

Hit The Beach!

The Southern California ASL Club Newsletter



November 2002 Volume 7, Number 4

The President's Corner

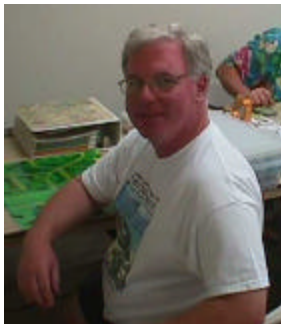
by Jim Aikens

Well, we're over halfway through the ASL year. I think it's a good time to take a look back, and also a look forward.

Perhaps the biggest success story our Club has had this year is with membership and player out-reach. I dare say, our system of marketing ASL and our Club through our regional directors is a model that every Club in the country should be trying. While other Clubs and players around the country lament the lack of growth in the hobby (pick your choice for reasons espoused on the ASLML) we have added 13 new players to our ranks since WCM, and have a commitment for 6 more new players to attend their first West Coast Melee next January.

Attendance at Club sponsored events has been excellent. Not only have the first two One Day Tournaments been very well attended, we've also seen excellent support for our unofficial 'playtest days' held at Brookhurst Hobbies and, more recently, at Bryan Earll's house. I want to extend my thanks to the membership for supporting these activities. I also want to thank our hard-working Club officers. Our Club is kind of like a duck on a pond; things look calm on the surface, but underneath there's a lot going on. Decisions and issues are often hotly debated behind the scenes but once a consensus is reached, these guys pull together to make things happen, often heading off problems before they arise. Our officers have built a certain chemistry, based on trust and respect...each knows they can be candid with their opinions without fear of reprisal.

We have more to come. Next up is our Fall One Day Tournament on November 9th. This will be held at my office in downtown Escondido. It will be a North/South Challenge, but with a twist. We will be playing playtest scenarios from our upcoming Club Scenario Pack. Escondido is about 75 minutes from Costa Mesa (Continued on page 12)



Marching Orders

by Matt Cicero

2002 is just humming along. In just a few weeks I'll be sending out the Pre-Registration Packs for WCM VI! We are busy pulling together a few final ideas for that great weekend of fun in January...I'm telling you, it is going to be a blast! If you need a sneak peek now and just can't wait, download the Pre-Pre-Registration Flyer from the WCM page on our website. Meanwhile, make sure we have your email address so I can send you the Pre-Reg Pack! If you aren't sure we have it, send me your contact info at:

Editor@socalasl.com

Before I dig into this issue of *HTB!*, I wanted to send a sincere note of thanks and respect to Tom Repetti...something I forgot to do last issue. Top shelf all the way, Tom!

This issue of *HTB!* has a little bit of everything in it...a product review, a book review, a scenario review, a campaign game AAR, a wicked brain teaser and another Scenario Cheat Sheet...just to name a few of the dozen or so articles and features. One feature in this issue is all new and long overdue. I'll let the man with the Big Idea explain it to you while I sit back a bit and look on while Scott drives...let 'er rip, Scott Thompson!

"Recently I was discussing possible newsletter articles with Matt Cicero and came up with the idea of including a section similar to the 'Ouch' section but with a twist...we would have club members share some of their more positive ASL experiences. The 'Ouch' articles tend to deal with a player's unfortunate luck or forgotten rule that led to a humiliating defeat. The new feature would showcase the other side of this coin..."

We have all spent time plotting out the "perfect" defense or our grand combined arms attack that

will sweep the enemy off the objective. The military maxim of "no plan survives contact with the enemy" is generally true...but haven't you had a game experience where the planets aligned and something went exactly as you planned it? Sure, it is rare, but that is why it is so "sweet" when it actually plays out just as you planned (Continued on page 12)



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Summer One-Day Tourney AAR

By Jim Aikens

Our Summer One-Day Tournament was a big success. We had 19 attendees, including 3 new players, one of whom (Dave Reinking's brother Larry) joined our Club. Welcome Larry! That makes 13 new Club members since West Coast Melee.

Everyone decided to play the two round format. The first round was a simple win/loss qualifying round. The scenario choices were "Turned Away", "To the Rescue" and "Red House". Most of the games were pretty close and in the end, "Turned Away" and "To the Rescue" split 2 wins apiece for each side. Matt Romey and Rob Stai opted for the night scenario, "Red House". The second round was a point-based system with the scenario choices being "Oh Joy!", "Bread Factory #2" and "No Farther". Again, the scenarios split pretty even, and several came down to the last CC phase. When the dust cleared and the VP had been tallied, the winners were....

1st Place: Dave Reinking, **2nd Place:** Matt Romey, **3rd Place:** Matt Cicero, **4th Place:** Scott Thompson

Congratulations, gentlemen. Each of you will receive a choice from our "Big Box O' Prizes" at our next event.

Overall, the theme of Red Barricades was very well received. Despite some initial concerns about balance, the scenarios proved to be fun for everyone. Folks took some time during the day to look over each others' games to get a better appreciation for all the scenarios. It was also great to see Stalin-grad maps covering all the available table space!

I want to thank Paul Simonsen for securing the room at Biola University for us. This is such a good, central location, plenty of room, plenty of parking, and this time...plenty of light :). (Casta and Steve Treatman came with their own lighting sources, just in case.) Most of all, I want to thank the members who came and played. It was a pleasure to see you all.

Fall North-South Challenge Tourney !!!

Escondido, we're on our way! Jim Aikens is clearing the deck in his office so we can all pile in and push some cardboard on November 9. But wait! We've decided to do something a bit different at this One-Day. We are going to blast through a double helping of SoCal Homegrown Acid-tested Scenarios rather than a single monster scenario for the Fall North-South Challenge!

The Playtest Team has been going at it hammer and tong all year and now we have a pile of scenarios to show for our efforts. We're going to road test these puppies and see if they are truly ready! We've got an interesting collection of conflicts for you and we're looking forward to seeing everyone there to help us put the final stamp of approval on these boys.

Given the slightly unusual nature of our One-Day, we wanted to mention a few things...

- Robert Feinstien is going to organize the scenarios to be played a bit more than usual so that we won't have 20 people playing the same scenario while seven others sit on the shelf.
- We want to encourage players to provide feedback on the scenarios they play...so be prepared to jot notes while you play and when you've finished for us to collect.
- Because we hope you will stretch these scenarios a bit to make sure they hold up under pressure, we are going to let you decide how you score your games for the Challenge Cup. The default is to count games as a "playtest" rather than "full points".
- Finally, be sure to take a peek at the Valor of the Guard CG playtest in Jim's back room for a sweet preview of the real deal...

Remember to bring your favorite chair and your club dues, if you haven't paid (\$15).

See you there!!

Address:

120 West Grand Avenue, Suite M
Escondido, CA 92025.

Phone: (760) 738-1437

Note: Although the building faces Grand Avenue, the parking lot (and main entrance) is in the rear of the building, off of Valley Parkway.

ASL Challenge! F-Einstein's Quiz

Well, well...something a bit different for you this time so get out your thinking caps and give Mr. Einstein's...er.. Feinstein's Quiz a whirl... -ed.

The Setup

There are five SMCs of different nationalities in five different location types, all in a row. No two SMCs have the same status or LATW. Four of the five SMCs have a unique type of MG as well.

The Clues

The British SMC is in a Shellhole.
The American SMC has a LMG.
The Russian SMC is Good Order.
The Rubble is to the left of the Pillbox.
The SMC in the Rubble is Pinned.
The SMC with a PIAT also has a .50 cal.
The SMC in the Foxhole has a BAZ44.
The SMC in the location right in the center is Broken.
The French SMC is in the first location.
The SMC with the PSK is Adjacent to the SMC with the MMG.
The SMC with the HMG is Adjacent to the SMC with the BAZ44.
The SMC with the ATR is Berserk.
The German SMC has the BAZ43.
The French SMC is Adjacent to a Trench location.
The SMC with the PSK is Adjacent to the SMC that is CX.

The Question

Which SMC does not have a machine gun?

Answer on Page 14.

Scenario Cheat Sheet

Enclosed with this newsletter is the Cheat Sheet for:

ROUND ONE (84) (Doomed Battalions)

Once again I have fashioned a play aid that combines the basic statistics of vehicles and guns, their special notes and any special influences caused by the scenario...SSRs, the date, etc. Take a look and let me know what you think! And please send me a note if you find an error! -ed.

Roll Call ! ...Dave Reinking !

HTBI: Where are you from? Any military experience?

DR: I was born and raised in Long Beach, CA. No military experience.

HTBI: What got you started with ASL? When?

DR: I actually started with Squad Leader back in 1980. Went thru COI, COD, and GI before purchasing ASL in 1985.

HTBI: How did you learn the game?

DR: As stated above, I began with Squad Leader. I've done some unlearning of rules over the years.

HTBI: Why do you like ASL over other games/forms of entertainment?

DR: Actually, I played quite a few AH games. Most of them are now history. My interest in WWII has been a big part in continuing to play, and learn, ASL.

HTBI: How do you like to play ASL? FtF, Tourneys, VASL...

DR: I enjoy playing FTF and Tourneys. Have not really sat down to pick up VASL.

HTBI: Do you like to play Fast? Slow? Medium?

DR: I would say that I am a Medium-speed player.

HTBI: Do you have any pet peeves about players?

DR: Only about personal hygiene. My wife sometimes asks whether some players have heard of deodorant.

HTBI: How often do you get to play?

DR: If I'm lucky, 2 times a month. I do a lot of playtesting.

HTBI: Let's talk about some of your favorites in ASL...

Favorite vehicle?

Lee/Grant tanks. I like having multiple weapons to bear down on enemy forces.

Favorite nationality?

Definitely British. Gotta love having Elite and 1st Liners who don't have to worry about Cowering. Allows one to use those 7-0 and 8-0 leaders for their best purpose-- rallying brokies.

Favorite troop type?

Gotta go with the 7-6-8 Marine Squad. They kick butt.

Favorite theater of war?

West Front, early war. Nice to know that ordnance shot is not guaranteed of a Kill if it hits.

Favorite tactical situation? Why?

I love a good street-fight. ASL does its best when depicting Stalingrad, Arnhem, etc.

Favorite scenarios? Ok, list your Dogs, too...

Favs: In Front of the Storm [A104], Wintergewitter [A70].

Dogs: Soldiers of Destruction [N].

Favorite product produced to date? Why?

Definitely enjoy BRT. Just the thought of lining up for an opposed beach-landing gives me the chills.

HTBI: What do you think about DYO? Ever tried it?

DR: I'm not a big fan of DYO. Too often, the forces facing each other are just so ahistorical.

HTBI: CG versus one-shot games...any preference?

DR: I'd love to have time for CGs. One-shot games give the most likelihood of completion.

HTBI: Best ASL experience...

DR: 2nd round 1997 Avaloncon. Beat Jim Stahler at "In Front of the Storm". For someone who grew up using Lt. Stahler to assault the Tractor Works, it was an honor for me to play--and beat-- him.

HTBI: Worst ASL experience...

DR: 6th round 1997 Avaloncon. Had my head handed to me by Ric Riconda in "Faugh A Ballagh".

HTBI: What Would You Like To Try Next?

DR: I cannot wait for Valor of the Guards to come out. Don Petros' map is absolutely awesome and that looks to be a serious shootout.

HTBI: How could the game be better?

DR: If Armies of Oblivion could be released some time in our lifetime, that would save many heartaches for a certain member of our unit...

HTBI: Top 3 things You'd Recommend To A Grog-nard?

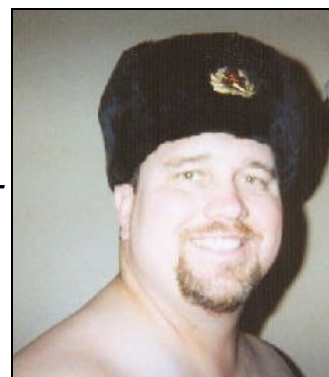
DR:

- 1) Welcome the Newbies. They are the future.
- 2) Make sure you are involved in playtesting or helping out the hobby. Grog-nards are the best at picking out the Classics and identifying the Dogs.
- 3) Enjoy how far ASL has come.

HTBI: Any Final Comments?

DR: Let's get West Coast ASL the respect and credit we deserve.

Thanks Dave!



Commissar Reinking

Product Review: Onslaught To Orsha by HoB

By Jim Aikens

Onslaught to Orsha (OtO), a HASL module based on Operation Bagration, is the first major product to come out of the 'new and improved' Heat of Battle. OtO was designed by Chas Smith, who ranks in the very upper echelon of ASL scenario designers. Since he burst on the ASL scene a few years ago as "Bounding Fire Productions" he has built a reputation for designing fun, innovative scenarios with historical accuracy.

Now before I go any further, let me point out that this product, priced at \$59, including shipping, isn't cheap. However, unlike similarly priced CH! products of dubious quality, this product delivers a lot of bang-for-the-buck. First, you get 14 stand-alone scenarios on geomorphic boards. There's a nice mix of scenarios, mostly meaty combined arms running 6-8 turns. There's something for everyone, from city fighting on boards 1 and 45 to free-wheeling armor clashes on boards 4, 40 and 48 to smashing fixed defensive positions with bunkers, trenches, mines and wire. The scenarios that I have played, "Down in a Hole", "Where's the Beef?" and "Motoring to Mogilev" were all interesting and well balanced. Several others are high on my play list. Then there's a Historical Map and 8 more scenarios to play on it. Although I haven't personally played any of these, I watched several of them being played at ASLOK. Comments by the players were very

positive. And if Campaign Games are your thing (as they are for me) OtO has one, a four CG date slugfest with a freestanding set of rules. And for you Solitaire ASLers, there are two SASL missions as well. Added up, that's 25 scenarios, enough to make the average ASLer forget about the shortage of 'official' new products for quite a while.

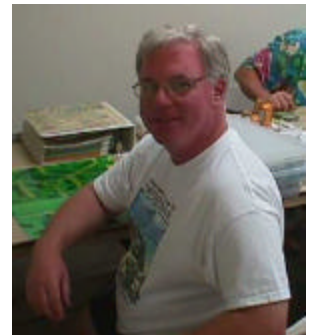


The module comes in a folder with a full-color computer generated graphic of the battle on the cover. Personally, I much prefer folders to boxed modules, as I can never bring myself to throw out the empty boxes, and they tend to take up space around my house. The full color historical map is 53 x 28 hexes and depicts mostly open space with a rail line running down the middle. For obvious copyright reasons the artwork is not A.H./MMP standard, but is close enough not to be at all distracting. It's functional but not flashy. The module also comes with a full counter sheet using HoB's own artwork. I sometimes chuckle at MMP's in-

sistence of enforcing its artwork copyrights. I find the old A.H. counter artwork, well, boring and dated compared to what's being done with more current wargames in today's market. HoB's artwork is quite nice. The counters are full color and attractive. My only criticism in this regard is that the "Russian brown" background is a little too yellow, and the "German gray" is a little too lilac for my tastes. If you're a fan of airplanes in ASL, you're in luck. Fully one fourth of the new counters are sturmovics of every variety, beautifully rendered. Most of the remaining counters are Russian T-34 and Emcha variations of every imaginable sort.

The crowning glory of this module is the 50 page loose-leaf booklet that includes special terrain rules, the CG rules, a historical narrative of the campaign, Chapter H notes for new vehicle types, designer notes, and a truly frightening compilation of the specific units that were engaged by both sides during the campaign. Rounding out the package is a full-color chapter divider and a separate CG purchase roster.

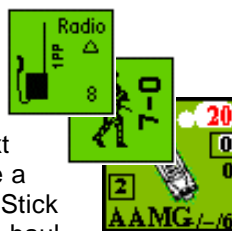
Personally, I don't mind spending money on my hobby, as long as I feel I got my money's worth in value. Onslaught to Orsha, while not cheap, certainly delivers in value. I highly recommend it.



Did you Know?

Here's a trick you can use the next time your OBA observer could use a little more mobility. Mount him up! Stick his scrawny butt in a halftrack and haul him around the battlefield as needed. Yes, he has to be CE to spot and yes if he spots, the HT can't move. Still, he gets a nice +2 TEM, doesn't have to rout away if he's broken and can reposition rather spectacularly when necessary. What's more, the HT can still fire (along with other passengers) in the same PFPh/DFPh. The observer can spot in the DFPh even if the HT is in Motion at the time (due to previous movement or a successful Motion Attempt).

-Matt Cicero



A Bridge Too Far: A British AAR for Campaign Game III

By Eric Morton

For more than six years, I have been a part of a regular gaming group that meets weekly at Jim Aiken's offices in Escondido. We usually play Campaign Games. We have played RB (x3), a playtest version of BRT, the final version of BRT, CGIII - Utmost Savagery (that was a blast!), an early version of Central Stalingrad and ER. Presently, we are playtesting the big CG of VotG. The longest CG we ever played was CGIII of ABtF.

Our Bridge Too Far

Our playing of ABtF, CG III started out with Brandon Liesemeyer and I as the British (though I carried the torch alone from the Sep 20PM date to the end). Jim and Fred Timm played the Germans with help from Steve Thorne who joined the Germans at mid-CG. We played the CG from September 2000 until early 2002 and reached the September 21AM scenario. The CG covers 16 CG dates from Sep 17N - 21EVE. The Germans must capture every stone building/rubble location on the map by the end of the CG. The Germans can also automatically win if they control all strategic locations in Blk H at the end of any Game Turn. Basically, the Germans must wipe out the British force.

In the Initial Scenario, the British enter cloaked with a large force from the west. The Germans have almost no one on the western side of the map as most of their troops are near the bridge. We entered and sent a large number of our troops to the bridge. Others secured the blocks on the western side of the map and others set up an ambush of the German convoy that enters on Turn 1. In that scenario, we secured most of our objectives. But, our 10-2, Col. Frost, was killed by a sniper - while cloaked with other units in the same location and with other units adjacent - major bummer!

The British get substantial CPPs on the first four dates. On 18AM, we took an attack chit. We stormed Blks K, O, P, R and S. We also had substantial reinforcements come on. We lost a considerable number of squads, particularly in Blk O where Fred and Jim set up a very clever defense. We only captured the block because the German units in the block ended the scenario in an encircled location. After 18AM, we did not take another attack chit. During the rest of the 18th, the Germans built their strength. On 18N, Fred and Jim brought KG Graebner across the bridge...we had a fine shoot 'em up night fight.

I won't give you a blow by blow of the entire CG. Most of the fighting on

the 19th took place in Blks O, P and R. The Germans took a few idle chits on the 19th. On one date, they tried to storm Blk O and got hammered. On the next date, Jim simply lined up a load of squads and leaders just east of Blk O and then moved and advanced forward into the line of buildings on the eastside of Blk O. He then kindled flames in the buildings and pulled back. The flames turned to blazes and spread. At the end of the scenario, the buildings, orchards and woods in the eastern two hexrows of the block were ablaze. The woods and orchards then became shellholes and the buildings rubble. This made the block indefensible. This then set a pattern for the rest of the CG. The Germans would use their superior firepower and OBA to enter a block. They would then kindle flames and pull back as the flames turned to blazes. Any hex that contained either a flame or blaze at the end of a scenario became rubble or shellholes. Eventually, the Germans battered and burned their way into Blks O, B, A, C, D and F by the end of the 19th. I learned how difficult it can be to defend Blks A, C, D and F. In one scenario, I tried to stop Fred in Blk C with a defense that had worked the previous scenario. He anticipated my defense and dropped 120mm OBA behind my units and trapped a few squads in that block.

On 20AM the Germans launched a massive armored attack with many HTs and AGs. The apparent goal was the capture of Blk E, which they did not get. The Germans lost several HTs and AGs and 18 squads. Unfortunately, we lost 23 squads. On 20PM, the Germans managed to capture Blk R and on 20EVE they took Blks J and L. 20N was a lot of fun for me. At that point, I realized that we had failed to use our fortification purchases properly, so I decided to inflict as many casualties as possible on the Germans. I deployed HIP squads all over in an attempt to ambush the Germans. We had a marvelous time ambushing and burning. Jim burned most of Blk I. Steve and I had some intense battles over building N10 and Fred and I played cat and mouse in buildings G10 and H10. Unfortunately, I didn't inflict the casualties that I hoped for and my forces suffered major ELR reductions due to Ammo Shortage. At one point, I had two 6-4-8 squads HIP in OG in Blk I (nobody thinks of HIP in OG). They advanced into a building with 2 of Jim's 6-5-8 squads and ambushed them and killed them in H-to-H CC. After that triumph, my brave Paras promptly ELR reduced to 4-4-7s the next time they fired. (sigh).

On 21AM, the Germans purchased the fanaticism RG, dropped pre-reg 120 and 150 OBA into the heart of my defenses and began rolling up my British. Most of my squads at this point were 4-4-7 WW. I had Low Ammo 4, Water Shortage and ELR 1. That would have been OK except that I did not have the fortifications to keep the Germans out. The British were so compressed and outclassed that the game turned into a kill-fest. It didn't help that most of Block H was rubble and getting more rubble with each game turn. When it became apparent that I would probably lose Blk H (and automatically lose the CG), I threw in the towel.

I highly compliment my opponents for their play. Fred and Jim are excellent players, and, more importantly, are experienced at playing campaign games. They had a good strategic grasp of the CG, their plans of attack were solid and they made very few mistakes. For instance, the Germans get lots of HTs. They didn't hesitate to sacrifice those HTs in various ways to further their plans. They also scrounged them for LMGs. They then parked the unarmed HTs - CE - around buildings with kill stacks to soak up sniper shots. At the end of the CG, every German squad had a LMG. It was my fortune/misfortune to play against such good players.

Lessons Learned: A British Primer

The following are my suggestions to anyone playing the British in ABtF, CG III.

Plan, Plan, Plan. The British player must plan constantly. He must think about what to capture and what to hold and for how long. A good rule to follow is that if you think you can hold a position for another turn or a block for another scenario, then its time to get out. A good German player will make you regret holding on too long. Two things are very im-

OUCH!



For those of you who've played "Oh Joy!" [J22], you know how important the OT-34 and its flamethrower is to the Russian attackers. Well... Chuck Hammond was assaulting my Germans this past One-Day at Biola. On his Turn 2 he rolled his OT-34 around a bend and into LOS of some German units. Stopping to get off a brutal 16 FP long-range shot, he is Smoked. Looking to creep into 32FP range and out of the Smoke, the OT-34 starts again...well, almost...as Chuck gacks his Mechanical Reliability roll leaving his tank Immobilized (and still Smoked) without firing a shot. No joy...

-Matt Cicero

(Continued on page 6)

portant - purchases and end game.

- **Purchases:** The Brit must think through his purchases of units and fortifications. The Brit must take some significant time to review the CPP Base Number Chart and the British Reinforcement Group Chart. The Brit must buy his infantry before 18N. I realized that we had to be very careful with our purchases or we would lose the chance to buy several platoons of infantry, particularly the Commandos. If you think through the British Reinforcement Group Chart, then you will see what I mean. Before we started play, I wrote out a model RG purchase chart for 17N, 18AM, 18PM and 18VE to use as a guide. The Brit also needs to think through when he buys his ATGs. Don't buy them all right away.

The British also need to think through where and when he will make a stand in order to fortify those areas. The British force that you end the CG with does not remotely resemble the British force at the start of the CG in troop quality, ELR, etc. I strongly suggest that the British player save his fortification purchases for Blk H. The British get 30 M-1 (Fortifications) RGs. This may seem like a lot but it is not. We spent FFPs extravagantly in the middle of the game for ? and HIP and fortifications outside of Blk H and it was a fundamental mistake. In the last few CG dates, I did not have enough FFPs to build the fortifications to keep the Germans out. The Brit must conserve his M-1 RG.

- **End Game:** The end game is in Blk H. If the Brit does not control at least one strategic location within Blk H at the end of every Game Turn, then the Germans win the CG. This means that the Brit will constantly garrison that block. Also the Germans can't delve too deeply into Blk H until they have sufficient force due to the rather harsh escape rules. The result is that the Brit gets slowly compressed into to Blk H with a force that is dwindling in quality and quantity. In the end, the Germans must control all stone building/rubble locations on the map. This means that at the end of the CG, the Germans must wipe out the British in those blocks the British own at the start of the final scenario and not let the British out of those blocks to capture locations elsewhere.

Study, Study, Study. The ABtF rules are subtle. Read and understand the rules fully and keep studying them as you proceed through the CG. Some rules you might ignore early in the CG, but they take on greater significance as the CG progresses - See CG6, CG17, CG19, CG20 and CG21. After we had been playing for awhile, I began doing a quick read of the Chapter R, CG and SSR rules before each playing session - not just to remind myself of those rules but because inevitably I would notice a rule that had changed in its importance during the course of the CG. The SSRs are unusual. For example, No Quarter is in effect but surrender cannot be refused - SSR4; the British have Gammon Bombs - SSR6; etc. The SSRs add a lot to the game but take a little time to absorb. My opponents didn't get the full meaning of SSR18 until the end of the game. I couldn't understand why they weren't shooting more WP (Germans get WP as if 44 British) but they forgot the last sentence of SSR18 - which makes a world of difference since it allows WP to start fires.

Block Control Forfeiture, 9.6051, is a rule that you must understand. Along with that rule, you must grasp the effects of Isolated Units, 9.6053, and Escape, 9.6054. I suggest that you review those rules carefully and think about them while looking at the map. The Germans must be even more careful of them, though...those rules greatly affect German strategy. In one scenario, we caught a bunch of German squads in the middle of Blk R. Our opponents thought they controlled the block, but they missed a HIP HS. They lost a few squads on their Escape rolls.

Constantly Adjust. One of the great challenges of ABtF is that everything is constantly changing for the British player from CG date to CG date. The mission, the amount of activity in each area of the map, the force composition and the terrain itself all continually change. The German force is also changing in size, composition, ELR and firepower. (Unfortunately, the last is always increasing). In the beginning, the Brit has a beautiful, elite, ELR 5 force on the attack through an intact urban area. In the end, the British force is mostly 2nd line, Walking Wounded, suffering from severe Ammo Shortage and Water Shortage effects with no ELR. Buildings, woods and orchards are transformed into rubble and

shellholes and wrecks crowd the map. The British plays a continually changing game throughout the CG.

I found that defenses that worked in one scenario would not work in the next. A smart German player will not let you get away with the same tricks and defenses twice. You must adjust to the changes in the map and your forces. In the early scenarios, the fighting was straight ahead, high FP slugfests that the British could dominate. However, later in the game, the Germans had so much firepower that they could kill anything in LOS of their set up areas. The Germans had multiple stacks of HMG and MMG with 9-2 leaders directing them. (We decided that 5 heavies and a medium was an ASL rock band - it's also 40 FP). I found that I had to seriously think through my set up before each scenario and come up with something new.

The British must remember that he is fighting in a fish bowl. The Germans get Offboard Observers for their OBA that can see almost anything on the map. The west edge Observers are on Level 4 and can have LOS to the most shocking places. What that means is that by mid-game, the Germans can bring down sufficient firepower to take any position from the British, especially a position in the front of any block. As the CG progresses, the British rely more and more on "reverse slope" type defenses. I found that I was constantly re-checking LOS as the terrain changed.

Kill and Conserve. It is always a good idea to kill German infantry. The British have an advantage in the numbers of infantry units in the CG. At the end of our CG, my opponents were getting concerned about the amount of infantry that they had left. Unfortunately, their force was almost entirely 83-8, 6-5-8 and 54-8 squads - which were fanatic and all equipped with LMG. So, don't be afraid to kill German infantry early in the game when you get the chance. British elite are Stealthy and it is usually worthwhile trying to ambush German squads. One favorite trick is to HIP crews and HS in buildings adjacent to locations that the Germans would probably advance into. Then the crew or HS can advance - with other units - into the Germans' location and give a -2 mod to the ambush dr. Night is a lot of fun for the British since all the Germans are Lax.

However, do not be too aggressive in attacking and defending. We were a little extravagant in the early scenarios about attacking and defending. We captured Blk O on 18AM but at a fearful price. We also defended Blk R too aggressively. Those factories are almost impossible to defend and British units there are easily cut off and destroyed. Definitely conserve your leaders and best units. I strongly suggest leaving all of your engineers in Blk H along with their FT and DC. They stay at ELR 5. They will be the backbone of your defense on the 21st, so do not get them killed off. I also strongly suggest leaving all -2 and -3 leaders out of front line positions. Keep them HIP if possible and/or use them to direct FG with MG that are set up away from the front in order to stop, or punish, any German breakthroughs. Once those leaders are placed on the map, surround them with other units. Both sides usually have SAN 5 and a lot of leaders get zapped as a result (we lost both of our 10-2s and our only 10-3 from sniper attacks). You will need all of the leadership you can have for late in the game. The British must use his early firepower, leadership and Stealth to kill Germans but must not get carried away. If you are committing leaders and troops merely to capture or hold ground, then think again...you must never squander them. To paraphrase Monty Python: every 6-4-8 is sacred, every 6-4-8 is good, every 6-4-8 is needed in your neighborhood.

Miscellaneous.

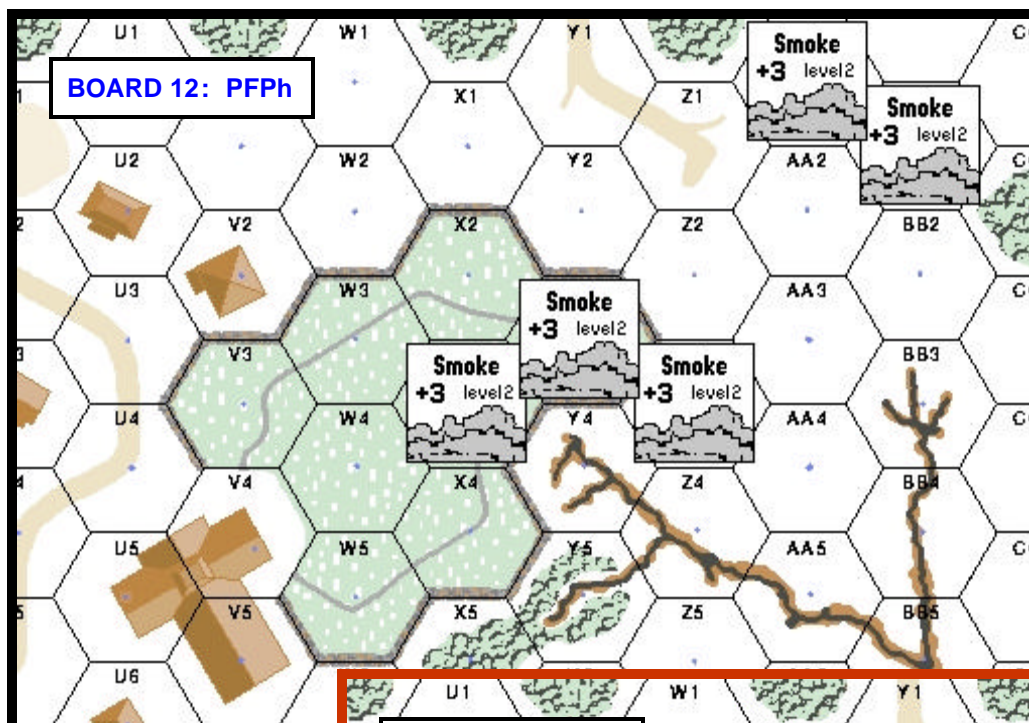
- The British get a lot of mortars - 76* and 51*. They are more useful than at first glance. They are great for IR at night. They have good SMOKE which is useful for blinding German kill stacks. I found it useful to put them behind buildings and use HIP observers for Spotted fire. Early in the CG, we put them on the roofs and were able to dominate the roofs and shoot down at the Germans.
- HIP can be used to good effect by the British. I said that the British must conserve M1 RGs, but the British must use some during the middle of the CG in order to HIP units. The best leaders, Spotters, OBA Observers and HS/crews (sometimes with DC) should be HIP. The Germans must respect this threat, forcing them to run through each location of concealment terrain in any block they are trying to

(Continued on page 13)

SWEET!

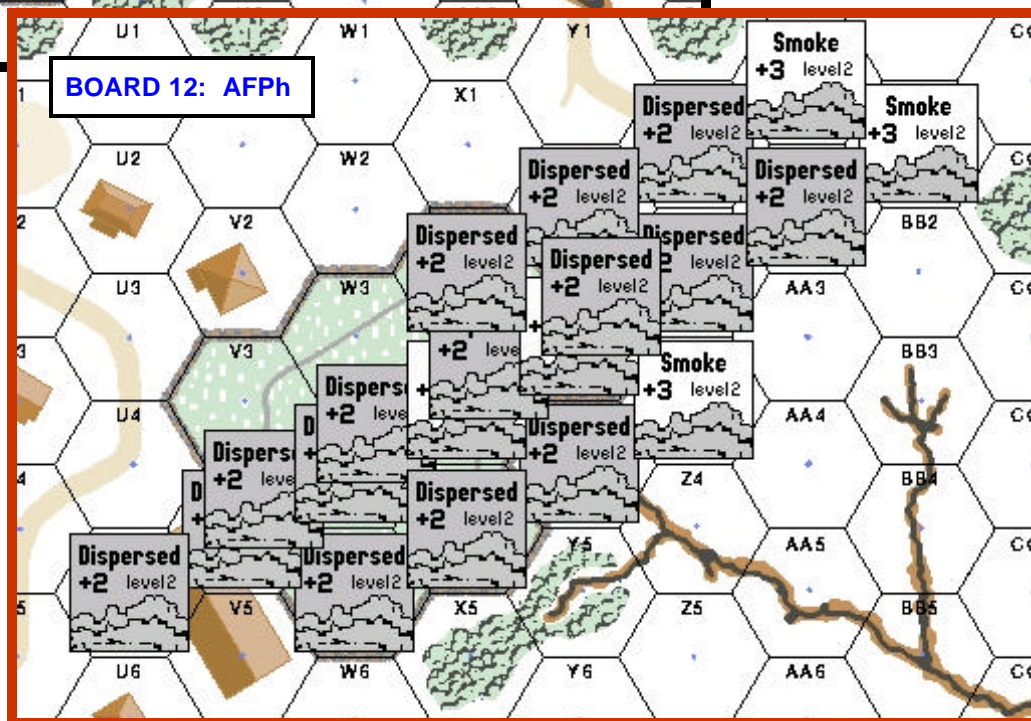
It's not every day that you get ****TWENTY**** Smoke counters down in ASL, eh?

One of the sweetest ASL moments of mine occurred in a game I am playing with R. Feinstein. As the attacker, I must attack from the east and cross a large open area to get to the VC buildings. My plan before play commenced was to attack along the northern half of the board, with the cemetery around X3 as my initial objective. The attacker is given two 81mm Mortars and a Brummbaer for Smoke. A very important SSR states that a Mild Breeze is in effect (out of the NE). Before play commenced I formulated a list of priority Smoke targets, taking into account that I could use the drifting Smoke to blind targets that I could not actually "see". Well, as you might have guessed, not only did my initial plan succeed, it actually succeeded beyond my wildest dreams. On turn 2, I started to fire Smoke from the mortars and got rate on both. One mortar placed three Smoke rounds into 12Y3, 12X3 and 12Z3 while the other placed Smoke into 12AA1 and 12BB1. Getting 5 Smoke rounds out in one Prep Fire Phase is remarkable enough, but it was not until the drifting Smoke appeared at the beginning of the Advancing Fire Phase that the real fun began. We had a total of 20 Smoke counters in 16 hexes! Beautiful! I don't think that I have ever seen



that many Smoke counters in use at one time in a game. My plan was to generate some cover through the use of Smoke around the edge of the cemetery to help me cross the open area. I was left with a literal wall of Smoke through which the defender could not see. Of course, I was able to add 2 more Smoke rounds to me screen in my next Prep Fire! 8 more Smoke counters in the AFPh...Semper Fil!

-Scott Thompson



LEGIONS OF WWII: The U.S 45th Infantry Division *by Matt Cicero*

Division Name

United States 45th Infantry Division

Division Nickname

Thunderbird Division

Division Slogan

"Semper Anticus" (Always Forward)

Nationality/ Date Created

American / 1890 in the form of the Oklahoma Territorial Militia.

WWII Deployments

15 September 1944: VI Corps, Seventh Army, 6th Army Group. *1 November 1944:* Seventh Army, 6th Army Group. *22 November 1944:* XV Corps. *31 December 1944:* VI Corps. *15 March 1944:* XV Corps. *6 May 1945:* Seventh Army, 6th Army Group. *Returned to U. S.:* 14 September 1945. *Inactivated:* 7 December 1945.

Commanding Officers

Maj. Gen. William S. Key (September 1940-October 1942), Maj. Gen. Troy H. Middleton (October 1942-December 1943), Maj. Gen. William W. Eagles (December 1943-December 1944), Maj. Gen. Robert T. Frederick (December 1944-September 1945), Brig. Gen. Henry J. D. Meyer (September 1945 to inactivation)

Major Engagements

Activated: 16 September 1940. *Overseas:* 8 June 1943. *Campaigns:* Sicily, Naples-Foggia, Anzio, Rome-Arno, Southern France, Ardennes-Alsace, Rhineland, Central Europe. *Days of combat:* 511.

WWII Distinctions/Medals

Distinguished Unit Citations: 7. *Awards:* MH-8; DSC-61; DSM-3; SS-1,848; LM-38; SM-59; BSM-5,744; AM-52.

Traditions/Special Notes

- The Division's insignia was an ancient Native American symbol of good luck, the hooked cross. When Hitler came to power with his symbol, the swastika, the division wisely adopted a new symbol of good luck, the Thunderbird.
- Of the 8 Medal of Honor recipients in the Division, only 1 was awarded posthumously (Wilkin, Edward G.).
- Though many credit the 42nd Division with the liberation of the Dachau concentration camp, it was in fact the 45th which arrived at the camp first.

A Brief History

The 45th Infantry Division traces its roots to the Oklahoma Territorial Militia that was formed in 1890. Elements of the Oklahoma Militia were called upon to support operations in Cuba during the Spanish American War and the 1st Oklahoma Infantry Regiment fought in the Mexican Border Conflict in 1916. This Regiment was formed after Oklahoma was admitted to the Union in 1907. In 1920, the 45th Infantry Division was formed from elements of the National Guard units of Oklahoma, Colorado, Arizona and New Mexico.

In September of 1940, the Thunderbirds were called into Federal service to conduct training operations for a period of one year. By the time that year was up, their service was extended as war seemed more and more likely. At the end of 1941 and throughout 1942, the 45th Division conducted training cycles in Texas, Virginia, Massachusetts and New York.

Finally, in June 1943, the 45th Division boarded troop transports and set sail for North Africa. The 45th Division landed in North Africa, 22 June 1943, and trained at Arzew, French Morocco. For the next month, the division underwent intensive amphibious training for its combat debut; the invasion of Sicily.

July 1943 found the Thunderbirds storming ashore at Sicily. It landed in Sicily, 10 July, in its first major amphibious operation and moved inland under minor opposition. For 45 straight days, the Thunderbirds battled the forces of Italy and Germany for control of the island. Resistance was stiff, but the invaders continued to push. The enemy resisted fiercely at Motta Hill, 26 July, before losing the four-day battle of "Bloody Ridge." On 1 August, the Division withdrew for rest and patrols.

On 10 September of 1943, the 45th participated in another amphibious landing, this time at Salerno on the Italian mainland. Against stiff resistance, the 45th pushed to the Calore River, 27 September, crossed the Volturno River, 3 November, and took Venafrò. Until 9 January 1944, the Division inched forward into the mountains reaching St. Elia north of Cassino before moving to a rest area.

Yet another amphibious landing was asked of the Thunderbirds, this time at Anzio, 22 January 1944. When the 45th Division landed they were opposed by seven German Divisions. Unfortunately, the landing force took so much time consolidating its positions that the Germans were able to bring up reserve forces and launch a major counter offensive. For the next five months, the Thunderbirds and the rest of the invasion force held on to their fragile beachhead in furious attacks and counter attacks. Finally the Allied forces were able to break the German lines at Monte Cassino and the Anzio invasion forces broke through and linked up. One month later, the Allied forces, with the 45th in the lead, capture Rome. The 45th stood down for another well deserved rest on June 16.

The 45th participated in its fourth assault landing, 15 August 1944, at St. Maxime in Southern France. Against slight opposition, it spearheaded the drive for the Belfort Gap. It took the strongly defended city of Epinal, 24 September, crossed the Moselle River and entered the western foothills of the Vosges, taking Rambervillers on the 30th, and crossing the Mortagne River, 23 October. After a brief rest, the 45th cracked the forts north of Mutzig, an anchor of the Maginot Line, 25 November, crossed the Zintzel River and pushed through the Maginot defenses. From 2 January 1945, the Division fought defensively along the German border, withdrawing to the Moder River. On 17 February, it went back for rest and training.

(Continued on page 9)



The 45th moved north to the Sarreguemines area and smashed at the Siegfried Line, 17 March, taking Homburg on the 21st and crossing the Rhine between Worms and Hamm on the 26th. The advance continued, Aschaffenburg falling, 3 April, and Nurnberg on the 20th. The Division crossed the Danube, 27 April and took Munich on the 30th, one week before the German surrender. As war ended, the Division was stationed near Dachau where it located and liberated the victims still held within the infamous concentration camp.

During World War Two, the Thunderbirds had fought for 511 days and had compiled quite a combat record. They had captured over 126,000 prisoners at a cost of 28,000 casualties. They were credited with 8 campaigns from 4 amphibious landings. 8 Thunderbirds were awarded the Medal of Honor. After the war, the 45th was returned to National Guard status.

Heroes of the Thunderbirds

WILKIN, EDWARD G., *Medal of Honor (posthumous)*

Rank and organization: Corporal, U.S. Army, Company C, 157th Infantry, 45th Infantry Division.

Place and date: Siegfried Line in Germany, 18 March 1945.

Entered service at: Longmeadow, Mass.

Birth: Burlington, Vt.

G.O. No.: 119, 17 December 1945.

Citation:

“He spearheaded his unit’s assault of the Siegfried Line in Germany. Heavy fire from enemy riflemen and camouflaged pillboxes had pinned down his comrades when he moved forward on his own initiative to reconnoiter a route of advance. He cleared the way into an area studded with pillboxes, where he repeatedly stood up and walked into vicious enemy fire, storming 1 fortification after another with automatic rifle fire and grenades, killing enemy troops, taking prisoners as the enemy defense became confused, and encouraging his comrades by his heroic example. When halted by heavy barbed wire entanglements, he secured bangalore torpedoes and blasted a path toward still more pillboxes, all the time braving bursting grenades and mortar shells and direct rifle and automatic-weapons fire. He engaged in fierce fire fights, standing in the open while his adversaries fought from the protection of concrete emplacements, and on 1 occasion pursued enemy soldiers across an open field and through interlocking trenches, disregarding the crossfire from 2 pillboxes until he had penetrated the formidable line 200 yards in advance of any American element. That night, although terribly fatigued, he refused to rest and insisted on distributing rations and supplies to his comrades. Hearing that a nearby company was suffering heavy casualties, he secured permission to guide litter bearers and assist them in evacuating the wounded. All that night he remained in the battle area on his mercy missions, and for the following 2 days he continued to remove casualties, venturing into enemy-held territory, scorning cover and braving devastating mortar and artillery bombardments. In 3 days he neutralized and captured 6 pillboxes single-handedly, killed at least 9 Germans, wounded 13, took 13 prisoners, aided in the capture of 14 others, and saved many American lives by his fearless performance as a litter bearer. Through his superb fighting skill, dauntless courage, and gallant, inspiring actions, Cpl. Wilkin contributed in large measure to his company’s success in cracking the Siegfried Line. One month later he was killed in action while fighting deep in Germany.”

BARFOOT, VAN T. , *Medal of Honor*

Rank and organization: Second Lieutenant, U.S. Army, 157th Infantry, 45th Infantry Division.

Place and date: Near Carano, Italy, 23 May 1944.

Entered service at: Carthage, Miss.

Birth: Edinburg, Miss.

G.O. No.: 79, 4 October 1944.

Citation:

“For conspicuous gallantry and intrepidity at the risk of life above and beyond the call of duty on 23 May 1944, near Carano, Italy. With his platoon heavily engaged during an assault against forces well entrenched on commanding ground, 2d Lt. Barfoot (then Tech. Sgt.) moved off alone upon the enemy left flank. He crawled to the proximity of 1 machinegun nest and made a direct hit on it with a hand grenade, killing 2 and wounding 3 Germans. He continued along the German defense line to another machinegun emplacement, and with his tommygun killed 2 and captured 3 soldiers. Members of another enemy machinegun crew then abandoned their position and gave themselves up to Sgt. Barfoot. Leaving the prisoners for his support squad to pick up, he proceeded to mop up positions in the immediate area, capturing more prisoners and bringing his total count to 17. Later that day, after he had reorganized his men and consolidated the newly captured ground, the enemy launched a fierce armored counterattack directly at his platoon positions. Securing a bazooka, Sgt. Barfoot took up an exposed position directly in front of 3 advancing Mark VI tanks. From a distance of 75 yards his first shot destroyed the track of the leading tank, effectively disabling it, while the other 2 changed direction toward the flank. As the crew of the disabled tank dismounted, Sgt. Barfoot killed 3 of them with his tommygun. He continued onward into enemy terrain and destroyed a recently abandoned German fieldpiece with a demolition charge placed in the breach. While returning to his platoon position, Sgt. Barfoot, though greatly fatigued by his Herculean efforts, assisted 2 of his seriously wounded men 1,700 yards to a position of safety. Sgt. Barfoot’s extraordinary heroism, demonstration of magnificent valor, and aggressive determination in the face of pointblank fire are a perpetual inspiration to his fellow soldiers. “

ASL Scenarios Featuring the Thunderbirds

A5 “Holding The Rear”: Striking deeply inland from the Salerno landings, the 179th RCT of the 45th is flanked by the 79th PzGr Reg of the 16th Panzer Div. Company C is ordered to turn and meet the threat NE of Persano.

SP 15 “Tabacchificio Fiocche”: The 179th is surrounded and the 79th PzGr Reg has captured the “tobacco factory”. The 157th RCT of the 45th must attempt to dislodge the Germans from the “tobacco factory” and thereby help breakthrough to and relieve their beleaguered sister regiment.

SL41 “Swatting At Tigers”: Elements of the 45th team up with Col James Gavin’s 505th Paras to help thwart the eastern pincer of the Hermann Goering Division’s 2-pronged attack against the Sicilian invasion beaches. (This scenario is an ASL version adapted from the original SL version by the SoCal ASL Club).

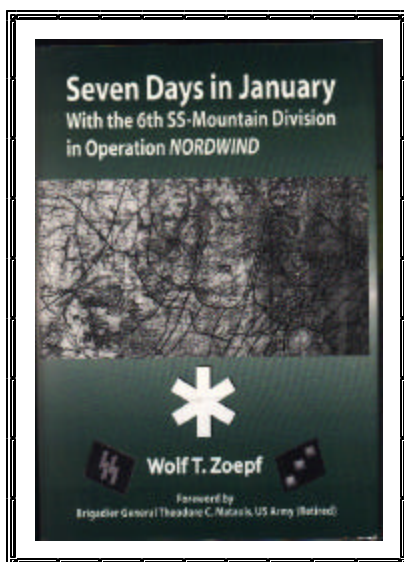
SEMPER ANTICUS!



Book Review: Seven Days in January

by Nadir El-Farra

In a nutshell, this book is highly recommended. The day-by-day account of both German and US units involved in Operation Nordwind (often at building-by-building level) yields a treasure trove for any ASL scenario designer. Not merely a narrative, the book also provides military analysis of the situation at the end of each chapter. Unlike typical



ISBN: 0-9666389-5-6

memoirs, the author does not write simply from his own recollections – in this case he has done extensive research in both US and German archives and even points out contradictions and discrepancies in those records. What the book is not is a Clancy-esque yarn about combat. His writing style communicates what happened without too much in the way of flowery descriptions or nostalgia. To their credit, the publisher understands the value of maps and thus they are *everywhere* throughout the narrative (and they're actually useful!!).

While the title of this book suggests it only deals with events during Operation Nordwind, its lengthy opening chapter covers formation of the unit and its actions in Finland above the Arctic Circle just after the Soviet invasion of that country early in WW2. In fact, some of these actions are really exciting – hordes of Russians attacking across frozen lakes, etc. The unit was pulled out of Finland after the Finns struck a separate peace with the Russians. Upon reaching Denmark the leading elements of the division were ordered to reinforce the then 5day old Wacht Am Rhein offensive (Battle of the Bulge). While they moved toward the front the division never actually joined the offensive. Instead it was moved further south to participate in Operation Nordwind.

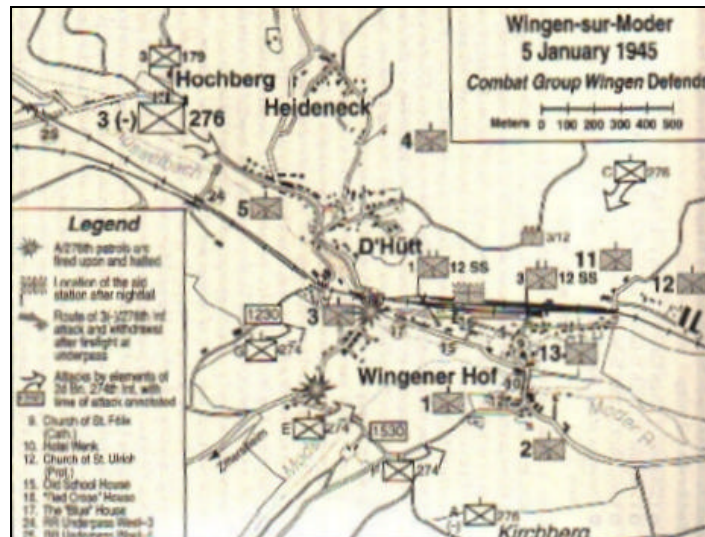
Envisioned as a small-scale adjunct to Wacht Am Rhein, Nordwind was supposed to split the Allied 6th Army Group along national lines in hopes of straining the Allied alliance. The Allied response to the Bulge offensive left them with a weak right flank that the Germans hoped to exploit. Beyond the Vosges Mountains where the front line ran was Alsatian Plain and the Allied rear areas. A German Army Group of six Volksgrenadier divisions, two Panzergrenadier divisions, and a the 21st Panzer Division was ordered to attack this 'gap' in the first week of January, with Saverne, France as its goal. The 21st Pz Division and the 25th PzG division were held as the Army Group's reserves.

Zoepf, a German veteran of the battle, points out that the defense-oriented reorganization of German infantry divi-

sions (a Volksgrenadier division had three fewer infantry battalions than a conventional infantry division) left them unable to practically conduct offensive operations. Coupled with poor intelligence of Allied dispositions, the openings that were supposed to be created in the Allied lines for the German reserves to attack through were too slow in coming and thus gave the Americans an opportunity to respond and shift units to block German moves.

In one case, however, a German unit accomplished its mission. That near-run thing was the infiltration of two battalions from the 6th SS Mountain Division to Wingen-sur-Moder. Though lacking numerous sub-elements of the division, the SS mountain troops utilized their light infantry skills and made their way through rugged terrain between attacking Volksgrenadier units into the American rear. Their infiltration was so successful that they literally caught US units napping in Wingen-sur-Moder, a road- and rail-hub of vital importance to US lines of communication and the objective of the mountain troops. Fate, however, was cruel to the Germans and their only long-range radio truck was captured when it made a wrong turn. Without this vital link to their rear they were unable to call upon supporting artillery fires or to communicate their success to higher headquarters. As such, their planned reinforcement by an assault gun battalion never occurred. Instead an envelopment of their penetration and a grinding slugfest with counter-attacking US troops ensued. The description of this battle is among the best parts of the book.

As it turned out, the mountain troops were the most successful of all German units participating in the Nordwind offensive. Entirely on their own for several days however, they began running low on ammunition and were increasingly unable to hold their positions in the face of growing American assaults. They were eventually ordered to withdraw, abandoning the last best hope of any counter-attack of strategic significance by Germany in World War II. Like I said, this is a great read!!



Words That Echo...

"Battles are won by slaughter and maneuver. The greater the general, the more he contributes in maneuver, the less he demands in slaughter."

Winston Churchill on Generals

Scenario Analysis: Turned Away [RB6]

By Jim Aikens

I think "Turned Away" is a gem of a scenario that gets overlooked all too often. As one of the original module scenarios from the Red Barricades HASL, I think it gets dismissed as dated or stale. In fact, it has all the elements of its state-of-the-art cousins in Journal 3. First, it's fairly short, just 6.5 turns. Both sides have enough squads to get the job done, but have to make efficient use of their resources. And it's played on the Red Barricades historical map, with interesting and visually appealing terrain.

With just infantry, leaders, MGs, and a DC, its ASL that is very close to its Squad Leader roots. It's also an excellent scenario for beginners; perfect for illustrating the fire-and-movement principles that are the crux of ASL. This scenario plays quickly and smoothly and is perfectly suited for tournament play. Although the ROAR shows this slightly pro-Russian, it went 2/2 at our Summer Tournament, and those who played it thought it was pretty balanced.

The interesting feature in the scenario is that the Russian gets to choose one of three buildings as its victory location, and the German has to figure out which one it is, and capture it. The German has time to do this, but will have none to spare. I'm going to look at possible initial set-ups for the Russian player, and offer some approaches for the German player.

The Russian Setup

The Russian has to choose FF37, DD41 or EE44 as his victory building. The longer he keeps the German guessing as to his choice, the closer he will be to winning the scenario. Thus, you'll want to make your setup appears as misleading as possible with regard to your choice. Luckily, you get 8 dummies to help you with the illusion. All three victory locations have advantages and disadvantages, and I'll discuss them in detail below.

FF37: This location is fairly easy to defend, as long as the Russian can control several key hexes in support. It backs to two cliff hexes which, though they can be scaled, are easily defended with a minimum of firepower. It's also difficult for the German to get encircling fire. With this victory location, I like the

HMG/4-5-8/8-1 leader combo in EE38. This position covers the road to Y41 and also has an LOS into the critical CC37 gully location. And, when the hidden 9-2 in the adjacent hex is finally revealed, it can slide into the HMG's hex to give a serious increase in punch. The other critical position is EE39, which should hold the 4-47/LMG combo. I like the other two 4-4-7s in DD41 and DD42. Use a tunnel to connect DD41 and EE39 and these two squads will be able to make a quick exit to the victory area when things get hot in the middle. Fortify EE39 and FF37. Put the 5-3-7 in BB44 to cover the south gully and back him up with a big dummy stack in CC44 to reinforce the illusion that you're going to defend EE44. Another Dummy stack in CC40 will keep him guessing in the middle. Hold EE39

(Continued on page 12)



("President's Corner" Continued from page 1)

or Ontario and 30 minutes from downtown San Diego. This is going to be an exciting program. The scenarios we've developed absolutely rock and most are very far along in the development process. You're going to love 'em.

Then there's West Coast Melee VI, January 30th - February 2nd, 2003. We'll be returning to Embassy Suites at LAX for our big event. The format will remain essentially the same as the previous three years; open gaming to compile a "Melee" record, combined with mini-tournaments, ASL bingo, a team tournament, our "7-0 Leaders" program, full color tee shirts, free evening cocktails, free beer and sandwiches at our "Earlybird Program" and so much more. Pre-registration packs will be going out electronically this year around the end of November. Additionally, you'll be able to download the pack off of our Web Site. If you're a Club member, you should consider it your duty to attend and support this event, even if it's only for one day. For the last 3 years, WCM has been the 4th most attended ASL event in the world. With 100% of our membership support, we can easily improve on that position, and move past the ASL Open to become the largest 'regional' tournament and the 3rd largest event in the country. I know we can do it!

I hope to see you all at the Fall One Day Tournament.

President@socalasl.com

("Marching Orders" Continued from page 1)

it (or even better!).



I hope you enjoy sharing my "Sweet" experience in this newsletter. You should think about submitting your own! I can guarantee you that if I ever beat Matt Cicero (Oh, it's coming...soon.) I'm gonna submit that as my next "Sweet" article, even if I have to dice him to get the win!"

Scott's idea is really terrific...and I always thought I was the "cup is half full guy"...sheesh! Well, at least Scott still wears the Skirt in our relationship...

Finally, a big congratulations to Grady and Kate Neely on the birth of their son, Conor Jacob. We are all so proud of them...Grady told us that Conor likes to fall asleep in Dad's arms while he reads from the ASLRB2. Apparently, the "Caves" section of Chapter G sends him off to sleep every time... Funny, it does the same thing to me, too.

That's my bit for this issue. Let me know what you think and please consider writing an article in the future...I am especially interested in reviews of scenarios you've enjoyed, books you've read, tactics you've used and products you've tried. Just try to keep the theme focused on ASL...

Drop me a line if you have an idea!

Editor@socalasl.com

("Turned Away [RB6]" Continued from page 11)

and EE38 as long as possible.

DD41: The advantages of this choice are threefold. First, it's the only VC building with an upper level, meaning it will likely take an additional movement phase for the German to control the building. It's the farthest from the gullies. Third, it has the best field of fire of the 3 locations. On the downside, I think this is the most exposed victory building, and perhaps the easiest for the German to capture. However, if you decide to make your stand here, fortify both levels of DD41, put your HIP force upstairs and a 44-7 downstairs. The 45-8/HMG/8-1 combo should go into EE41, the 44-7/LMG combo in DD42, the 52-7 into BB44 and a 447 in EE38. Use a tunnel to connect EE38 to EE41 or BB44 to DD42 to let those flank units fall back to the center easily. Put dummy stacks in CC44 and CC40 to slow him down and keep him guessing.

EE44: The advantage of this location is it's the only stone building of the 3 choices. Also, attacking along the board edge gully is not an appetizing prospect for the German. I like the 45-8/HMG/8-1 combo in BB44. This covers Z44 and Z45 and virtually shuts down one of the prime approach lanes to the victory building. Put the 447/LMG combo in AA42. This is a good reverse slope position that supports the HMG with fire into Z44 and AA44. Connect this location with a tunnel to CC44 for a quick exit when things get too hot in the middle. Put 4-4-7s in DD41 and DD42 with a tun-

nel to FF44. This will allow these squads to cover the rear approach to the building late in the game. Put the 52-7 in EE38 with dummy stacks in CC40 and EE39. Fortify the victory location.

The German Assault

The German approach depends largely on what the Russian setup looks like. Needless to say, if the Russian fails to cover one of the gullies, move quickly and close on his position. I think the German needs to be a little aggressive in this scenario, especially early. The primary early goal is to identify the victory building as soon as possible. You'll need to do this by turn 4, in order to leave enough time to assault the building. I would consider deploying one of your (admittedly few) squads to give you some maneuver elements. You have lots of firepower, but not a lot of squads. Keep 2 squads with the MMG and an LMG and the 9-2 as a mobile base of fire. You'll need to execute classic fire and movement tactics, sending halvesquads forward to snoop. Remember that with assault fire bonus, you'll still have a lot of firepower in the AF phase, so think about moving every turn with every unit. You have time to get the job done, but you'll have none to spare. Keep your force together and use your AF phase to blast Russians out of your path.

I think this scenario is ASL at its best; straightforward, smooth and quick to play. It can be played easily in a couple of hours and has plenty of replay value to turn the board around and play it again. Give this gem a try, you won't regret it.

capture...and that lets you give them some nasty surprises.

- Do not purchase all of the 57L ATG immediately. You can buy them later and then put them in places where the Germans do not think there are any ATG. Always move your ATG in between scenarios - never leave them in the same place. If you can, hook them up to a carrier or jeep, so you can move them farther.
- Mines can be very useful to the British in the right place. After we captured Blks J and L, we put a 6AP minefield in R20 ground level. That is at the bottom of the stairs on the bridge. This stopped the Germans from coming downstairs and killed a couple of squads. In retrospect, I would mine R20 again and then place all remaining mines around key interior buildings in Blk H.
- Remember to designate your HQ building. All units are fanatic in it. Think about the end game when you designate the HQ.
- Review and understand CG6 about OBA. The British OBA is very useful later in the game, particularly to keep the Germans out of a building or block. One good place to use OBA is the block between H and K. A smart German player will try to get in there and dig foxholes in order to use it as a Set Up Area. Keep them out as long as possible.
- Trenches should eventually connect all interior buildings of Blk H. Under Water Shortage, the British units are slow to move through woods and over walls. Trenches are necessary late in the game to move troops from place to place. Not having those Trenches - and Mines and Fortified Locations - in the right place on 21AM pretty much doomed my defenses.

Conclusion

I had a blast playing ABtF and I highly recommend it to everyone, particularly to anyone who has not played a CG before. The map is small for a historical module, so it is easier to store a game in progress. The CG concerns a famous and well-documented battle. The forces are fun - late war, elite, high FP. Both sides get to attack and defend. The fighting is exciting. Unlike some CGs, neither player can get blown out early, due to the block control rules and the purchases each side can make. One learns a lot playing ABtF...we became very comfortable playing with the Night rules, for example. The CG rules and SSR add a great deal of flavor and fun to the game and they do not detract from the enjoyment of play at all. Many people do not like the idea of playing campaign games because the thought of playing the same side on the same map each scenario seems boring. ABtF never got boring. No scenario was like another in the CG we played. The play was consistently intense...at the end of the CG, there were 71 rubble, 30 shellhole and 32 wreck counters on the map! I would definitely play it again as either side.

Challenge Cup Standings as of November 3, 2002

Only Active Members are Listed. Highlighted Members have qualified already.
Gonzo: 5/win, 1/loss, 3/tie, 1/playtest. Finesse: based on how hard a record is to achieve.

Member Name	Wins	Losses	Draws	Gonzo Points	Gonzo Rank	Finesse Points	Finesse Rank
Rob Stai	16	11	0	91	1	1.56	4
Eric Visnowski	13	13	0	78	2	1	7
Scott Thompson	11	7	0	66	3	1.52	5
Matthew Cicero	10	2	0	62	4	13.69	1
Steve Treatman	9	13	0	58	5	-1.42	8
Dave Reinking	10	3	0	53	6	6.15	2
Robert Hammond	9	6	0	51	7	1.32	6
Fred Timm	9	3	0	49	8	4.16	3
Charles Hammond	7	2	0	37	NA	3.61	NA
Bryan Earll	4	6	0	35	NA	-1.2	NA
Matt Romey	6	2	0	33	NA	2.46	NA
Grady Neely	4	12	0	32	NA	-7.03	NA
Brandon Liesemeyer	6	1	0	31	NA	5.5	NA
Nadir El-Farra	5	4	0	29	NA	1.05	NA
Sean Geraghty	4	8	0	29	9	-1.87	9
Jim Aikens	5	2	0	27	NA	1.75	NA
Karl Fisher	4	3	0	23	NA	1.06	NA
Cloyde Angell	4	2	0	22	NA	1.32	NA
David Nicholas	4	2	0	22	NA	1.32	NA
Raymond Woloszyn	3	7	0	22	NA	-2.09	NA
Herman Frettlor	4	1	0	21	NA	2.27	NA
Sheldon Ryland II	4	1	0	21	NA	2.27	NA
David Myers	3	4	0	19	NA	-1.07	NA
Chris Castellana	3	3	0	18	NA	1	NA
Eric Johnson	3	3	0	18	NA	1	NA
Paul Simonsen	2	8	0	18	NA	-5.5	NA
Bruce Kirkaldy	3	0	0	15	NA	3.68	NA
David Perham	2	5	0	15	NA	-1.76	NA
David Rosner	2	5	0	15	NA	-1.76	NA
Robert Feinstein	2	3	0	13	NA	-1.09	NA
Phil Seymour	2	2	0	12	NA	1	NA
Scott Faulk	2	2	0	12	NA	1	NA
Rob St. Clair	2	0	0	10	NA	2.25	NA
Gene Rienschneider	1	4	0	9	NA	-2.28	NA
Eric Morton	1	3	0	8	NA	-1.59	NA
Karl Johnson	1	3	0	8	NA	-1.59	NA
Joel Berryhill	1	1	0	6	NA	1.17	NA
Dave Coleman	1	0	0	5	NA	1.73	NA
Kevin Ryan	1	0	0	5	NA	1.73	NA
John Knowles	0	4	0	4	NA	-6.39	NA
Mario Goldgorin	0	4	0	4	NA	-6.39	NA
Bill Carroll	0	3	0	3	NA	-3.69	NA
Ron Mosher	0	2	0	2	NA	-2.26	NA
Steve Svare	0	2	0	2	NA	-2.26	NA
Dale Zapata	0	1	0	1	NA	-1.74	NA
David Sessions	0	1	0	1	NA	-1.74	NA
Don Petros	0	1	0	1	NA	-1.74	NA
Matt Evans	0	1	0	1	NA	-1.74	NA
Brian Abela	0	0	0	0	NA	1	NA
Dan Plachta	0	0	0	0	NA	1	NA
Ed Kemp	0	0	0	0	NA	1	NA
Lance Roberts	0	0	0	0	NA	1	NA
Stance Nixon	0	0	0	0	NA	1	NA

Challenge Cup rules are posted at socalasl.com. You can also contact our Challenge Cup Coordinator, Matt Romey, with any questions: ChallengeCup@socalasl.com

You Should Be The Life Of The Party!

By Bryan Earll

The hardest part about being in any organization...whether it's the Lion's Club, Rotary, Shriners...(hey, how do I get to drive the cool little car...), your Church, or even the glorious SoCal ASL Club...is deciding how you can best be a part of the group and contribute to its success. The answer, speaking from a long immersion in the fraternal experience, is "ANY WAY YOU CAN". Simply...get involved! If your gift is organization, well...organize. If your gift is design, well... playtest... If your gift is fund

raising, well...bring in the dough... If your gift is time, then talk to the people who have the skills to organize, playtest and fund raise... The key to the success of any club is a well-backed, "can do" attitude from all of its members.

I also speak from experience in saying that if the job doesn't fit...DON'T volunteer for THAT job! It is much happier for everyone when you contribute what you can for what you care about rather than sign up for something and then abandon it. That being said, remember,

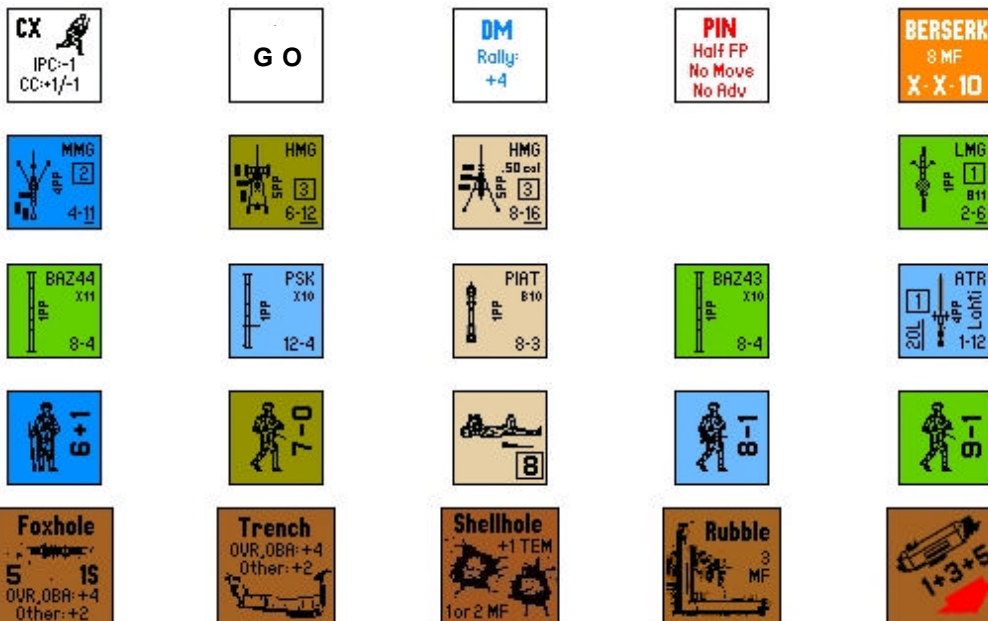
everybody matters and very small things make a huge difference to the world...so grab onto something that you want to do and which needs doing and make a difference!

Ok...so where do we start? Well, ask yourself...what is your special talent and how can you use it to support and enrich the Club? What team or committee in the Club would most benefit from your help today? Or maybe, what needs to be setup for tomorrow? Lead the way! There is no end to the ways you can help out!!! Think about it...what can you contribute to help make our Club great? Time? Scenario designs? Event organization? Newsletter articles? Meeting new players? Getting out to Club events? Perhaps you'd like to focus your support on the SoCal Rat Wackem Scenario Pack (smile) or maybe membership development or possibly fundraising. In the end, every little bit of effort, support and positive affirmation makes the Club better. We have a great Club and after all is said and done, it will always be what we make of it...so jump in and lend a hand!



F-Einstein's Answer: The German

The Full Solution: Picture 5 stacks of counters in 5 Adjacent hexes in a row. Each Column indicates the Status, MG, LATW, SMC and Location Type.



Upcoming Events...

11/09/02: North-South Challenge Tourney
11/30/02: Pre-Reg Packs Mailed
01/15/03: Hit The Beach! V8N1
01/30/02: West Coast Melee VI Begins!

The Southern California ASL Club

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Credits

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Thanks to Rodney Kinney for the use of VASL map/counter images. ASL and all its components are copyrighted and trademarked by Hasbro.

Sep 1939

ROUND ONE [84]

Doomed Battalions

NOTE: By SSR, vehicle crews may not voluntarily Abandon their vehicles.

Multiple Hits: Non-CH, non-Improbable Hit TH roll of doubles results in Multiple Hits. Roll twice on the appropriate effects table (IFT or TK) and choose one.

Pz IV C 75* 19 tons				Pz II A 20L 9 tons				Pz I B CMG 6 tons			
MP (Full-Track):	14	AF	H T	MP (Full-Track):	15	AF	H T	MP (Full-Track):	15	AF	H T
Size Mod:	+0	Front	3 3	Size Mod:	+1	Front	1 1	Size Mod:	+1	Front	1 1
Turret:	T	S/Rear	1 2	Turret:	RST	S/Rear	1 1	Turret:	1MT	S/Rear	1 1
MA: S9, AP7, sD6 T 75* B11 ROF:1				MA: IFE: 4, sD6 T 20L B11 ROF:2				MA: sD6 CMG B11 ROF:1			
SA:				SA:				SA:			
AP TK: 10, HE TK: 7				AP TK: 6, HE TK: 3				AP TK: 4			
MGs: (B/C/AA/R) - / 5 / -				MGs: (B/C/AA/R) - / 5 / -				MGs: (B/C/AA/R) - / 6* / -			
Notes: GP: N CS: 5				Notes: GP: L CS: 3				Notes: N GP: L CS: 2			
No special notes.				RST: ST type turret but MA and CMG NA when CE. Multiple Hits possible with the MA.				1MT: ST type turret but MA and CMG NA when CE and automatically Recalled if Stunned. N: NA for this scenario. *: Make 2 TK DR on the MG column when firing CMG as ordnance. Choose one for effect.			

PSW 222 20L 5 tons			
MP (Armored Car):	33*	AF	H T
Size Mod:	+1	Front	1 1
Turret:	ST-OT	S/Rear	1 1
MA: IFE: 4, sD6 T 20L B11 ROF:2			
SA:			
AP TK: 6, HE TK: 3			
MGs: (B/C/AA/R) - / 5 / -			
Notes: A, N GP: N CS: 3			
A: MA and CMG have AA capability. N: NA for this scenario. *: Reverse movement costs only 3X normal cost. Multiple Hits possible with the MA.			

PSW 231 (6 rad) 20L 6 tons			
MP (Truck):	23*	AF	H T
Size Mod:	+0	Front	0 0
Turret:	ST	S/Rear	1 1
MA: IFE: 4 T 20L B11 ROF:2			
SA:			
AP TK: 6, HE TK: 3			
MGs: (B/C/AA/R) - / 4 / -			
Notes: GP: N CS: 4			
*: Reverse movement costs only 2X normal cost. Multiple Hits possible with the MA.			

75mm wz. 02/26 (ART)	
Gunshield:	No
Size Mod:	+0
M#:	7 QSU, h-d
Turret:	NT
MA:	75
	s6, B11, ROF: 1
AP TK: 14, HE TK: 7	
Notes: P	
P: Polish ordnance.	

37mm Bofors AT (AT)	
Gunshield:	Yes
Size Mod:	+1
M#:	12 QSU
Turret:	NT
MA:	37L
	AP Only, ROF: 3
AP TK: 9	
Notes: A, P	
A: Weapon may be Animal-Packed. P: Polish ordnance. Multiple Hits possible.	

Matthew Cicero
Alpha: 102102