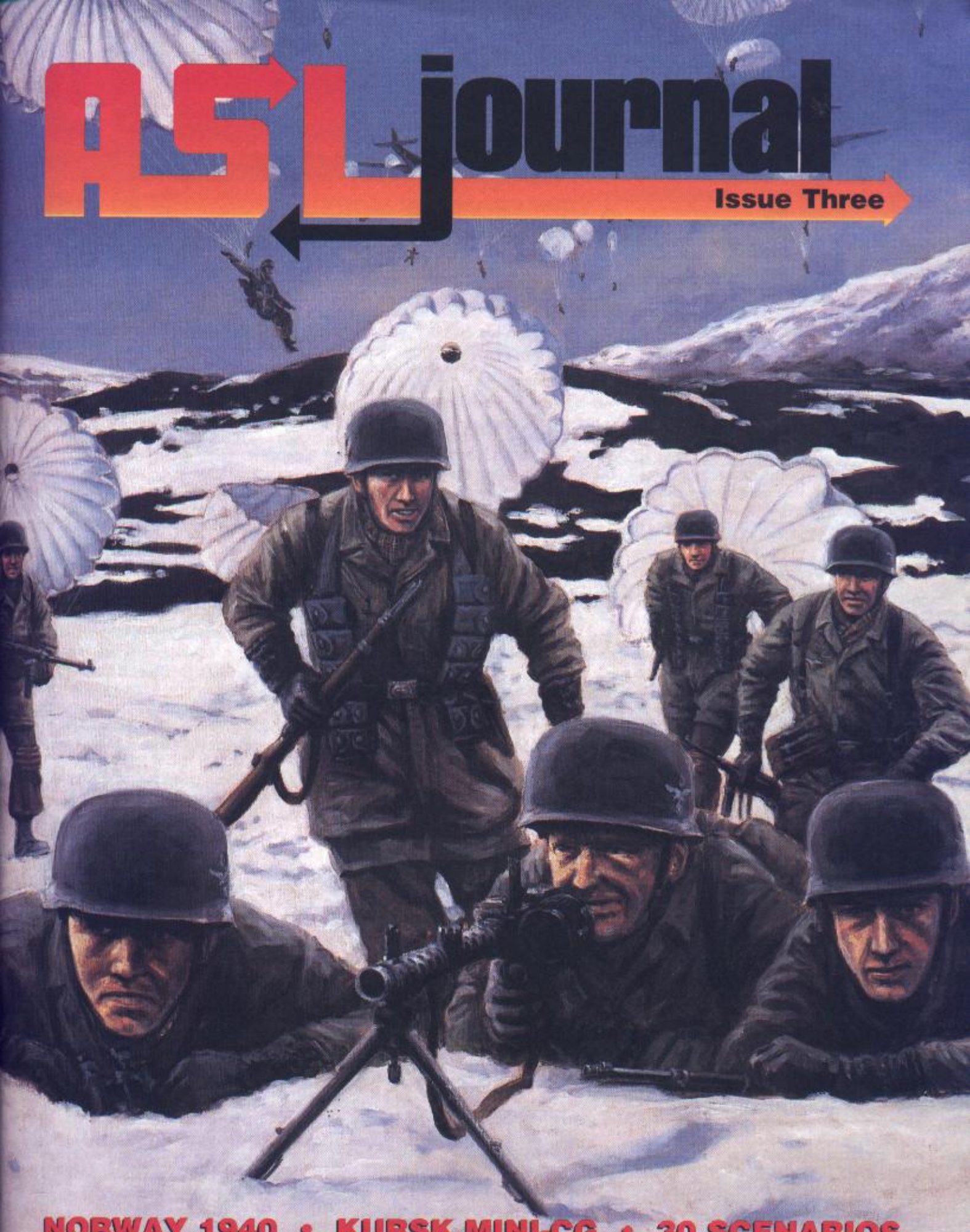
ASL journal

Issue Three



NORWAY 1940 • KURSK MINI-CG • 30 SCENARIOS

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THE NORWEGIAN CAMPAIGN

April 9 - June 8, 1940

From the beginning of the war, Norway attracted the attention of the combatants, especially the Allies. It seemed to be one of the weak links in the German war economy as the Allies attempted to put an economic blockade in place. At the northern tip of the country, the port of Narvik was the gateway for Swedish iron ore bound for the Reich. The coast of Norway is free of ice year round because of the Gulf Stream, while the Gulf of Bothnia which opens on the Baltic can only be used four months a year. While on the Maginot Line the Anglo-French defenses sank into the lethargy of the Phony War, Winston Churchill, the newly appointed First Lord of the Admiralty, was putting together a bold plan to lay mines in Norwegian waters. At first, however, neither the general staffs nor the governments of France and Britain had the stomach for such aggressive action.

The Soviet attack into Finland on November 30, 1939 gave a second wind to the Allies' plans for Scandinavia. Although timorous in their dealings with the German foe, the Anglo-French became bolder in their plans to come to Finland's aid, even at the risk of war against the Soviets, who were supplying Germany with significant economic assistance, as specified in the Non-Aggression Pact. All kinds of plans, each crazier than the other, were floated about for attacking the Soviet Union at various places from the North Cape to the Caucasus. In a more serious vein, ideas for action against Narvik were back in fashion as part of plans to send an expeditionary corps to help the Finns. Despite—or maybe because of—Churchill's enthusiasm for a landing in Scandinavia, things dragged on for military reasons (the British were then trying to improvise a battalion of ski troops) as well as for political and diplomatic ones (the plan called for violating the neutrality of both Norway and Sweden). Under such circumstances, the Soviet-Finnish peace on March 13, 1940 almost came as a relief. The Allies then fell back on a simple operation to lay mines along Norway's coast, which French hesitations further delayed until early April.

Unfortunately, and unknown to the Allies, the situation was fast getting beyond their control. Conscious of his enemies' intentions and unencumbered with their scruples, Hitler had decided as early as December 1939 to take control of Denmark and Norway. His aims were not only to gain protection against Allied action but also to guarantee bases to the Kriegsmarine for operations against the British Isles, bases that the Hochseeflotte had lacked during the Great War. On March 1st, the Führer signed Directive Weser. Hitler, like Admiral Raeder, the head of his navy, knew this was a gamble, given Allied (especially British) naval superiority. Nevertheless, he believed that surprise could compensate. The start of the operation was scheduled for April 9. Although almost the entire Kriegsmarine was to be involved, the land units to be committed were more modest: two mountain divisions, four infantry divisions and a few parachute companies. The deciding factor would be the Luftwaffe. In order to ensure maximum surprise, some of the troops were to be ferried on commercial shipping, while the force destined for Narvik boarded a destroyer flotilla.

The Norwegians had already been receiving some fallout from the conflict between their European neighbors. The Russian-Finnish war had caused the mobilization of the navy and of 7000 soldiers to deal with any problem on the northern border. Furthermore, in February, the boarding in Norwegian waters by the Royal Navy of a German vessel—the Altmark—had shown how little protection was afforded by neutrality. Churchill had ordered the operation on his own, despite objections on the part of the Norwegians. Oslo nevertheless refused to declare the general mobilization of its poorly equipped army. The Allies decided to start their minelaying operation on April 5, prior to landing an expeditionary force. New hesitations pushed the date back to the 8th. Meanwhile, Hitler, aware that his enemies were about to act, decided to launch Weserübung on the 9th.

The two fleets crossed paths in the night of April 8 during a series of disjointed battles. The Allies thought the Kriegsmarine was trying to break out into the Atlantic and the Royal Navy sent its vessels west to intercept it! German landings therefore were spectacularly successful, except in Oslo. There, shore defenses sank the cruiser Blücher and a dynamic officer, Colonel Ruge, managed to facilitate the escape of the government. Nevertheless, German paratroopers gained control of the Fornebu airport and paraded through the city in front of a stunned populace. Everywhere, from Trondheim to Kristiansand, coastal batteries put up a courageous resistance but were eventually silenced. At Narvik, General Dietl's mountain troops landed from destroyers and took control of the harbor. Finally, the units which had taken only a few hours to capture Denmark crossed the Skagerrak to reinforce the troops that had landed at Oslo. The Allies had been caught completely off guard.

The Royal Navy quickly launched a series of counterattacks that met with some success, especially in Narvik where all the German destroyers were sunk in two separate engagements. Some, like Churchill, thought that Hitler had just committed a serious strategic blunder. One had to recognize, however, that the Allied naval units were very vulnerable to the Luftwaffe and that the fighting on land was beginning to favor the Germans who were in control of the entire southern part of the country. The Norwegian government and general staff had managed to flee Oslo and were calling for resistance against the invader. However, the army, under the command of Ruge, by then promoted to then rank of general, did not have the means to wage a successful campaign without help from the Allies.

The Allied intervention was conducted in three areas: in the south at Andalsnes, to come to the aid of the Norwegians trying to stop the German advance; from Namsos in the center of the country, to try and retake Trondheim; and in the north, toward Narvik. The destruction of the last German destroyers on the 13th had left Dietl's men stranded, although reinforced by surviving sailors armed with captured Norwegian equipment. The British had

by Philippe Naud

the main role in the operations in central Norway while French and Polish troops were the majority around Narvik. Among the latter, the Légion Etrangère, the Chasseurs Alpins, and the Polish Chasseurs de Podhale units were in theory able to fight in subpolar areas. The same was not true of the British troops. Two of the brigades sent to Namsos and Andalsnes came from the Territorial Army (TA). These reserve units were poorly armed, poorly equipped, and barely trained. With no support whatsoever, they were given tasks far beyond their capabilities. Furthermore, the French-English logistics were generally chaotic. To make things even worse, the Norwegian terrain and climate were poorly understood. The hilly terrain and the amount of snow on the ground in May and June came as bad surprises. For example, no Allied planners, least of all the British, had thought of using snowshoes, which, unlike skis, are relatively easy for soldiers to use.

Before the first Anglo-French elements arrived, Norwegian troops had to fight on their own. The air force and the navy had suffered heavy losses in the first few hours of the invasion and the responsibility for most of the fighting fell to the six divisions of the army. The organization of those units was very variable: two to three infantry regiments with one artillery regiment, or a battalion of mountain artillery, depending on the terrain. As of April 9, only the relatively strong 6th Division, based in Narvik, was more or less operational; it had mobilized due to the war between Russia and Finland. All the other units had yet to get organized, while the Germans were already in control of some of the supply depots. The army was poorly armed, with no armor or anti-tank guns and with few anti-aircraft weapons. Machine gun allotments were modest—9 pieces per battalion in general—and even hand grenades seem often to have been in short supply. The same kind of shortages were seen with the often obsolete artillery. In addition, the attack had stunned the population, which was ill-prepared for war; the soldiers defending Narvik even mistook the Gebirgsjägers for British soldiers! Nevertheless, once over their initial surprise, the Norwegians would fight courageously against the invader.

For the Germans, the first task was to take control of the southern part of the country in order to allow the arrival of their forces from Denmark, and the building of air bases. Fortunately for them, the 1st and 2nd Norwegian Divisions were barely mobilized and were poorly equipped—the 2nd Division had taken possession of only two of its nine batteries of artillery before the Germans had captured the depot—and they were not up to the task. On the German side, the 163rd and 196th Infantry Divisions, although not elite units, were adequately equipped—although World War I vintage machine guns were still in use and mortars in short supply—and they were supported by Panzer-Abteilung 40. Although mostly equipped with weak PzKpfw I and PzKpfw II tanks, this battalion, thanks to the weakness of its foes, would display an efficiency rarely seen in a country as hilly as Norway. It also used in combat a few "heavies," failed multi-turreted experimental tanks whose value was as much for propaganda photographs as it was for fighting enemy infantry. As early as April 15, the 196th Infantry Division forced the Norwegian 1st Division to flee into Sweden. The 2nd Division attempted to build a defensive line at Lillehammer in the valleys of the Gudbransdal and the Osterdal, on the road to Trondheim. Facing it were the German 163rd Infantry Division coming up the Gudbransdal, and the 196th coming up the Osterdal, closer to the border with Sweden. The mountainous terrain with its narrow roads finally slowed down the panzers as the first French and English troops were arriving in Namsos. Hope was reborn.

> "...neither the general staffs nor the governments of France and Britain had the stomach for such aggressive action."

The Allies landed north (Namsos) and south (Andalsnes) of Trondheim, hoping to recapture this important port city or at least to surround the German troops in it. On April 14, Mauriceforce (146th Infantry Brigade and 5th Demi Brigade de Chasseurs Alpins) arrived in Namsos, commanded by the British General Carton de Wiart, a hero of the Boer War. Despite the presence of French troops theoretically able to operate in the rough terrain, the operation stalled. The supplies had not followed—the Chasseurs had not received their ski bindings, for example. In addition, the Luftwaffe had quickly spotted the landings, and on the 20th, a massive raid launched from Stavanger wrecked most of the port installations. The Norwegian air force was reduced to a few seaplanes and the only Allied planes available were ship-borne aircraft and Gladiator biplanes, all of them outclassed in numbers and in quality. Only three battalions of the Norwegian 5th Division had been mustered. Along with a few cavalrymen, they installed themselves north of the Trondheim Fjord. The entire artillery park of the division had fallen into German hands, along with the Trondheim depot. The Allies obviously would have to be content with very limited operations. Paradoxically, it would be the poorly trained and poorly equipped British Territorials who would do most of the fighting against the troops of the German 181st Infantry Division once it had reached Trondheim late in April. For their part, the Chasseurs Alpins would only be involved in a few clashes. On May 2 the last French and British troops evacuated Namsos. Two days later, the remnants of the Norwegian 5th Division surrendered.

Operations launched from Andalsnes followed an even more disastrous course. Starting on April 15, the British 148th Brigade (TA) landed there with only two battalions. It immediately moved east to help the Norwegian 2nd Division in the valley of the Gudbransdal. The Norwegians were counting on the Allies to supply them with the heavy equipment they were lacking, especially anti-tank weapons. But while the Territorials were full of enthusiasm, that was about all they had to offer. Beyond a single pair of 3-in. mortars per battalion, their armament was limited to Bren Guns and Boys anti-tank rifles.

The first clash between the Anglo-Norwegians and the Germans occurred on April 21 near Lillehammer. This turned into the first of a series of defeats. Rather than slow down the enemy advance, the fighting only served to weaken the poorly coordinated Allied troops. The German 163rd Infantry Division, reinforced with mountain troops and well supported by the Luftwaffe—which was taking advantage of every break in the weather—pushed the Allies back. The panzers proved virtually invulnerable to anti-tank rifles and were giving efficient support to the frontal attacks while ski troops were infiltrating on the flanks. The last remnants of the 148th Brigade were destroyed by the German 196th Infantry Division at Tretten on April 23. The German 163rd Infantry Division then moved west to meet the Norwegian 4th Division coming from Bergen. The latter unit, while the weakest on paper in the Norwegian army had managed to mobilize fully its two regiments and its small artillery battalion. Starting on April 17, it fought the German 69th Infantry Division for every inch of terrain.

There then began a new phase in the fighting which signaled the end of Allied hopes for victory in the center and the south of Norway. The British were now only trying to cover the retreat of their advance elements, and the Norwegians came to realize that their resistance was hopeless. Their 4th Division, caught in pincers by the German 69th and 163rd Infantry Divisions, had to surrender on May 1 after bitter fighting. The entire southern part of the country was now firmly in German hands. Meanwhile, the German 196th Infantry Division was advancing on Andalsnes, in the hope of trapping the British troops. But the latter had been reinforced by the 15th Brigade, a regular Army unit, which, late in April, twice stopped the enemy vanguards, first at Kvam, then at Otta. Although the

Tommies still suffered from faulty logistics—they had the ammunition for their light mortars, but not the tubes themselves—they finally had 25mm AT guns which easily handled the panzers. Despite several Pyrrhic victories, the British had to evacuate while under attack by the Luftwaffe. The Norwegian 2nd Division surrendered on May 2.

The focus of attention then shifted to Narvik. The Germans wanted to free up their troops isolated there since mid-April, while the Allies were trying to eliminate General Dietl's men and at long last cut the Iron Road by destroying the port facilities. From then on, the majority of Allied troops involved were French or British units, since most of the Norwegian Army had been knocked out of the fight. Scissors Force, comprised of several Independent Companies (forerunners of the Commandos), was given the task of slowing down the advance elements of the 2nd Gebirgsjäger Division advancing north from Trondheim. There ensued a series of violent clashes close to the Polar Circle. Not only were the Allies still out-equipped, especially in the air, but the Germans were showing plenty of initiative. Perhaps the best example of this was the Hemnesberget "coup" on May 10, when a detachment of Gebirgsjägers transported in two seaplanes and a small freighter, made a daring landing on the Allied flank, despite the latter's naval superiority. By mid-May the situation had become dire enough to warrant the hasty dispatch of the 24th Guards Brigade to help Scissors Force. The deficiencies in terms of material remained glaring. One battalion of the 24th Brigade was supported by a lone Bren Carrier, the only armored vehicle the Allies used south of Narvik. In addition, the Independent Companies were used as standard infantry, a role they were ill-trained and, especially, ill-equipped for, since their heaviest weapon was the Bren. Their most successful action was an ambush modeled on the fighting on the Afghan border: a cyclist detachment was nearly destroyed before the Germans could mount a response. Overall, however, the Germans were slowed down more by the terrain and problems of logistics than by the Allies.

The Narvik area saw its first land combat around April 24, when the Norwegian troops of General Fleischer launched an unsuccessful counterattack from their positions 30 kilometers north of the city. Meanwhile, the German troops of General Dietl were isolated since mid-April around the Ofot Fjord, near Narvik. Their destroyers had been sunk by the Royal Navy and the few Ju-52 that had reached them had suffered a highly successful air attack by obsolete Norwegian Fokker CVs. On April 15, the first elements of the 24th Guards Brigade reached Fleischer's men. In the late April and early May, the 27th Demi-Brigade de Chasseurs Alpins, the 13th Demi-Brigade de Légion Etrangère (DBLE) and the Polish Brigade Autonome de Chasseurs de Podhale (BACP) arrived in various ports in the area. The end of the Gebirgsjägers seemed to be a matter of days only, but they were reinforced by surviving sailors equipped from Norwegians weapons depots and kept in touch with the south thanks to the Luftwaffe. Some reinforcements were parachuted in. At long last, on May 12, the Allies, having solved a series of disputes among themselves, finally gained the initiative and landed the 13th DBLE at Bjervik at the head of the Ofot Fjord. This action pushed the German troops back into Narvik. However, all kinds of problems delayed the final assault while the Luftwaffe, now operating from bases closer to the area made its force felt. The worsening campaign in France finally pushed the Allies to destroy the port installations in an attempt to end the Norwegian campaign on a note of success. On May 27 and 28, the 13th DBLE, the Norwegians to the north and the Poles to the south chased the last German troops out of Narvik. General Dietl and his men retreated in good order in the direction of the Swedish border. The port facilities were completely destroyed and the evacuation of the Allies was completed without further damage on June 8. A fair number of Norwegian soldiers stayed behind and surrendered. The courageous General Ruge formally surrendered his last units on June 10.Despite this success at the end, the campaign had been a stinging failure for the Allies. In spite of the significant losses suffered by the Kriegsmarine, Germany had managed to conquer a formidable gateway to the Atlantic for its submarines and its surface navy. Lend Lease convoys bound for Murmansk would suffer attacks from the air as well as from the sea in 1942-44, the most spectacular instance coming in July 1942 with the almost complete destruction of convoy PQ-17. This threat would only be removed in 1944. Nevertheless, Norway would retain until 1945 a large number of German soldiers charged with occupying and defending it—commando raids like the one at Vaägso reinforcing the German fears of an invasion. In one aspect, the campaign would prove useful to the Allies. Valuable lessons had been learned and the multiple errors of organization and logistics committed in Norway were corrected during later amphibious operations. In addition, the landing at Bjervik was the first action of this type by the British since the landings in the Dardanelles in 1915 and it would provide precious knowledge. The few landing crafts used there would be modernized and give birth to the range of LCA, LCM and LCT that would be used in Asia and Europe in 1942-45.

Continued from page 76

just by moving/advancing out of the caves. This presumes, of course, you have enough units left inside Kakazu Ridge to move/advance.

The battle for Kakazu West is quite different. You need to counterattack as soon as possible, but you don't have control of the exact timing! Whatever you do, be careful. The American has some nasty firepower on Kakazu West. A 10-2 with a .50 cal and a HMG having a "rate fest" is not a pleasant experience. The Japanese must balance between getting the "deductible" VPs during Turns 4 through 6, and having enough units left to take at least two of the Kakazu West hexes at game end. Again, do the math, and remember that those three hexes are very valuable to the American at the end of the game.

Fortitude is one key for the Japanese player. You are going to lose most of your OB, just accept that from the outset. Don't panic; you can win with only a handful of units left. You may need to reveal a cave or two in order to deny concealment to the main assault forces on Turn 1. Do so—your offboard mortar crews will thank you on Turn 2. Planning is another key. The Japanese player should spend several hours setting up his defense and planning how to move his troops amongst the complexes and caves. Be sure to have caves facing the north, west, and south. You need to mitigate the Americans' ability to hide and gain concealment.

The three of us really enjoyed designing and developing this scenario. Our thanks go out to everyone who helped out on American Tragedy. We hope you find our efforts worthwhile. Enjoy!

Matt Noah

We look forward to publishing even more Dolan KR designs, and we encourage anyone else with an interest in this battle to submit a scenario using the KR mapsheet and rules. For that matter, maybe you can find a use for part of the KR mapsheet in depicting a totally different locale. While nothing beats the thrill of playing a scenario over the actual terrain as depicted on a HASL mapsheet, many of those mapsheets also lend themselves to depicting battles in other places. We would like to see more scenario designers use this option where appropriate in some of their submittals.—Eds.

TIPS FROM THE TRENCHES

THE FRENCH EXPEDITIONARY CORPS IN SCANDINAVIA

by Laurent Closier

When the first French units loaded on ships on April 12, 1940, they put an end to almost two months of rumors and uncertainty. The Russian aggression against small Finland on November 30, 1939 had raised the indignation of the Western democracies, which, since then, had nonetheless been content with issuing official condemnations of the attack. After many hesitations, the Allied Supreme Council had decided on February 5 to intervene in Scandinavia. On that occasion, the French general staff created the Brigade de Haute Montagne, under General Béthouard, from various units of chasseurs alpins. This new unit, comprised of two demi brigades of chasseurs alpins, one anti-tank company and one ski scouts company, was made up of men perfectly trained and equipped to fight in those high latitudes. Still, its departure was delayed time and again. Furthermore, both Norway and Sweden were refusing to let the Anglo-French troops cross their territory to reach Finland, citing neutrality and wishing not to upset Russia. This was a very poorly planned military operation, and the Finns justifiably had no great faith in the Allies. Eventually, Allied activity stopped on March 13, when the signing of a treaty between Russia and Finland put an end to hostilities and rendered useless any operation in Finland. The German invasion of Norway, however, soon gave the Allies a new opportunity to back their words with action.

Before even setting foot in Norway, the Brigade de Haute Montagne had been renamed 1st Division Légère de Chasseurs and had been augmented with two elite units, the 13th Demi Brigade de Légion Etrangère and the Brigade Autonome de Chasseurs de Podhale, a unit made up of Polish volunteers. A further unit, the 342nd Compagnie Autonome de Chars de Combat (with 15 H-39 tanks) added armored support to the new division. These were the French troops about to join their British allies for a baptism of fire in the "Kingdom of Ice".

The French forces did not all land in one place. Just like the British, they found themselves scattered in various points of the western coast of Norway, Worse yet, their equipment was on ships whose convoys sailed separately from the troop convoys. This was to prove disastrous for the combatants.

The 5ème Demi Brigade de Chasseurs Alpins

When they sailed from Brest, the Chasseurs of the 5th Demi Brigade were bound for the port of Narvik and the Gebirgsjägers occupying it. But while they were at sea, the Allied Command indulged in more improvisation and the convoy was redirected toward Trondheim and Andalsnes. The Chasseurs finally disembarked from the four liners that had brought them from France at Namsos, on April 19th. Several German air attacks during the offloading proved harmless, but gave the men a taste of what was to punctuate the life of every allied soldier during the campaign.

In the early morning of the 20th, the various battalions of the Demi Brigade took position around the city: the 13th B.C.A. to the east, in the vicinity of the Grafkapel bridge on the Namsos river; the 53rd B.C.A. on the south shore of the fjord, at Spillum and at Baken; and the 67th B.C.A. on the north shore, in birch forests. Still missing were the battery of 25mm AA guns and all the infantry equipment: skis, snowshoes, ammunitions, etc. The orders were simple: the Demi Brigade was tasked first to protect the city and then to aid the Anglo-Norwegian troops under General Philips which were moving to the south in the direction of Trondheim, about 200 kilometers away. During this first day, Namsos was bombed by the Luftwaffe and numerous city blocks were engulfed in fires.

The Allied advance to the south came to a sudden end the next morning when a group of gebirgsjägers landed in the rear of the British column and, with the support of a destroyer and the ever-present Luftwaffe, forced the Allied troops to fall back on their starting bases. On April 22, the Germans troops renewed their attacks, thus putting an end to any Allied offensive. During those events, the 53rd B.C.A. moved south to support Norwegians troops severely tested by repeated air attacks, and the 13th B.C.A. took over its positions.

Strangely, the German troops seemed unwilling to exploit their early successes and morale improved in the British camp. For two days, while the combatants were either organizing their defensive positions or preparing for the next attack, the Allied Command installed in Namsos, and in particular General Béthouart, designed a strategy aimed at regaining the initiative and moving on Trondheim once again. Unfortunately, orders came from London, announcing the abandonment of central Norway.

Meanwhile, the French liner *Ville d'Alger*, which was carrying all the equipment of the Demi Brigade, arrived at the mouth of the fjord leading to Namsos on April 22. Because of the constant threat posed by the Luftwaffe, and in view of the damage inflicted on the port installations, the British staff didn't wish to have the ship dock. But the French generals managed to convince them, and after numerous failed attempts, the *Ville d'Alger* dropped anchor in the harbor for a few short hours in the middle of the night. It was impossible to offload the chasseurs, their mules, and all of their equipment in so short a time. Only 800 of the 1200 chasseurs managed to land and almost all the equipment (including the AA guns) had to remain aboard. At 0300hrs on the 23rd, the *Ville d'Alger* left Namsos, bound for Scapa Flow.

On that same day, the weather deteriorated. Snow turned to mud and the very low ceiling limited the number of sorties by the Luftwaffe for several days. Morale remained high among the chasseurs, all the more so since the 27th Demi Brigade was due in Namsos on the 24th. Unfortunately, it was redirected to Narvik just as the Germans were reinforcing their positions around Trondheim. The future looked bleak.

Late on the 26th, a number of French and British liners arrived at Namsos, loaded with equipment (including the precious AA guns) and supplies for the Demi Brigade and the British troops. The lack of room on the docks allowed the unloading of the French equipment only, and this was completed early on the 27th. Shortly afterwards, the British commander of the flotilla was ordered to leave Namsos. As fate would have it, German fighter-bombers, absent from

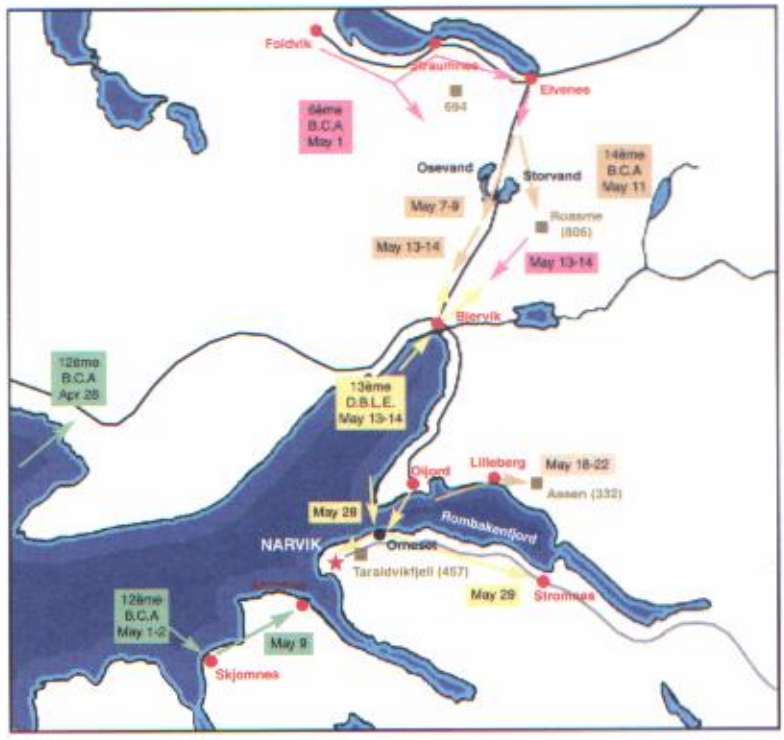
the Norwegian sky for days, happened on the scene. The crowded docks and the liners at anchor or dockside were perfect targets for the Luftwaffe pilots. This last attempt to re-supply Namsos had failed miserably. Having yet to meet the enemy, except for its air force, the Demi Brigade found itself required to abandon its position to avoid annihilation. Frustration reigned among the chasseurs.

Trying to minimize the consequences of this debacle on the morale of the troops and the French population back home, the French government attempted to persuade the Supreme Council not to evacuate. It proposed the establishment of a defensive line north of Namsos to defend northern Norway against German attacks and cover Allied operations in the Narvik area. But the British were adamant and confirmed the order to evacuate Namsos.

The men of the 53rd B.C.A. began boarding on April 28th at 1500hrs. General Audet was directing the operations, in relief of General Béthouart who had left two days earlier to assume the command of French troops at Narvik. The exit of the chasseurs from the fjord April 29th was made under the inescapable bombing from the Luftwaffe which, this time, failed to score a hit. The 13th and 67th B.C.A chasseurs had to wait to board until the arrival of the other French liners on May 2nd. Almost all the equipment was thrown in the harbor due to lack of room on the ships. Shortly after midnight of the 3rd, the flotilla left the dock after the last covering British troops had climbed aboard. Shrouded in fog, the ships reached the high seas out of the Luftwaffe's sight. The 5th Demi Brigade de Chasseurs Alpins had stayed exactly 2 weeks at Namsos. Without ever seeing combat, it has lost 12 dead and 25 wounded, all from air attacks. A large part of its equipment had been lost, either destroyed on the docks by the Luftwaffe or dumped in the harbor during the evacuation.

The 27th Demi Brigade de Chasseurs Alpins

The second convoy of the French Expeditionary Corps, carrying the 27th Demi Brigade, left Brest on April 18th, almost a week after the 5th Demi Brigade. Its equipment was also loaded separately from the troops, and this created grave problems upon arrival. At first the 27th Demi Brigade's mission was to support the 5th Demi Brigade at Namsos. The British decision to abandon central Norway changed the cards and the convoy turned toward Narvik. It entered Vaagsfjord during the afternoon of the 27th and split into two forces before landing the chasseurs. This separation was caused by the need to reinforce Anglo-Norwegian troops scattered along the coast. Thus, the next morning, the 12th B.C.A. landed at Skaanland, 40 km west of Narvik, and the 6th and 14th B.C.A. landed in the small ports of Sjoveien, Skaarvik and Meby, 50 km north of Narvik. The landing of equipment was rather chaotic—as could be expected from the way it had been loaded at Brest. Luckily, the French troops were arriving in



French Operations at Narvik
April 28 - May 29

northern Norway in the absence of any immediate German threat. But the ultimate objective, Narvik, was still far away with many kilometers of wilderness to cross before reaching it.

On April 29th, General Béthouart came over from Namsos in order to take command of the operations aimed at taking Narvik. He quickly made contact with the officers commanding the Norwegian troops and learned that the Germans had fallen back to the south. Without hesitation, he ordered the chasseurs aboard small local transport boats and sent them to the small ports of Foldvik and Straumnes within 20 km of Narvik. No sooner had they arrived than German planes greeted them with one of the bombings that would become a daily feature for the whole campaign. In the evening of the 30th, the 6th B.C.A. established its camp at Elvenes. Ahead, the only road south—to Bjervik—snaked in a pass framed by several heights (Hills 694 and 806). The Norwegians already in place explained the difficulty in getting near those hills, which were occupied by aggressive and well-entrenched gebirgsjägers. Full of elan, the battalion moved forward on May 2nd along two parallel axes, on either side of Hill 694, but was soon stopped and forced to dig in amidst the thick snow in full view of the enemy positions. A Norwegian battalion tried in vain to outflank the German troops installed east of the pass. For two days, the French attacks were repulsed by the fire of German machine guns. By May 4th, the 6th B.C.A. was exhausted. Due to the absence of proper equipment, cases of frostbitten feet were multiplying. The 14th B.C.A. then prepared to relieve the 6th on the front line.

For its part, the 12th B.C.A., after landing at Skaanland (west of the peninsula in the Bay of Bogen), rapidly joined the men of the South Wales Borderers. The next day, April 29th, a small Allied commando made a surprise landing at Skjomnes, a few kilometers south of Narvik and pushed back the German troops there. But the numerically superior Germans, quickly recovered and established positions around the hamlets of Ankenes and Skole. May 1st and 2nd were used to bring the rest of the 12th B.C.A. into the fray. After several days of reconnaissance, the French attack started again on May 9th and soon captured the entire ridge overlooking the Beisfjord. Only Ankenes was still in German hands.

The 14th B.C.A., having relieved the 6th, now spent three days in positions overlooked by the enemy-occupied heights which framed the road to Bjervik. Finally, the battalion attacked the entrenched enemy on May 7th through fresh snow a meter deep. After two days of fighting in difficult conditions (snow storms, short supplies, temperatures dipping to -22° C), the chasseurs finally managed to drive away the Germans and clear the isthmus separating Lakes Osevand and Storvand—though which passed the precious road to the south. By the evening of May 9th, the pass was in sight. The hungry and cold chasseurs, finally supported by some 75mm guns, maintained the pressure on the German positions despite machine gun nests scattered amongst the boulders on the heights. On May 11th, the battalion at long last took possession of Hill 856—the enemy having just recently abandoned it.

The 6th B.C.A., which had launched this offensive, returned to the front line after a few days of rest. It joined the 14th on the Roasme height, as all awaited the order to launch a general attack on Bjervik, in concert with an attack

to be launched by the Légion Etrangère. The order came on May 13th, at 0145hrs, one hour after the first gunfire from the flotilla that had just landed the legionnaires. The fighting lasted all day on the hills overlooking Bjervik from the north and east, and the chasseurs eventually hooked up with the legionnaires early in the afternoon of the 14th.

Wishing to take advantage of the moment, General Béthouart sent the 14th B.C.A. on the road to Narvik in order to complete the encirclement of the German troops in the city. The exhausted chasseurs took 9 hours to cover the 10 kilometers separating them from Oijord on the north shore of the Rombakenfjord. For its part, the 6th B.C.A. returned to Elvenes to rest. For these chasseurs, though they did not know it yet, the battle was over. After regrouping at Troldviken, on the Oijord peninsula, the 14th B.C.A. landed on May 12th at Lilleberg, a small hamlet at the head of the Rombakenfjord. The 14th vigorously drove the German troops it found to the east and took the Aasen heights two days later. Finally, on the 22nd, it deployed along the Storelven River to cover the final attack soon to be launched on Narvik.

In the Ankenes sector south of Narvik, during the night of May 17th, the Germans had counter-attacked the positions of the 12th B.C.A., only to be repulsed with the help of a British battery. The arrival of a Polish demi brigade and of two French batteries of 75s gave reason to hope that Ankenes, and control of the Beisfjord, would fall to the Allies.

General Béthouart, while he was gathering his troops for the final attack against Narvik, was summoned by Admiral Cork on the 26th and told of the evacuation order sent by London two days earlier. The general refused to abandon the Norwegian troops to their fate and made it a point of honor to conclude the campaign with a decisive victory over the Germans. Admiral Cork agreed to delay the evacuation by a few days. The attack plan drawn up by the French staff called for the 14th B.C.A to create a diversion on the north shore of the Rombakenfjord while the legionnaires would cross the fjord and land just north of Narvik with the support of the British vessels in the area. In the south, the 12th B.C.A, which had just been relieved by Polish troops, would not take part in the fall of Ankenes. On May 28th, the day of the attack, the 14th B.C.A. met only token resistance, but sticking to its orders, fell back to its positions on the western shore of the Storelven River. Over the following week, it was regularly engaged with German patrols until receiving the order to retreat on June 3rd.

On June 2nd, General Béthouart sent out the order to cease the pursuit of the enemy and to begin falling back for the final evacuation. The 6th B.C.A. boarded on June 4th in the Sagsfjord where it had landed five weeks earlier; the 14th did so at Bogen and Lilleberg on June 6th; and the 12th at Harstad on June 7th. Overall, the 27th Demi Brigade de Chasseurs Alpins had lost 60 killed and 103 wounded.

The 13th Demi Brigade de Légion Etrangère

The 13th D.B.L.E. was the last major unit to sail from Brest on April 22nd to join the Allied units in Norway. After a refueling stop in Glasgow on the 29th, the convoy took to sea again and arrived within sight of the Norwegian coast on May 5th. The men and their equipment were offloaded in the Harstad area, far from the enemy's advance positions. By that time, the Allies had effectively abandoned central Norway and were concentrating their forces around Narvik. A new failure there would be catastrophic. On May 7th, General Béthouart was authorized to prepare for a landing at Bjervik as a preamble to the liberation of Narvik. This risky task fell to the 13th D.B.L.E. The plan called for simultaneous attacks on two points of the shore. The 1st Battalion would land directly at Bjervik before breaking out to the northeast to meet with the 6th and 14th B.C.A. The 2nd Battalion would land south of Bjervik at Meby, capture the military base at Elvegaard, and block the German retreat toward Narvik. Each battalion was allocated a platoon of four H-39 tanks as armor support.

Using small barges to bring in the assault troops proved perilous, especially for the tanks. One barge overturned and sent one of the precious tanks to the bottom of the Vaagsfjord. In spite of the problems, the flotilla arrived near the landing zones on May 12th, accompanied by a few British warships charged with giving artillery support. The attack was planned for midnight on the 13th.

The naval bombardment started at 0019hrs. In no time, several fires were burning in the town. At 0145hrs, the 1st Battalion landed on the Bjervik beach, but only one tank could be put ashore at the time. For an hour, the various companies moved at regular pace through the town and took control of numerous mined bridges as well as of Hill 46, which overlooked the small harbor. In coordination with the 6th and 14th B.C.A., they pushed ahead to the northeast and Hill 336. The thick snow and a German counter-attack slowed down the legionnaires, but they finally took Hill 336 in late afternoon. Although this success did not trigger a counterattack, the legionnaires were now too exhausted to advance further, and their rendezvous with the chasseurs had to wait till the next day.

The 2nd Battalion's landing was more eventful. Due to the lack of barges, it had to wait until the landing in Bjervik was over, and it was not until about 0430hrs that the legionnaires started moving to the Meby beach, only to discover a nasty surprise: the beach was swept by German machine gun fire. At the last moment, General Béthouart managed to redirect the barges toward another beach about a kilometers to the south. Supported by British naval guns, the legionnaires quickly captured the hills overlooking the fjord, shortly before 0600hrs. At 0630hrs, now that its tank platoon arrived, the 2nd Battalion attacked again, this time toward Camp Elvegaard. The tanks were stopped by a stream halfway to the objective and the legionnaires had to cross a large expanse of open ground subjected to German machine gun crossfire. Heroic action by legionnaire Gayoso, a Spaniard, allowed the capture of Hill 220 and forced the Germans into a hasty retreat. Around 1600hrs, the 2nd Battalion began strengthening its positions while awaiting orders to pursue the enemy toward the nearby Swedish border.

Shortly before noon the next day, May 14th, the two battalions of the 13th D.B.L.E. met up before reaching the 6th and 14th B.C.A. in the early afternoon. The last German positions north of Bjervik had to be cleared and it was during these mop-up operations on Hill 482 that the legionnaires met the Luftwaffe for the first time. The men, exhausted by the ordeal of having to carry all their equipment and supplies on their backs, took two days to complete the clean up. It was at the end of this period that battalion commander Gueninchault and several of his officers were killed in an air raid.

On May 21st, the 13th D.B.L.E. was redeployed on the Oijord peninsula in preparation for an attack on Narvik. Despite the Allied governments' decision to abandon Norway at a time when fighting raged in France, General Béthouart managed to buy time to mount his attack. Reconnaissance showed just how strong the German defenses were in the peninsula surrounding Narvik. Given the rough terrain, combined with the birch forests at the foot of the hills, the fighting was sure to be difficult. General Béthouart's plan consisted of two simultaneous attacks: the Polish brigade would attack from the south and capture Ankenes; in the north, the 13th D.B.L.E. would storm the Orneset beach in two waves. On May 27th at 2300hrs, the men of the 1st Battalion loaded on barges in the small harbor of Seines, sailed around Cape Oijord and then directly for Orneset. British naval fire started at 2355hrs, shortly before the legionnaires began landing. With the aid of a single 25mm gun, the legionnaires quickly wrestled control of the Orneset hillock and a nearby railway tunnel from Kriegsmarine elements, but the tide soon turned. German artillery soon found the range, to good effect. The Norwegian battalion intended for support of the 1st Battalion was roughed up while embarking at Oijord. It eventually managed to cross the Rombakenfjord, but its lateness disorganized the Allied attack. At 0430hrs, German fighter-bombers appeared on the scene, targeting the British naval units. The flotilla then left the landing zone, abandoning the legionnaires who faced a stubborn and well-supported enemy. Hill 457 (Taraldsvikfjell) fell to the legionnaires around 0500hrs, but German soldiers on the reverse slope forced them back. Soon, panic spread among the Norwegian troops. By 0600hrs, everything was back to square one. The Germans maintained their pressure and soon could see the landing zone where the 1st Battalion's HQ was installed. Bayonet fighting broke out along the ridges overlooking the fjord, prompting the legionnaires to many

acts of selfless courage. Fire support from the colonial artillery battery situated across the water came at just the right moment to alleviate the situation, allowing the Allied attack to regain the momentum. Nevertheless, losses were heavy and the beachhead was still narrow.

On May 28th, the second wave with the 2nd Battalion, was delayed and was not completely ashore until noon. The tanks were soon mired and Luftwaffe harassment continued throughout the morning. The Norwegians were marking time at the foot of Hill 457 and the situation on the Orneset beachhead was turning into a quagmire. Meanwhile, while the legionnaires were trying to break out, the 14th B.C.A. was hounding the German troops on the north shore of the Rombakenfjord and the Poles were relentlessly moving up the south shore of the Beisfjord. Feeling the risk of encirclement, the German HQ ordered its troops to withdraw from the peninsula. That evening Hill 457 fell to the legionnaires and, an hour later, Norwegians soldiers were liberating Narvik. Shortly after 2200h, a motorized platoon of the 2nd Battalion reached a point of the north shore of the Beisfjord across from Ankenes, itself captured by Polish troops a few hours earlier.

The following days were marked by the pursuit of German units and the preparations for the general evacuation. On May 29, the 1st battalion, supported by a British destroyer, pursued the enemy along the railroad. Despite the fact the terrain was favorable for ambush, the 1st reached Strömsnes Station late on May 30th. For its part, the 2nd battalion advanced along the shore of the Beisfjord without encountering any resistance and met with the Polish half brigade at the head of the fjord. During June 1st and 2nd, the legionnaires took advantage of the bad weather to outflank the last German defenders on Hill 818, south of Strömsnes and, accompanied by the Polish chasseurs, converged on the center of the peninsula. The net had closed.

The evacuation of Narvik was planned for June 5. In the interim, the 13th D.B.L.E. maintained an offensive posture to fool the Germans into expecting Allied attacks would soon resume. After a multi-step disengagement, the 2nd Battalion climbed aboard two Allied liners on June 5th. The 1st Battalion had to wait until late in the night of the 7th to climb aboard a British liner after suffering more losses from one last Luftwaffe raid. The 13th D.B.L.E. left 86 dead on Norwegian soil and repatriated 91 wounded.

The performance of the renamed 1st Division Légère de Chasseurs with its attached units was a mixed bag. The amphibious landings at Orneset and the resulting capture of Narvik had given France her first victory in a war that would not see too many. Even so, "Victory at Narvik" had cost dearly, especially when compared to what ultimately had been gained.

A VIEW FROM THE MOUND

Hello again and welcome to the 3rd issue of the ASL Journal. What a ride it's been so far. This issue once again breaks records with the 30-some new scenarios included herein. The Norwegian campaign is something that has *never* received a lot of recognition or coverage, but with the historical articles by Laurent Closier and Philippe Naud and the accompanying scenarios you should get a pretty good feel for the campaign fought in Northern Europe in the war's early years. Along with the scenarios and some great articles, we've also added a new example of play. We feel these are important in helping ASL players of all levels to get better at handling the rules—rules that often look more daunting than they really are.

ASL is seeing a tremendous rebirth around the world right now. In the past few months we've released 2nd Editions for both *Beyond Valor* and the *ASL Rulebook*, placing both of these essential pieces back in print. We've recently reached agreements with several new U.S. distributors, as well as more distributors overseas. That means ASL is seeing more and more coverage on store shelves around the world. I doubt we will ever get back to the days of six-figure sales; our niche market is just that, a niche. Having said that, we will continue to contact stores and distributors around the world in our efforts to get more and more exposure for WWII's best tactical level wargame.

What's upcoming you ask? (Seems all ASLers want to know this!) We've got a ton of projects in the works right now.

SASL II should be done by the time you read this. *SASL II* will bring the Solitaire ASL system up to speed with regards to the various nations that fought in WWII. With new charts for all these new nations the possibilities for play are endless.

Next up will be the reprint of the currently out of print *West of Alamein* module, with one important twist. *West of Alamein* is now two *ASL* modules. The first, *For King and Country*, will cover the British in the ETO while the second, *West of Alamein*, will cover the desert warfare aspect of *ASL* in WWII. *For King and Country* will include British Counters, British Chapter H (reformatted to the 2nd edition *ASL Rulebook* format), 16-20 British scenarios from out of print *ASL* products (updated where appropriate), and Boards 1, 7, 8, and 12. (Why these boards? Because these are the last 4 boards that are used for scenarios in an *ASL* core module that are not already found in an *ASL* core module.) *West of Alamein* will include boards 25-29, the desert WOA Overlays, eight current WOA scenarios, Chapter F reformatted to the 2nd edition *ASL Rulebook* format, and desert/info counters. These modules should hit the store shelves at about the same time.

Jim McLeod of the Winnipeg ASLers has recently handed us his pet project tentatively titled *"Ortona, Italy's Stalingrad."* This looks like a blast, and we are looking forward to getting this one to you. Tom Morin, a member of the famous Bunker guys, is finishing up work on his long-time project *"Central Stalingrad."* Don Petros is almost done with the map for that so we hope to begin final testing on this project rather soon.

Charlie Kibler is back at ASL! Yep, the designer of ASL's greatest HASL, *Red Barricades*, has gone back to Russia, so to speak. Charlie is hard at work on the sister HASL to *Red Barricades* tentatively titled "Red October." When this monster is done it will provide two more RB sized HASL maps covering the Red October factory complex. It will also link to the two existing RB HASL maps—allowing you an enormous area to fight over while contesting the factories and streets of Stalingrad.

Armies of Oblivion—probably the most eagerly awaited module in the last ten years—is well into playtest and is nearing completion now. AoO will feature *almost* every other nation needed to round out the ASL core module set. The Finns will be getting their own module, titled "Haake Palle." Included in these two modules will be a mix of rare German and Russian early and late war vehicles. A lot of recently uncovered material has allowed us to include these vehicles in the ASL countermix. Plus rules for Armored Trains, Prepared Fire Zones, Anti-Tank Boulders etc. Lots of cool new stuff, and lots of cool new toys to boot.

Other projects include the first installment of our forthcoming series "Historical Study ASL" or HSASL. This first project will cover the fighting on Guadalcanal. This is close to completion and could see the light of day before year's end. The second installment of this series will cover the fighting on Sicily.

There's lots of other cool stuff on the horizon including Intro ASL, new HASLs covering the Philippines, Warsaw, Bagration, and Hurtgen Forest, and of course Journal #4 featuring another mini-HASL. All these projects are in various stages of development, and we'll try to keep you abreast of their status.

So there you go, lots done, lots left. If you have an idea, a project, an article, a scenario, *anything* ASL that you think should see print please drop an email to Russ Bunten at **rbunten@multimanpublishing.com** or contact us through our website at **www.multimanpublishing.com**. As always, we thank you for your continued support of ASL and of MMP. Thanks and God Bless.

Curt Schilling
President, MMP

A Two Month Stint

The Chasseurs de Podhale

by Philippe Naud

When Poland was invaded in September 1939, an immense wave of patriotic sentiment spread across Polonia, the Polish communities abroad. In France, where they numbered some 500,000 people, the Polish government in exile drew up plans to recreate armed forces. However, economic considerations—many were employed in industry or mining—limited the potential manpower pool to about 60,000 men. This number grew with the arrival of Poles coming from other European countries and of Polish soldiers who had managed to escape to neutral states such as Rumania.

France expected to organize these men into a few air and sea units and into four infantry divisions and one light mechanized division; the latter was to be formed from General Maczek famous 10th Mechanized Cavalry Brigade, which had found refuge in Rumania just prior to the collapse of Poland. The creation of these units met with enormous problems, however, especially in terms of equipment. As late as May 1940, there were barely two operational (more or less) infantry divisions.

The Polish government, however, was anxious to be recognized as an Allied power—fighting side by side with the British and the French. It decided during the winter of 1939-1940 to form an independent mountain brigade to participate in the expeditionary corps being organized for the aid of Finland (under attack by the Soviet Union, Germany's logistic ally). Perhaps luckily for the Allies, Finland surrendered before the expeditionary corps could be sent. But formation of the brigade continued, delaying the readiness of the first two infantry divisions by diverting part of their troops and equipment.

The unit was named the Brigade Autonome des Chasseurs de Podhale (Samodzielna Brigada Strzelców Podhalanskich), in the fashion of the Polish army. Podhale is a region of southern Poland that stretches to the Tatra Mountains. In September 1939, there were two mountain divisions and two mountain brigades in the Polish army. After Poland's defeat a very few soldiers from those units managed to reach France. The reconstituted Brigade de Podhale was a pale imitation of the well-trained specialized troops of 1939. However, as early as late February 1940, the French-Polish military mission had already specified the size and organization of the brigade. It was to comprise two half brigades, each with two battalions and a command and heavy weapons company. Three of the infantry battalions came from the 1st Infantry Division and the fourth came from the 2nd Infantry Division. In addition, the brigade was to have a tank company (at first FT-17s, then R-35s), an anti-tank company, a ski company, a signals company and various services units. It was also intended to have its own anti-aircraft capacity—20mm Oerlikon guns. While the French liaison officers were happy with the excellent morale of the unit, they were displeased with its total lack of homogeneity and the shortfall in its training, especially that of its specialists (tankers, anti-tank gunners, signals). In addition, the brigade could not form its ski company due to lack of qualified personnel. In fact the unit was unfit for combat duty prior to April 15 (or even May 1 for that matter). But in keeping with its designation, it trained in part in the Alps for mountain warfare.

The reconstituted Brigade de Podhale was a pale imitation of the well-trained specialized troops of 1939.

The German invasion of Norway hastened the formation and utilization of the brigade. Although it received none of its support units (other than the signals company), it was supplied with most its allotted equipment. The battalions were organized on the French model: three rifle companies, each with four platoons equipped with the relatively modern MAS 36 rifle; a headquarters platoon; and, for support weapons, 12 light machine guns and one 60mm mortar. Each battalion also had a support company with 16 machine guns in 4 platoons, and a heavy weapons platoon with two 25mm anti-tank guns and two 81mm mortars. Each half brigade also had a few extra 25mm guns. Although there was a motorcycle platoon, the ski-scout platoons (S.E.S.) were missing, a serious shortfall for a mountain unit. As a result, the French Chasseurs Alpins lent a few S.E.S. to the brigade. Finally, although there were French liaison officers assigned to the unit, all its officers were Polish, most of them veterans of the September campaign. The brigade was commanded by General Bohusz-Szysko.

On April 24, the brigade boarded its transport at Brest, bound for Norway. Early in May, it arrived at Harstad, north of Narvik and then took several days to reach its position at the front, in the south, close to the Ofot Fjord. The Allies wanted to destroy General Dietl's surrounded troops and the port facilities. Despite supporting naval fire, the Chasseurs de Podhale advanced slowly, in the face of a stubborn foe. The fighting became relentless when the Poles gained a toehold on the Ankenes peninsula, which is separated from Narvik by an arm of the Beis Fjord. The enemy, although numerically inferior, was fearsome, especially the Gebirgsjägers which were the German equivalent of the Chasseurs de Podhale, only more experienced and better trained and led. Even the sailors who had survived the destruction of their flotilla fought with courage, as if to avenge the loss of their ships. On May 26, General Bohusz-Szysko was finally able to attack the village of Ankenes. On the 28th, a general offensive by the Poles failed to take the position and suffered the inevitable German counterattack which forced a portion of the attackers to fall back. Nevertheless, the next day, the Chasseurs managed to push the Germans off the peninsula. There was then a lull in the fighting following the retreat of Dietl's troops toward Sweden. The brigade had lost 97 dead, 189 wounded, and 28 missing in action. Still it had played a crucial part in this Allied victory, the only one in a disastrous period of time and had made up, besides the Norwegians, 30 percent of the Allied troops engaged in the fighting.

Early June was devoted to reloading the troops on ships because they were now needed on the French front. On this occasion, the Poles played a practical joke on the Germans by placing dummies in their positions, a deception that would last until June 8, after the last Pole had left Norway. The brigade arrived in Scotland on June 12 and left almost immediately again for Brest, arriving there on the 14th. But the Germans had already reached Brittany and most of the unit was overwhelmed without ever putting up a real fight. Only a handful of men managed to get back to Britain. The Brigade Autonome des Chasseurs de Podhale had ceased to exist in a matter of months.

Mission Design: Todd Hively

Mission JM1

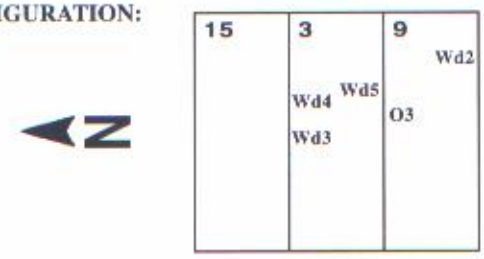
Hoch! Hoch!

BRIEFING:
SALERNO, ITALY, 11 September 1943: The Commando Brigade, made up of No. 2 Army Commando and No. 41 Royal Marine Commando, is guarding the left flank of the Allied beachhead. The Commandos are attempting to hold the high ground near the small village of Dragonea. Elements of the 2nd Battalion, 1st Panzergrenadier Regiment of the Hermann Göring Panzer Division, are attacking the Commando positions, yelling their battle cry of "Hoch! Hoch!" (Onward! Onward!) as they charge forward. At first, the Panzergrenadiers were slaughtered by the steady fire of the veteran Commandos, but with the aid of an intense mortar barrage, the Germans broke through, surrounding A and B Troops of the Royal Marine Commandos. Q Troop, which had been held in reserve, along with other HQ Troop elements, is about to counterattack to break through the German lines and rescue the trapped Commandos in Dragonea.

PREVAILING ATTITUDE (3.2): Advance {A2a}
MISSION TABLES (12.32):

Enemy SAN		Friendly SAN		Enemy AC#		RE Numbers	
DR	SAN#	DR	SAN#	dr	AC#	dr	RE#
≤ 4	5	≤ 5	4	≤ 3	3	No Random	
5-9	4	6-8	3	≥ 4	4	Event dr	
≥ 10	3	≥ 9	2			are made	

MAPBOARD CONFIGURATION:



VPO LOCATIONS (14.):
Board 15: N5, W6
Board 3: I7, W5 (both ENEMY-Controlled at start), P5, R3, R5
Board 9: O5

The value of each VPO is determined at Mission end {A10b}.

S? PLACEMENT/ENTRY (4.):
Place one S? in each concealment terrain Location ≤ 3 hexes "outside" of the perimeter formed by the 3N4-Q3-R2-U3-Q8-N4 road.

Place one S? in each ground Level concealment terrain Location from hexrow G to the EBE on all boards. Place two S? in each ground Level concealment terrain Location of hexrow H on all boards.

Place No Move counters under S? in the following hexes: 3K7, 3O1, 3R10, 3T9, 3U8, 3W1, 3W5, 3W7, 3X1, 3X3, 9V10.

Place one additional S? in the No Move locations. The S? in these locations may not move. Any units activated from these S? will not voluntarily leave their set up location, and barring a Panic result on their action DR will have a Fire command. If an activated S? generates an F result on Table A1 the only fortification possible is a 1S or 2S Foxhole depending on the number of squads/HS activated by the Table A1 DR. If activated ENEMY are forced to leave the No Move Locations (by becoming Berserk, or by being forced to rout away), they will be free to move as other ENEMY units do upon returning to good order.

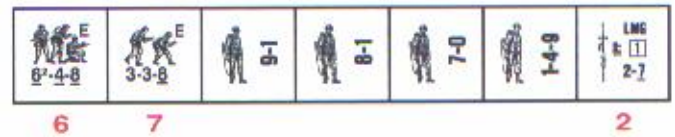
SPECIAL S? MOVEMENT INSTRUCTIONS:
S? beginning the Mission in concealment terrain Locations on/between hexrow H and the EBE will follow normal S? movement rules for Advance Attitude S?.

Unrestricted S? starting the mission ≤ 3 hexes from the road perimeter 3N4-Q3-R2-Q3-Q8-N4 (Dragonea) will move toward the closest (in hexes) FRIENDLY-Controlled VPO within this perimeter during the MPh and APh. Make a Random dr to determine which hex to enter if the most direct route to the closest FRIENDLY-Controlled VPO is unclear.

ACTIVATED Advance Attitude ENEMY MPh INSTRUCTIONS:
Normal SASL MPh movement rules are to be followed except for ENEMY units that begin their MPh ≤ 4 hexes from any FRIENDLY-Controlled VPO and receiving a Move Command. Instead of following the {A4b} Move Command that other ENEMY units follow, ENEMY units ≤ 4 hexes from any FRIENDLY VPO will Assault Move toward the closest FRIENDLY-Controlled VPO. Follow the most direct movement route toward the VPO; make a Random dr to determine the next hex to enter if necessary. If all VPOs become ENEMY-Controlled, resume normal ENEMY move command procedures (9.2). There are no changes to ENEMY APh procedures. Automatic actions (6.3) are unaffected by these instructions.

SEQUENCE:
FRIENDLY units are placed as follows:
The ENEMY side moves first. During Turn 1 FRIENDLY units on board 15 may not voluntarily move *{EXC: Q Troop}*. FRIENDLY units on board 9 may not voluntarily move on Turns 1 and 2.

1) Elements of Number 41 Royal Marine Commando A&B Troops: set up within the 3N4-Q3-R2-U3-Q8-N4 road:



Elements of Number 41 Royal Marine Commando Q Troop: set up in/adjacent to 15DD4:

8 2 2

2

Elements of Number 41 Royal Marine Commando C Troop: set up ≤ 3 hexes of 15M5:

4 3 2 2 3

5

Elements of Number 41 Royal Marine Commando Headquarters and Heavy Weapons Troops: set up ≤ 3 hexes of 15Y6:

4 4 2 2

2 4

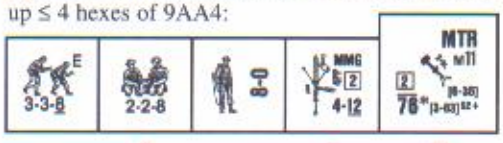
2) Elements of Number 2 Army Commando Number 1 Troop: set up ≤ 3 hexes of 9O5:

4 3 5

Elements of Number 2 Army Commando Number 3 Troop: set up ≤ 2 hexes of 9Y6:

4 3 4

Elements of Number 2 Army Commando Heavy Weapons Troop: set up ≤ 4 hexes of 9AA4:



4 2 2

Elements of Number 2 Army Commando Headquarters Troop: set up in any Friendly set up area on board 9:

MISSION END (see also 12.5):
At the end of Game Turn 7, and at the end of each Game Turn thereafter, make a dr. If the result is ≤ 2 the Mission ends immediately. There is a -1 drm for each Game Turn completed after Game Turn 7.

VP SCHEDULE (12.6; 9.41, 17.1321):

- *Each* side gains VP {A10b} for Control of VPO.
- Both sides gain 1 VP for their Control of each VPO within the 3N4-Q3-R2-U3-Q8-N4 road at the end of each FRIENDLY Player Turn.
- The ENEMY gains 1 VP for *each* ENEMY EVP Exited off the FBE (9.41).
- The ENEMY gains 1 VP per 10 CVP of losses inflicted upon the FRIENDLY side.

MISSION SPECIAL RULES:
1. The British radio represents one module of OBA with Plentiful Ammunition. Make a dr to determine type after setup:

dr	Module
1-4	70mm+ (HE, Smoke)
5-6	80mm+ (HE, Smoke)

2. All FRIENDLY units are Commandos (H1.24).
3. No AFV may be activated, replace Table A1 DR results 1 & 2 with the results of DR 3.
4. Replace 6-5-8s/3-4-8s on Table G2 with 5-4-8s/2-3-8s. All non-Elite ENEMY units are Lax. Place the ENEMY Sniper in 3Q5. ENEMY ELR is 4.
5. On an ENEMY Wind Change DR ≥ 9, an ENEMY Artillery Strike (8.7) will take place during the immediately following PFPh. Determine the number of FFEs {A6g}. The type of OBA is determined as follows (8.72 NA):

dr	Module
1-4	80mm+ OBA (HE, Smoke)
5-6	120mm+ OBA (HE, Smoke)

If an ENEMY FFE impedes the ENEMY progress toward a FRIENDLY VPO, the player must cancel the FFE after the next ENEMY PFPh if it would be to the ENEMY's advantage.
6. Place Wooden Rubble counters in hexes 3K7, 3L4, 3L7, 3M5, 3N4, 3T6, 3U6, 3W5, 3W7, 9G4, and 9H5. Place overlays as follows: **Wd2** on 9E1-E2; **Wd3** on 3R9-S10; **Wd4** on 3O9-P9; **Wd5** on 3M2-N1; **O3** on 9P10-Q10.

AFTERMATH: Q Troop and elements of Headquarters Troop Commandos battled through the German defenders and into the village. Fighting was hand-to-hand, with both sides suffering severe losses. Finally, with support from the *H.M.S. Nubian* and other artillery support, the German attacks against the hilltop positions and the village were repulsed. As evening approached, elements of the 46th Division arrived to reinforce the Commandos whose ranks had been decimated to a mere 50 men and 3 officers. The German panzergrenadiers, however, had suffered many more casualties and had also failed to break through to the beaches.

SLAUGHTERHOUSE

A Scenario Review of J33

by Matt Shostak

Attraction: A brutal Ost Front urban slugfest in 1945, this engagement promises plenty of action and carnage with German and Russian soldiers locked in a death grip as they struggle for control of two factories in Graudenz. Both sides control formidable orders of battle here, and start play nearly on top of each other, so no matter which side you wind up with you have the ability to hammer your opponent's forces. Before this day is out the Slaughterhouse will have earned its moniker.

German Advantages:
Fortifications, Factory defense

German Disadvantages:
Brittle troops

Assaulting these factories won't be easy for the Russians. A healthy portion of Wire and Mines allows the German player to turn one of the factories into a real fortress, or to harass the Russian advance on both of them. Factories have certain advantages on the defense that the Germans should be able to exploit. They do not incur backblast penalties when firing panzerfausts or panzerschrecks from within, which should help keep Russian armor at bay. They can also set up very powerful stacks inside the factories in such a way that the assaulting Russians cannot easily see them until they actually enter the factory. When the Russians finally enter after dealing with Mines and Wire, they get blasted at close range without much covering terrain, usually just +1 or +2 for a shot entirely within the factory. All is not well with the Germans, however. These troops know the war is lost. Although they still pack a wallop, their low ELR will cause them to degrade into a rabble in a hurry. Due to SSR 4 the 8-3-8s are especially brittle. They become conscripts with their very first ELR failure! Already a quarter of the German squads start the game as conscripts. It's a rather motley collection.

German Defensive Philosophy

The Germans can win by retaining control of either factory. Therefore they can put most of their resources to work defending just one of them. It's not easy to decide how much to allocate to each one, however. If too little is placed to defend one factory, it may well be overrun and the defenders eliminated in very short order, allowing the Russians to concentrate on the other with all of their forces and from multiple directions. On the other hand if the Germans defend both equally, it may prove that neither one has the resources to withstand an assault. Since the German infantry is so brittle, it is probably wise to avoid getting into a sustained firefight with the Russians. There will rarely be good reason to Prep Fire if instead the troops can skulk by moving out of the line of fire, and using the Advance Phase to man the front lines again. Skulking tactics are at their best when front line troops are able to stay in the rear to gain concealment while concealed soldiers rotate to the front. This will not always be possible, but it's a good goal. It's pretty simple really: the Russians have to come to you, so let them. When they come in close, hit them as hard as you can. Last side standing wins.

Let's look at a possible German defense (Table 1). There are so many ways to do this I won't even begin to entertain thoughts that this is the best way.

Here we choose to defend the 22F4 factory more heavily than 20H3. So for purposes of this article, let's call 22F4 the slaughterhouse and 20H3 the tobacco factory. The slaughterhouse has all the fortifications, the 9-2, both AA guns, both HMGs, and the flamethrower. The tobacco factory still has some punch though. Both 8-3-8s lurk inside, along with a 5-4-8 handling a MMG. The streets on either side are covered with LMGs for fire lanes to make it difficult to approach. In all the tobacco factory zone gets 7.5 of the 16 squads. A conscript half squad acts as a picket in 22K10.

Note that the Guns cannot set up in factories because they cannot set up in buildings (B23.423). Some players used to *Red Barricades* may get this rule wrong because O5.6 allows all kinds of Guns to set up in RB factories. These are not RB factories, however. It was tempting to try to put the Guns directly behind one or the other factory in order to bring point blank fire to bear on the last locations, but this would limit their field of fire quite a bit and expose them to likely OBA attack before they even get a shot off. So instead they are both placed toward the rear to cover one flank of the slaughterhouse.

The Wire and Mines are all placed to protect the slaughterhouse. It will be difficult indeed for the Russians to get through this mess. Once they do, they will be greeted by the 9-2 and a stack of machineguns, and maybe a flamethrower as well. At least that's the plan. The front hexes of the factories are occupied by less valuable units, and they are all given concealment in the hopes of keeping

Table 1: Possible German Defense

Board 20 units:

I3:	?, 2-3-6
H4:	?, 2-3-6
G4:	8-1, MMG/5-4-8, LMG/8-3-8, LMG/8-3-8
F3:	8-0, 4-3-6
G1:	?, LMG/5-4-8
C3:	LMG/4-6-7

Board 22 units:

K10:	?, 2-3-6
I4:	Wire
I5:	Wire
H3:	6 AP mine factors
H4:	1 AT mine factor, ?, 2-3-6
H5:	Wire
H6:	Wire
G4:	?, 4-6-7
G5:	?, 4-3-6
G6:	?, 4-6-7, 1 AT mine factor
G7:	6 AP mine factors
G8:	6 AP mine factors
G9:	6 AP mine factors
F4:	9-2, HMG/5-4-8, HMG/5-4-8, 5-4-8
F6:	1 AT mine factor
E4:	8-1, MMG/5-4-8, FT/5-4-8, PSK/2-2-8
E6:	1 AT mine factor
C8:	20L AA, CA: 2, 2-2-8
B7:	88L AA, CA: 2, 2-2-8

TIPS FROM THE TRENCHES

Is your position being swarmed and the enemy about to capture your Gun for double CVP? Are you torn being taking one last shot and spiking the Gun? Never fear, you can shoot your Gun normally in PFPh or DFPh and then destroy it as Intensive Fire. Just be sure during DFPh that there is an adjacent enemy unit allowing you to Final Fire.

them alive longer than 1 turn. The big stacks in both factories sit in locations where they can gain concealment after setup, and then spread throughout the buildings later.

Russian Advantages:
Leadership, OBA, Morale, Armor

Russian Disadvantages:
Difficult VC

It's very rare that the Russians ever have an edge in leadership, and it really wouldn't be more than a very slim edge here, except for SSR 7 which allows them to have a Commissar. This puts them ahead of the Germans in my opinion. The 10-2 ought to be able to direct some withering fire while the Commissar and other leaders should keep the men in pretty good order. The offboard artillery is very powerful and should be especially effective here because the Germans are likely to be bunched up in the factories. All the Russian squads have morale 8, which in combination with the Commissar should make them very resilient. On top of all that the Russians have 6 excellent AFVs that can potentially serve a number of purposes, such as providing Smoke for cover, firing high explosive at the German infantry, or even crashing into the factories themselves to give the attack a little extra punch at the right moment. This juggernaut of an ASL force is a great representation of the dominant Red Army in 1945. The task at hand, however, is quite difficult. The Germans are holed up tightly in the factories and will not be easy to dig out. They are still very dangerous.

Russian Offensive Philosophy

Just as the Germans prefer to defend one factory more strongly than the other, I think it behooves the Russians to commit more force to one factory, overwhelm it quickly, and then focus on the other from multiple directions. Seven turns is not a lot of time to pull this assault off, so the first factory must be taken and its defenders smashed in short order. Nevertheless the Russians still have some time to soften the German defense up a little bit. Since their start line is only a few hexes away they don't need to travel very far. In fact, the farthest factory hex is only 7 hexes from the Russian front line. With both ELR and morale strongly in their favor, the Russians would love to involve their adversaries in a protracted firefight. The best way to force this issue is to keep the pressure on and gain line of sight to the Germans' safe havens for skulking. The 10-2 can direct the big machineguns in an overwatch position, and the tanks can fill an overwatch role in the early game as well. The OBA can be devastating and therefore should not be squandered. There should be no need to risk the extra chit draws of C1.21 because the rest of the Russian forces will continually strip concealment from the front line of the German defense.

Table 2 shows one possible way to attack the German setup given above. The Russians could start their first turn by attempting to fire Smoke into 20H5 and 20J2 with a very good chance of success. The 10-2 stack wields 24 FP out to 5 hexes, and 20 FP out to 10 hexes, so it should be able to shoot up the Germans in the front of the 20H3 factory in preparation for the assault squads. The T-34/85s on board 22 should also be able to start gaining acquisition on the front hexes of the slaughterhouse so the Germans will think twice about exposing powerful units there. Of course, the 7-0 will be striving to get a spotting round as close as possible to this fortress as well. When and if it finally comes down it could really hurt the Germans, and if it spills out into the approach hexes it might even eliminate some Wire or Mines. The Commissar's group will take the wooden buildings across the street from the Slaughterhouse where they can form a multi-location fire group to keep the pressure on. It might be a good idea to give a DC or two to this group to blow holes in the Wire. Of course, the Russian player will not know where the Wire is until setup is complete. Still, the odds are pretty good that Wire will be placed in front of one or both factories. The squads in the (dry) stream can eventually wind up in the 22J2 building and 22K3 woods, from which they can start working around the flank or put more pressure on the center of the German bastion. In general, however, the troops on board 22 will be careful to limit their losses as much as possible, and not try anything overly bold until the tobacco factory has fallen. Back on board 20 the troops in M1 will pick up the 22K10 Germans on the fly as they sweep the area of the board junction in preparation for hitting the flank of the tobacco factory. They will be aided by the flamethrower squad starting in M2. The other squads in M3, M4, and M6 will try to attack I3 and H4. How aggressively they move will depend on how successful the initial Smoke placement was.

As usual it is difficult to describe what moves could be made beyond the first turn because much depends on the success or failure of previous moves. Storming a factory is difficult business, especially when there is a stack of defenders inside ready to blast any assailants with huge amounts of firepower. Probably one of the best ways to crack such a nut is to time the assault so that everything hits it at once. For example, a tank could batter its way into the factory and sit on top of the defending kill stack. If it survives it will suppress their fire. If it does not survive it might very well burn, providing some cover. At the very least it will probably soak up some fire opportunities from the defenders. After the tank has driven into the face of the enemy, the infantry can move into as many of the other locations of the factory as possible, ready to hammer the defending stack with Advancing Fire. If an entire stack of defenders is preoccupied with a tank in their location, this is a great time to use a DC or FT on them. Such an attack will likely result in a lot of destroyed tanks. But what do the Russians care? They don't need to preserve their tanks to win; they need the factories! Indeed it probably won't be long before one or more of the ISUs has malfunctioned its main armament. At that point, its best use is probably as a battering ram anyway.

By the time the tobacco factory has fallen, artillery should be pummeling the slaughterhouse and wearing down the Germans there. Meanwhile Russian squads will be just across the street poised for the assault. When the conquerors of the tobacco factory swing to their right the carnage can begin in earnest. The same bag of tricks will have to be used to seize the slaughterhouse, except the troops and tanks will have to contend with Wire, Mines, and the German AA Guns as well. It won't be easy, but it can be done. The Wire might be removed by tanks (B26.53), DCs (B26.51), OBA (B26.52) or infantry clearance (B26.5). The 20L AA Gun is hellish on the infantry, but a tank can crunch it under its treads or the crew can be broken by small arms fire. The same applies to the 88L. This assault is not for the faint of heart.

This scenario has a lot to offer. It really showcases the Red Army juggernaut of 1945 well, but the German defenders, though downtrodden, are fierce and dangerous too. There should be plenty of excitement here to satisfy any ASL player. I hope you try it and have fun.

Table 2: Possible Russian Setup

Board 20 Units:

N8:	ISU 122, CA: 5
M7:	Level 2: 10-2, HMG/4-5-8, MMG/4-5-8, MMG/4-5-8
M6:	2x4-5-8, DC/6-2-8
M4:	LMG/6-2-8, ISU 122 CA: 5
M3:	2x4-5-8, ISU 122 CA: 5
M2:	DC, FT/6-2-8
M1:	8-1, 3x4-5-8

Board 22 Units:

M6:	9-0, LMG/6-2-8, LMG/6-2-8, LMG/6-2-8
M4:	4-5-8
M3:	8-0, 3x4-5-8
N2:	T-34/85 CA: 5
O3:	Level 1: Radio/7-0 (HIP)
O3:	T-34/85, CA: 5
O4:	T-34/85, CA: 5

A CASE FOR INFILTRATION

by Brian Youse

The Hand-to-Hand (HtH) Close Combat (CC) table has been with us since the creation of ASL, yet for a long time was used in very few instances. At first it was limited to *Deluxe ASL*, where the ATTACKER had the option to declare HtH. When *Red Barricades* was published, this option was included. Too often, however, the table served mostly to confuse people as to which numbers to use in CC.

Essentially, the red numbers of the HtH CC Table add a -2 DRM to the regular CC, significantly increasing its lethality. As cool as this may sound, there is, however, a big disadvantage. Many times, *everyone* dies. Think about it—on a 1:1 attack, there is a good chance that both sides are going to need a "7" or less to damage defending units (seven being the final DR needed to inflict casualties on the 1:1 HtH column). There is a 50-50 chance that your unit will die. Forget about damage inflicted upon the opponent right now, concentrate on the fact that half the time *your* unit will die. Can you spare that unit? If you take that unit off the map will you still have a chance to win the scenario? If you cannot win without that unit, then you should not enter HtH CC.

The problem is magnified at higher odds. For instance, if you attack a lone 4-4-7 with your three 4-6-7s and a 9-2 leader, you will lose all of your force to the returning 1:4 attack 20% of the time! It is in your best interest to initiate HtH CC with as little FP as possible unless you absolutely have to take the position. You must remember, however, that initiating HtH CC with a minimal amount of firepower means you are certainly going to die. For example, while a 2-3-7 half-squad will damage a 6-6-6 squad on a DR of six or less, unless Ambushed the return shot will eliminate the half-squad on a DR of ten or less! Clearly, HtH CC is a difficult proposition for the budding Squad Leader—attack with too much and all of it may be eliminated, attack with too little and run the risk of losing units for nothing. Either way you are unlikely to have a melee hanging around for long.

And then along came ***Code of Bushido***. When you first read the rules on playing the Japanese, you notice that it was the designer's intent for the Japanese to get into CC as soon as possible. Their ability to "flip" instead of break means they can get close to the enemy almost any time they wish. For the most part they're Stealthy, enhancing their ability to Ambush an enemy. And of course they *have* to use HtH CC in all instances other than when Ambushed, Pinned, or attacking a Pillbox. The designer so wanted to entice players into using "Historical Japanese" tactics—which emphasized closing with the enemy—that he dangled a -1 HtH CC DRM carrot in front of us ASLers! (Ok, perhaps there was some historical justification as well.)

And yet, all the disadvantages of HtH CC are magnified by the Japanese. HtH CC speeds up the elimination of both the attacking and defending forces, yet the Japanese seldom significantly outnumber their opponent in a scenario due to their special ability not to break. Have you ever noticed in a Japanese scenario that win or lose you tend to have just a few half-squads surviving the scenario? Throwing units right and left into HtH CC clearly leaves you with nothing at the end of the game. It is rare when you can win a scenario with nothing left on the board!

For the most part, Japanese squads seldom make CC attacks at much greater than 1:1 due to their relatively low firepower in relation to their opponent. Often, they "flip" on their way to HtH CC so they are at an even greater FP disadvantage. As pointed out above, this can lead to a situation where the Japanese player has whittled away his force on these low-FP HtH CC attacks with insufficient return.

Regardless of the nationality they oppose in a scenario, the Japanese seem to have disadvantages when it comes to CC. Versus the Americans, they seldom have the FP to go 1:1. Versus the Chinese (when they finally, usually, outclass their opponent) they will die as the attacker almost half the time! Honorable death may be the code of Bushido, but it often doesn't work well in ASL.

CC is a crapshoot. No matter how careful you ar to stack the odds in your favor. Once you are in CC, no matter how good or bad a player you are, it all boils down to luck, plain and simple. Few tactics are required (beyond picking your targets); little thought is needed; just roll and hope you win and your opponent doesn't. I just don't think basing an attack on luck is a good way to consistently win at ASL.

What is the Japanese player to do? Knowing that HtH CC is "bad", how can they maximize their advantages while not losing the scenario through too many HtH pyrrhic victories. The key is to infiltrate! Encircle the position. A Japanese Blitzkrieg, if you will. Use the "Motion Offense."

By infiltration I'm not referring to the slim chance of momentarily negating the simultaneous nature of non-Ambush CC (A11.22). I'm referring to the principle of slipping by your enemy, getting into their rear and cutting their lines of communications (i.e., rout paths). No nationality is better suited to infiltration in ASL than the Japanese. And no terrain lends itself to infiltration better than the PTO. The more cover, the better.

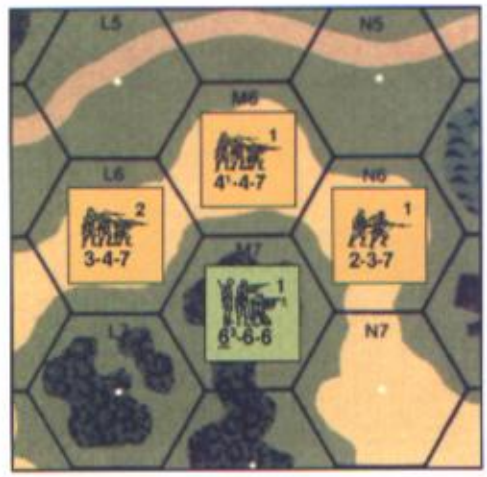
How do you infiltrate in ASL? Simple. Move a unit up to the enemy as if you intend to get into CC. Move ADJACENT. Suck up a shot or two from the defender. Then instead of

Illustration One—The Japanese Problem

When facing an opponent with superior firepower, the Japanese player must decide how many units to commit to H-t-H CC. Is it worthwhile to commit a squad and a half to achieve 1:1 odds, knowing that the U.S. player will eliminate both units nearly half the time? Should the Japanese player commit the first line squad alone whose -1 drm for being Stealthy may help out in Ambush, but attack at 1:2? Maybe the First Line half-squad is ideal—it is Stealthy, and even ignoring Ambush its 1:4 attack would still do damage to the U.S. squad on a CC DR ≤ 6. If the Second Line squad isn't Ambushed, it's fine cannon fodder at 1:2 where it expects to hurt the U.S. squad (CC DR ≤ 7), but will usually die (U.S. CC DR < 9).

When facing an inferior opponent like a Chinese First Line squad (3-3-7), the Japanese must recognize that while they'll finally get a decent shot at 1:1, they may not want to take it since they don't want to risk a quality unit to the return attack.

Often it is best to go into HtH CC with as small a unit as possible in order to have a decent chance of eliminating the enemy, while minimizing your own (inevitable) losses.



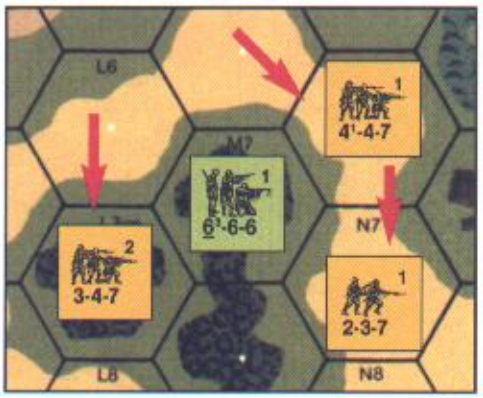


Illustration Two—The Japanese Solution
Infiltrate!

Why bother going into CC when a better move would be to surround the U.S. squad with potential shots? The Japanese player has chosen to envelop the U.S. squad, advancing beyond the U.S. squad while remaining ADJACENT. The difficult decision now rests with the American player—Prep Fire and do damage to one unit? Sure, a lucky roll will eliminate the Japanese First Line squad, but average rolls cause the Japanese squad to flip and then in Defensive Fire Phase the American player finds himself encircled and, possibly, eliminated for failure to rout.

The only practical American move in this case would be an Assault Move to M8, where the Japanese *could* take SIX Defensive Fire Phase shots ranging from 2(+1) to 6(+1). At least the U.S. unit cannot be encircled in M8.

stopping, slide to the next hex ADJACENT to the unit. (Just don't flip.) Will he shoot again, risking FPF, knowing that if he rolls badly he's broken and possibly unable to rout? He's probably hoping you move into CC. After all, he's already calculated the odds of Ambush and the subsequent attack. He knows he's in good shape.

The key to infiltration is the Advance Phase. Don't advance into CC, but advance *behind* the enemy unit. It is best if you remain adjacent, if possible, but not essential. With some luck and some advanced planning, you may even have a "kill stack" concealed which will move ADJACENT to the defender. Now your enemy is in trouble. Japanese squads—most likely flipped but possibly not—to the rear and a large concealed stack to the front.

During the enemy's Prep Fire Phase does he fire knowing that a shot (given even a modest +1 TEM) is not likely to kill your Japanese unit but merely reduce it further, or does he try to move out knowing that you'll get a shot in Defensive First Fire which may break the squad, leaving it to die in the Rout phase? Either way, the Japanese now have the advantage.

Infiltration tactics obviously work best against the weaker nations in ASL. As the Japanese player moving through the jungle, a 6(+0) first fire shot from a Chinese squad is more appealing than a 12(+0) shot from a U.S. squad. And luck does play a role in the infiltration tactic. Occasionally, the Defender will nail an infiltrating unit with a lucky KIA. (Remember, though, that the "eyes" or three which cause the KIA would always eliminate the Japanese unit in HtH CC!) Even this is not as bad as it may seem, however. The Defender has First Fired, and now the follow-up units may be able to exploit the weak link in the defensive line. Even a Pin result (outside of a KIA, often the most loathed result for the Japanese) is not fruitless. The DEFENDER will be unable to Subsequent First Fire beyond the pinned unit, freeing up movement for the other attacking units.

When is the best time to infiltrate? An ideal situation is versus a weaker opponent with lots of terrain to take advantage of. The perfect scenario to practice infiltration is *Totsugeki!* (A60).

This scenario begs for the Japanese to infiltrate instead of engaging in CC. Why? The attacking Japanese have fewer units than the defending Chinese, the Japanese on a unit-for-unit basis are clearly superior to the Chinese—why risk losses in dicey HtH CC?—and the Japanese player has *plenty* of time to move the eight hexes or so to win the scenario. Good Japanese tactics, not a lot of close combats, will win this scenario for the Japanese.

The real strength of the Japanese is their ability to keep their offense moving, regardless of losses. Potential advantages in CC should be ignored in favor of "bloodlessly" winning a scenario. Preventing routs and stopping the Defender from shifting to better positions without taking fire will always lead to good things in ASL.

Beyond Valor 2nd Edition Counter Errata

Informational Counters:
- The "No Move"/parachute counters are missing the ID letters
- FB & DB are missing ID letters

German Ordnance:
- Pak 43 88L AT (German Ordnance Note 12): Limbered side should show "B11" not "B10"
- Flak 18 88L AA (German Ordnance Note 30): Limbered side should show "B11"

Russian SW:
- Radio: Reverse: the Radio Contact value "8" should be effective 7/43+ not 6/43+

German Vehicles:
- Pz 35(t) (German Vehicle Note 6): should show its name as Pz 35t
- PSW 221 (German Vehicle Note 69): should show "BU FP NA" on the wreck side

Russian Ordnance:
- 82mm BM obr. 37 MTR (Russian Ordnance Note 2): name erroneously shown as "RM obr 40"
- 120mm PM obr. 38 MTR (Russian Ordnance Note 4): the name "PM obr 38" is missing from the front
- 85mm ZP obr. 39 AA (Russian Ordnance Note 27): should show ROF "2"

Continued from page 59

residual.

There are a few other things to keep in mind regarding Aircraft in general and Light AA Fire:

- Leadership Direction is NA
- To Hit Case L (Point Blank) is NA for aerial attacks, although Case A applies normally for CA changes
- To Kill Case D (Range Effects vs. an AFV) is NA for aerial attacks
- PBF/TPBF is NA
- Each obstacle ≥ one full level creates *one* blind hex for aerial LOS (EXC: Hills)
- Half level obstacles (e.g., hedges and walls) do not block LOS or offer TEM from an aerial attack
- Switching to and from AA mode is similar to a NT Gun changing CA for purposes of lowering ROF and concealment loss
- Aircraft do not cause concealment loss; however, units in open ground are never considered concealed to aerial LOS
- AA weapons may *not* firegroup [EXC: A7.55 Mandatory Fire Group]
- AA weapons may *not* use Subsequent-First-Fire/Intensive-Fire/Sustained-Fire vs Aircraft, or against a ground target after making a Light AA attack
- Light AA Fire may *not* create Firelanes
- Light AA Fire does *not* leave residual
- Vehicles using Light AA Fire suffer Bounding First Fire penalties (D2.42; D3.31) only if in motion or if it expended a MP during that Movement Phase.

There's really no reason not to play a cool scenario because it has air support; it isn't really that difficult. Following just the basic steps of an air attack and Light AA fire will cover 90% of any situation you will face.

TIPS FROM THE TRENCHES

Are your opponent's armored halftracks loaded with squads and ready to cut off your retreat? Are you afraid to close against all the FP he has mounted as Cavalry? Can't get close enough to close assault the tanks because of all the AFV riders he has protecting them? Remember that only Infantry may Subsequent First Fire, or Final Protective Fire. Not Passengers. Not Riders. Not even Cavalry. Just Infantry. Passengers and Riders will get only one shot. Maybe you can slip past the halftrack Passengers or get close enough to unhorse that Cavalry.

COLLECT FOR OUTPUT

or

How the Heck Did That Happen?

by Curt Schilling

As easy as it would be just to tell you that the counter errata in the 2nd edition of ***Beyond Valor*** was simple error, I won't; because that is not the case.

First let me explain as quickly and as easily as I can what it is you are seeing when you look at an ASL counter, whether it's a mounted counter in a module or a printed one in a rules example or in Chapter H in the ***ASL*** Rulebook.

For the most part the vehicle art on the counters is called a 'bitmap' image, little black and white dots that make up the equipment you see. Each other piece of non-black art you see on a counter is another 'layer' of artwork. Thus if you look at the German Tiger Tank, you see red numbers for the Armor Factors, white symbology for the Turret Type, and black for everything else. To you, this is all game related information, but in the production process this is a three layer image, actually four layers if you count the German blue background. Which means that the counter was 'built' in four different layers, with four different pieces of art.

The process of getting a product printed and produced is actually a pretty neat thing. I wouldn't quit my day job to do it, but it's pretty cool nonetheless. The process of designing a document, to printing it goes something like this (we'll use an ASL vehicle counter sheet as an example):

1) The artwork is all gathered together and cleaned up; any missing images from the old Avalon Hill files (of which there is a ton!) have to be redone from scratch.

2) Each counter is first laid out in black and white for use in scenarios

3) Each counter that contains colors other than black on their counter (disregarding turret type symbology) is then cut into 'pieces'. For example, a counter that has red text has an original, and then a copy with the original text plus the words 'No Red Text'. So the German Tiger would have an art file titled 'Tiger' and an art file titled 'Tiger No Red Text'. Don't forget the wreck side! That's another art file titled 'Tiger Wreck', and if it has red text it's done the same way as the front.

4) Then the counter sheet is laid out. This is done on a template created at the beginning of this process. So our Tiger is now ready to head to a real counter sheet. First step is to create a picture box and import the Tiger art with no red text. Next make another picture box, and in that box you import that art containing the red text for that counter, which lays 'on top' of the first image, creating layers.

5) The entire counter sheet is built this way. Each vehicle is done, then repeated the appropriate amount of times for however many counters are on the sheet; then on to the next one, until the sheet is done.

6) Then we proof it. When this is done the program we use, called QUARK, performs a neat little task entitled 'Collect for Output'. What this does is collect every piece of text, and art, and all the data for fonts, etc., into one folder. This is done for each counter sheet, and then that folder is written to CD and sent to the printers. The process ends when the printer sends us back color proofs and we approve them.

Simple, right? Well, we wish, but somewhere in this last step a gremlin usually shows up. You know those art files we were talking about? The ones titled 'Tiger' and 'Tiger No Red Text'? Well *everything* is labeled, even the little red 'B11' on the counter is its own art file, which is where problems creep in. When the printer gets the files, he must '*re-collect* for output.' Unless his files match our files exactly, errors can creep in. File name must be the same and contain exactly the same data. If he isn't wise to ***ASL***, and doesn't know the difference between BAZ '43 and BAZ '45, then we have problems. You should begin to see the possible problems now, or at least understand how something can get fouled up at this point. I would also mention that this is not a full time job for anyone here at MMP. Brian and I have had to learn Quark out of the box, so there have been some major learning curves in this process. I will also add that we have recently talked with various printers and found that QUARK is not entirely blameless in all this either. It has some problems with this process and can introduce errors on its own, even when everything else is perfect, which has created an entirely new set of rules for us when looking over proofs. We'd like to think we've got a pretty good system down now, along with the help of about 100 ASL Mailing list folks who have hopped onboard to assist in pre-submission proofing we hope that we are heading down the path to that error free ASL product a bit quicker.

We didn't know all of this when we started, so some of the errors were our fault, we just didn't know it. I kept yelling at our printers about this, and they kept telling me they were not to blame. Over time we have learned what to look for, in most of the cases. The reprinting of Beyond Valor was a huge lesson for us. WE thought we had all the kinks ironed out. With what we have newly learned, we hope now we have.

We will be fixing the errors on these counters and will issue you all corrected counters sometime in the near future. We apologize for any inconvenience this may have caused in the meantime.

If you ever have any questions on this stuff please feel free to drop me an email. Better yet, if you'd like to join the team of ASL players helping us proofread future products, please contact me at gehrig38@erols.com or through our office.

Thanks and God Bless,
Curt Schilling
President, MMP, LLC

One of our readers, Ken Smith, sent us this cartoon depicting, in the eyes of his aspiring cartoonist son, a typical "ASL Dad".

ANTI-AIRCRAFT GUNS
Employment and Tactics

by
Chas Smith
and
Matt Shostak

The German military relied heavily on Anti-Aircraft (AA) weapons throughout the war, and these only gained in importance as the *Luftwaffe* lost control of the skies. Many of these weapons were very deadly in other roles as well. A quick look at Chapter H makes it clear just how common German AA systems were, especially compared to other nationalities. In many 1944-45 scenarios you can expect to find the German Order of Battle (OB) containing some AA guns, regardless of whether or not the scenario contains aircraft. This article deals with active air defense, air attacks, antiaircraft fire effectiveness, passive air defense, use of AA guns in the ground role, and setup considerations. For more details on the rule mechanics of air attacks and Light AA fire, refer to the *Strafer Jones* article in this issue.

Air Defense Employment

The primary mission of AA guns is to defend friendly units from air attack. To employ your guns for air defense, you must first determine the units you most want to protect from air attack. We'll call these your High Value Targets (HVTs). Often these are the units that are most critical for the defense (or attack) to succeed. Typically this is anywhere from 1 to 4 counters or units depending on the size of the scenario. More than likely they are the primary targets of your opponent's air power. Once you determine your HVTs, you can assess whether or not you can provide adequate air defense coverage for those units. In this type of defense, you should employ the AA guns well back from the direct firefight, and if possible, out of direct LOS altogether so they can't easily be destroyed by opposing ground forces before accomplishing their mission. IFE has a normal range of 16 hexes (C2.29), and Aerial Range is always double the number of hexes to the target (E.5), making its normal Aerial Range 8 hexes. Thus, a preferred setup is for an AA gun to be within 8 hexes of a potential strafing hex of a HVT. An AA gun must be set up within 16 hexes to have any effect at all. Figure 1 illustrates a setup from J61 In the Bag. The German player has determined the Panther platoon is a HVT, and has set up on board 2 as shown.

Figure 1

In this situation the AA guns provide overlapping air defense coverage for the Panthers. The 38t is within 8 hexes (and thus within normal Aerial Range) of 3 Panthers and within long range of the fourth. Because any non-Stuka attack (Strafing Run or Point Attack) requires the aircraft to continue moving until it occupies the hex of its initial target (E7.401 -.402), the 38t could eventually bring full firepower on any attack against M5 or J4, although it may have to allow the FB to attack the tank before doing so (a strafing run requires the aircraft to continue moving until the last hex it attacked is reached). The Whirlwind provides overlapping coverage for the two Panthers on the hill from a different angle. Any aircraft attacking M5 or J4 from east/west is within normal range of both AA guns for at least part of its flight. The Panthers in M1 and S1 do not directly fall under the air defense umbrella, but either of the AA guns could simply change TCA to bring these tanks under it, paying appropriate Case A penalties.

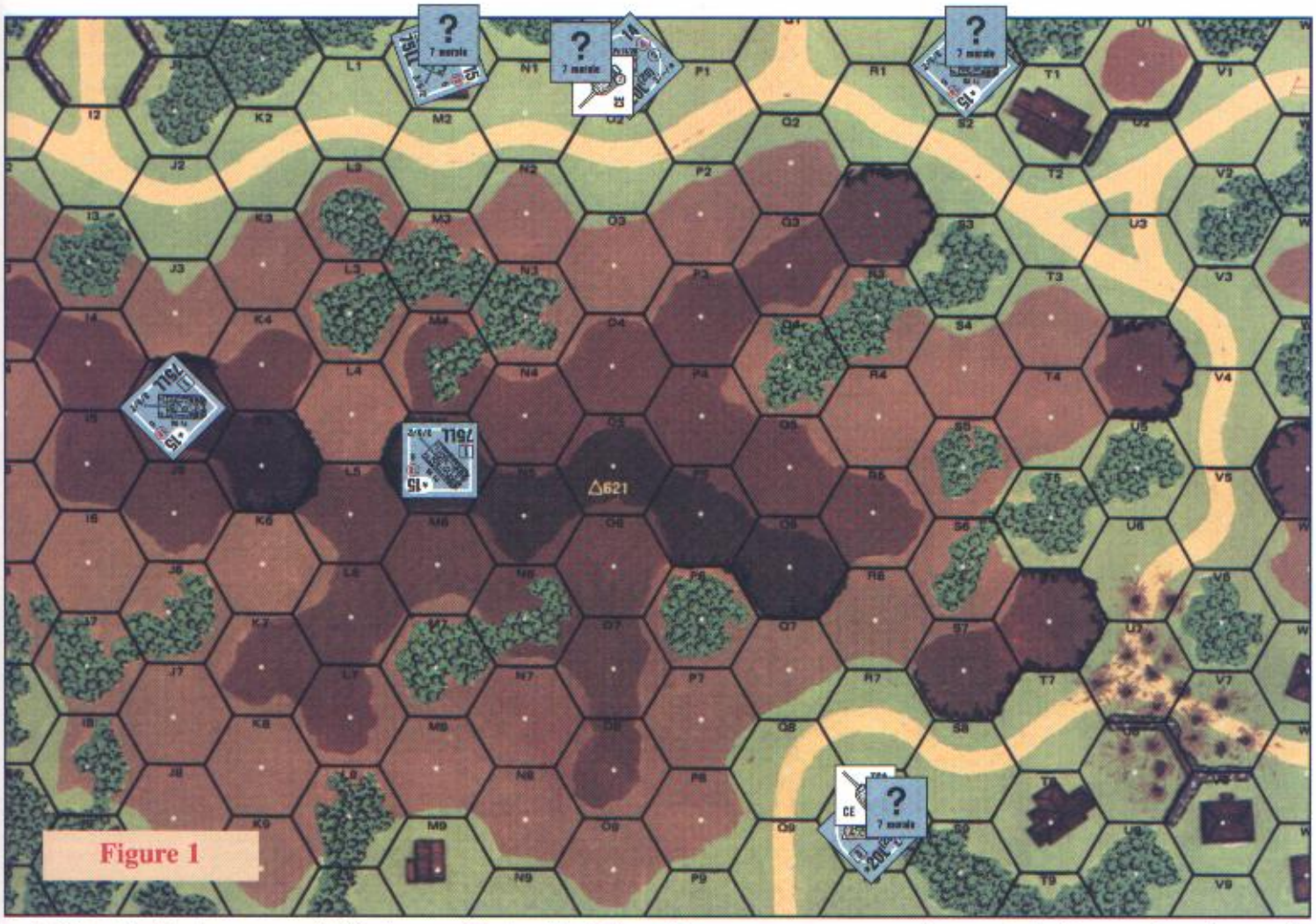
Hexes such as P6 and M7 are not good locations for AA units because they put the flak unit in a position where aircraft could attack it and the Panther in M5 with a single Strafing Run. The amount of airspace that can be covered by P6 is limited, because even cliff hexsides block aerial LOS. R8 and O1 afford good LOS for air defense coverage, and keep the AA vehicles out of the main direct firefight, where they might quickly be destroyed. In addition, the two AA units are set up with their VCAs facing to the rear to withdraw rapidly if approached by enemy ground forces. A moving enemy unit could allow a motion attempt (D2.401) and both vehicles are in a position to begin retreating and possibly stay alive and continue the fight. The Whirlwind is located to move to cover the main area of the VC buildings, and could do so with little exposure to fire. They also start the scenario concealed, making them more difficult to sight by attacking aircraft.

Air Attacks

The U.S. aircraft have some tactical options with this setup. Assuming a successful Sighting TC and hit, the MGs achieve an effect with an Original TK DR ≤ 5 (base TK# = 6, +1 for Aerial Advantage, +1 for rear target facing, -3 for the Panther's aerial armor factor). Note that Point Blank for TH and Range Effects for TK do not apply for air attacks (E7.41). A Direct Hit with a bomb affects the Panther with an Original TK DR ≤ 15 (base TK# = 16, +1 for Aerial Advantage, +1 for rear target facing, -3 for the Panther's aerial armor factor) while a Near Miss needs an Original TK DR ≤ 7 for an effect. The Panthers are vulnerable to the Fighter-Bombers, and the U.S. player should attempt to exploit that weakness. The German player has employed his AA guns in an optimal manner to affect any air attack against the Panthers. Of course, the U.S. player could consider it worthwhile to simply accept the risk from flak and just go for the Panthers. Another option is to use one or more FBs to fire Suppression of Enemy Air Defenses (SEAD). SEAD is normally fired by artillery moments before the aircraft go in, but it can also be conducted by aircraft themselves. For example, during the Gulf War Air Campaign in 1991, stealth bombers attacked Iraqi air defense sites before other aircraft attacked. The American player can accomplish this same effect on a much smaller scale by using the first aircraft to conduct a point attack on one of the AA guns. If a Sighting TC is successful, the FB has a good chance of destroying the vehicle or breaking the crew, preventing it from firing at subsequent aircraft attacks against the Panthers. The German player, knowing the chances of survival for the AA gun are slim, may feel compelled to fire at the FB for the gun's protection. Having done so, unless ROF is maintained, the other FBs are free to attack other targets without worrying about effective flak fire from that unit. All that depends upon passing the Sighting TC, however. As long as the German remains concealed in the woods, the chances of a successful Sighting TC are significantly lessened. (See the discussion on Passive Air Defense Measures.)

Anti-Aircraft Fire Effectiveness

For a better idea of how effective light anti-aircraft fire can be in ASL, refer to Table 1. The first column shows the firepower for an attack, and the second column shows the ★ Vehicle number from the IFT corresponding to that firepower. Each of the other columns shows four different numbers. The first is the



probability of achieving any sort of effective result whatsoever against the given aircraft, and as such it should be the sum of the next three numbers, which show the probabilities of getting elimination, damaged, or evade results, respectively. The table does not take into account any DRMs except those for the aircraft itself (the number inside the star on the counter), but it is relatively simple to use the table to figure those out as well. For each +1 DRM, just move to the next lower FP row. Remember that Leadership DRM do not apply to Light AA fire. Note also that the only real difference in the various types of Fighter-Bombers and Dive-Bombers is that they have progressively higher aircraft DRMs: Gliders, 39 FB and 39 DB have a +1 DRM, while the 42 FB and 42 DB have a +2, and the 44 FB and 44 DB have a +3 DRM. Therefore, the probabilities of a 4 FP attack being effective against a 42 FB are the same as that of a 2 FP attack against a 39 FB and so on. The low firepower end of the chart has numbers that are slightly out of pattern because it takes into account the possibility of unlikely hits against aircraft whenever a snake eyes is rolled (E7.512).

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Passive Air Defense Measures

There is more to air defense than attacking enemy aircraft. You can also limit the targets available as much as possible. Passive air defense is the application of movement and positioning that limits the ability of aircraft to engage ground forces. As opposed to shooting at aircraft, passive air defense focuses on limiting the enemy's ability to spot targets and to engage large formations in a single attack. Before any aircraft can attack, it must first pass a sighting task check (E7.3), which is subject to several modifiers. Making your forces difficult to spot from the air is simply a matter of trying to maximize the positive modifiers given in the table in E7.3. In many scenarios, aircraft have a very limited time on station (on board), so if they miss a couple of sighting task checks, they may not have any effective attacks at all. A quick look at E7.3 on the Chapter E Divider shows what is most helpful in decreasing the chances of aircraft successfully sighting your units. Woods, orchards, buildings, smoke, and concealment are the best cover available against air attacks. Using tunnels and sewers for movement, when available, will protect your infantry from air attack; these are especially useful for hiding from Stukas in the rubble of Stalingrad portrayed in *Red Barricades*.

A more subtle defense against air power in ASL is to take advantage of the hex grain on the mapboards. When making a Strafing Run, an aircraft must attack along a hex grain. By setting up in a dispersed pattern with no multiple units within 4 hexes on a hexgrain, the aircraft is unable to engage more than one target even with a strafing attack. Although this may seem gamey at first, think of it as not setting up all of your ducks in a row.

Referring again to figure 1, you can see that all of the vehicles are set up with these passive air defense measures in mind. The tanks in M1 and S1, and also the FlakPanzers, are concealed and in a building or woods, making a Sighting TC more difficult, albeit at the expense of larger penalties for changing Covered Arc (C5.11). None of the AFVs are set up within 4 hexes of each other and aligned on the same hexgrain, preventing the U.S. Fighter-Bombers from attacking two or more units with a single Strafing Run.

Another passive air defense consideration is the stacking and movement of units. Enemy aircraft may attack moving units during your Movement Phase. The aircraft attacks all possible targets along the hexgrain or in the same hex whether they are moving or stationary (E7.43). This is in direct contrast to the normal ASL rules for Defensive First Fire attacks, which usually only affect the moving

Table 1
Light AA versus Aircraft
Probabilities of Achieving an Effect

		1939 FB				1942 FB				1944 FB			
FP	★Veh	Any	Elim	Damage	Evade	Any	Elim	Damage	Evade	Any	Elim	Damage	Evade
1	3	8.3	0.463	2.31	5.6	2.8	0.463	0.463	1.9	1.4	0.463	0.463	0.463
2	4	16.7	2.8	5.6	8.3	8.3	0.463	2.31	5.6	2.8	0.463	0.463	1.9
4	5	27.8	8.3	8.3	11.1	16.7	2.8	5.6	8.3	8.3	0.463	2.31	5.6
6	6	41.7	16.7	11.1	13.9	27.8	8.3	8.3	11.1	16.7	2.8	5.6	8.3
8	7	58.3	27.8	13.9	16.7	41.7	16.7	11.1	13.9	27.8	8.3	8.3	11.1
12	8	72.2	41.7	16.7	13.9	58.3	27.8	13.9	16.7	41.7	16.7	11.1	13.9
16	9	83.3	58.3	13.9	11.1	72.2	41.7	16.7	13.9	58.3	27.8	13.9	16.7
20	10	91.7	72.2	11.1	8.3	83.3	58.3	13.9	11.1	72.2	41.7	16.7	13.9
24	11	97.2	83.3	8.3	5.6	91.7	72.2	11.1	8.3	83.3	58.3	13.9	11.1
30	12	100	91.7	5.6	2.8	97.2	83.3	8.3	5.6	91.7	72.2	11.1	8.3
36	13	100	97.2	2.8	0	100	91.7	5.6	2.8	97.2	83.3	8.3	5.6

unit(s). Therefore, when moving, care must be taken to limit the availability of multiple targets. When an aircraft attacks a building hex in either a Strafing Run or Point Attack, all levels of the building, including the Rooftop if in play, are attacked with one IFT DR (E7.41). Although not stacked in the same location, units stacked at different levels of the building but in the same hex present an excellent target to an aircraft.

Using AA in the Ground Role

AA weapons can be very effective in the ground role. They are usually used in this manner when the opponent does not have any air units, or when the player concludes the AA gun can do more in the ground role than the air defense role. Guns such as the German 88L or the U.S. 90L have some obvious uses. A player should maximize their superior tank killing capability from long range, using them primarily as anti-tank guns. They also have excellent HE capability against soft targets.

The smaller caliber, high-IFE weapons are a little more difficult to employ effectively. With a normal range of 16 hexes, a player should exploit their ability to hit from afar. By setting them up deep in the defense, they can still provide the same firepower and reduce the ability of enemy infantry to return fire. These smaller caliber AA guns should definitely set up to cover likely infantry approaches because they are usually not very good at killing tanks. Those with lower IFE (4 and 6) should look for shots at open ground or zero TEM. Those with high IFE (20 and 24) are well suited to cover key buildings. If the enemy Victory Conditions include seizing some type of terrain, the AA guns should not set up on that objective as a general rule. Leave that to the infantry. The guns should set up on a flank to fire at attacking forces as they maneuver to or on the victory terrain. Doing so may force an attacker to divert forces from the victory area in an attempt to neutralize an effective gun on the flank. This type of flank fire may stop an attack. In figure 2 we use In The Bag again, but in this situation the German player has opted to use the AA vehicles in the ground role.

Figure 2

Assume that the U.S. player must eventually assault the U4-V3 building. The 38t is set up to cover a likely approach to that building. It can attack R4 and S5, an area that U.S. troops must traverse because it is also a victory building, at 6(+3) with a ROF of 2. Although incapable of laying down a fire lane (C2.29), it can also cover the S4-W2 road, attacking infantry when they are most vulnerable out in the open. It can also attack some of the woods and hill areas to its north and east at 6(+1). The Whirlwind sets up to cover down the roads to Q3 and P7. It can also attack the approach through the S5 victory building. American squads have to move through that terrain, and the FlakPanzer can dish out firepower at 20(+3) with a ROF of 2. This definitely can delay the American advance. Remember that IFE weapons can use Spraying Fire (A9.5). Both vehicles are also capable of destroying half-tracks trying to move forward. If tanks move up to support the assault on the U4 building, both vehicles can also attempt Deliberate Immobilization (C5.7) if eligible or make Motion Attempts (D2.401) and high-tail it out of there. Bugging out might very well expose them to attack by the planes, but only if the aircraft are still in play. The planes are only on station for a couple of turns in this scenario after all, and may be spending a lot of their time going after other targets such as the Panthers.

If the Germans had a small target AA gun, U4 would be a great location affording good TEM while allowing it to cover an approach route. Because it would start the game HIP, it could unleash a nasty surprise on infantry moving in T3-4. Putting an AA gun in a building is a tradeoff, because it will suffer the increased Covered Arc change penalties of C5.11, but more importantly for purposes of our discussion it cannot then fire at aircraft (E7.5). Such a location is not for someone who is afraid of commitment. It represents a decision on your part that you intend to use the weapon in the ground role.

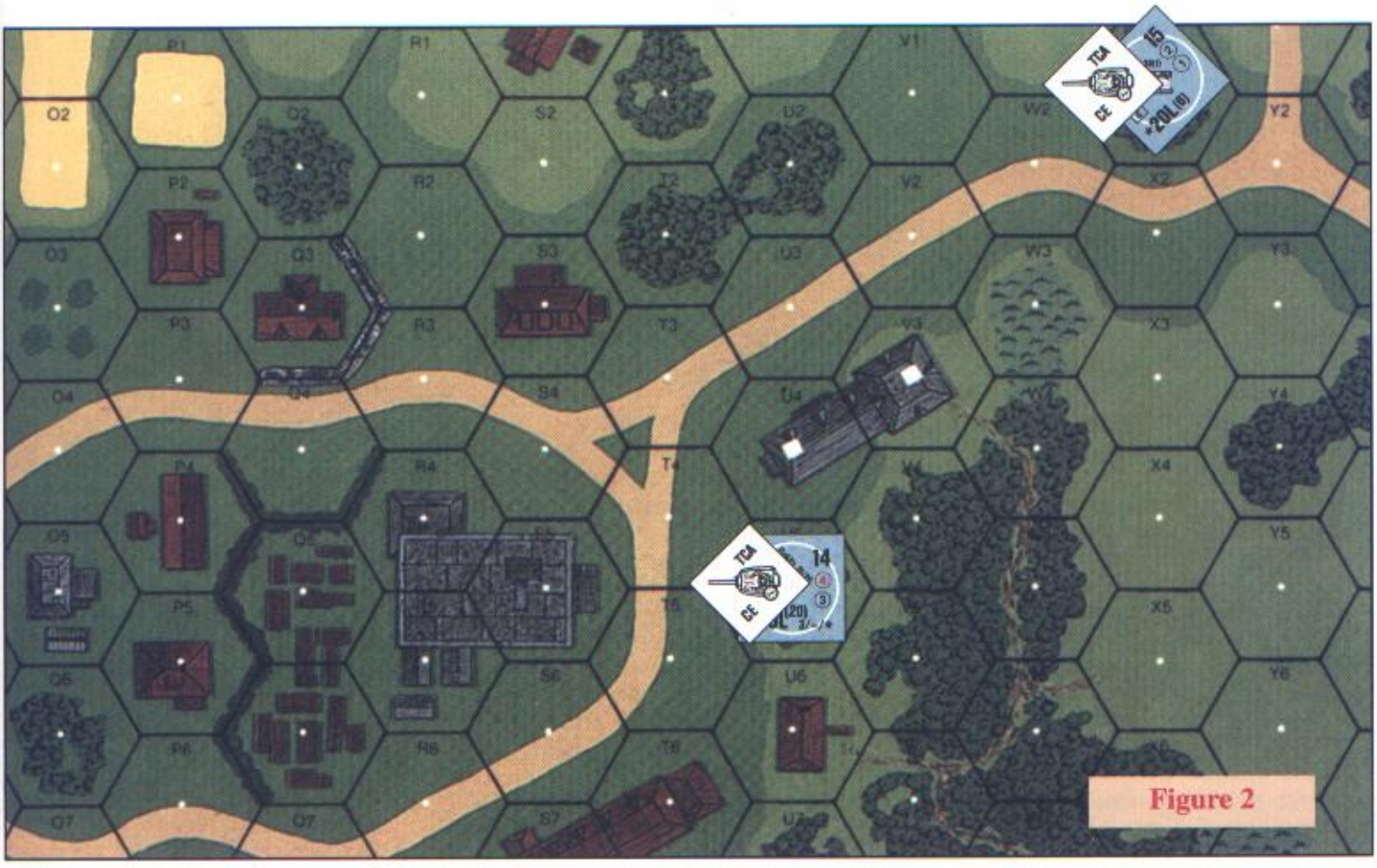
We have not included any other units from the scenario in the example. It is not our intent to perform a scenario analysis here. However, the other forces composing the defense must at least be taken into consideration. You can use MGs to put down fire lanes to cover AA weapons from assault by infantry. Incorporate the AA platforms to cover victory areas and machine gun strongpoints. Doing so ensures that you have a mutually supporting defense.

Setup Considerations

There are three types of AA platforms, each with its own setup considerations: towed guns, unarmored vehicles, and armored vehicles. Although we offer some guidelines for setup, the situation, victory conditions, and player preference also influence how to position them.

Towed guns have the benefit of always starting a scenario HIP if Emplaced (A12.34), which gives them a big advantage in setup. If possible, set these guns up in orchard, grain, and/or brush. This way they still receive the +2 Emplacement TEM, but are not hindered by the penalties for changing CA and airbursts (from OBA/Mortars) from setting up in woods. A small target AA gun can set up in a building, but it cannot provide air defense support if it does so. Setting up in a building can be a good way to spring a trap on enemy infantry as they enter an adjacent open ground hex. The building also affords the gun good TEM.

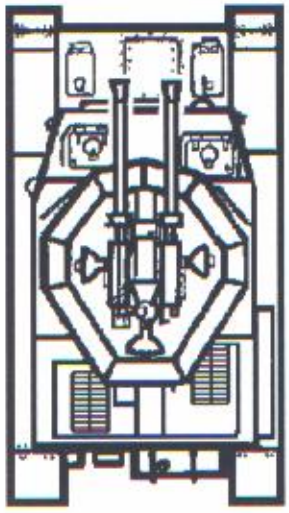
Unarmored AA guns in many cases have large teeth but no chest; that is, they can dish it out but they can't take it. Much care must be taken in setting them up if you want them to survive for long. In almost every case you should set up unarmored AA vehicles in some type of TEM. The best situation for setup is behind a wall for two reasons. First it is a +2 TEM against small arms fire, which is a big



killer to these guys. Second is that it is still hull down to ordnance, which lowers the chance of a gun taking it out. Because unarmored vehicles cannot set up in buildings, +2 is the best TEM available. However, a wall affords no TEM to MG attacks by aircraft (E7.4). An unarmored vehicle could also set up in a trench if provided in the scenario, which also provides a +2 TEM. However, the vehicle is 'immobile' for the duration of the scenario (B27.51-.52).

Armored AA Guns usually bring the same amount of punch to the fight as their unarmored counterparts, but have better chances of surviving. When fighting against infantry, TEM is not a big consideration. The crew usually has the normal +2 CE TEM, and the vehicle can move around the battlefield with this protection. Setting up these vehicles in woods is usually not a good idea. The woods offer no extra TEM, and incur the airburst penalty against an already vulnerable open top. Yes, the FlakPanzers in figure 2 are set up in woods. In that example, starting the game concealed and maintaining it for as long as possible was the major consideration. The U.S. player is probably more likely to use SMOKE rather than HE, lessening the worry about airbursts. Also, when enemy AFVs are present, you would be wise to set up in terrain with a positive TEM to reduce TH chances. Obviously, setting up HD on a hill or behind a wall is optimal. Another option for the FlakPanzers of figure 2 is to set up on the board 39 and/or 2 hill(s), and try to get flanking fire as the Americans move forward.

AA guns can bring a lot to the battlefield, but they are vulnerable. There are numerous choices on how to employ them. You must consider the situation, what you want to engage, and what you plan to defend in order to use AA guns effectively. Scenarios involving aircraft and AA weapons add a lot of variety and enjoyment to the game, so give one a shot and have fun.



Scenarios with Airpower

ID#	Scenario Title
5	In Sight of the Volga
26	Tanks in the Street
39	Turning the Tables
46	Birds of Prey
57	The Battle for Rome
65	Red Star, Red Sun
71	Jungle Citadel
73	Hell or High Water
74	Bloody Red Beach
82	For Honor Alone
88	Art Nouveau
AH3	Grabbing Gavutu
AH4	Tanambogo Nightmare
AH5	Take Two
A85	Airborne Samurai
A97	Tasimboko Raid
A112	Gift of Time
AP11	Swamp Cats
G13	A View from the Top
G41	Jabo!
J20	The Guns of Naro
J26	Round Two
J27	High Tide at Heiligenbeil
J48	Blood Enemies
J49	Desperate Dash
J61	In The Bag
U6	Action At Kommerscheidt
D14	Buying the Farm
D15	Barkmann's Corner
D17	They're Coming!

STRAFER JONES

by Matt Shostak and Chas Smith

So you've got an urge to play a scenario that looks exciting, but the because aircraft are involved, you hesitate. You move on to something else instead, because you really don't want to wade through all those complicated rules either. The great news is that you don't have to!

It's really not very hard to get started using Air Support (E7) in ASL. At just over 4 pages in length, the rules are relatively short and straightforward. Moreover, a small fraction of those rules covers most of what you'll need to know to handle the basics. Very few scenarios involve aircraft on both sides so you can skip the section on dogfighting (E7.22-.226) until you need it. Likewise most scenarios have SSRs to control the turn of arrival and number of aircraft available (E7.1-.21), and you can leave Observation Planes (E7.6-.62) for another day as well. Heavy AA (E7.52) is also interesting but rarely used in practice.

That leaves us with the actual meat and potatoes of Air Support in ASL: conducting ground support attacks. Such attacks, which can be executed during either Defensive First Fire or the Defensive Fire Phase, can be broken down into an ordered list of 7 steps.

1) Place the attacking aircraft 4 hexes from its initial target on a hex grain.

2) Conduct a Sighting TC. If it fails, you're done with that aircraft for the phase.

3) Allow the opposing player to make any light AA attacks; announce if any bombs will be used in conjunction with a MG attack.

4) Conduct MG attacks on the target hex if the aircraft is still able.

5) After the first MG attack is resolved, determine whether to conduct a Strafing Run or Point Attack (E7.4).

6) Resolve bomb attack if predesignated in step 3. If bombs are dropped, no further hexes may be strafed; the bombed hex is the final target hex.

7) Move one hex forward and repeat steps 3, 4, 6, 7 until the last target hex is reached, at which point the attack is over.

A Sighting TC is just mostly like any other task check. An aircraft's morale is "8", and any applicable modifiers are listed in E7.3 (Sighting TC DRM Table).

Ground Support attacks are either Strafing Runs or Point Attacks, and bombs can be used in either type of attack (except by Stukas) though it is not required that they be used. A Strafing Run hits four consecutive hexes, while a Point Attack hits one hex twice. An aircraft's armament consists of MGs and bombs. The firepower of the MGs and the size of the bombs are indicated on the counter. The ROF number is only used for dogfighting so don't worry about it for now. Bombs are a one-shot weapon; once they are used the counter is flipped over to its other side to indicate it has no bombs left. The MGs simply attack unarmored units on the appropriate column of the IFT with a DR. If there are any armored units in the hex, a hit must first be secured with a separate DR using the IFT DR as the TH DR, but then the vehicle can be attacked on the To Kill table with a separate TK DR using the appropriate aircraft MG TK# (39F, 42F, or 44F). All aircraft hits against armor (bombs and MGs) are assumed to hit the aerial armor factor of the vehicle, get the benefit of rear target facing and aerial height advantage.

Bombs must also secure a hit on the To Hit table no matter what kind of target they are being dropped on. They can use the Infantry Target Type, the Vehicle Target Type, or the Area Target Type. Bombs either score Direct Hits, Near Misses, or they miss completely. A Direct Hit occurs when the Final DR is less than or equal to half of the Basic TH#, and is resolved at full firepower. A Near Miss is any other hit, and is resolved at half firepower. An Area Target Type hit always uses half firepower. Note that an aircraft may attack with both MGs and bombs together, but if so it must predesignate the bomb attack and resolve it after the MG attack. (Step 3 previously mentioned in the article above.)

Stukas make Point Attacks in a slightly different manner, but the basic principles are the same. They start their attack position only 1 hex away from their target, and they can make each attack before receiving Light AA fire. As an added bonus, a Stuka Point Attack automatically pins any infantry in the target hex. After conducting a Point Attack a Stuka must continue moving only 3 hexes along its Hex Grain to receive any Light AA fire. Stukas may conduct Strafing Runs like other aircraft, but may not drop bombs if strafing.

One advantage of an air attack is that it affects all units in the target hex (armored and unarmored, whether moving or not), at all levels, including the various levels of a multi-level building, so it can be extremely powerful against enemy forces that are bunched up.

We have mentioned Light AA fire (E7.51) previously, and will now briefly discuss the mechanics. It is mostly rather simple; covering all the different situations that might arise is what can make it complex. The basics are:

1) Place AA Mode counter on unit [EXC: vehicular AAMG] to fire (if it doesn't have one already).

2) Resolve attacks on the ★ line of IFT (the only applicable modifiers are the aircraft's defense #—the number inside the star on the counter—and any LV/SMOKE hindrances).

See the chart in the accompanying AA Tactics article for result probabilities.

There aren't many weapons that are Light AA-capable: only AA Guns with IFE, Infantry-manned HMG, vehicular AAMG, and AA-capable MA/CMG. Note that Vehicular AAMGs need not place an AA Mode counter, and may freely fire at Ground and/or air targets.

We will now go through a few examples to better illustrate the mechanics of conducting an air attack, and for Light AA fire.

TIPS FROM THE TRENCHES

Don't let your opponent Intensive Fire at just any of your units during DFPh. He can fire at whatever target he wants in PFPh or as Defensive First Fire in your MPh, but during DFPh a weapon already marked with a First Fire counter is under the restrictions of A8.4 and can only fire at adjacent or same-Location units.

THE BRIDGE OF VERDALSÖRA

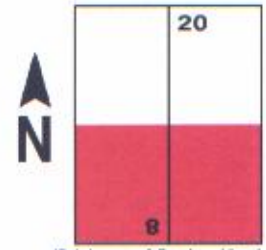
ASL SCENARIO J36

Scenario Design: Philippe Naud

VERDALSÖRA, NORWAY, 21 April 1940: After the landing at Namsos, the British goal was to push south to retake Trondheim. Contact with the Norwegians was planned at Verdalsöra where a strategic bridge over the Inna River was defended by a detachment of Norwegian Dragoons equipped with heavy machine guns and supported by a Royal Engineers platoon. On the morning of 21 April, a German destroyer landed a company of Gebirgsjägers on the shore of the Beitdsfjörd, north of Verdalsöra, while other elements coming from Trondheim attacked along the road.

VICTORY CONDITIONS: The Germans win at game end by amassing ≥ 20 Exit VP *and/or* CVP, provided the Allies amass ≤ 12 CVP. Prisoners are only worth double CVP to the Germans. The Germans only score Exit VP by exiting units off the south board edge east of the river.

BOARD CONFIGURATION:



(Only hexrows A-P on board 8 and R-GG on board 20 are playable)

BALANCE:

- Add one British 4-4-7 to the Allied Turn 1 reinforcement OB.
- Any C1.21 extra chit draw for the first OBA Fire Mission (only) is automatically considered to be black.

TURN RECORD CHART

ALLIED Sets Up First [0]	1	2	3	4	5	6	END
GERMAN Moves First [164]							

Elements of Machine Gun Squadron, 2nd Dragoons [ELR: 3] set up east of the river, on/south-of hex grain 8N9—20T0: [SAN: 4]

8 4 12

Elements of 55th Field Company, Royal Engineers [ELR: 3] enter on Turn 1 on/between hexes 20X0—20Z0:

4

Elements of 1st Battalion, 138th Gebirgsjäger Regiment [ELR: 4] set up west of the river: [SAN: see SSR 3]

12 2 2 2

Elements of the 138th Gebirgsjäger Regiment enter on Turn 2 along the north edge, east of the river:

7

SPECIAL RULES:

1. EC are Wet, with no wind at start. Kindling is NA.

2. A two-lane stone bridge exists between hexes 8I5-8I9. Hex 8I4 is an orchard road (B14.6) with hexsides 8I3/I4 and 8I4/I5 as road hexsides. The 8I4/I5 hedge does not exist. All buildings are wooden. Orchards are not in season.

3. The German SAN is 2 at start. It automatically increases to 4 on Turn 2 as soon as the first German reinforcement unit enters the map (even if the German SAN was previously reduced to < 2).

4. The Germans receive one module of 70+mm OBA (HE and Smoke). The first mission has automatic Radio Contact and Battery Access (permanently remove one black chit from the draw pile).

5. Allied Minor MMG are B11. Norwegian and British units are Allied Troops (A10.7).

AFTERMATH: Caught in a vise, the Norwegian gunners were forced to retreat east. At the last moment, the Royal Engineers were ordered not to blow the bridge, so they helped defend it instead. After beating back many attacks, the Allied troops fell back in the direction of Stikelstad, leaving the bridge to the Germans.

TRETTEN IN FLAMES

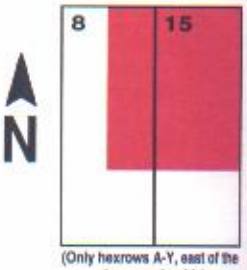
ASL SCENARIO J37

Scenario Design: Philippe Naud

VICTORY CONDITIONS: Provided the British amass ≤ 11 CVP (Prisoners do not count double), the Germans win at game end if they control ≥ 20 building hexes on/north-of hexrow O.

TRETTEN, NORWAY, 23 April 1940: The first Allied land operations conducted in April 1940 to stop the German invasion of Norway had been a complete failure. Indeed, the fighting in the valley of the Gudsbransdal River had demonstrated the might and *elan* of the invaders in the face of the ill-equipped, ill-led, and poorly coordinated Anglo-Norwegian troops. The Allies suffered defeat upon defeat. Nonetheless, at Tretten, on 23 April, they made one last attempt to stem the advance of General Pellenghar's soldiers. The battle quickly turned into a disaster. German infantry, supported by ski troops, tanks and artillery, surrounded the forward positions of the British 148th Brigade. Still, the Norwegians managed to retreat. In Tretten, Colonel German, CO of the 1/5th Leicesters, tried to assemble his brigade's last units in order to resist.

BOARD CONFIGURATION:



(Only hexrows A-Y, east of the river are playable)

BALANCE:

- Reduce the Game Length by ½ turn (to 5 turns).
- Replace the German 9-1 leader with a 9-2 leader.

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
GERMAN Moves First [121]							

Elements of 1/5th Leicesters, Headquarters Company of the 1/8th Sherwood Foresters, and 148th Brigade Headquarters [ELR: 2] set up on/north-of hexrow O (see SSR 3): {SAN: 3}

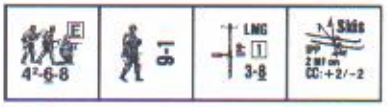
4 5 2 4

Elements of 196th Infanterie Division [ELR: 3] set up on/within perimeter 15V8-15V10-8Y1-15Y10: {SAN: 2}

4 6

Set up in 15Y6 (see SSR 2):

Elements of 138th Gebirgsjäger Regiment [ELR: 4] set up on/within perimeter 15V0-V3-Y2-Y1:



3 3

Elements of PanzerAbteilung Zbv40 enter on Turn 3 on 15Y2:

SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect at Level 0 and Deep Snow (E3.73) is in effect on Hill hexes. Alpine Hills (B10.211) apply. All buildings are wooden. Prior to setup, the German player must select one building hex ≤ 3 hexes from 15K10; place a Blaze counter in each Location of the selected hex. Orchards are not in season, and all Grain is Open Ground.

2. The German *sIG 33* may not change Locations.

3. All British units set up in Concealment Terrain may do so Concealed; OB-given "?" are meant for use primarily as Dummies.

AFTERMATH: The Germans installed heavy guns in the positions they had captured from the British during the afternoon and opened fire on Tretten, starting a number of fires. The landsers then launched an assault, but ran into heavy resistance. Sergeant-Major Shepperd, CO of the Leicesters' mortar troop, did not hesitate once his pieces had run out of ammunition. He ordered his men to fight alongside the riflemen. It was only when the fires threatened them that the men abandoned their positions. In any case, the arrival of panzers had put an end to the defenders' hopes. At dusk, they evacuated a Tretten illuminated by the light of the fires.

BITTER DEFENSE AT OTTA

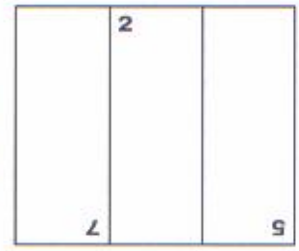
ASL SCENARIO J38

Scenario Adaptation: MMP

GUDBRANDSDAL VALLEY, NORWAY, 28 April 1940: As the fight in southern Norway moved into the highlands, the German tactics developed into a somewhat uniform pattern. Largely restricted by the surrounding terrain and weather conditions, any line of advance had to parallel the existing road system. Taking advantage of these restrictions, the Allies based their defense on a series of roadblocks supported by flanking fire from surrounding high ground. The Germans, quick to learn, would answer this defense in classic style by pinning the defenders with heavy fire while conducting a flanking maneuver with the main force. After being forced from a number of positions in this manner, Allied troops once again formed a hasty defense near the village of Otta on the Laagen River with units of the newly arrived British 15th Brigade.

VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 14 VP off the north edge of board 2.

BOARD CONFIGURATION:



BALANCE:

- In the Victory Conditions, change "14" to "17".
- Delete the last sentence of SSR 4.

N

TURN RECORD CHART

BRITISH Sets Up First [136]	1	2	3	4	5 END	6	7	8	9	10
GERMAN Moves First [146]										

restart on turn 11 (1)

Elements of Company C, 1st Green Howards, 15th Brigade [ELR: 3] set up east of the river on/north-of hexrows 7I—5I: [SAN: 4]

12 2 3 2

2 2

Elements of "Gruppe Pellengaler", 196th Division, and Panzer Battalion 40 [ELR: 3] enter on Turn 1 along the south edge east of the river: [SAN: 2]

2 13 2 2 5 2 2

Enter along the west edge per SSR 4:

6 2 6

SPECIAL RULES:

1. EC are Wet, with no wind at start. Ground Snow (E3.72) is in effect.

2. All woods hexes on board 5 and on board 2 which are connected via contiguous woods hexes to board 5 are Pine Woods (B13.8). All level 2 hill hexes on Hill 538 are considered Level 1 woods hexes with the crestline representing the woods depiction. The river has a slow current to the south. All Marsh are Woods.

3. Each AFV must make a Bog Check each time it changes elevation. German 5-4-8s/2-3-8s (and any SMC stacked with them) are Ski Capable (E4.2) and are the only units which may utilize the skis (i.e., ski-use dr is NA; E4.21).

4. Prior to setup, the German player must secretly select one (only) of the following entry areas where the reinforcements will enter: Zone 1 (hexrows I-O); Zone 2 (hexrows Q-W); or Zone 3 (hexrows X-DD). Each friendly RPh, the German player must make a dr. On a result ≤ the current Game Turn the reinforcements must enter that Turn. The number of the zone selected serves as a positive drm to this dr.

5. The British may use the French 25LL AT Gun without Captured Use penalties (A21.).

AFTERMATH: Occupying commanding positions on the heights around Otta, the British troops had little difficulty driving off the initial German attack. The next attack proved more effective, this time coordinated with a flanking move from the east by tanks and ski troops, and by a river crossing in rubber boats from the west. The river assault, made too close to the British positions, suffered almost total annihilation. The infiltration through the wooded area met with less opposition and nearly succeeded. Only after the timely redeployment of their troops, and the help of a borrowed French anti-tank gun, were the British finally able to pin the German flanking move and prevent the envelopment of their position. The defense at Otta would turn out to be the most tactically successful action fought by British land forces in Norway.

INDEED!

ASL SCENARIO J39

Scenario Design: Jean Devaux and Philippe Naud

HEMNESBERGET, NORWAY, 10 May 1940: Early in May 1940, the Allies had been forced to evacuate central Norway. From then on, there were no obstacles to a German advance from Trondheim to Narvik. As early as the 5th, the first elements of the 2nd Gebirgsjäger Division moved north with only a few Norwegian units in the way. The same day, five British Independent Companies landed between Bodö and Mosjöen. These units were comprised of volunteers recruited from the Territorial Army, and their mission was to use guerilla tactics to slow the German advance. These companies were lightly equipped, self-sufficient and, in theory, able to function in Norway's rugged terrain. On 10 May, south of Mosjöen, two platoons from the 5th Independent Company along with Norwegian soldiers laid a deadly ambush for a German motorcycle vanguard. The Allies then retreated to the Hemnesberget area with the aim of delaying the Germans there for a time. But the Germans had launched an audacious attack which was to wreak havoc with their enemies' plans.

VICTORY CONDITIONS: The Germans win at game end by exiting more Exit VP *[Prisoners NA]* off the east edge than the Allies.

BOARD CONFIGURATION:

(Only hexrows R-GG on board 21 and A-P on board 8 are playable)

BALANCE:

- Delete one German 4-6-8 from the initial German OB.
- In the German OB, replace all three 50* MTR with German LMGs.

TURN RECORD CHART

SEQUENTIAL Set Up (see SSR 3)	1	2	3	4	5	6	7	8	END
GERMAN Moves First [0]									

Elements of 1st Independent Company [ELR: 3] set up first on board 21 including half-hexes of board 8: {SAN: 4}

6

Elements of Hemnesberget Garrison [ELR: 2] set up last on board 21 including half-hexes of board 8:

3

Reinforced elements of 1.Kompanie, I/138th Gebirgsjäger Regiment [ELR: 4] set up second in hexes numbered ≥ 2 on board 8 (see SSR 3): {SAN: 2}

4

Elements of I/138th Gebirgsjäger Regiment enter as per SSR 3:

12 2 2 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.

2. Place Wooden Piers (G13.7) in 8C4, 8H4, and 8O4. All buildings are wooden. All multi-hex buildings on board 8 are Factories (B23.74). Walls/Hedges along the river on board 8 *[EXC: H4-I4]* do not exist. Orchards are not in season. All Rowhouses are Single-Story Houses; treat all black bars as Open Ground allowing bypass and LOS. Place overlays as follows: **OG1** on 21R0; **X13** on 21S1-T0; **X9** on 21V0; and **X7** on 21Z0.

3. The British set up first, then the Germans, then the Norwegians. Before British setup, the German player secretly records one of the piers as an entry hex. During each of Turns 1, 2, 3, and 4, three German squads and one leader (and ≤ 1 MG and/or ≤ 1 MTR stacked with them) "land" on this hex as if entering from offboard across a pier hexside. Treat pier hexes as non-Open Ground for Rout purposes.

4. Norwegian and British units are Allied Troops (A10.7).

AFTERMATH: On the morning of May 10, Norwegian coastguards reported sighting a troop-laden German ship steaming north in the Ranfjörd. The Royal Navy intervened too late and around 1900 hours, the Germans, on the heels of a detachment flown in by two seaplanes, landed at Hemnesberget. The small garrison—made up of a platoon of the 1st Independent Company and a few Norwegians—put up a spirited defense, but could not prevent the attackers from enlarging their beachhead.

MIGHT MAKES RIGHT

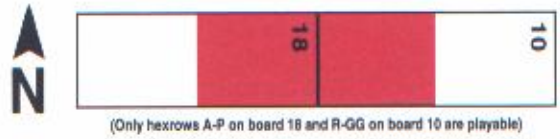
ASL SCENARIO J40

Scenario Design: Philippe Naud and Laurent Closier

VICTORY CONDITIONS: Provided the Norwegians amass ≤ 10 CVP (Prisoners do not count double), the Germans win at game end if they Control ≥ 13 Building hexes on board 10.

FINNEID, NORWAY, 11 May 1940: When they invaded Norway on 9 April 1940, the Germans acted boldly and quickly, taking full advantage of the element of surprise. Allied reactions were confused and ineffective. Early in May, German troops began marching on Narvik. They planned an operation, codenamed "Wildente", whose objective was to catch the Anglo-Norwegian units offguard by barring their way south of Ranfjord. To do so, the steamer *Nord Norge* edged its way under the nose of the Royal Navy, sailed up the fjörd and landed 300 men and two guns in the small port of Hemnesberget. The small garrison was overwhelmed. Two British ships sank the *Nord Norge*, but the Germans firmly held Hemnesberget. What's more, they could be resupplied by air and they threatened the Allied rear. The only solution lay in a counterattack by the 400 British and Norwegian soldiers holding the village of Finneidfjord, at the end of the Hemnessöy peninsula, some ten kilometers east of Hemnesberget.

BOARD CONFIGURATION:



(Only hexrows A-P on board 18 and R-GG on board 10 are playable)

BALANCE:

- In the Victory Conditions, change "≥ 13" to "≥ 16".
- Extend the game length by ½ turn (to 7 ½ Turns).

TURN RECORD CHART

NORWEGIAN Sets Up First	1	2	3	4	5	6	7	END
GERMAN Moves First [153]								

Elements of 5th Brigade [ELR: 3] set up on/between hexrows 10DD-18K: {SAN: 3}

2 3 3 2 12

Elements of 1.Kompanie, 138th Gebirgsjäger Regiment [ELR: 4] set up on hexrow P on board 18: {SAN: 2}

3

Elements of 1.Kompanie, 138th Gebirgsjäger Regiment enter on/after Turn 1 along the west edge:

8

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.

2. All buildings are Wooden and Single Story. Alpine Hills (B10.211) are in effect. Orchards are not in season, all Grain is Open Ground. Although not in play, hexes west of hexrow P on board 18 are considered to contain their terrain features as printed for purposes of offboard movement/entry.

3. Allied Minor MMG are B11.

AFTERMATH: Panicked by the boldness of the enemy landing, the British High Command decided to evacuate by sea its units presently south of the Ranfjord. At the same time, the 1st Independent Company, in position at Finneidfjord, was ordered to retreat north. The Norwegians were on their own. On the 11th, they did not hesitate and attacked with a few machine guns as their sole support. Led by a spirited Danish officer, Captain Ellinger, they reached the first few houses of Hemnesberget. However, a violent German counterattack forced them to fall back to their starting point at Finneidfjord.

BY OURSELVES

ASL SCENARIO J41

Scenario Design: Philippe Naud

FINNEID, NORWAY, 11 May 1940: In 1940, the Norwegian army was a force completely unable to resist the Nazi war machine. Its equipment and training were mediocre. Furthermore, the German aggression took its High Command by complete surprise; such was the case of Colonel Sundlo, commanding officer in Narvik, who surrendered to General Dietl's troops without ordering even one shot fired! Nevertheless, throughout the campaign, numerous Norwegians vigorously fought the invaders despite an obvious lack of weapons, their arms depots having been captured early on. Their knowledge of the terrain and their ability to move great distances on skis made them very useful, although British commanders did not hesitate to criticize the lack of soldierly skills of their Nordic allies. On 11 May, after they had vainly defended together the village of Hemnesberget on the previous day, the Anglo-Norwegian troops installed in front of Finneid went their separate ways. The British retreated north while the Norwegians attacked Hemnesberget on their own.

VICTORY CONDITIONS: Provided the Germans amass ≤ 10 CVP (prisoners do not count double), the Norwegians win at game end if they Control ≥ 16 Building Locations on board 22.

BOARD CONFIGURATION:

(Only hexrows A-P on board 22 and R-GG on board 18 are playable)

BALANCE:

- In the Victory Conditions, change "≥ 16" to "≥ 20".
- German reinforcements enter on Turn 4 instead of Turn 3.

TURN RECORD CHART

	1	2	3	4	5	6	END
GERMAN Sets Up First [0]							
NORWEGIAN Moves First [120]							

Reinforced elements of 1.Kompanie, 138th Gebirgsjäger Regiment [ELR: 4] set up on board 22 and/or in hexes numbered 10 on board 18: {SAN: 4}

3 2 2 8 3

Elements of 138th Gebirgsjäger Regiment enter on Turn 3 along the west edge:

6

Elements of 5th Brigade [ELR: 3] set up on board 18 in hexes numbered ≤ 5: {SAN: 3}

6 6 2 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.

2. All buildings are wooden and single story. Building 22F4 is a Factory (B23.74). Alpine Hills (B10.211) apply. Orchards are not in season, and Grain is Open Ground.

3. Allied Minor MMG have B11.

AFTERMATH: After a few initial successes, the Norwegians had to retreat in the face of the Germans' vastly superior numbers and firepower, and were eventually scattered, captured, or became casualties. Captain Ellinger gathered a few machine gunners and managed to reach the British lines, where once again the Allies prepared to face renewed German attacks.

GREBBE END

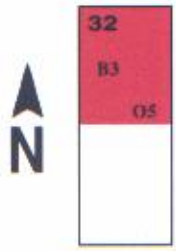
ASL SCENARIO J42

Scenario Design: Kevin Meyer

VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 4 buildings in the Dutch setup area.

GREBBE HILL, HOLLAND, 13 May 1940: The Grebbe Line was the principal defensive position denying entry into Fortress Holland from the east. The position was anchored on the southern end by a series of low wooded hill complexes, collectively known as Grebbe Hill, which abutted the Lower Rhine. Occupying the southern part of the hill was the 1st Battalion, 8th Infantry Regiment, commanded by Major Willem Landzaat. A line of trenches with casemates every 3–4000 meters made up the main position in this area. To the front was an outpost line and extensive inundated areas designed to slow down an attacking enemy. To the rear was the Ouwehands Dierenpark, an animal park, which had not been completely vacated of its former occupants. Following a preparatory bombardment, the outpost line was attacked at sunrise on 11 May and the defenders slowly fell back to the trenches on the hill. The front line proper was not penetrated by the Germans until the afternoon of 12 May, setting the stage for the final assault the next day.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:

▽ In the German OB, replace the 8-1 with an 8-0.

✙ Add one 2-3-7 and one 50* MTR to the German OB.

TURN RECORD CHART

▽ DUTCH Sets Up First	1	2	3	4	5	6	END
✙ GERMAN Moves First [91]							

▽

Elements of 1st Battalion, 8th Infantry Regiment [ELR: 2] set up on/north-of hexrow K: [SAN: 4]

5 4 3 7 4

✙

Elements of 1st Bataillon, 322nd Infanterie Regiment, 207 Infanterie Division [ELR: 4] set up on/south-of hexrow O: [SAN: 3]

6 4 2 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Kindling is NA.
2. Place overlays as follows: **B3** on J8-K9 and **O5** on N2-M2.
3. The Stream is Dry. Treat Pond hexsides (K5-L5/K5-L4) as Open Ground.

AFTERMATH: The German attack on the Grebbe Line renewed on the morning of the 13th and had made no gains until a key position on the northern part of the hill had been taken. The 1st Battalion was pushed back to the animal park and at 1000 the Germans launched a major attempt supported by armored cars. The bitter fighting lasted until 1300, with Major Landzaat taking turns operating a heavy machinegun. As ammunition ran out, Landzaat sent wounded personnel to the rear. Despite the desperate efforts put up by the Dutch, the position eventually fell. Landzaat stood to the end, his fallen body found outside the last building, facing the enemy.

3rd RTR IN THE RAIN

ASL SCENARIO J43

Scenario Design: Stephen Johns

GUINES, FRANCE, 23 May 1940: In their attempts to stem the German advance to Calais and other port cities, the British dispatched the 3rd Royal Tank Regiment and the 30th Infantry Brigade, composed of the 2nd King's Royal Rifles and the 1st Queen's Victoria Rifles. On 23 May these units sallied aggressively out of Calais, attempting to breach the German line and hit the 10th Panzer Division in the flank.

VICTORY CONDITIONS: The British win at game end if they Control ≥ 6 buildings on/between hexrows O-W.

BOARD CONFIGURATION:

N

17 Wd2

BALANCE:

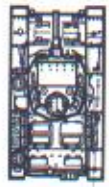
✙ Add one 4-6-8 to the German at start OB.

⊙ Add one 4-5-7 to the British at start OB.

TURN RECORD CHART

✙ GERMAN Sets Up First	⊙ 1 ✙	2	3	4	5	6	END
⊙ BRITISH Moves First							

Elements of Panzer Aufklärung Abteilung 5, Panzer Division 10 [ELR: 4] set up on/east-of hexrow N: {SAN: 3}



5 2 5

Elements of Panzer Regiment 4 enter on Turn 1 along the east edge:

2

Elements of the 1st Queen's Victoria Rifles [ELR: 3] set up on/west-of hexrow I: {SAN: 2}

9 2

Elements of the 3rd RTR enter on Turn 1 along the west edge having already expended ½ of their printed MP allowance:

2 2

SPECIAL RULES:

1. EC are Wet, with no wind at start. A Heavy Rain (E3.51) is falling *[EXC: rain intensity will not change during play]*.

2. Place overlay **Wd2** on 17P9-Q10. All buildings are Wooden. All Hedges are Walls.

3. The minimum vehicular road entry cost is 1MP. AFV crews may not voluntarily Abandon (D5.4) vehicles.

4. The *A13 Mk II* tanks have a 6 FP CMG (only) for Machine Gun armament.

AFTERMATH: In Guines, elements of a recon unit had already taken up positions with the support of an anti-tank gun. In a steady rain, the British attempted to clear this force and continue their drive eastwards. A tenacious German defense—bolstered by the arrival of supporting panzers—forced the British to break off the attack and retreat into Calais with only the loss of 13 cruiser tanks to show for their efforts.

AUDACITY!

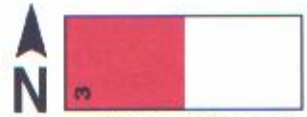
ASL SCENARIO J44

Scenario Design: Philippe Naud

VICTORY CONDITIONS: The Germans win immediately by amassing ≥ 19 CVP and/or at game end provided the French Control ≤ 9 building hexes on board 3..

ANKENES, NORWAY, 28 May 1940: By the end of May 1940, the catastrophic unfolding of the battle for France caused the Allies to evacuate Norway. Nevertheless, it was decided to take Narvik in order to close the campaign on a victory and lessen the earlier humiliations. The offensive was to be launched at midnight on the 28th, both north and south of Narvik. According to the plan, General Bohucz-Szysko's Polish troops were to capture the town of Ankenes and thus control the Beisfjord south of Narvik. French and British artillery, the guns of the Royal Navy and a few tanks were to support this attack. The only direct route to Ankenes was a narrow road to the northwest, between cliffs and steep wooded hills. All attempts by the Poles during the preceding weeks to move forward through the mountains in the south had been brutally stopped by the Germans, who were far fewer in number but very determined. The small garrison of the town itself was a mere 60 men or so, including a few sailors. On the 28th, after an artillery barrage, a company of the 2nd Battalion of the Podhalansha Light Infantry and a pair of *H-39s* attacked along the coastal road.

BOARD CONFIGURATION:



BALANCE:

⊙ Add one French MMG to any one group.

✙ In the Victory Conditions, change "≥ 19" to "≥ 15".

TURN RECORD CHART

SEQUENTIAL Set Up	1 ⊙	2 ⊙	3 ⊙	4	5	6	END
✙ GERMAN Moves First ⊙ FRENCH Moves Second [125]							

Elements of 2nd Battalion, Chasseurs de Podhale [ELR: 3] set up/enter as indicated: [SAN: 2]

Set up second in hexes 3I1, 3K1, and/or 3L4:

3

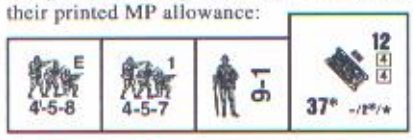
Set up third on road hexes on/between 3I5—3G6:

3

Enter on Turn 1 along the West edge:

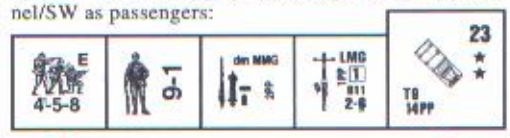
4

Elements of 2nd Battalion HQ and 342éme C.A.C.C. enter on Turn 2 along the West edge with the vehicles having already expended ½ of their printed MP allowance:



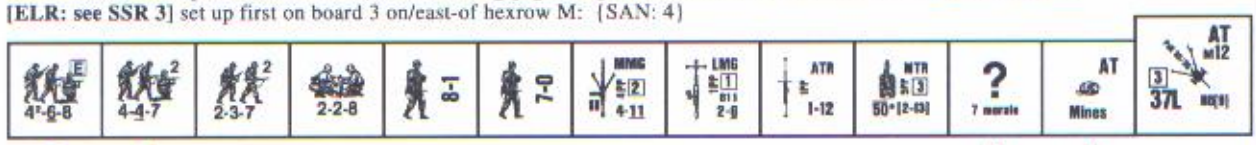
2 2 2

Elements of 4th Battalion, Chasseurs de Podhale enter on Turn 3 along the West edge with all personnel/SW as passengers:



3 3

Elements of 2.Kompanie (reinforced), 137th Gebirgsjäger Regiment and Marine Battalion Freitag-Loringholen [ELR: see SSR 3] set up first on board 3 on/east-of hexrow M: [SAN: 4]



2 4 8 4

Stosstruppe Rieger set up last on Hill 534:

2 2

SPECIAL RULES:

1. EC are Mud, with no wind at start. Mud (E3.6) is in effect. Kindling is NA.

2. Treat all hexes of Hill 547 as ground level Open Ground (Cliffs are NA). All buildings are wooden and single story. Alpine Hills (B10.211) are in effect. For movement purposes (only) roads are considered paved *[EXC: the minimum cost for crossing a road hexside is 1 MP and Road Bonus (B3.4) is NA]*. Grain is Open Ground.

3. Germans may use French MG without captured use penalties. All German units may set up concealed. All elite German units have an ELR of 4. All other German units have an ELR of 3.

4. Treat French Infantry as Allied Minor for Heat of Battle (A15.1) purposes (only). French Infantry suffer captured use penalties (A21.) when using any MG. *All* French MMG are B11.

AFTERMATH: One tank quickly broke down and the infantrymen moved on alone. Their advance was fast but disorganized. A platoon had reached the first houses of Ankenes when a violent German counterattack forced the company to retreat. The Poles believed they had come under attack by a large unit, but their attackers were only 15 men led by a bold officer, Oberleutnant Rieger. He pushed on until he reached the headquarters of the Polish 2nd Battalion where he was wounded and captured along with several of his men. Ankenes would be captured by the Poles the next day, after its defenders evacuated it to the east. Its capture was relatively painless, although one tank had been lost to mines. General Bohucz-Szysko's men would link with the Legionnaires coming from Narvik and pursue the Germans for a few days before the final evacuation of the Allies.

THE LAST ROADBLOCK

ASL SCENARIO J45

Scenario Design: Philippe Naud

Near ORNESET, NORWAY, 28 May 1940: On 24 May, faced with the deteriorating situation in France, the Allies decided to evacuate Norway. However, before the evacuation, the Anglo-French commanders wanted to retake Narvik, the initial objective of their intervention in Norway. For that operation, the main attack would come from the north and be conducted by Lt-Colonel Magrin-Vernerey's 13th Demi-Brigade of the Foreign Legion. The unit was to land on 28 May on the Orneset beach and create a beachhead up to Hill 457, thus opening the way for the Norwegians tasked with liberating Narvik. The landing took place shortly after midnight and achieved total surprise, overwhelming initial German resistance. The Franco-Norwegian second wave, however, landed under enemy gunfire. This delayed until 0430 hours the deployment of the detachment ordered to take Hill 457. The Legionnaires were to cover the attack by their allies.

VICTORY CONDITIONS: The Germans win immediately by amassing ≥ 25 CVP (Prisoners do not count double) and/or at game end if they Control ≥ the number of Level 3 and Level 4 hexes on Hill 740 than the French. The Germans may count building hexes Controlled on board 18 as hill hexes.

BOARD CONFIGURATION:

(Only hexrows A-P on board 18 and R-GG on board 9 are playable)

BALANCE:

- In the Allied OB, replace one 9-1 with a 9-2.
- German units set up in suitable terrain may do so entrenched (B27.1).

TURN RECORD CHART

ALLIED Sets Up First [223]	1	2	3	4	5	6	END
GERMAN Moves First [166]							

Elements of 2ème Company, 13ème Demi-Brigade de la Légion Etrangère [ELR: 5] set up as indicated: {SAN: 2}

Set up in/adjacent to 9U9:

4

Set up in/adjacent to 18I8:

5

Set up in/adjacent to 9CC9:

3

Set up anywhere on board 18:

Elements of II/15th Infantry Regiment [ELR: 3] set up on board 18 on/west-of hexrow E in hexes numbered ≤ 8:

2 6

Elements of 3ème Company, 13ème Demi-Brigade de la Légion Etrangère [ELR: 5] enter on Turn 3 along the north edge:

Elements of 1st Kompanie, 137th Gerbirgsjäger Regiment [ELR: 4] set up as indicated: {SAN: 5}

Setup ≤ 2 hexes of 9Y6:

2

Set up ≤ 2 hexes of 9Y6 *or* ≤ 2 hexes of 9CC4:

Elements of Marine Kompanie Diest [ELR: 3] set up ≤ 2 hexes of 9CC4:

4

Elements of 1st Kompanie, 137th Gerbirgsjäger Regiment [ELR: 4] enter on Turn 1 on/between 18P7 and 9R7:

8 2

SPECIAL RULES:

1. EC are Mud, with no wind at start. Mud (E3.6) is in effect.

2. Building 9DD3 does not exist. Alpine Hills (B10.211) are in effect. For movement purposes (only), roads are considered paved but Road Bonus (B3.7) and the C10.2 DRM for crossing a road hexside are NA. Orchards are not in season and Grain is Open Ground. Although not in play, hexes east of hexrow P on board 18 and east of hexrow R on board 9 are considered to contain their terrain features as printed for purposes of offboard movement/entry.

3. The Germans use Allied Minor MGs without Captured Use (A21.) penalties. The Germans Control all hill hexes ≥ Level 3 at the start of the game.

4. French non-crew MMC have an underlined morale and their broken-side morale level is increased by 1. The French receive one module of 70+mm (HE only) OBA directed by an Offboard Observer at level 4 in a hex along the north edge (secretly recorded by the Allied Player prior to setup). Battery Access may not be attempted prior to Turn 3.

5. Allied Minor MMG are B11. The French and Norwegian units are Allied Troops (A10.7).

AFTERMATH: A company of Gerbirgsjäger launched a violent counterattack against the 2nd Company of the 13th Demi-Brigade. The assault, supported by machine gun and mortar fire, forced platoon Garoux to fall back. Captain de Guittaut, CO of the company, was mortally wounded. Lack of coordination caused total confusion between the French and Norwegians. Nevertheless, stubborn resistance by Platoon Jouandon and individual heroism managed to slow down the enemy. Still, the situation remained worrying and Lt.-Colonel Magrin-Vernerey ordered a counterattack. The 2nd Company, reinforced with elements from the 3rd Company and supported by artillery, managed to push the Germans back. From then on, the Norwegians were able to secure Hill 457 (known as Taraldviksfell), the last German roadblock before Narvik. At 1900 hours, the city was liberated.

STRONGPOINT 11

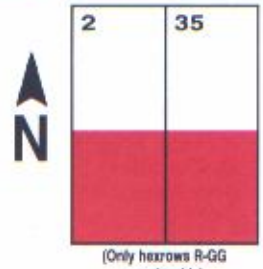
ASL SCENARIO J46

Scenario Design: Kevin Meyer

VICTORY CONDITIONS: The Japanese win at game end if they Control all Level 2 Hill hexes on board 2.

TARAKAN, NEI, 11 January 1942: The Japanese offensive against the Dutch East Indies was designed to gain control of the rubber and oil production facilities found on the many scattered islands in the region. Tarakan Island, off the east coast of Borneo, produced 6 million barrels of crude oil per year prior to the war. The Royal Dutch Indies Army (KNIL) had garrisoned the island with Infantry Battalion VII and a number of coastal batteries, under the overall command of Lt.-Colonel S. de Waal. The main job of the Dutch was to ensure the destruction of the oil wells and installations in the event of an attack. The defense was organized by "Fronts" protecting the port area, the airfield, and the main oil wells at Pamoesian on the east side of Tarakan city. This latter position was referred to as the "Eastern Front". This area contained a series of built up strongpoints, centered around automatic weapons in concrete bunkers. The Japanese landed early on the 11th on the east coast of the island and aggressively pushed inland. By mid-morning, they had heavily engaged the line of strongpoints of the "Eastern Front".

BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

BALANCE:

▽ In the Dutch OB, replace two 4-3-7s with 4-5-7s.

● In the Victory Conditions, change "game end" to "the end of any Player Turn".

TURN RECORD CHART

▽ DUTCH Sets Up First	1	2	3	4	5	6	END
● JAPANESE Moves First [163]							

▽

Elements of Infantry Battalion VII [ELR: 2] set up concealed on board 2: {SAN: 3}

4 5 2 2 7

●

Elements of 1st Battalion, 146th Infantry Regiment [ELR: 3] set up on board 35 in hexes numbered ≤ 2: {SAN: 3}

11 2 2 3 2

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) *{EXC: all roads do exist}*. All hill hexes not part of Hill 538 are Level 0 Palm Trees.

AFTERMATH: A brief interruption in the fighting occurred around 1030 when a fierce rainstorm swept through the area. The Japanese attack resumed quickly after the rain stopped. The defenders of Strongpoint 11 held onto their position even though Strongpoints 8 and 9 and eventually 10 were abandoned. The secondary line was manned by 1800, with Strongpoint 11, still manned, isolated to the front. In order to recapture the lost strongpoints, a plan was devised for a night counterattack against the Japanese, which never materialized as most of the colonial recruits deserted their positions. At 0730 on the 12th, being vastly outnumbered, Lt-Col de Waal decided to surrender his remaining forces. The Dutch defense on Tarakan had lasted a little over 24 hours, enough time for extensive damage to be done to the oil facilities, denying their use to the Japanese until repaired.

"THEY'RE HERE! REVERSE!"

ASL SCENARIO J47

Scenario Design: Curt Schilling

BEDA FOMM, NORTH AFRICA, 8 February 1941: The famed Desert Rats were on the move. Heading for the African coast through the Saleh/Beda Fomm area, they planned to set up ambush positions against large Italian motorized columns retreating from Benghazi towards Tripoli. The lead armor elements of this force consisted of the three armoured regiments of the British 4th Armoured Brigade. The 2nd Royal Tank Regiment took up positions on a large hillock bisected by the only road to Tripoli and dotted with graveyards. A short time after their arrival, two single decker buses appeared on the road from Benghazi. They were stopped, the civilians were sent away, and the buses positioned as roadblocks.

VICTORY CONDITIONS: The Italians win at game end if ≥ one hillock is devoid of any British non-crew MMC *and* the Italians Control the Hillock Summit hex of that hillock *[EXC: vehicular hex Control (A26.13) is NA]*.

BOARD CONFIGURATION:

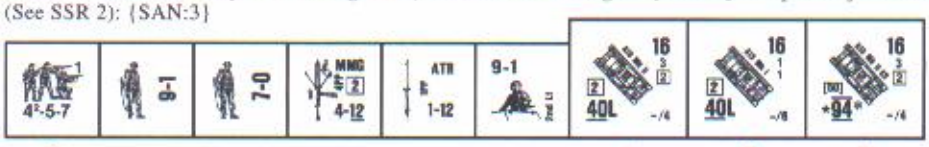
BALANCE:

- Add one 8-1 Armor Leader to the British OB.
- Add two *L5/40*s to the Italian OB.

TURN RECORD CHART

BRITISH Sets Up First	1	2	3	4	5	6	END
ITALIAN Moves First [72]							

Elements of the 2nd Royal Tank Regiment, 4th Armoured Brigade [ELR:3] set up on/adjacent-to any hillock/graveyard hex (See SSR 2): {SAN:3}



6 4 2 2

Enter on Turn 4 on hex 29CC10 having expended ½ their printed MP allotment:

2

Elements of the 1st Ariete Armored Division [ELR:2] enter on/after Turn 1 between 26A5 and 26F0: {SAN:2}

10 3 2 2 12 2 2 3 4

2

SPECIAL RULES:

1. EC are Dry, with a Mild Breeze blowing from the west. Intense Heat Haze (F11.621) is in effect.

2. Place overlays as follows: **H4** on 29Y1/Z1, **H1** on 29R2/S2. Place one Burnt Out wreck in hex 26R10 and 29S1. There is a Ground Level paved road running from 26A2-29GG8. All hexes west of the line formed by hexes 29A3-29P10 are sand. All scrub/hammada hexes on/between hexrows T-FF on board 26 are graveyard hexes (B18) *[EXC: fully tracked vehicles do not incur the +3 Bog DRM for entrance/exit of such hexes]*.

3. All Italian Anti-Tank Guns must enter in Tow (C10.1).

4. British MMC (and any SMC/SW stacked with them) set up in a hillock hex may set up sangared (F8.). A British Armor Leader's -1 modifier may be used to modify the colored dr of any TH DR (for ROF purposes only) in lieu of modifying the MA To Hit DR (D3.44); in order to claim this ROF modifier, the Armor Leader must be CE and the British player must declare its use prior to making the TH attempt.

5. AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: When the Italians arrived, two groups of tanks attacked. Major Norman Plough, commander of A Squadron yelled, "They're here! Reverse!" to his driver. The first group was destroyed without loss to the British, and the second group arrived about 40 minutes later. Wrecks littered the barren landscape as hulldown M13s began pressing the ambushers. At times the British tankers began to feel overwhelmed, pulling back to the 'pimple' when things got too hot on the desert floor. The tankers were nearly out of ammunition when more armor from the 2nd RTR arrived, pursuing Italian tanks as they pulled away from the mound. At the same time, some Italians had managed to clear the buses and began moving through the roadblock but the British immediately re-engaged. The Italians finally gave up, abandoning tanks, vehicles and artillery pieces. Plough estimated that 2nd RTR knocked out 79 M13 tanks, his own gunner claiming 19. The 2nd RTR suffered 3 lost tanks but amazingly not a single casualty.

BLOOD ENEMIES

ASL SCENARIO J48

Scenario Design: Kevin Meyer

VICTORY CONDITIONS: The Yugoslavs win at game end by amassing more VP than the Croatians. VP are awarded normally *{EXC: prisoners and captured weapons do not count double}*. In addition, each stone building hex is worth 1 VP to the side that Controls it.

MOSTAR, YUGOSLAVIA, 13 April 1941: The conglomerate nation of Yugoslavia was formulated in the post-WWI power struggle to carve up the Austro-Hungarian Empire. Croatians, hoping to become an independent nation, were dissatisfied with being part of a government largely controlled by the Serbs. On 27 March, 1941, Yugoslav military officers overthrew the pro-Axis regime led by Prince Regent Pavle. Adolf Hilter viewed this coup as a potential pro-Western threat to Germany's secure Balkan flank, and signed a directive ordering an invasion of Yugoslavia. The German assault on 6 April gave the Croats in the Yugoslav Army the opportunity to openly show their dissension towards the current government. Many Croats either threw away their arms, provided no resistance or surrendered en mass to the advancing German forces. In some areas the Croats clashed with their former brothers-in-arms.

BOARD CONFIGURATION:

N

24

BALANCE:

- Add 6 "?" to the Croatian OB.
- In the Yugoslavian OB, replace the Allied Minor MMG with an Allied Minor HMG.

TURN RECORD CHART

CROATIAN Sets Up First [68]	1	2	3	4	5	6	7	8	END
YUGOSLAVIAN Moves First [80]									

Croatian Defectors [ELR: 2] set up on/north-of hexrow M: {SAN: 4}

10 3

Elements of Mostar Garrison [ELR: 2] set up on/south-of hexrow I: {SAN: 3}

4 8 2 2

SPECIAL RULES:

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

2. No Quarter (A20.3) is in effect for both sides.

3. Croatians automatically receive Air Support (E7.) on Croatian Turn 4 in the form of two 1939 DB (Stukas; E7.403) with bombs. If still in play, both Stukas are automatically recalled (E7.24) at the end of the Croatian Turn 6 CCPh..

4. AFV may setup in Motion.

5. Neither side suffers Captured Use Penalties (A21.) for SW/Guns.

AFTERMATH: One location where the defectors clashed with loyalists was on the outskirts of Mostar, where Croatian troops broke away from the Yugoslav command and seized control of many key installations around the city. Serb troops loyal to the Yugoslav government moved in to eliminate this threat. On 13 April, the situation got desperate for the Croats as the Yugoslavs pressed their attacks. A call for help went out to the German Army, which diverted air support to help their beleaguered new ally. Flights of Stukas blasted Serb troops for 3 hours allowing the Croats to hold on until the arrival of German ground forces. Conflicts between Serbs and Croats spread throughout Yugoslavia, and didn't end with the formal surrender of the Yugoslav government, as former comrades had become blood enemies.

DESPERATE DASH

ASL SCENARIO J49

Scenario Design: Pete Shelling

VICTORY CONDITIONS: The Russians win immediately upon Exiting ≥ 22 VPs *[EXC: Prisoners & Captured Equipment]* off the east edge. Each AFV eliminated/recalled reduces the required number of Exit VP by three, and all units which exit as Cavalry/Passengers count as double.

ZHEREBETSO, RUSSIA, 28 November 1942: Attacking across a broad front, the Soviet winter offensive known as Operation Mars had some early penetrations far behind the lines of the German 9th Army. Many of these breakthroughs could not be supported in the face of tough German resistance, often resulting in large formations being cut off and chopped to pieces. One such force was the 3rd Guards Cavalry Division under Colonel M.D. Iagodin. Due to poor communications, Iagodin's four cavalry regiments began their attack on the morning of the 28th, in full daylight.

BOARD CONFIGURATION:

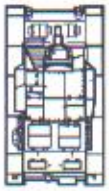
BALANCE:

✙ Apply a -1 drm to each SSR 4 reinforcement dr.

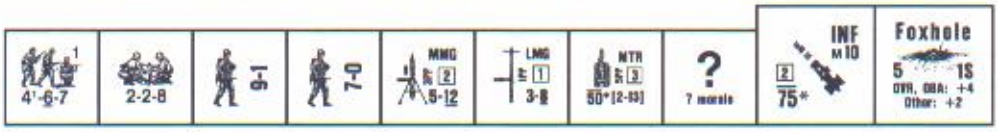
★ Delete the 8 "?" counters from the German OB.

TURN RECORD CHART

✙ GERMAN Sets Up First	★ 1 ✙	★ 2 ✙	3 ✙	4	5	6	END
★ RUSSIAN Moves First [138]							



Elements of 215th Grenadier Regiment [ELR: 3] setup on/east-of hexrow Z on board 17 and/or H on board 44: {SAN: 4}



7 2 8 4

Enter on Turns 1-3 along the east edge per SSR 4:

? ? ?

Enter on Turn 3 along the east edge:

2

Elements of 10th Guards Cavalry Regiment, 3rd Guards Cavalry Division [ELR: 3] enter on Turn 1 along the west edge: {SAN: 2}

12 2 3

9 4

Enter on Turn 2 along the west edge:

8 2 8

SPECIAL RULES:

1. EC are Ground Snow (E3.72), with no wind at start.

2. Place overlays as follows: **OW1** on 44T5/S5; **Wd4** on 44X5/X6; and **B2** on 44BB5/CC6.

3. Germans receive Air Support (E7.) at the beginning of German Player Turn 2 in the form of one 1942 FB with bombs. There is an additional +2 DRM to all sighting TC/TH attempts and the MG FP of this aircraft is only 2.

4. At the beginning of each of the first three German Player Turns, the Germans make a dr and receive reinforcements as follows: dr = **0-1:** 4-4-7, 2-3-7, and a LMG; **2-3:** 4-4-7, LMG; **4-5:** 4-4-7; **6:** 2-3-7. The German 8-1 may enter on any Game Turn, but may utilize its leadership DRM to modify the reinforcement dr as long as it remains off-map.

AFTERMATH: The two lead regiments of the 3rd Guards Cavalry began their advance between the German strongpoints of Malov, Kropotovo, and Podosinovka, and were immediately taken under fire by German artillery. By the time the 10th Regiment neared the German lines, Lt. Col. Riessinger of the German 215th Regiment had gathered scratch forces to plug the gaps in his sector. The furious Russian charge bore down upon these stragglers just as they were manning defensive positions. Combined wtih a few assault guns and a wayward Ju-88, these ad-hoc reinforcements were able to repulse further attacks, completely wiping out the 10th Guards Cavalry Regiment.

THE CACTUS FARM

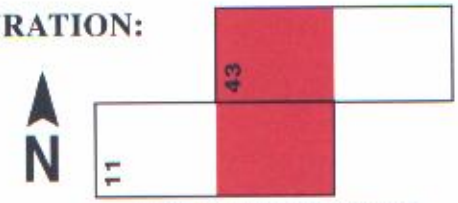
ASL SCENARIO J50

Scenario Design: Chas Smith

HILL 107, TUNISIA, 29 April 1943: The Germans were defending Hill 107, a key piece of terrain that denied the Allies a direct route into Tunis. After numerous attacks, the Germans still held the northern ridgeline and the Cactus Farm area on 29 April. The 12th Brigade of the British 4th Armored Division was given the order to clear the area, and its commander assigned the 2nd Royal Fusiliers to the task. The Fusiliers were fresh from their first taste of combat on 24 April, when they had been handily defeated. At 0600 on the morning of 29 April, the Fusiliers attacked, supported by Churchills from the 12th Royal Tank Regiment.

VICTORY CONDITIONS: The British win at game end by Controlling ≥ 6 building Locations ≤ 2 hexes from 43M8 provided the Germans have amassed ≤ 14 VP. VP are awarded to the Germans as follows: 1 per building Location ≤ 2 hexes from 43M8 Controlled by the Germans; 1 per Exit VP of Good Order German units (including possessed Guns) on Level 2 hill hexes.

BOARD CONFIGURATION:



(Only hexrows 43A-Q and 11Q-GG are playable)

BALANCE:

✙ Add one 5-4-8 and a German LMG to the German OB.

⊙ In SSR 3 change "Plentiful" to "Normal" and add a second 8-1 Armor Leader to the British OB.

TURN RECORD CHART

✙ GERMAN Sets Up First [13S]	⊙ 1	2	3	⊙ ✙ 4	5	6	7	END
⊙ BRITISH Moves First [14S]								

Elements of 4th Kompanie, 5th Jäger Regiment, Hermann Göring Division [ELR: 5] set up on board 43 on/east-of hexrow G and/or on board 11 on/east of hexrow R: {SAN: 3}

8 2 3 2 2 2

2 4

Elements of 2nd Royal Fusiliers, 4th Infantry Division and 12th Royal Tank Regiment [ELR: 3] enter on Turns 1/2/3 along the west edge of board 43: {SAN: 3}

12 4 2 2 2 2 7 2

SPECIAL RULES:

1. EC are Dry, with no wind at start. All walls/hedges are Cactus Hedges (B9.7). All Orchards are Cactus Patch (B14.7). Grain is Open Ground. The 11Z5 Grain patch (8 hexes) is a Level 2 hill whose crestline conforms with the Grain outline. Kindling is NA.

2. A Known minefield extends from 43D0 to 11T4. Each minefield hex has a strength of 3 AT mines. After German setup, the British player places one TB (B28.61) each in hexes 11T3, 43D7, and 43D2. It costs an AFV 4MP plus COT to enter a minefield hex using a TB, and a wreck or Immobile AFV does *not* remove the TB. There is a special -1 TH DRM versus vehicles on a TB in a minefield.

3. The Germans receive one module of 100+mm OBA (HE and Smoke only) with Plentiful Ammunition directed by an Offboard Observer at Level 4 in an east edge hex of board 11 secretly recorded during setup. Battery Access may not be attempted prior to German Player Turn 4.

4. German MMC may use ATMM (C13.7) as if the scenario were set in 1944.

5. The British automatically receive Air Support (E7.) on Turn 4 in the form of one 1942 FB without bombs.

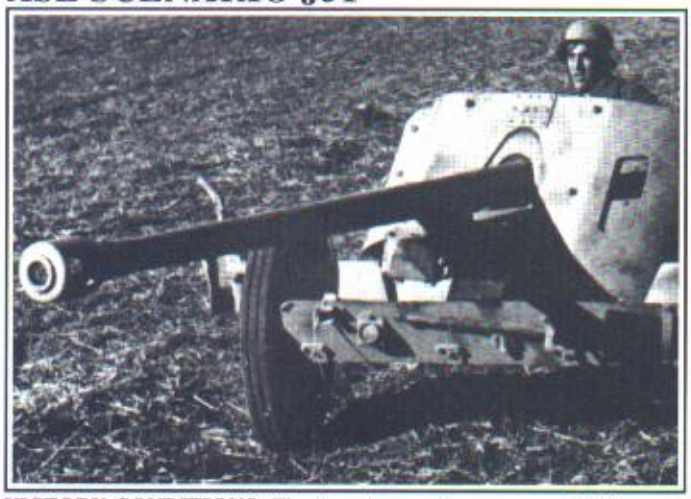
6. If necessary, use a *Churchill V* to represent the extra *Churchill IV*.

AFTERMATH: During the morning hours, the British cleared three lanes through the minefield. The German anti-tank guns waited until the Churchills started through the trailbreaks in the minefield and then picked them off at close range, stripping the Fusiliers of their cover. After several Churchills slipped through, the Germans called in artillery fire on their own position, breaking the British attack and retaining command of the battlefield.

CANICATTI

ASL SCENARIO J51

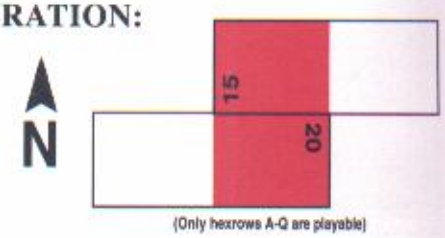
Scenario Design: Chas Smith



CANICATTI, SICILY, 12 July 1943: The attack on the "soft underbelly of Europe" was rolling north at full steam. On 11 July, Combat Command A captured the city of Naro and was ordered to secure Canicatti and the high ground to the north before the Germans and Italians could consolidate their forces. As the Americans planned their drive to the north, a small garrison of Italians entered Canicatti while the Germans of the 15th Panzergrenadier Division dug in on the high ground north of town.

VICTORY CONDITIONS: The Americans win at game end if there are no Good Order German MMC on any hill hexes at ≥ level 2 provided ≤ 4 American AFV are Immobile/Recalled/Eliminated.

BOARD CONFIGURATION:



(Only hexrows A-Q are playable)

BALANCE:

✙ Delete the 9-1 Armor Leader from the U.S. OB.

☆ In the American OB, replace the 9-1 armor leader with a 9-2 armor leader.

TURN RECORD CHART

	☆ 1	2	3	4	5	6	7	END
✙ GERMAN Sets Up First								
☆ U.S. Moves First								

Elements of Kampfgruppe Fulfriede, 15th Panzergrenadier Division [ELR: 3] set up on board 15: {SAN: 4}

6 3 2 2 5

2 4

Elements of Company H, 66th Armored, and G & H Companies, 41st Armored Infantry, 2nd Armored Division [ELR: 3] enter on Turn 1 along the south edge per SSR 4: {SAN: 2}

9 2 4 3

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Boresighting is NA.
3. All buildings are Single Story and Stone.
4. All American Infantry/SW must enter as Riders. Armored Assault is NA. The ½ MP road movement rate is NA. American squads may freely deploy during setup. All American AFV have a Rider capacity of 15PP.
5. German crews are Fanatic (A10.8) while manning a Gun.

AFTERMATH: Resistance in the town itself was quickly swept aside. The infantrymen boarded the tanks and continued the advance to the north edge of town. There they ran into concentrated anti-tank fire. Captain Perkins' tank took a hit to the muzzle, breaking his arm and wounding the rest of the crew. Refusing to leave the battlefield, he mounted another tank and continued to lead the assault. The Americans were inexperienced at combined arms assault tactics, however, so a few heavy machine guns managed to slow the entire assault. It would take the remainder of the day to clear the initial ridge north of Canicatti. The Americans reorganized overnight and drove the remaining Germans from the hills north of Canicatti the following day.

DRESS REHEARSAL

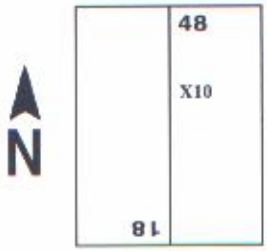
ASL SCENARIO J52

Scenario Design: Pete Shelling

VICTORY CONDITIONS: The Germans win at game end if they have exited ≥ 40 EVP off the north edge (prisoners do not count double) *and/or* if there are no Good Order Russian MMC ≤ 3 hexes from 48Q5.

KOMSOMOLETS STATE FARM, RUSSIA 10 July 1943: As SS division Totenkopf was unable to breakout of its bridgehead on the north side of the river Psel, the job of point to Hausser's spearhead fell to LAH on the south side. Joined first by Das Reich and later Totenkopf, LAH swiftly pierced the first line of Russian defenses, flexing its armored muscle all along the main road to Prokhorovka. Constant Soviet tank attacks slowed, but did not stop, the advance. The first objectives north of the Psel were Hill 241.6 and the Komsomolets State Farm, soon to be the scene of some particularly bitter fighting.

BOARD CONFIGURATION:



BALANCE:

- Add one *SPW 251/sMG* to the German Turn 1 reinforcements.
- The Russian player may choose the two chits which enter on Turns 1 and 2.

TURN RECORD CHART

	★ 1 ✙ ★	2	3	4	5	6	END
✙ GERMAN Sets Up First							
★ RUSSIAN Moves First (See SSR 4)							

Advance elements of II SS Panzer Corps [ELR: 5] set up on/between hexrows I and Y: {SAN: 3}

Anti-Tank Battery choose one:

4

3 3

or

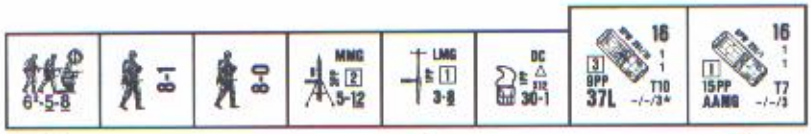
2 2

Choose one Leader/Support Weapon Group:

or

2

Elements of 2nd SS Panzergrenadier Regiment enter on Turn 1 along the south edge:



6 2 5

Artillery support element choose one (see SSR 4):

2

or

OP Tank

Armor support elements choose two:

2

or

3

or

2 2

DRESS REHEARSAL

Elements of 183rd Rifle Division [ELR: 3] set up on/north-of hexrow 18AA/48G: {SAN: 3; see SSR 5}

12 2 2 8

Artillery support element choose one (see SSR 4):

2 2

or

Set up on non-road hexes in the German setup area:

8 factors

Elements of 99th Tank Brigade choose four chits and enter on the north edge on Turns 1 and 2 per SSR 5:

Chit #1:

3

Chit #2:

3

Chit #3:

6 2

Chit #4:

2 2

Chit #5:

or

4 3

Chit #6:

6 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Weather is Overcast (E3.5). Kindling is NA.

2. Place overlay **X10** on 48L8. All gullies are wadis (F5). Crews may not voluntarily Abandon (D5.4) vehicles.

3. All Order of Battle choices must be made prior to the start of play and are made without the knowledge of the opposing player.

4. If the Russian player selects the Radio and Observer, the Russians receive one module of 70+mm OBA (HE and Smoke) with Plentiful Ammunition. If the German player selects the OP tank (H1.642), the Germans receive one module of 100+mm OBA (HE and Smoke).

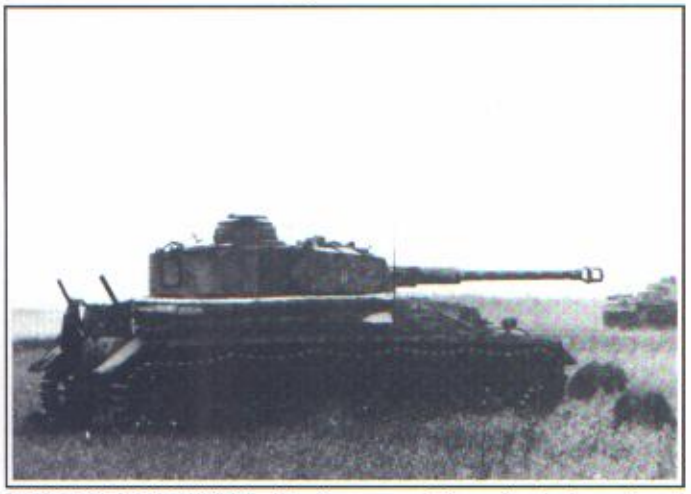
5. Prior to setup, the Russian player first may either select Level A Booby Traps (B28.9) on board 48 or may increase the Russian SAN to 4 and then must complete the Russian OB by secretly choosing four chits. From these four chits, randomly draw two to enter on Turn 1, with the remaining two entering on Turn 2.

AFTERMATH: Deploying his four tank brigades along the road, Red Army Marshal Popov advanced his 2nd Tank Corps to meet the SS assault just as the 10th Tank Corps was retreating from it. As the panzers from SS Panzer Division Das Reich joined Liebstandarte's panzergrenadiers, Popov's tanks would be supported by the remnants of the 183rd Rifle Division. Fighting was confused and costly for both sides, but by day's end the SS prevailed. They would have little time to rest, however, and would face fresh Russian reserves the following day.

SETTING THE STAGE

ASL SCENARIO J53

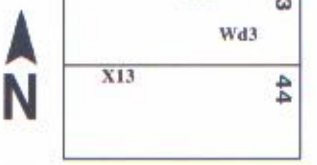
Scenario Design: Pete Shelling



OKYTABERSKII STATE FARM, LUTOVO, RUSSIA, 11 July 1943: By the 10th of July, Hausser's II SS Panzer Corps had penetrated the Voronezh front northward almost to Prokhorovka. With each defensive line breached, however, the SS Panzergrenadiers would barely find themselves able to regroup before assaulting the next. Yet Vatutin needed every pillbox, mine, and foxhole to slow the German advance in order to give Rotmistrov's 5th Guards Tank Army a chance to assemble east of the town. The Oktyabrskii State Farm and Hill 252.2 were the last Russian strongpoints in Hausser's way, and on the morning of the 11th his armored columns assaulted out of the ripening grainfields.

VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 45 VP off the north edge on/between 33Q10 and 33G6 (prisoners do not count double), and/or at game end by controlling ≥ 3 multi-location buildings.

BOARD CONFIGURATION:



N

BALANCE:

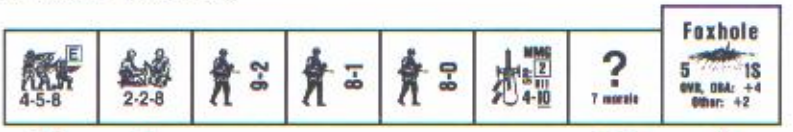
★ The Russians get all six SW (instead of choosing four) in their initial OB.

✙ Add one *SPW 251/sMG* to the German Turn 3 reinforcements.

TURN RECORD CHART

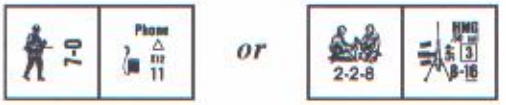
	✙ 1	2 ★	✙ 3	4	5	END
★ RUSSIAN Sets Up First						
✙ GERMAN Moves First						

★ **Elements of 3rd Battalion, 26th Guards Airborne Regiment [ELR: 5]** set up on board 33 and/or on board 44 in hexes numbered ≥ 7: [SAN: 4]



10 2 12 4

Support Elements choose one of the following groups (see SSR 5):



Choose four of the following support weapons:

Artillery Support Elements choose one of the following groups:

2

Choose 30 points of the following fortifications, they are listed as cost/maximum-#-allowed:

3/3 4/2 1/6 2/5 5/3 1/6

Elements of 57th Heavy Tank Regiment choose one to enter on Turn 2 along the north edge:

4 4

SETTING THE STAGE

Elements of 2nd SS Panzergrenadier Regiment [ELR: 5] enter on/after Turn 1 along the south edge: (SAN: 3)

6 3

Armor Support Elements choose two of the following groups:

2 2

or

3

or

2

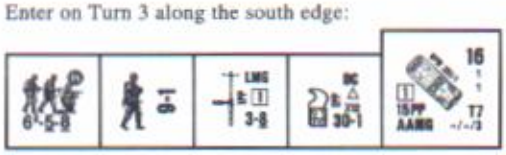
Assault Engineer Elements choose one of the following groups:

3 2

or

2 2 2

Enter on Turn 3 along the south edge:



3 2 3

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the NE.

2. Place overlays as follows: **X12** on 33N8/O8; **X13** on 44AA10/BB10; **Wd3** on 33I4/J4.

3. A DLV Hindrance equivalent to Moderate Dust (F11.72) applies to all To Hit attempts made by an AFV..

4. All Order of Battle choices must be made prior to the start of play and are made without the knowledge of the opposing player.

5. Russian units set up in buildings may use HIP. If the Russians player selects the 7-0 leader and Field Phone, they receive one module of 80+mm (HE and Smoke) OBA with Plentiful Ammunition and one Pre-Registered hex.

6. German 8-3-8s/3-3-8s and 5-4-8s/2-3-8s are Assault Engineers (H1.22), have their broken Morale Level increased by one, have underlined morale, and are considered SS for all purposes (A25.11).

AFTERMATH: Following heavy aerial and artillery bombardments, the momentum of Liebstandarte's armor carried the division to within several hundred meters of the state farm, stopping only long enough to allow the SS troopers to pour out of their armored halftracks. Initially thrown back by machinegun fire from Colonel Sazonov's paratroopers, by day's end the 1st and 2nd SS Panzergrenadier Regiments had taken both strongpoints, setting the stage for the big show which would follow.

SHOWTIME

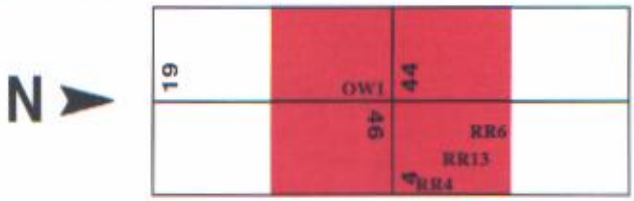
ASL SCENARIO J54

Scenario Designer: Pete Shelling

PROKHOROVKA, RUSSIA, 12 July 1943: The breaking dawn on the 12th saw both sides slamming artillery barrages into the grainfields around Prokhorovka. Like two tides of steel and flesh rushing towards each other, the 5th Guards Tank Army and II SS Panzer Corps collided just south of the town itself. As an aerial battle raged overhead, the SS tankers stopped to engage the Russians at optimal range while the SS Panzergrenadiers dismounted and prepared their own tools of carnage. The stage was set, the cast was ready for the final battle.

VICTORY CONDITIONS: The Germans win immediately by exiting ≥ 40 EVP off the north edge. Each Mobile Soviet AFV with functioning MA on boards 4/44 at game end increases this requirement by two EVP. Mobile German AFV with functioning MA on/north-of hexrow I at game end count as exited. No German AFV may exit the north edge prior to Turn 3.

BOARD CONFIGURATION:



(Only hexrows A-P on boards 4, 44, and 46 and R-GG on board 19 are playable)

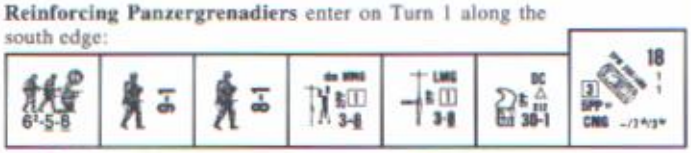
TURN RECORD CHART

GERMAN Sets Up First [0] ★ RUSSIAN [0] See SSR 4 to Determine Who Moves First	1 ★	2 ★	3	4	5	6	END

Elements of II SS Panzer Corps [ELR: 5] set up on board 46/19: [SAN: 2]

2 2

Reinforcing Panzergrenadiers enter on Turn 1 along the south edge:



6 2

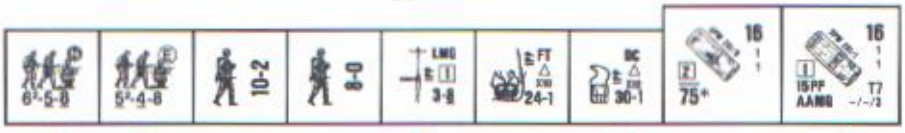
Armored Support Elements choose two groups to enter on Turn 1 along the south edge:

2 2 2 3

Reinforcing Panzergrenadiers choose one group to enter on Turn 2 along the south edge:

5 2 4

or



3 2 3 2 4

Sturm Artillerie Batterie Elements choose one group to enter on Turn 2 along the south edge:

3

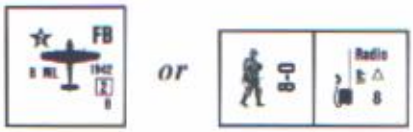
or

3

Bonus OB set up/enter per SSR 4:

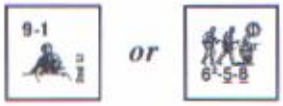
Chit #3 enter on Turn 1 along south edge:

Chit #2 leader and radio set up onboard (see SSR 3); Airpower enters normally:



2

Chit #1 enter on Turn 1 along south edge with any other group:



SHOWTIME

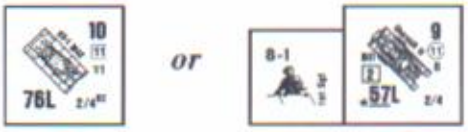
Elements of 5th Guards Tank Army [ELR: 3] enter on Turn 1 along the north edge (see SSR 4): [SAN: 3]

8 3 2

Medium Tank Company Support choose one group to enter on Turn 1 along the north edge:

5 5

Heavy Tank Company Support choose one group to enter on Turn 1 along the north edge:



3 3

Medium Tank Platoon Support choose one group to enter on Turn 2 along the north edge:

3 2 2

Assault Gun Platoon Support choose one group to enter on Turn 2 along the north edge:

4 2

Infantry Company Support choose one group to enter on Turn 2 along the north edge:

or

8 2

4 4 2 2

Bonus OB set up/enter per SSR 4:

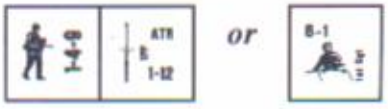
Chit #3 enter on Turn 1 along north edge (Airpower enters normally):

2 (SSR 6)

Chit #2 enter on Turn 1 along north edge:

(SSR 6)

Chit #1 enter on Turn 1 along north edge:



SPECIAL RULES:

1. EC are Moderate, with no wind at start. Mist (E3.32) is in effect. All BP CG SSR are in effect.

2. Place overlays as follows: **OW1** on 19FF10/GG10; **RR13** on 4K8/J8; **RR4** on 4B9/C9; and **RR6** on 4N3/O3. Treat all Level 2 hill hexes as Level 1. Any RR hex which is also a hill hex is considered a SuRR (B32.1) with a Base Level of 0; all other RR hexes are EmRRs *[EXC: all LOS traced exclusively along RR hexsides is considered to be at the level of the embankment]*.

3. German 5-4-8s/2-3-8s and Russian 6-2-8s/3-2-8s are Assault Engineers (H1.22). If the Russian player selects the 7-0 leader and radio, they receive one module of 70+mm OBA (HE and Smoke). If the German player selects the 8-0 leader and radio, they receive one module of 80+mm Battalion Mortar OBA (HE and Smoke).

4. After setup but prior to the start of play, players bid for the Turn order (i.e., who moves first) by secretly choosing a chit numbered from 0-3. The player who bids the highest moves first, while the second player adds forces to his OB based on the chit chosen by the player moving first. In the event of a tie, the German player moves first and the Russian player receives the additional forces. A bid of zero risks no additional forces.

5. Use British Churchill IV counters to represent Russian Lend-Lease Churchills.

6. If selected, the Russians receive one 1942 FB with bombs *and* one 1942 FB without bombs. The selection of MOL as a bonus OB means that *all* Russian personnel receive MOL.

7. German 5-4-8s/2-3-8s have their broken Morale Level increased by one, have underlined morale, and are considered SS for all purposes (A25.11).

AFTERMATH: At approximately 0930, the German tankers saw the purple signal flare dropped by the Luftwaffe. Russian tanks were headed over the railroad embankments! Racing at full speed with all weapons blazing, infantry-laden T-34s closed the distance between the Germans and Russians. One German tanker later described the action as "hand-to-hand combat but with tanks instead of men". The battlefield was soon covered in oily smoke, as tank after tank was destroyed. Infantry and aircraft of both sides joined in the melee which would last until late in the afternoon. As dusk fell, so fell the final curtain for the Panzerwaffe's offensive capability—it lay shattered at Prokhorovka.

BALANCE:

✙ Add one *SPW 251/sMG* to the German Turn 2 reinforcements.

★ Add one Russian FT to any one group.

MATSUMOTO'S CHARGE

ASL SCENARIO J55

Scenario Design: Chuck Powers

NHPUM GA, BURMA, 6 April 1944: Among the many volunteers making up Merrill's Marauders were Japanese-Americans known as the Nisei. Many of the Nisei were utilized in the I&R Platoons because they spoke and understood Japanese. One such Nisei was Roy Matsumoto of the 2nd Battalion. He would sneak up to the enemy lines at night to learn where the Japanese planned to attack the next day. Starting on the 4th of April, the Japanese started increasing the intensity of their attacks at Nhpum Ga. On the night of the 5th, Matsumoto had found out that the Japanese planned to attack a U.S. salient on McLogan's Hill. With this information, the Marauders were able to prepare a little surprise for the Japanese.

VICTORY CONDITIONS: The Japanese win at game end if there are no unbroken American MMC on/adjacent to hex K9.

BOARD CONFIGURATION:

BALANCE:

☆ In the Japanese OB, replace the 10-1 with a 9-0.

● Delete the MMG from the U.S. OB.

(Only hexes numbered ≥ 6 on/between hexrows G-O are playable)

TURN RECORD CHART

☆ AMERICAN Sets Up First	● 1	2	● 3 ☆	4	5	END
● JAPANESE Moves First						

Elements of Green Combat Team, 2nd Battalion, 5307th Composite Unit (Provisional) [ELR: 5] set up ≤ 3 hexes from K9: [SAN: 4]

4

Enter on Turn 3 along the east edge:

Elements of 114th Infantry Regiment [ELR: 4] enter on Turn 1 along the west edge: [SAN: 3]

3 2

Enter on Turn 3 along the west edge:

2 2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect including Light Jungle (G2.1) *[EXC: interior jungle hexes are Dense Jungle]*. A dawn +1 LV hindrance for all non-CC attacks is in effect. Kindling is NA.

2. All American units are Stealthy (A11.17) and may set up entrenched (B27.1) if in suitable terrain.

3. The Americans may use HIP for one squad-equivalent (and all SMC/SW set up with it).

4. At the start of each Japanese PFPh, the OB-given American hero may specify any/all Known Japanese MMC that are currently within his LOS to immediately take a 2TC (modified by any Leader stacked with them). Each unit which fails this TC is marked with a Banzai counter, may not conduct any PFPh actions, and must conduct a Banzai Charge in the upcoming MPh. Units thus forced to Banzai and which are ADJACENT to each other must be combined into a single charge. Additionally, any Japanese unit ADJACENT to ≥ 1 unit forced to Banzai may voluntarily be added to the Charge. Selecting Japanese units for this TC is a concealment-loss activity if ≥ 1 Japanese unit passes the TC.

5. The Americans have a Level A Booby Trap capability (B28.9).

AFTERMATH: During the Japanese attack, it was easy for Matsumoto to shout out commands in Japanese, which confused the enemy. Often Matsumoto would have the lead elements of the attack Banzai into the waiting guns of the Marauders. Suffering terrible casualties through the ill-coordinated Banzai attacks, the Japanese withdrew.

A BURNT OUT CASE

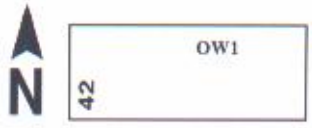
ASL SCENARIO J56

Scenario Design: Richard Weiley

VICTORY CONDITIONS: The Russians win at game end if they Control (A26.12) the pillbox and ≥ 3 of the following buildings: D5, F3, H5, and I3.

Southwest of SMORGON, BYELORUSSIA, 6 July 1944: Following the capture of Minsk and the destruction of the bulk of the Fourth Army, the 5th Guards Tank Army pushed westward towards Vilnius and the Polish frontier. The only troops available to Army Group Center were security and second line detachments filled out with stragglers. Luftwaffe flak units were called upon to provide heavy weapons support to these desperately ill-equipped troops. North of Minsk, several of these emergency reserve units were assigned the nearly impossible task of imposing a brake on the fast-advancing spearheads of the Russian offensive.

BOARD CONFIGURATION:



BALANCE:

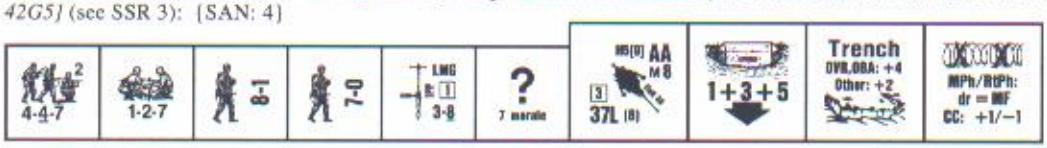
✙ Add a German MMG and a Trench to the German OB.

★ In the Victory Conditions change "game end" to "the end of any Player Turn" and increase the game length by ½ Turn (to 7 Turns).

TURN RECORD CHART

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

Elements of 221st Security Division [ELR: 2] set up ≤ 4 hexes from 42G5 *[EXC: the Gun, Pillbox, and Trench set up ≤ 3 hexes from 42G5]* (see SSR 3): {SAN: 4}



6 2 4 2

Armored Car picket set up on/west-of hexrow W (see SSR 6):

Elements of 5th Guards Tank Army [ELR: 3] enter on Turn 1 on any east edge road hex with all Personnel entering as Passengers/Riders: {SAN: 2}

4 3 2 2 2 3

SPECIAL RULES:

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

2. All buildings are Wooden. Kindling is NA. Place overlay **OW1** on 42W1-X1.

3. Only one ½" counter may set up per hex. Neither the AA Gun nor the Trench may set up in a road hex.

4. The Inherent crew of the *M3A1 Scout Car (a)* is a 2-2-8, and the Inherent passenger is a 3-2-8 HS. The MA may be Removed (D5.41) as a dm Russian .50 cal HMG, the SA may be Removed as a Russian LMG. Use the Yugoslavian *M3A1 Scout Car (a)* (Common Allied Minor Vehicle Note 34).

5. Prior to setup, the Russian may designate ≤ 2 6-2-8 squads as Assault Engineers (H1.22).

6. The French *AMD 35* is equipped with a radio and is considered a German vehicle *[EXC: uses red TH numbers]*. It may set up HIP and loses HIP/? status as if it were an Emplaced Gun, provided it does not change Locations, VCA, expend a Start MP, or make a Motion attempt.

7. Each truck is immediately Recalled (D5.341) when it no longer contains any PRC.

AFTERMATH: During the course of the day, the 221st Security Division was surrounded and attacked from all sides. The survivors managed to break out and fall back to Zhuprany, but this town also fell during the afternoon. Limited counterattacks by elements of the 5th Panzer Division temporarily stabilized the situation south of Smorgon. To the north, Soviet forces continued their westward advance unchecked. Army Group Center was in no condition to stop them. The powerful force which had marched into the Soviet Union three years ago was now just a 'burnt out case.'

GUARDS ARTILLERY

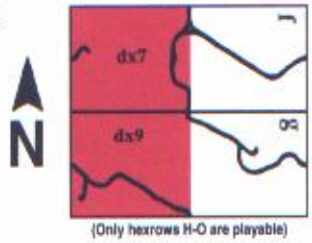
ASL SCENARIO J57

Scenario Design: Ian Daglish

VICTORY CONDITIONS: The Germans win immediately when they have amassed ≥ 16 Casualty Victory Points.

POINT 176, MAISONCELLES, FRANCE, 3 August 1944: Following a night advance to Point 176, the self-propelled artillery regiment of the Guards Armoured Division formed its gun lines in the small fields west of Maisoncelles. At approximately 0845 hours, guns began to engage targets and the battery captains sent reconnaissance patrols out to the flanks and forward of the undefended position. These patrols ran into an attack by Panther tanks and a company of panzergrenadiers.

BOARD CONFIGURATION:



(Only hexrows H-O are playable)

BALANCE:

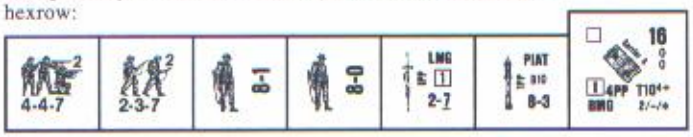
- ⊙ Add one British hero to the C Troop OB.
- ✙ In the German Turn 1 reinforcement OB, replace one 3-4-8 with one 6-5-8.

TURN RECORD CHART

	✙ 1 ⊙	✙ 2	3	4	5	END
⊙ BRITISH Sets Up First						
✙ GERMAN Moves First						

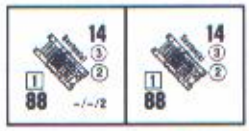
Elements of C Troop, 153rd Field Regiment (Leicester Yeomanry), Royal Artillery [ELR: 4] set up as indicated: {SAN: 3}

Set up on any whole hex of board g on/north-of the gI5-gO2 hexrow:



3 2

Set up as per SSR 3:



3

Elements of A Troop, 94th L.A.A. Regiment, Royal Artillery: set up in any whole hex of board f:

Elements of C Troop, 21st Anti-Tank Regiment, Royal Artillery: enter on Turn 1 on hex f03:

Elements of 9th SS Panzer Division "Hohenstaufen" [ELR: 5] enter as indicated: {SAN: 3}

Enter on Turn 1 on hex gH0:

2 2

Enter on Turn 2 on hex gH0:

3

SPECIAL RULES:

1. EC are Dry, with no wind at start. Streams are shallow and all marsh is woods. All hedges (but not walls) are Bocage (B9.5). Kindling is NA.
2. Place overlay **dx7** on fK4-J3 and **dx9** on gK5-gJ4.
3. The British *Sextons* must set up unconcealed, in hexes g(o)L4, gL5, gM4, and gM5. The *Sextons* may perform no actions during the first German Player Turn (other than Crew Survival). The inherent HS in the Carrier is a 2-3-7.
4. Self-destruction of SW (A9.73) and Vehicles (D5.411) is NA.

AFTERMATH: Last to abandon the position was "Q" Battery, whose "C" Troop attempted to cover the Regiment's withdrawal. Panther tanks and infantry began to emerge from the gully in the "triangular wood" where many soft skinned vehicles had been lost trying to escape. Engaging at 100 yards range, AP and HE rounds were ineffective against the Panthers, though airbursts into the trees held back the German infantry. Just in time, elements of 21st Anti Tank Regiment arrived to stop the panzers, and "C" Troop fell back behind their own smoke screen.

No. 8 PLATOON OVERRUN

ASL SCENARIO J58

Scenario Design: Eddie Zeman and Steve Dethlefsen

ARNHEM, HOLLAND, 18 September 1944: One of the few units near the bridge not attached to the 2nd Parachute Battalion was Platoon No. 8 of the 3rd Parachute Battalion. Accompanied by men from the Headquarters Defense Platoon, Platoon No. 8 probed outward into the factories of the industrial district east of the bridge. The group set up a perimeter and organized a plan to ambush any passing Germans. They would simply stay put throughout the evening and reconnoiter further under cover of darkness. As the men took up their positions, they suddenly came under intense attack from tanks and troops from Kampfgruppe Knaust.

VICTORY CONDITIONS: The Germans win at game end if they have amassed ≥ 15 Victory Points, provided they have amassed more VP than the British. The British amass CVP normally. The Germans receive one VP for each stone building within the British setup area that they Control at game end *{EXC: buildings AA17, T16, T19, T20, S17, S18 are each worth 2 VP}.*

BOARD CONFIGURATION:

(Only hexes numbered ≥ 13 on/between hexrows S–JJ are playable)

BALANCE:

- SSR 2 is NA.
- All German MMC are Fanatic (A10.8).

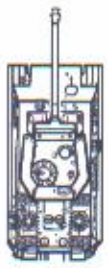
TURN RECORD CHART

BRITISH Sets Up First [153]	1	2	3	4	5	6	END
GERMAN Moves First [191]							

Platoon No. 8, 3rd Parachute Battalion and Elements of Brigade Headquarters Defense Platoon [ELR: 4] set up west/south-of the AA13–AA15–AA16–BB15–CC16–II16–II18–JJ18 road: {SAN: 4}

7 3 2 2 2

8



Elements of Kampfgruppe Knaust, SS-Panzer Division 9 [ELR: 3] set up north/east of the AA13–AA15–AA16–BB15–CC16–II16–II18–JJ18 road: {SAN: 6}

9 4 2 2

Enter on Turn 3 along the east edge of the playing area:

2

SPECIAL RULES:

1. EC are Moist, with no wind at start. See ABtF SSR.

2. The 57mm *OQF 6pdr* may not set up HIP (even if Emplaced), but may set up concealed.

3. The British receive one module of 80+mm OBA (HE only) with Scarce Ammunition (C1.211). The first Battery Access draw is automatically black (permanently remove one black chit from the draw pile). A British Leader initially possessing the radio may set up HIP.

4. The Germans receive one module of 100+mm OBA (HE and Smoke) directed by an Offboard Observer (C1.63) at Level 2 in any east edge hex of the playing area (secretly recorded prior to British setup).

AFTERMATH: Captain Knaust directed an attack in company strength. Supported by three tanks and one assault gun, the SS troops attacked with surprising ferocity. A Panther advanced to point blank range and began firing armor piercing and high explosive shells directly into the bays and machinery rooms occupied by the Paras. Charging into the factories alongside *Panzer IV* tanks, the men of *Hohenstaufen* steadily drove the British back. As night fell, Platoon No. 8 was embroiled in bitter hand-to-hand fighting in the factories reminiscent of Stalingrad. By dawn the following morning, Platoon No. 8 had been completely overrun and was no more.

FRIDAY THE 13th

ASL SCENARIO J59

Scenario Design: Chas Smith

VICTORY CONDITIONS: The Germans win at game end by Controlling all buildings ≤ 4 hexes from 17R4.

PLEINE-PLAKISHKAN, EAST PRUSSIA, 13 October 1944: In July of 1944, the Hermann Göring Assault Gun Battalion began receiving shipments of *JagdPanzer IV* tank-destroyers. The intent was to utilize these tank-destroyers in company strength as the backbone of the new *Panzerjäger* units. In October, the 1st Company, Hermann Göring Fallschirmpanzerkorps Panzerjäger Battalion received 16 new *JagdPanzer IV* vehicles. Their mission was to act as a mobile fire brigade for the panzerkorps.

BOARD CONFIGURATION:

(Only hexrows I—GG are playable)

BALANCE:

★ Add a 2-3-7 to the Russian OB.

✙ Add a German MMG to the German OB.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✙ 1	2	3	4	5	6	END
✙ GERMAN Moves First [130]							

★

Elements of Soviet 39th Army [ELR: 3] set up ≤ 6 hexes from R4: {SAN: 4}

8 2 2 5

4 2

✙

Elements of Hermann Göring PanzerJäger Kompanie and Hermann Göring Sturm Bataillon [ELR: 3] enter on Turn 1 along the west edge: {SAN: 2}

10 4 3

SPECIAL RULES:

1. EC are Moist, with no wind at start. Kindling is NA.
2. German 4-4-7s created through Unit Replacement (A19.1) retain Assault Fire (A7.36) capability. German 4-4-7s/2-3-7s Battle Harden to 5-4-8s/2-3-8s.
3. Russian 4-2-6s/2-2-6s Battle Harden to 4-4-7s/2-3-7s.
4. AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: On Friday, 13 October, elements of the 1st Panzerjäger Company attacked in support of elements of the Hermann Göring Assault Battalion. Their objective was to thwart the Soviet advance on Army Group North. One JagdPanzer was knocked out by a Latvian AT gun from a range of approximately 200 meters, but the remainder swarmed the crossroads. From mutually supporting firing positions, they succeeded in halting the Soviet advance.

BAD LUCK

ASL SCENARIO J60

VICTORY CONDITIONS: The Germans win at game end if they have more Good Order squad-equivalents on board 18 (a vehicle with functioning MA counts as two squads) than the Americans, provided the Germans do not amass ≥ 19 CVP.

MERZIG, GERMANY, 21 November 1944: As part of the Third Army's encirclement of Metz and attack on the Saar Heights, Combat Command B of the 10th Armored Division was ordered to strike east towards the Saar River at Merzig to secure the Army's flank. Although attacking a lightly-defended sector, the Americans advanced cautiously until they eventually held the hills overlooking the river and the approaches to Merzig. Fearing that this was the main attack to roll up the Saar region, the Germans took advantage of the Americans' slow advance and launched a quick counterattack.

BOARD CONFIGURATION:

BALANCE:

☆ Add a 9-1 armor leader to the U.S. OB.

✙ In the Victory Conditions, change "19 CVP" to "21 CVP".

TURN RECORD CHART

☆ AMERICAN Sets Up First	✙ 1	2	3	4	5	6	7	END
✙ GERMAN Moves First [116]								

Elements of Task Force Cherry, Combat Command B, 10th Armored Division [ELR: 4] set up on board 18 and/or on board 44 in hexes numbered ≤ 3: [SAN: 4]

2 6 2 2 6

2 4

Elements of 1 Abteilung, 21st Panzer Division and the 25th Panzergrenadier Division [ELR: 3] enter on/after Turn 1 along the east edge of board 44: [SAN: 2]

10 2 2 2 2

SPECIAL RULES:

1. EC are Wet, with no wind at start. Kindling is NA. The ground is Soft (D8.21).

2. Place overlays as follows: **OG1** on 18R2, **OW1** on 44F6-F7.

3. Vehicular crews may not voluntarily Abandon (D5.4) vehicles *[EXC: SPW 251/sMG]*.

4. American AFV are Elite (C8.2).

5. Mist (E3.32) is in effect on Turns 6 and 7.

AFTERMATH: To help the 25th Panzergrenadier Division in the attack, General Von Luck sent part of his 21st Panzer Division into the battle. On the afternoon of the 21st, the powerful German force smashed into part of Task Force Cherry, which was guarding the left flank of the CCB. The Americans put up a stiff fight, but were eventually forced back after losing a platoon of tanks. The delaying action bought enough time, however, for the rest of the CCB to mass its strength for a charge across the Saar at Merzig. As the Americans were preparing to cross, the Germans blew up the bridge.

IN THE BAG

ASL SCENARIO J61

Scenario Design: Chas Smith

CELLES, BELGIUM, 25 December 1944: The 2nd Panzer Division had made the most progress during the Ardennes offensive, and was positioned a mere 6 kilometers from the Meuse River. General Harmon, the 2nd Armored Division Commander, contacted headquarters for permission to attack and, after a convoluted series of messages, received permission for a limited counterattack. Harmon responded, "The bastards are in the bag."

VICTORY CONDITIONS: The Americans win at game end if they Control all multi-hex buildings on board 24 *and* have exited ≥ 75 VP (excluding Prisoners) off the south edge on/between 2GG6-39A5. HTs must have a functioning MA *and/or* Passengers to count as Exit VP.

BOARD CONFIGURATION:

N

BALANCE:

✙ In the VC change "75" to "80".

☆ In the VC change "75" to "70".

TURN RECORD CHART

✙ GERMAN Sets Up First [134]	☆ 1	2	3	4	5 ✙	6	7	8	END
☆ U.S. Moves First [294]									

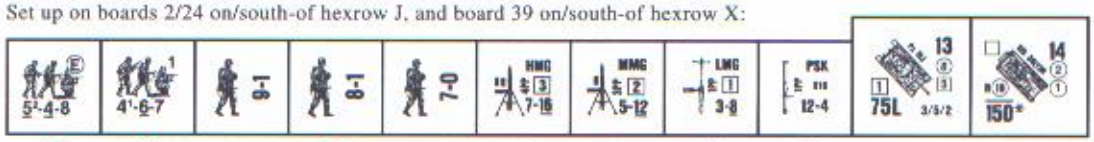
Elements of 2nd Panzer Division [ELR: 2] set up as indicated: {SAN: 3}

Set up on board 39 on/south-of hexrow X:

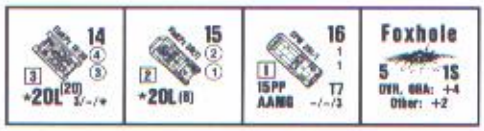
Set up on board 2 on/south-of hexrow J *{EXC: Only 2 vehicles may set up on Hill 621}*:

4

Set up on boards 2/24 on/south-of hexrow J, and board 39 on/south-of hexrow X:



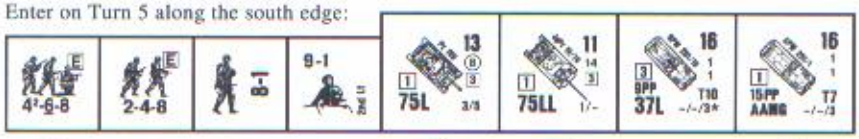
2 10 2 2 4 3



2 4

Set up Immobilized on board 24 on/south of hexrow J, adjacent to a building hex:

Enter on Turn 5 along the south edge:



4 2 2 4

U.S. OB on back

SPECIAL RULES:

1. EC are Moist, with no wind at start. Kindling is NA. Place overlay **OG1** on 39A4.

2. No German AFV may make a pre-game HD Maneuver dr (D4.22). All *PzKpfw IV* and *JagdPz IV/70* are equipped with Schuerzen (D11.2). The Germans receive one module of 80+mm OBA (HE and Smoke). The German 8-0 may setup HIP if it initially possesses the Radio.

3. The Americans receive one module of 100+mm OBA (HE and Smoke only). The 60mm MTRs cannot be exchanged for an OBA module.

4. The Americans receive Air Support (E7.) in the form of 3 1944 FB with bombs which automatically arrive on American Player Turn 1. They are automatically recalled at the end of German Player Turn 2.

5. This scenario is considered to take place in 1945 for all purposes. Two eligible U.S. vehicles may be secretly recorded as having Gyrostabilizers (D11.1). The Inherent squad of each *M3 MG* Halftrack is a 6-6-7. American 7-4-7s/3-3-7s are Assault Engineers (H1.22).

6. The Germans suffer from fuel shortage. Any time a German vehicle expends a start MP, use the hidden DR method of D8.23 to determine if the vehicle runs out of fuel, which occurs on a DR ≥ 11. Out of fuel vehicles are immediately Immobilized (Immobilization TC NA).

7. All American Personnel must enter as Passengers/Riders.

AFTERMATH: Task Force A attacked along the high ground to the west of Celles. Task Force B drove along the eastern ridges. Task Force A made solid progress until it was stopped cold by a section of Panthers, which quickly knocked out three half-tracks. The Panthers were chased away by a flight of fighter-bombers from the 370th Tactical Fighter Group. Task Force B was opposed by isolated guns, tanks, roadblocks, and mortar fire and made steady progress. The task forces closed the pincers around Celles while fighting off a counterattack from the main body of the 2nd Panzer Division. Having displayed no real zeal to defend the town, an entire kampfgruppe was caught in the bag.

IN THE BAG

ASL SCENARIO J61

Elements of Task Force A [ELR: 4] enter on/after Turn 1 along the north edge of board 2 (see SSR 7): [SAN: 3]

8 2 2 3 3 2 6

Elements of Task Force B enter on/after Turn 1 along the north edge of board 39 (see SSR 7):

8 2 3 3

2 6

Enter with either Task Force (see SSR 7):

3 2 2 2 3

LEE'S CHARGE

ASL SCENARIO J62

Scenario Design: Chas Smith

COROIE, BELGIUM, 3 January 1945: On January 3rd, VII Corps launched its offensive to reduce the Bulge salient. The drive, with the 2nd Armored Division as a key element, headed towards Houffalize. Over a foot of snow covered the ground; the armored columns were forced to follow passable roads. Task Force 1-67's attack began inauspiciously when one tank was knocked out by artillery fire and D Company was slowed when it ran into an unmarked friendly minefield.

VICTORY CONDITIONS: The Americans win immediately by exiting ≥ 24 VP (excluding prisoners) off the south edge.

BOARD CONFIGURATION:

(Only hexrows R-GG are playable)

BALANCE:

✙ In the Victory Conditions, change "24" to "26".

☆ In the Victory Conditions, change "24" to "22".

TURN RECORD CHART

	☆ 1	2	3	4	5	6	END
✙ GERMAN Sets Up First							
☆ U.S. Moves First							

Elements of 560th Volksgrenadier Division [ELR: 2] set up on/south-of hexrow AA: {SAN: 3}

Elements of Company D, 67th Armored, and Company C, 41st Armored Infantry, 2nd Armored Division [ELR: 4] enter on Turn 1 along the north edge: {SAN: 2}

SPECIAL RULES:

1. Weather is Deep Snow (D8.23 & E3.73); EC are Wet, with no wind at start. Snow drifts (E3.735) are NA. The GG5-R6 road is plowed. Place overlay **X9** on U5. All buildings are Fortified.

2. Prior to setup designate one *M4A1* as an OP Tank (H1.46) with one module of 100+mm OBA (HE only).

3. The Germans receive one module of 70+mm OBA (HE only).

4. To simulate ad hoc armor applied to the vehicles, the American player may designate two of his AFV as being equipped with Schuerzen (D11.2).

AFTERMATH: Captain Robert E. Lee, D Company's commanding officer, found a path for his company through the minefield, accompanied by two platoons of infantry emerging from the woods on the right. Lt. Pendleton observed two houses to his front as he rode forward, when suddenly a panzerfaust struck but expended itself on the sandbags strapped to his tank for added protection. Enemy machine gun fire ripped into the attackers and forced the infantry to take cover. Despite their infantry being pinned down by fire, Captain Lee was ordered to attack regardless of enemy fire. Captain Lee personally moved forward to direct the assault when a large flash of fire temporarily blinded those nearby. The turret of Lee's tank was blown off by a panzerfaust, killing the entire crew immediately. This effectively stopped the assault for the day while the armor waited for the infantry to clear the houses of the enemy.

SILESIAN INTERLUDE

ASL SCENARIO J63

Scenario Design: Chas Smith

South of OPPELN, UPPER SILESIA, 19 March 1945: On the 15th of March, Marshall Koniev's 1st Ukranian Front attacked to seize Upper Silesia all the way to the Czechoslovakian frontier. He planned to use two assault forces to trap the Germans in the Oppeln Bulge. The Front successfully encircled one Oppeln group, linking up at Neustadt. Meanwhile, elements of the Hermann Göring Parachute-Panzer Division were hurriedly transported by rail to the area, and began detraining on the 17th. They were immediately committed to the XXXX Panzer Corps sector on the 18th.

VICTORY CONDITIONS: The Germans win at game end by Controlling all four board 38 buildings *and* exiting ≥ 11 VP *[EXC: Prisoners do not count]* off of the east edge of board 38.

BOARD CONFIGURATION:

(Only hexrows R-GG are playable)

BALANCE:

★ In the Russian OB, replace the *T-34/85* with an *IS-2*.

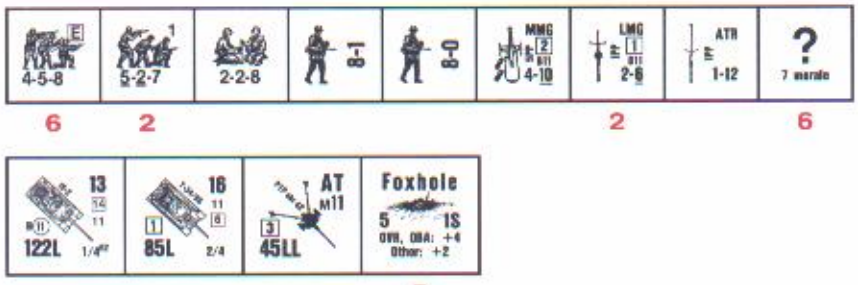
✚ In the German OB, replace the German *PzKpfw IVJ* with a *PzKpfw VG*.

TURN RECORD CHART

	✚ 1	2	3	4 ★	5	6	END
★ RUSSIAN Sets Up First [0]							
✚ GERMAN Moves First [136]							

★

Elements of 10th Guards Tank Corps, 4th Tank Army [ELR: 3] set up on/east-of hexrow Y: {SAN: 3}



5

Enter on Turn 4 along the east edge:

Elements of Hermann Göring Parachute-Panzer Division [ELR: 3] enter on Turn 1 along the west edge of board 38: {SAN: 3}

SPECIAL RULES:

1. EC are Moist, with no wind at start. Kindling is NA.
2. Board 38 ponds are Level 0 Open Ground.
3. AFV crews may not voluntarily Abandon (D5.4) vehicles.

AFTERMATH: The Hermann Göring was initially committed on the 18th of March in a piecemeal fashion with little ammo and even less success. They regrouped and resupplied that night, resuming the attack the next day against the 10th Guards Tank Corps. This attack started well, until the Russians comitted heavy tank destroyer units to the battle. This attack, as well as others by the German Army, faltered and eventually over 15,000 Germans were caught in the Oppeln Bulge, although several divisions did manage to escape to continue fighting.

AMERICAN TRAGEDY

ASL SCENARIO J64

Scenario Design: Jeff Coyle, Dan Dolan, and Matt Noah

KAKAZU RIDGE, OKINAWA, 11 April 1945: Starting at 0700, the 1st Battalion, 381st Regiment attacked across the saddle between Kakazu West and Kakazu Ridge. Although dubbed the "powerhouse attack," the offensive immediately stalled as the men came under heavy fire from Japanese positions on Kakazu Ridge and mortars from the south slopes. At 1300, the 3rd Battalion, 383rd Regiment attacked the ridge again, with the depleted 1st Battalion in support. This attack came under heavy fire from the southern slope of Kakazu West, which was still in enemy hands. Lt. Col. Edward W. Stare, commander of the 3rd Battalion, decided his assault needed support from the 2nd Battalion on the northern slope of Kakazu West.

VICTORY CONDITIONS: The Americans win at game end if they have amassed ≥ 17 VP more than the Japanese. The Americans earn VP at game end as follows: 3VP for Controlling hexes G11/G12/H11; all other Level 2 and Level 3 hexes are worth 1VP each if Controlled; Pillboxes are worth 2VP each if Controlled/Eliminated. The Japanese earn 1VP per hex, per Turn at the conclusion of Turns 4, 5, and 6 for Controlling hexes G11/G12/H11.

BOARD CONFIGURATION:

BALANCE:

- ● Add one light mortar to any two setup groups.
- ☆ Add one 3-3-7 to each of the American setup groups.

TURN RECORD CHART

● JAPANESE Sets Up First [249]	1	2	3 ●	4	5	6	7	END
☆ U.S. Moves First [336]								

● **Elements of 14th Independent Brigade [ELR: 3]** set up as indicated *[EXC: no Japanese unit/Fortification may set up in an American setup area]* (see SSR 2, SSR 3, and SSR 4): [SAN: 6]

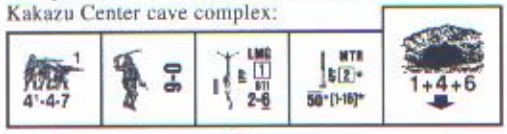
Setup within the boundaries of the Kakazu West cave complex:

3 3 2 2 2 5

Setup within the boundaries of the Kakazu Saddle cave complex:

4 4

Setup within the boundaries of the Kakazu Center cave complex:



4 2 4

Setup within the boundaries of the Kakazu Village cave complex:

2 3 2 5

Elements of Heavy Weapons Company, 14th Independent Brigade set up ≤ 3 hexes from G20::

2 2

Reinforcements enter IN Kakazu West Cave Complex after making a secret Friendly RPh reinforcement dr ≤ the current Turn number. The dr cannot be attempted prior to Game Turn 3:

5 2

U.S. OB and SSR on back

AMERICAN TRAGEDY

ASL SCENARIO J64

Elements of 1st Battalion, 381st Regiment (1/381) [ELR: 3] set up on hexes J10/K10/K11/L10/L11/M11 (see SSR 5): (SAN: 3)

2 4 2 3 2

Elements of 3rd Battalion, 383rd Regiment (3/383) set up on hexes M9/M10/N8/N9/O8/O9 (see SSR 5):

4 5 3 2 5 2

Elements of 2rd Battalion, 381st Regiment (2/381) set up Concealed ≤ 2 hexes from G9 (see SSR 6):

3 4 2 3

SPECIAL RULES:

1. EC are Moderate and Overcast, with a Mild Breeze from the northwest. See KR SSR (in Journal Issue 2).

2. The Japanese may utilize all KR Cave Complexes (KR SSR6) within the playing area. All of the Kakazu West caves must be setup facing a southerly direction (hexside direction 3, 4, or 5). All units not setup in a Cave/Cave Complex must be ≥ 2 hexes from all American setup areas. Pillbox tunnels on Kakazu West must connect to the Kakazu West cave complex.

3. During setup, the Japanese player must secretly record two hexes along the south edge to serve as "mortar hexes." Located at Level 5 ten hexes offmap is a fully-crewed Type 97 81mm MTR for each "mortar hex." These MTRs will never malfunction, cannot use Intensive Fire or Opportunity Fire, fire HE only, cannot fire during Turn 1, and trace LOS from Level 5 in its respective "mortar hex." Range (including range to obstacles for Blind Hex determination; A6.4, B10.23) is calculated by determining the distance from the obstacle/target-hex to the "mortar hex" and adding ten. Otherwise, normal To Hit procedures apply, including ROF possibility (C2.24) *[EXC: these MTRs have no CA (i.e., Case A TH DRM is NA)]*.

4. One of the Cave Counters in the Kakazu Village setup area of the Japanese OB is a Spigot Mortar Cave (KR SSR5).

5. Units of the 1/381 and 3/383 battalions may not start the scenario concealed.

6. All units of the 2/381 battalion must be marked with a No Move counter. The No Move counters are removed if 1) a Japanese unit moves adjacent to any 2/381 unit, or 2) at the start of American Turn 3. The American 10-2 and 9-1 in the 2/381 OB must set up in hex G10.

7. At the start of play, neither player controls hexes G12 and H12.

8. Assault Engineers are Fanatic when possessing a FT/DC.

9. At the end of Game Turn 7, continue to roll for all existing melees until they are completely resolved.

AFTERMATH: Under heavy fire, Lt. Col. Stare made his way across the front of Kakazu Ridge to plan the attack with the 2/381 commander, Lt. Col. Russell Graybill. No sooner did this attack begin than the Japanese counterattacked on Kakazu West. The 2/381 Battalion was barely able to hold its original positions, and Lt. Col. Stare called off the attack. The Americans had claimed the front of Kakazu, but the ridge itself remained firmly in Japanese hands. The next day, word quickly spread on both sides of the line that President Roosevelt had died.

BRAVE LITTLE EMCHAS

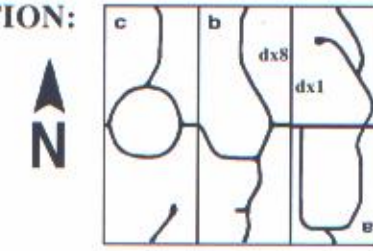
ASL SCENARIO J65

Scenario Design: Pete Shelling

VICTORY CONDITIONS: The Russians win at the end of any Game Turn if there is ≥ 2:1 ratio of Good Order Russian:German squad equivalents in building aJ2 *and/or* at game end if they Control more board b stone buildings than the Germans (see SSR 2).

VIENNA, AUSTRIA, 10 April 1945: Following the unsuccessful "Spring Awakening" offensive in Hungary, the 6th SS Panzer Army was given the responsibility for the defense of Vienna and the southeastern approaches to the Reich. Not wanting a protracted struggle for the city, Kravchenko sent the 9th Guards Mechanized Corps on a flanking maneuver to the west. One raiding group composed of the 46th Guards Tank Brigade, as well as a company of handpicked paratroopers and supporting elements, made a dash for the city center.

BOARD CONFIGURATION:



BALANCE:

✙ Delete SSR 3.

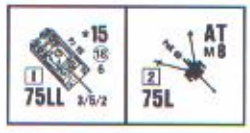
★ Add one *ISU-152* to the Russian OB.

TURN RECORD CHART

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

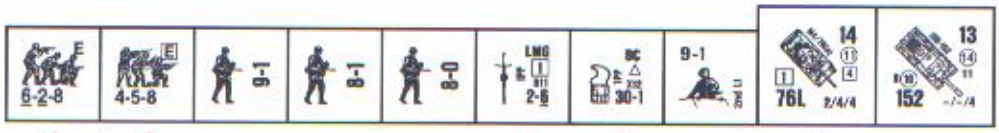
Elements of "Der Fuhrer" Regiment, 2nd SS Panzer Division "Das Reich" [ELR: 3] set up on board a: {SAN: 4}

4 4 3 2 2



2

Elements of 46th Guards Tank Battalion, 364th Heavy SP Gun Regiment, and 304th Parachute Battalion [ELR: 5] set up on board c in hexes numbered ≤ 2: {SAN: 2}



4 4 2 2 3

SPECIAL RULES:

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

2. Place overlays as follows: **dx8** on bC1/B1; **dx1** on aK1. The rowhouse on board b is considered one building and entirely stone for Victory Condition purposes only.

3. Russians may deploy per A1.31 as if non-Russian. One *M4/76(a)* may be secretly recorded as having a Gyrostabilizer (D11.1). Russian AFV are Elite (C8.2).

4. Russian AFV may claim the TH case Q (C6.8) DRM if in bypass of a building.

5. German 5-4-8s/2-3-8s have their broken Morale Level increased by one, have underlined morale, and are considered SS for all purposes (A25.11).

AFTERMATH: After breaking through the outer German defenses, Guards Captain Dmitri F. Loza led his lend-lease Emchas through town, seemingly oblivious to the normal workday civilian populace. Seizing the culturally important area around the Parliament Building, Art Museum, Opera House, and Academy of Sciences would certainly please STAVKA, but the Nazis were just as determined to retain the treasures within. As the resistance and counterattacks from "Der Fuhrer" grew stronger, Loza instructed his vehicle commanders to hide among the archways and alleys, darting out only to fire. Unable to regain the city center, and with time and supplies running short, Das Reich faded across the Danube.

KGP Campaign Game IV: PRAYERS IN THE DARK
CG Days: 20 PM - 21 PM [4 CG Dates]

Stoumont, Belgium, 20 Dec 1944: Silence descended on the Stoumont battlefield. The scars of the previous day's fighting could be seen everywhere in the village and its nearby surroundings. Like animals separated after a fierce fight, both sides were licking their wounds and plotting for the inevitable rematch. To regain the initiative, the U.S. intended to close the net on *Kampfgruppe Peiper* from the west and north using two different forces. Task Force Jordan, part of 3rd Armored Division's CCB, was hastily dispatched to the Ardennes from the Aachen region to probe the German defense along the northern road leading to Spa. In the west Task Force Harrison, composed mostly of the still-fresh 1/119 of the 30th Infantry Division and supported by the rag-tag tank collection of the 740th Tank Battalion, would trace its way back along the winding road through thick woods leading to Stoumont. The village itself seemed abandoned; indeed, Peiper had withdrawn most of his battered units to La Gleize, leaving only a few defensive strongpoints along the entry roads to delay any U.S. foray. One such strongpoint watched over the western road entry—the St. Edouard Sanatorium, a large brick building used as a rest house for sick children and the elderly. In its cellars, 250 children, nuns, and other civilians waited anxiously, praying all day in the dark.

MAP GROUP: "St"

CG IV VICTORY CONDITIONS: The Americans win immediately upon amassing ≥ 35 CG LVP and/or if they finish at least two scenarios (not necessarily consecutive) with a CG LVP total ≥ the CG LVP schedule (see CG SSR), provided they do not finish two scenarios below the same CG LVP schedule.

INITIAL SCENARIO VICTORY CONDITIONS: The Americans win at scenario end if their current LVP total is ≥ 3.

ATTACK CHIT LIMITS: U.S. 2; German 2

INITIAL SCENARIO SETUP SEQUENCE: German Sets Up First; U.S. Moves First

INITIAL GERMAN OB:
Elements of Kampfgruppe Peiper [ELR: 5; *EXC: see KGP SSR 11*] set up using HIP (if in Concealment Terrain and not in Reserve) on/south-of hexrow RR: {SAN: 4}

RG: Pz V Sect x2 | **RG:** SS PzGr Pltn x2 | **RG:** SS MG Pltn x2
A-P Mines x36 | 1S Foxhole x6 | 30 CPPs

INITIAL U.S. OB:
Elements of Task Force Jordan and Task Force Harrison [ELR: 3] enter on/after Turn 1 through eligible entry areas (see SSR I.3 and I.4): {SAN: 2}

RG: Med Tank Pltn I | **RG:** Inf Pltn x2 | 50 CPPs

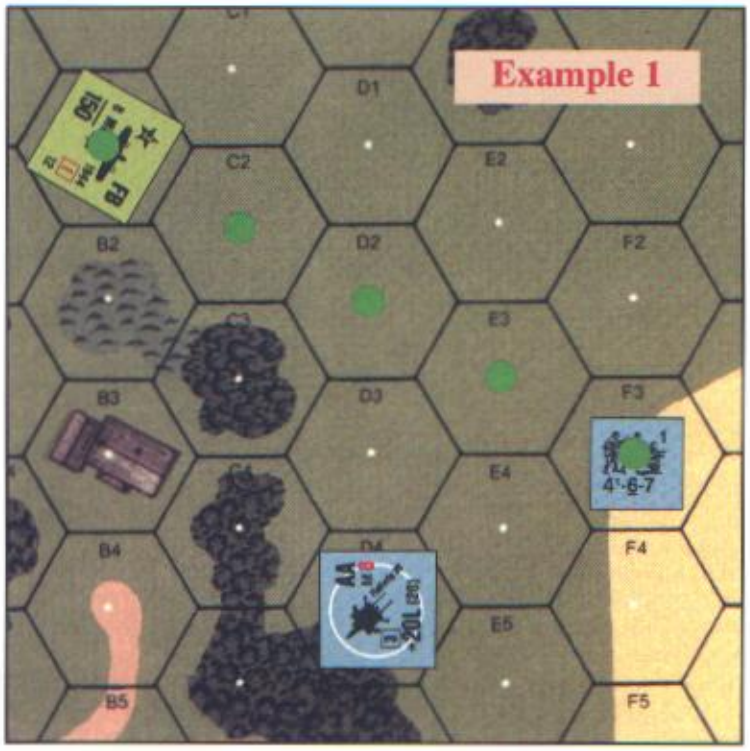
INITIAL SCENARIO SPECIAL RULES:
I.1 See KGP SSR. Weather is Very Heavy Mist (SSR KGP3).
I.2 Place rubble in hex H21. Place one Burnt-Out Wreck in H20. Place 3S Foxholes in I22, J22, L22, Q25, and G18.
I.3 All RGs given in the initial U.S. OB (not purchased) must enter through the TT19 (Theux) Entry Area.
I.4 All RGs purchased by the U.S. (not OB given) enter on/after Turn 2.

CAMPAIGN SPECIAL RULES:
For purposes of CPP replenishment, CG Maximums, etc., this CG is played as if it were CGI with the following exceptions:
1: SSR CG14 (8.4): The German may declare all his personnel as Fanatic for only one scenario.
2. Initial Scenario purchases do not apply to CG Maximums.
3. During the 20 December Night scenario, the Germans may automatically release all units still under reserve/No-Move status at the start of German Player Turn 5.

CG Accumulated LVP Schedule:
20PM: **3** | 20N: **10** | 21AM: **20** | 21PM: **35**

AFTERMATH: Relief came late in the day on the 20th when infantry of Task Force Harrison attacked along the northern road and finally took the sanatorium against light resistance. Meanwhile, Task Force Jordan had quickly suffered some tank losses from direct fire and minefields and did not push very far. When night came, so did the German counterattack. The American infantry in the sanatorium were savagely assaulted by screaming SS panzer-grenadiers hurling themselves against the building while Panther tanks fired point blank through the windows. Vicious close quarters combat raged in the wrecked building, with wounded soldiers thrown to their death from the windows. In the confusion, the U.S. infantry, having suffered 50% casualties, managed to withdraw while armored thrusts from both sides tried to exploit down the N.33 and regain lost ground. All to no avail. On the gloomy morning of the 21st, the Germans still held their positions in and around the fortress that was St. Edouard. Not much happened that day in the Stoumont area as both sides lay exhausted. Task Force Jordan, reinforced by elements of 2nd battalion, 30th Infantry, began a large enveloping movement through the forest, with the intention to emerge from the north and cut off the N.33 leading to La Gleize. Although the area around La Rochette and Chapelle Ste Anne saw only scattered fighting, this was enough to threaten the German line, forcing the *kampfgruppe's* withdrawal during the night to La Gleize.

CG Design: Philippe Leonard
CG Playtest: ASL News



Example 1.

In Example 1 the U.S. Fighter Bomber decides to start its attack from hex B1. Before it starts any attack, it must first pass a Sighting TC. Let's assume the 4-6-7 has not moved during this turn. The aircraft's base morale is 8, the modifiers are +1 for grain and –2 for the target not being concealed; the FB needs an Original DR ≤ 9 for success. Assume it passes. Note that the FB is now an eligible target to receive Light AA fire. Now the FB determines it will conduct a Point Attack, but does not announce a bomb attack yet. From B1 the FB makes its first attack, and does so at 12 +0 on the IFT. If the target hex contained an AFV, the FB would need to make a TH Roll on the 7-12 column (4 hexes, doubled to 8 for aerial). The FB then moves to C2, where it announces that it will make a Point Attack and drop bombs as well as use MGs, and conducts another 12 +0 attack. Regardless of the MG attack results, the bombs are now dropped in F3. The Infantry Target Type is chosen, so an 8 or less is required to achieve a hit. The 0-6 column is used for range (3 hexes, doubled to 6 for aerial). If the result is a 4 or less Final DR is ≤ 4 (direct hit), the German squad is attacked with full effect on the IFT (30 FP). If the Final DR is 5-8, the German squad is attacked by a Near Miss at half FP on the IFT (12 FP). A Final DR ≥ 9 results in the bombs completely missing the target and having no effect whatsoever.

The aircraft has not completed its attack run at this point, however. It must continue to move along the attack hexgrain, D2, E3, F3, (green dots) subject to AA fire. When the FB reaches D2, the AA gun announces its shot, and an AA mode counter is placed. If the Gun was HIP/Concealed, it could lose that status (if in LOS of a Good Order enemy ground unit) by placing the AA mode counter, which is the same as if the gun had changed its CA. Once the attack is made, HIP status is lost regardless of enemy ground unit LOS. The attack range is 4 hexes (aerial), so it has full firepower and attacks at 20+3 (the +3 is the aircraft's defense modifier, E7.511). Consult the Light AA vs. Aircraft Probability chart in the AA Tactics article. The chart already takes the +3 DRM into effect (44FB) so the 20 firepower column with no modifiers is used. The probabilities are as follows: Any result 72.2%, Eliminate 41.7%, Damage 16.7%, Evade 13.9% (although the Evade result would not achieve anything, since the FB already completed its attacks). The AA Gun had a ROF of [1] for the shot. [ROF 3 -1 (IFE) –1 (placement of AA Mode counter)=ROF 1] Assuming ROF was maintained, the AA Gun could take another shot as the aircraft moves into E3, and possibly F3. This time it would have a ROF of 2, since it is the second shot in AA Mode. There is an easy way to understand going to and from AA Mode and lowering ROF; think of Conditional ROF, like a NT Gun changing its CA.

Example 2.

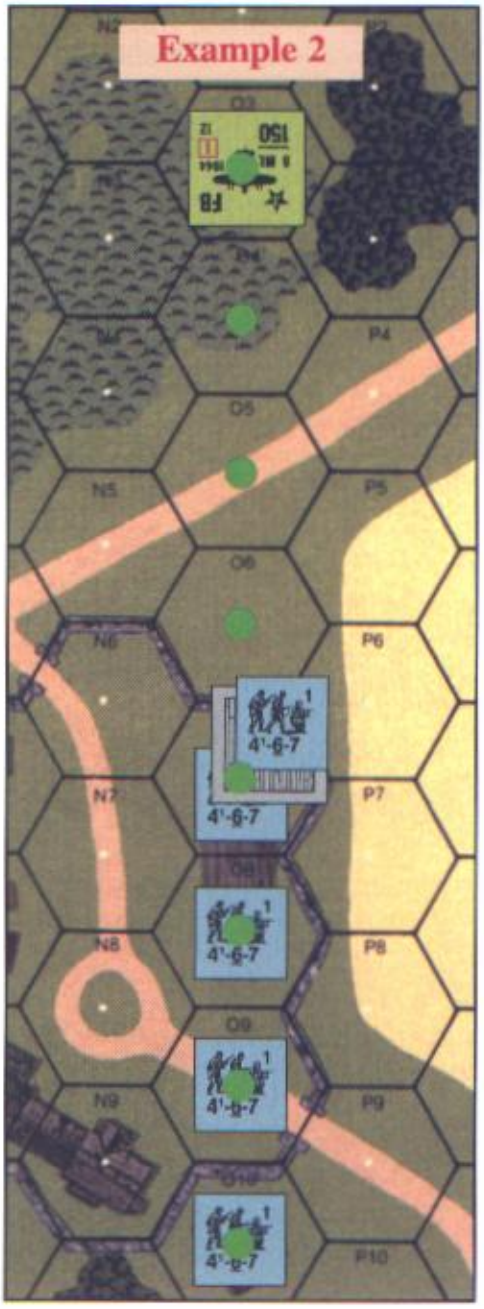
In Example 2 the U.S. Fighter Bomber decides to start its attack from hex O3. It must first pass a Sighting TC before it can attack. Let's assume that no German units have moved during this turn. The aircraft's base morale is 8, the modifiers are +3 for the building and –2 for the target not being concealed; the FB needs an Original DR ≤ 7 for success. Again assume it passes the check. Note that the FB is now an eligible target to receive Light AA fire, and is subject to such fire prior to making any attack [EXC: Stukas making Point Attack]. From O3 the FB conducts its first attack and does so at 12(+3) on the IFT. As previously mentioned, all occupants of O7 are attacked with the same IFT DR. The aircraft must now designate either a Strafing Run or a Point Attack. The player chooses a Strafing Run.

The FB now moves to O4, and is subject to Light AA fire. Normally it could attack O8, however, it is a blind hex because of the O7 building, and thus out of the aircraft's LOS. The same is true if the FB wished to attack O9, as the O8 building makes it a blind hex. The FB remains subject to Light AA fire in those hexes. Note that all blind hex rules are applicable to aircraft, with the exception of hills, in which the blind hexes are reduced to 0. All other terrain that would block LOS from a higher elevation creates one blind hex to aerial LOS. Bocage creates a blind hex in the one hex formed by the Bocage hexside. Half level obstacles do not block LOS, nor do they provide TEM for the defenders.

The aircraft continues along its attack hexgrain, and from O6 can attack O10. It predesignates O10 as the target for its bombs. Of course it is subject to Light AA fire first. Then it attacks with its machineguns at 12(+3). After the MG attack, it makes a TH DR at the 7-12 range. The Area Target Type is chosen, and hit is achieved with an Original DR ≤ 7. Any hit in this situation uses Area Fire, and an 8 or higher results in a complete miss. Even if a FB attacks and hits units in a building using the Infantry Target Type, all levels of the building are attacked with the same IFT DR.

This is the last hex it can attack, but will continue to move to O10 subject to Light AA Fire (green dots). Note that if this were Defensive First Fire, the MG attacks would leave 6 Residual Firepower in hexes O7 and O10. A bomb hit would also leave

Continued on page 16



BROADWAY TO PROKHOROVKA

A Kursk mini-CG by Pete Shelling

At the ASL Oktoberfest (ASLOK) 2000, several MMPers participated in a "Team Tournament Relay" where each member of the three-person team would play a scenario, and the results of that scenario would directly affect the next round's scenario. It was a blast, possibly the best ASL we had played in some time. Recognizing that the three rounds would work as stand-alone scenarios, and the "mini-CG" on Prokhorovka was a good thing, we quickly roped Pete "Wrongway" Shelling into submitting the whole thing to us for publication in the Journal. After extensive testing including two more tournaments—Winter Offensive 2001 and West Coast Melee IV—along with a lot of individual scenario play, we are happy to bring to you "Broadway to Prokhorovka"—Eds.

The following Scenario Special Rules (BPSSR) apply to all three "Broadway to Prokhorovka" scenarios: Dress Rehearsal (J52), Setting the Stage (J53), and Showtime (J54).

1. All German squads and HS (only) have ATMM capability (C13.7).
2. All eligible German AFV have Schuerzen (D11.2).
3. Russian Riders (D6.2) are Fanatic.
4. Russian AFVs are not subject to Disabled MA Recall (D3.7).
5. All OB selections are made without the knowledge of the opposing player, and may be kept secret until "?" is lost.
6. Air support, if available, enters on a dr ≤ the current turn number.

Campaign Game

The three BP scenarios may be linked to form a campaign game by playing each scenario in order: Dress Rehearsal, Setting the Stage, and Showtime.

CG Balance

✚ Do not draw German Fatigue Chits

★ Germans only get 3 CGVP for winning a scenario

CG Victory Conditions:

The Germans win at the end of the CG by amassing more CG Victory Points. CGVP are earned according to the following schedule:

- Winning a scenario (5 CGVP each)
- Germans only: Capture (A26.222; one CGVP per captured CVP, not doubled)
- Russians only: one-half CGVP per German halftrack eliminated; one CGVP per German Assault-Gun/Tank eliminated
- At the end of Dress Rehearsal—Control of hex 18X5, and buildings 18R9 and 48oL8 (2 CGVP each)
- At the end of Setting the Stage—Control of buildings 33R8, 33Y1, and 44S8 (2 CGVP each)
- At the end of Showtime—one CGVP for each mobile AFV (on boards 4/44 or exited)

Between Scenario Refit Phase:

a) At the end of each of the first two scenarios, determine German fatigue (CGSSR1) by counting the number of non-captured German leaders on board and/or exited.

b) Both sides then determine the number of Bonus EVP (CGSSR2) they amassed in the scenario.

c) At the start of the next scenario, the German player openly draws and discards fatigue chits (CGSSR1). The results apply for the remainder of the CG.

d) Based on Bonus EVP, players secretly draw bonus OB chits (CGSSR2) to add forces to their at-start OB.

e) In Showtime, each player places a move bid (see Showtime SSR 4).

f) Players secretly record Orders of Battle.

CGSSR 1 German Fatigue: Count the CVP-value of all non-captured German leaders on board and/or exited. Put ten chits numbered 1-10 in a cup. Based on the German Fatigue, draw chits and compare the results to Table 1. These results apply to the German side for the remainder of the CG. Chits drawn in RePh1 remain "out of the cup" for RePh2.

0-4 CVP:	Draw 2 chits
5-7 CVP:	Draw 1 chits
8+ CVP:	Draw no chit

CGSSR 2 Bonus OB: Each side determines the number of Bonus Exit VP they have amassed in the scenario. Good Order, Mobile units (including functioning and fully-manned Guns) are treated as if Exited while Prisoners/Captured-equipment are only counted if actually Exited.

Each side may be eligible for additions to the Order of Battle for the next scenario. Place four chits in a cup and draw randomly. The chit draws compared to the following charts result in the additions to the OB for the upcoming scenario. The Bonus OB may not be refused.

Refit Phase 1 (following Dress Rehearsal)

Russian:
0-24 Bonus EVP: no draw
25-40 Bonus EVP: draw from table 2a
41-50 Bonus EVP: draw from table 2b
51+ Bonus EVP: draw from table 2c

German:
0-24 Bonus EVP: no draw
25-40 Bonus EVP: draw from table 3a
41-50 Bonus EVP: draw from table 3b
51+ Bonus EVP: draw from table 3c

Refit Phase 2 (following Setting the Stage)

Russian:
0-14 Bonus EVP: no draw
15-24 Bonus EVP: draw from table 4a
25-34 Bonus EVP: draw from table 4b
35+ Bonus EVP: draw from table 4c

German:
0-14 Bonus EVP: no draw
15-24 Bonus EVP: draw from table 5a
25-39 Bonus EVP: draw from table 5b
40+ Bonus EVP: draw from table 5c

Table 1
German Fatigue Chit Pool

1. Reduce ELR by one
2. Reduce ELR by one
3. Add +1 to all ESB/Bog DRs
4. All MMC are Lax
5. Add +1 to CC attacks
6. Reduce IPC by one for all MMC
7. All SW have ammunition shortage
8. All OBA has Scarce Ammunition
9. All AFVs have RED MPs (Tigers stall on start DR of 11)
10. No additional penalties

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Table 2
Russian RePh1
Bonus EVP Chit Pool

Table 2a (25-40 EVP)
1. Add one 4-5-8
2. Add one 1-4-9 Hero and one ATR
3. Add 10 additional FPP
4. Reinforcements enter on Turn 2

Table 2b (41-50 EVP)
1. Add one 4-5-8 and one LMG
2. Add 20 additional FPP
3. Air Support in the form of one FB without bombs
4. Choose two from Table 2a

Table 2c (51+ EVP)
1. Add one to the number of AFV in the reinforcement group selected
2. Add one 4-5-8, one LMG, and one 9-1 Leader
3. Air Support in the form of two FB without bombs
4. Choose one from Table 2a and one from Table 2b

Table 3
German RePh1
Bonus EVP Chit Pool

Table 3a (25-40 EVP)
1. Add one 6-5-8 entering on Turn 1
2. Air Support in the form of one FB without bombs
3. Add one 1-4-9 Hero and one DC entering on Turn 1
4. Battle Harden any single leader

Table 3b (41-50 EVP)
1. Add one 6-5-8 and one MMG entering on Turn 1
2. Air Support in the form of two FB without bombs
3. Reinforcements enter on Turn 2
4. Choose two from Table 3a

Table 3c (51+ EVP)
1. Add one 6-5-8, one MMG, and one 9-1 Leader entering on Turn 1
2. Air Support in the form of two DB with bombs
3. Aerial Reconnaissance: All Russian Fortifications *[EXC: mines]* must setup on-board
4. Choose one from Table 3a and one from Table 3b

Example of CG play

In scenario *Dress Rehearsal*, the German player is unable to achieve scenario victory, but he does control the two victory buildings for 2 CGVP each, and has 3 squads of Russian prisoners at the end (6 CGVP) while he has only 7 CVP of leaders remaining, so he must draw 2 fatigue chits. The Russian wins the scenario for 5 CGVP total, eliminated two tanks for 2 CGVP, and controls hex 18X5 for 2 CGVP. At the end of the first scenario, the score stands: German 4 CGVP [buildings] + 6 CGVP [prisoners] for a total of 10 CGVP. The Russian gains 5 CGVP [Scenario Victory] +2 [eliminated AFVs] + 2 [hex control] for a total of 9 CGVP. At the end of the first scenario, the German is winning the campaign game 10 VP to 9 in spite of losing the scenario.

The German had 46 Good Order EVP remaining/exited so he gets to add a chit draw from Table 3b to his Order of Battle for *Setting the Stage*. He draws number 3, which means that his Turn 3 Panzergrenadier platoon now enters on Turn 2. However, due to his leadership attrition in *Dress Rehearsal* he must draw two fatigue chits. He draws '1' and '7', so all of his SW have ammunition shortage for the remainder of the CG, and his ELR is now '4' (although it is still considered underlined). The chits stay out of the cup. The Russian player has 53 possible Exit VP remaining after *Dress Rehearsal*, so he draws from Table 2c. His draw is a '1', so he adds another tank to his OB of the type he has chosen (e.g., he may not add a *KV-1S* if he has chosen *KV1M42* from his OB choices)

In the scenario *Setting the Stage* the German goes full throttle for the board edge, exiting the required number of EVP to claim the victory, and capturing a Russian squad along the way. The Russian, however, controls all bonus building locations and has eliminated three German halftracks. The scenario tally is: German: 5 [scenario victory] + 2 [prisoners] for total of 7 VP; Russian: 6 [Building control] + 1½ [AFV Elimination] for a total of 7½ VP. The cumulative CG score now stands at 17 German to 16½ Russian. As this game of *Setting the Stage* was much more about maneuver, both sides have enough OB points left to make a Chit draw on the 4c and 5c tables, respectively. Additionally, the German has only six CVP of leaders remaining, so he must draw another fatigue chit. He draws '2' which further reduces his ELR to 3 for the last scenario.

For the last scenario, the German wishes to go first, so he bids chit draw level 3, thereby guaranteeing that he will get the first move but giving the Russian bonus forces based on *Showtime's* SSR 4. It promises to be a nasty one, with only half a CG point separating the combatants.

Table 4
Russian RePh2
Bonus EVP Chit Pool

Table 4a (15-24 EVP)
1. Add one 8-1 Armor Leader
2. Add one 4-5-8 entering on Turn 1
3. Add one 1-4-9 Hero and one ATR entering on Turn 1
4. Battle Harden any one leader

Table 4b (25-34 EVP)
1. Add one 4-5-8 and one LMG entering on Turn 1
2. All units have MOL
3. Air Support in the form of one FB with bombs
4. Choose two from Table 4a

Table 4c (35+ EVP)
1. Add one to the number of AFV in the extra-heavy tank group selected
2. Add one Radio and one 7-0 leader entering on Turn 1; the Russians receive one module of 70+mm (HE and Smoke) OBA
3. Air Support in the form of two FB; one with bombs and one without
4. Choose one from Table 4a and one from Table 4b

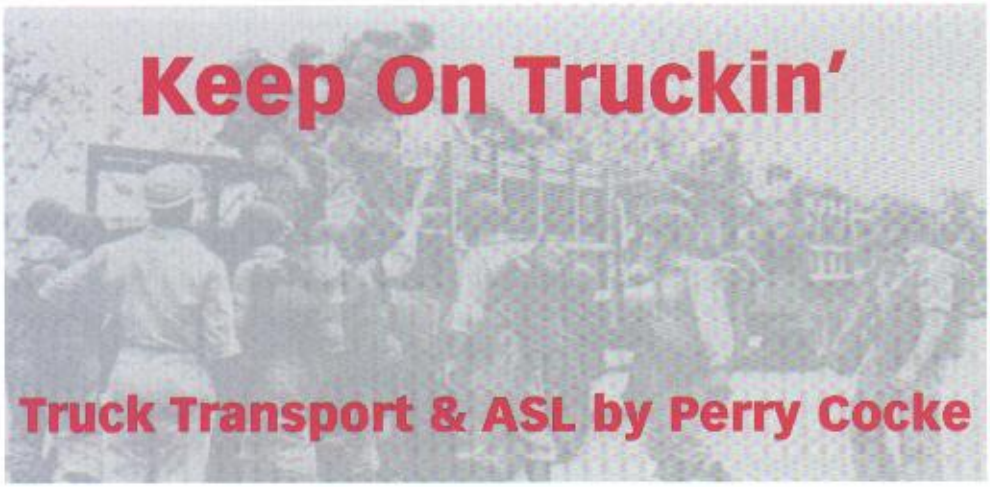
Table 5
German RePh2
Bonus EVP Chit Pool

Table 5a (15-24 EVP)
1. Add one 1-4-9 Hero and one DC entering on Turn 1
2. Add one 9-1 Armor Leader to any one group
3. Add one 6-5-8 entering on Turn 1
4. Battle Harden any single leader

Table 5b (25-39 EVP)
1. Add one 6-5-8 and one LMG entering on Turn 1
2. Air Support in the form of two FB without bombs
3. Add one Radio and one 8-0 leader entering on Turn 1; the Germans receive one module of 80+mm (HE and Smoke) Battalion Mtr OBA
4. Choose two from Table 5a

Table 5c (40+ EVP)
1. Add one *PzKpfw VIe* to any one group
2. Air Support in the form of two DB with bombs
3. Add one 6-5-8, one 9-2 Leader, and one HMG to any one group
4. Choose one from Table 5a and one from Table 5b

Keep On Truckin'



Truck Transport & ASL by Perry Cocke

I'm talking true trucks here. None of your armed and armored vehicles using truck movement like the Russian BA-6 or the Chinese Type 22. Not your armed soft-skinned vehicles like the Russian IAG-10-AA or the German Sdkfz 7/1 or T6 Polish "Taczanka". Not even your unarmed, armored personnel carrier like the Japanese Type 1 HO-KI (still an AFV). Even your unarmored personnel carriers and prime movers, whether tracked (like the Sdkfz 7 or the Type 98 SHI-KE) or treated as an Armored Car for movement purposes (like the Italian and French prime movers) aren't really trucks, though as unarmed, unarmored transport most of what is said here will apply to them as well. I'm talking trucks. I'm talking worthless.

Worthless? Well maybe according to your local treadhead or your neighborhood neophyte, but not to such NE Ohio sharks as Sisler, Nixon, Burk, and Conner or to that ASL shibboleth Chaney 'N' McGrath. Sure there is plenty that trucks can't do, but they may be more important than you think. This article explores the various capabilities of trucks and the varied uses you can put them to.

MOVEMENT

Trucks expend MP as outlined on the Chapter B (and chapter F and G) dividers. Trucks like a smooth road (1/2 MP except in Snow) and dislike everything else to varying degrees—from Open Ground (4 MP) to Shellholes (4&COT) to Woods (All; slow, but not impassable). My trucks so seldom venture off road into anything besides Open Ground that you can be sure I'm consulting those charts when they do. Rest assured, trucks won't be crashing through any Hedges, let alone Walls, Wire, or Buildings. Most trucks have normal Ground Pressure (+1 DRM for Bog). With the cumulative DRMs of +1 for not fully tracked and +1 for using Truck MP, my trucks in the muck seem to Bog whenever they check, which they do in all the usual places, as well as upon exiting a Gully (unless via a Ford).

In the absence of any roads, trucks appreciate a nice flat desert to run around in, paying a mere 1 MP for Desert Open Ground. They would be faster than tanks if it weren't for the other terrain slowing them down (Scrub at 6 MP and Sand at 6 MP & COT), or causing possible Immobilization. Trucks (like other non-fully-tracked vehicles) moving through/adjacent (and Accessible) to the Hammada which is scattered throughout the desert boards are subject to possible immobilization when not on a road or path. British trucks or light (< 4 tons) trucks, and trucks paying double COT, and those moving merely adjacent, are all cumulatively less likely to immobilize. Light or British trucks paying double COT to move adjacent to Hammada are thus spared completely. A heavy German truck that moves through Hammada without doubling the COT will Immobilize on a DR of 10. As a rule, trucks (like everyone else) are more exposed in the Desert than elsewhere, with fewer obstacles to hide behind. Desert Victory Points (DVP) value trucks more highly than do regular Victory Point (compared to Infantry), so losing your trucks can cost you more in the desert. Like all other Axis vehicles prior to 10/41, German and Italian trucks in the desert suffer from Mechanical Reliability (D2.52, incorporated into ASLRB 2nd Edition from F.4).

We had to wait until *Journal #1* for Trucks to make their true appearance in the PTO, unless you count the lone Japanese jeep in "Hazardous Occupation" (64) or the zero PP supply trucks in "Invisible Foes" (AP5). In "Armored Fist" (J10) however, we finally see troops riding through the jungle in trucks to battle. I suspect they'll be sticking mostly to whatever roads are SSR-defined. They certainly won't be moving into any Dense Jungle, Bamboo, Swamp or Paddies. Too bad they can't collapse Huts.

Trucks can't attempt ESB since they are not tracked (D2.5). As they are not AFVs, Platoon movement is NA unless in Convoy (D14.2-.3; E11.2). Trucks can make Motion attempts. They can also try for Hull Down status on a Crest-line, but not many unarmed trucks will benefit from that bit of extra protection from Ordnance. Amphibious trucks—Jeep GPA, DUKW, Terrapin Mk I, Schwimmwagen—do their amphibious thing like all other amphibians (D16.2). I'm still looking for the first scenario with a DUKW, although "Crossing the Gniloi Tikitsch" (A98) does have a *Kfz 1/20*. Landing Craft—the personnel carriers of the sea—are a different kettle of fish entirely.

GUNS

Towing a Gun is probably the single most important action trucks perform in ASL, as well as the most prevalent. It is hard to Push a Gun very far at a maximum of seven (with a leader) Open Ground hexes every two Game Turns if you make your Manhandling DRs. (If you are really in a hurry to Push that Gun, have a spare MMC/leader team take over in between Turns and CX again for an extra hex.) Compare that to the 16 hexes down a "straight" road (no VCA changes) that a 24 MP truck can Tow a Gun per turn (paying 1 extra MP per hex for Towing).

Of course, not all trucks can tow all Guns. Compare the truck's T# (lower left corner of counter) to the Gun's M# (upper right). The lower the M#, the bigger the Gun. The lower the T#, the bigger the Gun the truck can Tow. Most Guns cost one-half of the truck's MP to (un)load, but the bigger, more awkward Guns (circled M#) cost two-thirds. Even your biggest truck won't be towing a NM or RFNM Gun. Some Guns can only be Towed by Wagons/Sledges as signified by the "h-d" (for "horse-drawn") on the back of the counter.

Towing a Gun not only adds 1 MP per hex traversed, it also imposes certain movement restrictions. No Bypass movement, no reverse movement, no crossing wall/hedge hexsides (for your non-Truck prime movers). Mortars of 76-107mm are actually carried in the vehicle, so neither the movement restrictions nor the extra 1 MP per hex cost apply when "Towing" these Guns. Vehicles carrying these MTR Guns can stop in Bypass of an obstacle and unload the Gun into the obstacle.

Given the MP costs for (un)loading, you are not going to be able to load, move, and unload a Gun in the same turn. You may be better off in some cases Pushing your unloaded Gun if you only need to move it a hex or two. An advantage to this is that you can fire the Gun in AFPh and DFPh without losing your Labor counter. Whether Towed, Pushed, or Porteed (see the following), a Gun that isn't Quick Set Up ("QSU" on the back of the counter) will have to be Limbered before moving and unlimbered before firing [EXC: Limbered Fire]. Each action takes a Player Turn.

An alternative to towing exists for some Truck-Gun combinations: carrying the Gun En Portee (C10.5), on the bed of the truck. The British 2pdr Portee is an armed vehicle whose Gun was fired extensively while loaded and whose counter is so designed. The

British 57L AT Gun can also shoot while En Portee, as can the Italian 37L and the French 25LL AT and 75 ART Guns. Other Guns can move but not shoot En Portee. Remember that porteeing British and German Guns is limited to the period 1/41-8/43, while the Italian and French Guns are not.

With a Gun En Portee a truck does not have to spend an extra MP since it isn't Towing, but (un)loading costs a full MPh with the crew on the ground (British Vehicle Note 77 explains the process in conjunction with the appropriate Ordnance Note). En Portee can triple your movement on a "straight" road compared to Towing, from 16 hexes for a 24 MP truck to 48 hexes. You may well have enough time to unload after that burst of speed. You don't even have to worry about unloading with the 6pdr and the other three mentioned above, though Bounding Fire and Bounding First Fire are NA—as is Motion Fire (see Errata in French Ordnance Note P). They pay the price for this extra portability in extra vulnerability. Guns are much safer on the ground than in (or hooked-up to) a truck. There is no Gun Survival roll when a Truck is destroyed.

After you've unloaded the Gun where you want it, what do you do with the truck? If you might need to move the Gun again, you'll want to keep the truck close by. If you will need to make a quick getaway, you will want to keep the truck Stopped in the same hex with the Gun, since a vehicle cannot move (even to stop) and then load in the same turn. Of course the truck will be more vulnerable in-hex if a firefight erupts. My transport always seems to get flamed in the hex with my Gun. Maybe you'll be lucky and get +1 Wreck TEM without the Smoke from a Blazing Wreck. We'll discuss later what to do with the truck when transport duties are done.

SW, AMMO, & INFANTRY

Next in importance to moving your Guns is hauling your squads and SWs into action. The Russians especially appreciate a comfy truck, since they can't dismantle those MGs and seldom can spare the leaders to help tote them forward. The portage capacity of each truck is printed on the counter as its PP#. SW PP are figured normally. Squads cost 10 PP while half-squads and crews cost 5 PP. SMC essentially ride for free. (Have you seen more than 4 SMC on the same vehicle? If so, they take up 5 PP for every multiple of 5.)

SW can travel unpossessed on a truck as well as on Halftracks and Carriers. Guns, too, can travel unpossessed (En Portee or Towed). This can be a good way to move those heavy weapons through enemy fire. They will be less attractive targets without their manning Personnel, though unpossessed SWs (like Guns) will suffer the fate of the truck whereas possessed SWs have a chance at surviving along with their possessor. To unload such a SW one must first be a Passenger (D6.5) in possession of it. The same holds true for a medium (81mm-107mm) Mortar. A standard Gun could also be (un)hooked by Infantry (not Passengers) which possessed the Gun.

While En Portee a Gun and its Ammo take up all but 5PP (reserved for the crew) of the truck's capacity. When Towed, Guns take up no room, but their Ammo does. Ammo for big Guns (≥100mm) costs 8PP and for small Guns (<100mm) costs 4PP, even for dm 76-82 mortars (though their own 5PP is not added in). So far all trucks with Towing capability have at least the 9PP needed to carry a crew and Ammo for a Small Gun. Some prime movers with less than 13PP can still carry a crew and the Ammo for a large Gun, per the Annual errata for British Vehicle Note 79 (Loyd Carrier), Italian Note 25 (the tractors), and Japanese Note 16 (Type 92 I-KE 5 ton tractor); see also French Ordnance Note L. If Passenger-free, all Towing Vehicles have room for the Gun's Ammo; a Gun can't hook-up if its Passengers don't leave room for the Ammo. An empty Kettenkrad (3PP capacity; German Note 97) will have room for the Ammo of the Gun it is Towing, but will never have space enough for the crew. Instead the crew rides on the Kettenkrad (even pre-1943). Two "automobiles"—the Black Medal (Japanese Note 17) and the Peugeot 202 (French Note 36)—have only 8PP, but both lack any Towing capability. They aren't even the lightest vehicles in ASL. The Kubelwagen (ancestor of the VW) and the Fiat 508MC each weigh in at one metric ton, although the Kfz 1 (like the slightly heavier Jeep) can tow small guns while portaging both the Ammunition and the crew.

VULNERABILITY

Regardless of speed of movement, most advanced squad leaders are reluctant to expose their loaded trucks to enemy fire. There is no doubt about it: a loaded truck can be a quick way to lose outright two squads and a leader (or a Gun and a Crew) to even a low-FP attack.

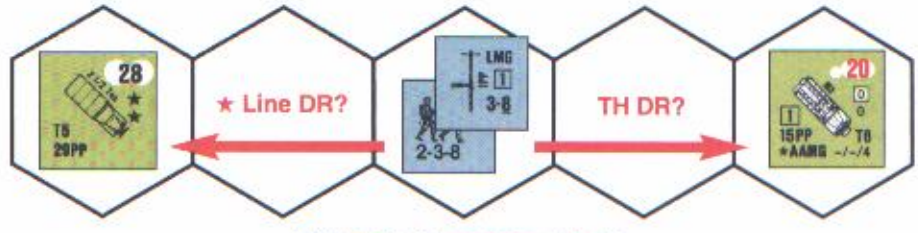
Trucks serve best doing what they were designed for—transporting men and materials along roads to the front lines but not into the battle. Almost by definition, however, ASL scenarios take place at the point of attack, so trucks are not operating in their optimum environment. Nevertheless they remain the best way in ASL to get squads, SWs, and Guns down the road and up to, but not into, the line of fire. The exigencies of combat, however, may find that a truck is the only way to get the right unit to the right place at the right time, fire or no.

Guns attack unarmored vehicles via the normal TH/TK procedure. Each type of Ammo—AP (including APCR/APDS), HEAT, and HE—has its own unarmored To Kill line on the C7 charts. HE is usually best. Rear, Aerial, and Range modifiers (Cases A, B, and D) do not apply. The Basic TK# equals the Final TK#, though a Critical Hit (Case C) still doubles the Basic TK# (C3.71). Small Arms, DC, FT, MG, and Indirect Fire all attack unarmored vehicles via the ★ vehicle #, the number that represents the Final DR needed at that FP to Immobilize a soft-skinned vehicle. A lower Final DR eliminates the vehicle; a higher one has no effect on the vehicle itself. The number corresponds to the highest Final DR that produces a 1MC on that column.

When a truck is eliminated, so is any Gun it is carrying. Each Passenger rolls separately for Survival against the Crew Survival # on the reverse (lower right) of the vehicle counter: roll high and die. Unless of course the truck has been made into a Burning Wreck by a Final DR ≤ the Basic TK # (or 1 greater than ≤ the Basic TK # for the Quad FAT British Vehicle Note 80) in which case all Passengers die, even on Jeeps and other "trucks" where no blaze can be created since there is no Wreck depiction (D10.1). You can easily see where a high cs# comes in handy. Generally speaking the bigger the truck, the higher the cs#, up to 7.

If the Final DR equals the ★ Vehicle # (thus immobilizing the truck) or misses by one or two, the passenger undergo the 1MC/NMC/PTC resulting from the General Collateral attack (A.14) with all that entails. No Heat of Battle, though, and Pinned Passengers may still move as Passengers and may even unload (A7.821). A 6 or 7 morale passenger on a truck with a cs# of 7 actually has a better chance of remaining in Good Order if the truck is eliminated (but not Burned) than if the truck is Immobilized (requiring a 1MC). Of course if you fail a MC you are usually only broken. Fail a cs roll and you are dead. Don't forget that already-broken units checking for cs must add a +1 DRM (D6.9).

In general, unarmored vehicles and their passengers are much easier to kill in ASL than non-moving Infantry. Certainly easier to kill than armored vehicles and their passengers,



Which is the better shot?

right? Well, not always. Footnote C14 discusses why the unarmored TK# of a weapon is often less than the AP TK#. It doesn't take a rocket scientist to figure out that the Final TK# of an 57L AP round against the 1 Turret AF of an M3 halftrack (15-1) is higher than the same Gun firing HE against a truck (10). A more interesting comparison was pointed out in *ASL News* by Phillipe Leonard: a truck versus an armored halftrack, each facing an LMG. Imagine a LMG with a rear shot at a non-moving M3 halftrack—Final TH DR of 9 (83.3%), Final TK DR of 6 (27.8% for < 5), and CS# of 5 (72.2% failure rate) for a total 16.7% chance of dying. The same LMG with the same shot at a truck needs a Final DR of 3 or less on the 2FP column of the IFT to kill the truck (8.3%, cowering won't matter unless the Inexperienced are involved), followed by a cs# of 7 (giving the truck the extra advantage here) with a 41.7% failure rate, for a total 3.5% chance of dying—plus the small extra chance of rolling a Casualty MC after the Final DR of 4 or 5.

Throw in a squad and a 8-1 leader with that LMG, have the vehicles in Motion and facing the enemy and things are different. Final TH DR of 8 (30.6% chance of a Turret Hit and 41.6% chance of a Hull Hit), Final TK DR of 4 against the 1 Turret AF (8.3% for a 3) and Final TK DR of 5 against the 0 Hull AF (16.7% chance for a 4), and CS# of 5 (72.2% failure rate), for a total 9.48% chance of dying. Against the truck on the 6 FP column with a -1 DRM an Original 6 (41.7%) Kills, followed by the 41.7% chance of failing the cs roll for a 7 gives us a 17.3% chance of dying, less safe than even the rear shot against the Stopped ht. Not to mention the potential Collateral effects possibly resulting in a Pinned, Broken, ELR'd or Reduced unit.

This little exercise in number crunching (how could this be a truly serious piece without some number crunching?) says more about the vulnerability of stopped halftracks ("purple heart boxes") to Rear shots from a LMG than it does about the dubious "safety" of trucks. Of course that same 6 FP directed by the -1 leader has a 41.7% chance of rolling the Original 6 or less needed to eliminate a half-squad using FFNAM and FFMO. Maybe a truck sometimes is the "safer" way to move across the open. If so, you need to ask yourself how you got into this jam. When being in a truck represents relative safety, you're in trouble—without even considering the IFT and CC penalties (x ½) for attacking out of a Stopped truck. I repeat: trucks are best at bringing Infantry up to—but not into—the line of fire.

TRUCK "TRICKS"

Transport duties done, what are our unarmed, unarmored, passenger-less friends to do? If CVP/DVP are a factor, trucks should act like the UFOs (Unarmored Fleeing Objects) they are and make themselves scarce. My military friends insist this is what the Motor Transport types would do regardless of the tactical situation. If casualties are of no concern, however, there must be something we gameplayers can do with these beauties, ahistorical or not!

First let's discuss some of what trucks cannot do. They cannot serve as Sniper bait, being ignorable (A14.22); if you do want to Immobilize that truck it will take a 1 Sniper attack to do so (a 2 has no effect in absence of PRC). Trucks cannot provide TEM/Hindrance unless Wrecked (Jeeps and other autos don't even leave a Wreck), and you can't blow up your own truck (to make it into a Wreck) with direct fire unless it is in Melee (A7.4). Trucks don't have Vehicular Smoke Grenades (D13.35/F.10; PR have no Smoke grenades at all). Since they are unarmed (A10.5), they cannot force a Unit to Rout. They are considered "broken" for all Concealment purpose (A12.1), neither denying Concealment nor forcing its loss. Trucks are not Good Order. They cannot claim Wall Advantage. It used to be that trucks could DM units by moving ADJACENT and prevent units in LOS from Routing towards them and control the Location they solely occupy but that has been eraticized.

> In general, unarmored vehicles and their passengers are much easier to kill in ASL than is non-moving Infantry.

What "slimy" tasks can trucks accomplish? There is always the vaunted 1FP truck Overrun, with that –1 DRM if in Open Ground, right? Trucks without Passengers also cannot invoke the TPBF target selection restrictions of A7.212. However you probably didn't have much use for that Conscript HS anyway. Load him up (he gets 4MF) and drive into the hex (in Bypass if you prefer) with the enemy's 88LL AT Gun. As long as the HS survives (even if Broken) the eighty-eight won't be firing out of the hex. What a difference! What slime!

Berserkers will Charge them; you could park one in front of your big firegroup and the Berserker would stop at the truck (and not even get any TEM from it). In the Desert (conditions permitting-F11.74) trucks can throw up a Vehicle Dust screen to help protect your other forces (see Mark Nixon's Gunned Up In The Desert—though Acquisition won't be lost by a temporary Dust screen—C6.51).

The DM and Rout-denial tactics were the worst offenders which is why they were fixed. Each was certainly as ahistorical a tactic as any, requiring our UFOs to run around unescorted behind enemy lines. I can testify how annoying it can be to have some pesky UFO flitting around inflicting DM and drawing valuable attention away from more relevant targets. Of course all of these slime tactics are to some extent ahistorical and all have the same prerequisite for effective use—Casualty VP are not an issue.

It is the rare objective that will be worth subjecting our UFO buddies to any serious firepower when their loss could cost you the game. They are all too likely to be turned into CVP without ever accomplishing whatever ahistorical mission was assigned them. Designers take note: preservation of force is frequently a goal worthy of being incorporated into the Victory Conditions. This is even more so when UFOs are likely to make the scene. Campaign games (like Kampfgruppe Peiper) also encourage preservation of force and thus see less ahistorical truck abuse. In the absence of such safeguards concerned players can always adopt house rules like "No slimy truck tactics allowed." That's a little too vague for my taste, though.

During the Gung Ho playtest a similar problem occurred with LVTs, etc. These would unload their Marines after reaching the beach and then go marauding around the Hinterland looking for hidden Japanese. Since in reality the LVTs were often needed to go get more Marines, this seemed especially ahistorical. The LVTs were also much more dangerous than trucks, being heavily armed with MG and often armored. To resolve this abuse, during Seaborne Assaults (G14.231) the rules require that LVTs, etc. become Recalled upon unloading all their Passengers. This doesn't solve every problem, but it works well withing the limited confines of a Seaborne Assault. It wouldn't work as a general rule and couldn't be transplanted onto truck usage. Too often there is a legitimate need for trucks to hang around, waiting for more Passengers to take somewhere else.

Truck abuse is often self-limiting and largely a matter of taste (and of whose ox is being gored). I wouldn't lose too much sleep over it. The one situation in which I used to encourage a gentlemen's agreement involves Ammo Vehicles (E10.5) with no weapon left to serve. The resulting explosion when these trucks are Burned makes it dangerous to fire Point Blank at marauding Ammo UFOs, but with the changes already made, this was not a problem requiring errata.

IN CLOSING

Which truck is best? Depends on what you want. Speed and TH modifiers? Can't beat the Jeep. Capacity (PP) and survivability (cs)? The 3 Ton Lorry. Towing (T#)? The three-tonner again (the SdKfz 7 is a good tracked prime mover.) A good, all-around truck? Try Germany's Buessing-NAG 4500. The Basic Point Values (BPV) for the DYO system reflect very well the various factors that go into making a good truck. You get what you

pay for. That said, what's the best truck for your buck? For my money it's the Deuce-and-a-half (U.S. Vehicles Note 57) at 20 BPV. It's fast (28 MP), with large capacity (29 PP), high cs (7), normal target size, normal Ground Pressure, and it can Tow (T5) most Guns. No wonder "the work horse of the Army" was its most widely used transport vehicle.

Way back in 1992, out of the 205 "official" scenarios listed in the '92 Annual, 32 utilize truck transport. Over one-half of those (17) also have Guns for Towing. Things have not changed much since then. *Croix de Guerre* adds 3 "truck" scenarios, 2 with Guns. *Doomed Battalions* has more cavalry scenarios than it does trucks (1-0). Scenarios range from "Barkmann's Corner", "Oy Veghel", and "Gruppo Mobile"—each with its lone Jeep/AT-Gun team—to "Escape From Derna" with 11 British trucks in 3 different varieties to "Hube's Pocket" with 12 trucks in Convoy. The "bus attack" in "The Gauntlet" shares a Victory Conditions with that desert brew-up "Sunday of the Dead", in which trucks count as Exit VP only if carrying Passengers. The Annuals, Journals, and Action Packs have added various UFOs. "Debacle at Korosten" rightly has some truck transportation in the rear echelon. "Showdown in Syria" showcases four Citroën-Kegresse P-17s to transport two guns; that's because these half-tracked prime movers cannot transport a gun, its crew, and ammunition all in one vehicle. "Blockbusting in Bokruisk" has trucks to haul Russian infantry and their machine guns to the front lines and "Armored Fist" shows us the PTO version of this tactic (minus the machine guns).

My favorite truck scenario, "Fox Killed In The Open", may never make it out of playtesting: Italian tanks try to blaze a path across six desert boards for 48 trucks of the Italian 10th Army to escape from Benghazi. And when are we going to see a scenario using the Kettenkrad (German Vehicle Note 97)? I know its not a "true" truck, but it is one of our stranger UFO buddies. Nothing else in ASL qualifies as a htMC. Could it be that no one is quite sure how to treat it?

With hundreds of "official" scenarios involving absolutely no truck transport, you could safely skip over this article and the whole motor transport pool, and in general duck the truck. Whole modules have. But where is the challenge in that? It's not always easy figuring out what to do with our friend the truck. I hope reading this article will help you in that goal, much as writing it has helped me.

So, what is the best way to use *your* truck? Hey, you're the squad leader. *You* decide.

Ok, scenario designers, let's see some more trucks in the mix!—Eds.

Topography

ASL Mapboards:

Number	Description	Module
1	City; stone buildings	FOR KING AND COUNTRY (British)
2	Country; two Level 3 Hills	PARATROOPER (German/American)
3	Village amidst Level 2 Hills	THE LAST HURRAH (Allied Minor)
4	Farmland; woods and grainfields	PARATROOPER (German/American)
5	Woods; gullies	available as parts
6	Chateau; orchard and grainfields	available as parts
7	River; islands and marsh	FOR KING AND COUNTRY (British)
8	River; cliffs and hill	FOR KING AND COUNTRY (British)
9	Mountain; Level 4 Hill, crags, cliff	DOOMED BATTALIONS (Allied Minor)
10	Village; rowhouses, path, pond	PARTISAN! (Axis Minor)
11	Country; hedgerows and low hills	THE LAST HURRAH (Allied Minor)
12	Village; gullies and graveyard	FOR KING AND COUNTRY (British)
13	Country; elevated road and stream	available as parts
14	Airfield; sunken road	available as parts
15	Mountain; two Level 4 Hills	available as parts
16	Rural Crossroads; grainfields	YANKS (American)
17	Farmland; brush, woods, and grainfield	YANKS (American)
18	Rolling Country; seven Level 1 Hills	YANKS (American)
19	Open Country; bordered by woods	YANKS (American)
20	City; rowhouses and gully	BEYOND VALOR (German/Russian)
21	City; rowhouses and graveyard	BEYOND VALOR (German/Russian)
22	City; suburbs and stream	BEYOND VALOR (German/Russian)
23	City; canal	BEYOND VALOR (German/Russian)
24	Village; valley, gully, cliffs	PARATROOPER (German/American)
25	Mountain; wadis, hammada	WEST OF ALAMEIN (British)
26	Desert; scrub, hammada	WEST OF ALAMEIN (British)
27	Desert; scrub, hammada	WEST OF ALAMEIN (British)
28	Desert; scrub, hammada	WEST OF ALAMEIN (British)
29	Desert; scrub, hammada	WEST OF ALAMEIN (British)
30	Desert; scrub, hammada	HOLLOW LEGIONS (Italian)
31	Desert; scrub, hammada	HOLLOW LEGIONS (Italian)
32	Woods; stream	PARTISAN! (Axis Minor)
33	Farmland; extensive grainfield	THE LAST HURRAH (Allied Minor)
34	Woods; marshy stream	CODE OF BUSHIDO (Japanese)
35	Farmland; orchard and grainfields	CODE OF BUSHIDO (Japanese)
36	Wooded Hills; marshy stream	CODE OF BUSHIDO (Japanese)
37	Country; woods, orchard, grainfields	CODE OF BUSHIDO (Japanese)
38	Airstrip; farmland	GUNG HO! (Marine/Chinese)
39	Wooded Ridge	GUNG HO! (Marine/Chinese)
40	River; Level 2 hill	CROIX DE GUERRE (French)
41	Village; stone buldings on hills, valley	CROIX DE GUERRE (French)
42	Village; woods	ACTION PACK 1
43	Farmland; grainfields, walled village	ACTION PACK 1
44	Farmland; woods and grainfields	DOOMED BATTALIONS (Allied Minor)
45	City; large stone buildings	DOOMED BATTALIONS (Allied Minor)
46	Village; grain, Level 2 hill	ACTION PACK 2
47	Wooded valley; stream, hills	ACTION PACK 2
48	Crossroad Village; single-hex wooden buildings	ARMIES OF OBLIVION (Axis Minor)
49	Urban Transition; city outskirts	ARMIES OF OBLIVION (Axis Minor)
50	Wooded Hills; stream	ARMIES OF OBLIVION (Axis Minor)
51	City; many stone buildings; church steeples	ARMIES OF OBLIVION (Axis Minor)
52	Woods; one long road	HAAKA PALLE (Finnish)

Deluxe ASL Mapboards:

Letter	Description	Module
a	City; factory	STREETS OF FIRE
b	City; rowhouses	STREETS OF FIRE
c	City; lumberyard	STREETS OF FIRE
d	City; gully	STREETS OF FIRE
e	Country; Level 2 Hill	HEDGEROW HELL
f	Country, sunken road	HEDGEROW HELL
g	Country; stream	HEDGEROW HELL
h	Country; farm	HEDGEROW HELL

All of the mapbards on this listing are available separately from Multi-Man Publishing for $5/map in either mounted or unmounted (paper-only) form. STREETS OF FIRE scenarios are available as free downloads at **www.advancedsquadleader.com**. Call **410-729-3334** for sales information.

Rules of Engagement

With SASL Guidelines

by Robert Delwood

One piece of advice new players usually get is to have a set basic rules of engagement before play starts. These rules are broad guidelines determining how to operate in combat. For instance, how far out do you generally fire; are your leaders used for rallying, attacking alongside the troops or as a firebase in a kill stack; is it better to fire as one large attack or two smaller ones?

Ultimately, specifics of each case determine the decision. Because of the particular situation, breaking a unit may be as good as an outright kill; entering a low-odds close combat may be worth it to tie down an enemy unit for a single turn; or sacrificing an AFV could win a scenario for example. However, in general, many of these decisions are not that clear. By having pre-set conditions, you can be able to learn from play each time, make better tactical decisions, and speeds play

Learn from play

Having rules of engagement create an awareness of situations. Over time you can evaluate your decisions and adjust them accordingly. You may not always notice trends when playing a scenario but by breaking down the process and isolating types of situations, you become more aware of them. That lets you learn much more detail in much less time. For instance, setting an awareness of initial contact. If you always fire machine guns at the first available target, you may notice over several games you have a high rate of malfunctioning weapons and do not have enough firepower when the enemy closes. You could then change you rule of engagement to never firing at long range.

Better Tactical Decisions

After being aware of situations, carefully evaluate them. Some of the rules of engagement are obvious and come from common sense. Many of these instances are objective and can be measured. For instance, as an American with 6-6-6 infantry, you might decide to always go into close combat with 6-5-8 SS units whenever possible. The firepower is the same and the Americans can equalize the large morale difference. In the same way, as the owner of the 6-5-8 unit, you may never want to have close combat with an American 6-6-6, since you preserve you main advantage of the elite morale by being at a distance. On the tactical level you can often study the cases when not playing and in your free time. Others require a little study and experience. For example, you may also decide never to use Intensive Fire if the chance of hitting is less than the chance of malfunctioning the weapon.

Speeds play

Your game play will also speed up with a set of rules of engagement. You no longer evaluate each situation anew. Rather, you can use previous experience. You may not recall the specifics of each case but it is easier to remember a general set of rules. In essence, you decide why this particular instance should be an exception to the general rule.

> Having rules of engagement create an awareness of situations.

As you can see, rules of engagement do not need to be complex or involved. Most are obvious while others require a little study. Solitaire ASL (SASL), by its nature of having decisions made for the opponent, does a good job addressing these cases. It may be true many of the SASL decisions are made by die rolls (e.g., determining if an enemy unit moves or fires), by hierarchy decisions (e.g., picking an available target), and some are even too situational to predict (e.g., requiring player discretion). However, do not dismiss the game as completely random. Some of the apparent randomness in the decision making process is simply to pick one choice among viable options. For example, mitigating circumstances aside, the choice between attacking the closest or the most easily hit target is a difficult one. SASL's die rolling makes that decision for the solitaire opponent and does so in a reasonable and not a predicable manner. It is reasonable since either target type is valid and is similar to the way a real opponent chooses. Yet it is slightly unpredictable so you can not easily defeat the game system itself. Overall, the number of units and the many opportunities to utilize SASL's well-designed charts change what appears as random into a challenging game. As a result, a mosaic of logic appears. This is no accident. Many of the rules of engagement have been incorporated into the game. Often, the solitaire opponent behaves in an all too human manner.

Appreciate the subtly of the system

SASL attempts to both quantify and qualify these rules of engagement through the charts. You should consider SASL's guidelines, if for nothing else than as a starting point for your own engagement rules. Some of these rules you may have already considered. Others, may be presented and stated formally for the first time. For example, do you have a general rule for when to use Deliberate Immobilization? It is not an unusual or esoteric rule but yet it is not that common of a choice. These general guidelines are not intended, of course, to replace your own decisions, judgments, or style of play. They are intended to explicitly define subjective situations for your evaluation. That is, they state certain circumstances in an objective manner so that you may be more aware of those situations.

Movement

In general when the SASL opponent attacks, it tends to take a direct and quick route to victory objectives {SASL chart A4b}. At least half of the units should consider non-assault movement toward the objectives until reaching a location with safer terrain (TEM $\geq$ +1) and targets available. A quarter can be more cautious and Assault Move toward that goal. Use SMOKE if it will not CX the moving unit. The last quarter can disperse or attempt to flank resisting units or positions. The combination of the three should unhinge a static defense and allow units to reach the objectives.

In defense, the emphasis is on firing. Move as few units as possible, about 15% each turn {SASL chart A2, Hold Attitude}. Units without LOS to any opposing units should not necessarily move; it is possible the position is still important and targets could be presented later. If a unit does move, the intent is divided equally among three options: making contact, recapturing victory objectives and repositioning the unit. Making contact moves a unit cur-

rently without targets in LOS to a position with at least one target, and ending in a location with the best TEM. Recapturing an objective hex moves the unit to the actual objective or to a position in which it can better attempt to recapture the objective. This may take several turns but the goal is to apply slow and steady pressure. Repositioning the unit moves it to a better TEM. This can also mean getting out of LOS of most opponent's units but still having at least one target, thereby limiting the attacker's greater FP and forcing him to move.

In either case, several additional conditions exist. If available, use SMOKE when moving into an OG hex in which FFMO applies (S6.316), even if it negates assault moving. Consider not moving the unit if an opposing unit is ADJACENT or same location (S6.311) but firing instead. Lastly, if a unit has a FT but no targets, consider moving to make contact (S6.306), using AM if needed.

Combat

Guidelines for selecting targets are much less restrictive. When firing, the closest target is generally favored with the easiest to hit as the second choice. In practice, the preference between the two is marginal since both are equally valid criteria. Easiest to hit is defined as the lowest TEM for IFT attacks and the overall chance to kill when using ordnance. In other situations use the following guidelines.

Intensive Fire: Fire at ADJACENT unbroken MMCs, or AFVs with functioning MA. In both cases your unit must be capable of breaking the MMC or destroying the AFV with a non-CH (S8.21).

Ordnance SW: Fire ordnance SW (e.g., ATR, light mortars, bazooka) before the inherent FP to avoid the SW from being prohibited from firing due to cowering (S8.22).

Panzerfaust: Consider firing provided the Final To Hit roll needed is at least a four (S8.23).

Deliberate Immobilization: Consider, provided the AFV can be affected by a Final To Kill DR ≤ 4 (S8.24).

Heroes: Stack with the best MMC unit or best MMG/HMG. Fire using the heroic modifier if possible (S8.4).

AFPh: Form multi-Location FGs so to maximize FP (S8.52).

Final Protective Fire: Consider FPF if your unit's morale level is ≥ (7 plus all DRM/drm) (S8.613).

CE/BU: BU as soon as possible after gaining a LOS to a Known Target within twelve hexes, or within normal range of a MMG/HMG (S9.31).

CA Determination: Always have the covered arc facing a known target. If AFVs are present, face the nearest one having functioning MA capable of destroying you with a non-CH (S9.34).

Bounding First Fire: During your MPh consider BFF at a target with the highest To Kill against you (S9.341).

Bounding Fire: Conduct BF vs available targets in the AFPh unless your MA has a circled B# of ≤ 10 (S9.342).

Non-Mandatory Rout: Consider routing if your unit can end the RtPh either in/ADJACENT to a Good Order leader and/or in a rally bonus terrain Location. Do not use if it could be interdicted (S10.3).

Leader Rout: Always rout a leader with a routing unit unless it could be interdicted (S10.4).

Voluntary Break: Consider breaking whenever it is in your best interest. This is often over looked by new players (S10.5).

Close Combat/Melee: When given a choice, consider all three options equally: Combining all units against a single defending unit; a single combined attack against all defenders; and a series of attacks matching each attacking unit against each defending unit {A3e}.

ASLRB 2nd Edition Errata

Rules Pages

A1.4: The green MMC illustration does not represent an actual unit.

A7.7: in line 17 add after "enemy" add "/Melee"
then in the next to last line on page A15 after "enemy" add "/Melee".

A19.132 4th line change "4-3-6" to "4-4-7".

A25.235 EX: In lines 21-22 [approximately] of the second paragraph, replace "but both pass the LLMC - the broken squad with a 7, the other with an 8." with "which then passes its LLMC with a 7." [This error also applies to the 1999 errata page of the 1st Edition; because the broken leader does not have is ML raised, the unbroken squad has equal morale and need not take LLMC.]

A25.3: The broken side of the American 6-6-6 squad should not have its Morale Level encased in a square and its BPV should be "11" not "17".

A25.45: replace "F.8" with "25.53".

B8.61 line 7 after "Fortified" add "but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox"

B9.321 first EX: The 4-6-7 should be marked with a WA counter.

C4.2: penultimate line replace "Gun" with "weapon". [All weapons ≤ 40mm suffer this modification to their Basic To Hit #.]

C6.8: Line 3: after the "WP" in the EXC, insert "; HD (D4.2)"

C13.1: line 7 replace "red" with "green". [The "L" footnote on the To Hit table is in green.]

D2.3: line 16: add "/hexside" after "hex". [If a vehicle is trying to VBM a second hexside of the same hex, and is prevented, then the MP are spent in that hex, not in the previous hex.]

D3.32: line 6: append the following at the end: "if not in Motion; or Case C4/quartered FP, if in Motion."

D3.32: Delete the sentence: "(See Example at the top of the next page.)"

German Vehicle Note 92: The illustration of the 2cm FlaK LKW and the 3.7cm Flak LKW both incorrectly show the vehicle as half-tracked; the Vehicle Listing and the counter itself both correctly show these vehicles using truck movement.

Russian Ordnance Listing page H28H: Multi-Applicable Ordnance Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4). The individual Notes themselves correctly show the appropriate Multi-Applicable Ordnance Note.

Charts and Tables

A11.11 Close Combat Table on blue/gray QRDC: DRM for Gurkha/Japanese vs Infantry should be "-1" not "-2". [This table on the pink divider correctly shows the DRM as "-1".]

Chapter B Terrain Chart 2. Shellholes: In the Notes section delete "unless BU". [This errata also applies to the 1st Edition.]

Chapter B divider B25.65 Wind Change chart line 4 of NOTE replace "Mild Breeze" with "No Wind".

C5 Firer DRM Table on blue Chapter C divider and blue/gray QRDC: In Case I replace "MA only" with "MA/SA only".

Shock/UK chart on the gray Chapter D divider: The rules reference C7.4 should be shown.

Shock/UK Table on the gray Chapter D divider: In the 3rd bullet under "Results" in line 1: replace "CCPh" with "RPh".

D4.22 Hull Down Maneuver chart on the gray Chapter D divider: add "-1 attempt at setup".

OBA Flowchart:

- First column of chart, yellow oval, at end after "next" add "RPh" and change color to orange.
- The heading of the 2nd column replace "SSR" with "SR".
- In Rocket OBA section, in the green oval at the bottom left replace "Access Lost, Remove AR" with "Resolve FFE:1, Replace with FFE:2".
- In Rocket OBA section, the white rectangle at the top right should say "Do you desire to Cancel FFE:2?"
- In Note e, line 2, replace "of" with "or".

Index: Under "Field Phone" replace "O6" with "OCG6".

B9.5 BOCAGE

by Ian Daglish

We hope this will be the first in a series of articles Ian writes for us relating the historical reality of some phase of ASL to the way things work in the game.—Eds.

ASL succeeds in covering all theatres of World War 2 with remarkably few basic terrain types. So why does the game require special rules for hedgerows found almost exclusively in a small part of northwestern France? Suffice it to say that the strategic importance of the area beyond the Normandy beaches is matched only by the ability of the fighting there to capture our imagination. The revised rules on walls and Wall Advantage in the ASLRB 2nd Edition remove many confusions and uncertainties surrounding the application of these rules, making bocage much easier to use. This article looks at the historical justification for special bocage rules in ASL, and attempts to help players to understand what is going on when their squads enter this unique terrain type!

Bocage and Military Strategy

The bocage country of Normandy is noted for its dense pattern of small fields and impenetrable hedgerows. The effect on military operations was felt immediately after the D-Day landings. The U.S. Army history of the European Theatre recalls that "The hedgerows...were to become the most important single preoccupation of American fighting men during the next two months in Normandy and would remain as their most vivid memory of the land." Moreover, "American soldiers called the whole area the hedgerow country, often simply 'this goddam country'."

The French word "bocage" is variously translated by dictionaries as "copse" or "shaded woodland." In Normandy, the term has its own very special meaning, covering both a particular form of hedgerow and also the general area of countryside characterized by that feature. The hedgerows themselves varied in height and thickness, but were typically composed of a substantial earth bank topped by dense foliage. The earth banks could be up to four feet high, the foliage extending a further six to twelve feet above.

The military impact of the bocage was not appreciated by the Overlord planners. It was believed that any defensive benefits conferred by the bocage could be negated by the ability of tracked vehicles to punch through. This was not to be. There was no tank in the Allied arsenal capable of penetrating the average bocage without specialized modification, and the necessary equipment to permit this was only devised some time after the landings. Meanwhile, the British 7th Armoured Division worked up its units for invasion in the flatlands of East Anglia, and American units prepared on the open plains of Exmoor and Dartmoor. As a senior staff officer admitted in a post war interview, "We simply did not expect to remain in the bocage long enough to justify studying it as a major tactical problem." General James Gavin later admitted that, although the hedgerows had been a topic of conversation before the landings, no one had really appreciated the difficulties they would present.

The problem when it came was manifold. Both Allied and Axis armies complained that the terrain favoured the other side. Otto Weidinger (of 4th S.S. Panzer Grenadier Regiment "Der Führer") recalled of Normandy, "The terrain was extremely complex. Dense hedgerows passed through the regiment's sector at intervals of approximately 100 meters. There was nowhere in the regiment's sector from where one had an overview of the terrain...the command was almost always in a state of uncertainty as to the real situation in the entire sector...tight control of the units engaged was impossible..." It seems clear in hindsight that the balance of advantage was weighted to the defenders.

Bocage and Movement

The term "hedgerow" is simply inadequate to describe established bocage. Dating from enclosures of prehistoric times, the original hedges are often found to have grown into substantial trees, their trunks and branches densely tangled, while the root systems intertwine throughout the earth banks.

In game terms, the increased MF to cross bocage should not be seen to represent the effort needed to "break through", for in most cases this would be impossible to any infantry except assault engineers. Instead, regard the +2 MF as representing the time take to find a practical gap or—most often—a gateway through which men funnel one at a time. For example, in the early hours of 6th June, Colonel Shanley's paratroops found the only gap in their bocage-bounded field had been blocked by a crashed glider. There was no possibility of penetrating the thorny foliage; the only way out of the field—under fire—was through the fuselage of the wrecked glider!

Bocage imposes a heavy constraint on the advancing player—at 3MF per hex entered, it is even slower to traverse than Dense Jungle. As for vehicles, only a fully-tracked vehicle can cross bocage and must pay half of its printed MP (plus COT) to do so while also risking a Bog Check (more on this later).

The fields enclosed by these natural ramparts are typically small, rarely the size of a football field, and highly irregular in layout, following no logical pattern. Typically, each small field has an opening for the passage of humans, cattle, and wagons. Fields not adjacent to roads are accessed by innumerable wagon trails winding among the hedgerows. It is quite common for two fields to be separated by a double row of bocage. Parallel hedgerows flank a narrow track worn down over the centuries to form a sunken lane some feet below the level of the adjacent fields, often completely covered by the interwoven branches of both hedgerows meeting overhead to block out the sun. Such sunken lanes permit movement unseen by aerial observers and "could have been made for ambush."

One way to represent such tracks would be with bocage hexsides on either side of a road,

Typical bocage fields in Normandy. (U.S. Army)

possibly even a Sunken Road (B4.), preventing vehicles from crossing the bocage hexsides. This could even be a Sunken Lane (B4.43) in which a single wreck can bottle up an entire advance. There are a number of accounts of Sherman tanks having to squeeze along bocage-lined lanes with one set of tracks riding high up on the bank. One such is recounted by a British armor leader in his Sherman on 3rd August: "I went very cautiously up a narrow sunken lane...one track was in a rut, the other halfway up the bank, so that the tank tilted to about forty-five degrees. The tank behind mine stuck blocking the path of all the others." If you take your ASL Sherman tank into this terrain, be aware of the risks you are running!

Close up of Bocage sunken road used as a defensive position. Note the high dirt banks for entrenching, foliage in which the defender could conceal, and the opening on the left foreground which was used to move through the hedgerow. (U.S. Army)

Bocage Tactics

Defense

Throughout the Normandy campaign, concealment and infiltration became the hallmark of the German defensive tactics. And the bocage environment conferred protection and concealment on an unprecedented scale. "Wherever a soldier stood, his view was blocked in all directions by walls of vegetation." The Allied forces had the great advantage over the Germans of possessing quantities of remarkably detailed and reasonably accurate 1:25,000 scale maps of the Normandy terrain, whereas the Germans had second rate maps and virtually no aerial photographs. Even so, maps were of limited usefulness at the forward edge of the battle area where the lines were relatively fluid and German infiltration sometimes made routine journeys to the front unexpectedly hazardous.

Even when equipped with detailed maps, it was common for troops to become completely disoriented and lost in the early stages of an advance. A record of one such "lost" unit is the case of the 115th Infantry on the 8th of June. Having lost contact with the Regiment's colonel, Division Commander Brigadier General Norman Cota set off in his jeep to the unit's last known location, only to find empty, hedgerow-lined pastures. Cota's aide Lieutenant Jack Shea recalled, "The 115th was nowhere to be seen, though the terrain was thoroughly searched with binoculars." Only when firing broke out nearby was the entire 2nd Battalion of the Regiment—comprising 800 men—discovered in a field less than 200 yards from where the General's jeep had stopped.

Dense bocage enabled every hedgerow line to be made into a fortress. Defenders deeply dug in to the substantial earth banks could become virtually invisible until they opened fire. Even then, the Germans' smokeless ammunition combined with their elaborate systems of foxholes and trenches would make the firer a difficult target. If by sheer weight of fire the defenders could be dislodged, they would often simply slip out of sight through pre-prepared tunnels, either to take up a new line at the next field boundary, or else to slip unseen around the flanks to reappear at a time of their choosing in the attacker's rear. Meanwhile, the would-be attacker was often limited to advancing through obvious breaks in the hedgerow barrier, and usually unable to make any deep impression with standard entrenching tools on the root-filled banks of his own hedgerow.

These realities underlie the special concealment rules that apply to bocage. In ASL terms, not only is concealment both harder to lose and easier to gain, it is even possible for moving units to retain concealment in LOS of the enemy so long as they remain behind bocage. And there is another tactic available to defenders behind bocage hexsides. A unit may Prep Fire through a bocage hexside and then in the DFPh claim in-hex TEM, voiding LOS from their previous target's return fire. Unfair? Possibly so, but perfectly historical. The only constraint is that the voluntary relinquishment of Wall Advantage must now be declared before the enemy declares his Defensive Fire (B9.322). And of course WA once relinquished may not so easily be regained.

Movement in ASL bocage terrain requires even more close attention than usual. The sequence in which units are moved can be critical. Before a unit enjoying Wall Advantage over Adjacent enemies can be moved out of its hex, it is vital to move another unit in, or you will find those enemies have claimed the cover your men were enjoying, leaving them out in the open!

Armor

Particularly problematic for the Allies was the role of tanks in the bocage. The principal tank employed by both Americans and British was the Sherman M4 series. The Sherman was a weapon of exploitation. Matched tank-for-tank against its German opponents, it was vastly inferior. Instead, it was intended that the Sherman use its superior mobility and numbers to take the offensive, exploiting gaps in the enemy line to harry his infantry, communications, and supply lines—"the proper use of armor" according to General George S. Patton. While bottled up in the bocage country, this role was unachievable. To advance along the limited roads available was to invite ambush and destruction, whether by German armor and anti-tank guns or by the new generation of German light anti-tank weapons, the Panzerfaust and Panzerschreck, which could potentially be lurking behind every tree and every bush.

Large tracts of the bocage proved at first to be simply impenetrable by the Sherman tank. And even when the hedgerow was thin enough and low enough for a tank to try to move off-road, the very best that could be hoped for was that the tank would climb high enough up the bank to enable its weight to come crashing down on the foliage. If the tank did not immobilize itself in the process, and if it survived the exposure of its thinly-armored underbelly to nearby defenders, it could then attempt to engage the concealed enemy from an exposed position. More often than not, the attempt failed.

One answer to the tanks' problem came with a brilliantly simple idea devised by Sergeant Curtis G. Culin of the 102nd Cavalry Reconnaissance Regiment: to fit teeth that would cut through the hedgerow. More specifically, to utilize the quantities of steel rods salvaged from the beach defenses as tusks welded to the prows of the tanks. Code named RHINO, the device enabled a tank to anchor its nose in the earth bank instead of shooting over the top, while its tracks applied the full tractive power of the vehicle to ripping up the undergrowth and bursting through the hedgerow, creating a breach through which

Continued on page 71

NOTES ON THE 2ND EDITION

WALLS & HEDGES: Then and Now

By Ian Daglish

One of the most welcome areas of clarification in the 2nd Edition is B9. WALLS & HEDGES. In particular, the interaction of Wall Advantage with BOCAGE (9.5) has long been an area of uncertainty for many players, especially before the '97 DEBRIEFING Q&A gave us some crucial rulings.

Most of the amendments we find in the 2nd Edition clarify rather than change. But the changes in B9 will change the way you play. Here we show how, and will reveal why I—for one—have moved the ½" footbridge/Wall Advantage counters into a more accessible place, and have borrowed extras for Deluxe ASL play.

So, what has changed?

9.1 We have lost two little words. "The thick terrain depiction…represents the wall/hedge and will affect any LOS through it, except for obvious breaks for roads in the depiction…" The words "for roads" have been removed, thus legitimising non-road gaps in wall/hedge hexsides.

9.21 The last line resolves a previously perplexing question. Now, if a firer would have a LOS to a non-entrenched unit behind a wall/hedge, he can also see any entrenchments in the Location (though still not the unit below the entrenchment). Some players I know disagree, challenging the logic; but I find this a most satisfactory resolution.

9.3 Here is an example of a useful clarification, to my mind very helpful: "A target unit claiming WA (9.32) never receives in-hex TEM." Yes, even if it has WA over a wall hexside on the opposite side of an in-hex obstacle from the firer. "As ridiculous as it may seem," were the words of the designer, Bob McNamara, when I asked eleven years ago.

9.3 Another knotty problem disappears. The old B9.521 ended with the ambiguous sentence: "In neither case is an adjacent enemy required to allow Wall Advantage." Now it is clear that units lacking WA may still claim wall/hedge TEM vs. enemy units so long as those enemies do not have WA. That is to say, if my squad is in woods, and your squad is adjacent with WA over the intervening wall hexside, my squad can still claim the wall TEM (instead of the woods) against fire by non-adjacent enemies when the LOF crosses that wall.

9.32 Here the new rules kick in with a vengeance. We get a clear list of units which may claim WA. Concise and clear. The first (long) sentence deserves very careful reading, as understanding it will be key to your mastery of walls and hedges. For example: a vehicle in woods or building cannot claim WA. Another example: any unit in a Location containing a non-hidden, non-prisoner enemy unit cannot claim WA.

"Aha!" you say, "But 'cannot claim' does not mean the same as 'must forfeit'." Oh yes it does, as we shall see in 9.322, which helpfully clarifies this point with the clear statement: "WA must be forfeited immediately if a unit no longer fulfils 9.32…"

Think about it. Your SS squad is sitting behind a wall, happy under its Wall Advantage counter that means my three ADJACENT British squads are going to get no TEM in the upcoming DFPh. Then, a puny little Carrier leaps over the wall. Whether or not it is snuffed out the instant it enters the hex, your troops have already forfeited their WA, and my three squads have already stolen it. They now get +2 against any fire from your SS squad in the DFPh (assuming of course that the Carrier is no longer in the hex—or in existence at all!).

Admittedly, none of these rules is new. All were in the 1st Edition or its Q&A. But they were not clear. Going from the general to the specific, the second paragraph of 9.32 explicitly addresses a much-discussed problem: a unit in a building Location but with WA does suffer backblast penalties.

9.322 We know we are in new territory when we come across the statement: "A unit claiming WA must always be marked with a Wall Advantage counter." Not got the picture yet? OK, try this: "Placing a Wall Advantage counter and claiming WA are synonymous…" Still not clear? Considered switching to checkers? It later turns out that there are some exceptions. Units with no in-hex TEM but no adjacent enemy do not need to be marked. Even so, you are going to be using a lot more of those little half-inch WA counters.

This businesslike paragraph next jumps straight into a clear listing of the precise times when you may claim or forfeit WA. For example, a unit may not now decide to claim WA in the opponent's MPh (except at the moment that an enemy unit voluntarily loses or forfeits WA over a shared hexside). Also, it is stated clearly that "Pinned, TI, or Immobile units cannot voluntarily claim or forfeit WA." Otherwise, you can generally drop WA at will.

"Alles klar?" Are you sure it's all clear? Stop a moment. We have just had final confirmation that you can decide, during your opponent's fire phase, to change your orientation. That is to say, your unit can opt to renounce WA and claim in-hex TEM. This will become very important when we enter the bocage.

And to finish, another potentially controversial point has been made clear. "Claiming/forfeiting WA can never be done between an enemy action being declared and that action being completed." No more will we hear:

"OK, I'm firing on your squad. If he has WA I can see around the wall so he's in the open, so no TEM." "Nope, he's in the building." "Well, in that case I'm not firing…"

Not the way things were supposed to work before, but nonetheless all too often the case due to confusion. Now the presence or absence of a Wall Advantage counter makes a unit's status visible to all, and once fire is declared, it is too late to change that status until after the fire is resolved.

The next few sections clarify further areas of potential uncertainty.

9.323 MANDATORY WA defines the in-hex Modifiers that do (and do not) permit a unit to reject WA.

9.324 CONCEALMENT explains precisely how, and when concealed units including dummy stacks may claim and retain WA.

9.36 VEHICLES. A big change happened for unarmored vehicles. Now they get the +2 TEM for wall/bocage vs non-ordnance attacks, just like any unarmored unit. A big improvement over the old rules. Armored vehicles still do not get the +2 TEM for wall/bocage but instead are Hull Down (D4.2). The new rules clarify that an AFV cannot receive both in-hex TEM and Hull Down protection but must choose which protection it desires. As noted before, a vehicle in woods or building terrain cannot claim WA (9.32), but (just like unarmored units) it can receive protection from a wall vs non-adjacent firers even when it does not have WA.

9.5 BOCAGE. Very little has changed, apart from the second sentence of 9.5 which moves bocage from the jurisdiction of hedges to that of walls. And in 9.451 BREACH, movement/Manhandling across the Breach hexside is now treated as if it were Open Ground for all purposes.

Otherwise, no real change here. The changes were in the Wall Advantage rules and how they interact with bocage. You still treat bocage like a single story house for LOS from a higher level. Bocage hexsides still block all same-level LOS. You can still retain Concealment (even while moving), and even grow Concealment with no more that a bocage hexside between you and your enemy. Not new, just much more clearly expressed. And here's the punchline, as promised above. My squad that has Prep Fired through a bocage hexside can still decide in DFPh to simply forfeit WA, claim in-hex TEM, and thereby deny all LOS to itself through the hexside. (Except for any adjacent units that have themselves "stolen" WA). Nifty. And perfectly historical.

One final word on bocage: "Bocage is depicted by wall/hedge hexsides as specified by SSR." So says 9.51 (unchanged from the 1st Edition). Here I make my plea to scenario designers. There are stone walls in Normandy; bloody great big ones! Let's see more scenarios in which only the hedges become bocage.

The RHINO in use.

Sergeant Culin's device used salvaged steel from the German beach defenses which were welded to the hull of the tank. The tank then drove the spikes into the hedgerow and anchored the tank allowing it to drive *through*, instead of over, the hedgerow and thus create a breach in the embankment. (U.S. Army)

Continued from page 69

others could follow. This of course is fully covered in B9.541 BREACH. Note that such tanks must still risk a Bog DR, as "RHINO" was by no means infallible. Many Culin-equipped American Shermans were additionally fitted with steel frames on the engine covers to carry satchel charges for bocage-busting Engineer demolition teams who would accompany the tank.

A case can be made that armor moves too easily through bocage in ASL since a Sherman lacking Culin equipment normally bogs only after rolling an 11 or 12 on its Bog Check—a mere 1 in 12 chance. When even a light British Carrier can negotiate a bocage hexside, we may well ask what is supposed to be happening. Once again, we should imagine our Sherman commander taking the time (half a MPh!) to locate the best point to attempt the crossing, or a gap or gateway through which to squeeze. Even so, he faces that 1 in 12 chance of getting it wrong. Added to which is the risk of any enemies on the other side being presented with the chance of an Underbelly Hit, and in the case of German vehicles the certainty that any Schuertzen will be stripped away. Pegasus Bridge represents "light" bocage by combining regular hedge rules with a Bog Check for all crossing vehicles. Scenario designers can represent "heavy" bocage (given reports of numerous bogged AFVs) by adding a DRM to the required Bog Check.

Artillery Observation

The Allied advantage in artillery was to develop in the course of the campaign in northwest Europe as experience grew and the advantage of vastly greater ammunition supplies was felt. But in the bocage, artillery was limited by lack of visibility. A British observer's experience was typical: "We were lined up behind the usual earth embankment with a hedge sprouting from the top, frustrated at not being able to see anything beyond the end of the field, twenty-five yards away." The U.S. Army history confirms that "Observation for artillery and mortar fire was generally limited to a single field, particularly in the relatively flat ground of the beachhead areas." The problem was compounded by the rain and overcast skies which made air observation difficult throughout the month of June, and by artillery observers' reluctance to take to the trees using scaling ladders for fear that trigger happy Americans would mistake them for the ever present German snipers.

The best representation of bocage LOS has been found on the Deluxe Hedgerow Hell boards: e, f, g, & h. This is appropriate, as ASL bocage combat tends to be very small scale, very intense, and requires a lot of counters on the board. (The ASLRB 2nd Edition makes an art form out of management of "WA" counters!) In DASL12 "Repulsed", the mixture of bocage and in-season orchard leaves the German defender hard pressed to find LOS for his MGs and mortar spotter. In DASL18 "King of the Hill", many a player has echoed the words of soldiers in Normandy: "What hill?", since a bocage hexside on the lower side of a crest hex blocks all LOS. In this, the game is realistic.

In reality, terrain features that looked impressive to the military planners often proved in fact to offer no useful LOS whatsoever. Even the top brass were denied a clear view of the battlefield. Eisenhower himself was led to a forward observation tower on a hill, a hundred feet above the surrounding hedgerows, only to find the field of vision severely limited. So he took a trip over the battlefield in a fighter aircraft, and even then found that there was little to see that could be classed as helpful. Perhaps this may be of some small comfort to the player faced with the difficult task of finding a field of vision for his radio-toting SMC or Offboard Observer in bocage country.

One of the difficulties previously encountered with ASL bocage has been with understanding the Blind Hexes caused by bocage hexsides (B9.52, effectively unchanged in ASLRB 2nd Edition). Let us look at this. The designers of ASL were faced with a unique problem. In many ways, bocage terrain could be likened to woods. Had bocage been a type of hex, it would of course have cast Blind Hexes just as woods or buildings. But it was felt more appropriate to represent bocage as a hexside type, albeit a full one level feature. Fire can be directed at the units sheltering behind the lower parts of the hedgerow, while the upper foliage obstructs LOS. Viewers looking down through the bocage can see the defenders at its base (assuming the target has wall advantage), and can see over the top of the foliage to more distant ground, but their LOS to an area immediately behind the hedgerow is likely to be blocked by the foliage (the extent of the block depending on how much height advantage the observers enjoy). In game terms, the "Single-Story House" analogy of B9.52 is actually extremely helpful, even though it may have confused some who wondered just what was being represented!

Beating the Bocage

Throughout June, 1944, the Infantry School at Fort Benning, Georgia, was studying the terrain that was imposing such a constraint on the development of the Normandy bridgehead. Applying basic principles of fire and movement, tactics were developed for

New Wall Advantage Rules

A Quick and Dirty Summary

by Bruce Probst

You can only claim WA in the following circumstances:

- During setup.
- The end of any RPh (ATTACKER first).
- During a friendly unit's MPh/APh (and can be done prior to expending any MF/MP).
- When losing HIP status.
- When all adjacent enemy units lose or forfeit WA.

A unit in a Location with no in-hex TEM of at least +1 must claim WA as soon as possible, assuming it is otherwise eligible to do so. (Hindrances/Emplacements/Gunshields/HA/friendly-AFVs-with-WA do *not* count as "in-hex TEM" for this purpose.) Otherwise, claiming WA is optional.

A unit in a Location which does have in-hex TEM must be marked with a Wall Advantage Counter to claim WA.

You can forfeit WA at any time, and you must forfeit if you don't meet the basic requirements for eligibility (which at a minimum, is being armed and unbroken).

Pinned/TI/Immobilised units cannot voluntarily claim or forfeit WA.

That's pretty much it. Aside from the changes noted above, the specifics are pretty much the same as 1st Edition, just a lot easier to find!

advancing through bocage. In essence, a fire-base was to pin the enemy while maneuver elements worked along covered approaches to flanking positions from which the enemy could be dislodged. These tactics were refined in the field, working most successfully when applied in combination with the armor that had previously been neutralized by the terrain.

Treating the typical bocage-enclosed field as a box, the fire base on the line of departure (ideally a tank platoon) would liberally spray the opposite hedgerow and the parallel sides with fire until the enemy's return fire was subdued. Infantry would then advance up the inner sides of the box, covered by the tanks, and flush out any remaining enemies at close range. As the infantry set up a new fire base along the far side of the box, one section of the tank platoon would cross the hedgerow without fear of enemy interference and advance to the new position while the second section remained behind to guard against any reappearance of the enemy on the flanks.

Where the defenders proved particularly stubborn, artillery fire would be brought in; white phosphorous rounds from 4.2 inch chemical mortars proved most effective. The approach was slow, but it was more certain and much less costly than earlier, failed attempts to blitz through the bocage.

All of these tactics are open to the ASL player. The benefits enjoyed by the player defending behind bocage have already been listed. As in reality, the attacker must focus on seizing his opponent's valuable Wall Advantage. If direct fire is not enough (or not fast enough!), and if those heavy mortars are not available, it may be necessary to get in close. Remember, whatever strength the defender may have in a hex, once a HS or even a SMC Advances into the enemy's hex all his WA will be stolen by any and all Adjacent attacking units. Similarly, if any fully-tracked AFV can crash over the bocage in the MPh, so long as it survives immobilization and Underbelly Hits, it too will allow WA to be stolen—even if it is immobilized or destroyed in the hex. Note that WA loss in these cases is not dependent on loss of Good Order or being locked in melee. All that is needed is the presence of a "non-hidden, non-prisoner enemy [EXC: "broken" vehicle (A12.1)] unit" and WA will be lost.

One final point on tactics. Although WA is NA for units beneath an entrenchment counter (B9.21), Infantry in Crest status may obtain Wall Advantage. Although enjoying some of the benefits of entrenchment, Infantry in Crest status are not "beneath an entrenchment counter" and so may be eligible to claim WA.

Conclusion

Back to 1944. The official history records, "One of the prime difficulties faced by the Americans in this (hedgerow) terrain was in coordinating tanks and infantry." Until the introduction of the Culin device, of external telephone devices on the tanks, and most importantly of effective tank-infantry tactics, tanks were to remain disadvantaged by the bocage.

Tank-infantry coordination in World War 2 and in ASL is a topic warranting its own special study. As regards bocage, let ASL players be truly thankful when they play a June or July 1944 scenario that the rules are now so clear. For those fighting in the hedgerows of the Normandy bridgehead, the rules on beating the bocage were only just being written.

COMPREHENSIVE DELUXE WA EXAMPLE

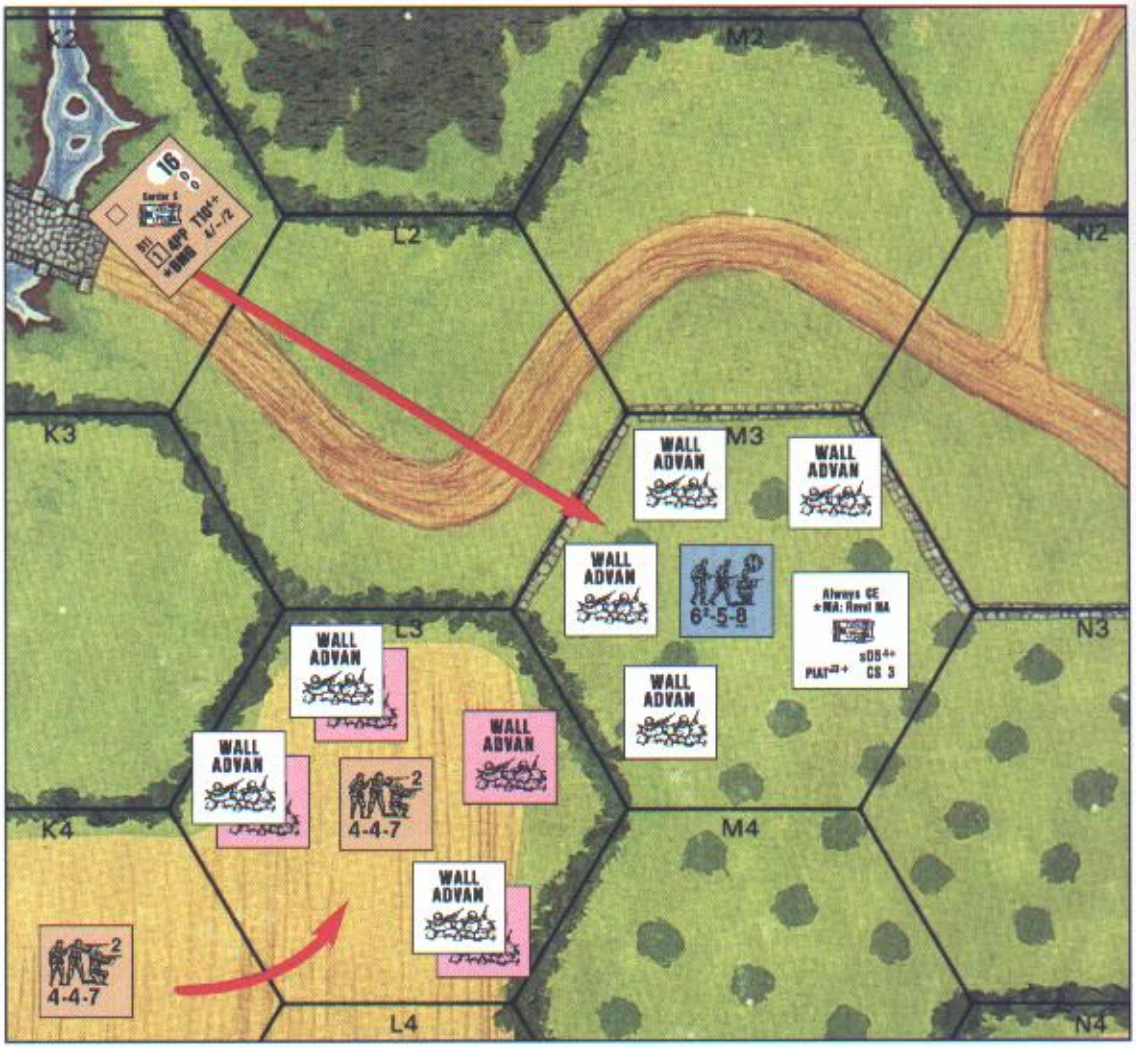
For purposes of this example, white WA markers represent the situation after the British Infantry moves, and light pink markers represent the situation at the end of the MPh.

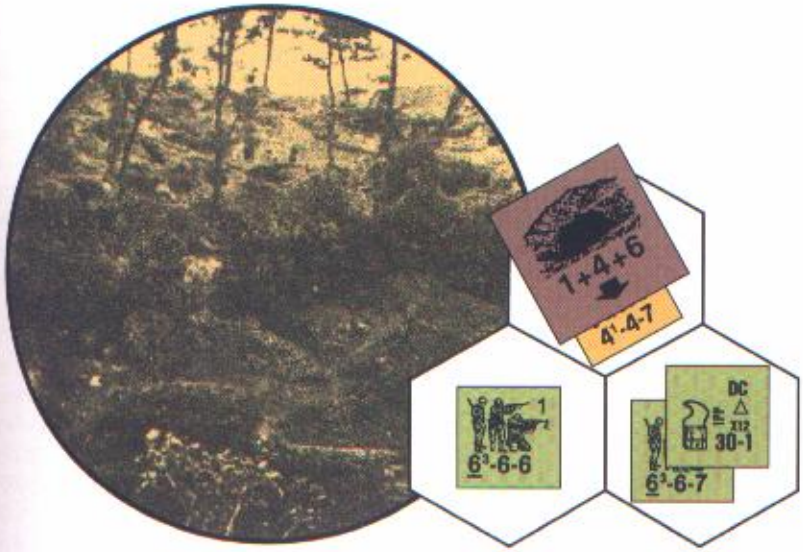
A German 6-5-8 squad in gM3 has WA over all 4 wall and hedge hexsides.

A British 4-4-7 squad enters gL3. The German squad retains WA over L3/M3; the British squad claims WA over L3/M4, L3/L2, and L3/K3. (If the hedges were bocage, the British squad would not have LOS to gM2, gN2, or gN3, nor to any unit entrenched in gM3, although it could see such an entrenchment.)

A British Carrier moves into gL2 and then into gM3. The German squad KIAs the vehicle and its crew with CC Reaction Fire, but the German squad lost all WA as soon as its Location was occupied by an armed enemy unit (B9.32). The British 4-4-7 takes the opportunity to claim WA over L3/M3 as soon as all enemy units have lost WA (B9.322).

The German squad cannot regain WA over M3/L2, M3/M2, M3/N2 until the following RPh (and then only assuming that WA is not contested by other units), but the German squad could regain WA over L3/M3 if it would break the British 447 in Final Fire—whereupon the broken British squad would lose WA per B9.32 and the German squad could steal it per B9.322.





AMERICAN TRAGEDY

The Story Behind The Scenario

by
Dan Dolan, Matt Noah, and Jeff Coyle

Dan designed the widely acclaimed Kakazu Ridge mini-module in Journal #2. Jeff is a past national champion in the ASL event at the World Boardgaming Championships, and Matt is a valued playtester, one of our "go to" guys when things get sticky. You may remember Jeff and Matt from their scenario replay in the 1997 Annual. Dan starts things out, then Jeff discusses how the scenario progressed, then Matt talks tactics.—Eds.

American Tragedy (hereafter AT) is perhaps one of the most "tweaked" scenarios I've done, thanks to MMP's playtest. It went from my initial design—where I wanted to show the action along the entire ridge—to the current version which depicts the action around Kakazu West and the western portion of Kakazu Ridge (KR) itself.

AT was originally submitted along with the bulk of the KR material, but (partially due to its size) was not ready along with everything else for inclusion in Journal #2. It was held out pending further testing. The fact that something actually happened with it is a testament to the work and effort of two playtesters—Matt Noah and Jeff Coyle—who took this scenario under their wing and nursed it to its current form through no less than 9 major revisions. It is a different scenario entirely from my original one, and it is a much better one for their work. This scenario is not the work of one designer but instead is the collaboration of some very good ASLers who put a lot of time and effort into making AT a very interesting, workable scenario.

I got to play Matt in AT at Winter Offensive 2001. After 14.5 hours of back and forth action I had one of the most enjoyable experiences of my ASL life. There were many times when I thought that I had lost and a couple of times when I thought I had it wrapped up. Things kept changing so much that somewhere in the 10th hour I decided to just go with it and see what happened. The game came down to the last CC roll. You really can't ask for much more than that in any scenario but when it happens in one that you have invested over half a day in, that is something special.

I am not going to give any hard and fast ideas on strategy for AT but instead will try to give those who might not be familiar with playing a scenario of this size some tips on things that can make it a bit easier to play.

The first thing is for the Japanese player to devise a plan and set up his forces. To do this he must envision two levels of terrain. There is the beautiful Kakazu Ridge map that Don Petros painted and then there is the underground portion of the map that has never seen the light of day. I am going to show you how to draw the underground part of Kakazu Ridge to help you in your play of AT.

First tape together two pieces of paper and draw the rough outline of the cave complexes that are in play (see Figure #1). Make sure you draw the complexes big enough for you to place any units that will be in them on the paper. You can also put any information that you might find helpful during play on these sheets. I find it helpful to draw the caves and the hex numbers in their approximate positions in the complexes. This allows me to see at a glance what I have in a particular area when the American is moving around on the actual game map. This can be kept on a chair next to you and it facilitates complex to surface movement, which can get cumbersome otherwise. It also is a great help in keeping track of complex-to-complex movement. This is something that the Japanese player should be doing quite a bit in AT.

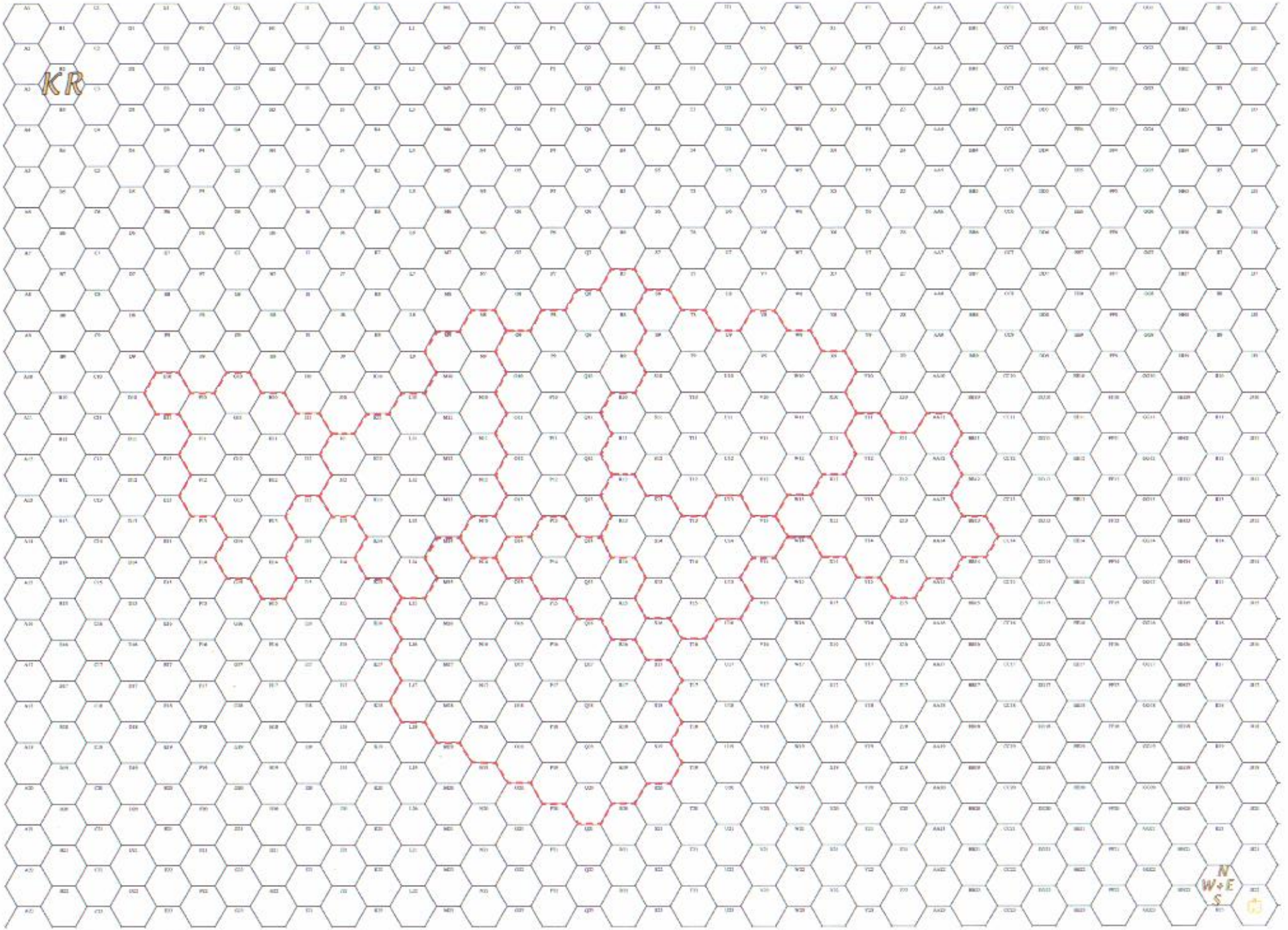
This easy-to-do play aid is something that I have worked out over the years and found to be the most effective way of accurately keeping track of the subterranean forces in a scenario. You can make the drawing as detailed as you need; I have even tried making color photocopies of the map and drawing on them. I settled on plain white paper which allows me during play to write on it anything I need to remember about the forces underground.

Another play aid is the Victory Hex Chart. In any scenario where one side has to capture a large number of hexes that are going to be fought back and forth over it is sometimes difficult to keep track of who was the last to move through a hex. This simple chart allows players to keep track of the hexes that are meaningful to the VC in an easy-to-read way. This idea came from Matt and Jeff. Matt and I used it in our game and it worked quite well. It also has the advantage of reducing counter clutter. No more hex controlled counters all over the hexes you need to draw LOS over. It is a simple and efficient way of keeping track of how the US player is doing in his Victory Point hunt.

American Tragedy is a large, complex scenario and as such will not be for every ASLer. If you do take the plunge, however, and give it a try, I think you will find that it is perhaps the best scenario to date showing the tactics that both sides used in the Pacific War regarding caves and ways of attacking them. It also is an excellent depiction of something the Americans came up against numerous times during the war: a reverse slope defense. The Japanese must strive to set up killing zones on the southern face of Kakazu Ridge and hammer any Americans that show their heads over the crest of the hill. Long range fire coupled with sharp local counterattacks will be the staple of the Japanese strategy. The American must strive to use his overwhelming forces to close the caves and secure the hilltop. This struggle is as intense a game of cat and mouse as I have ever seen in the ASL system.

A good Japanese setup will quickly destroy an inefficient American attack. The American player must be familiar with the ways of neutralizing caves (reading JR Tracy's article in *JOURNAL #2* is a good way to start) and he must carry the pace of the game. If he falters then the Japanese will chew him up piecemeal as he flounders around trying to stop the flow of forces from the underground complexes. I think the American side is a bit tougher to play

Figure 1.



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because there are so many times during the scenario when a large portion of his forces are either broken or out of position to do anything to the Japanese, and he can easily get discouraged. He must continue to seal caves and keep track of how many are left in each complex. He will find that as he seals the caves the Japanese options begin to shrink and he becomes more able to do the things he needs to. It is a matter of passing several personal morale checks along the way.

I would like to thank Matt and Jeff for their hard work and MMP for their commitment to publishing more Kakazu Ridge scenarios. I have always felt that the Kakazu Ridge map is the best HASL map in the system to date. There was fighting in the area depicted for a period of over two weeks. The scenarios published so far just scratch the surface of the fighting that took place near this unobtrusive little hill. I look forward to designing several more for this great map.

I realize that there aren't many who are eager to jump into a scenario where one side has 20 squads all HIP underground but those who do will realize the ultimate that ASL can provide. ASL covers many aspects of WW2 but in my opinion it covers none better than the PTO. My thanks to everyone who helped on this scenario and the KR mini-module.

Dan Dolan

Matt had played the original version of American Tragedy with Brian Youse at one of MMP's playtestathon weekends. You could hear Brian's whining from D.C. to Baltimore as his Americans got savaged. It was clear to Brian and Matt that AT was not yet ready for inclusion in *JOURNAL #2*. Matt dragged me into the effort to refine the scenario for a later Journal. Little did we realize that we would spend over a year on the project.

American Tragedy was intended to be the magnum opus of the Kakazu Ridge scenarios, where all of the historical map could be used, and with over 30 squad equivalents per side. The American force was split into two groups: a smaller group on the Kakazu West ridge (near H11) and the main force north of the main ridge line. The American objective was to capture 10 or more building or rubble hexes south of the ridge. To oppose them, the Japanese player was given a large number of squads, machine guns, ordnance and two modules of OBA. The Japanese troops could easily move and hide in nine cave complexes and 5 pillboxes with tunnels.

To give the Americans a better chance, Matt and I first reduced the Japanese OB. It helped somewhat, but the Japanese troops turned out to be too hard to dig out, especially with the Japanese OBA pounding the American infantry with little protective terrain.

After that playtest, Matt and I thought it might be helpful to restrict the Japanese setup, preventing them from setting up pillboxes on the plateaus northeast of the ridge. These pillboxes had hammered the Americans on the flanks as they tried to advance to the Kakazu village hexes in the south. We decided to research the history of the battle to see if limiting the playing area was historically accurate.

We were surprised to find out that the entire battle on the morning of April 11th centered around the western part of Kakazu Ridge, Kakazu West and the 'saddle' between the two ridges. No fighting had occurred that morning on the East side of the ridge near the highway. For both balance and historical accuracy purposes, we felt a major rewrite of the scenario was required.

To reflect how the attack was executed that day, we limited the map rows in play to Q and west. The forces on both sides were reduced to reflect the smaller attack frontage. We also felt that it was unreasonable to expect the American player to reach Kakazu village in one scenario. The victory conditions were changed to concentrate on controlling hexes on Kakazu Ridge and Kakazu West. If the American can control both sides of these ridges, they keep the Japanese from observing and interdicting their forces to the north of the ridge and give themselves a good jumping off point for subsequent attacks on the village.

In subsequent playtestings, Matt and I felt that the overall scenario concept was sound, but still required quite a bit of tweaking. One issue we addressed was the need to recreate the Japanese counterattack. To encourage the Japanese to come out of their caves, we allowed the Japanese to reduce the American VP total by controlling one or more Kakazu West hexes at the end of Game Turns four through six.

Another issue was how to simulate the situation where Colonel Stare (10-2) was able to get the stalled Kakazu West attack started again. We originally had Stare set up with the 383rd regiment, and forced him to move to the Kakazu West group before the No Move counters could be removed. This worked reasonably well in our playtests, but we never had to face the situation where Stare was killed before he reached Kakazu West. Rather than clutter up the scenario with additional SSR conditions, we decided to use Perry's suggestion to have Stare start on Kakazu West and automatically remove the No Move counter on Turn 3.

The biggest issue faced was how to recreate the Japanese artillery south of the Kakazu village. In the first revision, we gave the Japanese one module of 80mm+ OBA with an offboard observer, potentially deadly given the lack of protective terrain for American. As most ASL players know, OBA in ASL scenarios can be devastating or worthless, depending on the luck of the card draws. Historically, it was too important a factor to ignore, but we found that the scenario balance was too heavily impacted by how much and how well the Japanese was able to use the OBA. If the Japanese player keeps his OBA available until the end of the game, it could clear the Americans off of Kakazu West and deny them the nine critical VP. For one of our later playtestings, Dan suggested that we replace the OBA with two offboard 81 mm mortars and a spigot mortar. Matt and I really liked this idea, because it gave the Japanese powerful, ranged weapons, but prevented them from laying a ""cone of death" over Kakazu West at the end.

After all the issues were worked out, Matt and I tried one more playtest of the scenario. The results were gratifying, as the American was able to win the scenario by gaining 19 VPs. Matt and I are both very satisfied with the final result. American Tragedy is a challenging scenario, and despite all the times we have played it, it has never felt stale or predictable.

Jeff Coyle

American Tragedy is one of the most complex and challenging scenarios we've ever played. The OB alone is likely to freak out a newbie, and scare off many not-so-newbies. But to the true PTO freak, it's all here: a well led Japanese force is hidden among many caves, pillboxes, tunnels, debris, and rubble. They have 3 heavy and 2 medium machine guns, a 47mm anti-tank gun, a 70mm field piece, and are supported by a spigot mortar and offboard 81mm mortars. They must survive the onslaught of a large American force whose vanguard are fanatic engineer squads with flamethrowers and demo charges. As usual for a 1945 scenario, the Americans boast many machine guns and good leadership. Both sides setup adjacent to each other, and the Americans don't have far to go, but they have a lot to do. The action will start right away and both sides will take tremendous casualties. The goal? To control real estate at the end of a soldier's version of "king of the hill." Think of it as a Starship Troopers bughunt, set in 1945.

What follows is not a detailed description of how to setup and play American Tragedy. Rather, it is a list of items each side should consider when tackling this scenario. There are many pitfalls that will quickly doom the unwary, and we offer this so you can enjoy American Tragedy on your first playing.

General Notes

a) Firepower and ROF weapons. Both sides have them in abundance. Each player is ensured of suffering at least one horrendous turn when all he seems to do is remove units from the board. Don't despair, however; after your opponent gets a ROF spree, one will be coming your way soon.

b) Scenario variables. There are many things in the scenario that can radically affect play, and sometimes even balance. There is the cave and pillbox setup, Japanese HIP, possible rain, a randomly timed counterattack, high Japanese SAN, DC placement and attack results against caves, FT effectiveness, WP from Bazookas; not to mention the spigot mortar and offboard mortars. Suffice it to say that the replay value is high.

c) Count the hexes and do the math, especially on Turn 7. Make sure you know what you do control and do not control, and figure out a plan to keep enough hexes to win. It is typical for the American player to hold every possible hill hex at the end of his Turn 7. How many he has left at game end is quite a different matter, and is completely dependent on how both sides perform during the game.

American Notes

The American player has to balance several conflicting goals. He needs to initially find the Kakazu Ridge caves, and then seal up as many of the northward facing ones as possible. He also has to take and hold enough of the rest of Kakazu Ridge, fight a see-saw battle for the Kakazu West hilltop, and oh yeah, stay concealed and try to hide from the mortars and reverse slope Guns.

Patience is the key for the American player. The caves don't have to be sealed until the start of Japanese Player Turn 7. The Americans have many DC, but not enough to waste them. Take a close look at G11.833 and the 30 FP column on the IFT. You need a 5 or less to seal a cave occupied by an unconcealed Good Order MMC. The odds are much better (DR of 9 or less) when the cave is empty or "held" by a broken half-squad. That's where time and your firepower come into play. After four or five turns, the Japanese player will be forced to leave caves empty or be held by half squads. Then all it takes is one more shot by your flamethrower or point-blank 24 or 30 FP shot to get that last break. Then a demo-toting 3-3-7 waltzes up and seals the cave. The precise choreography of this ballet will depend on the Japanese setup and the longevity of the flamethrowers, but a careful assault on the northern caves of Kakazu Ridge should keep you immune from too many nasty surprises at game end.

Japanese Notes

The Japanese player gets to fight two different battles in one scenario. On Kakazu Ridge, he must hunker down in his hidden caves (carefully read rule Z.KR 3) and keep manning them with MMC, preferably with full strength squads. Zap your foe when you can, (unconcealed FT units are especially juicy targets), but stay in your holes and wait for Japanese Turn 7. Depending on how many caves are still hidden or unsealed, you may be able to gain many VP

Continued on page 5

FIRST DO NO HARM

Designer's Notes on the 2nd Edition

by Perry Cocke

Primum Non Nocere.

First do no harm. This basic premise of medicine was a guiding light in our efforts to produce the ASL Rule Book 2nd Edition. ASL essentially works well and the last thing we wanted to do was change that, or cause players to have to relearn areas of the rules that already work. Our primary goal was to incorporate all the existing errata and those Q&A that we felt were not already clear in the text of the rules.

The one area we knew we wanted major changes in was Walls and Hedges, specifically concerning Wall Advantage, and how those rules interacted with bocage. Those rules had been the first to be erraticized in the 1987 Errata pages, but that errata left a lot to be desired with regard to clarity and consistency. (Perhaps not coincidentally, those were the first rules I had any input on as a playtester.) It wasn't until the Q&A/Errata in the 1997 Annual were published that one, if careful, could play the rules the way they were meant to be played armed only with the text itself. Even then, there were inconsistencies, issues of playability, and areas of dispute. Still, Wall Advantage was in better shape than the Human Wave rules and Building Control rules; consequently those latter areas received top priority when MMP was able to issue its first set of errata pages in *Doomed Battalions*.

Even while we were debating this internally, I had been in contact about such issues with Ole Boe, the author of "Stop and Go Traffic" in the *1996 Annual*. Ole, along with Patrik Manlig and Fritz Tichy, had already begun working on a rewrite of the Human Wave rules. I told him we were definitely interested in issuing errata pages for that section and asked him to make a submission. The upshot was that, after only a few changes and edits, the draft they submitted for those sections ultimately became our errata pages. I wish those rules could have been a little simpler. There were plenty of people, inside MMP and out, who thought the new rules were too complicated, but I can assure our readers that we did everything we could to think of a simpler set of rules that worked as well. We couldn't do it without sacrificing too much. That being said, the new Human Wave rules have been a resounding success. Many, many people have said how much they like them and almost no one has complained.

Which is a good track record to build on when you are looking to re-write another rules section. Even before Ole officially submitted the Human Wave rules we were already talking about which rules to tackle next, and Wall Advantage led the pack. Patrik Manlig already had some extensive analysis on his website on how to understand the WA rules as written. I asked Ole again to lead his team into the rewriting fray so that we would have errata pages for our next core module, *Armies of Oblivion (AoO)*.

A lot happened right after the publication of *Doomed Battalions (DB)* and its errata pages. Monarch-Avalon sold The Avalon Game Company to Hasbro, Inc. We discovered a zillion little errors in *DB* mostly caused by Monarch pushing it out of the door too fast. Additionally, we found that only 3,000 games had been printed. Through the dedicated personal effort of Curt Schilling, we were able to reach an agreement with Hasbro, Inc. to continue production of ASL (as well as a number of other titles). Our first big effort had to be a 2nd Edition for *Doomed Battalions*. No problem. Historical modules *Blood Reef: Tarawa (BRT)* and *A Bridge too Far (ABtF)* were underway and would soon be satisfying customers. We quickly learned, however, that almost all of the original *ASL* rulebooks had already been sold. In addition, some of the modules didn't have many copies left, *Beyond Valor* especially. We knew we couldn't go forward without a solid base to build on, so "2nd Edition" soon became the by-word at MMP. Without a rulebook and *Beyond Valor* in stock, entry into the hobby was prohibitively difficult for all but the most fortunate or most dedicated.

So how to do it? We briefly considered copying the old rulebook, putting the Q&A in the back of the appropriate chapter, and footnoting each rule with Q&A. *Very* briefly considered, that is. That was not the rulebook we wanted. We also briefly considered totally rewriting the rulebook with extensive revisions to multiple sections, but none of us thought that was necessary. Moreover, although we were confident that we

could come up with a version that would please many players, we were less sure that we could please the vast majority of players that way. And that was our true audience—the vast majority of players. Another concern was the additional time such an effort would take. It would significantly lengthen the time our task would take. And time was of the essence. We actually considered photocopying the old rulebook in black and white and distributing it at cost while we continued to develop the 2nd Edition. We decided it did not make sense to force on people an ersatz version that might only discourage them from playing this great game. ASL is tough enough to play as it is.

So we had a starting point. We would incorporate all the Q&A/Errata, but just the official Q&A (mostly). We had already been through the unofficial Q&A to evaluate what should be made official, but we would do so again just to make sure. Completely rewrite the Wall rules, but no other major rewrites. And no changes just for the sake of change. If a rule worked and was readily understood, leave it alone. If it worked but was subject to misinterpretation, reword the rule, don't reinvent it. And time was of the essence.

Oh, by the way, add all that stuff from Chapters F & G with color bars, the "oh-point" rules at the start of Chapter O. And Chapter K; we gotta have Chapter K. And Chapter E! How cool would *that* be? And the rout example from the Journal. Plus *all* the charts so far. Add some new ones also. And all in a hurry! Whew! Not to mention all the "hexes" that needed to be changed into "Locations". And time was of the essence.

A lot to do, but manageable. And then everyone opens up about their pet peeve. This rule is unrealistic, or unrepresentative, or just plain stupid. Mike McGrath argued long and hard about how allowing players to make repair attempts *after* the Rally Phase would be a major improvement to the "fog of war". Mike may go off half-cocked about *some* things, but I know he had given this a lot of thought. I don't now if I convinced him that our "If it ain't broke, don't fix it" philosophy was best, but he seemed willing to respect it. We at MMP were not immune to peeves either. Anyone who has played with Brian has probably heard him declare "That has got to be the *stupidest* rule in the system. Who would ever do that?" I was able to keep a lid on most of that. Some things were changed—but more on that later.

The Process

The starting point for all this was the HTML version of the 1st Edition that Alain Chabot had completed for us, including all the errata. While Curt proceeded to lay this out in QuarkXPress, Alain provided me suggestions on each of the official Q&A. Having received the initial draft of the type-set rules from Curt, I then used the Q&A and Alain's suggestions as the basis for rewriting specific rules, marking up my draft rules with the changes and writing out the directions for each change (e.g., "C1.63 at end add '[EXC: Pre-Registered Fire; 1.73]'"). I then passed on my draft rewrites to our team of Rewrite Assistants for their review and comment. (This is where Scott Jackson stepped up to become my chief sounding board.) I would then address their concerns, do a final version, and send it to Curt. He would incorporate the new text in context and send it back to confirm that he had correctly divined my intent.

This was a highly dynamic process. As Alain was sending me comments on Chapter D Q&A, I was rewriting Chapter C, and giving Curt finals on Chapter A. Not that the process was quite that organized. Issues affecting a chapter could come up at any time in the process, and we addressed them as they did. Curt would find errors in what I sent him, and then I would find errors in how Curt had translated my desires, and then Scott would find an error in my original instructions. Parallel to all this were our efforts to improve the charts and tables on the dividers, incorporating the errata and various add-ons from over the years. Curt had the lead on this since he would be doing the graphic layout of the charts and tables. An important starting point for him was Ole Boe's IIFT QRDC. Of course, we had our own laid-out IIFT from *Classic ASL*, and I kept emphasizing the need to add the expanded list of FP modifiers and DRM to the IFT. I could live with the fact that there wasn't enough room to put it on the QDRC as well.

After the rewriting phase was complete, Curt assembled a group of proofers, who broke down into teams, each assigned lead responsibility for a Chapter and its dividers. It was during proofing that we experimented with different fonts. Curt had long been using colored fonts for certain words (e.g., red for "Blaze", etc.) but the proofer reaction was largely against this (thankfully). Then we got the bright idea to use a bigger font for the text. Various options were used to highlight the exceptions before we settled on the best: plain italics. Once the proofing and font issues were finished, Curt could proceed to final layout.

It was only once we were into proofing that I could focus on the Index. Tom Huntington had done an excellent job first creating the Expanded Index and then updating it for us with the latest HASL info (though we thought we had lost you there for a while, Tom). I had known there were some problems with the Expanded Index, but I had hoped that having it up for comment for several months on our website would catch most of that. Some things were caught before we started digging in, many others were not. Then we changed some of the rules. Then we decided the current version was a little too "expanded" to be optimally useful, especially with our bigger font, and that things needed to be cut. It was while I was "x"-ing things out that Alain stepped back to the forefront, diligently tracking down discrepancies and inconsistent references. We were sending edits on the Index to Curt until the day the 2nd Edition went to the printers.

The Specifics

Most of the changes in the 2nd Edition are a direct result of previously published Q&A/Errata. Other changes clarify the wording of a rule without changing it. Other changes are an obvious result of trying to reference the special properties of the Japanese, the U.S.M.C., PTO terrain, etc., into the general rules. We tried not to go overboard in this area, as we felt that it would be too distracting. The Overlay section (A2.7) had to be completely redone to accommodate the changes from that time when there were zero ASL overlays. There is a thin line between clarifying a rule and changing a rule, however, and one man's rules clarification is another man's rules change. Below I discuss some of the *new* changes (changes *not* based on published Q&A) that spring to mind. Undoubtedly there are some things that I fail to mention here that a reasonable ASL player might consider a significant change.

Chapter A

A.14 Collateral Attacks move to D.8. Okay, so this first rule wasn't broken, but *many* people suggested that the first page of the rules was the wrong place for *this* rule. "I ran into Collateral Attacks and stopped reading." We agreed it needed to move, even though Chapter A might well be the best place for it logically. The beginning of Chapter D made more sense to us than did Chapter C (besides being further from the front), so off to D.8 those rules went, with a new example and improved tables.

A4.14 Here, "Known enemy unit" was changed to "unconcealed enemy unit" to prevent Infantry in the MPh from entering a hex containing an AFV in Bypass out of LOS. We had gotten enough questions about this over the years that we felt the need to make it consistent with the original intent of the rule.

A4.43 A unit can drop a SW during its MPh at no MF cost. A previous Q&A had allowed Defensive First Fire based on this action. Try as we might, we could not reconcile this Q&A with the rest of the movement-based Defensive First Fire scheme, so we abolished it by leaving it out.

A4.63 We clarified that a Dashing unit must declare its destination at the start of its Dash. (See also the errata deleting ", or BB6," from the last line of the second EX.)

A7.212 In addition to incorporating the Q&A Target Selection Limits, we specified that Spotters are similarly limited by units in their Location but that OBA Observers are not.

A7.37 We added the Incremental IFT as an optional rule. Too popular overseas to keep out, too controversial to make official. Footnote 10A explains "conditional" PTCs and some of our thinking. Note the footnote "number." In order to keep the footnotes in their original order without having to renumber them all, we gave all the new footnotes an alpha-numeric identifier.

A7.7 The Encirclement section needed some cleaning up, and while we were at it we fixed up

some actual problems. For 15 years people have been complaining that Cowering should apply to the amount of FP needed to Encircle a unit just like it applies to that needed to DM a broken unit. Now it does. But you no longer need to worry about being Encircled yourself when you advance in on an enemy unit you previously Encircled. Now only *enemy* fire can Encircle your non-Melee troops. The old rule was primarily a function of counter maintenance, keeping the Encircled counter on top of the stack at all times. Even as playability-oriented as we are, that just wasn't enough savings for us to justify the old rule. Additionally, now all non-upper-level encirclement is lost once all units leave the Encircled Location. We deleted the previous requirement that all Encircled units had to leave the building before the Encircled counter was removed. We felt this additional burden didn't really buy you much and was easily circumvented.

A9.223 This clarifies that an AFV with no Vulnerable PRC will not cancel a Fire Lane by *entering* the Location of the manning Infantry, but will do so by ending the AFV's MPh there.

A9.74 We finally replace "non-portable weapon" with a meaningful definition: abandoned weapons and unlimbered, NM, and RFNM Guns.

A10.5 The Rout rules have been confusing people since the beginning and needed some significant rewriting. No significant changes, mostly just rewriting. The one real change I can think of is that the routing unit must designate its destination at the start of its RtPh and will rout toward it unless prevented by a newly-known enemy unit. The Comprehensive Rout Example complements these rules perfectly (and was a terror to lay out).

A11 The Close Combat rules had their share of ambiguities, especially concerning how to combine SMC with other units. I think we were able to clear them up. The Close Combat comprehensive example is a big help in explaining this complicated area. The initial version of this example underwent numerous revisions in our review process.

A11.62 Another change in this area was to prevent a defender's CCV from falling below 1. Sorry, my old Pentium just couldn't handle dividing by zero.

A11.7 The Withdrawal from CC area needed tightening up all around. Along the way, we clarified that a Non-Stopped AFV does not hold enemy Infantry in Melee. As explained in the big example, this allows Infantry in Melee with only a vehicle to attack it when it starts. I am pretty sure this is the original intent of this rule, and it makes the most sense to me.

A11.8 We introduced the term Street Fighting Ambush to clarify the -1 CC DRM available to Street Fighting units.

A12.2 This rule now allows BU, CE, and TCA status for concealed vehicles to be recorded at start, instead of being marked with a counter, and revealed when the vehicle is. It was never clear whether you could put such markers on top of ½" Dummies, or sandwiched between Dummy counters, or what. Stealing the idea of HIP status markers from the various HASLs was the simplest, fairest solution. The extra record keeping required seems well worthwhile. Later on, D.5 disallows all "fake" DR/dr, thus prohibiting Dummies from making Mechanical Reliability DR, Bog Dr, Entrenchment DR, or A-T Mine dr. All those unnecessary DR can be very annoying. (You never know when the next die might skitter out of control and knock over a stack.) So there is compromise. A little more record keeping for more fog of war; less dice rolling for a little less fog of war.

A15.5 Before, it was not quite clear when Heat of Battle Surrender occurred. Now it is clear that it occurs immediately to ADJACENT, Known, Good Order enemy Infantry/Cavalry as if they were in the same Location; otherwise the Heat of Battle result is merely Disrupted.

A20.5 Speaking of Prisoners, the section on Guards & Unarmed Units is another one we had to clean up. In doing so, we specify that Guards can only be relieved of their duties in a friendly RtPh/APh by either Transferring or Abandoning their Prisoners as if a SW. Prisoners count towards a vehicle's portage capacity, but only Infantry can attempt to escape, and SMC are automatically Armed after escaping. Unarmed MMC suffer Inexperienced Personnel Restrictions.

Chapter B

Like I said, we brought in all the color bar stuff from Chapter F—"moving to lower Locations in a trench" (B27.6) and all the "Known Minefield" stuff (B28.45-.48), Hillside Walls and Hedges (B9.6) (after repeating it in *Kampfgruppe Peiper—KGP*—and *Pegasus Bridge*). We also brought in Pine Woods (B13.8) from *KGP*, plus the alternate terrain types from Chapter F—Cactus Hedge (B9.6), Vineyards (B12.7), Cactus Patch (B14.7), and Olive Grove (B14.8), but not Broken Terrain or Steppe Terrain since both of those require Desert boards. Then we threw all that stuff on the Chapter B divider as well. Of course, then there is the errata for Walls & Hedges. However, the errata doesn't start there. Because the original plan (back since before *DB*) had been to issue errata pages to the 1st Edition, the errata team started with the first page of 1st Edition rules that included Walls & Hedges, the page starting just before B7 Runways. There wasn't much fixing needed in Runways (although those rules have also been improved). Sewers & Tunnels (B8.) needed a little more help, but I can't think of any drastic changes in them.

Which leads us back to B9 Walls & Hedges. I had worked fairly closely with Ole and the gang from the beginning, so there were no surprises at the end. The one central concept that I had trouble coming to terms with at first was the change from marking with a WA counter only Locations with adjacent opposing units, to marking every Location with units claiming WA. I knew the concept was right, I just couldn't quite face all those WA counters. (More are on the way in *Armies of Oblivion*.) We even considered creating new "No Wall Advan" counters. I finally bought in when I realized that a counter would only be needed in unopposed cases if the unit had in-hex TEM that could be claimed instead of the wall. The WA team provided a very nice, full-column example to help explain the new rules, and we added another half-column example on vehicles and WA. There was some talk of deleting some of the prior examples, but we felt each one helped the reader to understand the WA a little better. If only we had put a WA counter on the 4-6-7 in 3T3.

An issue that did sneak up on me was Hull Down, intimately tied in to Wall TEM. The new rule prohibits vehicles which are able to claim in-hex TEM (other than Cactus Patch TEM or Olive Grove TEM) from claiming WA. I was skeptical at first, but this works well and does not affect many vehicles that are not already in woods or buildings. (Why exempt Cactus Patch and Olive Grove? Because vehicles do not have to check for Bog in such terrain.) Still, there are many instances where Wall TEM is available without WA. The 1st Edition was not clear whether a vehicle could claim both HD and Wall TEM. The new rules are clear that the vehicle can choose one or the other but not both. We considered the various alternatives, including prohibiting HD if IN an obstacle or allowing simultaneous HD and TEM. We felt the chosen alternative fit best into the system, being both simple and flexible—with the target essentially getting the better of HD *or* TEM.

The target can choose, and on a shot-by-shot basis. I'll let Ian and Bruce have the last word on WA, so it's back to the rest of Chapter B for me.

B1.16 (and the Index) Here we clarified that CE status is a DRM (usually +2), not a TEM (so crews and Passengers can receive the CE DRM in addition to TEM).

B10.1 This spells out that Inherent Terrain rises from the actual depiction of the hill; other terrain on hills rises from the depiction of that building or woods terrain, e.g. all woods in a Level One hill hex rise to Level Two, but in an orchard hex, only the actual hill depiction rises to Level Two.

B13.421 The rule clarifies that a vehicle entering a woods hex on a road must check for Bog to exit that woods-road hex by a non-road hexside, but this would not leave a partial TB counter (since partial TB counters are never left behind). This allows a vehicle in a woods-road hex to set up in the woods portion on a partial TB (thus signifying it is not on the road). A vehicle set up in a normal woods hex, however, does not get a partial TB and does not need to check for Bog to exit. (This is the standard case, the way things have always been). In addition to incorporating several Q&A, this serves to avoid the proliferation of partial TB counters.

B21.6 The rule now states that Collapsed Ice counters are available in *AoO*. For now, read that as "will be available."

B23 A lot of improvements were made in the Buildings section, with very little real change. Movement between split-level buildings was clarified and the split-level rowhouse and Two Story House are defined (B23.721). Since Lumberyards (B23.211) aren't Rally terrain, we eliminated the implied requirement to rout towards them, and they are not buildings for EC purposes. We specifically define that attacks at the vertex of Rowhouse "bypass" movement occur in the rowhouse hex being exited (this might have superseded an earlier Q&A about FFE attacks).

Besides bringing the "oh-point" Factory clarifications from the front of Chapter O, we also added a new terrain, Factory Rubble (B23.743). Units in a rubbled factory hex can now fire into hexes of their factory as if they were still in the factory, and units from outside that can see *over* the rubble can now see *inside* the factory. When we were playtesting *ABtF* we found ourselves shaking our heads over how come this has not been a major issue in *Red Barricades* (*RB*). We think it was a problem and that this is an elegant solution. This should not unbalance RB CG III.

We seriously considered defining any multi-hex building with a road running into it as a Factory (a la *RB*). Board 51 has a number of such buildings which we figure will usually be Factories. A quick check of the earlier boards revealed that the large central building on board 1 has a road running into it. It wouldn't do to change all the scenarios with that building in them.

Chapters C-E

Some people urged us to rewrite the OBA rules into clearer English. I'll admit that the prose is not as clear as I would like it to be, but I can say, having done the Offboard Artillery Player's Aid, that the rules do work and mean what they say, and I did not want to fool with them. My advice is, if you have a question, look at the Player's Aid.

C8.4 The section on Canister got some needed cleaning up. Along the way, we added the FP for the applicable Gun Caliber Sizes and we also addressed the effects of Canister on units out of LOS due solely to SMOKE/LV/NVR. Most of those little metal balls will continue to disappear into ASL nothingness, but now a few more will have a chance of striking something substantial.

C10.5 We added En Portee rules, incorporating various Vehicle Notes, making this information much more accessible. Let's hope it gets used more often as well.

C11.6 We straightened out the Gun Destruction Table, making it consistent with the rest of the rules. Note that unpossessed Guns are not part of the Random Selection pool for an Indirect Fire KIA if Personnel are involved.

C13.5 We brought over the MOL-P rules essentially unchanged from Red Barricades. This does not mean that availability is any greater than before, but there was no reason not to include them with the rest of the LATW. So we did. To make room for them, we bumped the Panzerschreck up to C13.48.

D2.24 Reverse Motion is now a standard rule, no longer Optional. Counters are now in *Beyond Valor* 2nd Edition, as well as in *West of Alamein*.

D2.401 Speaking of pet peeves, one of mine goes back to when Gary Fortenberry was wielding ASL power for The Avalon Hill Game Company. He was bound and determined to issue Q&A stating that a Motion Attempt was made at the end of *the* MPh, after all movement, rather than at the end of a moving unit's MPh, after all *its* movement. This despite my telling him that was not the current understanding of the designers and that I was pretty sure that Bob McNamara had already put *something* in writing to that effect. Bob (and I and many others) did not want players to have to remember from the start of a MPh to its end which moving units expended which MP in front of which defender. Unfortunately, I couldn't figure out that the "proof" resided in the Advanced Sequence of Play (ASOP) until after Gary had published the Q&A in the 1995w Annual. When MMP took over from Gary, we wanted to maintain as much continuity as possible. We didn't want people to think we were willy-nilly reversing Gary's rulings, perhaps even out of spite. We did reverse a few things in the 1996 and 1997 Annuals, but the Q&A on when a Motion Attempt may be made was not one of them. When it came time for the 2nd Edition, however, I was faced with the need to change either the ASOP or the wording of D2.401. I couldn't bring myself to change the ASOP when I knew that would be wrong, so we changed this rule instead. My long-delayed "revenge" on Gary.

D6.65 We clarified some of the vagueness surrounding how Passenger Leaders interact with Infantry and how Infantry Leaders interact with Passengers; the vehicle can't have moved or been in Motion and the Leader must be CE.

D9.5 Even after we incorporated the information from O.7, we still had to rewrite the Armored Cupola rules and draw some better distinctions concerning Dug-In AFV, including using Vehicle Crest status counters to show Dug-In status. There will be more Vehicle Crest counters in *AoO*. And, yes, an Armored Cupola can place a Fire Lane, but a Dug-In AFV cannot.

D14. Here too we cleaned up the wording to help clarify the rules without really changing things. We *thought* about changing things. Several commenters were not happy with how Platoon Movement works. More accurately, with how Impulse Movement works. While we were rewriting the Human Wave rules for *DB*, we considered changing the way Impulse Movement worked for Human Wave. Back then we decided that we couldn't do that without also changing the Platoon Movement rules. The converse holds true now; one has to consider Infantry as well as AFV when making any changes in Impulse Movement. Given a rule that worked as written and no great outcry for change, I was not eager to sink a lot of time that I did not have to spare into finding a cure that must not be worse than the illness. I actually had two people separately volunteer to analyze the various rules (including Convoy and Column) using Impulse Movement comprehensively to offer improvements, but I never heard back. Maybe next time. Any volunteers?

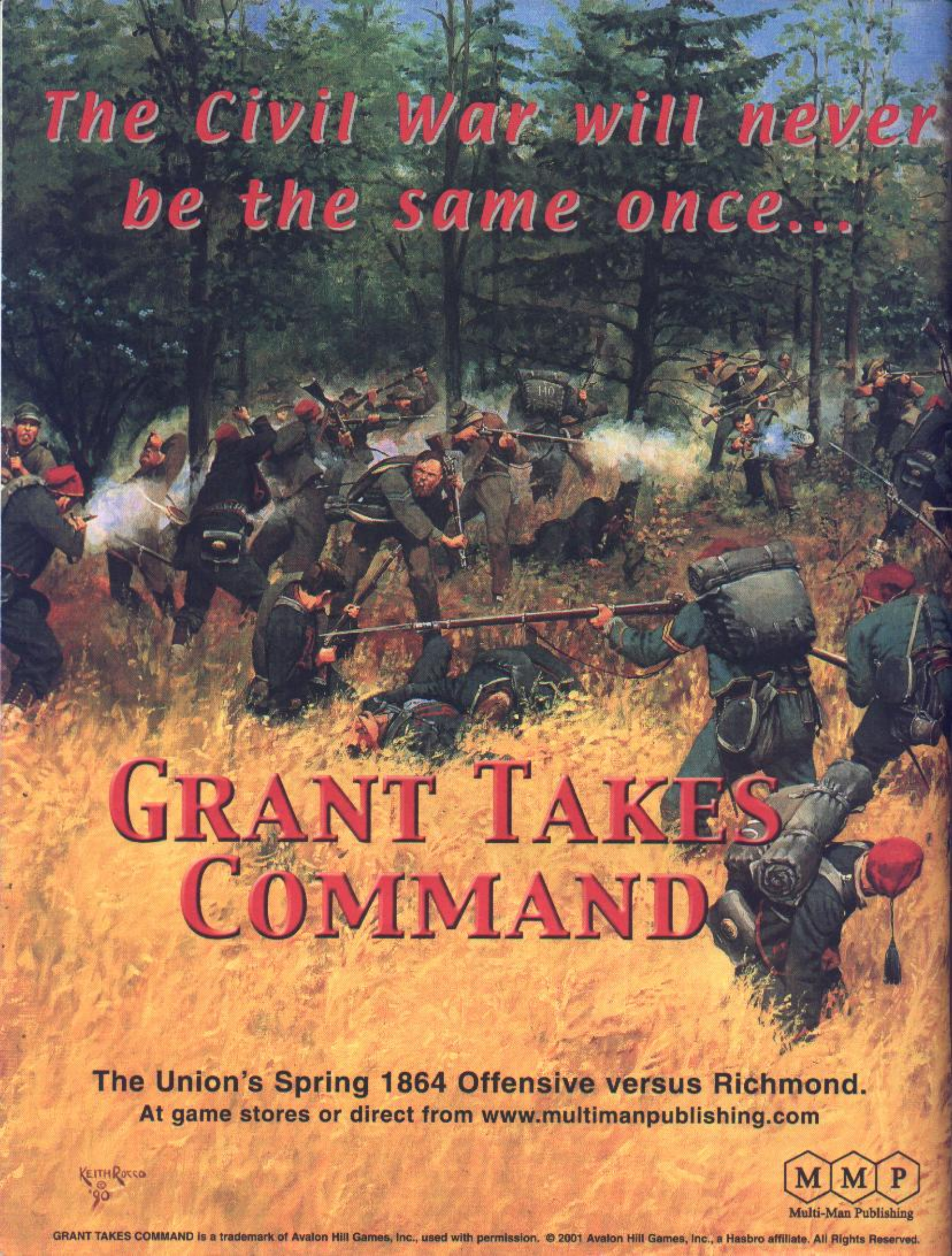
Regarding Chapter E, not too much springs to mind. We of course incorporated all the "Clarifications" at the end of the chapter, and we brought Trip Flares in from Chapter G. We moved much of the DYO stuff marked with golden bars over to Chapter H (and added to Chapter H the DYO stuff from Chapters F and G). In E1.54, although Low Crawl remains the only method of routing at night, we expanded Low Crawl *at night* to include non-traditional circumstances—out of an enemy-occupied Location, into marsh, while fording, or through a tunnel.

Finally

I hope this explains our thinking behind the 2nd Edition. We have been very happy with how it has turned out. There is a small list of errata elsewhere in this Journal. No doubt we will find more over the years, and no doubt we will publish Q&A, but the 2nd Edition is an overwhelming success. Not only is the Rulebook in print again, but 15 years of Q&A/Errata have been folded in, innumerable other clarifications made, new examples and charts and dividers have been added. All in a nice, new big font for these tired old eyes. I hope you will be happy with the ASL Rulebook 2nd Edition. I sure am. And please take a look at the credits on page J2. A lot of people's hard work went into making this possible. Give them your thanks. I do. And my personal thanks go to Curt Schilling for his unwavering dedication to ASL excellence and his unstinting hard work on this project. ASL Rules!

TIPS FROM THE TRENCHES

Don't hesitate to use Intensive Fire to shoot SMOKE when you really need it. Given that non-mortars lose Multiple ROF possibility when using the Area Target Type (required for firing SMOKE), think about Intensive Fire when the situation calls for more SMOKE. Often, the additional +2 TH DRM for Intensive Fire (Case F) will be offset by the +2 increase in the modified TH # when firing SMOKE within 12 hexes. This normally means that the DR needed to successfully hit with SMOKE, even with the added TH DRM for Intensive Fire, will be less than or equal to the SMOKE Depletion Number.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