morale lads and the tide swings back to the German again. Couple that SPW 251/MG and its two HMG with either the 9-2 or 10-3 and add in all other German MG, including outstanding AFV MG, and the Russians will be dancing to a total 113 MG FP, which is actually 151 FP when adjusted for ROF. *Tremendous!*

GERMAN DISADVANTAGES:

OUTNUMBERED INFANTRY,
SSR 2 TC

While there are very few German disadvantages, Russian advantages even things out. Quite simply, the defense is extremely fragile at the beginning, exactly when the Russians will be storming across board 4. If the 9-2/HMG/OBA fail early, Russians will be on top of the defense too soon. Later on at crunch

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TIPS FROM THE TRENCHES

Is his Infantry guarding the road your AFV needs to travel, threatening to Street Fight if you go past? Maybe you can squeeze by in bypass of the building on the other side of the road from him. You have to be ADJACENT for him to Street Fight you. Just make sure there is enough room to bypass and watch out for side or rear shots vs your bypass CA.



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another. There are several special characteristics about caves worth summarizing:

- 11.3 Caves and their contents always set up HIP.
- 11.5 LOS can only be traced to/from a cave if done so entirely within its Covered Arc.
- 11.52 A cave's contents may not be inspected by the opponent.
- 11.812 Concealment does not halve the fire power of attacks against cave occupants, but the other benefits of concealment apply.
- 11.832 Infantry Target Type Acquisition can be gained against a cave even if there is no Known enemy unit within.

11.833 Caves can be destroyed by DC.

11.834 Flamethrower attacks can affect other Accessible caves.

11.851 WP placed or shot into one cave can reveal other caves.

11.94 Opposing units cannot enter a cave, but can Control a cave from an ADJACENT Location.

After digesting the cave rules, you are ready to try your hand at caves. Play "Sea of Tranquility" (72) twice, switching sides.

When you are finished with "Sea of Tranquility," go back and read the skipped sections from Lesson 3. Then you will have completed this introductory PTO course.

Post-Graduate Work

You are now qualified to play throughout the PTO. As noted above, I have not included beach assaults as part of this course of study. Nevertheless a large number of beach assaults in the ASL system occur in the PTO. If you are eager to storm the beaches, by all means continue on with your study of Chapter G and read the sections on Landing Craft (G12.), Beaches (G13.), and Seaborne Assaults (G14.). By now you should be able to determine what approach is best for you with regard to these sections.

I hope this article will get you interested in the PTO. It really is fun, and I hope I have shown that it is not terribly difficult to learn if you are careful. Once you have completed this program, I'm sure you'll be able to figure out the rules for doing beach landings if you desire. Banzai!

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KHAMSIN

ASL 37

APPEARED IN: WEST OF ALAMEIN
BALANCE RATING: EVEN
EXCITEMENT RATING: 10

NOTE: Here is another scenario which I have covered previously with analysis in THE GENERAL 25/6 and with a Series Replay in the ASL ANNUAL 1990.

ATTRACTION: British and German forces struggle to even find one another amidst a sand storm, a Khamsin. "Wide-open" desert spaces have shrunk to a close quarters arena with a maximum range of but ten hexes.

BRITISH ADVANTAGES: GRANT TANKS, SUPERIOR INFANTRY

Those two Grants are undoubtedly the backbone of your defense. Most everything else should be committed to defend their flanks, to force the Germans straight onto their guns. With all those enemy tanks out there this can be too much to handle for your Crusaders, Stuart and 40L anti-tank gun, but your ten squads will also be able to threaten enemy AFVs due to protective cover from the Khamsin.

BRITISH DISADVANTAGES: ENCIRCLEMENT/ROUT, MOBILITY

By Turn 3 there will likely be Germans on all sides, cutting rout options and bringing encircling fire to bear. You still face the problem of a great many enemy units, especially those hostile German AFV MG. Moving infantry against such fire will be risky and your tanks need to be shooting it out with those same panzers. You will get to move, but not much, so make sure your forces are placed where you like them first try.

GERMAN ADVANTAGES: LEADERS, AFV MG, OVERRUN, WEATHER

I will pick the side with two -2 leaders on the attack nearly every day. Three armor leaders ought to make a difference and a combined -7 leadership DRM is outstanding. AFV MG pack a real wallop at a ROF adjusted 91+ FP, sure to end the gaming life of more than one British squad. With so many panzers and so few German infantry who need to accomplish so much, there is no better way to maul British infantry than a trusty Overrun. Alternatively, leaving the AFV in that hex will lock TPBF on the defenders and allow your own troops to run up alongside for Advance Fire and possible CC. Cover from the Khamsin is what allows all these moves.

GERMAN DISADVANTAGES: TOUGH VC, BRITTLE INFANTRY

Stuck with the dilemma of taking those three summit hexes at minimal DVP cost, a series of trade-offs must be arranged to take these positions one by one with maximum force in order to preserve your troops. Encirclement to take prisoners must be maximized, for those extra points will surely be needed. Despite wonderful leadership and morale, a scant six 4-6-8s might be your doom. These squads are needed badly so you cannot hide them, but if a few get popped early, the job at hand might be too much for the survivors.

ACTION:

British tanks on top of Sangared infantry makes a nice mix. It seems most popular to hold summits 27AA4 and 28W9 with light forces and 28BB6 with the strongest British units. Grants hull-down on summit hexes are very tough frontally (11 AF). Any Germans who step up onto a hillock to negate HD status will be facing that Grant's B75 gun. Hull-Down positions behind hillocks are best for Crusaders with their superior turret 6 AF.

A Heavy Wind blowing Heavy Dust from

the southeast brings an extra +1 DRM for attacking directly into the wind, and is strong inducement to attack directly across the southern portion of this battlefield in order to then swing into British lines from the south or southeast. The great attraction of "Khamsin" lies in the heat of battle which occurs when German AFVs plow into British defensive positions point blank and triple point blank. Cover from the storm draws these opposing forces onto one another to the point that from Turn 3 or 4 till the end what we have is a vast melee of swirling wind and dust, blazing wrecks and desperate combat. Tankers fight CE to gain that slight edge, scattered islands of Sangared British infantry fight their separate, frenzied struggles of survival and the German attack strives to maintain momentum to put out all enemy fires. Intense hammering at close quarters is the rule for several turns. What could be better?

TIPS FROM THE TRENCHES

When playing a night scenario, is your broken loser trapped against an enemy concealed unit, facing near-certain ambush and dismemberment? Put that broken unit to use! Rout *into* the concealed unit during the RtPh. He'll have to lose concealment to force you back, and you won't die for failure to rout during night. If you're not in woods or building, you can save yourself from the possibility of ambush altogether, and greatly increase your chances of holding the enemy in Melee.

