

ASL Journal

Issue Five



DEBRIEFING



We include here some errata for the *ASL Rulebook* 2nd Edition to join what we previously published in Journals 3 and 4. Also included are some errata for Chapters G and H, some for *Operation Veritable*, some miscellaneous scenario errata, new errata for *West of Alamein* that have been corrected in *For King and Country*, and errata for some articles in previous Journals. (Special thanks to Scott Jackson for his help with the Q&A.)

ASLRB 2nd Edition Errata

B. Terrain Chart: in row "3. Road" in the "Truck" column after "1/2" add "[BU:1]".

C1 Offboard Artillery Player Aid chart: add footnote "z" to the first chit draw square under "Contact and Access". After "Battery Access" in the second line of the "Firing Illuminating Rounds (IR) with OBA" box add "z. An IR Mission must be declared prior to drawing for Battery Access."

A10.41: line 2 after "Range" add "per A10.532"

A10.5: lines 15-16 delete "to increase the distance between itself and ≥ 1 nearest Known enemy unit(s)".

A10.62: line 4 add "CC/" before "WP".

A19.131: line 10 replace "all B#" with "all SW Original B#/X# [EXC: DC]".

A20.21: line 5 add "unconcealed" after "possible".

A20.21: at the end of the first sentence add "[EXC: if pinned; 10.53 & G5.5]".

A24.31: line 4 in EXC replace "non-moving units in MP# with "non-moving units in First Fire".

B3.5: line 1 in the EXC: delete "rubble".

B6.42: line 6 after "bridge" add "Location".

B9.5: line 3 after "walls" add "[EXC: HEAT NA (C8.31)]".

B14.2: line 6 before "higher" delete "one level".

B16.71: at the end of the first sentence add "; 16.4 does not apply".

B16.72: at the end add "and pay double Open Ground COT".

B23.211: line 5 after "(A10.61)," add "Victory Conditions (A26)".

B23.25: At the end add "LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction."

B28.1: lines 6-7 delete "Known Minefields (28.45-47)" from the EXC.

C1.7: at the end add "[EXC: IR Missions must be declared prior to the Mission's first Battery Access draw]".

C1.81: lines 1-2 delete "(inclusive of units set up offboard)".

C5.35: line 2 delete "in its MP#".

C11.3: line 1 delete "is".

E1.931: at the end add "IR Missions must be declared prior to the Mission's first Battery Access draw."

E3.6: replace the third sentence with: "On unpaved roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road."

E3.7331: line 5, after "per hexside." add "Along plowed roads, all non-tracked vehicles [EXC: sledges] must pay one extra MP/MF per hexside."

E7.5: in the antepenultimate sentence in the seventh line from the end after "marked with an AA counter" add "(and AAMG firing at Aerial targets)".

Chapters G, H, & Z Errata

G1.4: line 9 at the beginning of the EXC add "Minimum Move (A4.134); Wounds (A17.2);".

G11.83: in line 3 in the EXC after "cave" add "(but may not use Spotted Fire; C9.3)"

Chapter H German Vehicle Rarity Factor Chart: The *PzKpfw IVA* is NA in 1941.

Chapter H Allied Minors Ordnance Listing: The Polish *Ur wz. 35* ATR (Note 2) has no ROF.

Z. RR2: Add at end "All on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/entry purposes during that scenario."

Z2.42 Initial Scenario Setup Sequence for the RR CG "Milk Factory": Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72.

Scenario Errata

RB 5 (The Last Bid): In the German OB set up instructions after "rubble" add "and/or Trench adjacent to building/rubble".

BRT4 (Rikusentai): In the Japanese set up perimeter "P23-M22-F23-K25-N26-N30-P31-P23" change "F23" to "K23". In SSR2 add "Ignore the T15.6142 restriction on purchasing pillboxes."

HS 18 (To The Matter Born): The British are able to deploy 3 squads.

HS21 (Hervost Hell): Add "in the German setup area" at the end of the VC.

J77 (Moses' Blazes): The Germans on board 23 get 6 "?".

JM2 (Bloody Omaha): In MSR 6.31, replace the three instances of "pillbox" (but not "pillboxes") with "Trench".

OA2 (Skirmish in the Snow): treat the TK# for the 75's "APCR" as if it were a 75L.

OA6 (Mounted Extraction): Russian reinforcements enter on/after Turn 1.

OA7 (Celles Melee): Setup is simultaneous and the Americans move first.

OA11 (Crocodile Rock): the balances are reversed.

OA14 (Across the Aisne and into the Freineux): In the U.S. setup the four M5A1s of the 83rd Reconnaissance Battalion set up south of hexrow R and the two Shermans of 2nd Platoon set up with their CA towards the south-

ern hexspine (add "of hexrow R" at the end of the setup instructions for the 83rd Reconnaissance Battalion and add "hexspine" at the end of the setup instructions for the 2nd Platoon.

Operation Veritable Historical Study Counter Errata

German 88LL PaK 43 AT: should on its limbered side be B11 not B10.

Four British Wasps: should have red crew survival numbers not black.

In addition to previously identified errata in *West of Alamein*, the following new errata to *WoA* has been corrected in *For King and Country*:

A9 and A9 CS (Vehicle Note 6): The illustration for the twin bow turret MG arcs was corrected to make them symmetrical.

Centaur IV (Vehicle Note 18): now has normal ground pressure.

Challenger (Vehicle Note 21): now has fast turret traverse and ROF 1.

Comet (Vehicle Note 22): now has fast turret traverse.

British Multi-Applicable Vehicle Note BB: In line 1 replace "or" with "and/or". This change also applies to the Chinese *VCL Mark IV Carrier(b)* (Chinese Vehicle Note 13).

British Multi-Applicable Vehicle Note CC: This note was previously missing. It applies to all Churchill tanks except as noted.

CC. Churchill tanks had unique transmissions allowing them to make steep climbs easier. Therefore, a Churchill tank [EXC: while the Bridgelayers is carrying a bridge, the AVRE is carrying a fascine, or the Crocodile has its trailer hooked up] pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51) instead of the normal 4 MP, and can cross a Double-Crest hexside (B10.52) but must check for Bog (D8.21) with a +3 DRM.

Journal Errata

J3, page 59: Example 1 replace lines 23-29 "the result...whatsoever." completely with "the result is 8 or less (0 DRM), the German squad is attacked with 30 FP on the IFT."

J3, page 62: column 3, fourth paragraph of "GUNS" section, line 7 delete "AFPH and".

J3, page 63: column 3, second full paragraph, lines 7-8 insert "half" between "<" and "the" in both instances.

J3, page 64: column 2, first full paragraph, line 10 delete "unless it is in Melee".

J4, page 8: "Mount Up?" sidebar, third bullet "Firepower": replace with "FP 2 at range 8; ROF 1 for Carrier A"

J4, page 12: column 3, third full paragraph, line 13 replace "You" with "If enemy Infantry Advance in, you".

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Questions: All questions on the Advanced Squad Leader game system 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* rules (please, no design or production questions!) may be submitted to asl_qa@multimanpublishing.com.

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A LINE IN THE SAND

BY PETE SHELLING

ALAM HALFA RIDGE, EGYPT Aug 31-Sept 2, 1942:

A LINE IN THE SAND (LitS)

SPECIAL RULES:

1. All British units have ATMM capability (C13.7) [EXC: the DRM to the CC attack is only -2].
2. Broken terrain (F13.1) exists on all boards [EXC: board 25].
3. The British player may exchange $\leq 3/4$ of his AP mine factors for AT mine factors (B28.5). For each AP Minefield set up as a Known minefield (B28.45), the British player may also set up a Dummy Minefield; this mechanism is in lieu of the B28.47 (F.7B) allotment.
4. As indicated in each scenario, part of the OB is selected from that side's Operational Force Pool. These additional forces are described in the Operational Force Pool tables. These forces setup/enter per instructions in the scenario OB.
5. When playing the CG, players choose Pool chits and then discard the chit once chosen. If playing the scenarios individually, the chits are drawn randomly.
6. Air support (E7.) enters randomly on a dr < the current Turn number. Aerial observers are available at start along with their OBA.

CAMPAIGN GAME VICTORY

CONDITIONS: The Germans win the Campaign Game by winning two out of the three scenarios.

CAMPAIGN GAME BALANCE:

- British Air Support enters randomly on a dr $\leq$ the current Turn number and no later than the British RPh of Turn 4.

✦ LitS SR1 is NA.

A Line in the Sand (LitS) consists of three consecutive scenarios that can be played individually or as part of a mini-CG: Rommel's Remedy (J79), Egypt's Last Hope (J80), and Twisted Knickers (J81). The mini-CG is also perfect for team play, with each of the three teammates playing one scenario. The three scenarios provide a cross-section of the fight at Alam Halfa in the dog days of the summer of 1942. Each scenario uses the LitS Special Rules shown below, and each scenario draws part of its orders of battle from the Operational Force Pool Tables shown here.

Operational Force Pool Tables

British Table A	
Draw	Order of Battle Addition
1	3x Grant; 8-1 AL 21 DVP
2	2x Crusader II; Crusader II CS; 8-1 AL 19 DVP
3	3x Valentine II; 9-1 AL 15 DVP
4	3x Crusader II; 9-1 AL 15 DVP
5	4x Stuart II 20 DVP

British Table B	
Draw	Order of Battle Addition (set up on board)
1	6-pdr AT; 3-in Mtr; 2x 2-2-8 crew 7 DVP
2	40mm AA; 2-pdr AT; 2x 2-2-8 crew 7 DVP
3	2x 40mm AA; 2x 2-2-8 crew 8 DVP
4	2x OQF 25-pdr; 2x 2-2-8 crew 10 DVP

British Table C	
Draw	Order of Battle Addition
1	2x FB'42 with bombs
2	3x FB'42 without bombs
3	Random Air Support (E7.)
4	80+mm (HE and Smoke) or 100+mm (HE only) OBA; Aerial Observer

German Table A	
Draw	Order of Battle Addition (Enter on Turn 1)
1	2x PzIVF2; 2x PzIIF 20 DVP
2	3x PzIVF1; 9-1 AL 18 DVP
3	4x PzIIH; 9-1 AL 24 DVP
4	2x PzIVF1; 2x PzIIH 24 DVP
5	PzIVF2; 2x PzIIH, 8-1 AL 20 DVP

German Table B	
Draw	Order of Battle Addition (Enter on Turn 1)
1	3x SPW251/1; 3x 4-6-8; 8-1; MMG; LMG; DC 12 DVP
2	2x SPW251/1; SPW251/sMG; 2x 4-6-8; 9-2; LMG; ATR 13 DVP
3	3x SPW251/1; 3x 4-6-8; 8-0; 2x LMG; ATR; DC 12 DVP
4	2x PSW231 (8 rad); 2x SPW250/1; 2x 2-4-8; 8-0; ATR 16 DVP

German Table C	
Draw	Order of Battle Addition
1	2x DB'42 with bombs
2	2x FB'42 without bombs
3	Random Air Support (E7.)
4	100+mm (HE and Smoke) OBA; Aerial Observer

This trio of desert scenarios offers some improvement upon the format of the Kursk mini-CG in J3. After Kursk, I wondered how to improve upon something that most players agreed was fun, but which I knew was far from perfect in many respects. I asked myself and some of you fellows: what parts of "Broadway to Prokhorovka" worked best, and where could I improve? Players liked the ability to choose parts of their OB, and those decisions seemed to fuel many of the post-game discussions. The fun factor of the scenarios was not disputed, but there seemed to be a few balance issues. The mini-CG format worked well for the many like me who don't usually have the patience for regular campaign games. (This was my primary inspiration for doing these.) However, it was this very format which generated the balance issues. During playtest, we had to balance scenarios at the same

time as balancing the CG, often taking from one side of the equation to give to the other.

The solution was to simplify things. Keep the three-game format for the CG, but utilize the variable orders of battle as a CG-wide event. This would allow players to divide the strengths and weaknesses of the available pieces according to their own choosing. This would also require a little more guesswork concerning the opponent's intentions, helping create more "fog-of-war" with few extra rules. The CG itself would be much simpler as well: win two out of the three games.

In addition to improving the format, I also needed a battle, one featuring the same units through several days of action. I also wanted to do something a little different. My research on the Eighth Army's stand at Alam Halfa allowed me to combine those two requirements into the present mini-GC. The action featured a wide

Continued on page 33

History and the Game: Frontal Assault

Designer's Notes by Ian Daglish

[Pen and Sword has recently published Ian's book *OPERATION BLUECOAT: The British Armoured Break-Out*. We are pleased to extract a part of it here and to publish the scenario described below: J86 Frontal Assault.]

On completion of my book on Operation BLUECOAT, I looked for a scenario from it for MMP.

The story of "Ned" Thornburn's fight on 3rd August is well documented, with individual platoon and gun positions clearly identified. At first, it appeared impossible to replicate the scene using standard ASL mapboards. But judicious use of a few overlays to cover unwanted patches of woods produced a remarkable match. The cluster of buildings and the orchards on board 33 give us the farm of les Grands Bonfaits. The lengthways road on board 16 runs from Presles in the West to the German stronghold of Estry in the East, with the lane through 33GG5 to 19GG6 marking the northern axis of the German assault. Even the spur in 19L7 is there! The whole defensive position is in fact on a ridge, but nowhere on the battlefield is there a slope deserving an ASL Crest line.

Early versions of the scenario had the British tank crews setting up under their vehicles, and modified H1.46 to enable a British Sherman to contain a Forward Observation Officer (British artillery officers did at this time make regular use of their tank MA). But as so often in large scenarios, cost-benefit analysis of these complications led to their being abandoned. The German "time on target" was awarded automatic accuracy for balance reasons; this is realistic, as the fire was pre-registered. The trucks in the British OB (also realistic) help reduce German omniscience by acting as 5/8 inch "dummy" tanks in Open Ground (as well as creating a few bonfires!).

[The following is extracted from *OPERATION BLUECOAT: The British Armoured Break-Out*.]

Wednesday, 2nd August

After a dramatic day's advance "into the blue", the Shropshires' commander was uneasy about his left flank. He was conscious of his exposed position on the extreme left of 11th Armoured Division. He knew that the accompanying Shermans of 3rd RTR would be of limited usefulness in the night, even when refuelled and rearmed. And now he was informed that Guards Armoured Division was in difficulties to the north. Before the light failed, he wanted to establish an outpost to the east. Major Thornburn's D Company was chosen to move a half mile eastwards up the Estry road. D Company moved out

about 20.30 hours, just as the light was beginning to fail. The company was advancing over open fields, with supporting 3rd RTR tanks just visible on a parallel course some way to the north, when enemy tanks were spotted. Three Panther tanks were milling around just four hundred yards away, directly to the east. "Ned" Thornburn later related, "*I have rarely felt so helpless to avert a catastrophe*". Thornburn's wireless operator had a No. 38 Wireless Telephone, but the tanks were a half mile away, and the set's nominal three-quarter mile range was rarely achieved in practice. However, contrary to all expectations, the operator succeeded in contacting the Sherman squadron. "*It was almost the only occasion I can remember of a 38 set communicating with anything, but it certainly saved the whole operation on this occasion!*" The leading Sherman turned ninety degrees and led its column into the D Company area, to everyone's enormous relief. But one man was not satisfied.

As Thornburn supervised the company's establishment on the hilltop objective, Company Sergeant Major Harrison set off on a Panther hunt. Carrying the 18 Platoon PIAT, he located one of the Panthers on the road to the east, and determined to stalk the beast. Creeping to effective range, he loosed a bomb which hit the Panther's sloping front armour with a dull clang, and bounced harmlessly off. The tank crew, lacking infantry support and so, unaware in the deepening gloom where the fire came from, promptly reversed some distance. They then exited the tank and stood outside, looking around and talking in anxious whispers. Harrison renewed his hunt, but as he prepared a second shot, a bramble snared the front of the PIAT and the bomb dropped out of its cradle. "*That made me hopping mad,*" Harrison recalled, "*so I stamped five yards down the road, yanked the brushwood out of the way, shoved the PIAT through the hedge and pulled the blasted trigger.*" The bomb went off like a clap of thunder; the Panther was destroyed and its crew were not seen again.

As luck would have it, Ned Thornburn was at that very moment discussing his situation over a radio link to his commanding officer (this time using the company 19 set, somewhat more reliable and with longer range than the 38). Thornburn was just pointing out that his Sherman support had pulled back for the night and there were three Panthers close by, when the almighty explosion reached him.

"*Ah! That was one of them going up! Yes, we'll stay here somehow.*"



OPERATION BLUECOAT THE BRITISH ARMoured BREAKOUT, by Ian Daglish, is published by Pen & Sword.

It is 190 pages, with over 160 illustrations including "then and now" battlefield photography, maps, and 1944 aerial photos of the battlefield. ISBN 0 85052 912 3

"*Good man!*" the CO responded. "*I'll send you some antitank guns and another couple of platoons.*"

In this way, one man's enterprise turned a battle. In the short term, the destruction of one of their number led to the withdrawal of the other two enemy tanks and a quiet evening for D Company. More importantly, at a moment when Thornburn and his colonel might well have agreed to abandon the forward position, the destruction of "*Harrison's Panther*" persuaded Ned Thornburn to remain on the hill. As he himself put it, "*Harrison's exploit gave me the will to chance my arm and play for the highest stakes.*"

Thursday, 3rd August

As promised by Major Robinson, Major Thornburn's infantry company had been reinforced by two platoons of A Company, and two of the 6 pounder guns of the KSLL's own anti-tank platoon. Further help came in the shape of A Squadron, 3rd RTR. And no British defensive position in Normandy would be complete without the presence of the (ubiquitous) Royal Artillery. The Forward Observation Officer present was Captain Peter Garrett of the Ayrshire Yeomanry. In his Sherman tank, Captain Garrett represented the eyes and ears of an entire Field Regiment, RA, with its twenty four towed 25 pounder guns ready to deliver pre-designated defensive fire missions at a moment's notice.

The defensive position (so nearly abandoned the previous evening) appeared almost ideal. Major Thornburn's first priority was visibility: ensuring that his platoons were deployed so as to get the earliest warning of an approaching enemy. From north east to south east, the view extended for all of four hundred yards. The second priority, clear fields of fire for the platoon Bren guns, was not so vital in this instance since artillery would be the primary means of stopping an enemy advance on the position. Nevertheless, in the last resort the infantry platoons had to be able to support each other with interlocking fields of fire, so the five available rifle platoons were spaced evenly around the position. The riflemen dug-in in open ground, well clear of hedgerows which might attract artillery fire or trees which would cause incoming rounds to air-burst (high explosive shells detonating on the ground send fragments upwards rather than down into infantry slit-trenches). Antitank guns were set up in between platoons, away from the riflemen (the gunners with their unwieldy artillery pieces were largely dependent on concealment and had a horror of riflemen giving away their emplacements by milling around near them). Thornburn later reflected, "It was a lovely position."

However, Thornburn admitted to a "tragic error of judgement" with regard to the siting of the supporting tanks. A Squadron, 3rd RTR, had joined Nedforce as night fell and as normal went into night "laager". In the absence of the squadron commander, the second in command was an old desert hand, and true to his past experience he formed his fifteen tanks nose-to-tail in a circle under the trees in the heart of the position. In the featureless desert, this had been standard procedure. In the rolling countryside of Normandy, experience was to show that tanks were better dispersed in covering terrain, ideally in hull-down positions in which only their turrets would be visible and exposed to enemy fire. Some of the crews spaced their tanks as best they could, but still they were a dense target.

The morning had dawned bright and clear. The men stood-to and had breakfast. There was even time for a wash and a shave. Furtive movements were observed in the orchards surrounding le Busq, and the sound of distant vehicles carried on the easterly breeze reminded the troops that the enemy was not far off to the west. A few desultory artillery rounds were sent in that direction, and a few German rounds came back—apparently in response but with hindsight more likely ranging rounds in preparation for the German counter attack. Then towards the middle of the day a violent bombardment erupted over the position.

With no warning, the air above les Grands Bonfaits filled with the shriek of descending mortar bombs. Flashes and blasts of detonating shells were followed by a showers of dirt and stones, of leaves and severed branches. The infantry pressed themselves into the earth at the bottom of their entrenchments. The tank crews were caught outside their tanks, the comparative

safety of the armoured vehicles denied them as climbing up to the narrow hatches would mean exposure to a hail of deadly shrapnel.

The bombardment stopped. In the comparative silence, fire crackled, leaves fluttered down, the plaintive cries for stretcher bearers began. Some tanks were in flames, all were more or less damaged, among them the FOO's Sherman. Suddenly, a dozen Panzers were approaching, and enemy infantry could be seen darting from cover to cover as they worked their way forward. The tanks' sensitive "19 set" wirelasses were all either unmanned or inoperable. The FOO, Captain Garrett, shouted to Thornburn in desperation, "I'm off the air. I can't call for fire." The only workable 19 set was Thornburn's own, in his unarmored 15cwt truck. A rough-and-ready relay was quickly established: Garrett shouted fire orders and Thornburn "repeated some incomprehensible jargon on my blower". The defensive fire mission came swiftly. "Sure enough, the D.F. came down, and bang on target. I suppose we had the whole Field Regiment. I was even offered Typhoons, but when I asked what safety margin they required, and was told 400 yards, I dared not accept since the enemy was only 150 yards away at the most."

The situation remained uncertain. Tank officers informed Thornburn that they would have to abandon the position, though in this situation the infantry commander was technically in command. The decision was resolved by Corporal "Titch" Hayward of 4/KSLI's antitank platoon, who crawled back from his gun position to declare that his gun had a German tank in its sights and "If he advances another five yards I've got him in the bag." Heartened by such determination, the tank men agreed to remain. Troop leader Sergeant "Buck" Kite was one of the first to man his tank, the "Firefly" of the troop which carried a 17 pounder gun in place of the normal low-velocity 75mm main armament. This was the only Allied tank gun in Normandy with a chance of penetrating the front armour of a Panther or Tiger, and as such was always picked out by the Panzers as a preferred target. In the close range action that ensued, Close spotted "the silhouettes of two more Panthers... in the wheat field next to us. The wheat, almost ready for harvesting, was high and each time the enemy fired at us the shells slashed a narrow furrow through the stalks. One of the two tanks was destroyed. Suddenly, I saw the cannon of the other tank... swing round in our direction. There was nothing I could do but watch the glint of the approaching shell. I can still see the wheat stalks parted by the passage of the shell." Kite's Firefly was knocked out; he himself was badly wounded, and wounded again after being carried to the KSLI aid post.

It was the tactics of *Frontalangriff* which were attempted against Ned Thornburn's 4/KSLI at les Grands Bonfaits. The Germans opened with long range antitank fire to draw the fire of the out-ranged British, and destroy as much supporting armour as possible. With the British antitank capability written-down, German armour closed.

Covered by tanks, the infantry advanced in small groups, bounding forward in short dashes, using natural cover and camouflage. Infantry leaders would work up to and around the enemy, aiming to pick off their officers and panic the defenders with encircling fire.

As quickly as it started, the battle died away. Nedforce stood firm atop the ridgeline. Their stand was rewarded by the Germans' acceptance that the high ground was too strong to be taken. So great was the setback at les Grands Bonfaits that the Germans became convinced that there was no future in attacking there, and thereafter they resorted to tactics of infiltration: pushing small groups of men and tanks around the flanks of the British outpost.

TIPS FROM THE TRENCHES

HIP Stealthy DEFENDERS in

Jungle/Kunai/Bamboo can allow moving units to enter the defender's Location. The DEFENDER can then either drop HIP and use TPBF to end the moving units' MPH or stay HIP and allow them to finish their MPH either in that Location (requiring an Ambush dr in the CCPh) or by passing through (G.4). If there are two such defending units hidden in the same Location (e.g., a Gurkha 4-5-8 and 8-0), the defender can do both. Pop up the 4-5-8 to blast the moving units with a 12 FP attack (followed by a 6 FP Subsequent First Fire attack), and place a CC marker. Then in the CCPh, the concealed 8-0 emerges to invoke Ambush, with the ATTACKER suffering a +1 drm despite not Advancing in. (A tip of the helmet to Scott Jackson for suggesting this.)



Continued from page 15

same Location can Rout away at Night, so the Canadians will have to surround broken Germans quickly and carefully.

Summary

"Water Foul" gives both sides many fun and difficult choices. Players get to use DUKWs and Buffalos, which seldom get out of the cardboard motor pool. The challenge of solving a novel tactical situation is well worth the set up, and each player may try different tricks on the attack or defense. And the scenario is small enough that it can readily be played twice in an evening, with players switching sides or trying different tactics with the same side. Thus, by mixing a little night with a little salt-water spray, "Water Foul" offers plenty of nuggets for the daring ASL explorer.

The Jungle Isn't Neutral: Up Close and Personal in the PTO

By Mark Pittcavage

British Lieutenant Colonel F. Spencer Chapman wrote a memoir of jungle fighting in Malaysia titled "The Jungle is Neutral." Some ASL players might disagree. ASL is a two-player game, but if you play PTO scenarios, you will quickly discern that you face not one but two foes: the opposing player and the terrain. In the PTO, terrain is a third combatant that both sides must fight and that both will find frustrating. The attacker never seems to have enough movement points to get where he needs to go, while the defender cannot react quickly to unexpected moves or approaches. Moreover, LOS in the PTO is not wide open. There are fewer opportunities for defender fire lanes or the big guns of the attacker. In fact, the first time you may see your opponent is when he is right on top of you.

This article explores the tactics and dynamics of close-in jungle fighting. This sort of fighting is dominated by close combat or the threat thereof. The centrality of close combat to jungle fighting is one of the things that make it so tense. In close combat, Japanese units that suffer reverses do not step reduce—they vanish. American Marines do not break—they disappear. An entire stack can be swept away right in front of your eyes. By its very nature, close combat is risky and unforgiving—which makes it especially important to maximize one's chances when engaging in it.

Often players will wish to avoid close combat because of these very factors. Brian Youse made a strong argument for doing so in his article "A Case for Infiltration," in *ASL Journal* #3. Youse suggested that, at least for the Japanese, a viable alternative to close combat was "infiltration"—advancing past enemy units to surround them instead of advancing into their hexes to close combat them. This is a good tactic when it can be used. Sadly, PTO terrain does not always permit the Japanese player the luxury of such movement, nor does it, given its channeling terrain, always provide him the freedom to move around his opponent. When it does not, the Japanese player must master the dynamics of jungle fire combat and close combat—and so must all other nationalities.

Many of the tactics discussed here apply with equal force to the ETO, being universally applicable to ASL, but they will come into play more often in PTO scenarios, given the nature of PTO terrain.

The Central Problem

Because jungle situations so often require opposing units to be adjacent for any sort of combat to occur, the dynamics of up-close jungle

fighting situations center around adjacent units and how they affect one another. This includes both fire attacks and close combat.

Some of the basic dilemmas of jungle combat can be illustrated with a simple example. Imagine you have a concealed squad in a jungle hex. During your opponent's movement phase, he assault moves a stack of concealed units adjacent to you. What do you do? To fire you must drop your own concealment, but in all likelihood you have a less than 50% chance of stripping your opponent's concealment. If you fail, you have opened yourself up to his advancing fire, and moreover, he may advance while still concealed into close combat against you with an ambush advantage. (Leaving aside all modifiers other than concealment and jungle, he will have more than three times your chance of getting an ambush.) On the other hand, if you hold your fire, you still face a risk of your concealment being stripped by his advancing fire or by a unit trying to enter your Location.

For the defender, the basic goal of up-close fighting is to insure that the attacker cannot move adjacent to defending units or at least to insure that units which do move adjacent are in a disadvantageous condition (unconcealed, CX, etc.).

For the attacker, the first goal of up-close fighting is to survive the process of moving adjacent. There are several different possible approaches that the attacker can take:

- **The Aggressive Approach.** The aggressive approach involves using non-assault movement to move adjacent to the defending unit. Typically this is a strategy used by the Japanese, whose step reduction mechanics allow them to withstand enemy fire. Often the true goal of an Aggressive Approach will not be to move adjacent to the defender but to move into the defender's location itself, using Banzai Charges, Human Waves, or Dare Death Squads. Assuming the attacking unit survives, it neatly cuts the Gordian knot surrounding ambushes, because no ambush will be possible in the ensuing close combat.
- **The Standard Approach.** In the standard approach, the attacking player assault moves adjacent to a defender. If the attacking unit survives, it can a) fire back, and b) advance into close combat. This is the most commonly used approach.
- **The Conservative Approach.** Using this approach, a player moves to a distance

two hexes away from the defender, then advances adjacent to the defender. This precludes any attacks at all that player turn, firepower or close combat, but poses a dilemma for the defender, who will start his turn with a concealed enemy unit adjacent to him.

Obviously, the basic problem with moving adjacent to the defender is that in so doing your units will expose themselves to Point Blank Fire. A 4-5-7 squad that moves adjacent to a 4-4-7 defender opens itself up to an 8FP (+1) First Fire attack, and possibly a 4FP (+1) Subsequent First Fire or Final Fire attack. In return—if it survives—it can generate only a 4FP (+1) Advancing Fire attack (see illustration 1).

The attacker wants to minimize such disparities, of course, and the key to doing so is to keep concealment while moving adjacent to the defender. This will reduce the defender's firepower without reducing the attacker's. It also gives surviving attacking units different options: 1) to return fire, 2) to advance concealed into close combat, or 3) to do some combination of both.

The third option, when possible, is often the most desirable: to open fire with some units, while others remain concealed. While it would be nice simply to have a successful fire attack on the enemy, the unlikelihood of an advancing fire attack destroying the enemy (especially a Japanese enemy that would be only step

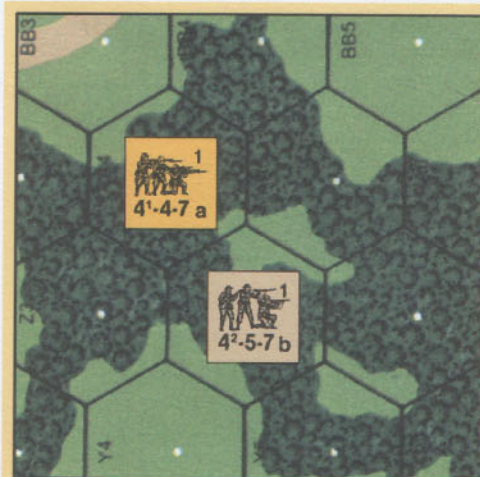


Illustration #1

Assault Moving Japanese 4-4-7a must expend at least 2 MF to move to hex AA4, giving British 4-5-7b a chance to take an 8(+1) and a 4(+1) attack on the initial MF expenditure into the hex. The best that Japanese 4-4-7a can hope for is a 4(+1) shot in the Advance Fire Phase.

reduced) means that the attacker's final goal must be to obtain a close combat advantage.

Tooth and Claw

Success in close combat depends on a combination of firepower and DRM. An American 6-6-6 or 7-6-8 will simply always have an inherent firepower advantage over any Japanese squad. By the same token, a 10-2 leader will give any force a definite DRM advantage (for both ambush and the close combat itself) over an opposing force. All things considered, DRM—when they are ambush DRM—trump pure firepower, because a successful ambush mandates sequential rather than simultaneous close combat, and may insure that the ambushee never gets a chance to put a firepower advantage into play.

The result of these simple dynamics is that ambush is the most important single consideration for close combat. If you are ambushed, your chances for survival are not very good—and they may be downright poor if hand-to-hand combat is involved. A single Japanese 4-4-7 squad that ambushes an American 6-6-6 squad will eliminate it outright nearly 60% of the time, for example. Thus both attacker and defender must work to maximize their own ambush chances while minimizing those of the enemy. (For a primer on ambushes, see David Olie's "The Fine Art of Bushwackin'" in *ASL Journal #4*.)

This is one reason why non-assault moving adjacent to the enemy is by itself so often a poor idea. The enemy starts off concealed, and if he maintains his concealment, you will likely be facing at least a differential of 3 in any ambush dr (-2 enemy concealment, +1 advancing into jungle). Those are not good odds.

There are often ways to better one's chances. For the attacker, the best option, if he can achieve it, is to assault move adjacent to the defender with multiple concealed units, survive defensive fire, then fire in the Advancing Fire Phase with all but one unit, which remains concealed instead (a 7-0 leader would be perfect). The attacker can then advance into the hex to engage any survivors in Close Combat, with hopefully at least a -1 Ambush drm (-2 concealed, +1 advancing into jungle), and a flat or positive drm for the defender.

It is always very frustrating for a defender to see someone assault move a concealed unit adjacent to one of his units. This puts the defender in an awkward position. Because Defensive Fire comes before Advancing Fire, the defender must intuit the attacker's intentions. Is the attacker going to drop concealment and fire? Keep concealment and try for close combat? The nightmare scenario for the defender is to have his unit drop concealment, fire at the attacker to no effect, then suffer PBF in the Advancing Fire Phase, and then probably close combat following that. Practically as bad is for the defender to refrain from firing in order to keep concealment, then see the attacker strip that concealment anyway in the AFPh. The best alternative for the defender, like the attacker, may be to utilize partial concealment drop—keeping a concealed unit

"in reserve" for the Close Combat Phase, while firing with the rest.

The defender is also in an awkward position if a concealed attacking unit *Advances* adjacent to a defending unit. What does the defender do when *he* becomes the attacker? Does he Prep Fire against a concealed unit? If he has no success, he will be unconcealed and adjacent to the enemy, unable to move and facing PBF. This is not an attractive option, and often the response of the defender to such a situation is to retreat rather than face it. Thus the attacker can sometimes force a defender to give up a position by the mere act of advancing next to it.

For some nationalities—noticeably the Americans—merely being adjacent to a defender poses an additional threat: the White Phosphorus grenade. Each American squad, for example, has a 33% chance of placing white phosphorus on an enemy occupied hex; Assault Engineers have twice that chance. At the very least, successful use of WP grenades will result in an automatic morale check that will strip enemy concealment.

Because assault moving or advancing concealed units adjacent to a defender can so easily put the defender in an awkward or undesirable

*“...merely being
adjacent to a
defender poses an
additional
threat.”*

position, it is usually the attacker's goal to do exactly this. Thus it is to the advantage of the defender to minimize the attacker's ability to do this. Careful PTO defenders will often arrange their initial setup so that the attacker cannot advance concealed adjacent to their units during their first turn (knowing these dynamics is important for play of many PTO scenarios such as HS 12 "Restoration"). Similarly, if the defender has room to withdraw, he will often retreat so that the attacker cannot easily move adjacent while concealed.

Hill and Dale

The defender's best advantage is that it is usually easier for him to take advantage of the terrain than it is for the attacker. The most crucial terrain aspects are elevation differences. If the defender has the high ground, then the entire adjacency dynamic shifts. This is because in most cases the attacker will have to become CX and/or use non-assault movement in order to move to a higher elevation.

Moving to a higher elevation jungle hex costs 4 MP. This means that a squad unaccompanied

by a leader cannot assault move to the higher hex. This in turn means that it will lose any concealment it has if the destination hex is adjacent to a defender. Ambush advantage automatically shifts to the defender.

Advancing to a higher elevation jungle hex also costs 4 MP—which automatically makes it an advance vs. difficult terrain. While a unit making such an advance can keep concealment, it will automatically become CX. Being CX in the jungle is a risky proposition, because it will not only hurt you in ambush, but will hurt you a second time in any ensuing close combat. Because of this, unless there are special circumstances, CX units must almost always seek to avoid close combat and should not put themselves in situations where they may invite it.

Because of the difficulties in moving uphill in the face of the enemy, control of the high ground in PTO jungle scenarios is always important. If the defender controls the high ground, he can deny the attacker easy advances or assaults, sometimes in such a commanding fashion that the attacker will have to go the long way around. Moreover, command of the high ground is essential for defender movement as well. If you are not on high ground, you may be forced to move to a higher elevation to meet an enemy threat—which may result in your arrival CX in front of the enemy. However, if you occupy the high ground, moving *off* of it in order to respond to enemy movement presents no particular difficulties. The side that controls the high ground preserves options and denies options to the other side.

Other terrain features also assume increased importance in PTO jungle scenarios. Most of them are important because they serve to channel movement. Jungle hexes that are adjacent to streams make great barriers, because of the elevation change required to enter them. Advancing from a stream to an adjacent jungle hex is just as difficult as advancing to a higher hill hex, with the added penalty that units are much more vulnerable while in a stream. Jungle-gully hexes make good barriers because they constrain movement so much; as do swamp and marsh hexes, which units cannot even advance into.

One of the most interesting terrain features in the PTO is bamboo. For the attacker, bamboo hexes are frustrating obstacles. To move into a bamboo hex requires a minimum move—units become CX and pinned. Advancing into a bamboo hex is advancing vs. difficult terrain and will CX units that attempt it. This makes bamboo hexes formidable defensive positions. While stacking is limited in bamboo hexes, and mortars cannot be fired from them, the mere fact that most attackers would not dare to attempt close combat in one makes them desirable for defenders. Even a berserk or Banzai charging unit couldn't enter a bamboo hex unless they began their movement phase adjacent. Especially nice for the defender are bamboo hexes with paths that can allow defenders easy access in and out of the hex (for example, to allow concealed units

to move in and replace units that have lost their concealment).

One last point to remember about terrain is that ambushes can help you conquer it. A successful ambush gives you the opportunity to withdraw to any accessible hex. In effect, this bonus can be used like a second free advance. In difficult PTO terrain, that is no small advantage.

Lead and I Will Follow

The CX dynamics of PTO jungle scenarios greatly enhances the already considerable importance of leaders. Leaders are crucial to most ASL scenarios, but rarely are they more important than in PTO scenarios. One of the main reasons for this is that they help players fight the "other" enemy—the terrain. A leader gives a squad six movement points (or eight, if CX), which means that the squad now *can* assault move to that higher elevation, or cover that extra ground needed to advance adjacent to the enemy later.

Conventional ASL wisdom says that in general players should avoid stacking and that they should also be cautious about stacking units in the same locations as leaders. The PTO turns the conventional wisdom on its head. Stacking more than one unit in a hex is often desirable, because it is much easier to retain concealment with a multi-unit stack. And stacking a leader with a unit provides a number of advantages.

The difficult nature of PTO terrain virtually demands that leaders take a more active role than in other ASL scenarios. Leaders are crucial in helping units move. This is one of the most important functions of many Japanese leaders. Often the low number of leaders in a scenario combined with the real need to cover ground means that large stacks of units are not uncommon in PTO jungle scenarios, at least until in close proximity to the enemy.

Good leaders help their accompanying units close with the enemy. First, their extra movement points allow more difficult assault moves to be accomplished. Second, when units do assault move adjacent to the enemy, the leadership drm of accompanying leaders may help them survive the ensuing defensive fire (as do the commissar abilities of Japanese leaders). Finally, leaders can help both Ambush dr and Close Combat DR in the ensuing CCPh. Sometimes they can achieve a double effect—if they remain concealed during the turn, they can provide both the crucial concealment drm and their leadership drm. A concealed 8-1 leader can thus by itself provide a -3 Ambush drm for a stack. Even a concealed 7-0 leader may be worth its weight in gold when concealed and adjacent to the enemy, where it becomes an ace in the hole, conferring that all-important ambush modification.

Japanese leaders are particularly important in the jungle. Many novice PTO players, noticing that Japanese leaders do not have great leadership drm and do not have many occasions to rally Japanese units, come to the conclusion that their leaders are not very useful, or even expend-

able. Nothing could be farther from the truth. First, Japanese leaders can lead Banzai charges, which provide extra movement, morale bonuses, and the ability to avoid ambush all together. Second, Japanese leaders, being elite and thus stealthy, can help even 2nd line or conscript Japanese infantry in their ambush die rolls (a concealed 9-1 Japanese leader can on its own provide a -4 Ambush drm). Third, since Japanese leaders are functional commissars, they have a double impact in helping units survive defensive fire adjacent to the enemy. A 9-1 Japanese leader stacked with a 4-4-8 squad gives that squad the functional equivalent of 10 morale, assuming the leader itself survives defensive fire. A 10 morale is nothing to sneeze at, especially combined with Japanese step reduction instead of breaking. Given that Japanese troops will often face daunting American firepower, leaders can provide that edge they need to survive and emerge victorious.

The League of Nations

Close combat is inherently risky, and never less so than in the jungle, where attackers face an inherent -1 Ambush drm. A bad close combat die roll can destroy a large force. Yet for a variety of reasons, many combatants in the PTO often have reasons to use or even to seek out Close Combat.



United States. Many ASL players may not immediately think of close combat as a desirable option for the Americans, yet to reject it out of hand would be foolish. Close combat can overcome one of the nationality's greatest weaknesses—low morale. In ordinary fire combat, a 5-4-6, 6-6-6, or even 6-6-7 or 7-4-7 American squad may face distinct disadvantages. The Americans can expect to fail a lot of morale checks. However, morale is irrelevant once you get to close combat.

Once in close combat, what count are firepower factors, and those of the Americans are hefty indeed. Even a 5-4-6 second line American squad holds a distinct advantage in this category over an elite Japanese 4-4-8 squad. Moreover, if it is the American player that is advancing into close combat, then at least for the first round the combat will *not* be Hand-to-Hand and the American player will not have to worry too much about the possibility of a tiny Japanese unit wiping out a huge American force with a good CC DR.

Of course, in order to partake in close combat, the American player must survive being adjacent to the enemy—and an 8 FP (+1) attack is not something a 6-6-6 can simply shrug off. As a result, it is often to the advantage of the American player to assault move into two or more hexes adjacent to the enemy rather than just one. Since Japanese squads do not have spraying fire, this greatly increases the chances that one of the two forces will survive unbroken, especially if concealed.

An ideal American situation would be to assault move two 6-6-6 squads adjacent to a Japanese 4-4-7. If the Japanese player fires, he may strip concealment and even pin or break one enemy unit, but hopefully cannot do it to both—a 2 FP (+1) subsequent fire attack against a concealed American unit is not too likely to be successful. The American player then has a reasonable chance to step reduce the 4-4-7 with advancing fire from the squad using Assault Fire, and perhaps then move two squads in for close combat, one of them concealed.

Facing this sort of situation, the defending player has decisions to make as soon as the first enemy squad moves adjacent. If the defender hopes to have a chance of stripping *two* units of their concealment, he will have to First Fire and then Subsequent First Fire/Final Fire. Since the chances of success in both are not stellar, many defenders will choose to forego Defensive Fire and simply hope that their own concealment is not stripped in the Advancing Fire Phase. One other option for the Japanese player is to make more use of Final Protective Fire in order to give it additional fire attacks. Since Japanese units only step reduce, they can be less conservative in using Final Protective Fire as an option.

The American player has different considerations when using Marine units. With an 8-morale and, sometimes, a low firepower factor of 4 or 5, close combat is not always to the advantage of the Marines, as it negates their morale advantage. On the other hand, that same high morale may make it easier for Marine units to successfully move adjacent to the enemy and survive. In some scenarios/modules, certain Marine units—generally "Marine Raiders"—are designated as stealthy. These units perform well in close combat.



Japan. The Japanese player often has many reasons to seek out close combat. Two of the most important are its -1 Hand-to-Hand Combat DRM as well as the deadliness of Hand-to-Hand Combat itself. Even a lone Japanese leader attacking a full 6-6-6 squad in Hand-to-Hand Combat will cause casualties more than a quarter of the time. A Japanese first line half squad attacking the same unit will cause casualties more than 40% of the time. In addition, the stealthiness of Japanese elite and first line units cancels out the +1 ambush drm penalty for advancing into a Jungle hex. Throw in a CC DRM due to Ambush and those Casualty results become kills instead.

However, there are also some disadvantages. In close combat, a Japanese unit can be completely destroyed in one fell swoop—step reduction goes by the wayside. Moreover, Japanese squads do not match the strength of American squads. These factors make ambush maximization all the more important.



Chinese. Chinese squads tend to be low strength (and low quality), but because the Chinese player will usually have many such squads in a given scenario, he can usually afford to lose some in close combat. A one-for-one tradeoff would usually be gratefully accepted by the Chinese player, and no Japanese player would wish to see two Chinese squads exchanging deathblows with two Japanese squads. Like the Americans, Chinese forces can often compensate for their low morale by engaging in close combat instead. One significant disadvantage for the Chinese is that at night, GMD troops are always lax.

The Chinese do have other advantages, though. First, they can use Dare Death Squads. These squads can voluntarily go berserk, an advantage that should never be underestimated. They enter into and resolve close combat as if they were Japanese, including using Hand-to-Hand CC. Moreover, they get a -1 DRM in CC regardless of whether it is Hand-to-Hand or not. Chinese units can also utilize Human Waves. Lastly, Communist Chinese troops are treated as partisans, which makes them stealthy, a significant advantage in close combat.



British/Commonwealth. Usually the British have the worst of all worlds when it comes to close combat. On the one hand, they don't have any of the close combat bonuses of the Japanese; on the other hand, they don't possess the high firepower of their American counterparts. Thus close combat is often a distinctly less advantageous option for the British much of the time.

However, there are some obvious exceptions to this rule. One exception that is often overlooked by players is that Good Order ANZAC troops (Australian, New Zealander) are considered stealthy unless Green. Thus while a 2nd Line Japanese squad is not stealthy, a 2nd Line Australian squad is. ANZAC players can often use this ability to their advantage.

The biggest exception, of course, involves Gurkhas. These troops are practically made for close combat. First, except when Green, they are Commandos, and thus Stealthy. Secondly, if they are the attacker/ambusher they can *choose* to engage in Hand-to-Hand Combat, but needn't. And lastly, they have a -1 DRM to their Hand-to-Hand Combat DR.

The Aggressive Approach

Assault moves and ambushes are not the be-all and end-all of ASL close combat. There are sometimes alternatives to all this sneaking around. Used properly, these more aggressive approaches can often be just as or even more profitable.



The Aggressive Half Squad. If concealment is the name of the game, there can be little that is more satisfying than denying concealment to your opponent by using a few pesky half squads

to stick their noses into nooks and crannies in order to strip concealment. If the enemy shoots at it, they themselves abandon at least some of their concealment and also use up valuable firepower against a tiny half squad. Any nationality that can deploy can use this tactic to good effect. Sometimes this is even a good use for a leader. The only thing the attacker must be careful about is to make sure the half squad does not move into a hex in which the attacker cannot afford to see residual firepower placed. (A clever defender may fire at the half squad not to hurt the moving unit itself but rather to lay residual firepower that can affect units that have not yet moved.) The frequent use of aggressive half squad tactics is one more reason for defending units to stack together in the jungle—a half squad can strip concealment from one enemy unit merely by trying to enter the enemy unit's hex, but it usually cannot completely strip concealment from a stack of units. In such an instance, only one enemy unit would lose concealment (barring Random Selection ties).



The Banzai. Banzai charges (or their Dare Death cousins) are often thought of primarily as a way to cover ground, but they are equally effective up close. If you are the Japanese player, and you have a leader and one or more squads that are adjacent to a defender, consider whether a Banzai charge might be useful. Normal human wave attacks cannot start adjacent to the enemy, but Banzai charges can. Even if you don't start adjacent, the extra movement points that Banzai charges provide can help you cross the difficult terrain of the PTO, assuming you have LOS to enemy units.

Banzai charges have a number of advantages. To begin with, units conducting a Banzai charge have a +1 morale bonus. An elite 4-4-8 squad has morale of 9; if stacked with a 9-1 leader in the Banzai charge, it can have an effective morale of 11. This kind of morale can withstand withering fire with impunity. In addition, Banzaiing units have immunity to pin results.

The defender, faced with an adjacent Banzai charge, is placed in a difficult position. Although the defender can use TPBF in its own hex, results that are only morale checks are unlikely to be too useful, due to the high Japanese morale and their ability to step reduce rather than break. Moreover, the defender will have no opportunity at all to leave residual fire in other hexes, and other Japanese units can easily move around the now tied-up defender. Lastly, the Banzai charge will strip concealment from any concealed units in the defender's hex, and negate any chances for ambush at all (assuming no one else Advances in).

Even a single Japanese leader conducting a Banzai charge into an adjacent hex all by himself can be extraordinarily effective. At the very least, the Japanese unit will cause the defender to expend his First Fire attack in his own hex, and by its survival eliminate the possibility of any residual firepower in adjacent hexes. At best, a

superfluous leader can completely negate a powerful enemy stack and allow other units to swarm past it. This can be one of the most clever and insidious of Japanese tactics.

One drawback of Banzai charges is that all units that conduct them are considered Lax until the end of the turn. This means that those units which conducted a Banzai charge and, for whatever reason, do not have an enemy unit in their hex at the start of their Advance Phase would suffer both Lax and Berserk Ambush drm if they advanced into another hex for Close Combat. If the remaining Defenders simply *must* be taken out, perhaps a concealed stack can safely Assault Move next to them and then Advance in. Their concealment drm for Ambush will at least compensate for the Lax and Berserk drm also at work.



The Dare-Death Squad. Dare-Death Squads, available only as non-5-3-7 Chinese squads, possess most of the advantages of Banzai charges. Only one or two units in most Chinese scenarios may be designated as Dare-Death Squads, but properly placed, they can have a significant impact.

Dare-Death Squads who voluntarily go berserk have essentially all the advantages of Banzai Charges, and then some. Unlike Banzai Charges, no leader is required to participate in a Dare-Death Squad charge. One must be present, though, and it may voluntarily participate. Heroes, too, can voluntarily participate. Dare-Death Squads, by going berserk voluntarily, can engage in a sort of "super" Banzai Charge. Instead of their morale merely rising by one, it instead becomes a 10. As mentioned above, they also get a -1 CC DRM. However, unlike Banzaiing units, berserk Dare-Death Squads cannot advance in the Advance Phase, because they remain berserk until the end of the Player Turn.

The Passive Approach

Sometimes it is just better to let the enemy come to you. For a defender with HIP units, laying in wait for the enemy can sometimes be an attractive proposition. What makes this feasible is G.4, which allows stealthy, hidden units to remain concealed even if an enemy unit enters their hex. If they remain HIP until the close combat phase, they can then emerge to engage in close combat—and can qualify for ambush, even if the enemy did not Advance into the hex.

Since the Japanese automatically qualify for HIP, it is often the Japanese player who can take advantage of such ambush traps. One disadvantage is that if there is no successful ambush then the combat will likely not be Hand-to-Hand. However, Japanese ambush chances are usually quite good in such situations. One other sneaky trick for the Japanese player involves HIP Tank-Hunter Heroes. In 1944-45 scenarios, any of the allowed Japanese T-H Heroes may set up HIP. In 1944, this means Heroes equal to 33% of the number of squads; in 1945, the percentage is

50%. Moreover, they are automatically created—there is no die roll needed to create one.

Hidden T-H Heroes can be pesky threats and there needn't even be any enemy AFV in a scenario for them to make their presence felt. T-H Heroes can sting because they have a CC value of one and a good chance of achieving ambush. A single T-H Hero has a reasonable chance of damaging an enemy squad; two of them stacked together make double the trouble. This sort of threat is a very passive threat—if no AFV move nearby, then Tank Hunter Heroes must wait for the enemy to come to them—but on the other hand, they are free HIP units that can sting an unwary enemy.

Mastering the ins and outs—and dos and don'ts—of up-close jungle fighting will give any player an edge in PTO scenarios. Learn jungle tactics and you just might find that the jungle isn't neutral—it's an ally.

TIPS FROM THE TRENCHES

Since Inherent crews are not Personnel units, they do not take PTC (A7.305). But while vehicles do not pin, a vulnerable Inherent crew can suffer a Pin result by passing an IFT MC with the highest possible DR (A7.8). Such a Pin result forces a CT AFV crew to BU and inflicts a number of different results on an OT AFV (A7.82).target will DM the broken squad, per D6.66.



Coming Soon in Issue Six

- **Primosole Bridge**—campaign game with historical mapsheet and four or five scenarios.
- **Scenario Replay**—J 73 (Tired and Unsupported) featuring J.R. Tracy versus Paul Sidhu with comments by John Slotwinski.
- **Croatian Paratroopers vs Partisans**—mini-CG and historical article by Steve Swann.
- **Residual Fire**—article by David Olie.
- **"Got Milk?"**—analysis by Oliver Giancola of the scenario that parallels the start of the OVHS CG.

Endless Sub Price: \$22.40

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the Russians from barreling down the road to exit the board.

The Russians have a few of advantages of their own. As mentioned, the armored cars have higher To Kill Numbers than the Germans, and they are faster on the roads. They have the advantage of numbers, outnumbering the Germans 5 to 4. The Russians also have the option of gaining points by exiting the board as well as by eliminating enemy vehicles, which the Germans do not have, and the Russians win ties. For example, exiting three armored cars earns the Russians three points and wins them the game, since the most points the Germans can get is two, from eliminating the other two armored cars. Similarly, if the Russians exit two armored cars and eliminate one tank, they are also guaranteed a win, since the Germans can receive at most three points from the other three armored cars, and ties go to the Russian player.

Note that both sides have B11 for their main armament. Gun breakdown is a major factor in this scenario. That also means that intensive fire should be used only in situations of true desperation. The Russian APCR ammunition is not available in the time frame of this scenario. The machine guns and the German IFE are of limited use, since all vehicles are likely to spend the entire game buttoned up, leaving no infantry targets. The vehicles must all be buttoned up to fire because of their restricted turrets, and there is little reason to expose the crews. The only reason to become CE is to gain extra movement on the roads, either on the German first turn, to reach the Russians, or when the Russians make a dash for their exit hex and the Germans must race to catch up.

The German smoke dispenser could conceivably be useful, but I haven't seen it used much in our playtesting. It can help a tank get out of a jam, but if the German player is concerned with his tanks escaping to safety, he is in trouble; his job is to kill the Russian vehicles. The exception

is when the Germans have more points than the Russians can get, even if they exit all their surviving vehicles, which occurs when they have eliminated or immobilized three more Russian vehicles than they have lost of their own. The only way the Russians can win in this case is to eliminate one or more German vehicles without being eliminated themselves, and then exit. In this case, the Germans may want to avoid combat, and the smoke dispensers are a good tool to help the tanks to disengage.

The biggest German advantage is the initiative, which comes with moving first. This is tempered by the loss of mobility on the first turn, due to SSR 6. The German player must use this advantage to close in on the Russians. Otherwise, the Russians can dash past the tanks to exit the board and win a cheap victory. The Germans need to prevent this. The German tanks should begin the game crew exposed, to give them maximum movement on the road. They should button up during their first turn, so that they can fire in the Advancing Fire Phase, and to protect them from the Russian machine guns. The exception is if a tank has a terrible movement DR, and it needs turn 2 to reach the battle.

On the first turn, the Germans must close with the Russians, using whatever movement points they have. Ideally, the Germans can block the road leading to the Russian exit hex with their tanks. Also, they should gang up all their four tanks against one or two armored cars, and gain acquisition on the Russians in their Advancing Fire Phase, so that they have a good chance of scoring kills with their defensive fire. This will serve to even up the odds a bit. If possible, the Germans should position their tanks behind hedges and walls to get the benefit of their protection, or make use of height advantage on the hills, maybe spending a couple of Movement Points to attempt to become hull down. The German player should be on the lookout for opportunities to position his tanks so as to threaten the armored cars at different angles, so that at least one tank gets a flank or rear shot. The tanks

should choose their targets to break up platoons if possible, so that the surviving armored cars must make a task check to move on subsequent turns.

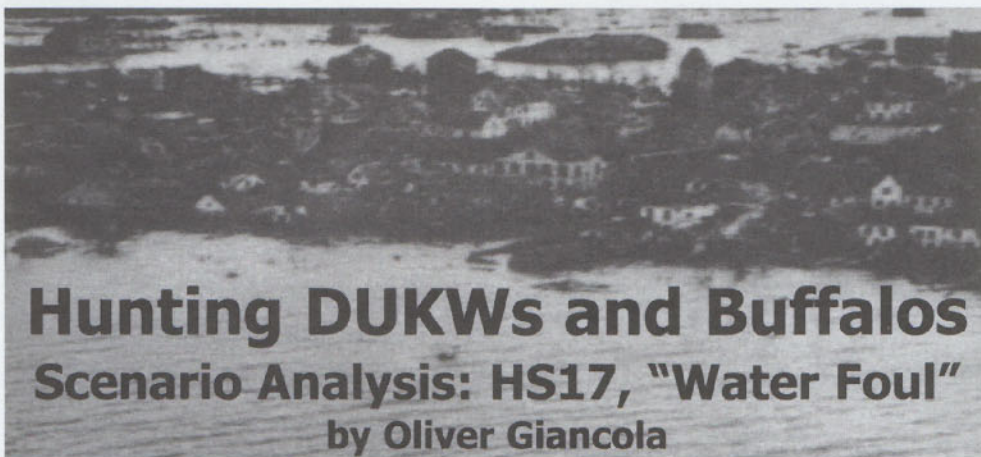
The Russian player must remember that a tie in points, even a 0-0 tie, results in a Russian victory. There is no need for him to exit any armored cars to win. If the armored cars can occupy a good defensive position, the Germans must attack. However, once the Germans get an edge in points, the burden of attack shifts to the Russians.

The armored cars should begin the game buttoned up, both to be safe from machine gun fire but also to be able to fire themselves if it turns out that they begin the game stopped and able to fire effectively. The armored cars should keep their front armor to the Germans, use hedges, walls, and height advantage as much as possible. The Russians should avoid having a lone armored car or two, vulnerable to destruction by the Germans before help arrives from their comrades. Above all, the Russian player must always keep an eye out for an opportunity to make a dash for his exit hex, and win the game.

TIPS FROM THE TRENCHES

If you enjoyed playing SASL Mission JM2 (Bloody Omaha) from *Journal 4*, then don't forget to thank playtesters Andrea Fantozzi, Todd Hively, and Brent Pollock and to give special thanks to Tom Landgraaf and Rick Luebben. We forgot to mention them in *Journal 4*, and we regret it.





Hunting DUKWs and Buffalos

Scenario Analysis: HS17, "Water Foul"

by Oliver Giancola

Introduction

This scenario features a late-war Canadian assault on a German-occupied flooded town—an unusual tactical challenge in ASL. Its 6-turn length, intensity, odd units, and panzerfaust-hunter chrome all add to its fun factor.

Yes, it has overlays (and no boards). But it takes only about 15 minutes to put together, and the situation is a rarity that just demands playing. Yes, it takes place at night. But really, it is "night lite." All hexes are Illuminated, so that eliminates a good portion of the Night rules for play purposes. The main things you will have to remember are the rout and rally restrictions, no multi-Location firegroups, the +1 Night LV Hindrance, straying—which is rare (only the Buffalos can stray), and the +1 Night MP penalty when moving into buildings (E1.51)—the only Concealment Terrain in town.

And yes, it looks like a Seaborne Assault. But it really is not. For this scenario, the relevant Ocean rules boil down mostly to the Wading rules in G13.4 - 13.4223. Moreover, "Water Foul" offers a great opportunity to apply seldom-used rule D16 and the counters that go along with it—in this case, Buffalos and DUKWs.

Rules highlights

Being amphibians, the Buffalos and DUKWs can move on both water and land. The Buffalos and DUKWs spend one amphibian MP in Deep Ocean, which in this case is any hex not adjacent to land. A water hex adjacent to land is Shallow Ocean.

Shallow Ocean is not considered a Water Obstacle, so an amphibian may stop and unload passengers in such hexes. One reason for doing so would be to advance into German-held buildings from the Smoke in 3022-3025. Shallow Ocean is also at level -1 compared to the Islands (G13.15), which are at base level 0. Staying in Shallow Ocean may then keep Canadian infantry out of the LOS of many German units, as the adjacent level 0 Island terrain acts like a hill—despite being a sand overlay and looking like a beach.

After unloading, Infantry in Shallow Ocean are subject to Wading rules (G13.42). Wading Infantry suffer Casualty Reduction rather than breaking and are immune to Pin results. Some

negatives include that their own FP is halved, they may not form multi-location FG, and they are otherwise considered to be moving in Open Ground to fire (B20.3, G13.421-4212; E1.32). Units on dry land may Rout into Shallow Ocean, and Wading amphibians will have to check for Bog when exiting to a Hinterland hex (G13.4223).

In Deep Ocean, the amphibians are treated as Very Small (+2) hull-down (D16.3) targets, and almost always moving (+2). This means the DUKWs and Buffalos are especially hard to hit in the water, especially with the Night LV (+1) and Smoke (SSR4), making the total DRM anywhere from +5 to +7. In Shallow Ocean, TH attempts vs the Wading amphibians will suffer from a +2 per the last sentence of G13.422, in addition to Smoke, movement, and Night.

The most effective threats vs the Buffalos will be the German AT gun, PFs, PSK, and MG To Kill shots, while other firepower, although halved, will be more valuable against DUKWs than heavily-modified To Hit attempts. Any vehicle that is eliminated in Deep Ocean will sink with no survival possible. An amphibian immobilized in Deep Ocean will be just as useless, except perhaps to interfere with Rout paths and fire on the rare German unit in the open.

Figuring out the movement point expenditures when moving from deep to shallow ocean to land can be awkward at first, but perhaps an example will help. A DUKW (27 truck MP) would spend one amphibious MP in 3012 from offboard, the equivalent of 9 land MP, 1/3 its normal allotment (D16.2). Then, the vehicle could enter 3024 for 7 land MP (6+1; G13.422) or 16 MP total. It could stop there for 17 and, in the next turn, unload its passengers for 14 MP (half its MP allotment per Multi-Applicable Vehicle Note D). The infantry could then move into 3037 with their remaining 2 MFs. Note that these vehicles do not have to pay the Smoke or Night penalties when in the water per SSR3.

The DUKW could also enter 3037 on turn 1. Having spent 16 MP to reach 3024, it would have to pay 9 MP (4 MP open ground + 4 MP uphill + 1 MP for Night) to enter 3037, for 25 MP total. A fully tracked Buffalo (13 MP) would have to wait until turn 2 to make the same move: 5 MP (3011; 1/3 of 13 MP FRU) + 3 MP [2 +

COT] (3024) + 6 MP (3037: 1 MP open ground + 4 MP uphill + 1 MP for Night) = 14 MP. Like DUKWs, the cost of unloading from Buffalos is also doubled to one-half the vehicle's MP allotment. All of these movement considerations and other special rules form the backdrop to the tactical choices for both sides.

German Advantages

HIP/Concealment, Building 3094,
HEAT-capable weapons

During the first few turns, the main German task will be to kill Canadians in their vehicles or as they unload. This is made somewhat easier by the HIP and Concealment granted to defenders by the night rules. Because the Germans have 9 squad-equivalents in this scenario, they get 9 Dummy Concealment counters and can use HIP for 3 squad-equivalents. They can also keep all SWs and leaders offboard initially if stacked with MMC (E1.21). By hiding strongpoints and using Dummies to create the impression of strength at weak points, the German can make his defense difficult for the Canadian to read. The defense shown (see table 1) tries to capitalize on this German strength.

The overall strategy in this set up is for the Conscripts to keep the Canadian as busy as possible in the town while the gun/MG/PSK group forms a hard-hitting strongpoint. This defense also aims to give the Canadians a tough landing in the likely approach of 3046-3047. The building in 3094 makes a nice *festung*, as the Canadians have to cross open terrain to attack it. The Canadian vehicles are also vulnerable to To Kill attempts by the MG stack and the 37L.

The 37L is especially potent, needing in most cases an 8 Final TK against the amphibians on land, and the gun's 3 ROF makes acquisition easier and hits more likely. Note that the gun and its crew can use and lose HIP even in open ground per E1.2, and that acquisition can carry over between turns because of the omnipresent Illumination. Remember, too, that this AT gun can also fire HE at infantry; its 4 FP and 3 ROF can be especially effective versus troops in the open with the increased chance of a Critical Hit.

The 37L can also fire the special Stielgranate 41 round, but its depletion number of 6 limits use of this special ammo. But with good rolls, the 37L can become a PSK with a 2 ROF and no backblast. The special HEAT round boosts its AP 8 Basic TK vs unarmored vehicles to an 11; versus a Buffalo, the 9 Basic TK# with AP goes to a 26. Unlike a PSK (whose TK# it shares), the gun's HEAT ammo uses all Firer/Target-based To Hit DRM (per German ordnance note B), including Boresighting and Point-Blank range.

A nasty trap would be to put the gun in 3107, for example. From such an ambush position, the gun could hit non-moving Canadian Infantry in the ground floor of 3094 on an Original DR of 6 or less. The gun needs to roll 6 or less to get the Stielgranate 41 round in the first place.

hide a half-squad in 3070, for example, to fire a PF or PSK at adjacent vehicles. The half-squad may not live long, but it may be worth trading a Conscript HS for a Buffalo loaded with elite infantry. German units may also hide in 3037, 3046, or 3047, aiming to kill a vehicle entering its location. The PSK would need a 10 or less to hit a Buffalo moving into the half-squad's hex. A PF would need a 9, but a half-squad has only a 50% chance of getting one in DFF. Of course, even a 436 has a good chance of taking out a DUKW, or a Buffalo from the side or with sufficient height advantage (D5.311 & 6.61), with TPBF or PBF. This may be worth keeping in mind if the Canadian vehicles are in Motion and the German is firing from an upper level.

Another possible defense is to put a minimal force in the 3094 building while the 8-1, two squads, and machine guns—perhaps starting in 3036—fall back toward the upper floors of 3076 to fight their last-ditch defense. Another at-start spot for this group would be 3060, level 1, from which they can see into the westerly Shallow Ocean. However, they could be quickly trapped there if not careful, and if they break, they cannot run far. The second floor of 3076 is probably better, as from there they could boresight 3047, as well as pour fire into most of the open ground locations on the map. Of course, they can also be shot at from most places on the map. Yet another defense would be to stack building 3076 with just about every unit, while a token force holds 3094. Leaving out MG, a squad on each level of 3063 or 3076 could create several 8 FP attacks vs adjacent hexes. Such an arrangement—cleverly masked through the use of HIP and Dummies elsewhere—could take the Canadians 3 turns or longer to clear out. And that would take advantage of the Canadians' weakness, which is time.

German Disadvantages

Conscripts, ELR

Despite the lethality of their inherent PF, Conscripts reduce the B#/X# of all support weapons (including the PSK) by 1, and triple the likelihood of Casualty Reduction when using a PF. They also suffer disadvantages in Ambush and CC, being Lax and easier to capture. And because Conscripts have only 3 MF, they will not be able to Assault Move from building to building at Night. Using non-Assault Movement, in turn, will cause Concealment loss in the Illumination and thus make these troops more vulnerable to Canadian fire.

To retain Concealment, German conscripts should Assault Move up and down stairwells, Advance among the buildings (albeit CX), or stay in place. Retaining Concealment is essential protection, as the 6-morale German conscripts will tend to melt under fire. They will also be tough to rally with a broken-side 5 morale, and

they are also more likely to stay DM until a 5 or less is rolled on a rally attempt (E1.54).

What is worse, their ELR of 1 means that many conscripts will Disrupt when they break. And that 1 ELR means the 447s are not far from becoming like their 436 brothers. When the Germans break without Disrupting, however, they might as well make themselves useful. Because broken units do not have to rout at Night, they can block the Canadian from a rapid advance, or force the Canadian to fire at, surround, or CC each and every broken 236 in the way. This can divert Canadian units, increase the chance of activating the German Sniper, and prevent the Canadian from quickly coming to grips with Concealed Good Order units in the upper levels of 3076 or elsewhere.

Canadian Advantages

Lower-Level Ocean, Buffalos, Leadership, Morale

Firepower will not help the Canadians get ashore. The Canadian can save a lot of playing time as well as reduce their SAN exposure by forgoing most shots from the vehicles. Even against Known Germans, the 6-FP and 4-FP IFE/MG attacks will often hit with 1 FP (halved due to moving/Motion) vs +2 or +3 TEM, assuming the vehicle is not in Smoke. The German's SAN is 5 at night (E1.76) and includes a higher chance of activation (a 3 or 4 causing that special PF shot per SSR5). To minimize the risk of the PF-hunter taking out a loaded amphibian, the Canadian early on should generally not fire the vehicles except against same-hex or adjacent targets.

In fact, the best way for the Canadians to get ashore may be to stay out of German LOS. To do so, the Canadian needs to remember that Ocean is one level lower than the land the Germans are on. A German in the ground floor of 3060, for example, cannot see 3034; a German in level 1, however, can. One possible attack (see Table 2) that takes advantage of the level -1 terrain would look like this at the end of Canadian Turn 1 movement, barring the effects of German fire:

The Passengers can, in most cases, unload safely in the Shallow Ocean and remain out of LOS of many Germans on level 0. The infantry can then advance into the adjacent open ground next to German positions, receiving the +1 Night LV. Before unloading, the vehicles ought to stay in Motion to minimize the effects of German Defensive and Prep Fire. Stopping the vehicles would give their Passengers an extra MF upon unloading and Stopping a Buffalo adjacent to a revealed German would also provide some decent firepower in the next player turn, but these advantages must be weighed against the risks run. The Germans (perhaps some even HIP on the shoreline) would get to shoot first against a packed Canadian amphibian and might survive long enough to Advance into CC. A more prudent course involves the Buffalos (and armed

DUKW) first safely unloading and then moving ahead and stopping adjacent to the enemy to lend valuable fire support. Some infantry can stay in the water while others move forward to clear out frontline German positions. One problem with unloading in the water, though, is that it will force units advancing up into a building to become CX (A4.72), which can make Ambush and CC more difficult.

Another way for the infantry to get ashore is to Armored Assault with the Buffalos from the Shallow Ocean. For example, some squads could throw smoke grenades before others Armored Assault/Assault Move into it. Or, empty Buffalos could also move into bypass of German positions, thus imposing TPBF firing restrictions and allowing the friendly infantry to close up. To attack the 3094 building, the Buffalos can also Armored Assault with wading infantry into 3068-3082. Those same Buffalos can fire their smoke dischargers in the water (per the vehicle note), providing even more cover for the infantry. Meanwhile, the mortar should be firing Smoke into 3094 or other German strongpoints.

With all this Night movement going on, the good news is the DUKWs and Canadian Infantry do not have to worry about Straying at all. Given the wording of SSR3, the Buffalos also do not have to worry about Straying on the turn they enter, or when they move in Shallow Ocean. Buffalos Stray on an 9-11, and only with a red 6. They may also cause Jitter Fire on doubles. It seems worth taking that risk if the result seems worth it, just as when moving through Bog terrain or attempting to gain an extra MP with a tank. In the suggested attack above, chancing a Straying roll with the Buffalo in 3032 seems justified for the firepower and cover it can provide later when attacking the 3094 building. But to avoid Straying entirely, the Canadians may enter their Buffalos between 3010-3013 or move them only along Shallow Ocean hexes. Certainly, moving Buffalos through a string of Deep Ocean hexes (such as along the northern map edge) seems to be asking for a Straying result.

Table 2
Possible Canadian Attack

All VCA are facing due east and all vehicles are in Motion unless otherwise noted

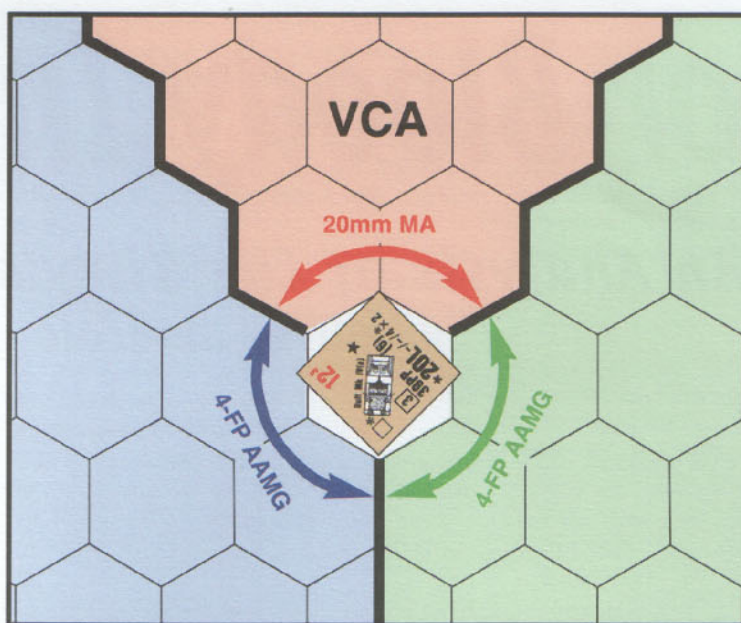
- 3020: Buffalo, 458 x2, 7-0 (CE)
- 3023: DUKW w/ AAMG, 248 x2 (Stopped)
- 3030: DUKW, 248, 248 + dm MTR
- 3031: DUKW, 458
- 3032: Buffalo, 458 + PIAT, 458 (CE)
- 3033: Buffalo, 9-1, 458 + LMG, 458 + LMG (CE)
- 3034: DUKW, 458, 248
- 3035: Buffalo, 8-1, 458 + LMG, 458 + LMG (CE, VCA SE)

Moreover, such a flanking move may spread out the Canadian attack too far, dissipating its punch. One of the key Canadian pre-game decisions will be to strike the right balance in the attack. A concentrated move, with the bulk of the Canadian OB moving as a big cluster, seems the best way to overwhelm the German defense. The eight Canadian transports impose the main limitation for a flanking move. If the Canadian were to send a DUKW and a Buffalo separately along the north edge, the Canadian will be sending about four squads and probably one leader to attack 3094—alone and without the benefit of the Smoke screen. Not only would such a move be sending roughly 30% of the Canadian OB into the unknown, the rest of the Canadian force will likely be too busy clearing out the main island to lend fire support to the flanking attack. While keeping the bulk of the force together as a fist seems best, the Canadian may still want to sneak an amphibian—perhaps with some half-squads aboard—into the German rear. This could interfere with German rout paths, or even allow the capture of a key building at the right moment. But overall, treating the big Island as the first step in this mini island-hopping campaign seems like the best approach to swamping the German defenders.

With this approach in mind, the Canadian should consider shooting the vehicles' armament only at PB or TPB range, where the Buffalos are especially useful. For example, a stationary Buffalo in 3047, CA pointed to the SE, could hit revealed Germans in 3048 or 3061 with 12 FP (MA IFE) and 8 FP (port MG) vs 3060. It would also shoot 4 FP into 3036 with its starboard MG, but at +3 it is probably not worth the Sniper risk. Regardless, a Buffalo (or wrecked DUKW) adjacent to a German position also conveniently provides Canadian Infantry +1 TEM in addition to the Night LV.

Once ashore, the -1 leaders are helpful in reducing the German positions. Their leadership is also valuable in Ambush and Close Combat, where the Conscripts will be especially vulnerable. One approach would be to have the 9-1 clear out the stone buildings, while the 8-1 gets into 3072, first level, and works over the 3094 building with 12 FP attacks, using Prep and Opportunity Fire to support the troops Assault Moving forward. Of course, all the at-start Canadian MMC benefit from 8 morale, which makes them especially tough to break once in buildings.

A variation of this attack would be to unload directly into the buildings from Bypass, although this seems risky vs non-dummies. Before the vehicles unload, they will have to survive TPBF, LATW, and possible Reaction Fire as they enter and stop. Then, the defenders may also fire TPBF at the Passengers as they unload into the vehicle's CAF, which means they will suffer FFNAM and (for DUKWs) FFM. But if they survive, the former Passengers can fire in their AFPh at the enemy (who will be revealed even if they do not attack if an armed vehicle ends the MPH in bypass there), as well as engage in CC.



The *Buffalo Mk II(a)* (British Vehicle Note 73) is the U.S. LVT2 (U.S. Vehicle Note 51), with the same CA for their MG (all of which are fired by the inherent crew and malfunction/repair/disable independently); if one AAMG is malfunctioned/disabled, the other AAMG can use either CA.

A Buffalo could also fire its sD before unloading, possibly providing more protection to its passengers. Such a Bypass move may provide a quick way to get into an enemy's Location, especially if that enemy is broken and cannot fire. To exploit such an opening, the Canadian may want to keep an amphibian loaded and ready to charge forward.

Unloading into the Smoke in 3022-3025 is another variation. Fire may not be effective from the Smoke, but leadership could help counter the CX penalty in Ambush and CC after the uphill advance into the buildings. This could provide a quick way for the Canadian to get into the village by the end of Turn 1, assuming the front of the village is lightly defended.

Canadian Disadvantages

Time, Lack of Concealment

Depending on where the Canadians land, they will have 4 or 5 turns to clear out the main buildings and reach 3094. The Germans—whether by Assault Moving and Advancing, or by breaking and Low Crawling—can create a wall of bodies that is difficult to penetrate. Such tactics force the Canadian to Assault Move and Advance, sometimes into CC. The Germans are not likely to win such combats, but they are more likely to have Concealment, which improves their chances to Ambush and withdraw. Using such a hex-by-hex and location-by-location defense, the German can slow down the Canadian and suck up valuable time. A bold Canadian, however, might try to use bypass movement through the hex of a concealed unit, perhaps even using armored assault. If the Canadian has been Deploying as he ought to (to kill off broken units and search), he should have a HS or two to spare for this.

Only Infantry get to use Cloaking, and PRC share the Concealment status of their vehicle. As a result, the Canadians will not usually be Concealed, as they can readily be seen from 3094 or 3076, among other places. The Canadians can do some things to mitigate this, such as growing Concealment in places that are out of LOS (automatically; E1.32). Shallow Ocean is a good place to do so. The Canadians can also attempt to move into German locations, thus stripping the defenders of their Concealment and so evening the odds of Ambush. Another way to remove Concealment without invoking the Sniper is to throw a WP grenade, which strips the unit and inflicts an NMC. A squad could even do so using Assault Movement, although the unit's chance of getting WP is equal to its chance of ending its MPH. All of these tactics take time and slow the Canadian advance.

Time is also a reason to enter all the amphibians on turn 1. Keeping some amphibians off map on Turn 1 may be safer, but it reduces the number of turns they can do something. Clearing the village and 3094 in 6 turns will be difficult enough. Use every turn efficiently.

Whenever feasible, use the Buffalos and armed DUKW to circle around the buildings and cut rout paths. Tasking a HS or squad to Mop Up a building may be a way to clear out broken units. But the Germans are likely to keep some hidden or Concealed Good Order units in upper levels, which will often mean that the Canadian will have to come to grips with units in CC. This can make for a slow, building-by-building assault. Remember, though, that while broken units are usually a barrier to movement, Disrupted units are not. Such Disruptions are likely, given that over half of the German OB is made up of Conscript squads with an ELR of 1. Some units can move through Disrupted Conscripts, who can be attacked with TPBF or CC by following Canadians. However, even Disrupted Germans who have Canadians in the

Continued on page 6

Poor Bloody Infantry

An Analysis of the Riley's Road CG

By Oliver Giancola

Overview

By now, most players know something about *Riley's Road (RR): Milk Factory*, the CG of OVHS. Briefly, *RR* features a late-war Canadian combined arms assault on a ridge defended by German paratroopers and 88s. The Canadian tanks, Wasps, and infantry must clear out the Milk Factory and other buildings that dominate the largely open terrain. Then, the Canadians must defend those buildings against several counterattacks by Panzer Lehr and more paratroopers. That is the campaign in a nutshell.

In ASL terms, there are few official CGs like it. The long lines of sight and opportunity for sweeping maneuvers clearly distinguish this battlefield from Stalingrad or Arnhem. But like the campaigns in those cities and true to its ASL roots, *RR* is primarily an infantryman's fight. With the rain, the soft ground, and both sides' infantry charging back and forth over the open terrain at fortified positions—behind towering barrages and hulking tanks—*RR* often harkens back to the previous world war. Keeping the poor bloody infantry alive on this landscape will be the primary challenge, as both sides will need legs to garner the Location Victory Points (LVP) that determine ultimate victory.

To ensure the infantry's success both sides will need to maximize their combined-arms assets. Armor, OBA, and guns can help attack and defend, which both sides must do. Armor can help an advance, or engage the attacker's armor so the infantry will have less cover on the approach. Guns can also keep the armor busy, or hammer the infantry when no hard targets are threatening. Artillery can cover an advance (especially with smoke) or suppress defending positions, while the defender can use OBA to blast the infantry attacking across the open terrain and the open-topped vehicles that may be covering or carrying such forces. So while the game will be won or lost by infantry taking terrain, combined arms tactics will certainly help the infantry get (or stay) there, thus giving *RR* that 1945 "feel."

Adding to that feeling is how *RR* simulates German counterattack tactics in the Panzer Lehr rule (CG5). This aspect is, in my experience, particularly fresh. While players can always Retain or voluntarily withdraw their armor in other CGs, doing so in this CG is mandatory for Lehr units, even infantry. In a parallel way, Canadian armor cannot be used onboard during Night sce-

narios and must enter from off-map during morning scenarios (per CG SSR 4, as explained by footnotes 10 and 11 in the *RR* rules). Together, these rules add the right touch of historical flavor for late-war Western Front tactics.

Key Concepts: Time and Bodies

The course of the campaign is largely influenced by two basic ASL principles: time and manpower. Much like a regular scenario is shaped by turns and numbers of squads, so too is this CG shaped by the number of dates and number of companies, and they are interrelated.

The fundamental importance of time is reflected in the victory conditions. The Canadians need 140 CG LVP to win, and they have only two attack chits after 19 AM to accomplish that goal (2.41). That means the Canadians must attack strongly from the start, maximizing that "free" Attack Chit on the 19 AM date, and then probably use one of their two chits on 19 PM. The idea is to grab as many LVP as early as possible and then sit on them for the rest of the dates. Let's take a closer look at how LVP work and how that should influence Canadian thinking.

Let's assume the Canadian is aggressive on the first date and takes 14 LVP. He then uses another chit to own the map on 19 PM, for 20 LVP, or 34 total for the CG. If the German attacks on each of the next six dates and manages to take 3 LVP per attack (reasonable and not overly ambitious), the Canadian would lose the CG, assuming no successful Canadian counterattacks. The LVP would look like Table 1.

Obviously, this example is hypothetical and is only meant to illustrate a couple of points. First, the Canadian will want to attack strongly and then hold, for as long as possible, all LVP. For example, if after 20 N the Canadian were to dig in their heels and hold those 8 LVP over the next seven dates, the Canadian would reach 140 LVP and thus win. Secondly, the German will need to chip away at the Canadian holdings as early and

as often as possible. The Canadian cannot afford to just let the German keep gobbling up LVP. Conversely, the German cannot afford to pause, because the longer the Canadians hold LVP, the closer they will be to victory. These may seem like elementary points, but they are key to understanding the CG and determining the strategy each side must adopt to win.

To occupy all those LVP requires men, and manpower is the second key aspect of *RR*. Each player will simply need bodies to take and hold LVP. Table 2—which assumes full-strength companies and leaves out crews—shows that the Germans have more squads available.

So, in raw numbers, the Germans have 133 squads vs 97 Canadian ones, which is about 1.37:1, or not quite 3:2. When FP is factored in, however, the numbers go up to 604 vs 388, roughly 1.56:1, or slightly above 3:2. This may not seem like a big advantage, especially as the Germans will be attacking most of the time. But the 5-FP of German paras is, if anything, especially valuable in CC, where it takes 1.5 Canadian MMC to tackle one 548 at 1:1 odds. Over time, this slight edge can help the Germans gradually eat away at Canadian manpower.

Furthermore, it is significant that 49% of all the available Canadian infantry is exposed to fire starting on 19 AM. In contrast, the Germans risk

Table 1
Estimated LVP per Date

Date	LVP/CG total	Initiative
19 AM	14/14	C
19 PM	20/34	C
19 N	17/51	G
20 AM	14/65	G
20 PM	11/76	G
20 N	8/84	G
21 AM	5/91	G
21 PM	2/93	G

Table 2
Manpower Available per RR CG

	German				British			
	838	548	468	467	458(e)	458	457	447
At Start	—	20	—	—	3	22	19	4
Available	3	40	40	30	3	20	26	—
Total	3	60	40	30	6	42	45	4

only 15% of their infantry force at the start of fighting. And in terms of "fresh," purchasable squads, the Germans clearly outnumber the Canadians (113 vs 49, roughly 2.31:1). Thus, the ratio of fresh German squads to fresh Canadian ones may at times be greater than 3:2, depending on the number of losses the Canadians suffer on the first date or so, and depending on how the German concentrates his troops. Taken together, these numbers indicate that force preservation will be a key concern for the Canadian player. And the more that the German can chew up Canadian infantry, the easier it will be to swamp local defenses and take back LVP.

On the softer side, it should be noted that more German squads than Canadians have 8 morale (103 German vs 48 Canadian). Both sides have an ELR of 3, but the Germans' high morale will be more likely to prevent ELR failures, which will be more common for the Canadians. Such ELR-induced reductions in individual squad quality can have a long-term game effect, tending to hurt the Canadian squads more. So, the Canadians not only face a numerically superior force, but a somewhat qualitatively better one as well. From the opening dice rolls, each RR CG will develop its own ebb and flow. Nevertheless, some general strategies are apparent.

German Strategy—Defense

Except for the German's Fortification Purchase Points, neither player has points to purchase units for the first scenario. That makes the first scenario easier to analyze. In that scenario, the Germans have two main options.

Probably the best option is to hold as long as possible with all at-start forces, aiming to inflict as many infantry (and other) losses as possible on the poor Canadians. Recall that the Germans face roughly half of the Canadian's precious allotment of infantry in the initial scenario, while risking only a small portion of their own. For that reason, the more damage the German can do to that initial force, the better off the Germans will be later on. In theory, if the Germans eliminated the Canadian's 97 squads for 97 German ones, the Germans could still have 36 squads on map. These hard facts suggest that the Germans should gladly trade squads one-for-one with the Canadians. If the German player can successfully do that, the Canadian will simply run out of squads.

A stand-and-hold strategy also helps the German prevent the Canadian from quickly and painlessly gaining LVP. Holding will usually force the Canadian to burn one of their two attack chits early. And since most of the at-start German force has to set up within three hexes of the A11-TT9 road, the Germans are pretty much stuck where they are. If they are going to die there, they might as well try to take some Canadians down with them. In doing so, the Germans will be helped by their 8-morale, their terrain (mainly stone buildings and Entrenchments), and their CC prowess (5 FP).

The first two facts together make it easier for the German to weather Canadian fire and force them into CC. Squad for squad, the Canadian 458s and 457s are at a disadvantage in CC, individually attacking a lone 548 at 1:2 odds. The German should always accept those favorable odds, especially on the first date. In most cases, if a defending German squad achieves Ambush, it should duke it out rather than Withdraw. Or, if attacked by two squads and an 8-1, a defending Ambusher could try to eliminate the 8-1 and 458 at 1:1 odds (with -1 for Ambush; 6 or less to reduce one or both Canadian units). After any attacks by Canadian survivors, the 548 could then Withdraw, into a Cellar for example. But going for Melee seems better, as the German can declare Hand-to-Hand CC as the ATTACKER, where the odds of killing someone outright go up (RR4, J2.31). For all these reasons, the German should see the 548s as expendable on 19 AM and hope to take out Canadian squads on an even basis, especially in CC, where the 548s have an advantage.

"The Germans should gladly trade squads one-for-one with the Canadians."

The other German option is to fall back. The question is: who and how far? In a general fall-back strategy, the Germans could set up a rear-guard, plus all the guns, along the road to delay the Canadians while the bulk of the force runs away. One possibility would be to set up 12 squads and 4 leaders in C14, D12, D13, and E14, and then have them run south, down the road. They could run off-board for complete safety by Turn 5 (per CG12 and Initial SSR I.6). They could also form a festung from F16 to E22 to form an anchor for later attacks. Such a set-up accounts for the fact that the Canadian AFV will be busy for at least a few turns dealing with 88s, PSKs, and PFs while traversing plowed fields, soft ground, slopes, and hills. Another good area to form a festung is the 4-LVP Schwanenhof area. The German also could spread out those stacks across the map, running back to form a line extending roughly from F16-N16-U17-KK16-LL21. Such moves aim to preserve the bulk of the onboard force for later use, while admitting defeat around the Milk Factory and along the Goch-Kalkar road.

But that seems like giving up without a fight, and gives up the initial German advantage of being able to hurt the bulk of the Canadian OB for minimal risk. Nevertheless, even in a hold strategy, there is no shame in saving key units for later when things do get rough. For example, the German could set up a 9-2, 2x 228s, plus HMG and MMG in LL15 under a Foxhole. When the Canadians overrun the positions below, or if

Rain and the Barrages nullify this group's FP, they could run back to LL21, which also makes a good firing position when the Canadians crest the level 2 hill. Other such positions exist around the map, such as J15 or W17. In the RePh, consider abandoning some positions if a lone squad has no chance of standing on its own. Shift such units off-map, especially along the board edge. For example, a half-track in Bypass of O27 is of dubious value alone if facing a stack of Canadians in N24. Pull out such a unit for use elsewhere rather than taking a chance of losing it for little gain.

Most German players will defend the board evenly, ready for an attack anywhere, which seems sensible. But one possible defense could place almost all the guns and other units on one flank or the other (either the eastern flank to protect the Schwanenhof, or western to protect the approach up the hexrow-H road). Naturally, such a defense would virtually concede the other flank, but could, at the very least, make it more costly for the Canadian to take the strongly defended side.

No matter which approach the Germans take on 19 AM, the guns will form the nucleus of the defense. Positions like R14, or anywhere on the level 1 crest line, may seem to offer plenty of shots, but the Canadians will also get plenty of shots back (including WP, Smoke, HE, OBA, and infantry FP). A reverse slope defense may provide some easier, closer-range shots at vehicles cresting the hill while avoiding some return fire.

Wherever they are, the guns should indeed concentrate on the easiest-to-hit targets. Note that, Hindrances aside, a Sherman moving in the open at 1-6 hexes is as easy to hit as an 8-1 and 458 moving together across the Plowed Fields at 7-12 hexes: a 9 or less would hit either. This provides some tough choices. Going for the Shermans in such circumstances seems like the best option, since the infantry can possibly be fired upon later, and the tank may provide a more immediate threat to the gun's longevity. However, after the MPH, the gun's odds of hitting the infantry drop, so it may be best to take a crack at them while they are moving and more vulnerable. In general, such shots will most likely depend on individual circumstances. The guns will probably have to preserve themselves and their ROF possibilities by taking lower-odds shots at Carriers and Wasps. But if the choice is rolling a 7 to take out a Sherman or a juicy stack, keep in mind the Canadian's dependence on infantry and go for the stack. The guns may not have many shots before they go down, one by one. So, take the best odds and try to make their shots count.

To protect the guns and infantry, the Germans have 100 FPP. Foxholes and HIP are the obvious choices. Trenches are nice for the guns, which will benefit from a +4 TEM against Barrages and OBA, vs a +2 if only Emplaced. Trenches also are Bog terrain, should a vehicle (such as a Carrier) enter the gun's Location in order to tie it up with TPBF target selection limits. A-T Mines

in the paved road, especially up hexrow H, may make the Canadian think twice about dashing along it. Such mines are not foolproof, of course, as even a Carrier (being full tracked) can create a Trail Break through such locations (B28.61). Infantry can also kick away such exposed mines, although note that the mines remain until the end of "the MPh," so such removal is not simultaneous with the infantry's MP expenditure (B28.53). Players may want to invert or otherwise mark cleared mines as a reminder.

But A-T mines, even exposed ones, may force movement directly uphill through the Soft Ground and Plowed Fields, or across Barbed Wire, both of which are Bog situations. A-P Mines around obvious approaches (EX: Q9) can help cause casualties. Similar traps and HIP ambushes will help reduce the Canadians little by little. (Next issue's article on "Got Milk?" contains more tactical pointers about defending, and attacking, the Milk Factory).

The first date's Wasps are especially potent, and the German should prepare to defend against them. When facing Wasps, the German should see his LMGs and other infantry-manned MGs as anti-tank weapons. The German should always make TH rolls with such MGs. If the TK DR fails, it also acts as an IFT roll against the HS crew in a Specific Collateral Attack. While a 548+LMG may make a tempting 16-FP PBF attack, a successful hit with the LMG will kill the Wasp on a Final TK DR of 5 or less (6=Stun). That same DR of 5 on the 16-FP column would produce a 2MC on the Wasp's crew (and note that it is a true crew, with 8 morale while in the Wasp, per the EXC in D6.82). And whereas a Stunned Wasp will be free to fire in the next turn, a dead one will not. The German MGs, therefore, should always attempt To Hit Wasps.

A leader-led MG (such as the 9-2 mentioned above) can also shoot the Wasps, often safely from afar. Such a leader can direct only one TH attempt (A7.53), so he should choose the highest-ROF MG. The German should try to save the heavy hitters for bigger targets. But if a gun, tank, or squad with PSK is about to be flamed by a Wasp, the unit may have to fire at the pest in

self-preservation. AFV and Guns should wait until the Wasp stops in order to pick up the Case L point-blank bonus.

Infantry can also fire on a Wasp, hoping to Stun it on a failed MC. Otherwise, with all options exhausted, the German will have to pray the Wasp runs out of fuel. Note that a spent Wasp can come back on a dr 1-3 in RePh, so the German should make sure the Canadian gives him opportunities to shoot on those Recalled vehicles. The German should also consider CC vs a Wasp nearby, especially if it is Stunned. A 548 has a good chance of passing the PAATC, and an Original DR of 5 or less will result in a kill against most Wasps: 5 CCV, with DRM of +2 (Motion) - 2 (OT) - 1 (no MG) = -1. A DR of 6 would immobilize a Motion Wasp, but the squad may not survive the Wasp's return fire. Against a newly Stunned Wasp, the German picks up the Immobile bonus, boosting the DR needed to kill to an 8 (9=Immobilize). The German can also attempt to use ATMM, especially in low-odds attacks by lone leaders, half-squads, and sometimes crews. Against Carriers, many of these same combat principles also apply, although failed attacks on the vehicle cause less stress.

In most games, 19 PM will probably also be a defensive date for the German, as the Canadians will usually use one of their two chits to clear out any remaining pockets of German resistance. Accordingly, the German has two choices for RG purchased on that date: to use them to defend on map, or to stay offboard for a counterattack on the next date. For example, if the German has some intact infantry groups remaining on map from 19 AM, those could simply be reinforced with guns. Any other purchases or points can be saved for an overwhelming attack later that night. Such a balanced approach seems ideal. The AT sections (G1-G3) may be the best option for that date, being cheap (13 points or less) and freely able to set up on map (rule CG18, last sentence).

Like all reinforcements, the guns have to set up in the same Setup Area. So it may be a good idea to start thinking about digging Entrenchments on 19 AM to create wide Setup

Areas. For example, just two Foxholes in R23 and K26 would create the large German Setup Area shown in the diagram. The squads who dig these Foxholes could stay there, or leave them to occupy key buildings. Note that the FPP restrictions mean that such Foxholes could only be placed at start if the Observer or a machine-gun crew sets up there, but doing so limits those units' usefulness on 19 AM.

German Strategy—Offense

As noted above, the Germans will attack to chip away at the accumulating Canadian LVP. They have 6 chits to do so, and the sooner they do so, the sooner they can erode the Canadian LVP lead. The Canadians will attack 19 AM and usually on 19 PM, which means the Germans can counterattack on 19 PM without using a chit. The only catch is that Lehr units cannot enter until Turn 4 (CG5). The Germans should plan to mount full attacks on the next four dates (19N-20N) unless a pause is required to rebuild casualties. Night, and the Heavy Mist on 20 AM, make attacking across the open ground easier, and avoids the Canadian Typhoons. The German CPP allotments also decrease after 20 N, which again supports early use of the attack chits. If the Germans have momentum built up from those four attacks—and has not suffered crippling losses—the Germans should consider using the other two chits to continue gobbling up Canadian units positions on the next two dates. The Germans should kick the Canadians when they are down.

Fortunately, the Germans have plenty of flexibility in planning attacks. Per CG17, the Germans can attack anywhere along the south edge, within 4 hexes of TT19, or within 4 hexes of A20 if they spend 2 CPP after 19 PM. This allows the Germans to switch attacks on different dates, ganging up on specific area. However, there are two catches: all units of the same RG must enter in the same area (CG18), and those areas must be recorded at purchase (2.5188).

With most scenarios ending around turn 6, the Germans should plan on short, sharp attacks. For this reason, the Lehr units are actually assets.

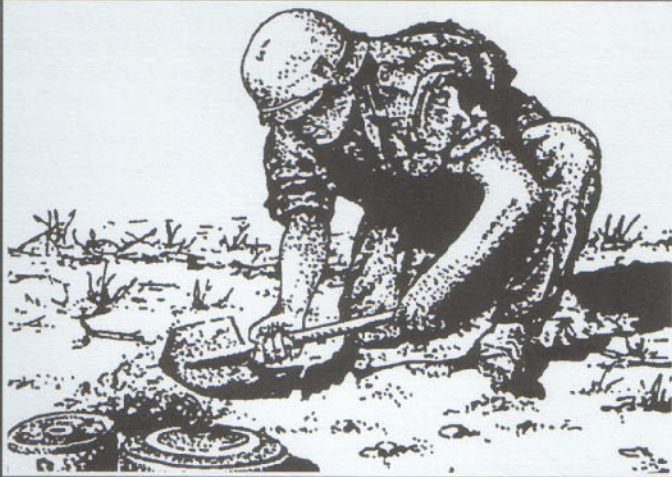


FAST HEINZ



ASL SCENARIO J78

Scenario Adaptation: Jim Stahler



East of ROSLAVL, RUSSIA, 7 August 1941: Another day of pouring rain. The mud clung like black tar to the men's boots. The 292nd Infantry Division slowed in its push to close the bag on the Russian Fourth Army. Each overrun town required its own garrison. Each possible exit needed a guard. As the leading troops shrank in number so did their speed. To insure success Colonel-General Heinz Guderian abandoned his panzers to march on foot with the 507th Regiment. The 292nd moved on.

BOARD CONFIGURATION:

BALANCE:

✚ Add a LMG to the initial German OB.

★ German reinforcements enter on Turn 7.



VICTORY CONDITIONS: The Russians win immediately by Exiting $\geq$ 20 VP (excluding prisoners) off the east edge.

TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	3	4	5	6✚	7	8	9	10	END
★ RUSSIAN Moves First [119]												



Elements of 509th Regiment, 292nd Infantry Division [ELR: 4] set up on/east of hexrow L: {SAN: 4}



2

78
factors



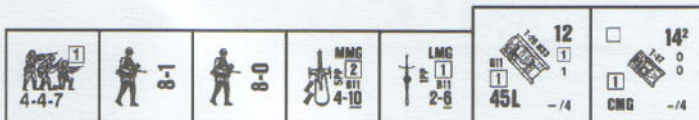
Reinforcements enter along the east edge on Turn 6:



4



Fragments of Russian Fourth Army [ELR: 2] enter on Turn 1 on/west of hexrow I: {SAN: 2}



17

2

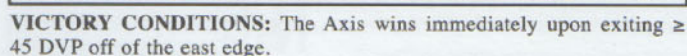


SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. German minefield factors may be converted to AT mines (B28.5) but not to Booby Traps (B28.9).
3. Treat grain as level -1 marsh (B16). Ignore the Bog check of B16.43.
4. All mine Clearance attempts get a -1 DRM (B24.74). Also, there is a +1 DRM to minefield attacks vs Infantry.
5. All buildings are wooden and Single Story.
6. Treat Recall (D5.341) as Stun (D5.34). Disabled MA Recall (D3.7) is NA.

AFTERMATH: The hastily laid minefields stunned the approaching ragtag collection of Russian infantry and armor. Initial infantry attempts to rush the town were brushed back by mine blasts and accurate machinegun fire. Finally the Russians were able to clear a mine-free path for the tanks alongside the woods just as German reserves arrived. The battle swirled at the edge of town until one tank was destroyed and the other lost a track. The Russian infantry then broke and fled. By 8 August the Roslavl pocket yielded 38,000 Russian prisoners, 200 captured tanks and numerous guns. It was another stunning victory on the road to Moscow.

Scenario Design: Pete Shelling



BOARD CONFIGURATION:



30	H4	26	W4
	H1		
31		27	
	W3		
	W1		

- Delete the SPW250/sMG from the German OB.

(Only hexrows on/east-of hexrow P on boards 26 and 27 are playable)

✚ Delete one 4-5-8 and one LMG from the British OB.

[illegible]

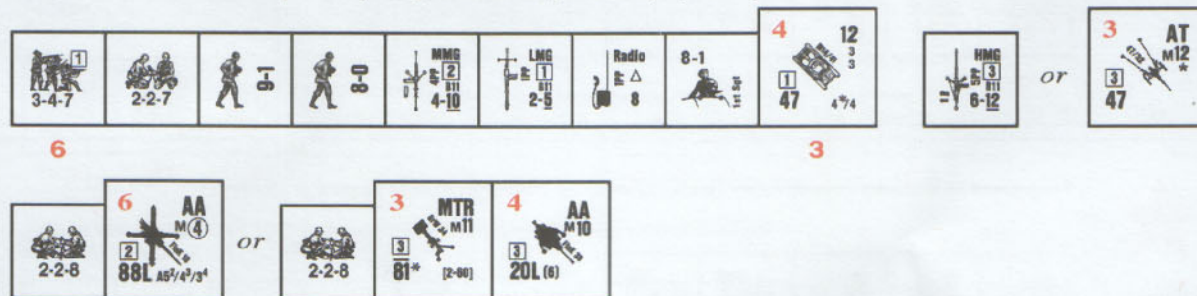
Elements of 2nd New Zealand Division [ELR: 3] set up on boards 30/31 (see SSR 5): {SAN: 3}



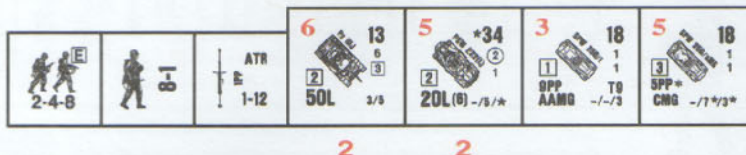
Set up on boards 26/30/31:

60
factors

Elements of Ariete Division [ELR: 2] set up on board 27 (see SSR 5): {SAN: 3}



Elements of 21st Panzer Division [ELR: 4]
enter on Turn 1 along the west edge (see SSR 5):



1. All Lit SR are in effect. EC are Very Dry, with no wind at start. Moderate Dust (F11.72) is in effect. In addition, all fire traced through ≥ 1 whole hex of boards 26/27 receive a +1 LV hindrance.

2. All Italian squads/HS are Sappers (B28.8). The Italians receive one module of 70+mm (HE only) OBA.

3. A track (F9.) runs from 27P5 to 31A5, and all hexes numbered 5 on boards 27/31 are considered to be part of the track.

4. Place overlays as follows: **H1** on 30K1/L1; **H4** on 30Y6/Z6; **W1** on 31H2/I3; **W3** on 31W1/X1; and **W4** on 26E7/D7.

5. The British receive one selection each from Tables A and B to set up onboard and one from Table C. The Germans receive one selection each from Tables A and B, entering on Turn 1, and one from Table C.

AFTERMATH: On the evening of August 30th, the *Deutsches Afrikakorps* and its Italian allies launched their last offensive in the Western Desert. After spending most of the night clearing a path through extensive minefields, the 15th and 21st Panzer Divisions, supported by the Ariete and Littorio Divisions, approached Eighth Army lines through an early morning sandstorm. British morale was fairly high in spite of the string of defeats earlier that summer. In Monty they sensed a commander who was capable of translating the steady stream of reinforcements into action in the field. Facing a well-fortified Alam Halfa ridge and troops determined to hold it, Rommel saw his hopes for a swift sprint to Cairo dashed. He would have to hammer his way forward to the Alamein line.

EGYPT'S LAST HOPE



ASL SCENARIO J80

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Germans win at game end if they Control at least two of the three hexes 25BB5, 25P6, 25L6.

ALAM HALFA, EGYPT, 31 August 1942: The foundation of Eighth Army's defense was the Alam Halfa ridge, and the cornerstone of that foundation was known as the western spur. By midday the 15th Panzer Division had fought its way to the ridge in spite of the death of its division commander General Georg von Bismarck and the wounding of DAK commander General Walther Nehring. The attack was led by a few Mk IV "specials," whose long-barrelled 75mm guns took out several Grant medium tanks from long range. Just as 15th Panzer was gaining momentum, however, 5th Royal Tank Regiment was thrown in to stem the assault.

BOARD CONFIGURATION:

		25
W4	W2	
26	H3	
27	H4	



BALANCE:

- Delete one 81mm GrW34 MTR and one 2-2-8 from the German OB.
- Delete the 76mm 3-in. MTR and one 2-2-8 from the British OB.

TURN RECORD CHART

• BRITISH Sets Up First [112]	1	2	3	4	5	6	7	END
• GERMAN Moves First [0]								



Elements of 3rd and 4th County of London Yeomanry and 44th Infantry Brigade [ELR: 3] set up anywhere on board 25 and in any hex numbered ≤ 4 on board 26 (see SSR 4): {SAN: 3}

4 ² -5-7	2-2-8	8-2	8-1	8-0	7-0	4-12	2-7	1-12	5 ¹ [2-11]	8	11
8	2							2	2		30 factors
7 ¹ 13 ⁴ 37L ² 2/4	3 ¹ M11 76 ² [9-30] 2/4	MPH/RIPh: dr = MF CC: +1/-1	Trench OVR, OBA: +4 Other: +2	Sangar 15 or Gun OBA: +3* Other: +1*	4 ¹ AT M10 57L	or	4 ¹ AA M8 40L (8)	Enter on Turn 1 (see SSR 4): One choice from Table A			
3	5	3	4								



Elements of 21st Panzer Division [ELR: 3] set up on board 27 and on any hexes numbered ≥ 6 on board 26: {SAN: 2}

4 ² -6-8	5 ² -4-8	2-2-8	8-1	8-0	7-16	3-8	1-12	3 ¹ M11 81 ¹ [2-40]	5 ¹ 13 ⁴ OVR, OBA: +4 Other: +2		
5	3	2				2		2	4		
4 ² -6-8	8-1	3-8	1-12	8-1	8 ¹ 14 ⁶ 75L 3/5	6 ¹ 13 ⁶ 50L 3/5	4 ¹ 18 ¹ 20L(4) ~5/5	4 ¹ 16 ¹ 15PP AAMG ~1/3	5 ¹ 14 ⁴ 75L 4/-	or	6 ¹ 14 ⁶ 75 ¹ 3/5
2					2	2	2				

SPECIAL RULES:

- All LitS SR are in effect. EC are Very Dry, with no wind at start. Light Dust (F11.71) is in effect.
- Place overlays as follows: H4 on 27L3/M3; H3 on 26V4/V5; W4 on 26L6/K7; W2 on 26X10/X9. All orchards are Cactus Patches (B14.7; F13.4) and all hedges are Cactus Hedges (B9.7; F13.3).
- The British receive one module of 80+mm (HE and Smoke) OBA.
- The British receive one selection from Table B to set up onboard and one selection from Table A entering on Turn 1 along the north edge, and one selection from Table C.

The Germans receive one selection each from Tables A and B entering on Turn 1 and one selection from Table C.

AFTERMATH: The 21st Panzer Division also pressed the attack along the western spur despite constant air attack from the RAF, whose planes had essentially halted the less-than-enthusiastic Italian armor. Here too the German Mark IVs had the range on the Grants, and Major Alexander Cameron's "A" Squadron lost three Grants before they could even get a shot off. Accurate British artillery and air-strikes forced the 21st to close with the enemy, however, and with splendid coolness the anti-tank gunners of the 1st Rifle Brigade held their fire. When the panzers were within 300 yards, a murderous barrage of 6-pounder shot was added to the artillery already crashing down on the Germans. With the timely arrival of the Royal Scot Greys—twenty-four Grants and twenty-one Stuarts—the assault on the western spur was checked, and at 1900 hours the 21st Panzer fell back.

TWISTED KNICKERS



ASL SCENARIO J81

Scenario Design: Pete Shelling



VICTORY CONDITIONS: The Germans win at game end if they have more DVP on whole hexes of boards 26/31 than the British.

POINT 102, EGYPT, 1 September 1942: RAF air superiority had prevented the Germans from bringing adequate fuel stocks forward during the night. As a result, only the 15th Panzer Division was able to renew probing attacks in the morning, and General Gustav von Vaerst swung Panzer-Regiment 5 and Panzer-Grenadier Regiment 104 further east to Point 102 in an attempt to find the weak spots that DAK intelligence told him existed. He hoped to break through to the British supply lines and force the 22nd Armoured Brigade between his hammer and the anvil of the 21st Panzer Division. This would at least force the 22nd's "Pip" Roberts to react, and bring the battle into the open desert.

BOARD CONFIGURATION:

29	31	26	28
	W2		
	H2		
	W4		
		W3	



BALANCE:

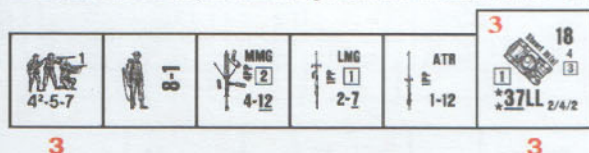
- Add one 8-1 Armor Leader to the British on-board force.
- ✚ Remove the ATR from the British OB.

TURN RECORD CHART

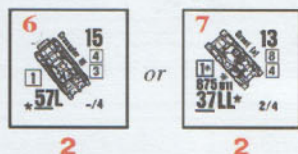
● BRITISH Sets Up First	✚	1	2	3	4	5	6	END
✚ GERMAN Moves First								



Elements of 3rd Royal Tank Regiment and Staffordshire Yeomanry [ELR: 3] set up on board 28 (see SSR 3): {SAN: 2}



Enter on Turn 1 along the north edge (see SSR 3):



Elements of 15th Panzer Division [ELR: 3] enter on Turn 1 along the south edge (see SSR 3): {SAN: 2}



SPECIAL RULES:

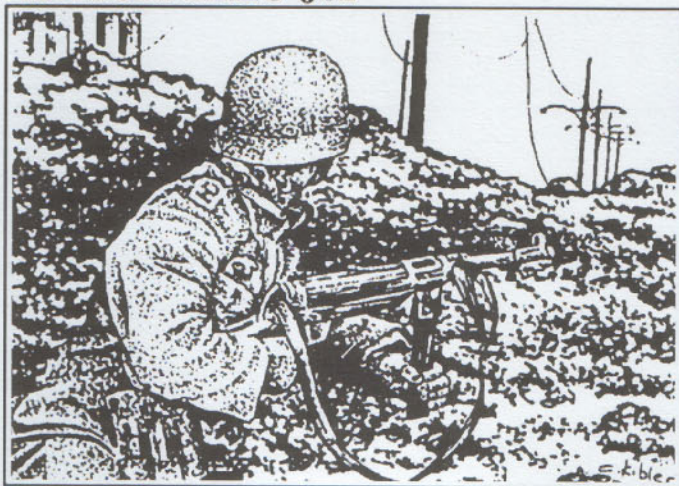
- All LitS SR are in effect. EC are Dry, with a Mild Breeze blowing from the Northwest at start. Light Dust (F11.71) is in effect.
- Place overlays as follows: **H2** on 31Q2/P2; **W2** on 31J3/I3; **W3** on 26BB5/AA6; **W4** on 31V8/V9.
- The British receive one selection from Table B to set up onboard, two selections from Table A entering on Turn 1, and one selection from Table C. The Germans receive two selections from Table A and one from Tables B and C.

AFTERMATH: Repulsed twice by the 44th Division's artillery, von Vaerst—having assumed command of DAK after the wounding of Nehring—attacked a third time, now with increased support from the Luftwaffe. At 0830 he got the reaction he wished for, in the form of Brigadier E. C. N. Custance's 8th Armoured Brigade. With seventy-two Grants and twelve Crusaders, the three regiments closed on the Germans' right flank. Although again outgunned at long range, Custance only needed to keep the 15th Panzer busy long enough for the RAF to regain their aerial advantage. His cautious advance, combined with the relentless artillery and air attacks, forced the 15th Panzer to withdraw for the last time that afternoon. Rommel continued to blame his poor supply situation, but Monty had proved to be what the Eighth Army needed to stop the Desert Fox. Soon it would be back on the offensive for good.

ASL SCENARIO J82

PAVLOV'S HOUSE

(This scenario was previously published as Scenario T and has been updated) Scenario Adaptation: Jim Stahler



VICTORY CONDITIONS: The Germans win if there are no Good Order Russian MMC in Building 1Z7 at game end.

STALINGRAD, RUSSIA, 20 October 1942: At the end of September, small detachments of Rodimtsev's 13th Guards were sent out to seize buildings on Lenin Square and fortify them. A damaged apartment complex facing Solechnaya Street and overlooking the square was attacked and occupied by Sergeant Jakob Pavlov and his men. With some meager reinforcements that reached him, Pavlov organized a defensive perimeter. Since it sat astride one of the primary German lines of advance to the Volga (only 250 yards away), his strongpoint came under frequent attack and bombardment. On 20 October, as part of the general German push to complete the capture of Stalingrad, one of the strongest attacks to date was launched on the apartment block.

BOARD CONFIGURATION:

BALANCE:

★ German reinforcements enter on Turn 2.

⚡ The Russian PTP obr.42 AT Gun may not use HIP.



1
OG5
OG1 OG4

TURN RECORD CHART

★ RUSSIAN Sets Up First	⚡	1	2	3	4	5	6	7	END
⚡ GERMAN Moves First									



Elements of 42nd Guards Rifle Regiment, 13th Guards Rifle Division [ELR: 3] set up within three hexes of hex 1X7: {SAN: 5}

6-2-8	4-4-7	2-3-7	2-2-8	1-1-8	1-1-8	2-2-10	1-1-8	50* [3-20]	1-12	7 morale	45LL
2	3					2				11	



Elements of Sturmgruppe, 6th Army [ELR: 4] set up on/north of hexrow Q (see SSR 4): {SAN: 2}

4-6-7	1-1-8	1-1-8	1-5-12	1-3-8
9				2

Enter on Turn 1 along the west edge, on/north of hexrow Q:

8-1	14-6-8
1	75L 3/8
	2



SPECIAL RULES:

- EC are Moist, with no wind at start. Kindling is NA.
- Buildings X4 and X7 comprise Lenin Square and are treated as Open Ground. To accomplish this, place overlays as follows: OG1 on X7, OG4 on X2-Y3, and OG5 on W5-W4. Place a stone rubble counter in hex Z6. Hex AA7 contains a Level 3 Location (B23.24).
- All Russians are Fanatic (A10.8).
- Prior to set up, the German player must resolve a 200+mm HE Concentration OBA attack against each hex of buildings U2 and Q4.

AFTERMATH: From the first, the German attack was ill-fated. An artillery barrage laid on to suppress the Russian defenders went astray. As the German assault troops approached the building, Pavlov's men opened fire on them with massed machine guns. When four panzers moved forward to silence that threat, the concealed Soviet AT gun was able to destroy one, driving the others off. Without armor support, the German infantry was unable to make any headway and soon gave up the futile fight. Failure to coordinate air and artillery support with such local attacks led to repeated costly defeats. And this allowed many isolated Russian strongpoints, such as the rubble apartment complex that would eventually become known as "Pavlov's House", to hold until the siege was lifted. Pavlov, made a "Hero of the Soviet Union" for his 58-day defense at Solechnaya Street, would survive to eventually take part in the Russian drive into Berlin.

BLOODY NOSE



ASL SCENARIO J83

Scenario Design: Randy Yeates



VICTORY CONDITIONS: The Axis win at game end if they Control ≥ 11 multi-hex buildings.

KRANSNOKUTSKAYA, Southern RUSSIA, 16 December 1942: With overcast skies hampering bombing missions and poorly coordinated artillery preparations, the Russian 3rd Guards Army made only lackluster gains on the first morning of the "Little Saturn" Offensive. Combat in the 203rd Rifle Division's 592nd Rifle Regiment's sector was typical. In the early morning hours of the 16th the 592nd moved up to its starting position on the Chir River. The river was covered with thick ice, but the crossing was made difficult by Germans manning defensive positions in buildings scattered along the river. After vicious fighting the Russian infantry was able to gain the far side of the river and advance as far as the train station, but could make no further progress. Once the Russian advance had gone to ground Axis counter attacks began immediately.

BOARD CONFIGURATION:



(Only hexrows M-GG are playable)

BALANCE:

✚✚ Replace two *PzKpfw 38(t)As* with two *PzKpfw 38(t)Es* and add a 9-1 Armor Leader to the Axis OB.

★ Replace the 7-0 leader with one 8-1 leader in the Russian OB.

TURN RECORD CHART

✚✚ AXIS Sets Up and Moves First [151]	✚✚	1	2	3	4	5	6	7	END
★ RUSSIAN [143]									



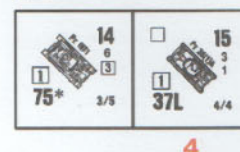
Elements of German 294th Infantry Division [ELR: 3] set up on board 49 south of the rail line: {SAN: 4}



Elements of the Romanian 14th Infantry Division [ELR: 2] set up on board 49 south of the rail line or enter on/after Turn 1 south of the rail line:



Elements of the German 22nd Panzer Division set up on board 49 south of the rail line or enter on/after Turn 1 south of the rail line:



Elements of the 592nd Rifle Regiment of the 203rd Rifle Division [ELR: 3] set up anywhere north of the rail line (see SSR 4): {SAN: 2}



SPECIAL RULES:

- EC are Wet, with no wind. Weather is Ground Snow (E3.72).
- All buildings are wooden and have only a ground level. The stream on board 22 is dry. The bridge in 22R7 does not exist. Place overlays as follows: RR1 in 49AA10/Z9 and RR2 in 49P4/O4. All roads are dirt roads.
- The Russian receives a 80mm Battalion mortar OBA module (HE and Smoke) directed by an Offboard Observer (C1.63) at level 2 in a north edge hex of board 22 (secretly recorded prior to Axis set up).

- All non-crew Russian MMC must set up in buildings.
- AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: Tanks from the 22nd Panzer Division arrived in the area and gathered Romanian infantry for a counter thrust. The Axis forces struck deep into the shallow bridgehead isolating most of a Russian battalion before being driven back. Heavy losses forced the Russians to withdraw back across the river during the night. The offensive was only one day old and already significantly behind schedule.

MAKIN TAKEN



ASL SCENARIO J84

Scenario Design: Rick Troha



BUTARITARI, MAKIN ATOLL, 22 November 1943: While the Marines were experiencing the horror of Tarawa, the Army's 27th Division, a New York National Guard outfit, was facing a considerably smaller Japanese force on Makin Atoll. Estimates put the force at only 300 combat troops, plus several hundred construction troops and airplane service troops whose planes had evacuated the island. Previously, the 27th Division had been garrisoning Hawaii and its combat inexperience would become apparent as it tried to overcome this relatively small force of defenders. Especially on the first day, they overreacted to every sniper threat, slowing the progress of their advance. On the morning of D+2, the 3rd Battalion Landing Team launched an assault on the last major stronghold, a cluster of stone buildings around a crossroad, which were built during the British colonial occupation.

BOARD CONFIGURATION:



	OG4	42
	OW1	
		35
		1

(Only hexrows A-P are playable)

BALANCE:

- Add one 4-4-8 to the Japanese OB.

- ☆ In the Victory Conditions change "14 CVP" to "18 CVP".

VICTORY CONDITIONS: Provided the Japanese amass ≤ 14 CVP, the Americans win at game end by amassing ≥ 40 VP. VP are awarded for CVP, and for building Control as follows: each stone building is worth 2 VP and each hut hex is worth 1 VP.

TURN RECORD CHART

● JAPANESE Sets Up First	☆	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [132]									

Elements of 6th Special Naval Landing Force and 802nd & 952nd Air Units [ELR: 3] set up on/east of hexrow O: {SAN: 5}



 E 4-4-8	 1 4-4-7	 C 3-3-6	 2-2-8	 10-1	 9-0	 HMG 3 6-14	 MMG 2 4-11	 LMG 1 2-8	 NTR 50-1-10	 INF M12 70* (21-70)	 Shellhole +1 TEM 1 or 2 MF
3	3	4				2	3	2		6	see SSR 2

Elements of 3rd Battalion Landing Team, 27th Division [ELR: 3] enter along the west edge of board 42 on Turn 1: {SAN: 2}



 1 6-6-6	 10-1	 8-0	 9-1	 MMG 2 4-10	 BAZ 40 8-4
12	2	2	3		

Elements of 193rd Tank Battalion enter along the west edge of board 42 on Turn 1:

 13 37LL 2/4/2*
2

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the northeast. PTO terrain is in effect with Light Jungle; however Roads and Brush still exist. Place overlays as follows: 1 35D2-D1; OW1 42D3-C3; OG4 42K6-L5.

2. The Shellhole counters represent Bobai pits. They may be set up on or east of hex row O, in any terrain except Building, Road, or Path hexes and may be set up HIP, but not adjacent to each other. Bobai pits are Bog hexes (D8.2) (+1 DRM for soft ground applies). Even if an AFV does not Bog, it must end its MPH upon entering a Bobai pit hex, having expended all remaining MP (it may spend a MP to stop). Any Infantry unit entering a Bobai pit suffers the

penalties of Minimum Move (A4.134) or Advance vs Difficult Terrain (A4.72) and is considered to have expended all remaining MF. TEM/Hindrance of any other terrain in the hex is not affected by the presence of a Bobai pit. Bobai pits are revealed by Searching and entry, not LOS.

3. A Mobile AFV with functioning MA may not be Abandoned.

AFTERMATH: The attack made good progress, with the tanks shelling the buildings and the infantry using grenades to subdue smaller surface installations. By 10:30AM the 27th had reached the end of Butaritari Island. This would be the last day of any significant resistance on the atoll. The following day, General Ralph Smith, Commander of the 27th Division, would radio to Task Force commander Admiral Turner, "Makin Taken".

PTICHIN' IN

ASL SCENARIO J85

Scenario Design: Ken Dunn and Brian Youse



VICTORY CONDITIONS: The Germans win at the end of Game Turn 5 if they Control 40I1, 40I2, 40I3, and/or 40I4. Otherwise, the Germans win at game end if they have ≥ 13 CVP (from the 35th Infantry Division only) west of the river.

GLUSK, RUSSIA, 27 June 1944: One important facet of Operation Bagration was the utilization of the large number of partisan bands that operated behind German lines. With its numbers swollen to a reported 270,000 members, the Belorussian partisan movement was capable of more than just their usual missions of intelligence gathering and nuisance raids, which though effective were not decisive. Soviet High Command planned to utilize the partisans to strike a decisive blow to the transportation network by destroying rail lines, discovering and capturing needed river crossings, and controlling critical towns and other vital areas. The partisans succeeded in shutting down the rail lines for a day due to the successful detonation of thousands of demolition charges, but delays in the start of Bagration made this effort moot. With that aspect of their mission a failure, the partisans were eager to show their mettle in capturing and assisting the rapidly advancing Soviet armies. One important river crossing was near Glusk, on the river Ptich.

BOARD CONFIGURATION:

BALANCE:

✚ Replace the German MMG with a German HMG.

★ Replace the Partisan 9-1 with a Partisan 9-2.

40	OG3
OG1	
	32

(Only hexrows 40A-P and 32R-GG are playable)

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	★	1	2	3	4	5	6	7	8	END
★ PARTISAN Moves First [96]										



Elements of 707th Security Division [ELR: 2] set up in any non-board-edge hexes (see SSR 3): {SAN: 2}

2 4-4-7	C 4-3-6	C 2-3-6	1-2-7	1-2-7	1-2-7	2 5-12	1 3-8	10 20L (4)	10 MPH/RLPH: dr = MF CC: +1/-1
3	2	2						2	



Elements of 35th Infantry Division enter on/after Turn 5 on/adjacent-to any one board 32 road hex (having already expended half of their inherent MF/MP if entering on Turn 5):

1 4-1-6-7	9-1	15 20L (6)	16 15PP AAMG T7 -/-/3	30 9PP AAMG T10 -/-/3	28 T7 21PP
5			2		



Elements of Pripyat Partisan Detachment [ELR: 5] enter on/after Turn 1 on any/all edges: {SAN: 3}

3-3-7	9-1	8-0	7-0	1 1-12	1-12	30-1	7 morale
16				2		2	8



SPECIAL RULES:

- EC are are Moderate, with no wind at start.
- A stone bridge exists in hexes 40I2 and 40I3. This bridge may not be destroyed. All buildings are wooden. Place overlays normally as follows: OG3 on 32FF4-FF3; OG1 on 40H1.
- German AA Guns must be set up emplaced, onboard, and with a LOS to both bridge hexes 40I2-I3. German units in suitable terrain may set up entrenched (B27.1).
- Partisans may neither Deploy [EXC: A20.5] nor form Multi-Location FG. Partisans have MOL Capability (A22.6) and use Russian SW with no captured

weapon penalties. Partisan leaders are considered Elite (A23.2) for the purposes of DC usage.

AFTERMATH: The partisans had little trouble seizing the crossings on the Ptich from the local security forces. They now held, however, one of the keys to the fleeing German Army's survival—a viable crossing point and secure transportation into this area of the Pripyat marshes. The Germans counterattacked with the forces on-hand, but they lacked the strength to wrest the crossings from partisan control. The following day, lead units of a Soviet mechanized unit arrived and relieved the partisans. Rather than being treated as heroes, they were immediately pressed into service with the Red Army as replacements for the losses suffered.

FRONTAL ASSAULT

ASL SCENARIO J86

Scenario Design: Ian Daglish



Near PRESLES, FRANCE, 3 August 1944: On the evening of 2 August, fearful for his open left flank, the Shropshire's commander Major Robinson pushed "Ned" Thornburn's D Company a half-mile to the east. Digging-in around the farm of les Grands Bonfaits, the company was later reinforced by two platoons of A Company, a section of guns from the regimental anti-tank platoon, and a squadron of Shermans. Next morning, an intense barrage heralded a determined attack by 9. SS-Panzer Division, "Hohenstaufen".

BOARD CONFIGURATION:

BALANCE:

British OBA Modules are not eliminated due to red card draws. Red cards are returned to the draw pile.

Germans' rocket OBA remains in play (without adjustment) until the end of FFE2 contrary to SSR 4.



19	OW1	
	St3	33
	G5	16
	OG5	

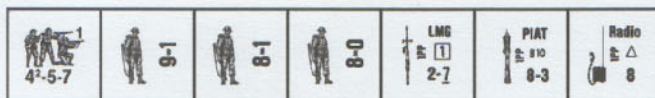
VICTORY CONDITIONS: Germans win at game end if they Control building 33R8.

TURN RECORD CHART

BRITISH Sets Up First [206]	1	2	3	4	5	6	7	END
GERMAN Moves First [210]								

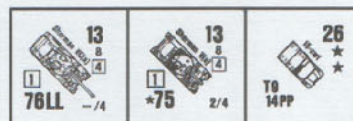


Elements of 4th King's Shropshire Light Infantry [ELR: 4] set up as directed: {SAN 4}
D Company HQ set up ≤ 3 hexes from 33R8:



2

Elements of A Sqn., 3rd RTR set up ≤ 3 hexes from 33N5:



3

6

4

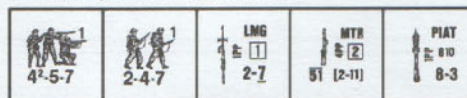
Elements of 4th KSLI A/Tk Platoon set up on board 33 on/west of hexrow H:



2

2

5 Rifle Platoons (7 Ptn, 9 Ptn, 16 Ptn, 17 Ptn, 18 Ptn) set up according to SSR 7:



15

5

5

5

5

Platoon leaders set up on/west of hexrow H:



2



Elements of Kampfgruppe Meyer: I/SS-Panzer Regiment 9 & II/SS-Panzergrenadier Regiment "H" [ELR: 4]: {SAN 4}

Enter on/after Turn 1 along the east edge:



14

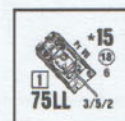
2

2

2

3

Enter on Turn 2 along the east edge:



3

SPECIAL RULES:

- EC are Moist, with no wind at start.
- Place overlays as follows: St3 on 33I10-33J10; OW1 on 19T10-33M10; G5 on 16H10-16H9; OG5 on 16M7-16L7.
- British MMC (and any SW/SMC stacked with them) may set up entrenched (B27.1) if in appropriate terrain.
- Germans receive one module of 150+mm Rocket OBA resolved in the first German PFPh. No LOS/Battery Access/AR/Error determination is required: the German player simply places the FFE1 and resolves the attack. There is no FFE2/C.
- British receive one module of 80+mm (HE and Smoke) OBA with Plentiful Ammunition.
- Boresighting by AFV is NA. No British AFV has AAMG.

7. Each Rifle Platoon is composed of three 4-5-7, one 2-4-7, one LMG, one MTR, and one PIAT. Each platoon sets up ≤ 2 hexes from its designated hex:

16 Ptn: 33M9 7 Ptn: 19N9
17 Ptn: 33J4 9 Ptn: 16T10
18 Ptn: 16L10

AFTERMATH: The tanks' commander was an old desert hand who made the mistake of forming a tight "laager" for the night instead of dispersing the squadron. The opening barrage wreaked havoc and briefly prevented crews from manning their tanks. His tank radio damaged, the Ayrshire Yeomanry FOO, Captain Garrett, had to relay orders back to his Field Regiment via an infantry "19 set". But the artillery responded magnificently with defensive fire missions which enabled the defenders to hold les Grands Bonfaits throughout the day. Their frontal attack ("Frontalangriff") having failed, the Germans resorted to infiltrating small groups around either side of Nedforce's Grands Bonfaits position.

FLAMES OF UNREST

ASL SCENARIO J87

Scenario Design: MMP



OLD TOWN, WARSAW, POLAND, 19 August 1944: The Polish Home Army uprising had commenced with the sounds of Soviet artillery heard in the distance. The Home Army commander, General Bor-Komorowski, had expected assistance from the Red Army who were at the outskirts of Warsaw. The first days of the uprising were wildly successful against the surprised Germans. Soon, however, the Germans ruthlessly struck back against the hopelessly outgunned Polish defenders. Regular troops, combat engineers, and armored support—including two of the fearsome new *Sturmtrigers*—appeared on the scene to end the resistance. Police General Reinefarth directed an attack with these new troops to reach the west bank of the Vistula.

BOARD CONFIGURATION:



(Only hexrows R-GG on board 45 and A-P on board 23 are playable)

BALANCE:

- Partisans exiting the map using Sewer Movement count double for Exit VP.
- The Partisans may only use ≤ 10 MOL/Inherent-FT.

VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 44 VP provided the Partisans amass ≤ 23 CVP. The Germans amass CVP normally and also receive Exit VP for any Good Order German unit west of and adjacent to the canal. Increase the German VP requirement by $\frac{1}{2}$ VP for each Exit VP amassed by the Partisans (see SSR 3).

TURN RECORD CHART

PARTISAN Sets Up First [95] GERMAN Moves First [140]	1	2	3	4	5	6	7	END
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Elements of Chrobry Battalion, Polish Home Army [ELR: 5] set up in hexes numbered ≥ 2 and on/south-of hexrow 45EE/23C (see SSR 3): {SAN: 5}



5	10				3	2	10	4



Elements of the German Army [ELR: 3] enter on Turn 1 along the north/west edges on/between 45Y1 and 45GG6: {SAN: 3}



3	8	2					4	2	3	2

2		2	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Place overlays as follows: X11 45S8-R7; X12 23C10-B9; X13 23G10-H10; X14 23D10-E10; X27 45V10-23M10. Rooftops (B23.8) are in play.
- 5-2-7 squads (and their HS) retain their printed Strength Factor [EXC: treat their morale as underlined] and Broken Morale level, but otherwise are treated as Partisans in every way. Partisans may neither Deploy [EXC: A20.5] nor form multi-Location FG but may use Sewer Movement (B8) and MOL (A22.6), use Russian SW with no captured weapon penalties, and are considered Elite (A23.2) for the purposes of DC usage. Partisans may use HIP for ≤ 3 MMC and any SMC/SW set up with them, may Fortify (B23.9) up to 5 building Locations (Tunnels NA), and may exit off the south/east edges on/after Turn 5 including from any Manhole Location within 2 hexes of a board edge hex using Sewer Movement as if there was a Manhole Location off map.
- Prior to setup, each player (beginning with the Partisan player and alternating until done) randomly draws a counter from a cup initially containing six Pin and four Final Fire counters and places in a building Location either a rub-

ble counter of the appropriate type (if a Pin) or a flame counter (if a Final Fire). Then check for Falling Rubble where appropriate.

5. The Germans have declared No Quarter (A20.3). German 8-3-8s/3-3-8s are Assault Engineers (H1.22). The two 3-3-8 HS are controllers for the *Goliaths* and must enter as Passengers with the *Sdkfz 2s* towing the *Goliaths*.

6. Unpinned, Good Order Partisan MMC potentially have Inherent SW FT [EXC: this FT has a maximum range of one hex, a FP factor of 12, and entails no additional vulnerability to partisan MMC]. The FT is available on a Final FT Check dr of 1 or 2; the only dr that apply are +1 dr if HS and +1 if CX. A MMC may only make one FT Check per Player Turn and that constitutes use of a SW. An Original IFT/TK DR of 11 or 12 results in the firer suffering Casualty Reduction and breaking, and places a Flame in the firer's Location. The total number of such FT attacks may not exceed 8.

AFTERMATH: The Poles in the Old Town were well fortified and courageous. They had equipped themselves with all manner of devices including flamethrowers made from fire extinguishers. With these devices they helped slow the German attacks, but near the end of August, with food and ammo running low, it was apparent that the old town had to be abandoned. The Poles withdrew through the sewers of the burning city, taking their prisoners and whatever arms they could carry, to fight on.

ESCAPE TO WILTZ

ASL SCENARIO J88

Scenario Design: Jeff Cebula



KAUTENBACH, BELGIUM, 18 December 1944: As the German offensive crashed upon and beyond Consthun, what was left of the defending 3rd Battalion, 110th Infantry Regiment received orders to save itself and retreat to Wiltz before it was hopelessly cut off. After crossing the Clerve River at Kautenbach, the Americans encountered elements of the 5th Fallschirmjäger Division that had infiltrated the area, and appeared to be everywhere. The lead column found itself being squeezed by the Germans from two sides—a flanking platoon ahead, between them and Wiltz, and a pursuing company approaching rapidly from the east

BOARD CONFIGURATION:



17	
	39

BALANCE:

- ✚ Remove one 6-6-6 from the Turn 1 American OB.
- ☆ Extend the Game Length by 1 full Turn (to 8 Turns).

VICTORY CONDITIONS: The Americans win immediately when they have exited ≥ 28 VP (excluding prisoners) off the west edge on/between 39GG4 and 39GG7.

TURN RECORD CHART

✚ GERMAN Moves First [76]	✚ ☆	✚ ☆							
☆ AMERICAN Moves Second [0]	1	2	3	4	5	6	7	END	



Elements of Fallschirmjäger Regiment 14 [ELR: 2] enter on Turn 1 along the east edge: {SAN: 3}

1 4-6-7	2 4-4-7	8-1	8-0	7-0	dm MMG 3-8	LMG 3-8	PSK 12-4
------------	------------	-----	-----	-----	---------------	------------	-------------

2 8 2 2 4

Enter on Turn 2 along the south edge on/between 39GG1 and 39U1:

2 4-4-7	8-1	7-0	dm MMG 3-8	LMG 3-8	PSK 12-4
------------	-----	-----	---------------	------------	-------------

3



Elements of 3rd Battalion, 110th Infantry Regiment, 28th Infantry Division [ELR: 4] enter on Turn 1 on/adjacent to 17Q1: {SAN: 2}

6-6-7	1 6-6-6	2 5-4-6	10-2	8-1	8-0	dm MMG 3-8	BAZ 44 X11 8-4	17 6 3 37LL 2/4/2
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2 4 2 2 2 2

Enter on Turn 2 on/adjacent to 17Q1:

1 6-6-6	2 5-4-6	3-4-7	9-1	8-0	dm MMG 3-8	dm MTR X11 8-4	BAZ 44 X11 8-4	*36 2 1 37LL -/4/4
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3 2 2

SPECIAL RULES:

- EC are Wet, with no wind at start. Kindling is NA.
- Bypass movement (A4.3, D2.3) is NA in hex 39GG7.

AFTERMATH: A small rearguard, led by both AFV, held off the pursuing Germans with canister and MG fire while the rest of the column engaged the flanking group. The Fallschirmjäger dug in along the road put up a tough fight, yet the Germans were dealing with near-desperate men, and the road was cleared. The remnants of the 3rd Battalion entered Wiltz the following day in time to aid in the town's defense.

HIMMLER'S HOUSE



ASL SCENARIO J89



VICTORY CONDITIONS: The Russians win immediately when they Control building aK3.

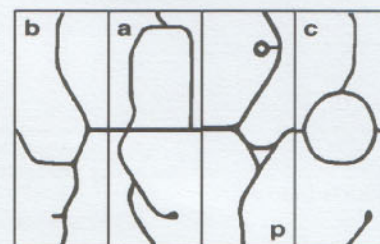
BERLIN, GERMANY, 29 April 1945: Captain Stepan A. Neustroev's 1st Battalion of 756th Rifle Regiment had been instrumental in the daring April 28th night crossing of the Moltke Bridge and establishing a bridgehead in the houses directly across *Moltke Strasse* from the massive, six story Ministry of the Interior building, "Himmler's House." Under cover of darkness, additional forces crossed the bridge and expanded the bridgehead by mouseholing into the adjacent buildings. By dawn, most of the lead regiments of both divisions and a motorized flamethrower battalion had crossed the river Spree. The buildings on the opposite side of the *Moltke Strasse* had their entrances directly opposite that of Interior Ministry building itself so fire bases were established and assault groups organized for a morning attack. The attack was signaled at 0700 on the 29th by a ten-minute bombardment of the Gestapo complex quickly followed by waves of Soviet assault teams dashing across the boulevard under a hail of German machine gun and rifle fire. Those that survived the crossing flattened themselves against walls of the Ministry building, using these blind spots to prepare grenades and gather their wind for the storming of Himmler's House.

BOARD CONFIGURATION:

BALANCE:

✦ Replace three 4-4-7s with three 6-5-8s in the German OB.

★ Unbroken Russian Personnel in building aK3 are Fanatic.



TURN RECORD CHART

✦ GERMAN Sets Up First [268]

★ RUSSIAN Moves First [396]

1	2	3	4	5	6	7	8	END
---	---	---	---	---	---	---	---	-----

Ad hoc elements of the 11th SS-Panzer Grenadier Division "Nordland" and other SS formations [ELR: 3] set up south/east of the road that runs bO3-bJ2-bH1-aH4-aH1-dH2-dG3-dG4-cH5-ch1-ch0: {SAN: 6}



12	8	4		2		2		2	2	4		2
2	2	2										

Elements of 756th Rifle Regiment, 150th Division and 525th Rifle Regiment, 171st Division [ELR: 4] set up north/west of the road that runs bH5-bJ2-bH1-aH4-aH1-aB2-aA3: {SAN: 3}



8	11	2		2		2	2	4	2

Reinforced elements of 10th Independent Motorized Flamethrower Battalion set up north/east-of the road that runs cA3-cF3-ch1-ch0:

4	11				3	3	3		2	2	2

Enter on Turn 1 along the north/east edges, on/between cA3 and ch0:

SPECIAL RULES:

- EC are Moist, with no wind at start.
- All buildings are stone. The road segment that runs aH4-aH2-dH2 is a Boulevard (B7.). Rooftops (B23.8) are in effect.
- Prior to setup, both sides must place four rubble counters each at ground level in building hexes [EXC: none may be placed in building aK3]; placement alternates, one at a time, commencing with the Germans. As each rubble counter is placed, falling rubble (B24.12) is checked for normally.
- The German 9-0 (represented by a Finnish 9-0 counter) is a German district party leader; he is considered a Commissar (A25.22) and affects other German units as if both were October '42 Russians. Each unbroken German Personnel unit in building aK3 is considered Fanatic (A10.8). The Germans suffer from Ammunition Shortage (A19.131). German 4-4-7s/2-3-7s have their broken Morale Level increased by one and are considered SS for all purposes (A25.11). German 6-5-8s/3-4-8s do not have underlined morale. The progression for all German MMC subject to replacement is 6-5-8 > 4-4-7 > 4-3-6 and 3-4-8 > 2-3-7 > 2-3-6. German MMC that Battle Harden follow the reverse of this order.

- The Russian force is considered Elite (C8.2).
- Germans are not susceptible to upper level encirclement (A7.72).
- No Quarter (A20.3) is in effect for both sides.

AFTERMATH: The upper levels of the Interior Ministry were heavily defended by machine gun nests dominating the *Moltke Strasse* leading to the bridge. The first waves of Soviet assault troops were cut down by murderous small arms fire and close ranged artillery blasts. Towards noon, assault teams had established footholds on the ground floors, throwing grenades through doorways and charging into the hallways beyond. The fanatical SS men bitterly defended every office and stairwell with close quarter, hand-to-hand combat raging amongst the office desks and cabinets. Fires blazed in many of the offices, clogging the Ministry's rooms with thick smoke and flames. Control of the stairwells was hotly contested as Neustroev and his battalion repeatedly charged up the staircases to gain access to the upper levels. From the upper level windows, through the smoky haze, Neustroev's men could catch a glimpse of their next prize, the *Reichstag*, which stood a mere 300 meters to the southeast. By 2300, the fighting was over on the ground floor; but it was not until one of the reserve regiments was committed to the fight that Neustroev's men could consolidate their gains and launch fresh attacks against the upper levels. The room-to-room fighting continued until 0100 when the upper floors were finally cleared and by 0430 the resistance in the cellars and storerooms had finally been mopped up; by this time Hitler was dead, the Battle for the *Reichstag* was about to begin and the sand had all but run out on the Third Reich.

The Germans can punch around Schwanenhof one date, send them up the center the next, and attack Ebben on yet a third date. Note that the non-Lehr companies will need to remain onboard, stuck where they ended the last scenario unless they are connected to a larger Setup Area, Shifted, or repositioned the next date. In this sense, the Lehr companies are inherently more flexible because they must withdraw and re-enter.

The Germans are also helped by the fact that the Canadians will need to spread out to defend the wide front. This allows the Germans to gang up two or three attacking companies on one sector, outnumbering and overwhelming the defenders there. Attacking in the map corners is a sound tactic, allowing German units to approach from two directions at once. Ideally, such strong local attacks can help limit German casualties while whittling away the Canadian force. Also note that lines of sight between the Canadian LVP locations are often blocked by hedges and the level 2 hill, which will help limit the long-range fire support each area can lend the other.

Here is one sample attack. From the southern edge, a Concealed German Observer Assault Moves into F28, which had been previously cleared by a 468. Later, a 9-2 Lehr leader then Advances Concealed into F28 from offboard, while the Observer advances into the Cellar. In the next turn, the Observer can call in a Smoke FFE in B20, which the Germans have Pre-Registered in the RePh. The 9-2 starts firing on other positions, such as EE22. Assuming Smoke comes down, the Germans can on turn 2 set up his parachute company off of A21, which the Germans would have previously activated by purchase. The 548s then Assault Move and Advance Concealed into the B20 building and surrounding hexes as appropriate, thanks to the Smoke. The rest of the Lehr company enters along the south edge, with some units using the hedge from G28 to I27 to generate covering fire while others move in, perhaps covered by vehicles. The 9-2 may have to fire to expose some Canadians in the factory, in order to avoid having to draw an extra OBA chit. This means the paras could enter on Turn 3, or perhaps earlier if the 9-2's fire is especially effective. While Smoke is preferred, rain may make it impossible to place. An FFE may have to work the building over until the rain stops or the paras can storm in. Keeping some half-tracks loaded off map can allow a quick rush into the Smoke or farther back, perhaps into the F16 area.

For this attack, the German would have spent only 46 CPP on the MG section, pre-registered 80mm OBA, and Para Inf Coy. Such an attack could be planned for 21 AM, when there is no chance for Smoke-killing rain. To do that, either some CPP would have to be saved from the previous date to allow these purchases, or the points from two dates (21 AM and 21 PM) could be combined, although the latter would push the attack back a date. In any event, this attack is certainly manageable in 6 turns.

The German could also do this attack at night, using the OBA for HE Fire Missions. Night is definitely the German player's friend. CG4 makes it clear why: "Mobile Canadian Tanks are not available during Night Scenarios." Even during AM scenarios, Canadian attacks must enter from off map. This is a significant weakness, and adds to the usual advantages of attacking at Night. These include, for starters, the +1 LV. This is especially useful on this open landscape, and will most likely not be available to Canadians in the buildings, woods, and crest lines that dominate the southern edge of the map (E1.7). Also, most of the German attack routes to the LVP buildings will be along roads, thus making Straying less likely (E1.53). And even some one-hex moves (from off map to A20, for example) will avoid Straying entirely. Night also negates Canadian Air Support, which is cheap and powerful in this campaign (after 20 N). And as always, the ATTACKER gets the benefits of Cloaking at night, which even on-board units may use (CG4). For all these reasons, the German should plan to attack at night.

Day or night, German infantry will be essential to grabbing and holding terrain. With the long lines of sight on the map, the six-range PzGr companies (I2 and I3) are especially useful. Two German 467s with LMGs generate 8 FP at eight hexes, whereas two Canadian 458s with two Canadian LMGs generate 6 FP at the same range. This gives the German groups an edge, especially with leadership. The PzGr companies also have half-tracks that can help the infantry keep up with the tanks, or create the opportunity for a deeper thrust once the Canadian anti-tank defenses have been exposed. For example, a group of half-tracks can swoop down from the T15-T17 to the J11 area. Such a group is ideally kept off-map for just the right moment, hitting the Canadians when they are broken or preoccupied elsewhere. The half-tracks possess such a mobile threat that they should be withdrawn for later use after they have dropped off their passengers. And of course, half-tracks are well suited for cutting rout paths and driving into Canadian positions.

Per Z2.5184, both sides can set up their OBA RG freely onboard, which makes the lack of any available offboard observers more bearable. The German artillery seems more flexible than the Canadian, as the Germans can pick among a wider range of calibers for different uses. Each German module also comes with Smoke, which can help cover counterattacks. For this reason the German may want to Retain the 19 AM OBA for later use, especially as the defending Canadian will be more static and easier to hit with artillery concentrations on and after 19 N.

Of the German V RG, the Panthers are the best buy. For 25 points, the German Panther Pltn (V4) provides 75LL guns that can be used against armor and infantry. They have frontal armor that will usually require hits from Canadian 76LLs to penetrate, and they have good anti-infantry FP in their MGs.

For the same price, the German could get a JgdPz V Sect (V5) and a Pz IV Pltn (V2). While the JagdPanthers can easily kill any Canadian tank, they are limited in their ability to engage infantry (HE7, 3-FP AAMG). The Mk IVs are decent all-around tanks, but they are vulnerable even to the Canadian 6-pounder guns. Although five barrels (two JgPz plus three Mk IV) may provide better map coverage, the Panthers are more lethal and have more staying power. For 25 CPP, the Panthers are a better long-term investment.

With 20 IFE FP, 2 ROF for IFE, tank-type movement, AA capability, and all for only 8 CPP, the German Wirbelwinds (RG V6) appear potent. But the Canadian 57L or 76LL guns can easily cut through their armor with just normal ammo. Thus, the Wirbelwinds require cautious use. The German player may want to keep these units in reserve, engaging Canadian infantry only after the German infantry and tanks deal with any hidden guns and PIATs. Then the Flak wagons might want to hang back, using their long range to lend fire support to an attack. They can also hide behind buildings in a defensive role, or ward off Typhoons. To eliminate a Typhoon in the Wirbelwind's 8-hex Aerial Range, the German player needs to roll a 6 or less, due to the plane's 3 AA Fire Target DRM; a 7 will Damage the plane, and an 8 will cancel the attack. Like all Lehr units, the Wirbelwinds are subject to withdrawal, so they can be pulled out and used in different sectors on different dates.

By mixing infantry, OBA, and armor, the German can often achieve local superiority in a specific sector of the map. But infantry will be the central purchase, as the German will need legs to occupy LVP. The 548s will be especially useful in closing with the Canadian positions and reducing them in CC. To such an end, the 548s may be put in half-tracks for faster delivery. Lastly, note that any number of infantry RGs may be purchased on one day, so long as the individual RG CG Max is not exceeded. For example, the German may purchase two para companies (I1) and one company of panzer grenadiers (I3), which may create a strong attack even without armor or artillery support.

Canadian Strategy—Offense

On the surface, the barrages seem like a boon to the Canadian cause. They are free and in addition to the other OBA modules the Canadian receives. They provide +2 Hindrance TEM (though no SMOKE), covering the infantry advancing behind them. The barrages also hit on the hefty 16 FP column (E12.5). For all these reasons, the barrages may seem strong enough to allow a Canadian walk over. Of course, nothing is that easy in ASL.

The Canadians must pick the pre-registered barrage hexes before seeing the German set up, adding to the uncertainty of the barrages. The timing (E12.72) of these barrages can also throw a wrench in the Canadian plans. After the Canadians set up off-board, planning to charge right behind the barrages, a draw of red may

move that barrage ahead of schedule. And with a two-hex correction plus possible one-hex error, barrages may even pass over the German positions. Germans who are in a blast hex will often have +3 or +4 TEM, and an 8 morale for any resulting checks. Thus, the barrages' success will often be more a matter of luck than planning.

For this reason, the Canadian can reasonably expect the barrages to provide some cover, to break a few German squads, and to prevent the Germans from running back too quickly. The Canadian's best chance of hurting something is usually in the barrages' initial, pre-registered blast area, because the barrage is accurate on a dr 1-4. One obvious barrage placement is R10 (oriented S10-Q10). Placed there, a barrage has a good chance of hitting the Milk Factory and T10, likely German strongpoints. Another good placement centers on DD9 (extending CC10-EE10), to help an advance behind the hedges in the DD and EE hexrows. Those are just two examples. Of course, a wily German might set up further back, under entrenchments, and then slip forward once the barrages have passed. Regardless, the Canadian should plan his barrages through his likely entry areas, mainly for the Hindrance cover the barrages provide. The rain LV will add to this. Even though rain technically lowers a barrage Hindrance to +1 (E12.75), the net effect will be +2 or more.

Otherwise, the Canadian needs to be aggressive with his vehicles. With 42 of them, the Canadian can simply overwhelm the German defenses. All but the valuable Fireflies should enter on turn 1, and stay in Motion whenever possible. To engage so many targets, the German defenders will have to exhaust ROF at some point. Running Wasps, Carriers, and Shermans into German positions will invoke A7.212 target-selection limits as well as possibly the Intensive Fire and OVR prevention penalties of C5.6. The Carriers and Wasps will be especially hard to hit, with their Very Small target size making them at least +4 TH DRM if moving, and +6 if in the gun's hex. As noted in the German section above, the Carriers (or the infantry inside them) can help clear the paved road of any A-T Mines. (Also see "History of the Game: Carriers" in Journal 4 for more tips on using Carriers). Of course, German PSK, PF, and ATMM always make such moves risky. All the vehicles should thus stay in Motion unless shooting or unloading, and keep away from German infantry (and any suspiciously empty orchard) whenever feasible.

To cross all the open terrain, the Canadians can be helped by SMOKE. The Canadians have far greater ability to make SMOKE than the Germans. The Canadians have SMOKE from just about every source available in ASL—from infantry WP grenades, to light mortars and artillery, to vehicular dispensers. The Canadian player should become familiar with all these options and use them when appropriate. The Wasp's sD, for example, places Dispersed Smoke in both hexes of its VCA, which can help cover its retreat after its FT has burned out.

Unfortunately, rain can start, thus killing the Canadian Smoke-making ability. Fortunately, rain always creates a Mist LV Hindrance at 6 or fewer hexes (RR1), and more beyond. For example, a 9-1 MG stack firing at 12 hexes at infantry using FFFAM in the open behind a Barrage and through rain would suffer from a net +1 DRM. Such a Hindrance may be more useful than Smoke, which usually requires uncertain dice rolls for success. Also, the rain/Barrage Hindrance DRM often applies across the map to virtually every German firer, who will usually not benefit from leadership. While in-hex Smoke would cause the MG stack to fire with a total +4 modifier, a wider, multi-applicable Hindrance seems like a good trade-off, given that the Canadian cannot control the weather.

Even in rain, the Canadians can still fire regularly on German positions. The Shermans' HE rounds are helpful in this regard. Their acquisition can help offset the rain, and CE leadership can help even more. Wasps and Carriers, covered by Shermans and Canadian MG stacks, can rush the German guns and other firers. If the Canadian player times it right, the German will face the difficult choice of firing on a Wasp, a Carrier, a CE Sherman, an MG stack, and infantry moving in the distance. By bringing on

"A CH from a 51mm MTR is an inglorious end for an 88..."

as many units as possible the Canadian can swamp the German defenses.

The 51mm mortars can also add to this symphony of destruction. While their 2-FP attacks are not likely to do much harm, they may score the occasional Critical Hit, which completely eliminates a gun and crew. A CH from a 51mm MTR is an inglorious end for an 88, but it gets the job done.

Each Canadian AFV type requires a different touch. The Fireflies (Sherman IIC and VC) should usually be kept off map until the German guns are silenced. They are too powerful for countering German armor later in the CG. But once the guns are down, they can cut rout paths and transport infantry to the German rear even on 19 AM. The Kangaroos should take care of their charges; the infantry is too valuable to be thrown carelessly at a Good Order 88. Use the Carriers and Shermans for that. The Shermans also provide good cover for the Canadian Observers and leader-led firegroups. Note that if a Sherman is in Y1, an Observer or MG stack can Advance under it concealed. The barrages, AFV TEM, and possibly rain LV will provide some initial cover. The Carriers could be used for cover, too, but the Shermans will often be hanging back anyway to fire on German positions. The Carriers should be up front, cutting rout

paths, probing the German rear, and otherwise using Motion and their Very Small size to make a nuisance of themselves.

Except for the first date or so, the Canadians will spend most of the CG defending. They have a lower Campaign Purchase Point Base Number than the Germans, so the Canadians will need to purchase RG carefully, and avoid excessive losses. The Canadians have a hard task early on, as they will be risking half of their infantry OB on 19 AM to take all the victory terrain. On the attack, the Canadian may be best off staying in Kangaroos as long as possible. At 7 hexes, a gun firing on a moving Kangaroo needs to roll a 6 To Hit. To hit moving infantry at the same range, the German would need to roll a 9 or less. The Kangaroos thus may be the safest way to get Canadian infantry into the German rear on 19 AM. Unfortunately, Kangaroos are Recalled once unloaded, meaning they cannot be used later in the CG. More can be bought, but once used, they also leave.

In general, the Canadians should avoid CC with German paras. Breaking them by fire, then cutting off their rout paths, is the safest way to deal with the Germans, especially the 548s. The Canadian Carriers and Wasps are useful for doing so. Otherwise, if the Germans' 8 morale and solid terrain make CC the only option, the Canadians should never jump a lone 548 with just a squad. Two squads may be better, but even they would produce only a 3:2 regular CC attack on a lone para squad. The Canadians should avoid declaring Hand-to-Hand unless those squads gain Ambush first. If not, Hand-to-Hand will simply make it even easier for the German to take out one or both of the squads. A leader can help with both Ambush and CC and can make an unlucky failure sting even more. The Canadians should remember that the 548 paras have the advantage in CC. Grappling with them plays into a small German advantage that, over time, may prove decisive.

Canadian Strategy—Defense

Force preservation will be the main concern for the Canadians. In general, the Canadians should hold where they can and fall back when overwhelmed. The infantry companies cost 20 CCP each, so the Canadian should buy these as soon as possible, if only to make up for losses during the early dates. Trading squads one-for-one with the Germans only plays into their overall manpower advantage. Of course, if it comes down to a last-turn CC over a one-LVP building, the Canadians may need to chance CC to retain the point. Otherwise, guns and OBA, in that order, make the ideal accompaniment to defending infantry. The MG section is another possibility but costs as much as the 76LL guns. Combined with a good leader, however, the MG section can make up for a weakness in infantry. The MGs can also cover a good deal of the open ground with fire if positioned correctly.

The Sherman IIIs and Vs can also be used as steel pillboxes. Parked next to an LVP building, the tanks can fire point-blank at German units on

the ground floor, perhaps while Canadian infantry defend the Cellar. Of course, the Shermans are vulnerable to German PF shots, which are easier to obtain in 1945. Shermans are also expensive, but infantry is more so, and infantry hold LVP. Therefore, if the Canadian must choose between losing a Sherman or a couple of squads, save the squads. Such defensive use of the Shermans does give up some of their mobility, but only on PM dates. At night the tanks will be off map, and on AM dates they will have to move on map, thus forming a mobile reserve. But even on PM dates, the Canadian can keep an on-map reserve of Fireflies, Carriers, and Wasps while other vehicles hold firm up front.

The Carriers section (V3) is the most expensive Canadian vehicle RG. But in buying them, the Canadian can get up to six more Wasps. The Wasps can take on German tanks with a Basic TK# of 8. They can also usually reduce one German position per turn. Other units, such as Carriers, can help complete the job by blocking rout paths and depositing infantry. For this reason, Wasps and Carriers make good counterattacking units. This is especially true at night, when they (unlike the tanks) can remain on map.

During the Germans' nightly counterattacks, the roads provide a handy guide for Canadian reserves to find their way to the fighting. For example, reserves set up around the Milk Factory can use the various roads to move to the left, center, or right, wherever the German should attack. Not only do the roads allow faster movement to the threatened sector, but they also prevent Straying.

Otherwise, the Canadians will need to be flexible and keep pressure on the Germans. If the Germans attack strongly in the Ebben area, the Canadians should press around Schwanenhof or another weakly held area. The Canadians can make up for their paucity of attack chits by using the German attacks to launch small attacks of their own. The Canadians should save their own chit for a larger or stronger counterattack. A powerful force can gang up in a sector to swamp the German defenders in that area, much as the Germans will do on their attack dates. Doing so will be made easier if the Canadians dig Foxholes to create a united Setup Area. One big area allows the Canadians therein to mass on a weakly defended German area during set up. Shifting between areas is also possible, but risks losses.

Artillery can also help in the attack, keeping German heads down. On the defense, artillery can catch a large number of troops moving through open terrain and block an avenue of advance, especially when Harassing Fire is used. RG O3 seems a good choice for the defense, as it has the same HE firepower potential as O2 but costs a point less.

Anti-armor defense will be yet another concern. The Canadians have three choices for this: tanks (V1 and V2, especially the Fireflies); AT guns (G1 and G2, especially the 76LL guns); and the Typhoons (F1). Each has its pros and cons.

The tank groups are mobile but must withdraw at night. Therefore, they may be best for local counterattacks in AM scenarios, when they have to enter from off-map anyway. Of course, the Canadians can always pay 3 extra CPP for onboard set up (per chart note O). But those points seem best saved for actual units, such as Typhoons.

For a static defense, the 76LLs are a must buy. With a 23 TK# and 2 ROF, those guns can knock out the Panthers and JagdPanthers, which have 18 frontal armor. Since the 17-pounders have D6, the Canadian might as well roll for that ammunition on frontal shots against the bigger tanks, in order to raise the Basic TK# to 25. The Fireflies carry the same gun, plus machine guns, and are mobile, thus making them valuable units.

The 57L guns are also useful with 3 ROF, as they can easily knock out German half-tracks and the Wirbelwinds, can take on the Mk IVs frontally, and can even make the big cats pay for exposing their 6 side armor (vs the gun's 15 Basic TK# with normal 6-pdr ammo, or 18 with D7). The 57L guns may also attempt Deliberate Immobilization against the heavier German tanks, though the odds of hitting are low. Such attempts will succeed on a roll of 3 vs a JgdPz or 4 vs a PzV if they are moving. But unlike the Canadian Shermans, the AT guns cannot always be counted upon for anti-infantry stopping power. Both the 57L and 76LL AT guns have HE8, despite their underlined FP. So, the Canadians will have to make sure infantry supports their guns in case the HE runs out. And since the guns cannot relocate more than 3 hexes (CG20), the Canadians should place them in critical, must-hold positions. However, per rule CG18, the guns can conveniently be placed in such positions on the same day that they are purchased.

The Typhoons can go anywhere during daylight if it is clear. At 2 CPP, they are cheap and powerful. Their 12-FP MGs can make strafing runs against troops in the open terrain and take out half-tracks with an 8 or less (9=Stun). Their 150mm bombs can eliminate even a JgdPz V with a TK roll of 6 or less on a Near Miss vs the rear (7-8=Immobilize/Shock; 9=Possible Shock). Their MGs and bombs can also make killer Point Attacks against key German infantry strongpoints. The only significant challenge to a Typhoon is a Wirbelwind. But by forcing the flak guns to fire on them, the Typhoons can tie up a key source of German fire support. For all these reasons the Typhoons should be bought whenever possible.

Summary

Riley's Road offers a great opportunity to fight combined arms actions. Both sides will have to attack and counterattack up and down every part of the map. Both sides have plenty of toys to play with. And the withdrawal rules for both sides' armor gives the CG a unique historical flavor. But ultimately, victory will be determined by the ability of both sides' poor bloody infantry to take and hold terrain. *Riley's Road* thus marches on in

the best traditions of Squad Leader ground-level tactical combat.

[Thanks to Oliver for a great introduction to the OVHS Campaign Game. We don't agree with all of his analysis (e.g., we think that the German guns should usually be shooting at Canadian AFV when given the chance), but we hope he got you thinking about some things.]

Continued from page 4

variety of vehicle and troop types, with terrain rules that were different but not overwhelming so. The rocky area around northern Egypt entails wadis and the seldom-used broken terrain, but sand and deir overlays would not be needed. Due to the variety of individual battles fought, I could choose three entirely different types of scenarios: an across-the-board attack with exit victory conditions, a standard "take the hill" assault, and an armored mix-'em-up. The variety of equipment types involved guaranteed that a good mix of choices would be available.

Playtesting was done at various tournament functions, where guinea pigs are always available in quantity and at low cost. A big thanks has to go out to all who dusted off their old chapter F sections to help out. Unfortunately, constraints of space and memory prohibit everyone's name being printed here.

I hope that this trio of scenarios will get some of you try desert again (or even for the first time.) and will prove worthwhile to desert aficionados as well. I hope to continue the "campaign games for guy who don't like campaign games" series as long as my creative energy and time holds out, and I may be asking for help from some of you. My advice to any of you playing the "Line in the Sand" scenarios or the CG is as always (and especially in the desert): roll low!

[We were gratified to find that Journal 3 readers enjoyed Pete Shelling's Kursk mini-CG "Broadway to Prokhorovka" as much as we did. When Pete told us he was working on another mini-CG, we were eager to take a look at it, especially when we heard it was a desert action. Our first glimpse was at ASL Oktoberfest 2001 when Pete ran a "Team Tournament Relay" featuring "A Line in the Sand" (LitS). We fell in love with LitS there and then, and would have even if we hadn't won the event. Further tournament testing took place at Winter Offensive, West Coast Melee, and Rencontres of Saint-Mandé. Our thanks go to all the tournament participants and individual playtesters who helped fine tune these great desert scenarios....Eds.]

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BAY GAMES 1994

ASL TEAM TOURNAMENT SCENARIOS

By Jim Stahler

[In the late- 1980s and early 1990s, Atlanticon had been the big gaming convention in Baltimore around July 4th weekend, occasionally morphing into Origins when that convention returned to the area. That changed in 1994 when the convention became smaller, changed its timing, changed its name to Bay Games, and moved to College Park, MD (soon after to disappear altogether). Jim Stahler had been running the ASL Team Tournament at Atlanticon and publishing the results and the finished scenarios in The GENERAL. He held on for one last year in 1994. This is Jim's report of that final Team Tournament. Since TAHGC didn't publish it timely, we have been searching for the right time and place to bring it to light. This may still not be the best place for it, since we are only printing two of the four tournament scenarios that Jim updated. But we gave up on the concept of the best time and decided to publish the article and two scenarios now and put the remaining two scenarios up on our website for free downloading....Eds.]

One of my passions in ASL has been updating the scenarios from the original Squad Leader/Cross of Iron/Crescendo of Doom/GI: Anvil of Victory system for the "new" ASL system. Toward that end I have run several ASL team tournaments at Atlanticon and Origins using updates of scenarios from the original system. This effort has led to 16 updated scenarios published in Avalon Hills The GENERAL and the ASL Annual. This article is based on four more scenarios played in the last tournament, in 1994 at Bay Games in College Park, MD.

What used to be Atlanticon (then Bay Games) was a smaller convention in 1994 than in previous years, and there was a much smaller ASL Team Tournament than in the first four years, but we all had a good time nonetheless. As long as you have a challenging opponent and some good ASL scenarios to play, it doesn't matter if the tournament has six players or sixty. Congratulations to the winning team of Ken Dunn and Ross Sutton. I believe that they have competed in all the ASL Team Tournaments that I ran, and they richly deserve a victory.

For this year's tournament I chose four classic Eastern Front scenarios, depicting part of the

titanic struggle between the Russians and Germans. Two of these are extremely small scenarios originally published in the packet of Rogue Scenarios. They were called "Rogue" because many of them used the rogue boards 9, 10, and 11, which were not included in any boxed module at that time. These three boards were also referred to as the "Uglies" because in their original incarnation they deviated from Avalon Hill's high standards of artistic quality. We are all fortunate because Charlie Kibler redid the three rogue boards, and now they are as beautiful as any in the ASL system. Those are the boards that you will use when you play "Traverse Right...Fire" and "Fast Heinz." Both "The Front In Flames" and "Pavlov's House" use the venerable Board 1 that was included in the original Squad Leader.

"Pavlov's House" (J82) is a street fight in Stalingrad, with a combined arms force of Germans attacking fanatical Russians holding onto a key building with all their might. "Fast Heinz" (J78) is rather unusual, to put it mildly. A large force of 17 Russian squads accompanied by a couple of tanks attack a town defended by a garrison consisting only of two German squads. However, situated between the Russians and the Germans are large stretches of marsh and a multitude of mines, with German reinforcements on the way to save the day.

"The Front In Flames" (W1) is a pure infantry scenario. Like Scenario A, "The Guards Counterattack", it makes an excellent scenario to introduce a new player to the ASL system. "Traverse Right...Fire" (W2) is a pure armor scenario, ideal for learning the armor rules. These two scenarios are so small that I had each pair of opponents play them twice, swapping sides after the first game.

[These two very small scenarios are posted on our website rather than being printed here. On the one hand, we felt they were too small to justify so much room in the limited space of this Journal. On the other hand, they do make good introductory scenarios, and we wanted to make them available somehow. So look for them at www.multimanpublishing.com/downloads....Eds.]



THE FRONT IN FLAMES

Update

The Rogue packet of scenarios was published with the intention of using the three "Rogue" Squad Leader mapboards, 9, 10, and 11, which were not yet included in any module. These scenarios also expanded the Squad Leader envelope by including scenarios smaller than anything yet published, as well as a few much larger. "The Front In Flames" (R214) is one of the small ones. Originally there were seven Russian squads and five German ones mixing it up in a city. The two forces enter the board simultaneously, moving in impulses from randomly determined entrance locations, and the game begins when they first spy each other, with a die roll to determine who moves first. In our playtesting we found that going first is a tremendous advantage. Consequently, I eliminated that die roll and the Germans now always move first, but I removed a German LMG and added a squad to the Russians.

To update this to ASL I gave both sides their standard ELR at this period of the war, 4 for the Germans and 3 for the Russian, and I gave both sides an "urban" SAN of 4, making the snipers a real factor. The mapboard and the entry conditions are the same as in the original scenario, and the victory conditions have been updated to reflect ASL Casualty Victory Points. Units that start in the same hex as the enemy lose their concealment and begin the game in Melee. The German balance provision allows them to win with equal victory points. The Russian balance provision gives them an additional LMG, which allows them to make a powerful one-hex fire group of 16 firepower factors directed by their 8-1 leader.

The scenario plays very much like the original version. Since it lasts only four turns it can be played in about an hour. Usually, victory is hanging in the balance down to the last turn. Since each side has four possible entrance hexes, there are 16 combinations, so that this scenario can be played repeatedly, with each game having a quite different feel.

Analysis

Like so many German-Russian scenarios from Squad Leader, the Russians have the quantity but the Germans have the quality. The Russians have eight squads versus the German five, which is a pretty big edge. However, the Germans have a

number of other advantages. They have better leaders, with two '-1' leaders as compared with just one for the Russians. The German LMG is better, and they get more of them. The German squad is better and so is its ELR. Most important of all, the Germans move first, which usually allows them to occupy building K4 and receive the points for the upstairs building location. This forces the Russians to take the offensive and cross those deadly streets to close with and defeat the Germans.

The first decision that the players must make is their order of movement and their route of march during the ten pre-game impulses. Pretty obviously, both sides want to move to K4 as directly as possible. On the way, they should stick to the woods and buildings, since there is no extra MF cost in the pre-game impulses, and it is advantageous to be in better terrain when the shooting starts.

The Germans should not put a leader with the point squad; if it walks into melee, a leader and additional squads can advance in to reinforce it. A leader farther back allows it to speed the rear units to the front. I like to put leaders with the second and fourth or fifth squads, who also have the LMGs. As to the Russians, the point is an especially dangerous spot; if it blunders into melee it is in deep trouble. I like to put the 8-1 and the LMG with the second squad. The 8-0 should be with the last squad, so that it can help the tail-end-Charlies, who usually enter as reinforcements, to rapidly move to the front.

When the battle is joined, the first priority of the Germans should be to get as many troops as possible into building K4 to keep the Russians out. Also, it pays to have one squad with a LMG in a supporting building putting down a fire lane between the Russians and building K4. The location of the squad and fire lane depends on the situation, but attractive possibilities are M2 with a fire lane to F5; M5 with a fire lane to I7; L6 with a fire lane to F6; and K8 with a fire lane to H3.

The Germans should stay concealed as long as possible, and avoid Russian fire by using assault movement to enter a hex free from enemy fire, and using the Advance Phase to regain their defensive positions for the next turn. The Germans must force the Russians to cross the streets in the face of withering German firepower. The Germans are initially outnumbered, but a few broken Russians even up the odds real quick.

The Russian player must be bold but not foolhardy. He should use his first turn to bring his forces on board and to build a large fire group or two. The Russians should also attack from more than one direction, if possible, and be on the lookout for encircling possibilities. Hopefully, some pounding will break a German or two, and with the defenses weakened, the Russians can use dash, assault movement, or the Advance Phase to cross the streets to reach K4. The Russians must not be afraid of close combat at even odds, since trading squads is to their advantage.

It pays to take prisoners in this scenario and to avoid No Quarter. I remember one playtest game in which I was playing the Russians. At the end of the game I was behind on points but there were broken Germans in the lower level of K4. Moving adjacent to them only would force them to rout upstairs. However, I managed to encircle them, forcing them to surrender, yielding double casualty victory points, and giving the Russians the victory. It is not unusual for this scenario to be very close down to the last turn, and every casualty victory point counts. This scenario packs a lot of excitement into a quick four turns.



PAVLOV'S HOUSE

Update

"Pavlov's House" (Tournament Scenario 2) was originally published in the *GENERAL* as part of a set of four Squad Leader tournament scenarios. The other three scenarios, "First Crisis at Army Group North," "Land Leviathans," and "Soldiers of Destruction," have already been updated in the *General as Scenarios M, N, and Q*. This scenario completes the quartet.

The Russian forces in the update are nearly identical to the Russians in the original scenario. The 57LL AT gun of the original scenario was replaced with the more common 45LL AT gun, and a crew was added to man it. The Russians were originally confined to set up in building IZ7. They now may set up within three hexes of hex IX7, giving them more flexibility in their setup, and making the game a bit more interesting.

The only change to the German forces was the elimination of the 8-0 leader and the removal of two of the four LMG. Since German LMG are now 3 factors instead of 2, the number of German LMG is reduced in most updated scenarios. The tanks are unchanged, including the same armor leader.

The game length has been reduced to 6.5 turns from the original 7 turns. The board is unchanged; this scenario uses the classic Board 1. It was tempting to make runway rules apply to Lenin Square, but I kept the terrain the same as in the original. It is already tough enough to use Lenin Square as an avenue of attack. The Germans receive the minimal SAN of 2; the Russians have a high SAN of 5 to replace their sniper counter in the original scenario.

A major change from the original scenario was made in the victory conditions. Originally, the

Germans had to have more unbroken full squads in building IZ7 than the Russians at the end of the game. Now, the Germans win if there are no Good Order Russian MMC in IZ7 at the end of the game. This means that the Germans can win without having any squads enter the building. The Germans can also win by engaging all unbroken Russian MMC in melee. However, the Germans can no longer win by simply outnumbering the Russians in the IZ7; they must now deal with all the Russian MMC, and the fanatic Russians are tough to deal with. For the German balance provisions, the Russian AT Gun may not set up HIP. For the Russian balance, the arrival of the German tanks is delayed until turn 2.

To my surprise, this scenario was published in Vol. 29, No. 6, of the *General as ASL Scenario T*, with a number of changes. Instead of terrain being defined as open ground, three open ground overlays were placed on Lenin Square (building X4) and on building X7. The major changes were to the German order of battle. The 4-6-7 squads were replaced with 5-4-8 squads, and the German LMG were increased back to 4, making the Germans significantly stronger than in the version used in the tournament. *[Time has shown that those changes were too great, and we are glad to reprint this scenario closer to its original status....Eds.]*

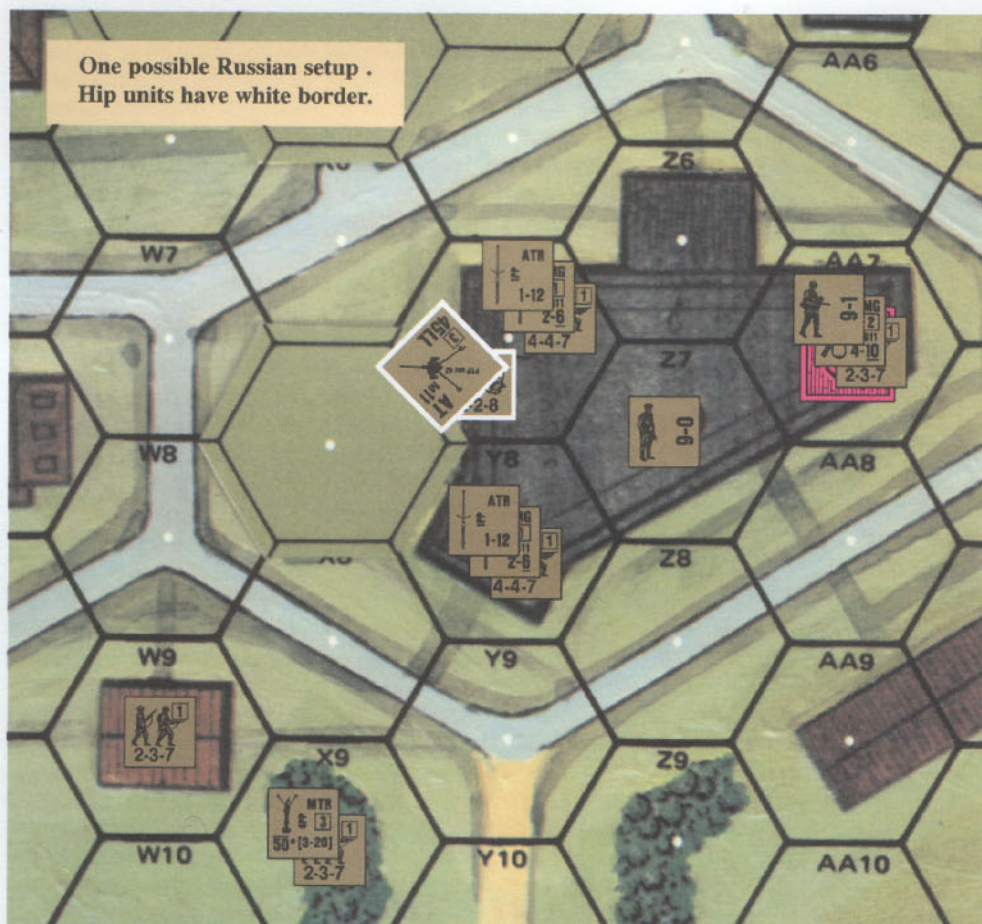
Analysis

This scenario is a classic city fight. The Russians hold a partially rubble stone building with fanatic troops rich with support weapons. To win they merely have to hold on with only one squad, half squad, or crew. The Germans have a much larger force supported by two tanks, and an errant pre-game bombardment, but they have to cross some deadly open ground and dig out all the Russians in the building.

The Russian force is very small, with only 7 MMC, the equivalent of a mere 5 squads. However, this small force is rich with leaders (for the Russians) with two leaders for 7 MMC. Usually they have one leader for six or more squads. In this scenario, they have as many leaders as the Germans, but with fewer troops to lead. The Russians troops are well stocked with support weapons, with a total of 6, a rare case of the Russians having more than the Germans. The Russians start in excellent terrain, a tall stone building with its +3 TEM. In addition the Russians have good morale plus fanaticism and a generous sniper number.

Don't forget that in this scenario the Russians can trade in their 8-1 leader for a 10-0 commissar. I believe that this is a good idea, since the high morale of the Russians means that units will rally much more often than they will become reduced due to a failed morale check.

A key element of the Russian setup is the placement of the AT gun. This is the primary weapon that the Russians can use to protect themselves from the two German tanks. It has a Basic To Kill number of 11, which can be increased to 12 at a range of one or two hexes. Nevertheless, it is hard to get an effect against



the front of the German tanks. At the likely ranges in this scenario, the final To Kill number will only be 5. Against the flank, where the armor is much weaker, the To Kill number goes up to 7 (turret) or 8 (hull), making the gun much more dangerous. However, flank shots will be very rare if the German player is careful. Still, with a To Kill number of 5, the AT gun should knock out a tank with every 4 or 5 hits. With its high ROF, the close ranges of this scenario, and the likely stationary targets, most shots should be hits, and the gun should get 5 hits in two turns or less. Consequently, the AT gun should engage the tanks as soon as possible, and fire as often as it can, looking for that kill.

Machineguns are anti-tank weapons in some scenarios, but they are mostly useless against a PzKpfw IVF2; they are much better used against the German infantry. The ATR has a To Kill number of 6, which is likely to go up to 7 at ranges of 2 to 6 hexes. This can hurt the front of a tank only with a Critical Hit, and against the flank the To Kill number is only 3 (turret) or 4 (hull). The only real hope the ATR has (other than a short-range flank or rear shot) is for Deliberate Immobilization within 6 hexes (C5.7). Since the ATR's Basic To Kill number is greater than the AFV's weakest hull AF, if the Russian declares a DI shot, he can Immobilize a tank with a hull hit (+5 TH DRM). Even if the tank were in a good spot, if the inherent crew fails its TC (D5.5) it would have to Abandon the tank.

The little 50mm mortar can also be dangerous to the tanks. It can only eliminate a tank on a

Critical Hit, but it can cause Shock (turret) or Immobilization (hull) on an effects DR of a 2 or 3. This is not a great shot, but it is better than nothing. If the only infantry targets are in +3 TEM, the mortar would not be wasting its time firing at a tank. Expect the mortar to need about twice as many hits to injure a tank as the AT gun needs from the front.

Examining the board, the Russian setup restrictions allow them to place units anywhere in building Z7. They can also set up in buildings in V5, V7, W9, and U8 in front of Z7, or in the woods in X9, X10, and Z9. AA9 is another setup possibility. Russians can also set up in a number of open ground hexes, but that is simply suicide.

The AT gun is the only Russian unit that can set up HIP. Usually it sets up inside building Z7, but surprise can be gained by placing it in a building or woods hex outside of Z7. Building hexes U8 and V7 are poor places for the AT gun, since they will be quickly overrun by German infantry on their way to building Z7. V5 is an interesting possibility, although it is vulnerable to infantry attack from U5 and V4. It may get off one good shot, but that is not likely to kill a tank, and the gun should quickly fall to infantry. W9 has a similar problem, being vulnerable to infantry attack from V8 and V9. The X10 woods hex has good shots if the tanks maneuver on the western edge of the board, and it also has a nice line of fire to the west along hexrow X.

All these locations have the problem that their line of fire is limited to either the east or the west of building Z7. Placing the gun inside building Z7 is a more conservative approach, and it gives

up the element of surprise, but the gun is much safer from the German infantry. The obvious locations are Y7 and Y8, facing north, where it gets +3 TEM and can fire at tanks advancing on either side of the battlefield. Of these two hexes, Y7 provides slightly better fields of fire, and that is my favorite place to set up my AT gun.

Once the AT gun is set up, place the Russian infantry. The obvious location for the MMG is Level 3 of AA7, with a 2-3-7 manning it directed by the 9-1 leader. It has maximum field of fire, it is at long range from the at-start German infantry, and it is protected by the +3 TEM of the building. The rubble in Z6 is a natural place for the mortar and its 2-3-7 crew, since the mortar cannot fire from a building hex. Other choices are the woods in X9, X10, and Z9. Wherever you put it, don't expect too much from it. Light mortars are not very effective, especially against targets in buildings.

Put the squads in hexes Y7 and Y8, no more than one squad per location. They are your main defense. They should have both LMG and the ATR. The Commissar should be stacked with one of them, but it must be ready to move back to "rally central" (probably hex Z7) to rapidly return broken units to the fight. The last 2-3-7 can be added to the defenders in building Z7 or it can be placed in one of the buildings to the north as an outpost - V5, V7, U8, or W9. It should not be expected to survive long, but it can serve to delay the Germans, draw off a squad or two, and strip the Germans of some concealment. All units should set up concealed, and the remaining concealment counters can be used to simulate outposts in the four buildings to the north of Z7, or maybe additional manned locations within building Z7 itself.

Once the Russians have set up, there are not a lot of maneuver possibilities for them. Their job is to hold building Z7 and die in place. Of course, if they *all* die in place, the Germans win. They must fire at the Germans, especially Germans moving in the open. Prime targets are Germans in V5, V7, and W9, who are closing in on building Z7. Those buildings are close to the Russian position, and being wooden, they only have a +2 TEM. The Russians should fire only during defensive fire. They should move to Z7 in the Movement Phase and use the Advance Phase to return to their firing positions in Y7 and Y8, to minimize the effects of German fire. When the Germans do get into Y7 or Y8, the Russians must do their best to kick them out. That is when they must prep fire and even risk close combat if the odds are in the Russian's favor. A Russian victory often involves a squad or even a half squad holding out with a leader in the upper levels of hex AA7.



Smoke! Smoke is the key to the German attack. The Germans have three ways to deliver smoke. The least certain way is infantry smoke, since the squads have a

smoke exponent of only two. However, a three-squad platoon, attempting to place smoke together, has a 70% chance of placing at least one

infantry smoke counter. It also has a good chance of at least one squad rolling a six and failing to move, and in any event it costs the platoon two MF regardless of success. With all this risk and cost, the smoke only lasts until the end of the current movement phase.

The tanks provide a much better way to place smoke. They each have a smoke depletion number of 8, resulting in an average of three to four smoke counters in a scenario (3.46 expected smoke counters to be exact). Of course, this assumes that the Russians do not eliminate the tanks before they finish placing smoke; be careful with them. The best locations to place smoke into are Y7 and Y8. Undispersed smoke adds a +4 smoke DRM to outgoing fire from these locations, and +3 hindrance to fire passing through these locations. This should make it as safe as it gets in ASL for the German infantry to move into X7 and X8, before advancing into the building.

Somewhat less certain and less effective are the smoke dispensers of the tanks, but they never run out of smoke. Each tank has sD5, with a +1 DRM for being buttoned up. In this scenario, the tanks really want to button up; it is dangerous out there for a tank commander's head. That means that the tank must roll four or less to place smoke, which has only one chance in six. It is as uncertain as infantry smoke, but it lasts longer and doesn't have as much cost, nor the risk of a 6 ending movement. However, the smoke counter is placed in the hex containing the tank, which forces the tank to get closer to the Russians than it may wish. Good smoke dispenser target locations are X7 and X8, to protect infantry advancing from U8. W7 and W8 can also serve to cover the approach of the German infantry to building Z7.

The German force is nearly twice as large as the Russians in infantry (9 squads vs 5 Russian squad-equivalents). The Germans have more machine guns, and better ones, and the Germans have better leadership due to their 9-2. Their range is, on the average, a little better than the Russian's, and their firepower is superior.

The biggest German advantage lies in their two tanks. The tanks, as discussed above, are reasonably safe from everything but the AT gun, provided they are buttoned up. They can expect to survive a number of hits from the AT gun, if they keep their frontal armor facing the enemy. The tanks' most important use is smoking the Russian positions to cover the German infantry advance. Their HE can also be very effective against the Russians, even in a stone building. For example, a BU tank two hexes away from its target needs a five to hit on the first shot, and acquisition raises this to a seven after a couple of shots, or 8 if the tank has the armor leader. When the gun hits with HE, the Russians must suffer a 12 FP attack, with no modifiers. The tanks also have 8 factors of machine guns, which can break a squad now and then. A daring tank can move adjacent to the Russians to get a 16 firepower attack with the machine guns, but beware of being a victim of Street Fighting in locations such as X8 and Z8.

Besides their smoke and armament, the tanks can benefit the Germans in two more ways. They can provide cover for the German infantry, with a +1 TEM for friendly infantry in their hex, and a +1 hindrance to fire traced through them at ground level. Note that they also provide this protection as wrecks, even though they aren't eager to achieve wreck status. The tanks also can protect the infantry by moving with them in an armored assault.

The tanks can prevent the Russians from firing out of a ground level location simply by entering that location (A7.212), generally using bypass since entering the building itself consumes a lot of movement points, risks bog, and can result in immediate destruction if the tank should fall into a cellar. The tank has a good chance of being destroyed by reaction fire or in close combat, but it serves its purpose if it allows the infantry to move up unhindered. By remaining in motion, it minimizes the chance of its destruction while still preventing the Russians from firing outside the location. This is an especially good use of a tank that has its gun malfunctioned.

The obvious avenue of attack for the German infantry is along the string of buildings from R7 to S7 to T7 to U8 to V7. There is very little alternative; to the east is the deadly open ground of Lenin Square and to the west is the board edge. Creeping along the western board edge is very dangerous, since the only protection is the +1 TEM of the woods hexes, and to gain even this protection open ground must be crossed. U9 and U10 can be fired upon by Russians in the second level of Y7 and Y8 and the third level of AA7. W10 can be attacked by Russians on any level in Y7.

In order for the German infantry to gain the building, Russian firepower must be suppressed. A fire group comprising the 9-2, MMG, and two LMG's in level one of Q6 can apply 8 FP (more with 3 squads) vs the third level of AA7, or the upper levels of Y7 and Y8, with only a net +1 DRM. When the Russians are properly suppressed (or if they start out hiding), this fire group can move up to join the battle.

Meanwhile the tanks take up their firing positions to support the infantry attack. There are many good locations that they can reach on their first turn and engage the Russians in Y7 and Y8 - U9, V8, T5, and bypass between T6 and T7 are some examples. They should add their HE to the infantry fire to break some of the defenders. When it is time to make the assault, the tanks switch to smoke. If they don't have any more smoke shells, they can maneuver and try to use their smoke dispensers. If the smoke dispensers don't work, the tanks still can create portable +1 TEM.

The infantry vanguard should reach U8 on the first turn. Two squads with a couple of LMG and the 9-1 leader can make a powerful attack on the Russians in Y7 and Y8. After trading shots for a few turns, it is soon time to move out in the mid-game. The Germans should be in U8, V7, W9, and perhaps in X9. With the reduced Russians firing out of smoke, the Germans simply move to

X7 and X8 and advance into the building to clean out the Russians in close combat.

Besides the main thrust, a small force should head to building V5. That is a possible location for the AT gun, and a concealment counter could conceal a HS or a squad, which could be awkward when the German infantry is crossing the open in W7-W8-X7-X8.

Once the Germans have a foothold in building Z7, the endgame begins. This is a matter of controlling stairwells, enforcing Upper Level Encirclement (A7.72) and assault moving and advancing one location at a time. The German player must place his trust in high firepower, point-blank shots and in close combat.

The tanks can be very useful at this stage, gaining encirclement on the Russians, preventing rout and concealment gain, and keeping broken Russians desperate. The tanks can be bolder in this stage of the game, and maneuver right up to the building to get those deadly point blank shots with their machine guns. Skillful use of combined arms, and good dice, will carry the day.



FAST HEINZ

Update

One glance at "Fast Heinz" will tell you that this is an unusual scenario. How can so few Germans hold up so many Russians? Then look at the number of mine factors and the geography of the mapboard, and you wonder how the Russians can get anywhere, even unopposed. The Germans must be clever in their placement of the mines, and they must use their meager resources properly to cover the minefields, to slow the Russians and whittle them down, until the German reinforcements arrive to block the Russian exit. The Russians must be equally clever in detecting, clearing, and avoiding the minefields, and in suppressing the German firepower, to speed past the mines and gain the town ahead of the German reinforcements.

This scenario was originally published in the General as Scenario K. In our first playtests of this scenario, the Russians won easily. Then I added a LMG to the initial German forces, and the Russians couldn't get close to a win! Could one LMG make that much difference? When the LMG was removed, the Russians still had a very hard time. The LMG didn't have as much an effect as we thought. The difference was caused

by the Germans learning where to place their mines. To swing the balance towards the middle, I made the mines less effective (see SSR 4), eliminated AFV Recall, added two Russian LMG, cut back the reinforcements a little (dropping an 8-0 and LMG), and added a half turn to the game length. Both sides now have an even chance of winning this scenario.

The initial German forces are the same as in the original scenario, with the same number of mine factors, which is conveniently a multiple of 6, the minimum number of mines in an ASL minefield hex. However, in the original system, mines could be set up with any number per hex. In this scenario, there could have been as many as 78 hexes with one mine factor each! In ASL, there can only be 6, 8, or 12 mine factors per hex, which limits to 13 the number of hexes that may have mines in this scenario. The German MMG in ASL is a little stronger than that in Squad Leader, and fire lanes are new with ASL.

The Russian infantry is unchanged from the original scenario. The T37A is replaced by the T37 of ASL, which is the closest equivalent in the ASL counter mix. It is slower and has weaker machine gun armament, but it retains the amphibious capability. According to the rulebook, the T50 was not available until 8 months after this scenario took place. The T26 M33 with a 4 factor CMG is the closest ASL equivalent, and it was very common at this time of the war. It is a lot slower than the T50, and its armor is relatively weaker, but it has the same gun and its CMG is stronger.

In the German reinforcements, the original 2-4-7 crew was replaced with the ASL 2-2-8 crew, and the SPW 251/2 was replaced with an SPW 251/1 (similar to the original). The Germans lose 2 MP in the exchange, but gain an AAMG.

I converted the victory conditions from being stated in terms of squads to ASL exit victory points. Originally the Russians needed to exit 9 squads, with tanks counting as two squads each. The Russians thus had 21 possible squads-equivalents to exit. In ASL, the Russians have a possible 47 exit victory points. Requiring 20 exit victory points for a win keeps about the same proportion.

I extended the game a half turn to help out the Russians to balance the game. Since victory depends solely on Russian exit victory points, there is no need to play the last German turn. The setup and entrance locations are unchanged. The Germans have their standard 1941 ELR of 4, while the Russians have their low 1941 ELR of 2. Being on the defensive, I gave the Germans a SAN of 4, while the Russians have the minimal SAN of 2.

There are some important changes to the SSRs. I still allowed the Germans to convert mine factors to anti-tank mines, but not to booby traps. Booby traps are much different in ASL than in the original system, and considering the hasty nature of the German defenses, it didn't make sense for there to be booby traps in this scenario. Since the marsh is level -1 (below ground level), I eliminated the bog check of B16.3. The marsh is tough enough on the

The white minefields show the recommended placement to utilize the channeling effects of the marshes (grain hexes). This only uses 60 of 78 factors available, however, so the Germans have several choices to make. Additional minefields (in pink, pick three hexes) would make a lot of sense, but so would spreading around a few AT mines (blue, up to six AT factors) to make it costly for the AFV to try to make quick trailbreaks. These can be mixed/matched as the defender chooses, to suit style of play, and of course spreading around a few surprises wouldn't hurt either. Remember, the Russian player probably read this article too!



Russian tanks, channeling them into just four possible lanes of advance.

Since the mines were hastily laid, they are easier to clear than normal, but they should be less effective as well, and this was needed to balance the game. Consequently, I added a +1 DRM to minefield attacks vs infantry. Their effects are unchanged against the tanks.

Since the Russians are trying to break out of encirclement, it doesn't make sense that a recalled AFV would retreat back where it came from. Consequently, recall does not apply to the Russian tanks in this scenario. If they break a gun or have their commander killed, they don't go home; there is no home to go to.

To tip play balance towards the Germans, give their initial forces a LMG. This helps them significantly, by allowing them to set up a second

fire lane. To aid the Russians, delay the German reinforcement by a turn. This gives the Russians more time to penetrate the town before they have to fight significant German forces.

Analysis

The Russians start this scenario with an enormous manpower advantage. They could easily demolish the few Germans that begin on board, if they could only reach them. They can't. To get to the Germans they must pass a nasty combination of minefields and marsh. Meanwhile the few Germans are busy shooting at the Russians. The Germans have the advantages of leadership, longer range weapons, and the protection of buildings, while the Russians must necessarily be out in the open. In our playtesting I have seen the initial German force stop the Russians cold,

without the need for any reinforcements. I have also seen the Russians achieve their victory conditions before the German reinforcements arrive. Those games are the exception. Usually the Germans slow down the Russians enough to give the German reinforcements time to come on board, where they clash with the Russians in the middle of the town.

Before discussing the German setup and the Russian attack, let us first examine the interaction between the tanks and infantry and the mines. Mines are very dangerous to infantry, even with a +1 DRM. Mines attack units upon both entering and exiting the minefield hex, although they do not attack units expending MF/MP while in the minefield hex. There are no DRM to a minefield attack, except the +1 DRM in SSR 4 in this scenario. Mines attack both sides, so that the Russian player can watch where the German units move, and move there with his own units without fear of a mine attack. Conversely, the German player should be careful to avoid giving away mine-free locations to his opponent, and even more careful about moving his own units into his own minefields.

Infantry can clear paths through minefields. The units doing the clearing must begin their movement phase in or adjacent to the minefield hex. If adjacent to a minefield, they may enter the minefield without being attacked by the mines, but they may only leave without a minefield attack via the hexside that they entered, until they are successful clearing a path. A minefield can only be cleared on your own turn, not on the enemy's. During the MPH the units making the clearance attempt become TI for that player turn. If they survive unbroken and unpinned at the end of the CCPh, they roll to clear a path. They must make a DR of 2, but there are modifiers to help: -1 for each HS equivalent after the first HS, leadership, labor status, and the special -1 DRM of SSR 4. For example, three squads and the 8-1 have a net DRM of -7 (-5 [6 HS equivalents in 3 squads] -1 [leadership] -1 [SSR 4] = -7), and create a path on a DR of 9 or less. If they fail, they need a 10 or less the next turn due to labor status, and 11 or less the turn after. However, a squad by itself only has a DRM of -2 and requires a 4 or less on its first try, but labor status raises this to a 5 and then to a 6 in subsequent turns. In clearing mines, it pays to have a lot of guys helping.

As for the Germans, the Russians busy clearing mines are your prime targets; even pinning a target makes it that much more difficult to clear a path through the mines. Note that clearing mines is dangerous work even without enemy fire. Rolling a 12 on the clearance attempt causes casualties.

Clearing a path through the mines is a lot surer and quicker with the T26. As the tank moves through the mines, it leaves trailbreaks behind as long as it survives unhurt. The only way that AP mines can hurt the T26 is an immobilization result from rolling a KIA on a minefield attack. This can only happen on a DR of 2, regardless of

whether the minefield has 6, 8, or 12 factors. The T37 is a different story. Since its hull armor is 0, it is treated as unarmored by mines, and is attacked on the * vehicle line, which is a very dangerous attack. In a 6-factor minefield, the T37 is destroyed on a DR of 5 or less, and immobilized on a DR of 6. It is wise for the T37 to follow in the tread prints of the T26 to avoid mine attack.

A sneaky German player will add some AT mines to his AP minefields to discourage the trailbreak tactic. The chance of an attack depends on the number of factors of AT mines. A dr must be less than or equal to the number of AT factors in the hex, but this dr must be made on both entering and leaving the hex. If the AT mines do attack, the tank is in real trouble. A KIA on the 36 column of the IFT eliminates the tank; otherwise the tank is immobilized; there is no dud. In other words, a DR of 7 or less destroys the tank, and anything else leaves the tank immobilized. It is not unusual for a tank to enter a minefield hex, the German player to roll one die, and then with a grin to say continue moving, and the tank to halt and reverse back along the trail break it just created. AT mines are very scary to a tank commander.

There are a few important points to remember about trail breaks. Infantry using a trail break, while not attacked by mines, are subject to an additional -1 DRM to incoming fire, making them very vulnerable. Also, a tank cannot place a trail break if it enters a hex using bypass; it must enter the obstacle, if any is in the hex. This makes minefields in the woods much tougher to clear, since a tank must risk bog to enter the woods to clear a path. Bypass doesn't do the trick.

We have seen what AP and AT mines can do to tanks. Let's see what else can harm the tanks in this scenario. The only other AT weapons the Germans have in this scenario are machine guns and the 37L AT gun. A machine gun only has a To Kill number of 4, but this goes up to 5 within 6 hexes, and up to 6 in the adjacent hex. Since the tanks have such thin armor, they have to be concerned about this threat. The T26 has hull frontal armor of 1 and turret armor of 2, which makes this tank fairly safe from machine guns at ranges of 7 or more. The T37 is a very small target, but it should still keep its distance from machine guns, which can harm it on a DR of 5 within 6 hexes. The 37L gun has a To Kill number of 9, which dominates this battlefield. The tanks had best keep away from this gun if they want to survive, but they won't have to face the AT gun until the final stages of the game.

While worrying about threats, don't overlook the German infantry in close combat, especially if the tanks are unsupported by Russian infantry. A single German squad with a leader with -1 leadership has a Close Combat Value of 6 with a -1 DRM, which immobilizes a Stopped tank on a DR of 7 and eliminates it on a 6 or less. This is especially dangerous in the town, in which most road hexes qualify for Street Fighting, giving the Germans an additional -1 DRM.

Be aware of the amphibious capability of the T37. This allows it to move through the marsh, but at double its amphibious movement cost. This works out to one hex per turn, the same speed as infantry, but that is fast enough to allow it to move through the marsh in two turns in most places. This is slow, but much safer than risking the mines.

Now let us discuss the German setup. The most important feature of this is the placement of the mines. There are a lot of possible configurations of mine placement, and for the best effect the location of the mines should be changed every game.

To block the southern board edge, I like mines in N10 and O10. N10 cannot be cleared by a tank without risking bog in the woods, and both hexes can be covered by a machine gun in Y5 or infantry in the cluster of buildings in Q7, R6, and R7. Note that O10 is in LOS of R6. In the next gap, O8 and P8 are good places for mines. They can be covered by fire from the Q7 buildings, and P8 is in LOS of V7.

The gap along the road is the widest gap, being two hexes wide, but it can be blocked by mines in four hexes—P4, Q4, Q5, and R4. That way, a unit must cross two minefield hexes to cross this gap. Defenders in V7 and R6 or the U6 building can cover these mines.

Mines in T0 and U1 can block the final gap along the northern board edge. They are both woods hexes, making tanks less effective in creating trailbreaks, and the approach in open ground hex S1 can be covered by fire from R6 or U3.

This configuration has used 60 of the 78 minefield factors, at 6 factors per hex. The other 18 factors can be used in several ways. The strength of several key minefield hexes can be increased to 8 or 12. Up to three additional hexes can be mined to thicken the minefield. Good candidates are M10, N7, O5, Q6, and S1. Some AT mines can be placed in the two middle gaps to discourage the tanks from making trailbreaks, for example in hexes O8, P8, P4, and Q5. Another possibility is to place a few mines in surprise locations. West of the main minefields, interesting locations are L10, L3, L1, and L0. East of the marshes, choice locations are U7, AA6, W3, and W4. Imagine the look on the Russian players face when he thinks that he has passed beyond all your mines, and moves a leader with three squads into a hex he thought was safe! That expression was on my face at least once.

The initial German troops are very few. V7 is an obvious place to begin the 9-1, MMG, and a squad. From here it can place a fire lane down the road as far as J1, or fire on the woods in J9 and J10. (Note that the marsh, being level -1, does not hinder fire at ground level.) It can maneuver to Y5 to engage troops using the southern two gaps in the marsh, or it can move to U5 to contest the Russians using the northern gap. From V7 the MMG can also place a fire lane to V0 to block Russians that have managed to reach hexrow U.

This leaves just one squad. It could be placed in the building in L3 to cover both the road and the woods in J8, but this is suicide, since it would have to move through the minefields to retreat to the town. A better place is Q7, where it can cover K8, K9, or K10 at normal range. It can move to R6 to cover hexes R0, R1, and S1, to hinder an attack along the northern board edge. When things get too hot, it can retreat to T8 or U6 with a little bit of luck.

Some players prefer to deploy one of the German squads. One HS mans the MMG while the other HS is free to set up closer to the mines.

The job of these initial forces is to slow down the Russians as much as possible, causing some casualties along the way. If they have done their job, the Russians won't penetrate the marsh and the mines to reach the town until turn 6 or 7. This gives the German reinforcements time to arrive on board and take up a good defensive position. If they have two turns to move unhindered, they can reach the buildings in hexrow W. More likely they will defend the woods, buildings, and walls from Z0 to BB5. If worst comes to worst, they should be able to reach the buildings from DD2 to DD7, where they will have to hold off the Russians for four turns to win.

The job of the Russians is to get safely on board, march past the marsh and mines, and get into the town as quickly as possible and with minimum casualties. If they eliminate the German garrison, so much the better. If they can reach hexrow DD in strength by turn 6, the Germans are in real trouble.

The first Russian decision is whether to replace the 8-0 with a 9-0 commissar. It is a good idea to do so because the speed in rallying that the commissar buys is worth the risk of casualties taken due to failure to rally that is the price of the commissar. Also the increase in morale due to the commissar is important.

Next the Russian has to decide where his troops enter the board, from the north or the south. Usually, part of the force enters from each direction, to spread out the German fire. The southern force should set up a large firegroup to threaten the Germans if they occupy either Q7 or R7. Scouts must move ahead to locate the mines in the two southern gaps. Then two- or three-squad platoons with a leader must prepare to clear a path through the mines. This can take a while, since they must first move adjacent to the mines. On the next turn they enter the mines and make their first clearance attempt. If they clear a path, they then move on to the next minefield hex.

The northern force has longer to go before it reaches the expected minefields. The Germans often place a residual factor in I1 with their MMG. The Russians can then bypass the woods in H1, H2, and I2, to reach building L3 on the first turn. Some Russians can attempt to reach the woods north of the road and reach M2 on the first turn.

The tanks should move in platoon formation, with the T26 leading, and attempt a trailbreak in either of the two central gaps in the marsh. If

successful, the job of the tanks is then to suppress the German fire so that the infantry can safely follow. It is worth it for the tanks to use bypass to enter the hexes containing the Germans, if this can suppress the German fire long enough for the infantry to pour through the gap, even though the tanks will likely be eliminated by reaction fire or in close combat.

If the T26 is unsuccessful in making a path through the mines, the T37 should not attempt to make trailbreaks through mines itself. Rather, it should either follow a path cleared by the infantry, or use its amphibious capability to cross the marshes. Since it is radioless, it has to pass a task check before it can go anywhere each turn.

While some Russians are busy clearing a path through the mines, others can slog across the marshes. Entering a marsh hex uses a unit's entire MPh (and is NA in the APh), so it can only move one marsh hex in a turn, but when it reaches the edge of the marsh, it can advance out. In a typical case, suppose that the Russians reach N5 and N6 on turn 2. They can enter O6 and O7 on turn 3. On turn 4 they move to P6 and P7, and during the advance phase they can reach Q6, Q7 (CX for advancing uphill into a building), and Q8. Now all they have to deal with are the two German squads.

With 17 squads, the Russians should be able to engage the Germans with overwhelming numbers, but it doesn't always work out that way. The Russian player must take care to set up large fire groups to fire at the Germans, and he should move one squad at a time, attempting to draw the German fire, and avoid residual fire and fire lanes whenever possible. He should maneuver to cut off the retreat of the Germans, and aim to eliminate the Germans to free his movement for subsequent turns. Leaders must be protected, and they will generally spend their time in the rear rallying broken units when not assisting mine clearance operations.

Speed is very important in the early game, especially when the Russians clear the obstacles of the mines and the marsh. It can be critical to get just one squad deep into the town before the Germans reinforcements enter the board, to foul up their deployment.

The end game often consists of conventional fighting, with the Russians using standard ASL tactics of fire and maneuver to get past the Germans, exit the board, and win this most unusual scenario.



TRAVERSE RIGHT...FIRE

Update

In response to sketchy reports of a German attack, a platoon of Russian armored cars advance up the road towards the border to determine what is really going on. They suddenly run into a German platoon of light tanks scouting ahead of the main body. A short, sharp fight ensues on this, the first day of the epic German invasion of Russia. It is but a preview of the much larger clashes that will follow on the Eastern Front.

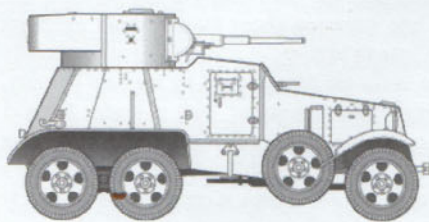
The original scenario was published as part of the Rogue scenario packet (R213) and is the smallest scenario of the original Squad Leader system. With so few vehicles and no infantry, it is an ideal introduction to ASL's armor rules. Being so short, it works as a lunchtime game since it is playable within an hour. Since each side has three possible entry and exit hex combinations, there are 9 possible variations of this scenario, which keep it fresh through many repeat playings.

In the original scenario, each force was composed of two different types of vehicles. The Germans had two PzKpfw IID and two PzKpfw IIF tanks. The two types of tanks are very similar, and ASL does not have a PzKpfw IID as a separate vehicle. Therefore, the Germans now have four PzKpfw IIF's, tanks which were used in the invasion of Russia.

The Russians had four BA32 armored cars, two with the 37L gun and two with the 45L gun. In ASL, there are only three types of Russian armored cars, BA-20, BA-6, and BA-64B. Of these, only the BA-6 has a gun, while the other two just have a CMG. Also, the BA-6 represents the BA-32, according to its vehicle note. Consequently, I replaced both types of BA-32s with the BA-6.

At first glance, since the Russians have a much better gun, and consequently a better To Kill number against the German armor than the German gun has against them, it would seem that the Russians have the edge in this scenario. However, in our initial playtesting, the Germans won all the games. Consequently, I made a number of changes to the scenario to help the Russians. Perhaps I went a bit far, since in the tournament the Russians won five out of six games played. In this published version, I have made a few changes to bring the game back into

BA-6 Model 1938



balance. Now it should be a much better balanced contest.

The German force has four PzKpfw IIF tanks, and both the 9-1 and 8-1 armor leaders. I removed the 8-1 armor leader for the tournament, but I put him back to help the Germans. I converted the four Russian BA-32 armored cars to five BA-6's. I added the fifth armored car during the playtest to help give the Russians a chance to win. Since there is no infantry involved in the scenario, both sides have a SAN of 0 and no ELR.

The board and game length are unchanged from the original scenario. I made a post-tournament change to the victory conditions. Now the Russians only get one point for each armored car exited instead of two. Previously, the Russians could win the game if they exited only two armored cars, even if the other three were destroyed with no losses to the Germans. Now they would lose, 3 points to 2. However, if they exit two armored cars and eliminate one German tank, both sides get three points, and the Russians win.

One major change I made was having the Germans move first instead of rolling for first move as in the original scenario. As with "The Front in Flames," if the game is balanced with the Germans moving first, the Russians would be guaranteed a win if they are fortunate enough to get the first move. They would be able to move close enough to their exit hex to be sure to exit enough armored cars to win on turn 2.

I also changed the German entry/exit hex from I1/Y10 to Q10/I1, and the Russian entry/exit hex from Q10/I1 to I1/Q10. If the Germans enter I1, and the Russians enter Q10, the Russians find it too easy to win; they are too far along on their way to their goal when first spotted by the Germans. With the current possibilities, the paths of the Russians and Germans must always cross.

In the SSRs I specified that all vehicles start the game in motion and that a recalled vehicle must exit the board via its entrance hex. I made crew survival NA, since this scenario is about vehicles, not infantry. I didn't want the scenario to be decided by a courageous and lucky crew survivor eliminating an enemy AFV in close combat.

SSR 6 is a major innovation that I made to balance the scenario, and also to make it more interesting. It simulates the surprise element of the situation, and takes away some of the benefit of the Germans moving first. The Germans do not get full movement on the first turn; the number of movement points that each tank may use on the first turn is reduced by a DR, giving each tank 2 to 12 MP instead of 14. Also, the Germans cannot rely on the Russian armored cars being in motion, and therefore virtually unable to hit anything. Each armored car has a 50-50 chance of being in motion or being halted and able to fire effectively. Its status is not determined until each armored car is first sighted by a German vehicle. Of course, this only applies to the German first turn; once the battle is joined the Russian player

determines whether his vehicles are stopped or not, as usual.

As a play balance measure to help the Russians, remove the 8-1 German armor leader, as in the tournament version. To help the Germans, reduce each tank's first turn movement by a dr instead of a DR. This gives the Germans more punch on that crucial first turn.

Despite the changes to the original scenario, this version retains the original scenario's feel of a couple of reconnaissance units bumping into each other and having a short, sharp action.

Analysis

A lot of gamers get a thrill out of commanding the most powerful Tiger or Panther or JS II tank, but this scenario shows that the "little guys" in the early days of World War II can be just as interesting as the later metal monsters, because a hit does not equal a kill. The armor is much thinner than it will be in 1945, and the guns much weaker, but the crucial questions remain the same throughout the war: Can my gun penetrate your armor? And can your gun penetrate mine?

Let us provide the answer for the vehicles in this scenario. This is an exercise that I recommend for any scenario with unfamiliar AFV. The German PzKpfw IIF has front armor of 3 and side/rear armor of 1, for both the turret and the hull. The Russian 45L gun has a Basic To Kill Number of 10, which goes up to 11 at a range of two hexes or less. The To Kill Number doesn't get reduced until 19 hexes, which is an extremely unlikely range in this scenario. The most common attack is against the target's front at a range between 3 and 12 hexes, which results in a Final To Kill Number of 7 (10 [Basic TK#] - 3 [frontal armor] = 7). The best attack is against the rear at two hexes or less range, which has a Final To Kill Number of 11 (10 [Basic TK#] + 1 [range modification] - 1 [side/rear armor] + 1 [rear target facing] = 11). The Russians have a good chance of dispatching a tank with one hit against the front, and their chances only go up as the range closes and the more vulnerable parts of the tank are struck.

The Russian BA-6 armored cars have weaker armor than the tanks—their front armor is only 1, the side/rear armor is 0, but the turret is superior in both facings. However, the German 20L gun is much inferior to the Russian gun, with a Basic To Kill Number of only 6. This goes up to 7 within six hexes, and it goes up to 8 at a range of one hex. A common hit is against the target's front at a range of 2 to 6 hexes. In this case the Final To Kill Number is 6 (hull) or 5 (turret). This is only one or two worse than the Russian To Kill Number. A rear hull hit from an adjacent hex results in a Final To Kill Number of 9 (6 [Basic TK#] + 2 [range modification] - 0 [hull side/rear armor] + 1 [rear target facing] = 9). This is not quite as good as a similar shot against the German rear, but it is deadly enough.

Of course, both sides want to avoid being the target of a side or rear shot, and instead to attack a side or rear of the enemy. As far as penetration is concerned, the Russians would like to engage

at 2 hexes, or failing that, at a range of 7 or greater. The German's favorite range is one hex, where they have a very good chance of destroying the target.

The ability of a hit to penetrate the enemy armor is only one part of the story. One problem that the Russians have with ranges of more than six hexes is that they find it increasingly difficult to hit the target. Since both sides have Restricted Slow Turrets, both have to be buttoned up to fire. Both guns are L, which doesn't come into play until 13 hexes away, rarely the case in this scenario. However, the German tanks are small targets, the Germans have two armor leaders, and the Russians use red To Hit numbers. At ranges of 7 to 12 hexes against stationary targets, a German tank needs an 8 (9 [Black Basic TH#] - 1 [+1 DRM for BU] = 8) to hit, while a Russian armored car needs a 6 (8 [Red Basic TH#] - 1 [+1 DRM for BU] - 1 [+1 DRM for small target] = 6). With an armor leader, the German chance of a hit is even better. At closer ranges, the relative chances of a hit are improved for the Russians, because the Red and Black numbers are the same.

But the story is more complex than this. Terrain affects the chance of a hit. Point blank modifiers come into play when ranges get very close. The target may be in motion. Turrets may have to be traversed. The chances of a hit depend on many factors, but the Germans should always have an advantage because of their armor leaders and their small size.

The German ROF is 2, while the Russian ROF is only 1. That means that the Germans get an expected 1.5 shots per player turn as opposed to the Russian's 1.2 shots per player turn. Each German tank should have 25% more shots than a Russian armored car. This should result in more than 25% more hits, because subsequent shots usually have the benefit of target acquisition, and are thus likelier to achieve a hit.

There is another significant advantage that the Germans have. They travel on tracks while the armored cars have wheels and move like trucks. Even though the armored cars are faster on roads than the tanks, with 19 MP vs 14 MP, they are extremely slow off road. Each off road hex costs an armored car 4 MP, so that a BA-6 can only move four hexes cross-country in one turn. Also, an armored car cannot cross a hedge or wall hex-side, while a tank can with only one additional MP. This gives the tanks a big advantage in mobility, especially with all the walls and hedges on Board 11. Regardless of their entrance and exit hexes, the Russians must pass through K6 and L6 to exit the board, because they cannot cross a hedge.

One last advantage that the Germans have are radios. The armored cars must either use platoon movement, with two or three moving together, or risk a task check for an armored car that wishes to move alone, with a significant chance that it won't move at all. Meanwhile, the German tanks can move individually and maneuver to get flank shots or to take advantage of terrain or to block

Continued on page 11

ACTS OF DEFIANCE

by
Matt Shostak

[We are pleased to present another scenario analysis from Matt on another great scenario. We welcome opposing points of view, however, so if you don't agree with Matt's analysis, please submit your own views on this classic....Eds.]

I like scenarios that feature combined arms, especially those that provide each player with many things to do, and many options. Therefore it should come as no surprise that I like Acts of Defiance [A68]. It has all the elements that comprise the ideal scenario. It's small enough for tournament play (only 6 turns), yet it's large enough so that no single event will decide the outcome. Both players have interesting weapons to use, which don't often see play: Goliaths and a Brummbaer for the Germans, and T-44s for the Russians. Moreover, both sides get to do some attacking. A couple of SSRs add spice, as some random rubble changes the terrain slightly with each playing, and Hitler Youth prowls the sewers with a panzerschreck. Lastly, it seems relatively well balanced. It's a member of the first class in the ASL Hall of Fame (see ASL Journal #4) for good reason. The Austin club recently featured this scenario at a club game day, and I had the opportunity to watch 4 matches simultaneously, noting the different approaches taken by each player. I've also played it several times and enjoyed every game.

Russian Advantages

Armor superiority, artillery

Russian Disadvantages

Setup restrictions, lack of initial concealment

The Russian tanks are pretty darned good in this scenario, and there aren't any Panthers around this time to give them fits. Although the Germans do have a 75LL gun on their JgPz IV/70, they only have one. The three T-44s are small targets (!) with an armor factor of 18 on their front hull and 14 on their front turret, so they might even deflect a shot from the vaunted 75LL. They might be able to use their numbers and superior mobility to create a flank shot against the turretless JgPz or Brummbaer. Although they leave a little bit to be desired in the machine gun department (the coaxial is a healthy 4, but the bow machine gun factor is only 1), they can still do some good service in the anti-infantry role too. The reinforcing ISU-

122s command a lot of respect with their 122L guns. They will probably first fire smoke to cover the bridge crossing, but after that they'll be scaring German infantry and armor alike with the threat of a sound thrashing. The Russian off-board artillery is equally scary for the Germans, since it is also of a high caliber (120mm) and can mangle many Germans at once. Yet it's a brittle advantage, as OBA often is, especially for the Russians. The fact that it has plentiful ammunition will offset somewhat the danger of drawing red cards at the wrong time for battery access, but there is also that pesky radio contact requirement, and many Russian players are likely to encounter frustration in getting the artillery to fall when and where they want. Still, when it does it may well be glorious, and your German opponent will not be happy.

The Russians are somewhat restricted in their setup options. A common tactic in other scenarios is to set tanks up in buildings on the defense for extra cover, but that is not allowed here. Allowing a maximum of 2 Russian MMC per building forces them to spread out, making it well nigh impossible to construct a tight hedgehog defense with large fire groups. Moreover, only 4 concealment counters are provided at start, which will make it difficult to protect those units that must face German fire on the first turn, and also makes it hard to disguise your defense very much. Fortunately, the forward observer gets to start the game hidden.

German Advantages

9-2 leader, light antitank weapons, assault engineers, Brummbaer

German Disadvantages

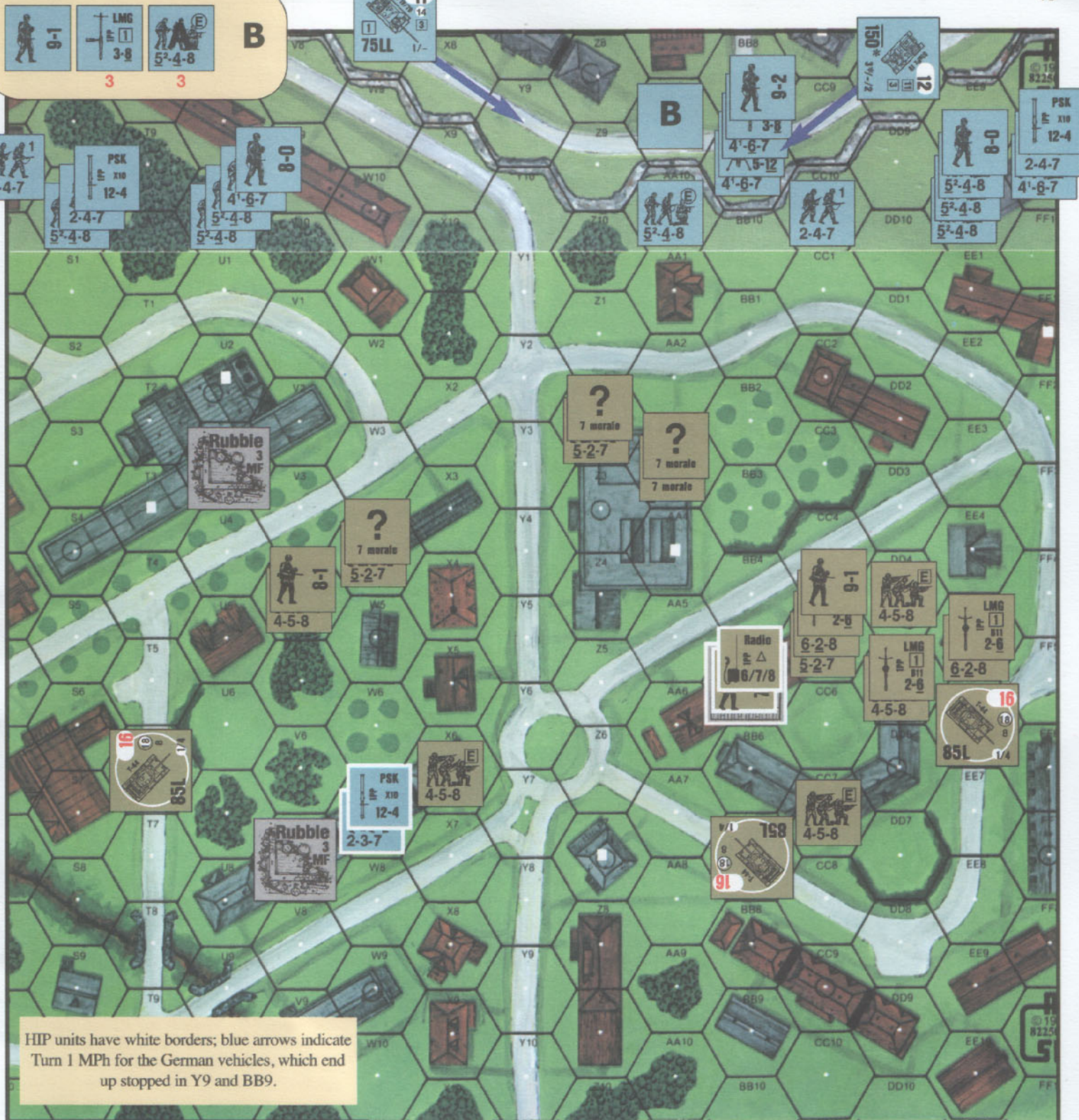
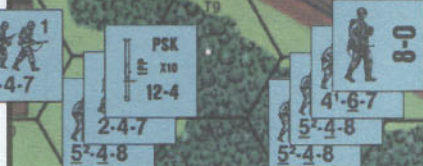
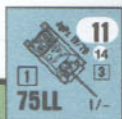
Time, lack of HMG

The Germans often enjoy a leadership advantage in Eastern Front scenarios, but not here, as they have 5 leaders for 19.5 squads, whereas the Russians have 4 leaders for 15 squads. Still the 9-2 is the best leader and is worth mentioning. Although the Russians have an advantage in armor, the Germans counter with a plethora of light antitank weapons, which they'll have plenty of opportunity to use in this close terrain. Since it's 1945 the Germans can fire far more panzerfausts than they're likely to need, and they have 3 panzerschrecks too! They should be able to turn all five Russian tanks into scrap metal by the end of the game. The Brummbaer is a fear-

some weapon. It may not achieve many hits against infantry in stone buildings, but when it does hit the enemy they will really get hammered hard. Most Russians will vacate the premises after an acquisition counter is placed. The assault engineers are great troops, and they are critical to German success in this action. In most cases they will be ordered to prevent the Russian reinforcements from crossing the bridges. If they manage to drop a bridge with a Goliath, Russian chances at victory diminish somewhat. However if they fail to destroy either bridge, they'll have to cover two approaches with very few units. The victory conditions are very tough for the Germans, especially considering the time constraints. Clearing the Russian setup area of any Good Order MMC would be easy with 8 turns, and not so bad with 7 turns, but 6 turns is cutting it very close. There's likely to be a mad scramble at the end, maybe trying to engage the last 2 or 3 Soviet units in Melee to take them out of Good Order status. In an urban setting such as this one, large fire groups with high rate of fire (preferably led by good leaders like the 9-2) are one of the best ways to cut through the protective terrain and wear down a defense. But here the Germans have only one MMG to pair with that 9-2 leader.

Russian Defense

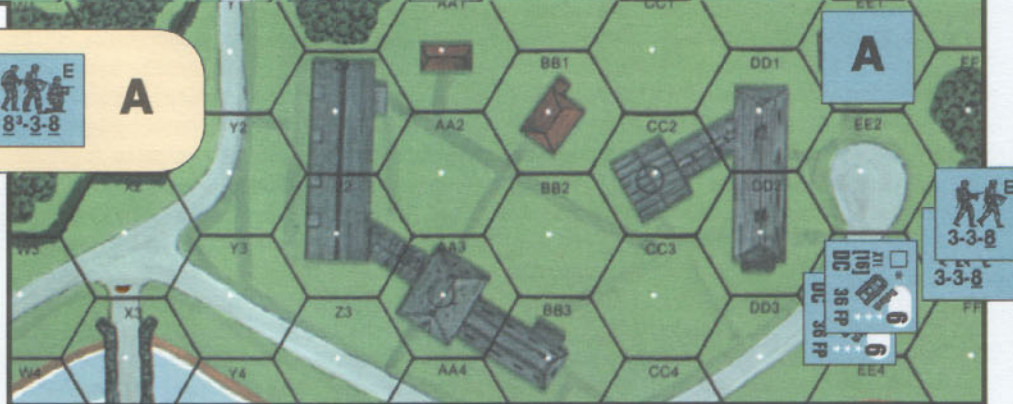
Since SSR 3 can change the terrain each time you play, the setup provided here must be regarded as simply one example among many possibilities. It is probably best not to look at it as the definitive way to play this scenario, but hopefully it will provide some good ideas nonetheless. Here only two building hexes were rubble. The setup area is bisected north to south by the 20Y1-Y10 road. The philosophy for the Soviet defense could take two basic forms. They could spread out relatively evenly all over, or they could try to make one side strong with only a modest delaying force on the other side. Here I've shown a defense that is as strong as possible on the right side, with a few units on the left to distract the Germans. Note that the tanks are positioned to be as far as possible from the various sewer locations, while the infantry for the most part tries to stay out of sight of the Germans. That should allow many to grow concealment after setup, and also prevents the Germans from teeing off right away in the first fire phase. The 7-0 gets the radio because the other leaders are too valuable for rallying duties and fire direction. The observer has reasonably good, but not great, lines of sight to places the Germans might enter. There really aren't any spots that can see enough area to be truly satisfying. The Soviet troops have also avoided setting up in locations with sewers for the most part, because they don't want to find themselves grappling with the Hitler Youth in Hand to Hand Close Combat on turn 1. It could be a nasty start to the game to lose a leader and 6-2-8 to a 1:4 HTH CC attack. During play the toughest choices for the Russian player will be in deciding when to shoot and when to hold his fire. Retaining concealment and skulking (moving



HIP units have white borders; blue arrows indicate Turn 1 MPH for the German vehicles, which end up stopped in Y9 and BB9.



out of German LOS to avoid being shot at, then advancing back) to delay the Germans will be a very useful tactic. The Russian player will have to carefully pick his spots to fight, and try to put the Germans behind schedule. Keep your concealment and let the clock run.



German Setup

Prior to Russian setup the Hitler Youth HS with PSK must be set up HIP. Their location will depend on their intended use. One possibility is to send them toward the bridges, so that they can use their panzerschreck to hinder the Russian crossing. This is a reasonable task, as there are only two assault guns among the Soviet reinforcements, and they are large targets that must travel through a choke point. The trouble is that there aren't very many sewer locations close to the bridges. The best the Germans could probably do in this case is to set up in V7 or W7 with the intention of going to W9 on the first turn, and then making it to the wall in X1 at the end of turn 2. This will probably be just in the nick of time to resist a push across the X3 bridge. Another option is to use the Hitler Youth to stalk the T-44s. Since these tanks could be in many places, it is probably best to start this half squad in a relatively central location that can reach several good spots on the first turn. Positions such as W5, Z3, and Z7 fit that bill. In this particular setup, Z7 has been rubbed so we must scratch it off the list, but in many other games it may serve. Since the T-44s are small targets with friends around, hunting them will be a bit more difficult than preying on the ISU-122s, but the nearby Soviet infantry may be too distracted by the Wehrmacht's assault from the north to do much about it. A third option for the Hitler Youth is to try to surprise some unwary enemy infantry, by emerging from a sewer directly in their location and eliminating them with Hand to Hand Close Combat. This seems to be a riskier tactic than aiming for the Russian armor, but it can pay dividends. Hand to Hand CC uses the much more lethal red numbers on the Close Combat Table, and even a 1:4 odds attack against a 9-1 and 6-2-8, barring any modifiers, needs only a 4 to eliminate them. Still, this seems to me to be a gambit move that will often fail miserably. If you don't roll that 4 to nab the bunch, the return 3:1 attack will almost certainly kill your half squad, and likely hand the enemy a nifty antitank rocket launcher as well. Of the three options, I favor sending the Hitler Youth south toward the bridges. Hence I start them in 20W7, with the intention of using their sewer movement on the first turn to reach 20W9. On turn 2 they'll make for the 23X1 area to see if they can nab an assault gun as it tries to cross the X3 bridge. Although there is a manhole in 23X2, it would take too long to reach it directly via Sewer movement (20CC9 - 23CC2 - 23AA3 - 23X2). If the engineers fail to destroy one of the bridges, they will need some help holding off the Russian reinforcements. The Hitler Youth SSR is not as clear as it might be. It states that the HS must set up HIP in any Sewer hex on board 20, before Russian setup, and must use Sewer movement on turn 1. There are many Sewer locations that are not Concealment Terrain. Normally a unit can only be HIP in Concealment Terrain (A12.3), but this SSR takes precedence, allowing HIP in any Sewer hex on board 20. The HS could setup HIP right in the street, as long as that hex has a man-

hole. Furthermore it is possible that a Russian unit may be set up in the same Location. Presumably the HS proceeds with its first turn move as per the SSR. [This is correct. Eds.] Okay, that's enough ink spent on one half squad. Given the Russian setup, here's an example of how the rest of the German force might attack it.

The assault engineers will most likely be employed against the Russian reinforcements, using their Goliaths to attempt to destroy the bridges, and then assuming blocking positions to keep the powerful Russian assault group from joining hands with their brothers in the center. Optionally, they could be used in a direct attack against the defenders in the center. This latter gambit may take an unwary Russian opponent by surprise. It is indeed risky though, because leaving the southern bridge area to attack the center will allow the reinforcing group to cross the canal unmolested. For this strategy to work, it seems that the Germans will have to press their attack from all sides with tremendous ferocity, destroying the onboard defenders so quickly that they can then turn on the second Soviet group and smash them as well. I might try this once or twice for grins and variety, but in general defending the bottlenecks at the bridges is just too good to pass up. I wish I knew to whom the credit belongs for the idea of putting both Goliaths on the closer bridge right away to increase the odds of destroying it. Perhaps many people have had this idea independently. By putting both of them together, when one is detonated, even if it fails to destroy the bridge it may detonate the other one, which also could destroy the bridge. There is some risk that the first one will not destroy the bridge but will destroy the other Goliath without setting it off, but I think it is worth the risk. The BB5 bridge is the only one that can be reached right away in the first turn. It will be difficult to get a Goliath all the way over to the X3 bridge because it is vulnerable even to small arms fire. Still, although it has a low chance of success, if the Germans manage to destroy both bridges before the Russians can cross it will be very difficult for the Russians to win the game, so maybe it is worth trying once in a while. The Goliaths could be used directly against Soviet units instead of bridges of course. They will almost certainly obliterate any enemy units that they hit, but you have to decide whether that is worth more than a chance to destroy a bridge. I think it is not, and attacking the bridges themselves is the best choice. So, in this example I'll send both Goliaths to the BB5 bridge, while the other engineers move to AA3, from which they can cover both bridges with firepower. Moving some engineers to 23X1 could also be worthwhile, especially if the 23BB5 bridge falls. From there, the engineers can lay a fire lane across the X3 bridge, and they can still cover the BB5 bridge if necessary. Getting to 23X1 might be a bit dangerous, however, depending on where the Russians are. Russian reinforcements could threaten any engineers that try to cross that street on turn 2. The

engineers could use bypass movement to reach the 23Y1-Y2 street in the turn 1 MPH, and then advance in to 23X1, but that has some risk. In the given setup, the Russian squad in 20X6, for example, could reach out and touch them as they bypass 23Z1.

The northern German force has to do the bulk of the rough work against the initial Russian defense. Naturally the setup of this group is dependent on how the Russians are deployed. The 8-0 will lead a reinforced platoon on the west side of town to maintain pressure and hunt down the T-44 over there, while the main German force attacks the eastern side hard. It is obvious from the setup that at least one of the initial Russian units on the front line is a dummy stack, but they still have to be respected. A couple of overwatch groups have been created behind the wall in AA9 and BB9. They will cover the assault of the rest of the landers with Prep Fire or Opportunity Fire. The rest of the German infantry will try to get across the Z1-FF2 road or occupy the FF1 building. It may be necessary to risk a little movement in the open in the face of small arms fire, but the Soviets don't have a strong front line here and will only get a couple of opportunities. Once the StuPz IV lumbers up to BB9 the enemy infantry will probably melt back from the front line a bit. Getting firmly established in the Z4 building will be a key early goal. The JgPz seems to wind up in Y9 in many games. It's a great spot to dominate the long avenue right down the center, and it may even catch an unwary ISU-122 near the canal. It will make it difficult for Russian armor to get from one side of the board to the other. Both German assault guns wind up hull down as well. After the first turn they will probably have to move again, the JgPz to hunt tanks and the StuPz to frighten infantry.

Russian Reinforcements

These five squads and two assault guns are the key to the game. If they can make it into the perimeter in strength, the Germans will be behind the eight ball. If they get stymied at the bridges, their comrades in arms will likely be wiped out to a man. Obviously their first move will depend on whether the BB5 bridge falls before they enter. If it's gone there's no choice but to make for the other bridge. But if it's still standing, it would be worthwhile to try to threaten both bridges at once to keep the defenders guessing. The assault guns have smoke ammunition (s8) to help cover the crossing attempt. Don't waste this ammo during the Defensive Fire Phase! Wait until your infantry is ready, and then lay down a smoke screen with both guns. If no smoke is available, then that vehicle should go first and clank its way across. There's a good possibility that the Wehrmacht will respond with panzerschreck and panzerfaust shots. That will use up some fire options from the German troops, and if the AFV is hit there's a very good chance that it will start to belch smoke, and now the 6-2-8s will have that smoke screen after all. If the ISU-122s make it across unscathed, they

should immediately seek positions to cause the most trouble. Turning left after crossing the X3 bridge, for example, one could go over the wall and make for 20T9, a very crafty spot for the end game. The .50cal HMG is a load to lug around, so I prefer to put it in 23Y6 and leave it there, directed by the 8-1 of course. At ground level it can bisect just about the entire playing area with a fire lane, making it difficult for the Germans to press their assault from one side of the victory perimeter to the other. Alternately from level 2 this weapon can avoid the orchard hindrance of Y5 and hit enemy infantry with very deadly fire. It can get to ground level on turn 1 and then move to level 2 on turn 2.

Tactical Tips

The setup and the planning above have covered most of the key tactical ideas, and there's no point in trying to lay out the ideal assault here because each game will be somewhat different. Moreover, a lot of what the Germans do will not be very fancy. After deciding upon a plan for each group, it's really just a matter of execution of that plan, using the usual methods: break Russian units with firepower, and eliminate them with Close Combat and rout failures. However, there are still some points worth mentioning before wrapping up. Since the Russian artillery can be such a backbreaker, it may be worthwhile to do some hunting for the forward observer and try to eliminate him. A savvy player can probably think of a few likely spots, and the location of the Artillery Request counter might give even more information away. The Russian sniper number is only a 3, so why not take some shots at likely locations to try to flush that radioman out? The Germans have no casualty cap. They can lose every unit they have as long as they satisfy the victory conditions. These are the desperate days of 1945, after all, and there may come a time in the game where being reckless is good play. This is a very good scenario to practice your endgame skills. Remember that a unit in Melee is not in Good Order. Thus a last-turn German rush to engage several squads in CC could result in a German win if they can tie up all the Russians in Melee. Beware also that a Russian AFV in the perimeter is not an MMC, so a surviving vehicle would not win the game for the Russians by itself. The Soviets could, however, abandon a vehicle on the last turn while within the perimeter to get the crew on board to satisfy the victory conditions. Some players will decry this tactic as ahistorical and cheesy, but it's legal. If you have a huge problem with it, discuss it with your opponent beforehand, not on turn 6.

Conclusion

I'd take either side in this one. It is well worth playing multiple times. Acts of Defiance is a fixture on my list of scenarios to take to a tournament, because it provides all that action and fun in a modest size and only 6 turns. What more could you want in a scenario? I hope I've convinced you to give this gritty slugfest a try.



Goliaths of Defiance



To learn how to use a Goliath, read German vehicle note 93. Rather than simply repeat what can be found in the vehicle note, let's just note a few key things. Goliaths expend MP like fully tracked vehicles and don't pay for VCA changes. The controller must be unpinning and Good Order to control it, and the Goliath must start the MPH in LOS of the controller. The penalties for leaving LOS of a controller are severe, and various terrain types that can cause bog or immobilization. Control/detonation is considered use of a support weapon, and the Goliath can be detonated in the AFPh of the same turn in which it moves. *[Correct, even if this isn't as clear in the rules as one might prefer. Eds.]* In fact, detonation in some other friendly fire Phase incurs a +2 Effects DRM.

Goliaths can do lots of fun things, but in Acts of Defiance they will most likely be used against bridges, so let's consider the likelihood of destroying a bridge with one (or both) of these remote controlled demolition devices. Normally a Goliath explodes as a 36FP Placed DC vs. units in the same hex and a 16FP DC attack vs. all adjacent hexes. However in Acts of Defiance each Goliath gets an extra -2 DRM to the effects roll in their own hex only. A stone bridge gets a +3 DRM, and is destroyed by a HE attack Final DR that is a KIA (B6.33). Therefore in this scenario when a Goliath on a bridge detonates, the bridge is destroyed on an Original DR of 5 or less. That's roughly a 28% chance. If both Goliaths are on a bridge, there is a better chance of destroying it. If the first one detonates, it will attack the second on the unarmored vehicle line, and detonate it on a Burning Wreck result. Attacking the second Goliath on the 36FP column with a -2 DRM would destroy it on any roll except 11 or 12 (which are malfunctions), and create a Burning Wreck on a roll of 8 or less. That's about a 72% chance of one Goliath detonating the other. Then of course this second Goliath would also attack the bridge (if it's still standing), needing a roll of 5 or less to bring it down. Of course, about 8% of the time the first Goliath will malfunction, which will also give the second Goliath an opportunity to collapse the bridge. About 20% of the time, the first Goliath will both fail to drop the bridge, and will destroy the second Goliath but not turn it into a Burning Wreck. This would occur on rolls of 9 or 10 for the first detonation. So about 52% of the time the first Goliath will not destroy the bridge, but will detonate the second Goliath (rolls of 6, 7, 8, 11, and 12 on the first attack), giving it a chance. Thus, using two Goliaths on the same bridge, the chance the bridge will fall is roughly .28 (first Goliath drops it) + (.52 * .28) (second one gets a chance) = .43.

A View Down the Road

We recently finished shipping *For King and Country* to stores after filling our pre-orders, and this new British module is also available directly from us. We split the desert out of *FKaC* to make the British OB more attractive to new players. With the cost of new mapboards skyrocketing, we may have to come up with new alternatives to reprinting existing modules that have gone out of print. The high cost of mounted mapboards is reflected in the high cost of *Armies of Oblivion*. That cost also impacts on our ability to produce action packs—combining new boards and new scenarios—at an attractive price, but we are confident enough about the demand for these that we are forging ahead with development despite the cost issue. Don Petros has designed some new mapboards on which we are eager to see some action. Ian Daglish is leading a team working on scenarios set in Normandy for use with two of these new boards. Pete Shelling is leading another group working on East Front scenarios for two more new boards. Paul Kenney is heading another effort to use two more new boards in scenarios featuring some rare AFVs for which we will have to print new counters.

Armies of Oblivion should be coming off the pre-order list and going into the mail shortly after this issue of the *Journal* hits the stands and mailboxes. (Note that if you want the boardless version, it is only available as a preorder.) It will also include some counters to correct some existing errata, including counters for errata in *West of Alamein* that we corrected in *FKaC*. We hope to get *Valor of the Guards* (Central Stalingrad, mapsheets only, no mapboards) into your hands shortly after that. *Hakkaa Päälle* (the Finnish module, with only new one mapboard) should be out next year. Then we have a bunch of products featuring historical mapsheets in the works, led by the Canadian effort *Ortona: Little Stalingrad* and followed next by Charlie Kibler's *Red Oktober*, the extension to *Red Barricades*. Between those and the action packs and the rare AFV gamette, there is plenty to keep us busy and for you grognards to look forward to. Meanwhile, the reprint of the ASL Rule Book 2nd Edition should be underway, and we will ensure that the existing components are somehow available for new players, who should soon be welcoming both *Introductory ASL* and a new *ASL Starter Kit*.

Thanks for your continued support of ASL and Multi-Man Publishing!

HEADS UP! HEADS DOWN!



AFV PASSENGERS AND CREWS

By Ian Daglish



Some wit once said,

*"I hope to die in my sleep,
like my grandfather;
not yelling and screaming,
like the passengers in his car."*

In ASL, AFV crews and their Passengers may suffer a variety of ill effects ranging from death and incapacity through temporary or permanent loss of the will to fight. This article is written following an informal survey which revealed players' wide disagreement (and even wider uncertainty) about how these effects are applied and how they are indicated with the game counters available.

That's where this article comes in. I really enjoy scenarios involving armored halftracks [and Carriers; see **Journal #4**]: from 1940, when they are sometimes as potent as the tanks of the period, through 1945, by which time they must rely on their agility and small size to survive. When these fragile vehicles are carrying a precious cargo of infantry, it can be vital to know (and indicate) whether those Passengers are vulnerable to incoming fire and/or able to shoot utilizing the halftrack Passengers' unique exemption from the Mounted Fire penalty (D6.63) of halved FP. So, let us look in detail at the issues, and suggest some practical solutions.

CT EASY; OT NOT SO EASY

Closed-Topped (CT) AFVs are easy: they are only CE if so marked. If subject to Pin or Stun, they BU immediately and may not regain CE status until a subsequent friendly MPH/APH (D5.33 & 5.34). The ASL system to date includes only one CT AFV with Passenger-carrying capability (the *Renault UE*, French Vehicle Note 28), and in this unique case its SMC Passengers are always CE regardless of the Crew's BU/CE status. [*The CT Komsomolet introduced in Armies of Oblivion can also carry Passengers, a whole HS worth, which are generally treated as if riding in an unarmored vehicle...Eds.*]

Open-Topped (OT) AFVs are another matter. Early in 2003, a number of experienced players were presented with a list of simple questions, all related to a German SPW 251/1 carrying as Passengers a 4-6-7 squad. For example: if the squad became Pinned but the inherent Crew passed their (separate) PTC, what counters would be placed? Another: if a broken squad rallied in the halftrack, how soon could it regain CE status? The results were revealing. Some were

sure of one answer; others were equally sure of another, different interpretation. But the majority viewpoint was "I really do not know"!

VOLUNTARY CHANGE

This is easily dealt with. Our halftrack's Passengers and crew can choose to change their status during their own MPH or their APH and must do so together. There is either no counter, indicating that everyone is CE, or there is a BU counter on top of the squad showing that everyone on the vehicle is "heads down".

Incidentally, while that BU counter is in place, no one on our halftrack is going to be firing anything. D5.3 specifies that "an OT AFV must be CE to use any weapon other than a bow-mounted MG/FT." Do not try arguing that the halftrack's MG is mounted on its bows! D1.81 is clear that "bow-mounted MG" means BMG, and this vehicle has only AAMG. Yes, the halftrack could still conduct Overrun, but with an FP of 2, as its AAMG is unmanned and its BU Passengers incapable of fire (D7.11). Nor is the AAMG "usable" for CC purposes (A11.51).

SHOCKS AND STUNS AND BROKEN PASSENGERS

Starting with the easiest: Shock/UK affects the vehicle, not its PRC. We are clearly instructed (in C7.41) to place a Shock counter over everything, whilst crew and Passengers simply await the fate of their mount.

Stun (STUN!) is only a little more complicated. If our half-track crew fails its MC, "the AFV is marked with a Stun counter." Where the counter is placed, the Rules do not say. But since both Inherent crew and Passengers are affected equally (they become BU), it makes sense to place the counter on

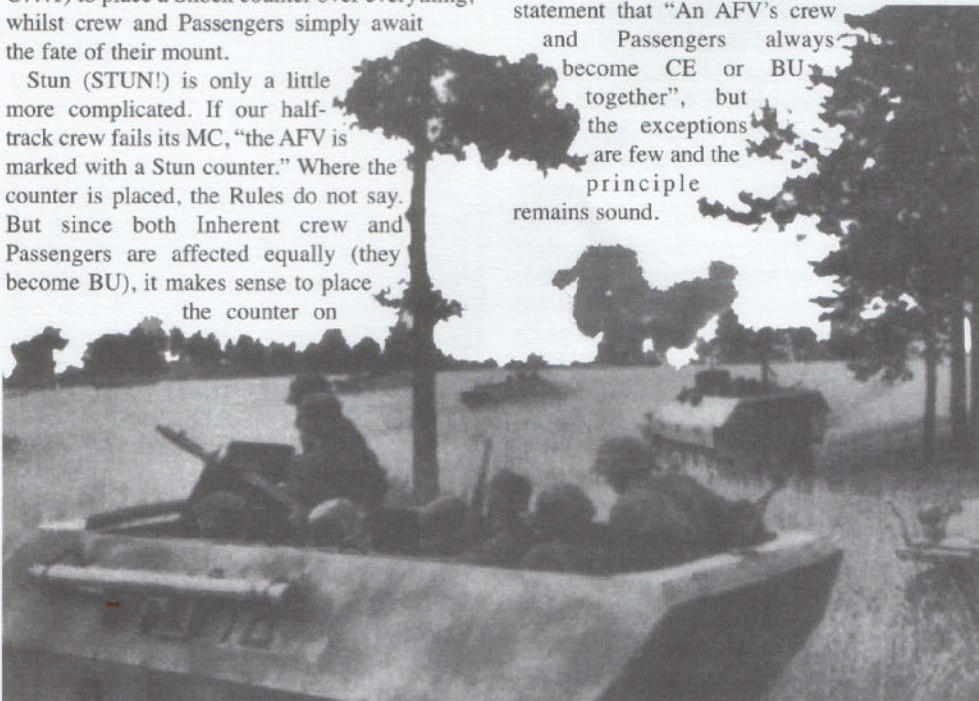
top of the pile. Nor is it immediately obvious that, as soon as the Stun is placed or flipped, a BU counter must be placed above Passengers and Crew, who may not regain CE status until a subsequent Player Turn. But such is the intent of D5.3 & 5.34. (A tiny detail: the Stun counter need not state "No Repair," since the counter and its effects have gone by the time the Rally Phase comes around!)

Going back to Shock: not explicitly stated in the ASLRB is the BU/CE status of Inherent crew and Passengers on recovering from Shock/UK. This writer suggests that the mechanism should be the same as for recovery from Stun: since both are already by definition BU, assume that Crew and Passengers remain BU until a subsequent Friendly MPH/APH.

Note that if a Passenger squad fails its MC, it simply gets its own "DM" marker, which can be placed over the squad since it has no relevance for the vehicle beneath or its Inherent crew. Of course, it is possible for a crew which has become unprotected (per D5.311 UNPROTECTED CREWS) to suffer break/K/KIA results, instead of Stun, but in that event a crew that became broken would take counter form and be treated similarly to a Passenger, with its own "DM" counter. And, while broken Passengers and crew are always BU, the BU/CE status of unbroken Passengers and crew can remain entirely separate, as indicated by the presence or absence of a BU counter on the vehicle.

But what happens when the Passenger squad rallies? To many players' surprise, the mechanism is NOT the same as recovery from Stun. A rallied Passenger immediately adopts the BU/CE status of the vehicle's inherent Crew. This apparent anomaly has its reasons. Introducing the possibility of a CE Inherent crew with BU Good Order Passengers would be a pain; worse still in the event of multiple Passenger units, each with their own BU/CE status to be recorded. As things stand, D5.33 may not be exactly accurate in its statement that "An AFV's crew

and Passengers always become CE or BU together", but the exceptions are few and the principle remains sound.



PINS AND NEEDLES

Another contentious issue can arise when Crew and Passengers take their – separate – Pin Task Checks. Obviously, if both fail their PTCs then a single Pin counter can be placed atop the pile. Yes, the effect on each is different. Indeed, vehicles and Inherent crews can never be Pinned, as such. While the squad becomes Pinned and consequently BU for the duration of the Pin effect, the Crew remains CE (A7.82), though its combat ability is limited (by Case D To Hit DRM and halving of IFT fire). Note the careful wording, used twice in A7.82: “during that Player Turn.” This very helpfully clarifies the duration of the Pin effect: it is removed at the end of the turn; the CE Crew loses the penalties of being Pinned, and the Squad automatically returns to the CE/BU status of the Crew.

If Crew fails and Squad passes, then clearly a Pin counter is placed on the vehicle but below the Passenger; both remain CE and the Passenger's firepower is unaffected. But if Crew passes and Passenger fails, what then? The sensible answer would seem to be to place a Pin counter atop the squad, with a CE counter below, on the vehicle, to indicate that its Inherent crew does not share the effects of being Pinned. Not exactly per the letter of D5.3, which would not normally call for a CE counter to be used on an OT AFV, but a practical answer to a fairly uncommon problem.

And that is all that this article is proposing: not tablets of stone, just practical solutions. If players find an alternative method that suits them, all well and good. In a small scenario it may be enough to acknowledge that “we can remember that.” But bigger, longer scenarios or ones that have to be spread over more than one sitting are not good candidates for such an informal approach. In such cases, it may be beneficial to come to some accord ahead of time. Although I believe that it is often better to agree quickly in mid-game to a “sensible” solution to a knotty rules problem rather than spend a half-hour seeking the “correct” answer. *[We have worked with Ian concerning the approach here and think that these are probably the best ways to handle these issues. Eds.]*

When is a BU Passenger still Vulnerable?

There are two occasions. Firstly, there are circumstances in which the BU crew and Passengers will not enjoy the benefit of the armor of their OT AFV. This is anytime the CE DRM (usually +2) is reduced by Elevation Effects (D5.31 & 6.61; B9.33) or Airburst (B13.3). (And even if the CE DRM is reduced to zero, it still cannot be combined with any positive TEM.)

Secondly, the inherent crew and Passengers in an OT AFV are vulnerable to TPBF even if BU (A7.211), receiving the normal CE DRM (usually +2). Can you say “grenades”?

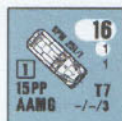
Suggested counter placement based on Pin status of Inherent Crew and Passenger MMC
(Counters listed left to right representing bottom to top; any Pinned MMC is automatically BU.)

	CREW PIN	MMC PIN	BOTH PIN	NO PIN
VEHICLE BU				
VEHICLE CE				

COMPREHENSIVE EXAMPLE

In all cases counter stacks are illustrated with topmost counter on right

Sequence of Events



1) IFT attack on CE halftrack results in NMC:

Crew “8” = pins; place PIN on vehicle. Crew remains CE but fires AAMG with penalty.

Squad “7” = pins; place single PIN counter on top of stack. Squad is now BU.



2) End of turn: remove Pin counter. Squad automatically assumes CE status of crew.



3) IFT attack results in 1MC:

Crew “8” = suffer Stun

Squad “7” = breaks, place DM



4) End of turn: flip Stun counter, place BU counter. Broken unit is automatically BU. (BU counter could go above or below broken squad.)



5) Friendly RPh: squad attempts self-rally and fails. Remove DM. Both still BU. (BU counter could go above or below broken squad.)



6) Friendly MPh: vehicle crew chooses to become CE. Broken unit must remain BU. 8-1 leader boards and automatically assumes Crew's CE status. Note that any ordnance hit vs. the halftrack or any fire attack that could possibly inflict a NMC on a hypothetical CE target will DM the broken squad, per D6.66.



7) Next RPh: leader rallies squad, which automatically assumes CE status of crew.

Shifting Sands

**THE CAMPAIGN
FOR NORTH AFRICA
1940-1943**



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