

ASL journal

Issue Four



KEN SMITH

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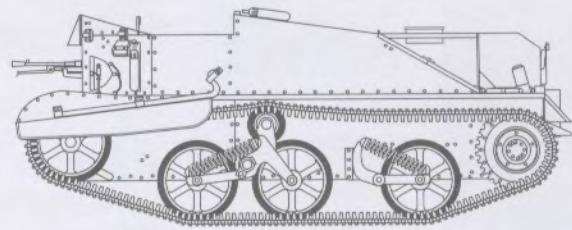
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History of the Game: CARRIERS

by Ian Daghish



Carrier, Bren No. 2 Mk I

While the World War 2 British infantry battalion was somewhat lacking in automatic weapons, it did enjoy the advantage of its very own inherent armored unit, small but potentially effective: the Carrier Platoon.

Although virtually unique to the British (including Commonwealth) forces, the British Carrier is granted its very own ASL rules section and no less than 10 *different* counters in the British counter mix—*excluding* the wheeled IP Carriers and its unarmored relation the Loyd Carrier. (See the accompanying piece on IP Carriers.) In Chapter H we have the best part of a page of notes (Chapter H British Vehicle Notes 64 through 67) which summarize the Carrier's story (and hereinafter we'll refer to any Chapter H British Vehicle Note as simply "Note").

In this article we look at how the Carrier was used in World War 2, and how well ASL depicts Carriers. We focus on the "*rifle battalion*" which made up the normal infantry division. This is distinct from the "*motorised battalion*," a rifle battalion with a permanent allocation of Royal Army Service Corps (R.A.S.C.) 3-Ton lorries (Note 83); and the rarer "*motor battalion*," equipped with Carriers and (later) American built halftracks (Notes 63 and 65). The British Army Reconnaissance Corps' use of Carriers was also somewhat different (Note 51), and theirs is a story worth telling separately.

Background

The British Army experienced major changes in the 1930s. When the reformers came to the infantry, their expectations of future wars led them to focus on *mobility* and *firepower*. The Carrier had a part to play in both.

Infantry mobility was enhanced in a number of ways. Whilst continuing to march on foot, every rifle platoon was after 1938 to have its own 15-cwt truck (Note 81) to carry its equipment, and at a pinch a company commander could dump all stores and use his four trucks to "lift" an entire platoon. A new garb was introduced: "battledress." Battledress was widely reviled: "the top half of a golfer and the bottom of a skier" and "the Army went to France dressed as convicts." Nevertheless, combat showed this new outfit to be a great advance over its predecessors, not least for the deep pockets that permitted better "stowage" of personal equipment.

Firepower was augmented, the infantry battalion commander receiving his own "artillery," in the form of the 3-inch mortar platoon. Although the initial plan of four 3-inch mortars per battalion was pared down to only two, when more equipment became available the mortar platoon expanded to a complement of six. The infantry battalion lost the Vickers machine gun company it had enjoyed since 1919, but benefited from the replacement of the superannuated Lewis gun with the new Bren, on a scale of four per platoon.

In addition to all this, the battalion commander received his own platoon of armored Carriers, a highly mobile reserve of firepower capable of crossing bullet-swept ground.

Theory and Practice

At the outbreak of hostilities, the British Expeditionary Force had different Carriers for different roles (as summarized in Note 64). The ASL Rule Book introduces the Carrier with the words "A Carrier is treated as a halftrack" (D6.8). But the similarity only goes so far. In truth, the British had no equivalent of the American White M3 family or the German SdKfz 251 infantry-carrying halftracks until the adoption of the American armored halftrack (Note 63) and the success of the Kangaroos (Note 68).

The Carrier, Scout, Mark 1 carried a Boys anti-tank rifle, a Bren gun, and usually a No. 11 wireless set. These equipped the B.E.F.'s seven Mechanised Divisional Cavalry regiments on a scale of 28 light tanks and 44 Scout Carriers per regiment (generally with 3 squadrons of 8 MkVI light tanks and 13 Scout Carriers, plus HQ vehicles).

Other cavalry units had been offered the Carrier, Cavalry Mk 1, carrying in addition to the driver and gunner 6 men on unarmored, outward-facing bench seats. But only 50 of these were ever built, and - a point not made clear in Note 64 - they never saw active service.

The infantry received the Bren Carrier, and were delighted with it. This, the War Office clearly instructed, was *not* a fighting vehicle. The Bren Carrier of 1940 was *not* supposed to be an "AFV." The infantry manual reinforced this: "It must be remembered that the Carrier is not a light tank; it is an armoured machine designed to convey the LMG from place to place and a

machine from which the LMG can be fired *if necessary*."

This definition was not strictly applied in the field, where the versatile Carrier was employed in a wide range of combat roles. In general terms, the Carrier was one of the few success stories of British armor design in 1940, and indeed of the whole war. Its combat trial in Belgium and France was comprehensive, largely because many units were unsure what to do with it and so experimented. The historian of 2nd Cameronians (Scottish Rifles) records events on 27th May: "The Carrier Platoon, which just happened to have engines running when the counter-attack was ordered, joined in and did great execution - one of the few occasions on which Bren Carriers have been used successfully in the unorthodox role of tanks."

Unorthodox or not, in 1940 many an infantry brigadier regarded *any* armored vehicle as a tank; not entirely without justification, as even the Carrier's puny armor was in 1940 the equal of many a "tank." In many cases, Carrier platoons were removed from their infantry regiments and brigaded together at higher levels, much as line regiments in previous centuries had been stripped of their "grenadier" companies to form ad hoc elite battalions.

The British Expeditionary Force came home from France leaving most of their heavy equipment behind, including the early Carrier models. From 1940 onwards, in a highly uncharacteristic outbreak of common sense, the British rationalized down to one basic "Universal" Carrier model (Note 64). But what was its role to be?

Immediately following the chaotic return of the B.E.F., attempts began to formalize the lessons learned from the campaign. An important channel for disseminating British Army doctrine was the Military Training Pamphlet, and one of these, "Army Training Memorandum #33," of 2nd July 1940, recognized the wider role that Carriers had played in the B.E.F. campaign. This document formally approved the Carrier as a vehicle for infantry reconnaissance, battle transport, and other combat roles. But its verdict was hastily reversed in Memorandum #34 that sternly reverted to doctrine. Consequently, as late as 1942 the Army Bureau of Current Affairs was publicly stating that the Carrier was technically "...a fire power transport. Its crew fight unmounted."

Meanwhile, necessity proved to be the mother of invention in the field, from Arras to Alamein, where the Carrier increasingly fulfilled a wide variety of roles. Including combat. As a noted British armor expert confirms: by 1944 "The Universal Carrier was becoming what a 1942 War Office document said it was not; an armoured fighting vehicle... The temptation to fire from the vehicle whenever possible was obvious."

Carrier Tactics:

1. Introduction

In ASL terms, the rifle battalion Carrier Section (3 vehicles) is a highly mobile unit which can quickly form an infantry Firegroup capable of projecting 6 FP up to 7 hexes, yet with the potential to distance itself rapidly from any infantry threat. In reality as in the game, it was important to minimize the risk of this important unit being overwhelmed by enemy infantry. Referring to the manual: "Gun detachments are very vulnerable unless protected from the flank and rear." Furthermore, "The LMG can give fire as effective from 400 yards as from closer up. There is no need to move close in to a target to gain fire effect." This translates well into ASL terms, as a BMG (or AAMG) Carrier Bren has a normal range of 8 hexes which assuming a 40-meter hex is uncannily close. Whether players regard 2 FP as "effective" will of course depend on circumstances. And just as in ASL (D6.64), Carrier MG detachments could combine their fire.

Some players have speculated that the Bren tripod mount often found on a Carrier might be used to transform the weapon into a MMG, as with the German MG 34/42. This is emphatically not the case. The tripod enabled the Bren to be laid on fixed lines, at night or in mist. But excellent weapon though the Bren undoubtedly was, it was not designed for sustained fire. British training on the Bren encouraged accurate, five-round bursts intended to hit a target. In contrast, German doctrine favored suppressive fire, for which their MG was uniquely effective. The Carrier Platoon's tactical manual acknowledged its firepower, but stressed before all else its mobility. The platoon was to be flexible, its potential roles ranging from wide flanking moves, rearguard actions, and reconnaissance. ASL is capable of giving us very good illustrations of all these roles.

Carrier Tactics:

2. Baptism of Fire

The 1940 campaign was a story of withdrawals, from east of Brussels to the shores of the English Channel. There were many opportunities for the Carrier to prove its worth as a supplement to the light tanks of the day in a mobile screening role. In spite of its puny armor, the Carrier could pose sufficient threat to the German reconnaissance units to force them to stop and fight, and when the enemy dismounted

for a concerted attack, the Carriers and light tanks would simply melt away, to reappear at the next practical defense line.

This we can experience in Scenario J66 "Sound Retreat," an action typical of those May days in Belgium and France. In this case, a very few light tanks are available to screen the retreating British infantry as they march across the face of the enemy, presenting their vulnerable flank. While the tanks threaten the similarly lightly armored German reconnaissance AFV, the Carriers make life difficult for the motorcycle infantry of the divisional reconnaissance battalion. The combination of the Carriers' impressive cross-country performance and multi-hex Fire Group capability, plus the "bonus" of the Carrier B's limited anti-tank potential, may be just enough to slow the German onrush.

Later, in the desert war, terrain has less significance and often it is the Carriers themselves (or their Vehicle Dust) which form the obstacle behind which the infantry attempt withdrawal across the open desert.

There are many accounts of German troops in 1940 using captured equipment to deceive their enemies. Some of these may be attributed to propaganda, but many reports were accurate and both the French and British were genuinely shocked that the Germans were not "playing the game." The Germans continued until war's end to make good use of captured equipment. (By 1945, the Sherman tank provided an important component of some of the Panzer Divisions.) The Germans familiarized themselves with the Carriers they captured in 1940, using some as mounts for a self-propelled 3.7cm anti-tank gun and later in the war for multi-tubed Panzerschreck weapons.

Offensive use of Carrier units was by no means limited to the Germans. Carriers were used as light tanks in 1940 on various occasions when the real thing was unavailable. And if used with daring and imagination, the Germans—as yet unaware of the Carrier's shortcomings—were sometimes fooled.

At the other end of the war, in Scenario J77 "Moses' Blazes" we find a similar situation as the colonel's rifle companies are all fully engaged and his last hope of achieving the battalion objective is to attempt a "*coup de main*" (perhaps a "forlorn hope") with his remaining five uncommitted Carriers, accompanied here by extra infantrymen, probably the motorcyclists of the Carrier Platoon with their Sten guns transported on the platoon's Carriers.

Carrier Tactics:

3. Tracks and Boots

So far, we have not mentioned direct cooperation with "leg" infantry. Two examples are presented here. Within the infantry battalion, the Carrier was intended to be the colonel's personal last reserve. Above all, the manual urged the battalion commander to keep this potent force together, to "hold all carriers under his own command... and not disperse them by allotment to

SSRs

Scenario designers may wish to include one or more of the following SSRs where appropriate—Eds.

- Abandoned Carriers retain an Inherent Driver, and while abandoned are treated as unarmed vehicles (D5.1). Additional variants to this SSR:

No movement is allowed that would reduce range of an unloaded/mobile Carrier to the nearest Known (armed/GO/unbroken) Enemy Unit

or

A Carrier without MMC as PRC must pass a single, unmodified NTC at any time during its MPH to permit movement closer to a Known enemy—failure having no effect other than to prohibit such movement throughout the current MPH

or

Unloaded/mobile Carriers permitted voluntary RECALL (so no CVP if they successfully exit play)

- Self-Destruction of SW (A9.73) and Vehicles (D5.411) is NA
- Carrier A BMG MA may not be repositioned as AAMG.
- Increase vehicle VP to reflect value
- Make Rider HS "Carrier HS" so they can freely Recombine with the inherent HS

TIPS FROM THE TRENCHES

Remember that regular Ambush and the Street Fighting Ambush DRM for CC are *not* the same. Street Fighting can occur in the CCPh or your opponent's MPH and is not dependent on the dice, while Ambush only occurs in the CCPh and requires a dr. Even when you qualify for Street Fighting in CCPh, you may have to roll for regular Ambush—although you will only get one -1 Ambush DRM in CC. Finally, Ambush allows Withdrawal; Street Fighting does not, although you can usually return to your starting building location (NA if Street Fighting a vehicle in Bypass of your Location).



companies." This was not always obeyed. In personal correspondence, the Major commanding the Carrier Platoon of the 1st Ox and Bucks (present in Scenario J72 "Cahier Carriers") states, "I am sure the platoon never operated as a tactical whole—nor do I think it usefully could have done." The ASL player can take some comfort that the countermix permits most battalion-level Carrier Platoon actions to be depicted.

Quite often, we come across examples of actions in which the mobility of the Carrier influenced the outcome of an infantry action. In Scenario J68 "Unlucky Thirteenth," an infantry battalion is attempting to hold a much broader front than officially sanctioned, with a flank platoon effectively cut off by premature bridge demolitions. With his rifle companies fully engaged, the colonel has only the remnants of his Carrier Platoon to send to the aid of 13 Platoon. Too little, too late in this instance.

One of the Carriers' principal combat roles was reinforcement of a rifle company, in defense or attack, employing their Bren firepower and (less frequently) their mobility to assist their unmounted colleagues. A Sergeant in the Carrier Platoon of the 1st Tyneside Scottish confirms that "The usual role for the Carrier Platoon was to support the Rifle Companies by supplying additional firepower and, by their mobility, bringing this firepower to wherever it was required." "Cahier Carriers" (J76) shows an example of Carriers and infantry used in synergy for maximum effect. The enemy is tired, the terrain is woods surrounded by wide-open spaces. Working together, the Carriers and the rifle company can each maximize their strengths and minimize their weaknesses. In this action, the Carrier Platoon played a decisive role, harrying the German defenders throughout a long afternoon's combat and earning the Platoon commander his Military Cross.

Carrier Tactics:

4. Changing Times

By the time of the Normandy invasion, armor that was in 1940 (almost) respectable is now far more vulnerable to anti-tank weaponry. In short, by 1944 any armor piercing round that can hit a Carrier will probably kill it. On the positive side, the Carrier now has (and freely uses) smoke dispensers. Some Carriers have enhanced firepower, such as the PIAT granted to the ASL "Carrier C."

By this time, Universal Carriers came equipped with a fitting for the 2 inch mortar, though as Note 66 indicates, this weapon was rarely fired from the vehicle. (In the words of a former Carrier driver, "The beggars seemed to forget they were there.") We have not yet mentioned the 3-inch mortar Carrier (Note 67). While these added to the total number of Carriers within the rifle battalion, they were used by the mortar platoon, and so entirely separate from the Carrier platoon. 3-inch mortars in action used great quantities of ammunition, and we find accounts of hard-pressed forward units running

out entirely. For ASL scenario design purposes, we should generally assume that the 3-inch mortar Carriers are permanently devoted to the movement and the replenishment of their mortars.

And from about October 1944, the infantry Carrier Platoon has an extra section of two or three Wasps (Note 72), depending on availability. While the Canadians were enthusiastic proponents of armored flame-throwers, the British originally intended the Wasp for a secondary role with 79th Armoured Division, to "mop up" after assaults by its big brother the Crocodile (Note 38). Nevertheless, the Wasp was to become an important asset of the ordinary infantry battalion. By 1945, the name of the game is morale: the Allied infantry is a civilian army, its men now hoping—expecting—to get home intact. The German defenders are largely untrained and despondent, but with a leavening of experienced and fanatical troops with little left to live for. Germany is increasingly dependent on the threat of the Panzerfaust to slow the Allied advance, but this weapon more than any other depends on the user having the courage to sacrifice his own life. And the flame-thrower is pre-eminently a morale-sapping weapon.

Wasps appear generally to have been "loaned out" to the rifle companies as needed. From many accounts of Wasp actions in which German morale was worn down and British casualties avoided, the action of 1/5 Welch Regiment at Rethem on 10th April, 1945 has been selected for representation via "Moses' Blazes" (J77).

Reality and the Game:

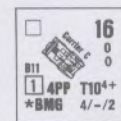
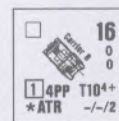
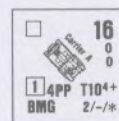
1. Organization

By 1944, the Carrier Platoon of a rifle battalion was supposed to include 2 officers and 56 enlisted men. A single Motorcycle Section accounted for 14 of these men, armed with Sten guns and equipped with 8 motorcycles and 4 motorcycle combinations (i.e., with sidecars). The four Carrier Sections each had 9 men in 3 Carriers with 3 Bren Guns, the remaining men and the officers with one Carrier and a lorry forming the Platoon HQ.

On the face of it, the most accurate representation of the Carrier Section in the ASL system would be a unit of three Carriers, each with an Inherent driver, and each carrying as Passengers a 1-2-7 Vehicle crew capable of Removing the Carrier's BMG in the form of a Bren LMG. Allowing the three crews of the section to Recombine into a single Squad would require a Special Rule, and anyway would not be appropriate, as the six man team (seven with an NCO) had no inherent squad firepower worth speaking of. To quote once again from the manual, "The light machine-gun detachment, consisting of two men, cannot be expected to do more than keep the gun in action... and is therefore very vulnerable... If an isolated position has to be held for any length of time, the three detachments in a section must be sited to provide mutual support."

In ASL terms, these detachments can deal out firepower, including overlapping Fire Lanes, but dare not risk Close Combat.

As is often the case, the ASLRB tries to achieve a balance between strict accuracy and simplicity of play. Depicting the Carrier's LMG "detachment" of two men (three if the driver helps) as a Half Squad might seem a drastic departure from history. But in fact, whenever a squad deploys there is usually some degradation in range and/or firepower, e.g., a British 4-5-7 squad Deploys into two 2-4-7 HS.



Reality and the Game:

2. Carrier A, B, or C?

Rifle battalions in the British infantry division did not normally have any organic automatic weapon heavier than a Bren LMG. The Chapter H British SW Allotment Chart notwithstanding, scenario designers lacking precise details of the units depicted have sometimes been inaccurate in allocating MMG or HMG to front line British infantry units. In the British Army of World War 2, the MMG or HMG (Vickers or Browning) was

DON'T FORGET!

- Carriers may form multi-hex FG with Infantry or other Carriers
- Transport Capacity:
 - inherent HS crew
 - inherent MA (which may be Removed if the crew expends a full turn to Abandon the vehicle)
 - up to 4 PP of SW (which Passengers and Crew [but not Riders] can take with them if they unload from the vehicle; the Carrier C's PIAT only counts against PP capacity while in counter form)
 - plus up to 4 SMC
 - plus up to 8 PP of Rider personnel/SW after 1942
- Crew always CE, even if Pinned or Stunned
- +2 TH DRM for very small target
- Crew receives +2 CE DRM vs IFT attacks [EXC: D5.311 Unprotected Crews]
- Base CVP value 5 (1+1+1+2), potentially reduced to 3 (1+0+1+1)
- sD5 in 1944
- Carrier C has a PIAT which can be fired from the vehicle if it first takes counter form (and so counts against PP capacity) by its inherent Crew or an SMC Passenger

very much a weapon of support units, and employed in a manner more akin to artillery than to infantry. Specialist machine gun units - usually companies attached at brigade level—inherited a World War I legacy of complex fire plans delivering suppressive and often indirect area fire. They no more expected to find themselves in the front line than did a Field Regiment of Royal Artillery (it happened, but was not normal doctrine). In Normandy, a Machine Gun Company “in support” might well be a mile or more from the front line infantry. This is actually happening in “Cahier Carriers” (J77), in which two MMG platoons of the 1st Manchester Regiment located about a mile to the north are putting down indirect fire to interdict German movement in an area off the west edge of the scenario map.

The “motor battalions” within armored divisions were armored infantry, each company possessing three platoons of infantry mounted in halftracks plus a Scout Platoon of eleven Carriers. Many British tank crews discarded their .50 cal Browning AAMG shortly after reaching Normandy (they got snagged in woods and bocage) and the accompanying motor battalions were quick to adopt them. On 23rd June, 8th Battalion The Rifle Brigade “acquired many .50 Brownings from the 3rd R.T.R., who found them superfluous on their Shermans. We mounted them on our trucks and carriers and even on our scout car.” Vehicle Note 65 covers this, as well as the Australians’ official fitting of Vickers MMG to Carriers. Canadian units tended to bedeck Carriers with a variety of weapons not just scrounged machine guns. One expert describes: “a Canadian practice noted in North West Europe, which involved the fitting of two banks of PIAT anti-tank projectors—a total of fourteen weapons—to the back of some Carriers.”

But such practices were less widespread within British rifle battalions, and extremely unlikely in infantry divisions new to combat, as most were in June 1944. Only in 1951 did the Army authorize MMG as standard equipment for the infantry’s Carriers. If in doubt, use the Carrier “A” supported by small numbers of Carrier “B” in 1940—1942 or Carrier “C” from mid-1943.

A final point regarding the Carrier A in the game. Vehicle Note 64 gives this counter the option of repositioning the BMG MA as a normal AAMG MA. Many players will do this at the first opportunity, since the gains (all-round CA and use in Close Combat, to say nothing of anti-aircraft fire) appear to outweigh the loss (the ROF of 1). In reality, this did not happen very often, although more so when enemy aircraft were active in the vicinity. In the AA position, the firer would be significantly more exposed, a fact not reflected by the game’s constant +2 CE TEM. The seat next to the driver belonged to the gunner, and that is where he generally remained when traveling in the vehicle. Where it affects play, designers may consider a SSR preventing such repositioning.

Reality and the Game:

3. Abandonment

Some might assume the Carrier rules to be in error in assuming that the Carrier is left Abandoned after its inherent Half Squad departs. Standard doctrine was that the Carrier-borne infantry unloaded before the objective, ideally under cover in which the Carriers would remain. Once the objective was secured, the Carriers came forward and loaded up to move on to the next objective. Like horses in the age of mounted infantry, the Carriers were not left untended. As the Handbook put it, “The Carrier, once the LMG is dismounted, is entirely vulnerable, and must either withdraw to the cover of other troops or must be concealed close to the LMG and under cover.” Or, in the rather more down-to-earth words of a former British soldier, “The driver would get a good clout from his section leader if he left the vehicle.”

How did this apparent “mistake” come about? Discussions with designer Bob McNamara suggest that he was concerned over the potential abuse (in game terms) of unloaded transport. Ever since the game PanzerBlitz, when empty trucks were as effective as reconnaissance units

*“...the Canadians
were enthusiastic
proponents of
armored
flame-throwers...”*

at spotting hidden enemies, this issue has been a hot topic. And it must be admitted that if unloaded Carriers were permitted freedom of movement, some players might not resist the temptation to advance them towards enemy infantry to become destroyed and confer Wreck Hindrance (as explicitly prohibited to soft-skinned vehicles by D9.3, and explained in footnote 11). Moreover, they might (if they survived Defensive Fire) carry out the notorious “VBM Freeze” tactic (exploiting A7.212). Perry Cocks addressed the issue of “abuse” of unloaded trucks in his article in Journal 3, and like him this writer concludes that the rules as they stand are a fair approximation of reality, and the occasional SSR can be used to suit special circumstances.

As an aside, it should be noted that there are recorded instances of unloaded infantry transport vehicles being used aggressively. One such example occurred during the last stand of the 1st D.C.L.I. at Bir el Harmat on 5th June, 1942. The regimental history records: “Major Petre himself led the counter attack... D Company advanced up the rise, only to find facing them a veritable curtain of fire... Lieutenant Denman... saw Major Petre take his 15-cwt. (lorry) out ahead of

his company to raise a dust-screen to cover their advance. It was hit while he was doing this.”

Reality and the Game:

4. Self Destruction

ASL players occasionally invoke D5.411 SELF DESTRUCTION when the Carrier’s Inherent crew Abandons the vehicle. In scenarios where Casualty Victory Points are a consideration, this act reduces the total point value of the Carrier with its crew from 5 VP to 3 (while also removing the risk of the Abandoned vehicle being captured). That is: just 2 points for the loss of the Carrier (assuming its MA was Removed by the departing crew, becoming a SW which does not yield CVP), plus only 1 for the dismounted HS when it ceases to be a crew (as clarified in the A26.213 in the 2nd Edition rules).

While the ASL player will often have no incentive to preserve his equipment beyond the end of the current scenario, this is not an accurate depiction of the fighting in Normandy. For the British infantry officer in the field, preserving equipment was second only to preserving the lives of his men (and sometimes a close second). In this environment, the Carrier was a highly valued piece of equipment. The infantry would never willingly sacrifice an asset so versatile as a Carrier, and departing LMG teams most certainly would not have destroyed Carriers. For them, the Carrier was their lifeline back to the parent unit. And for the whole Regiment, the Carriers were prized not only for their huge versatility behind the lines, but particularly in combat as reliable means of conveying ammunition and other vital supplies forward to the battle zone, and the most secure vehicle for the extraction of the injured from the heat of battle to the Regimental Aid Post. Just one among many examples comes from the recollections of Private Robert Nixon, 1st Tyneside Scottish, in June 1944. As Nixon joined two other soldiers going along a lane flanked by high banks, they were subjected to Spandau fire as they passed a gateway. “The other two were wounded and were driven off in a Bren carrier which had just delivered ammunition to the company.”

Of course, a Carrier experiencing “Destruction” in the game may not depict destruction in reality, just as not all Personnel counters removed from play are necessarily “dead.” An unarmed vehicle that has been temporarily immobilized in real life can be considered destroyed in game terms. When considering just scenario Victory Conditions, ASL scenario designers should consider the possibility of a SSR prohibiting Self Destruction.

Reality and the Game:

5. The Battle Bus

A Carrier Platoon commander recalls that “at least once the Carriers were used as a quick transport for infantrymen, packing some extra men onto each Carrier.” In the game, the Carrier

MOUNT UP?

(Movement/Firepower/Defense—does not include possibility of Fire Groups or overlapping Fire Lanes; assumes Carrier A/B with 2-4-7 HS)

Mounted

Movement:

- generally moves faster than infantry, ignores grain/plowed fields, not so good in woods; can often outrun trouble or execute wide flanking moves e.g., to deny enemy Rout opportunities
- can overrun (at strength 4 [or 5 on the IIFT]), can move through enemy units, can unload a HS Adjacent to enemy or even in enemy's hex so long as stopped and 1/4 MP remaining

Firepower:

- FP 4 at range 8, ROF 1

Defense:

- +2 size TH DRM vs Ordnance
- passengers (SMC) and crew enjoy permanent +2 CE DRM vs IFT fire
- riders do not receive CE DRM but are not subject to FFMO/FFNAM
- vulnerable in CC (but not held in Melee):
- Carrier A's BMG is NA in CC (but still counts as a "manned, usable MG"); Carrier B has 2 FP in CC.
- CC attack on Carrier receives A11.11 CC Table modifier -2 for "open topped" (can be offset by +2 if in Motion, and note that the "no manned usable MG" penalty does not apply, even though the BMG is NA in CC)
- always subject to IFT attack (i.e., unable to BU even when Pinned or Stunned)
- if Carrier hit by larger caliber Ordnance, little hope of PRC survival

Dismounted

Movement:

- as normal infantry; every hex away from Carrier means 4 less MP if they need to get out in a hurry

Firepower:

- FP 2 at range 4 (or if the Bren Removed, 2 at range 7 with 1 ROF), SFF-capable (probably worth more than the mounted 1ROF, especially as they can leave 1 Residual and still SFF). If the HS has Removed the LMG, they can use it to lay a Fire Lane

Defense:

- unless claiming +3 Stone Building TEM, in most other circumstances worse off than the mounted crew (who carry their own +2 TEM around with them and are immune to FFNAM/FFMO)
- in the event of adverse IFT results, anything short of Casualty Reduction permits the possibility of recovery (Pin, break)
- easier to conceal and usually less vulnerable in CC, although subject to Melee

has the potential to be just as great an asset to the player.

Beginning in 1943 the Carrier's eight Rider PP allow the player to load an extra HS on to a Carrier (as a Rider) with up to three PP of SW. Add in SMC (up to 4 may freely come on board as Passengers for no penalty) with a further 4PP of SW using the Carrier's 4PP Passenger capacity, and we have quite a party! Thus encumbered, one Carrier A can move a full squad-equivalent plus four leaders plus up to 7PP of SW at several times the infantry movement rate, all without FFNAM/FFMO. To incoming Ordnance fire, the Carrier offers only a very small target (and should usually be able to gain additional movement or terrain benefits). Against IFT fire, at least the Inherent Crew and Passengers receive the +2 CE TEM, even if the Rider HS does not. And per the 2nd Edition, remember B9.3: "PRC never receive a TEM for a wall/hedge."

Note also that the last line of D6.5 specifies "SW carried by a vehicle's Passenger PP capacity can be unloaded only by Passengers...." So, if your Carrier is loaded with a Rider HS, that unit cannot Remove any SW being transported inside the Carrier, only their own "Rider" SW. However, the last sentence of D6.83 allows the Carrier HS/crew to unload as per D6.5, and it may take any portaged SW with it as it does so, as this is "armament Removable by a Passenger" (D6.631).

Carrier HS may recombine as early as the Rally Phase of the Player Turn following their unloading, even if there is no leader present (D6.82), though this concession only applies to HS that are or have been Carrier Crews. A Carrier "Crew" combining with a HS of riders would require the presence of a leader. Designers might note that Carrier Platoon commanders sometimes loaded their vehicles with extra members of the Platoon, for example the motorcyclists, who would justify a SSR qualifying them also as "Carrier HS."

Conclusion

Any sequence of photographs of a World War 2 British infantry unit is almost guaranteed to include a Carrier. Unlike tanks (which many infantrymen did not see from one week to the next), the Carrier was never far away. And unlike trucks, which rarely ventured close to the front line, the Carrier went everywhere. The infantry soldier depended on the Carrier to bring up ammunition in the thick of the action, and often to carry him out of harm's way if he was wounded. In most ASL scenarios, these abilities are not required. But the following recollections of a Carrier Platoon commander are as appropriate to the ASL player as they were to the real squad leader.

"The Carrier Platoon gave the Commanding Officer a reserve to use for filling gaps in defense, or adding to rifle companies' strength and fire power in attack, or to move quickly to occupy a crossroads or similar, or for reconnaissance."

We'd like to give a special thanks to the guys who did a lot of pre-playtesting and provided a lot of feedback to Ian when he needed it on this rather esoteric selection of scenarios. Thanks, guys!

Nigel Ashcroft
Steve Crowley
Iain McKay
Pete Phillipps
Toby Pilling
Dave Schofield
Simon Strevens
and
Pete Shelling

Smoking by the Numbers

The post-1943 Carrier presents the player in search of some Smoke capability with the same dilemma that many other AFV present. Should he use the vehicle smoke dispenser (sD; D13.31) which some AFV have indicated on the reverse of the counter or use the vehicular smoke grenades (VSG; D13.35) inherent in all AFV. Let's discuss the factors involved.

First, which type of Smoke do you prefer? VSG provide 1/2" Infantry Smoke while sD provide dispersed 5/8" Smoke, both of which provide +2 LOS Hindrances. If you need Smoke to be around in your opponent's PFPh, then you want sD. If you want it to disappear in time for your AFPh, then you want VSG, which lifts after the MPH.

If you do not care what type you get, then ask yourself how vulnerable can your AFV afford to be. Although a BU AFV pays a +1 DRM penalty for its sD and a BU OT AFV gets VSG on a dr of 1, a CT AFV *must* be CE to use its VSG. If you can't afford to be CE, your CT AFV cannot afford to use VSG. Of course, this is not an issue for Carriers, which always must be CE.

After that, the decision rests on your sD number. A CE AFV will get VSG on a dr of 1 or 2 (33 percent of the time). A Carrier must make a DR ≤ 5 in order to get Smoke from its sD, which will only be successful 28% of the time. Many German AFV need a DR ≤ 6 which would be successful 41% of the time.

For a Carrier then, the issue is fairly simple: if all you want is any kind of Smoke in the MPH, go for VSG. Only use sD if you need the smoke to last longer. For AFV with a sD of 6 or greater, only use the VSG if you need the Smoke to go away sooner. Otherwise, use the sD and ask yourself how important it is to get Smoke? Is it worth going CE to avoid the +1 DRM?

The Fine Art of Bushwhackin'

by David Olie

A wright, you guys. Time to put away your Jagdtigers, your Rocket OBA, your Human Waves, your Flamethrowers and multiple-HMG-led-by-a-10-minus-3-leader "Death Stars." Today we are going to learn something about being Subtle. Forget about using a sledgehammer to crack a walnut. Today we are going to get up to snuff on the fine art of the Ambush.

Oh, sure, you can burn and blast your way to victory. Sometimes it's the best way, the smart way. Sometimes you won't have much choice about it; there are not a lot of opportunities for Ambush in the Desert, for instance.

But the "burn 'em, blast 'em" approach has its disadvantages. For one thing, it tends to be predictable. Your opponent will usually be expecting to lose troops to your OBA, your "Death Stars," and your heavy armor support. What he's probably less prepared for is your sneaky stack of concealed units that advances in, whacks a bunch of his guys, and advances out again before he can fire a shot. Psychologically, the Ambush can be deadly. In terms of racking up those CVP at minimum risk to yourself, it can be equally deadly.

The rules for Ambush were not part of the original SL system; they were first introduced with ASL. The basic rules are contained in A11.4 and 11.41, as a subsection of the rules for Close Combat. Altogether they comprise just slightly less than a column of text in the ASL Rulebook 2nd Edition, including a chart and an example. A11.32 is also essential to the Ambush rules, since Ambush is one of the cases of Sequential CC. The few Errata and handful of official Q&A since publication of the original rules have been incorporated into the 2nd Edition. However, the Night (E1) rules, which are included in the 2nd Edition, and PTO (specifically G.6), which is not, make substantial additions to the Ambush rules. We will look at these in more detail later.

I have to admit that, in my early days as an ASL player, I tended to lose sight of the Ambush rules. One thing I had a hard time getting my head around for a few years was the word "Ambush" itself. To my mind, "ambush" tends to imply a group of guys huddled in the trees on either side of a road or path or somewhere else with good cover, waiting for some enemy to stumble into their trap. The trouble with this mental image is

that it's hard to imagine an Attacker getting this kind of advantage over a Defender.

To get around this, I prefer to think of "Ambush" in ASL as "Close Combat Initiative." An Ambush in ASL can be a way of portraying a Defender springing a trap on an Attacker. It can also reflect a skillful Attacker getting a positional advantage over a more passive Defender. In either case, one side has "got the drop" on the other side. With skill and a bit of luck it is possible to bushwhack the bushwhackers in ASL. In this article I will try to show some of the ways Ambush can become part of your arsenal in the attack. At the same time, I hope to show how you can help make your defending troops more ambush-resistant.

"With skill and a bit of luck it is possible to bushwhack the bushwhackers in ASL."

Ambush is only possible when the ATTACKER has advanced in the APH into CC against a DEFENDER. It is never part of resolution of Melee, and it is not possible when the ATTACKER has entered the DEFENDER's Location solely during the MPh (Infantry Overrun, Berserk, or Human Wave/Cavalry Wave/Banzai). In addition,

one or both of the following conditions must apply:

1. The ATTACKER or the DEFENDER (or both) are Concealed, regardless of the terrain in the DEFENDER's Location.
2. The DEFENDER's Location is Woods, Building (including *non-collapsed* Hut), Jungle, Kunai, or Bamboo. (Rubble is also Ambush terrain in *RED BARRICADES* [RB SSR 8] and *A BRIDGE TOO FAR* [ABtF 21].)

So, the DEFENDER can avoid Ambush by staying out of Woods, Buildings, Jungle, Kunai, and Bamboo, staying unconcealed, and blowing the Concealment off all the ATTACKER's units on the board. Hmmm... That doesn't sound very practical, does it? A far better approach for both players is to increase the odds of getting the Ambush drs in your favor.

The dice play a role (pun intended) in just about everything you do in ASL, so in order to make effective tactical decisions you have to know something about calculating odds. Math was always my worst subject in school, but after years of sweating blood I've pretty much figured out the 2d6 system used for IFT attacks, TH/TK rolls, Morale Checks, etc. If someone asks the odds of rolling 7 or less on two dice, my hand goes up at the back of the classroom. "Ooh, ooh, I know! Pick me!" (It's 58.33%.)

But figuring the odds for a successful Ambush had me stymied for quite a while.



Illustration #1:

Probabilities of Ambush for ATTACKER or DEFENDER with a net "0" drm.

ATTACKER's ODDS: 6 in 36 or 16.7%

DEFENDER's ODDS: 6 in 36 or 16.7%

NO AMBUSH ODDS: 24 in 36 or 66.7%

 Attacker Ambushed
 Defender Ambushed

		ATTACKER dr					
		1	2	3	4	5	6
DEFENDER dr	1						
	2						
	3						
	4						
	5						
	6						

Illustration #2:

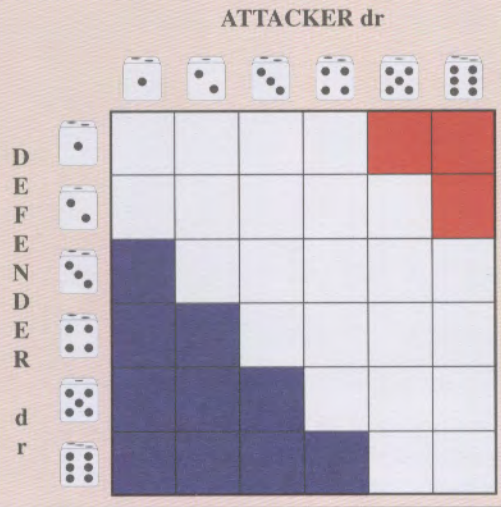
Probabilities of Ambush for
ATTACKER or DEFENDER
with a net "-1" drm for
the ATTACKER.

ATTACKER's ODDS: 10 in 36 or 27.8%

DEFENDER's ODDS: 3 in 36 or 8.3%

NO AMBUSH ODDS: 23 in 36 or 63.9%

■ Attacker Ambushed
■ Defender Ambushed



Two dice are rolled, one by yourself and one by your opponent, but the result is based on the *differential* between the two. No other rule in ASL uses this mechanic. To achieve Ambush, your Final Ambush dr must be *at least 3 less than* the Final dr of your opponent. For instance, "1" is 3 less than "4", "4" is 3 less than "7", etc.

The math wizards might be able to figure these differential odds in seconds, in their heads, but not me. I needed graphics. So I came up with the following, based on one of Bob Medrow's early articles.

Illustration #1 shows the most basic Ambush situation, where there are no drm for either side, or where the ATTACKER's and the DEFENDER's drms cancel out to zero. Since two six-sided dice are being rolled, there are a total of 36 possible outcomes (6 times 6). Each small square in the illustration represents one of those possible outcomes, or a 1/36 chance. In these circumstances, there are six possible outcomes that will give Ambush advantage to the ATTACKER, and an equal number that will give the same to the DEFENDER. The odds for each side are 6/36, or 1/6, or 16.7 percent. There are 24 chances in 36 (4/6, or 66.7 percent) that no Ambush will occur at all.

A 16.7 percent chance is certainly not anything that you can bank on, especially when there's an equal chance of not just being unsuccessful, but of actually having the tables turned against you. A player who bases his tactics on such unlikely odds is asking for trouble, and will probably get it sooner or later. A fluke can happen, but under these circumstances an Ambush result for either side is just that; a fluke.

As an example, consider the fact that many squad types in the game have smoke exponents of "1." That gives the squad a 16.7 percent chance of getting smoke grenades, as against an equal chance of having to end its MPh on a dr of 6. How many times have you actually tried for smoke from one of these squads? Maybe if you're desperate, or have nothing to lose by it, but it's not anything to base your tactics on.

Now have a look at Illustration #2. In this case, the ATTACKER has a net -1 drm to his Ambush dr. This does two things: it increases

his chances of getting the Ambush from 6/36 to 10/36 (16.7 percent to 27.8 percent); it also decreases the DEFENDER's chance of getting the Ambush from 6/36 to 3/36 (16.7 percent to 8.3 percent). The chances of no Ambush have also decreased slightly.

Let's move on to Illustration #3. Now we have given the ATTACKER a net -2 drm in his favor, and look at how it changes the odds: the ATTACKER now has 15 chances in 36 of getting the Ambush (41.7 percent), while the DEFENDER has a mere 1 chance in 36 (2.8 percent). And the chances of no Ambush at all have gone down to 55.6 percent. It's by no means a "sure thing," but the ATTACKER has improved his chances dramatically, while at the same time minimizing his risk. This is a basis for sound tactics. Obviously, all these odds and percentages are reversed if it's the DEFENDER that has the net drms in his favor. So the obvious key is to maximize the negative drms in your favor, or to pick on enemy units that have positive drms against them.

The A11.4 chart gives only three sources of negative modifiers. Leadership is the most obvious one, and will give you -1, -2, or even -3 as long as the leader is stacked with at least one other friendly unit. The leader will also modify your upcoming CC attack, for a double benefit. Of course, that +1 leader will count against you.

Illustration #3:

Probabilities of Ambush for
ATTACKER or DEFENDER
with a net "-2" drm for
the ATTACKER.

ATTACKER's ODDS: 15 in 36 or 41.7%

DEFENDER's ODDS: 1 in 36 or 2.8%

NO AMBUSH ODDS: 20 in 36 or 55.6%

■ Attacker Ambushed
■ Defender Ambushed

Stealthy units get a -1 drm. Gurkhas and Partisans are always Stealthy, as are Australians and New Zealanders (ANZAC) and Finns (unless Green) and Japanese Elite and 1st Line units. Units designated as Commandos by SSR or DYO purchase also get Stealth advantages, as do Heroes. Only one of the Advancing or Defending units has to be Stealthy in order to get the -1 drm, so although the Heroic drm does not apply to the Ambush dr, his Stealth advantage does, whether stacked with other friendly units or on his own.

Finally there is Concealment, the most potent factor in Ambush. Even having just one Concealed unit in a stack is enough to give you that -2 drm, so it's very useful to keep at least one unit in the stack under that '?' if possible. 7-0 and 8-0 leaders (and Commissars) are ideal for this, since they can't modify any Fire Attacks (except to avoid Covering, and British Elite and 1st Line, including the Gurkhas, don't have to worry about that). These categories of negative modifiers are cumulative, so if you happen to have a Concealed Gurkha squad with a 10-3 leader, that's -6 drm, and that's one mean, lean Ambush machine.

The positive modifiers tell you what you don't want to have. In non-Night scenarios, Lax status is pretty much confined to Green and Conscript MMC, as well as 1st Line Italians. (Human Wave/Banzai units are also Lax, but since they will tend to enter the DEFENDER's Location in the MPh, Ambush is not usually an issue.) CX units are also +1 drm on the Ambush roll, and since they are also at a severe disadvantage in CC, they are doubly penalized. If you Advance a CX unit into CC, you have only yourself to blame for the outcome. By the same token, you should think twice before giving up the chance to Advance into a Location containing a CX unit. Same thing applies to a unit above a Bank counter (+2; see G8.212) or on a Panji (+1; see G9.21)

The positive drm for Pinned status will usually apply only to the DEFENDER, since Pinned units can't Advance. Berserkers and Cavalry are addressed below. The +2 drm for pillboxes will only come into play if it is in Ambush terrain, or if someone is concealed.

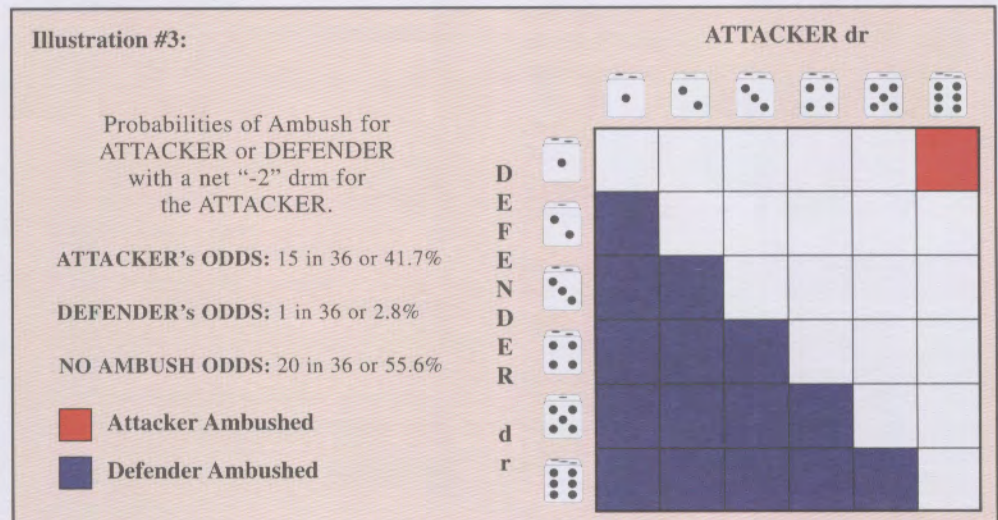




Illustration #4:

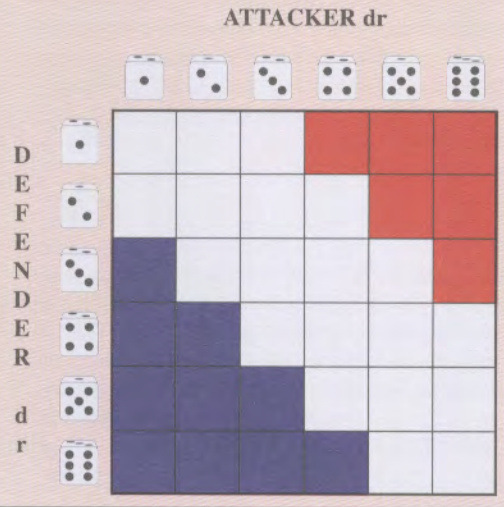
Probabilities of Ambush for
ATTACKER or DEFENDER
with a net "0" drm at Night.

ATTACKER's ODDS: 10 in 36 or 27.8%

DEFENDER's ODDS: 6 in 36 or 16.7%

NO AMBUSH ODDS: 20 in 36 or 55.6%

 Attacker Ambushed
 Defender Ambushed



Ambushing a brokie is great fun, but in daylight scenarios it can be a hard thing to pull off. The buggers keep running away if you're not concealed. One way to do it is with a HIP Trap, which I will mention farther on.

PTO terrain introduces three other terrain types in which Ambush can occur: Jungle, Kunai, and Bamboo. This is a mixed blessing for the ATTACKER, as this terrain also adds a +1 drm to your Ambush roll. For the Japanese Elite and 1st line (and the Gurkhas and ANZACs) this is not a major handicap, as the -1 drm for Stealthy will usually cancel it out. But it doesn't make the job any easier. Finally, Ambush against Vehicles rates a separate mention, so we discuss it later on.

Having secured your Ambush, what good does it do you?

The first advantage of Ambush is that the resulting CC becomes sequential. That is, the Ambushing player gets to make his attack first, and only the surviving units (if any) of the Ambushed player get to make a CC attack in return.

Second, the Ambushing player gets a -1 DRM to his CC attack. If any of the Ambushed units survive to make an attack in return, they must add a +1 DRM to their attack.

Third, if the Ambushing player is concealed, he may keep his Concealment if his CC attack is successful in entirely eliminating or capturing its target. A unit that has been Ambushed, on the other hand, immediately loses Concealment before the Ambushing player makes his attack.

If all this was not enough, the Ambushing player has several options for Ambush withdrawal, assuming he is not Pinned. He may decline to make any CC attack and immediately withdraw to any ADJACENT accessible Location, keeping Concealment if he has it. He may declare an attack against any or all of the units he has ambushed, and, *if he is successful in eliminating all of the targeted units*, he may withdraw free of attack, again keeping concealment if he has it, or stay and suffer the return attack of any surviving units which he did not target. Or he may withdraw from CC after both he and the Ambushed player have resolved their attacks.

Ambush withdrawal is a potent tactic. In essence, it can give you a "two hex advance," allowing you to move an additional hex after advancing into CC if you are the ATTACKER. (Note that this can also happen in ordinary CC if a DR 2 or 12 occurs [A11.22], but is much more likely to happen as a result of Ambush.) Ambush withdrawal can allow you to "advance" into the rear of the enemy, or even to withdraw off the board, in those scenarios where Exit VP count. What a way to win a game!

Here are the best ways to maximize your Ambush potential:

1. Play PTO scenarios.
2. Play the side that has Stealthy advantages, either naturally (Japanese Elite and 1st line, Gurkhas, ANZACs, Finns, Marine Raiders, Partisans, etc.) or by SSR (Russian Elite and 1st line units in *RED BARRICADES*). At least, don't take the side that is Lax.
3. Have Heroes. Easier said than done.
4. Keep Concealment.

If the enemy is closing in, and you have doubts as to whether your fire attack will work, forget about it and stay Concealed. The advantages of Concealment in the Ambush dr will usually outweigh all but the most favorable DRMs in a fire attack. Or, if the fire attack probabilities look really good, try to keep at least one of your units Concealed, even if it's only a -0 Leader. That -2 drm for a Concealed unit can make a big difference in the Ambush dr.

Remember that, if the scenario is about killing units, CC is one of the best ways to do it, and Ambush gives you all the advantages in CC. If the object is to hold the enemy off for a time, a break may be as good as a kill, so the fire option may be the best. CC is always Big Casino, but if you have the upper hand on the Ambush dr, you are the House, and in the end, the House always wins.

As long as we're talking Big Casino, let's talk Caesar's Palace. In ASL terms, this is Ambush combined with Hand-to-Hand CC (H-t-H CC). Oh, man, is this nasty.

H-t-H CC is only possible in certain situations. The Japanese always use H-t-H CC if they are the ATTACKER, unless the DEFENDER ambushes them. Gurkhas have the option to declare H-t-H CC if they are the ATTACKER, as does any ATTACKER in Deluxe ASL and *RED BARRICADES*.

If you are the ATTACKER, and you get the Ambush, and you have the option to go H-t-H, it's almost always a good idea to do so. (Remember the Japanese don't have any option, they just do it.) The H-t-H CC Number is 2 higher than the regular CC number in all odds columns. That's like you just got a -2 DRM. This is in addition to the -1 DRM that armed, unpinned Japanese get in H-t-H CC and that Gurkhas get in all CC vs Infantry/Cavalry/PRC.

The usual downside of declaring H-t-H CC is that it will also apply to the return attack of your opponent as well. But in an Ambush situation, the idea is to "do it to them before they do it to us." If you can wipe him out with your CC DR, he won't have the chance to attack back. And H-t-H CC, given reasonable odds, maximizes your chances of "doing it to them." If the odds are poor, it means you've got a low FP unit in the contest anyway, which you can usually afford to sacrifice on the chance of making the big score. In fact, there's usually no good reason *not* to go H-t-H if you get the Ambush and you have the option. Note, however, that H-t-H CC cannot be declared vs vehicles, PRC, or Pillbox occupants, even if they have been Ambushed. You'll have to get them the hard way.

And another word of caution. Those Japanese look awfully good in CC, especially H-t-H CC. They get that -1 DRM. And they're Stealthy, if Elite or 1st line. And they gain concealment more easily. And they almost always get some HIP. It's tempting to think of them as the Ambush/CC practitioners *extraordinaire*, and use them in that role almost exclusively.

But the Japanese have a serious weakness in CC, especially against the Americans. The Japanese are low on FP. They will almost always be attacking at low odds in CC. The -1 H-t-H CC DRM is helpful, as are the odds of getting Ambush, but they can't be relied on as your sole means to victory.

But the Japanese have many other advantages. They "flip" when any other squad would break. If a Japanese squad wants to get somewhere, it's hard to stop it. And if that "somewhere" is behind enemy lines, to hunt down broken units, cause Failure to Rout, or inflict Encirclement, it can be more effective in the long run than going *mano a mano* with U.S. squads that outgun them. Yes, H-t-H CC, especially if combined with Ambush, can be a killer tactic for the Japanese. But there is more to Japanese tactics than this. (See "A Case for Infiltration" in *Journal #3*.)

A bit earlier I mentioned a tactic I call the "HIP Trap." Many scenarios give the Defender the ability to set up some or all of his units using Hidden Initial Placement (A12.3). (The Japanese *always* have some

HIP capability, whether Attacking or Defending; see G1.631.)

HIP capability is often used to set some sort of "trap" for the Attacker, often by hiding some potent fire weapon to open up on the Attacker when he's not expecting it. The HIP Trap is something different. It's a unit, often just a HS, which is hidden in an unlikely and hopefully inaccessible place where the Attacker might not find it, or Search it out. At some point, usually late in the game, the HIP Trap is revealed to cause trouble for the Attacker where he least expects it, but not necessarily using firepower. The HIPster might be used to regain control of captured building Locations. Or he might find himself in a position to advance into CC with supposedly "safe" broken enemy units.

If a HIPster is voluntarily revealed to move or advance it can retain concealment (A12.32). If Good Order enemy units are in LOS, it may have to Assault Move in cover in order to get ADJACENT to the brokies, but the broken units alone will not cause concealment loss. As long as your unit is concealed it is not a Known Enemy Unit and the brokies will not become DM and Rout away from it. If you can advance into the brokies' Location you will have at least -2 for concealment on your Ambush dr, while the brokies will have at least +1 drm on theirs. This makes your Ambush a very strong possibility. Even if it doesn't happen, given the limitations of broken units in CC, they are likely going to be in big trouble. It's a great move if you can pull it off. Just remember that your cleverly placed HIPster might be able to cause just as much havoc, or more, if you simply reveal him during the RtPh to eliminate those brokies for Failure to Rout.

Another kind of HIP Trap can occur in PTO scenarios, due to rule G.4. If an ATTACKER enters a jungle, Kunai or bamboo Location that contains only HIP Infantry that are Stealthy (assuming they're not in a Pillbox or Building or manning a Gun), the DEFENDER has the option of either invoking rules A12.15/A12.41 (effectively denying the ATTACKER's entry) or he can choose to remain HIP.

Assuming the Location is not effectively Searched (not easy vs Japanese) by the ATTACKER, the Stealthy DEFENDER can

essentially decide when, and if, any fight is going to occur. He can decline any attack, in which case the ATTACKER might go right through the Location, leaving the DEFENDER, unbeknownst, in his rear. Or the DEFENDER can declare a TPBF attack in the Location, bringing the MPh of the ATTACKER's unit to an end and marking both with a CC counter. In this case, Ambush cannot occur. Or (assuming the units stay in the Location) the DEFENDER can bide his time and wait until his next CCPh, at which time he can drop HIP, place his unit under concealment, and roll for Ambush. Chances are he'll get it. Effects similar to the HIP Trap can be obtained against brokies using Sewers and/or Tunnels (B8), but since these are not specific to the Ambush rules I'll leave the details to someone else.

Vehicles, should they be foolish enough to get too close, may be very vulnerable to Ambush. Vehicles, of any sort—armed, unarmed, armored, unarmored—are penalized by +2 on their Ambush dr. If the vehicle is armored, and happens to be Buttoned Up or Stunned, it gets an additional +1 drm for each of those cases as well. These penalties apply even if there are friendly Personnel in the Location with the vehicle (including Passengers and Riders), and affect the Ambush dr made by those Personnel in conjunction with the vehicle.

The problem for the would-be Ambusher is waiting for the vehicle to get into a position where it can be Ambushed. First of all, the vehicle must be ADJACENT, and smart drivers will mostly try to avoid such situations. Second, vehicles do not frequent Ambush terrain (see above), which means that the potential Ambusher must be concealed *and* the vehicle not in Open Ground (lest concealment be lost).

Normally in non-Ambush CC vs a vehicle, the non-vehicle player gets to attack first, with one unit, before the vehicle can attack back (A11.31). If you manage to pull off the Ambush, however, you can make *all* your attacks before facing the wrath of the vehicle and, as is the case with all non-sequential CC, only if the vehicle survives your attack(s). Note that if you only have one unit Ambushing, this effectively makes no difference. It can be important when you have more than one unit in your Ambushing stack, since each unit must make a separate attack vs a vehicle (with exceptions for leaders and Heroes). Ambushers vs vehicles also get the usual -1 DRM on their CC attack and the vehicle will have a +1 DRM if it gets to attack back.

This fairly straightforward picture is complicated somewhat by the rules for Street Fighting (A11.8). Street Fighting can come about in the following situations:

1. The vehicle is in a Road hex, that hex is ADJACENT to Building Locations on *both* sides of the Road, and the Street Fighting Infantry is attacking from one (or more) of those Building Locations;

2. The vehicle is in Bypass of a Woods/ Building obstacle, and the Street Fighting Infantry is in that obstacle.

Street Fighting can come about as a result of CC Reaction Fire against a vehicle (D7.211), but since this happens during the opponent's MPh, it does not involve Advance into CC, and therefore Ambush can't occur. A CC Reaction firer *does*, however, get the Ambush benefits of -1 DRM on his CC attack. This is the *only* Ambush benefit that applies to CC Reaction Fire. Ambush Withdrawal and maintaining concealment don't apply.

If, however, you are able to advance into a Street Fighting situation, and due to concealment or terrain an Ambush is possible, you can roll for it. If you succeed in Ambushing the vehicle, you will get all the usual Ambush benefits, but you can't claim double the DRM for a combination of Ambush and Street Fighting. If you don't get the Ambush, you'll still get the -1 DRM, but you won't get the Ambush Withdrawal benefits for Street Fighting alone. It's good, but it's not *that* good.

The PAATC required to advance into CC is *not* a concealment-loss activity. You can look at Case 'C' of the Concealment Gain/Loss Table. I don't have to since I've had it tattooed to my lower arm as a reminder. However, Case 'A' of that table tells us that a concealed unit in an obstacle where a vehicle ends its MPh in Bypass *does* lose concealment. Bypass movement is only possible around Woods and Buildings, so a Bypassing vehicle is automatically considered in Ambush terrain, even though not actually *in* the obstacle. You will be able to roll for Ambush without taking a PAATC (assuming it's an AFV) even though you've lost concealment. You will get the Street Fighting Ambush DRM, and depending on the Ambush dr you might get a "true" Ambush.

On the other hand, you may be able to maneuver concealed units ADJACENT to the vehicle, but if it's an unconcealed AFV you'll have to pass the PAATC to enter its Location. Again, depending on the dr, you will get the Street Fighting Ambush and you might get the "true" Ambush.

Personally I'd rather have the guaranteed Street Fighting Ambush DRM without concealment than the possible Ambush with concealment. This guaranteed DRM is one of the answers to the infamous "VBM Freeze" tactic. Make sure you, and your opponent, understand it well.

Also keep in mind that the PAATC is only required to Advance into CC vs an unconcealed AFV. You don't have to make this DR to Advance vs an unarmored vehicle, even if it's armed, so Ambush (and CC) opportunities will be more plentiful if the soft-skinned stuff tries to get in your face. And you don't have to take a PAATC vs a concealed AFV. Given that CC vs an AFV is sequential even when there is no Ambush, and that even a concealed AFV is unlikely to get Ambush, an AFV looking to avoid a fight is usually better off hoping that the PAATC requirement keeps the

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TIPS FROM THE TRENCHES

You do not have to attack everyone you ambush with Hand-to-Hand Close Combat, but remember that the units you do not attack will still be using the H-t-H table when attacking YOU!



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therefore should be accessible to most players.

Mark Nixon introduced a formula for firepower comparison (reprinted on page 37) that can be fun for the number crunchers among us. He claims that as a ballpark figure, an attacker should command about 62% of the firepower in a well-balanced scenario. Any deviations from that number should be explained by other features of the encounter, such as smoke availability, difficulty of the VC, etc. Using his formula we see that the

Germans have 332.4 factors, of which 224 (a whopping 67%) come from the tanks. The Russian forces at start have 211.8 factors, of which 120 (56.7%) are provided by the tanks. Counting their reinforcing T-34M41s they have 331.8 factors, 240 from the tanks (72%). Thus we see that the Germans have a very Nixonian 61% of the available firepower at the start of the game, but the number drops to 50% counting the Russian reinforcements. If we were to prorate the Russian firepower numbers based on the number of turns available, the Germans would have about 54% of the available firepower in this engagement.

These numbers don't prove anything to me, but they provide strong evidence that the tanks are clearly the centerpieces of this game (in case you didn't grok that from looking at the card), and they also reinforce my idea of how the game will most likely proceed. The Germans will come on like gangbusters early considering their wealth of firepower and other advantages such as smoke and the ability to concentrate their force. Later the Russians will get a big boost from their other five tanks, and if they've hung on long enough they should be able to do something productive with them. Have fun.

Inventorying Your Overlays

ID	Source	Description	ID	Source	Description	ID	Source	Description
1	CoB ⁴	Village 13 huts	Hd9	J4	8 hexes, 1 wood building	W1-4	WoA ¹	Wadi (various)
2	CoB ⁴	Wooded hill & stream	Hd10	J4	8 hexes, 4 orch, 1 stone bld	Wd1-5	CoB	Woods 1hex-5hex
3	CoB ⁴	Village & rice paddies	Hd11	J4	7 road hexes, 3 sunken	X1	WoA ²	1-hex stone; cliff
4	CoB ⁴	Wooded road	Hi1	AP2	Hill 1 hex	X2	WoA ¹	1-hex mausoleum
5	CoB ⁴	Stream with bridge	Hi2	AP2	Hill 2 hexes	X3	WoA ¹	1-hex tents
6	AP2	Town on Level 1	Hi3	AP2	Hill 3 hexes	X4	WoA ¹	1-hex stone
B1-B5	CoB	Brush 1 hex-5 hex	Hi4	AP2	Hill 4 hexes	X5	WoA ¹	1-hex stone
Be1-Be3	GH	Beach 5x11	Hi5	AP2	Hill 5 hexes (1 Level 2)	X6	CoB ⁶	1-hex pagoda
Be4-Be6	GH	Beach 12x7	Hi6	AP2	Hill 1 hex (cliffs)	X7	CdG	1-hex stone
Be7	GH	Beach w/river	Hi7	AP2	Ridge on hill	X8	CdG	1-hex stone Level 2
D1	WoA ¹	Deir 16 hexes (1 scrub)	M1-M5	CoB	Marsh 1hex-5hex	X9	CdG	1-hex wooden
D2	WoA ¹	Deir 15 hexes	O1-O5	CoB	Orchard 1hex-5hex	X10	CdG	1-hex wooden
D3	WoA ¹	Deir 4 hexes	Oc1-Oc4	GH	Ocean 12x13 hexes	X11	CdG	Two 1-hex stone
D4	WoA ¹	Deir 5 hexes	OG1-5	CdG	Open Ground 1hex-5hex	X12	CdG	2-hex stone rowhouse
D5	WoA ¹	Deir 36 hexes (2 scrub)	OW1	DB	Orchard-Woods	X13	CdG	2-hex wooden
D6	WoA ¹	Deir 16 hexes (3 scrub)	P1-P5	GH	Pond 1hex-5hex	X14	CdG	Stone 2-hex & 1-hex
dx1	OOP	Deluxe 1-hex open ground	RP1-RP5	CoB	Rice Paddy 1hex-5hex	X15	CdG	2-hex stone & 1 wood
dx2	OOP	Deluxe 1-hex woods	RR1-2	DB	Railroad 11-hex ground	X16	CdG	5-hex stone multistory
dx3	OOP	Deluxe 1-hex orchard	RR3-4	DB	Railroad 6-hex ground	X17	CdG	5-hex stone two-story
dx4	OOP	Deluxe 2-hex woods	RR5-6	DB	RR 3-hex curved ground	X18	CdG	Two 2-hex stn & 1 wd
dx5	OOP	Deluxe 3-hex open ground	RR7-8	DB	RR 11-hex elevated	X19	DB	3-hex steeple & graveyard
dx6	OOP	Deluxe 2 woods, 1 brush	RR9-10	DB	RR 3-hex curved elevated	X20	DB	6-hex rowhouse
dx7	OOP	Deluxe 4-hex orchards	RR11-12	DB	RR 6-hex elevated	X21	DB	4-hex rowhouse
dx8	OOP	Deluxe 1 woods, 4 orchards	RR13	DB	Hill with sunken RR	X22	DB	1-hex steeple
dx9	OOP	Deluxe 1 woods, 1 orchard, OG	RR14	DB	RR double track siding	X23	DB	5-hex stone
E	WoA ³	Escarpment	S1	WoA ¹	Sand 8 hexes	X24	DB	3-hex, row, steeple
Ef1	GH ⁵	Effluent 9 hexes	S2	WoA ¹	Sand 2 hexes	X25	AP2	2-hex gvyd & 1-hex steeple
Ef2	GH ⁵	Effluent 11 hexes	S3	WoA ¹	Sand 12 hexes (3 scrub)	X26	AP2	3-hex hill & 5 huts
Ef3	GH ⁵	Effluent 14 hexes	S4	WoA ¹	Sand 6 hexes (2 scrub)	X27	AP2	2-hex stone w/ steeple
G1-G5	CoB	Grain 1hex-5hex	S5	WoA ¹	Sand 6 hexes (2 scrub)	X28	AP2	2-hex huts
H1	WoA ¹	Hillock 45 hexes	S6	WoA ¹	Sand 4 hexes	X29	AP2	1-hex hut
H2	WoA ¹	Hillock 18 hexes	S7	WoA ¹	Sand 4 hexes			
H3	WoA ¹	Hillock 11 hexes	S8	WoA ¹	Sand 6 hexes (1 scrub)			
H4	WoA ¹	Hillock 37 hexes	SD1	WoA ¹	Sand Dune 13 hexes			
H5	WoA ¹	Hillock 31 hexes	SD2	WoA ¹	SD 19 hexes (1 scrub)			
H6	WoA ¹	Hillock 19 hexes	SD3	WoA ¹	SD 19 hexes			
Hd1	J4	1 hedge hex; 6 hexsides	SD4	WoA ¹	SD 7 hexes (3 scrub)			
Hd2	J4	2 enclosed hexes	SD5	WoA ¹	SD 25 hexes			
Hd3	J4	3 enclosed hexes	SD6	WoA ¹	SD 18 hexes (1 scrub)			
Hd4	J4	4 enclosed hexes	SD7	WoA ¹	SD 7 hexes			
Hd5	J4	5 hexes, 1 orchard	SD8	WoA ¹	Sand Dune 18 hexes			
Hd6	J4	3 hexes, 1 woods	St1	CdG	Stream 12 hexes			
Hd7	J4	4 hexes, 1 woods	St2	CdG	Stream 14 hexes			
Hd8	J4	7 hexes, 1 pond	St3	CdG	Stream 15 hexes			

Notes:

Unless otherwise noted, cut out overlays per A2.71

- ¹ See F12.1
- ² See F12.43
- ³ See F12.5
- ⁴ See G.9A & G.9E
- ⁵ See G13.14
- ⁶ See G.9F

FKaC Scenario Errata

(Scenarios are listed by their old ID with the new ID in parentheses)

The following Scenarios are being updated and re-released in For King and Country with new scenario numbers. This errata to the previous incarnation of the scenarios incorporates previous errata and new update changes, but does not include some minor word-smithing. The new scenario number is listed after the scenario title.

A1 Tavronitis Bridge (93)

- Add a 4-6-8 and a glider to the German OB.

A2 Bofors Bashing (94)

- Add a 4-6-8 and a glider to the German OB.

A3 Descent Into Hell (95)

- Add a 4-6-8 and a glider to the initial Turn 1 force and also to the Turn 4 reinforcements.

A15 Stand Fast the Guards (92)

- In SSR 2 delete "and one AT Gun (and its crew)".
- In SSR 4, change "dr" to "DR."
- Replace British balance with "SSR 4 and 5 are NA."
- Replace German Balance with "In SSR 3 replace "DR" with "dr"."

A22 The Crux of Calais (96)

- Add a 4-5-7 and a LMG and 6 "?" to the British OB.
- Replace the British balance with "Add a 4-5-7 and an ATR to the British OB."

- In German balance replace "three 4-6-7s" with "two 4-6-7s".

A24 Regalbuto Ridge (100)

- Shorten Game Length to 7 turns.
- Replace the Victory Conditions with the following: "The Germans win at game end if they have more Good Order squad-equivalents than the British on hill hexes of board 2. Good Order MMC on Level 3 hexes count double."
- Replace SSR 4 with the following: "One German 8-0 possessing the radio must set up HIP to direct the fire of a single offboard 75* leIG 18 INF Gun (German Ordnance Note 15). Radio Contact must be gained/maintained normally, but Battery access is NA. The 8-0 serves as a spotter (C9.3) and all principles of spotted indirect fire (C9.3-.31) apply [EXC: Gun Malfunction is NA], including ROF decrease (C3.33) and target acquisition. For TH# determination purposes, range is counted from hex 3A5."
- In the British balance replace "7 Turns" with "6 Turns".

A35 Guards Attack (108)

- Add a 2-4-8 to the German OB.

A38 North Bank (110)

- Add 8 "?" to the British OB.
- Add the following SSR: "5. Prior to play the British player may secretly record which units possess PIATs. The presence of a PIAT will be revealed when the possessing unit fires/transfers/drops the PIAT in LOS and

within 16 hexes of an unbroken enemy unit, or is no longer Good Order."

- Replace the British balance with "Add one 3-3-8 to the British OB."
- Replace the German balance with "Delete the 8 "?" from the British OB."

A40 Ad Hoc at Beaurains (91)

- In Victory Conditions replace "35 VP" with "30 VP".

A43 Probing Layforce (99)

- In Victory Conditions replace "20 VP" with "17 VP".
- Reduce British OB by one 6-4-8.
- Replace German balance with "Delete a 9-1 from the British OB."

A102 On Silent Wings (98)

- Add a 5-4-8, a LMG, and a glider to the German OB.

G22 A Day By the Shore (103)

- In the VC add "assembled" after "Good Order".
- In German Turn 3 reinforcements replace "enter on Turn 3" with "enter on/after Turn 3".
- In German balance replace "on Turn 2" with "on/after Turn 2".

G43 Kangaroo Hop (106)

- In SSR 6 replace "150+mm OBA" with "100+mm OBA".
- Replace British balance with "In German setup, delete "using HIP (regardless of terrain)" and delete SSR 5."

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enemy out than hoping that staying concealed will prevent an Ambush. But sometimes the enemy doesn't have to take a PAATC, sometimes the AFV is spoiling for a fight, or sometimes avoiding Ambush is the prime consideration. When those rare times coincide with the rare times you have a concealed AFV about to be Ambushed, then keep "?". Otherwise, drop it.

The Night (E1) belongs to the Ambusher, especially the ATTACKING Ambusher. To begin with, it is much easier to gain and, more importantly, to maintain, concealment at Night (E1.3). Since concealment is so important in the Ambush dr, this makes a significant difference, but mostly to the Attacker. On the other hand, the Scenario Defender gets increased HIP capability (E1.2), which aids in setting HIP Traps and other nastiness. But the real boon of the Night rules is in E1.77. In order to gain Ambush, the modified dr of the ATTACKER has to be only 2 less than that of the DEFENDER if in a non-Illuminated Location. To see what this means, look at Illustration #4.

Compare this to Illustration #1. In both cases, no drm apply, although this is an unlikely occurrence at night, due to the relative ease of maintaining concealment/cloaking. The chances of a successful Ambush by the DEFENDER remain the same at 16.7%. But the ATTACKER's odds are 27.8%, as if

he had a -1 drm. But this is not the same as a simple -1 drm, because the odds of no Ambush are only 55.6%, as if the ATTACKER had a -2 drm. The chances of No Ambush have decreased dramatically, and in the ATTACKER's favor.

In addition, at Night there are a number of unit types considered Lax (unless an SSR specifies otherwise) that are not so in daytime scenarios. Pre-1943 German MMC are considered Lax, as are non-elite Italian/Axis Minors, motorized vehicles, and non-Good Order units (E1.62). Also, Cloaked units may attempt Ambush, and if successful in their Ambush dr they do not lose Cloaking status, unless eliminated in CC by the Ambushed side.

Another nasty fact of Night is that it is much more likely that you will be able to Ambush brokies. Broken units at Night may only use Low Crawl when routing and are never eliminated for Failure to Rout (E1.54). This means that brokies simply can't run away and hide as quickly, and since it's so much easier to keep your concealment, there's a very real chance that you can get your concealed or Cloaked unit ADJACENT to the brokie in your MPh (if he's not already DM he can't Low Crawl away because you're not Known to him) in preparation for settling his hash in CC.

A couple of other points. First, Berserk units are +1 drm on their Ambush dr as well as being Lax (another +1). Since Berserkers

usually enter their opponent's Location in their MPh, Ambush is not normally an issue. So why is this drm included in the rules? To begin with, just because the Berserker moved into your Location doesn't mean that some other attacker can't Advance in. Nor does it mean the Berserker cannot be attacked himself. If your opponent creates a Berserker as a result of Heat of Battle during your Player Turn, consider advancing into CC against him. You will have the Ambush advantage against him, plus any other units that might be stacked with him. This might be the best way of getting rid of the Berserker before he become a serious nuisance, assuming you don't already have some whopping firepower to deal with him when he moves.

Second, with a +2 drm on the Ambush dr, Cavalry is terribly vulnerable to Ambush. Of course, Cavalry is terribly vulnerable to just about any kind of attack that can be made against it. If you have the chance, go for it, but you may need to be concealed, since Cavalry is seldom to be found in Ambush terrain. Your FP attack might be as effective, or more so, against these guys, what with the -2 DRM.

Close Combat can be one of the most devastating weapons in your ASL arsenal, whether you're attacking or defending. Some nationalities and some situations are especially geared to this type of fighting. Stacking the

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HALL OF FAME

2002 Scenario Hall of Fame

by Robert Wolkey

On the internet's ASL Mailing List (ASLML) there are many discussions and debates on topics ranging from rules and tactics to scenarios and SSRs. In March 1999 a particular scenario discussion got the wheels in my head churning about what members of the list considered to be the best scenarios of all time. Rather than asking the list that general question, I decided to take it a step further and create a Hall of Fame for ASL scenarios and hopefully add more candidates every year or two as great scenarios are designed, discovered and played over and over again.

My announcement to the ASLML about creating a scenario Hall of Fame met quite a positive response, but the proof would be in the pudding. The list constantly gets inundated with questions, polls and surveys about a huge variety of topics. My main worry was about the number responses I would get from the 750 members of the List. Previous experience told me that I would get a lot of positive email cheering me on to undertake the project, but when it was time to vote, everyone would disappear. A college course in marketing indicated that a 10% response rating was good and a 15% response is excellent. The guys must have thought that this was a worthwhile project, because I received 175 responses (a rate of 23.3%). Thank you to all who voted.

Further email discussion with members of the List most, notably Brien Martin and Sam Belcher, made me realize that the voting should be split up into two categories—Best scenario and Best Beginner/Teaching scenario. I felt quite strongly about this second category, as new players are the lifeblood of our hobby. Any means to promote our game should be explored. If this article influences an experienced player to teach one of the Best Beginner/Teaching scenarios to a single new player and that new player is smitten by the scenario and becomes a member of our hobby, then I can call it a fine day indeed.

Using the NFL Pro Football Hall of Fame as a guideline I came up with only one restriction. To insure that a scenario wasn't a flash in the pan it had to pass the test of time. A scenario had to be at least five years old before it could be nominated and inducted into the scenario Hall of Fame. The method to find the Hall of Fame scenarios was a three-step process:

- 1) Ask for nominees from all available scenarios
- 2) Put together a short list of qualifiers
- 3) Scenario receives 80 percent 'Yes' vote to enter Hall of Fame

Ask for nominees

I asked the ASLML the following question: What are the Best scenario and Best Beginner/Teaching scenario of all time? Members could nominate as many scenarios as they wanted. Some nominated one or two scenarios, while a few nominated as many as six scenarios. Over the next few weeks this generated a huge amount of discussion about why a scenario was great, why it was not or why someone considered someone's suggestion a dog, and so on. From these nominations I compiled a long list of every scenario nominated and from this list I took all of the scenarios that had received at least two nominations. The Best scenario list ended up with 39 scenarios and the Best Beginner/Learning scenario list closed at 14 scenarios.

List Qualifiers

The next step was to try and separate the wheat from the chaff. I posted the lists of scenarios to the ASLML and asked each member to pick his top five choices out of the 39 Best scenarios and his top three choices out of the Best Beginner/Teaching scenarios. Members were not required to pick five and many did not, choosing to pick only one or two scenarios from the lists. From this compilation I was able to come up with a short list of fifteen Best scenarios and ten Best Beginner/Teaching scenarios. They are listed in the sidebar.

Set Criteria

Now the hard part was starting. The two previous steps had taken us into the beginning of summer. I decided to postpone this last vote until the end of summer to insure a high number of responses from all the guys who were appearing sporadically from vacations and other summer activities. Along with the two lists of 25 scenarios, I worded the last vote as follows:

"To VOTE, put a YES in front of a scenario if you think it deserves to be in the Hall of Fame.

Type a NO if you do not. If you haven't played the scenario, do not vote yes or no, leave it BLANK. The Top 5 scenarios in each category (if there are that many) with an 80% Yes vote will be elected into the ASML Hall of Fame. There is no limit to how many you can vote on. If you've played them all, you can cast YES or NO votes on all 25."

The reasoning behind a Hall of Fame vote is very simple. You want the cream of the crop. It does not matter how many positive or 'Yes' votes a nominee has, the key is the number of negative votes. Out of 100 votes, for a nominee to get an 80% rating it needs 80 yes votes without getting more than 20 no votes. This makes the no votes very powerful as it takes four yes votes to cancel out one no vote. If two or three guys don't think a scenario qualifies as truly great, then it doesn't matter what six or seven other guys think. It just doesn't measure up.

Nominees for Best Scenario

Acts of Defiance
Bread Factory #2
Cold Crocodiles
Hill 621
Hill 253.5
Italian Brothers
Khamsim
The Citadel
The Commisar's House (from RB)
The Last Bid
Totsugeki
Valhalla Bound
White Tigers
Wintergewitter
Zon with the Wind

Nominees for Best Beginner/ Teaching scenario

Blazin Chariots
Defiance on Hill 30
Fighting Withdrawal
Gavin Take
Going to Church
Guryev's Headquarters
The Niscemi-Biscari Highway
The Puma Prowls
The Guards Counterattack
Zon with the Wind

With these stringent guidelines in place here are the inaugural members ASLML Hall of Fame followed by the percentage rating.

Best scenario

- Acts of Defiance** (89.8%)
- Cold Crocodiles** (88.4%)
- Hill 621** (87.7%)
- White Tigers** (87.1%)

Best Beginner/Teaching scenario

- The Puma Prowls** (88.6%)
- The Guards Counterattack** (85.9%)
- Gavin Take** (84.6%)
- Defiance on Hill 30** (83.9%)

I was willing to accept the five highest-ranking scenarios with a score of 80% or higher, but no other scenario in either category ranked higher than 75.4%. Even though I didn't get five scenarios from either list, I was pleased. The numbers don't lie. These are truly outstanding scenarios. Here is a small evaluation of each scenario based on my having had the pleasure of playing each of these scenarios at least twice.

A68 Acts of Defiance

The first thing you think when you look at this scenario is 'cool toys'. The next thing that jumps out at you about this scenario is how much jam-packed action is contained in just six short turns. You've got the Germans attacking from the north, the Russians attacking from the south, Hitler Youth hiding in cellars, Goliaths blowing up bridges and a .50 cal that can lay a firelane across half the board. It's got seven AFV (T-44, ISU-122, JgPz IV/70 and StuPz IV) and for many of you this will be the first time you've seen them on the battlefield. I've played it five times and would play it again in a heartbeat.

A25 Cold Crocodiles

Flame Throwing AFV. You would think that's about it concerning this scenario, but they don't arrive until turn four and by that time all sorts of crazy stuff has already happened. Each building is worth 4 CVP and casualty CVP are amassed normally. With hidden 88LL AT guns, six AFV, 80mm OBA, and each side getting a -2 leader, you don't feel comfortable at any time. The 'cold' in Cold Crocodiles must mean that you have to have nerves of cold steel to play this, as it is a test of nerves and patience, both of which I am severely lacking. I wish I knew who designed it, so I could smack him along side the head! [Thanks to Pat Jonke for another great scenario design.]

E Hill 621

The classic battle of quantity versus quality fought over the most famous hill in Squad Leader history. This scenario has stood the test

of time, as it is scenario #5 from the original Squad Leader. A total of 56 Russian squads and 11 AFV charging across the open ground of board 4 as German reinforcements trickle in throughout the game to plug the holes. Surprisingly, this one always seems to come down to the last turn as the Germans advance out of their reverse slope defense to try and retake the hill.

A47 White Tigers

In preparation for writing the article 'Welcome to the Jungle' that appeared in Journal #1, I did nothing but play Japanese scenarios for over a year. White Tigers and Totsugeki (A60) were by far my favorite among all the scenarios I played. In White Tigers, the Japanese are attacking Gurkhas on a cold, rainy day (the rain cannot stop). They must cross a flooded stream to attack a rubble-filled village. You would think that with 23 MMC, five AFV and ten long turns this would be no problem for the Japanese. But, did I mention Gurkhas (-1 in CC), Rain (no Smoke), Flooded Streams (swimming is NA) and Rubble (3 MF per hex) strewn about so readily that it would make a Red Barricades veteran blush? Makes you wish it were eleven turns long.

T2 The Puma Prowls

The perfect scenario to teach someone the AFV rules. With five slow, plodding, radioless Russian T-70's against four fast, sleek powerful Puma armored cars this scenario brings to light all the nuances contained in AFV combat. Remember to teach the new player how it is best for the German player to go CE and to stay outside a six-hex range to give him a +2 advantage over the Russian on their To Hit dice rolls. The Russians suffer a +1 for being Buttoned Up (one-man turrets cannot fire while CE) and at range of 7-12 their Basic To Hit # (being red) is an 8 rather than a 9. Play this scenario once, then switch sides and play it again to give each player a feel for how to play such different units.

Another great learning scenario for AFV is An Uncommon Occurrence (83) from Doomed Battalions. This scenario is especially good if you are trying to teach more than one new player, as it can be turned into a three or four player game with each player getting at least five AFV.

A The Guards Counterattack

Not much to say about this one as most people have seen it or played it numerous times, since it is the first scenario from Squad Leader, with the now classic phrase, "STOP! You have read all that is necessary to play the initial scenario..." Predetermined setup makes this one easy to begin and just start blasting away at each other. After you've played it, it is easy to see why so many people became attracted to the system.

T1 Gavin Take

I refer to this one as the perfect three-player teaching scenario. If you have a local ASL club and get a new member, this new guy eventually brings a friend along to try to get him into the system. This friend is usually his normal face to face partner from previous wargames, so you want this friend to feel comfortable by allowing him to play a scenario with his buddy. Pull out Gavin Take and let them each take one of the two U.S. forces. There is a lot going on, but the new guy doesn't have so many units that he becomes overwhelmed. He also learns by getting to watch the other guy move his units first.

11 Defiance on Hill 30

I will usually play this one against a new player after he has played The Guards Counterattack. This is a great second scenario for many reasons. It introduces the U.S. to the nationality mix. It adds Mortars, Foxholes, Bazookas, Reinforcements and Hills. It involves a lot of movement, as the Germans must cross board 4, rather than the set positions and heavy city fighting of The Guards Counterattack. Finally, it is balanced in favor of the Germans. Let the new player have the Germans and a few mistakes won't cost him as dearly as in a number of other scenarios. When he has taken the victory buildings, he will feel the rush of accomplishment and possibly the agony of defeat as the U.S. reinforcements try and take them back.

Conclusion

With the ASL system now boasting 500+ official scenarios and another 500+ unofficial ones available to play, there is a chance of missing some of the true gems out there. Any of the twenty-five scenarios listed above warrant serious consideration for your 'to be played' list. But, if you want a memorable experience for you and your opponent, and especially for that new player you are trying to convince to come back again, then I cannot recommend these Hall of Fame scenarios enough. Each one has that special je-ne-sais-quoi quality that makes you and your opponent sit back when you've finished and then smile and say "Wow!" Anytime you attach the term Hall of Fame onto something, it had better be great. I have no qualms about attaching that label to any of the eight scenarios listed here. They are that good.

Finally, one last "thank you" to all the 175 guys who voted. You picked a fine set of inaugural members of the ASLML Hall of Fame. I will soon be starting another round of voting to find the next set of Hall of Fame scenarios. A bunch of new ones will meet the 5-year requirement. If you are interested in having your vote count keep your eye on the ASL Mailing List at advanced-sl@multimanpublishing.com or on the ASL topic at www.consimworld.com.

SPOTLIGHT ON THE FORGOTTEN VEHICLES: The Indian Pattern Carrier

By Charles Markuss and Shaun Carter

One of Shaun's personal projects has been researching the fate of the British 18th Reconnaissance Battalion, which arrived in Singapore shortly before the Japanese besieged it, and in which one of his uncles was posted missing, believed killed. One question brought up by this research was what types of vehicles were allotted to this formation. With so little contemporary photographic evidence available, coupled with the fact that much equipment went down when the *Empress of Asia* was bombed and sunk off Singapore, Shaun had his work cut out for him producing a historical ASL scenario involving this unit. He consulted Mr. David Fletcher, the Librarian at the Tank Museum in Bovington, England, who was very helpful (as he always is) and who suggested that the Battalion had used Indian Pattern Carriers, even though most sources do not mention their use in Singapore. One source, however, did state that ten "wheeled carriers" formed part of the hastily-improvised "Tomforce" that was sent to recapture the small village of Bukit Timah from the Japanese (but which received a bloody nose). This is the action that ASL scenario J71 "Tomforce" is based on. It was not an auspicious start for a vehicle that would serve British Commonwealth units well in the North African, Mediterranean, and Burma theaters, and that remained in service well after WW2 ended. But to tell the full story of the IP Carrier properly, we must go back to the dark days of 1940.

In June 1940, with Britain facing invasion, the shortage of tanks and other AFV with which to defend the United Kingdom demanded drastic action. Only 13 tanks were brought back from France, 6 of the horrible light tanks and 7 Cruisers. Another 691 had been left there as scrap and booty for the Germans along with many more carriers and armored cars. Consequently Major-General Pope, a veteran of the French debacle, suggested ordering tanks from the USSR and using Indian resources to augment British production. India certainly had sufficient industrial resources to produce hulls and tracks, although the other components would have to be imported. The Soviet source was not to be, and Pope's plans for India were revised to procure wheeled rather than tracked vehicles. A

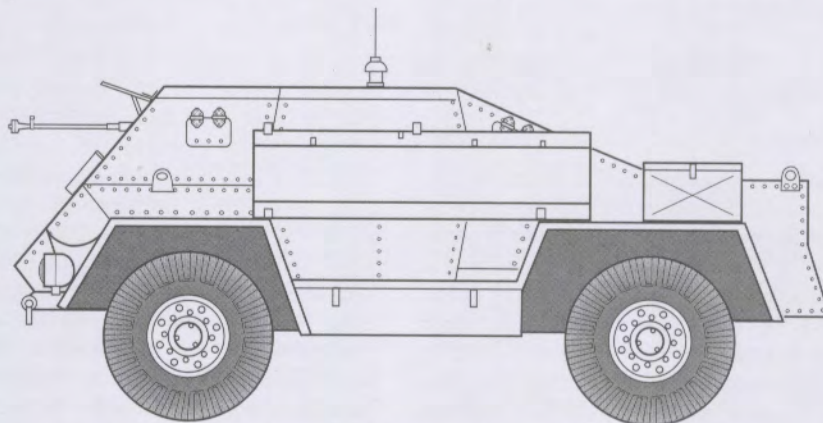
prototype wheeled carrier had been ordered in Britain late in 1939 from Guy Motors Ltd (producer of armored cars), but thereafter only tracked carriers would be built in the UK.

A design suitable for service in the Middle East was selected using a Ford/Marmon-Herrington chassis. The Tata Iron and Steel Works in Jamshedpur, India supplied a combination of riveted and welded armor plates with a respectable 14mm thickness. Final assembly was conducted either there or at the East Indian Railway Workshops. Ten prototype examples of the Mk I were built. On the Mk II onwards, a factory conversion of the Ford chassis from a Quad gun tractor (ASL British Vehicle Note 80) was made, reversing the entire assembly so that the engine was at the rear to give permanent front wheel drive with the option to engage the rear wheels for 4 x 4 traction as required. The Ford 4 x 4 chasses were produced in Canada and supplied in kit form; 9,494 chasses being sent to produce 4,655 carriers, the balance being either lost at sea, used for other vehicles, or left unused when the need for wheeled carriers diminished after 1943.

The Mk II appeared in 1942 and was used in India, North Africa and—we believe—Singapore. Later it was used in Burma, the Balkans, and Italy too, taking various forms as the design was improved or varied. The Mk IIA had slightly larger tires but was also entirely

open-topped, whereas the later Mk IIB had a hinged plate to give some overhead protection. The Mk IIC featured heavier axles and springs and slightly larger tires still. One derivative of this was the Armoured Observation Vehicle (AOV) fitted with what most sources describe as a small turret, but which was in actual fact little more than a glorified gun shield. It was followed by the similar Mk III, fitted with a Boys ATR in place of what most sources wrongly describe as a Bren (but, in Indian service at least, was actually the Vickers-Berthier LMG of similar performance) in a larger revolving turret. This was really a Light Reconnaissance Car in all but name. Some sources state that it carried both weapons together in the turret.

The final Mk IV version appeared late in 1942 and featured a revised and separate driver's position with a centrally-mounted steering column and changes to the body work (the frontal armor was less well-sloped but the vehicle was lower in height) which pushed the maximum permitted gross weight to 15,500 pounds. Detailed production figures are not known for the individual marks, save that 202 Mk IIs were built in 1942-43 and another 74 in 1943-44. Apparently 276 Mk IIIs were built. One source states that the Mk III and IV and the AOV were not used outside Asia. In the post war period the IP Carrier lingered on in paramilitary or police service in Greece, Malaya, Singapore and Burma well into the 1950s.



Ford Indian Pattern Carrier Mk.IIA

In ASL, the Mk IIA is designated as having the BMG MA, while the Mk IIB is given the ATR MA. Otherwise, these vehicles are identical in game terms. The AOV is a MP slower and sports an AAMG for its MA (with an optional bow-mounted ATR). Because there were only minute differences in game terms between the various marks, ASL gets by with only 4 different counters (plus the 3-in. mortar version). In ASL, IP Carriers (British Vehicle Notes 70 & 71- "Armoured Carrier, Wheeled, Indian Pattern") are OT AFV using truck-type movement (but paying four times COT for Reverse Movement). Per British Multi-Applicable Vehicle Note V, they use only D6.82-.83 of the special rules for Carriers. Unlike regular Carriers, they are not fully-tracked, are not considered always CE, and cannot carry Riders. Like regular Carriers, their inherent crews are really HS who can unload as if Passengers or Abandon the vehicle and Remove its MA and who can recombine without a leader.

Describing the IP Carrier in more detail, the Mk II A had a crew of 4 men (one man more than the equivalent tracked carriers). It could reach 50

mph on roads, compared to 30 mph for the tracked carriers. Maximum range of the IP Carrier was a respectable 225 miles, whereas the tracked carriers had a range of 160 miles. The cross-country mobility was less impressive, however, for the non-synchromesh 'crash' gearbox made smooth gear changes almost impossible. Not only that, but the floors were made of wooden planks which cannot have given much protection against mines. Complaints about the separate cab introduced on the Mk IV, and the resultant restricted space available for the rest of the crew probably sufficed to end production of this variant sooner than otherwise. The IP Carrier was also higher at 6' 6" than most of the tracked carriers, which were typically 5' 2" (Scout and Universal variants) or 4' 9" (Bren Carrier). Balanced against this, the IP Carrier had thicker armor than the tracked carriers' 7-10mm (some sources say 12mm), and the plates were also better sloped, at least on the IP Carrier Mk II and III versions.

In action, the role of the IP Carrier was probably little more than "a mobile slit trench", as one Australian referred to the similar Rover armored

car built in Australia. This, however, fails to appreciate what the IP Carrier was designed for; it was a battle-taxi for a half-section with enough armor protection to keep out most small arms fire. As such, its place in AFV history is assured. There is photographic evidence that Mk IIAs often sported a Vickers-Berthier LMG on an AA pintle-mount, and a Boys ATR stuck through the small window in the left of the hull front, just in case (witness the AOV with optional ATR). The same thing was sometimes done on tracked carriers (witness the Carrier B).

As a final postscript, New Zealand built 76 very similar vehicles between early 1943 and February 1944. Due to official wrangling and delays in receiving chassis from Canada, these vehicles were not built until the need for them had passed. Consequently, as far as is known the seven vehicles sent to join the 3rd NZ Division in the Pacific took no part in the Solomons archipelago fighting, although some were later used as OP vehicles in the Korean War.

Continued from page 33

Thai air force flew over the border towns and launched daylight bombings against Vientiane, Battambang, and Pakse, to which the French night bombers answered by targeting Ou Bon, Wadhana, and other cities. On the ground, Indochinese troops conducted numerous reconnaissance missions on both sides of the Cambodian border, making sure that villages were not infiltrated by enemy troops. Thai forces, for their part, harassed the Poïpet salient nonstop while maintaining pressure on the borders. In central Laos, the belligerents were satisfied with exchanging artillery and automatic weapons fire, which was to the advantage of the BAL and its two 155mm pieces. A single attempt by the Thai to cross the Mekong failed during the night of January 6th. Early in January, the French defense became more aggressive and organized commando-style raids to destroy border posts in Thai territory. At the same time the situation was becoming critical around Poïpet. The destruction of an ancient monument outraged the Thai, and with the help of the air force they set the entire area on fire. This warlike ferment finally turned into outright war with the Thai offensive of January 10, 1941.

The offensive was launched in several sectors. Thai troops, faced with weak opposition, easily captured the west bank of the Mekong in northern Laos. In southern Laos, the units stationed in Ou Bon advanced along Colonial Road 10 and occupied the Vang Taun forward post. Their advance was held for a while by the arrival of two companies of I/RTA. On January 15th, Thai troops resumed their advance with air and artillery support and forced the Indochinese garrisons to fall back toward Pakse on the east bank

of the river. Northern Cambodia was defended only by the RTA bis. The Samrong garrison there was subjected to a 3-day bombardment and forced to evacuate on January 23rd. Finally, on the Colonial Road 1, the I/RTC was hit by the major part of the Thai forces and abandoned the poorly defensible terrain it was holding. The Yeang Dang Kum and Phum Preav area thus fell under enemy control on January 11th.

Despite these setbacks, the French command kept its cool, as all of these enemy actions had been foreseen. Following plans drawn up earlier, two independent groups were tasked with the counteroffensive. Colonel Jacomy's group "J," comprised of four battalions, two artillery groups, and the Motorized Detachment of the 11th RIC would attack toward Yeang Dang Kum. Lt. Colonel Natte's group "N," comprised of three battalions and an artillery battery, would attack north of Poïpet and Colonial Road 1. The deployment of group "J" during the night of January 15th was a plodding affair that took place in the absence of any intelligence about the enemy. Because of the wooded terrain, the deployment of the artillery was a delicate task. At dawn on January 16th, fighting resumed in front of Yeang Dang Kum and Phum Preav. The IV/19th RMIC was tasked with attacking Yeang Dang Kum from the north, where the Thai left flank was deployed. During its advance, the battalion lost contact with one of its companies before coming under scattered fire from behind. The battalion was ordered to fall back to prevent being encircled. The II/16th RMIC was supposed to support the IV/19th RMIC but halted before reaching it. In front of Phum Preav, the Thai forces intercepted the III/5th REI upon its arrival. Turning to face the enemy, the legionnaires contained them with the help of the

Motorized Detachment and a section of anti-aircraft guns. At that moment, a company of Thai tanks suddenly arrived and, with the help of relentless air attacks, brushed aside the legionnaire vanguard before being stopped by the battalion's antitank guns. (See J70 "Just an Illusion.") Late in the day both sides fell back to their bases, too weakened to pursue.

These Thai-Indochinese battles prompted Tokyo to intervene and demand a cease-fire, requiring both sides to pursue peace talks lest the Japanese forces in Tonkin become involved in the fighting. During the three months that those talks lasted, each side tried to gain as much ground as possible in order to influence the outcome. A peace treaty was finally signed on May 9, 1941, with all the territories conquered by the Thai army ceded to Thailand.

Aftermath

Poorly equipped, isolated, and then abandoned by France, the Indochinese Union struggled to preserve its territorial integrity. Facing a powerful Japan hungry for conquest, indigenous unrest, and a neighbor with territorial grievances, in a region abandoned by Great Britain and ignored by the United States, it could only react to events, not initiate them. The Japanese army then began an occupation that was to last four years, allowing Japan to fulfill its dreams of expanding into Malaysia and Burma. (See J76 "Ultimate Treachery" concerning French-Japanese conflict in Hanoi near the end of the war.)

SOUND RETREAT



ASL SCENARIO J66

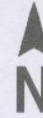
Scenario Design: Ian Daglish



NINOVE, BELGIUM, 19 May 1940: On the day that General Martel received orders to prepare for a counter-offensive around Arras, his 25th Brigade had already begun to fall back from its forward positions on the high ground overlooking the River Dendre. As the infantry regiments marched off, their rear and flanks were covered by a screen of their own Carriers and the light tanks of the cavalry regiment supporting 50th Infantry Division.

BOARD CONFIGURATION:

16	18	
		11



BALANCE:

- German reinforcements enter on Turn 4.
- ⚡ In the VC change "16 Exit VP" to "11 Exit VP".

VICTORY CONDITIONS: Germans win immediately upon amassing ≥ 23 CVP or by exiting ≥ 16 Exit VP from the west edge (Prisoners do not count for Exit VP).

TURN RECORD CHART

● BRITISH Sets Up First	⚡ 1	2	⚡ 3	4	5	6	7	END
⚡ GERMAN Moves First [108]								



Elements of 25th Brigade rearguard including Carriers of 1st Royal Irish Fusiliers and 2nd Essex with 50th Division's supporting cavalry light tanks [ELR: 4] set up first on board 18: {SAN: 0}



8-0	18 1 1 *CMG -/10	16 0 0 1 APP T10 ⁴⁺ *ATR -/2	16 0 0 1 APP T10 ⁴⁺ BMG 2/-/6
2	3	3	3



Lead elements of 6th Army [ELR: 4] enter on Turn 1 along the east map edge: {SAN: 0}



4'-6-7	2-2-8	9-1	8-1	8-0	7-0	dm MMG 3-8	LMG 3-8	dm MTR 3-8	25 0 0 1 AAMG -/4	30 * * * T10 9PP
10						2	2			

AT M12 37L HQ(0)	24 M9 3PP	28 M10 1 OPP
4	6	

Enter on Turn 3 along the east map edge (see SSR 4):

23 0 0 BT 2 20L(4) -/4
2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Carrier A BMG MA may not be repositioned as AAMG.
- British may exit off the west edge without being considered eliminated.
- German reinforcements enter having already expended half of their MPs.

AFTERMATH: The retreat progressed satisfactorily, in spite of roads increasingly filling with civilian refugees. As was to happen many times in the days ahead, the mobile rearguard fought a spirited action in an exposed and difficult position. One cavalry commander noted in particular that the Germans had "an unpleasant little anti-tank gun... which could shoot through our cavalry light tanks as if they were made of cardboard."

THE LAWLESS ROADS



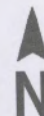
ASL SCENARIO J67

Scenario Designer: David Longworth

le BEAU MARAIS, FRANCE, 24 May 1940: As the British troops in Calais were preparing to defend the town, Brigadier Nicholson, the force commander, received orders from the War Office. They were to escort a column of ten-ton lorries loaded with rations for the British at Dunkirk. The Rifle Brigade was to escort the convoy to the halfway point between Calais and Dunkirk. As the lorries were loaded, a composite force of infantry and tanks was made up under the command of Lt. Hamilton-Russel of the Rifle Brigade. Unfortunately, by the time the convoy moved out at 0400 hours, units of the 1st Panzer Division were already present in strength in the area.



BOARD CONFIGURATION:



Hd10	12
Hd5 X11	
Hd2	

BALANCE:

- ✚ Add one 4-6-7 and six "?" to the German OB.
- ⊙ The Turn 1 reinforcements instead begin the scenario set up on/west-of hexrow AA.

VICTORY CONDITIONS: Provided the Germans eliminate ≤ 4 AFV and ≤ 3 tanks/tankettes, the British win at game end if there are no Good Order German MMC on/adjacent-to the road segment that runs Y9-S6-Q5-O5-M4.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	END
⊙ BRITISH Moves First [100]							



Elements of 1st Panzer Division [ELR: 3] set up on/between hexrows M and W: {SAN: 4}

4 ¹ -6-7	2-4-7	2-2-8	9-1	8-1	8-0	2 5-12	1 3-8	3 50* [2-13]	1-12	7 morale
7	2						2		2	4



3 37L HQ[0]	
2	2



Elements of B Company, 1st Battalion, The Rifle Brigade [ELR: 3] set up on/west-of hexrow AA: {SAN: 3}

4 ² -5-7	9-2	8-1	7-0	1 2-7	2 51 [2-11]
10		2		4	



Elements of 3rd Royal Tank Regiment enter on Turn 1 along the west edge:

10 3 2 40L -/4/2	18 1 1 15 (6) -/4	18 1 1 +CMG -/10	16 0 0 1 4PP T10 ⁴⁺ BMG 2/-/1*
2			2

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the north.
- All buildings are single story. R7, the Marketplace, is open ground. All Graveyard hexes are Orchards. Place overlays as follows: **X11** on W6-V6; **Hd2** on W2-W1; **Hd5** on X6-Y7; and **Hd10** on T7-U8.
- A Bog check is required for any vehicle crossing a Wall or Hedge hexside. The north and south hexsides of hex X5 may not be bypassed by vehicles.

AFTERMATH: Halfway between le Beau Marais and Marck, three miles outside of Calais, the column met a strong German blocking position. The road was blocked, with infantry and anti-tank guns positioned in the houses and allotments. A spirited action ensued, with the riflemen attempting to work their way around the German flanks, although the tanks were forced to stop. By daybreak, it was clear that the position was too strong to force, and continued action would lead to the British force being surrounded. Hamilton-Russel reluctantly withdrew his troops back to Calais. This was the last attempt by the troops in Calais to break through to the BEF—the road to Dunkirk was closed.

UNLUCKY THIRTEENTH



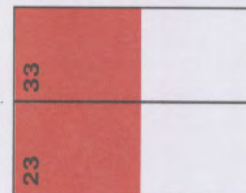
ASL SCENARIO J68

Scenario Design: Ian Dalgligh



AVALETTE, near BÉTHUNE, FRANCE, 25 May 1940: For four long days the 1st Battalion, Royal Irish Fusiliers ("The Faughs") had held the line of the Canal de la Bassée. So tenacious was their stand that Generalmajor Rommel visited the scene to see for himself what was holding up 7th Panzer Division. Detached from C Company to cover the battalion's extreme right flank, 13 Platoon held the isolated village of Avalette, supported by a single gun of 25th Infantry Brigade's own Anti-Tank Company.

BOARD CONFIGURATION:



(Only hexrows A-P are playable)

BALANCE:

⊙ Delete one squad from the German reinforcements.

⊕ The S35 has an Inexperienced Crew (D3.45).

VICTORY CONDITIONS: The Germans win at game end if they Control all buildings north of the canal.

TURN RECORD CHART

⊙ BRITISH Sets Up First	1	2	⊕ 3	⊙ 4	5	6	END
⊕ GERMAN Moves First [0]							

Elements of 13 Platoon, 1st Royal Irish Fusiliers [ELR: 4] set up first on board 23 North of the canal: {SAN: 3}



4 ² -5-7	2-4-7	2-2-8	8-1	8-0	LMG # 1 2-7	ATR # 1 1-12	? 7 morale	AT M12 3 25LL (48)	MPH/RPh: dr = MF CC: +1/-1
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3

8

Survivors of 1st D.L.M. set up Immobilized in either hex 23I4 or hex 23P6 (see SSR 5):

+13
6
4
47 -/2*/*

Remnants of Fusiliers' Carrier Platoon enter on Turn 4 as directed (see SSR 4):

8-1 1st Sgt	16 0 0 1 4PP T10** *ATR -/-2	16 0 0 1 4PP T10** BMG 2/-/*
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2

4

Elements of 7th Panzer Division [ELR: 4] set up on board 23 south of the canal: {SAN: 2}



4 ¹ -6-7	8-5	8-0	MMG # 2 5-12	LMG # 1 3-8	15 3 1 37L 4/4
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5

2

Enter on Turn 3 as directed (see SSR 4):

4 ¹ -6-7	8-5	8-0	LMG # 1 3-8	ATR # 1 1-12
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5

2

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Carrier A BMG MA may not be repositioned as AAMG.
- All buildings are single story.
- Before setup, each player secretly notes an entry option for his reinforcements. German reinforcements must enter on or between *either* (23A3 to 33A6) *or* (33P3 to 33P6). British reinforcements must enter on or between *either* (33G1 to 33K1) *or* (33O1 to 33P4). If a player fails to record an option, this is selected by the player's opponent on the entry turn.
- The French S35 sets up already immobilized, and the adjacent bridge hex is marked as a foot bridge (B6.44).

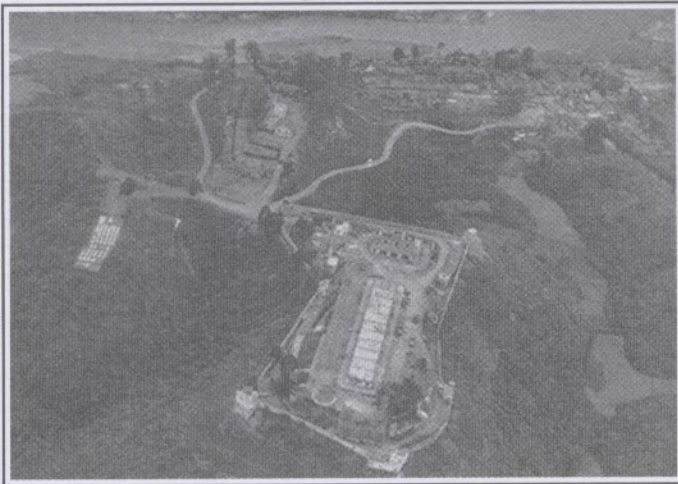
AFTERMATH: In the afternoon of the 25th, Colonel Gough was dismayed to learn that the expected relief of 13 Platoon by French troops had not occurred. In fact, the only help they had received was from retreating French tanks, one of which could limp no further than the lip of a demolished canal bridge. This tank valiantly stood its ground for twenty minutes before it blew up. Meanwhile, the Colonel sent 2nd Lieutenant O'Farrell with the remnants of the Faughs' Carrier Platoon to assist the 13th. But destroyed bridges made the journey difficult, and towards dusk the Carriers were stopped short of Avalette by concentrated machine gun and anti-tank rifle fire. 13 Platoon had utterly disappeared, presumed overrun.

THE ARMY at the EDGE of the WORLD



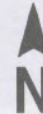
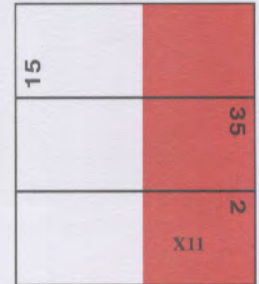
ASL SCENARIO J69

Scenario Design: Laurent Closier



NA CHAM BORDER POST, FRENCH INDOCHINA, 25 September 1940: In order to interdict the Chinese supply lines, the Japanese Canton Army wished to take control of French Indochina, which had been left isolated and without direction by the defeat of France in June of 1940. After several weeks of diplomatic pressure and border "incidents" an agreement was signed which allowed Japanese troops to enter the country, but maintained French sovereignty and military presence. On the day of the signing, Japanese troops attacked border posts from the north and attempted to disarm French garrisons. On September 23, at Na Cham, a Japanese column tried to break through to Colonial Road 4. With no precise order from his superiors, the local commander decided not to give in and to interdict the movement. The next day, a strong Japanese attack was beaten back with heavy losses to the attackers. That night a platoon led by Lt Séguin left the Na Cham fort and crossed CR 4 to establish itself on the rocky outcrop of Ban-Tich, in anticipation of a Japanese attack the next day.

BOARD CONFIGURATION:



(Only hexrows 2A-P, 35A-P and 15R-GG are playable)

BALANCE:

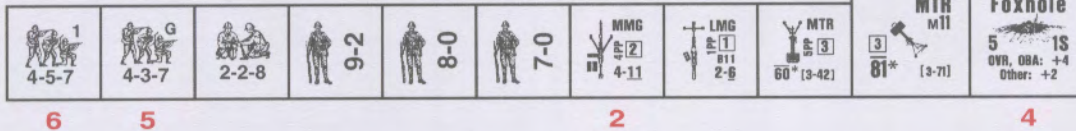
- ◉ Delete SSR 5.
- Japanese SW need not enter dm.

VICTORY CONDITIONS: The Japanese win if at game end they control hexes 2oM5 and 2oN5 and/or there are no Good Order French MMC on or adjacent to the 35 A5-P5 road.

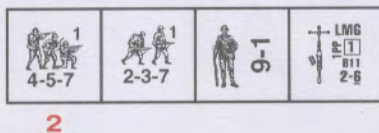
TURN RECORD CHART

◉ FRENCH Sets Up First [85]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [231]								

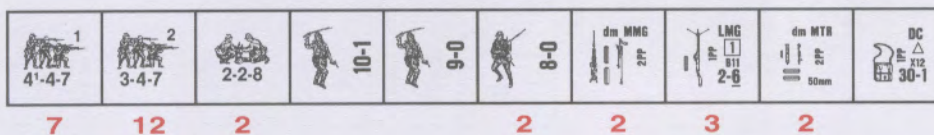
Elements of 10th Company, du 9th Régiment d'Infanterie Coloniale et Tirailleurs Tonkinois [ELR: 3] set up on board 2 (see SSR 4): {SAN: 3}



Lieutenant Séguin's platoon set up at ≥ Level 2 on Hill 714 on board 15:



Elements of 5th Infantry Division, Army of Canton [ELR: 4] enter on/after Turn 1 on/between 35A1-35A10: {SAN: 3}



SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the south-east. Weather is Overcast (E3.5). Orchards are Palm Trees (G4.). Only roads on board 35 exist.
2. Place overlay as follows: X11 on 2N5/M5. Hexes 2oM5 and 2oN5 are at Level 3. The hexsides form the crest line. Hexsides 2L4/2oM5 and 2L5/2oM5 are cliff hexsides.
3. All buildings are Single Story buildings. Buildings 2oM5 and 2oN5 are Fortified.
4. French foxholes may not use HIP. Bore Sighting is NA.
5. The French suffer Ammunition Shortage (A19.131).
6. Kindling is NA.

7. Japanese units may ignore for rout purposes French units on board 15 that are not within normal range.

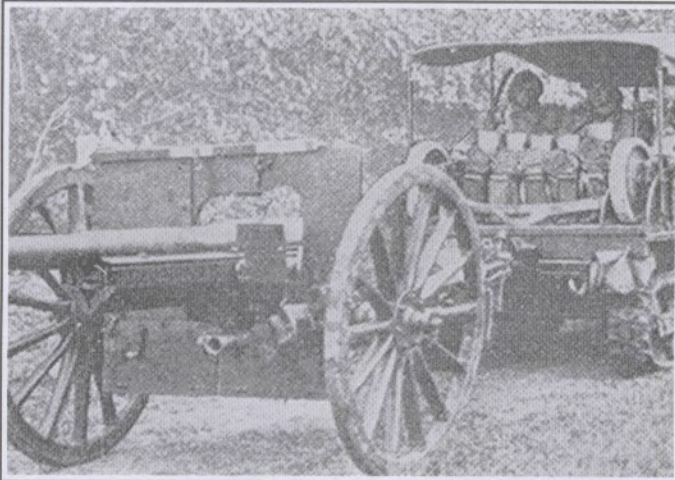
AFTERMATH: Early in the morning Lt. Séguin saw two Japanese guns firing sporadically on the fort and about 30 trucks slowly unloading Japanese troops bound for the attack. Opening fire with precision, the submachine guns of the platoon neutralized the guns. The Japanese commander ordered his men to turn and attack the outcrop. However, across the road, the colonial troops of Na Cham reacted and their mortars opened up from behind on this movement. The Japanese quickly had enough and fell back to the north. Lt. Séguin's platoon used the lull to return to the fort. Despite this success, the situation of the border post was bad and ammunition levels were dangerously low. Late in the day, the commander decided to fall back, leaving the wounded behind in the care of a few volunteers. They were massacred by the Japanese who eventually captured the fort.

JUST AN ILLUSION



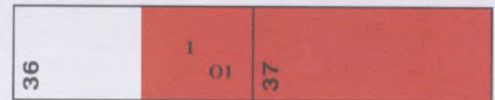
ASL SCENARIO J70

Scenario Design: Laurent Closier



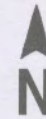
PHUM PREAV, FRENCH INDOCHINA, 16 January 1941: The reverse suffered by the French Army at the hands of the Japanese aggression led the new Thai government to strongly reaffirm as early as the end of October 1940 its intention to reintegrate Laos and Cambodia into the motherland so as to unify the Thai population. The French refused and numerous incidents took place along the border, often sprinkled with air raids. This state of latent war came to a sudden end on 10 January 1941 when the Thai Army went on the offensive. In Laos, the Thai reached the Mekong with no real difficulty, but made no attempt to cross it. On Colonial Road 1, the main artery in Cambodia, the attack was more massive and the French troops had to fall back in order to establish a more solid defense line. Despite appearances, the French high command had made arrangements for just such an occurrence and it ordered an immediate counterattack on the Thai Army's left flank. Three battalions, under Colonel Cadoudal, were tasked with surrounding the enemy units in Yeang Dang Kum while another force, under Colonel Jacomy, was to tie down the rest of the Thai forces at Phum Preav.

BOARD CONFIGURATION:



BALANCE:

- Delete SSR 4.
- Add a 4-4-7 and LMG to the Thai OB.



(only 36R-GG and all of board 37 are playable)

VICTORY CONDITIONS: The Thai win if at game end they have amassed more VP than the French. Each side earns CVP normally. In addition, the Thai earn Exit VP (counted normally) for any Good Order Thai unit on/between hexrows 37I-37P and Exit VP (counted double) for any Good Order Thai unit on/east of hexrow 37Q; the French earns Exit VP (counted normally) for any Good Order French unit on/west of hexrow 37O.

TURN RECORD CHART

○ FRENCH Sets Up First [154]	1	2	3	4	5	6	7	8	END
○ THAI Moves First [112]									

Elements of 3rd Battalion du 5th Régiment Etranger d'Infanterie [ELR: 5] set up on/east of hexrow 37Q: {SAN: 3}

4-5-8 8	2-4-8 2	2-2-8 2	9-2	8-1	8-0	4-11 2	2-6 1	60° [3-42] 3	1-12 1	10 1	25LL [46] 3
------------	------------	------------	-----	-----	-----	-----------	----------	-----------------	-----------	---------	----------------

Forward platoon [ELR: 5] set up on/between hexrows 36GG-37C:

4-5-8 2	2-4-8 2	9-1	2-6 1
------------	------------	-----	----------

Elements of Motorized Detachment of 11th Régiment d'Infanterie Coloniale [ELR: 4] enter on turn 3 along the east board edge:

4-5-7 1	8-0 2
------------	----------

81* [3-71]
3

Elements of 2nd Infantry Division, Royal Thai Army [ELR: 3] set up concealed on overlay 1: {SAN: 4}

4-4-7 4	3-3-7 16	9-1	8-0	7-0	4-10 2	2-6 1	60° [3-45] 3
------------	-------------	-----	-----	-----	-----------	----------	-----------------

Enter on Turn 3 on 36R6:

15 1	37 2/-** 3
---------	---------------

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the northeast. PTO terrain (G.1) is in effect including Light Jungle (G2.1) [EXC: road 36R6-o36V4-o36Z7-37H4-37P5-37X5-37GG5/JG6 does exist].
2. Place overlay as follows: 1 on 36T2-T1, O1 on 36DD9. All ponds are Open Ground. Kindling is NA.
3. Use G.M.D. Chinese counters to represent the Royal Thai Army (including AFV crews). All applicable Nationality Distinctions (G18.) apply [EXC: Human Wave (G18.5), Dare Death Squads (G18.6) and Captured VP (G18.44) are NA]. Thai units use Japanese LMG/AFVs with no Captured Equipment penalties.
4. Random Air Support is available to the Thai starting on Turn 4 and if received will consist of one 1939 FB without bombs (use U.S. counter). Air support is automatically Recalled after 2 turns [EXC: it is never Recalled by this SSR before turn 7].

5. French Elite, non-crew MMC have an underlined morale and their broken side morale is increased by 1.

AFTERMATH: The two assault groups took position during the night on the eve of the attack. Intelligence on the enemy forces was all but non-existent and the terrain, a vast forest sprinkled with clearings, was not well suited to the use of artillery. At dawn, clashes began in front of the villages of Yeang Dang Kum and Phum Preav. Fighting was particularly fierce at Phum Preav. Well informed, Thai troops counterattacked Commandant Belloc's III/5th R.E.I. during its deployment. But he was soon reinforced by Captain Aguesse's Détachement Motorisé and a platoon of truck-borne antiaircraft artillery. Thai troops, momentarily stopped, went back on the offensive, supported by a tank company and their air force. Late in the afternoon, Colonel Jacomy's force had to break the action and fall back to regroup. The French counteroffensive had failed. It had at best delayed the progression of the Thai Army which had gone through a very trying day itself.

TOMFORCE



ASL SCENARIO J71

Scenario Design: Shaun Carter and Charles Markuss



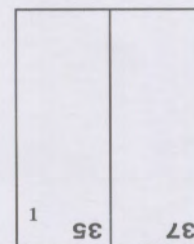
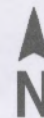
BUKIT TIMAH VILLAGE, SINGAPORE ISLAND, 10 February 1942: Following a successful crossing of the Johore Causeway on 9 February, Japanese forces advanced toward Bukit Timah heights, literally translated as Tin Mountain. The surrounding villages held a number of vital supply dumps and the main road ran directly to Singapore. Tomforce, a hastily organized battle group comprised of elements of the newly arriving 18th Infantry Division, stood in the Japanese path. One unit of Tomforce, the 18th Reconnaissance Regiment, was ordered to secure Bukit Timah village and halt the enemys advance. The recce troops were ill-equipped. Most of their heavy weapons and equipment were lost when their transport ship *Empress of Asia* was sunk. Though many of the men were still suffering from rope burns from abandoning ship, they mounted their carriers and headed for the village center.

VICTORY CONDITIONS: The British win at game end if they Control (A26.1) ≥ 6 of the 13 buildings on overlay 1.

BOARD CONFIGURATION:

BALANCE:

- Add a 9-1 armor leader to the Japanese reinforcements.
- ⊙ Replace the 8-1 leader with a 9-2 leader.

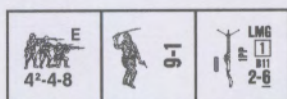


TURN RECORD CHART

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

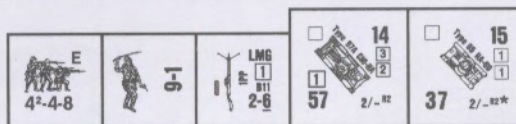


Elements of the 21st Infantry Brigade, 5th Infantry Division [ELR: 4] set up in building hexes on overlay 1 with ≤ 1 MMC per hex: {SAN: 0}



2

Elements of the 21st Infantry Brigade, 5th Infantry Division and the 1st Tank Regiment enter on Turn 3 along the south edge:

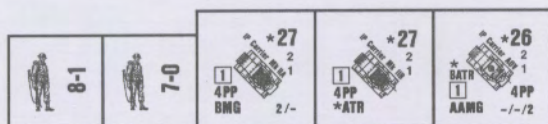


2

2



Elements of the 18th Reconnaissance Regiment [ELR: 3] enter on Turn 1 along the north edge with vehicles having already expended 6 MP: {SAN: 0}



7

2

SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. All Marsh is Woods. All buildings are wooden and Single Story. Place overlay 1 on 35D2/D1.
3. Use any convenient British Carrier counters to represent the additional IP Carrier Mk IIAs needed. British MMC may not use Double Time.
4. No Japanese unit may move/advance on Turn 1. No Japanese unit may set up using HIP.

AFTERMATH: Japanese antitank guns quickly knocked out several carriers as Tomforce moved into the village. Mortar, machine gun, and heavy artillery fire worked in concert to disrupt all British attempts to force the Japanese to withdraw. Overcoming this initial confusion about Japanese troop dispositions and intentions, the British altered their plans. 18th Recon Regiment moved into a blocking position along a railway embankment south of the village and awaited reinforcements and heavy weapons. The fall of Singapore was Britain's worst defeat of the war, in part brought about by poor communications, lack of effective antitank weapons, and a lack of fresh troops. Tomforce would be among 130,000 Allied troops captured days later.

CAHIER CARRIERS

Scenario Design: Ian Dalglish



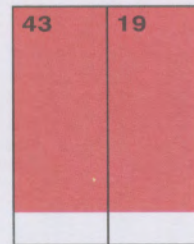
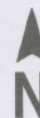
ASL SCENARIO J72



VICTORY CONDITIONS: The British win at Game End if there are no Good Order German units ≤ 2 hexes from 43O8.

CAHIER, near GAVRUS, 16 July 1944: At the beginning of Operation Greenline, the 1st Ox and Bucks held the extreme right wing of 53rd Welsh Division. Starting at 0300 hours, their attack began disastrously. Both D and C Companies had heavy officer losses. B Company took the battalion objective, the hamlet of Cahier, only to be pushed out at dawn by a crushing counterattack. Only A Company remained to lead a renewed attack, with the Carrier and Mortar Platoons in support.

BOARD CONFIGURATION:



(Only hexrows A-AA are playable)

BALANCE:

✚ Add one 2-2-8 crew and one PSK to German Group 3.

⦿ British OBA is directed by an Offboard Observer at level 2 in 19GG10.

TURN RECORD CHART

✚ GERMAN Sets Up First [122]	⦿	1	2	3	4	5	6	7	END
⦿ BRITISH Moves First [120]									

✚ Elements of 277 Infanterie Division [ELR: 2] set up first as directed with ≤ 1 MMC per Location (see SSR 3): {SAN: 4}

Group 1: set up ≤ 4 hexes from 43O5

4'-6-7	9-1	8-0	3-8
5		2	

Group 2: set up ≤ 4 hexes from 19F4 (see SSR 3)

4-4-7	8-1	7-0	3-8
8			2

Group 3: set up on board 19 using HIP if in concealment terrain:

2-2-8	5-12
2	2

⦿ Elements of 1st Battalion (43rd) Oxfordshire and Buckinghamshire Light Infantry [ELR: 3] enter as directed: {SAN: 3}

A Company enter on/after Turn 1 along the south edge of board 19:

4'-5-7	9-1	8-1	7-0	2-7	51 [2-11]	8
12				3	2	

Elements of Carrier Platoon enter on Turn 1 along the east edge:

16 4PP [2-11] 51 T10+ -/-/2	16 B11 1 4PP T10+ *BMG 4/-/2	16 1 4PP T10+ BMG 2/-/*
	2	4

SPECIAL RULES:

- EC are Dry, with no wind at start. Kindling is NA.
- Carrier A BMG MA may not be repositioned as AAMG.
- Pre-game Deployment (A2.9) and Bore Sighting (C6.4) are NA. Immediately following British offboard setup, 4 (only) MMC in German Group 2 are selected randomly. Those selected are Broken. No DM markers are placed at this time.
- British receive one module of 70+mm OBA (battalion mortar, HE and Smoke only).

AFTERMATH: Unknown to the British, the German division, reduced almost to battalion strength, was tiring fast. A well planned left hook by A Company struck northwest out of the Odon valley, coordinated with aggressive action by two sections of the Carrier Platoon. The defenders were caught unprepared and by 1600 hours their resistance had crumbled. The Ox and Bucks held Cahier, but at a cost. Every company had officer losses, B Company losing all its officers; other ranks losses totalled 166 for the day. The regiment was relieved by the 2nd Monmouthshires and moved back to rest at 2300 hours.

TIRED AND UNSUPPORTED

ASL SCENARIO J73

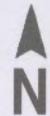
Scenario Design: Brian Youse



MONTREUIL SUR LOZON, France, 25 July 1944: The desired breakout from the Cotentin peninsula had still not occurred, and the Allied beachhead in Normandy was gradually filling up with men and materials that had no place to go. Despite being low on men, the Germans were taking full advantage of the natural defensive barriers provided by the Normandy bocage, combined with superior machine-guns and light anti-tank weapons to effectively bottle up the American forces. Nonetheless, the Allied high command believed that the German position was desperate, a thin line of troops with few effective reserves left to prevent a breakout. General Omar Bradley devised Operation Cobra with the simple goal of cracking the German lines and achieving a breakout. The American offensive was scheduled to begin with a bang—a carpet-bombing attack along a four-mile area of the German lines followed by an assault by “Lightning Joe” Collins’ VII Corps. After an abortive start on the 24th of due to weather concerns, Cobra began on the 25th with thousands of planes delivering their bomb loads with devastating effect. Collins’ units now had to follow up this attack before the Germans could regroup.

BOARD CONFIGURATION:

38



Hd3 Hd2
Hd5
Hd7
Hd10 Hd4

(Only hexrows R-GG are playable)

BALANCE:

☛ In the American OB replace six 6-6-7s with six 6-6-6s.

☆ In the American OB replace the 7-0 with a 9-2.

TURN RECORD CHART

☛ GERMAN Sets Up First	☆	1	2	3	4 [☛]	5	6	7	8	END
☆ AMERICAN Moves First [139]										

Elements of the 13th Fallschirmjäger Regiment [ELR: 4] set up anywhere: {SAN: 4}

6	2	2	10	

Optionally enter on Turn 4 along the east edge (see SSR 2):

3					6

Secretly choose *one* group to set up:

		or			
	2				

Elements of the 9th Infantry Division [ELR: 3] enter on/after Turn 1 along the west edge: {SAN: 2}

6	5					2	3	

SPECIAL RULES:

- EC are Moderate with no wind at start.
- At the end of Game Turn 1, the German player must secretly record if the reinforcement group will enter the game. If the reinforcements *do* enter the game, the Game Length is 7 1/2 turns. If the reinforcements *do not* enter the game, the Game Length is 5 1/2 turns.
- Place overlays as follows: **Hd2** on W4/W3; **Hd3** on U7/V7; **Hd4** on BB2/BB1; **Hd5** on X6/X7; **Hd7** on BB7/CC7; **Hd10** on AA5/BB4. All hedges are Bocage (B9.5).

AFTERMATH: The German reserves and rear areas were severely punished by the carpet bombing, losing roughly a third of their men and materials and with communications almost totally disrupted. The German front lines were relatively unaffected, however, as the bombers had to keep a safe distance from the American lines. The American 9th Infantry Division, tired from the recent battles just trying to get to Cobra's jumping-off point, was committed without armor support on the first day against the untouched German lines. The results were predictable as the German defenders stopped the “Old Reliables” with minimal gains. General Collins noticed, however, that the Germans did not follow their tendency to counterattack after a successful defense. He correctly assumed that their reserves were gone, rendered ineffective by the carpet bombing. By committing his armor reserves with the assaulting infantry units the next day, he knew he could crack the line. The breakout from the Normandy beachhead had begun.

PRIESTS ON THE LINE



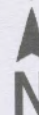
ASL SCENARIO J74

Scenario Design: Brian Youse



LA POMPE, FRANCE, 29 July 1944: By the fourth day of Operation Cobra, it was obvious to the German High Command that their forces were on the verge of being surrounded. They ordered the front line units to break out from the evolving pocket by moving south-east towards Percy. The Americans were moving south on the main road, and the retreating Germans had to fight their way through these exploiting units to escape. A series of firefights broke out along the road junctions formed by the main road, already in American hands, and the many small country roads which were being used by the Germans to move east. Near La Pompe, a column of armor from the 2nd SS Panzer Division, supported by infantry from two companies of the 6th Fallschirmjäger Regiment, ran into an outpost of the 4th Infantry Division manning one of these road junctions with M10 tank destroyer support.

BOARD CONFIGURATION:



11	
	Hd7 Hd4 Hd5
17	

VICTORY CONDITIONS: Provided no Good Order American MMC/vehicles are within three hexes of 17R4, the Germans win immediately by exiting ≥ 8 VP (excluding Prisoners) off the south edge.

BALANCE:

☆ Add one 3-4-7 and one 60mm MTR to the American OB.

✚ Add a dm MMG to the German OB.

TURN RECORD CHART

☆ AMERICAN Sets Up First	#	1	2	3	4	5	6	7	END
✚ GERMAN Moves First [156]									



Elements of Company C, 82nd Recon Battalion [ELR: 3] set up on board 11 in hexes numbered ≥ 5 and/or on board 17: {SAN: 3}

6 ² -6-7	3-4-7	9-1	8-0	1-4-9	4-10	8-4	15 76L -/-/4	*36 37LL -/4/4
3	3						2	

Elements of Batteries B and C, 78th AFA Battalion, and 195th AAA Battalion set up within 5 hexes of 17R4:

14 105 -/-/4	19 *12.7 [19]TH	9-1 2nd LI
3		

Reinforcing elements of 41st Armored Infantry Regiment enter along south edge (see SSR 3):

6 ² -6-7	8-1	4-10	8-4	20 15PP *AAMB -/-/4
4	2			4



Elements of 6th Fallschirmjäger Regiment and the 2nd SS Panzer Division [ELR: 3] enter on/after Turn 1 along the north edge: {SAN: 3}

5 ² -4-8	9-1	8-1	8-0	3-8	12-4	9-1 2nd LI	13 75L -/4*/1*	17 75*	18 20L(4) -/5/*
12				3			4	2	4

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Place overlays as follows: **Hd4** on 17W3/X3; **Hd5** on 17R7/R6; **Hd7** on 17P4/P3. All hedges and walls are Bocage (B9.5). Kindling is NA.
3. If any Good Order American MMC are on board 11 and within 3 hexes of the 11I1-I5-R9-S9-Y10 road at the start German Game Turn 4, the American reinforcements enter on Turn 4, otherwise they enter on Turn 6.
4. The OB-given American hero has a ROF of 1 when using Inherent FP.
5. Bore Sighting is NA.

AFTERMATH: The armor and paratroopers quickly overran the small outpost of Americans, who were forced to fall back along the road to a field where the 78th Armored Field Artillery Battalion had its M7 "Priests" set up to provide indirect fire support. The "Priests" lowered their guns, and along with the remnants of the infantry engaged in a pitched firefight with the panzers until the latter were forced to break off the attack by the arrival of a mechanized infantry company. Similar firefights were occurring up and down the main highway, none of which were won by the Germans. The next morning, the Allied "Jabos" found the small country roads clogged with the bottled up German columns and began to seal the Germans' fate with sortie after sortie.

MY LONELY VALENTINE



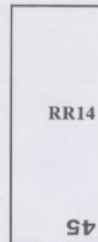
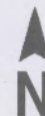
ASL SCENARIO J75

Scenario Design: Shaun Carter and Charles Markuss



KUSTRIN-NEUSTADT, GERMANY, 31 January 1945: As the Soviet January offensive raced across Poland, the security of the German heartland was directly threatened. The Oder River was the last major water obstacle before Berlin. Therefore its defence became a priority. Both sides fiercely contested several bridgeheads on either side. One such bridgehead was at Kustrin-Neustadt, where troops of the 219th Tank Brigade, 1st Guards Mechanized Corps, 2nd Guards Tank Army clashed with detrainning elements of the 35th Panzer Grenadier and 25th Artillery Regiments of the Kurmark Panzergrenadier Division.

BOARD CONFIGURATION:



BALANCE:

✚ Add a second PSK to the German OB.

★ In the Russian OB replace all Valentine V with Valentine XI.

VICTORY CONDITIONS: Provided the Germans do not amass ≥ 30 CVP (Prisoners do not count double), the Russians win immediately by eliminating all 8 halftracks.

TURN RECORD CHART

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



Elements of the 1st Bataillon Artillery, 25th Panzergrenadier Division 'Kurmark' [ELR: 3] set up on/south-of hexrow AA: {SAN: 4}



2 4-4-7	C 4-3-6	2-2-8	8-1	8-0	LMG E: 1 3-8	PSK E: x10 12-4	18 T6 16PP	17 T-4 19PP	AA M8 37L (12)
2	4	5	2	2		4	4		



Elements of the 219th Tank Brigade, 1st Guards Mechanized Corps, 2nd Guards Tank Army [ELR: 4] enter on/after Turn 1 along the north edge on/between hexes GG6-GG10: {SAN: 2}



E 6-2-8	E 4-5-8	9-1	8-0	LMG E: 1 2-8	9-1 2nd Lt	14 76L 2/4/4	10 40L -/4
3	3			2		3	3

SPECIAL RULES:

1. EC are Wet, with no wind at start.
2. Place overlay **RR14** on O8-P8.
3. To represent railway wagons, place the 8 halftracks on the railway overlay in a continuous column in the same hexgrain so that each halftrack is adjacent to ≥ 1 other halftrack. These may not move and are otherwise treated as trucks for all purposes.
4. The 37L FlaK 43 and its manning crew must set up Emplaced in one of the following hexes: N5, O6, P6, Q7, R7, or S8.

AFTERMATH: As the Soviet tanks moved towards the railway station they were engaged by the anti-tank platoon of the artillery regiment. Armed only with panzerfausts and other light weapons they destroyed three of the six Soviet tanks including one Valentine and a Sherman. This fierce defense caused the withdrawal of the others. The remainder of the *panzergrenadiers* and reconnaissance troops were able to detrain and take up positions on the West Bank of the river. One threat to the Reich had been thwarted for the moment.

ULTIMATE TREACHERY

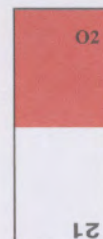
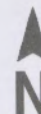
ASL SCENARIO J76

Scenario Design: Laurent Closier



BRIÈRE DE L'ISLE BARRACKS, HANOI CITADEL, FRENCH INDOCHINA, 10 March 1945: Since November 1944, tension had been on the rise between the Japanese occupation troops and the Indochina government. The Allied advance in Burma, the Philippines and on Iwo Jima worried the Japanese high command and created a climate of uncertainty. In mid-January, the 37th Infantry Division had withdrawn from China into Tonkin, despite objections on the part of the Governor General. French and Japanese troops were spread all over the country and their positions intertwined. The Japanese were well-equipped and experienced, after several years of war. Facing them the French had remained little changed from 1940; their equipment was worn out and they had not seen action in 4 years. They were isolated in their mountain positions or surrounded in their garrison barracks. As early as the end of February, the French intelligence service uncovered a Japanese plan for a general attack over the whole of Indochina at the end of the Tet celebrations. But the administration remained unconcerned and, when the French garrisons were attacked at 2015h on 9 March, surprise was total.

BOARD CONFIGURATION:



(Only hexrows R-GG are playable)

VICTORY CONDITIONS: The Japanese win at game end if they Control (A26.1) ≥ 45 of the 74 building Locations in the French setup area provided the French amass ≤ 18 CVP.

BALANCE:

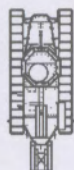
- Add one 8-0 leader to the French OB.
- Extend the game length one turn (to 5 1/2 Turns).

TURN RECORD CHART

● FRENCH Sets Up First [87]	●	1	2	3	4	5	END
● JAPANESE Moves First [178]							



Elements of 1st Battalion du 9th Régiment d'Infanterie Coloniale, of 1st Régiment de Tirailleurs Tonkinois and of the Détachement Motorisé de Hanoi [ELR: 2] set up north/west of hexes Z0-W2-W8-Z9-AA9-BB9-GG7: {SAN:3}



1 4-5-7	G 4-3-7	1 2-3-7	8-1	7-0	3 6-12	2 4-11	1 2-6	1 -/4	*5 1 0
6	6								



Elements of 21st Infantry Division [ELR: 4] set up south/east of hexes R1-U3-S4-S7-Z10 and/or enter on Turn 1 along the east edge: {SAN: 4}



1 4-4-7	2 3-4-7	2-2-8	10-1	8-0	8+1	2 4-11	1 2-6	2 50*[1-10]*
6	8	2				2	2	2

SPECIAL RULES:

1. EC are Wet, with no wind at start. Weather is Overcast (E3.5).
2. Place overlay as follows: O2 on EE10-FF9. All Woods/Orchards are Palm Trees (G4).
3. Banzai (G1.5) is NA (including T-H Hero Banzai).
4. The French AFV crew may not voluntarily Abandon its vehicle unless immobilized (D8.1).
5. Kindling is NA.

AFTERMATH: The French high command was neutralized almost immediately after the attacks commenced. Most of its officers were captured while attending a dinner as guests of the Japanese, and other officers and cadre were taken prisoner at home, not having been confined to the barracks. In Hanoi itself, the Japanese captured several administration buildings and the military headquarters right away. Hanoi Citadel was then attacked from the southeast. General Massimi's men resisted throughout the night and the following morning. They were hoping to execute a sortie once night fell, but succumbed early in the afternoon under heavy Japanese pressure. The same story repeated itself throughout Indochina. Tragedy struck again in Langson, where 400 French prisoners were executed and then the wounded massacred. The survivors began a period of solitary wandering in the countryside, waiting for the Allied victory and liberation.

MOSES' BLAZES



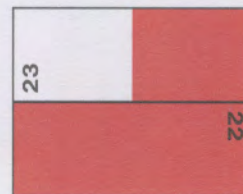
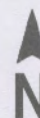
ASL SCENARIO J77

Scenario Design: Ian Daglish



RETHEM, GERMANY, on the ALLER RIVER, 10 April 1945: The defense of the Weser-Aller line was allocated to the Second Marine Infantry Division of the Kriegsmarine. This mixture of U-Boat crews, surface sailors, and dockyard workers had been hastily welded together into an effective defensive force, following their Führer's command to make the fall of Germany "a blaze seen around the world." Approaching Retheim from the west, 1/5 Welch had orders to secure a crossing of the River Aller. But progress was slow. With his rifle companies blocked by the grim defenders, Major Bowker risked a *coup de main* by two sections of Carriers, straight up the main road.

BOARD CONFIGURATION:



(Only hexrows 23Q-GG and all of board 22 are playable)

VICTORY CONDITIONS: British win immediately by exiting a vehicle off the north edge of board 23 or upon amassing ≥ 10 CVP (Captured units/equipment do not count double).

BALANCE:

- ✚ Add one PSK to the German OB.
- ⦿ Germans have {SAN: 0}.

TURN RECORD CHART

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

Elements of Marine Grenadier Regiment [ELR: 2] set up as directed (see SSR 2): {SAN: 3}

Set up unconcealed and pinned ≤ 2 hexes from 22AA10: Set up on board 22 north/east of the stream:

2-2-8

AT M8
75L

2-3-8

0-8

7 morale

Roadblock

6 **4**

Set up on board 23 south of the canal:

5-4-8

2-3-8

2-2-8

0-8

7-0

LMG
3-8

7 morale

AT M8
75L

Roadblock

6

Elements of Carrier Platoon, 1/5 Battalion, The Welch Regiment [ELR: 3] enter on Turn 1 along the west edge of board 22: {SAN: 0}

2-4-8

3

9-1
2nd Lt

2

16
0
4PP
*BF24

3

16
0
4PP
*BMG 4/-/2

3

SPECIAL RULES:

1. EC are Moderate with no wind at start. Every hex of the stream (22K1 to 22W10) is a deep Water Obstacle (B21.1). All buildings are single story. Non-playable hexes of board 23 exist for LOS determination (only). The 23P10 half-hex is also in play for movement purposes.
2. The Germans set up ≤ 1 MMC per building and no German MMC may set up adjacent to another German MMC. Boresighting is NA.
3. The Germans receive ≤ 14 PF.
4. British Carrier HS are 2-4-8s. All 2-4-8 HS in play qualify as Carrier HS (D6.82). All British Personnel must enter as PRC.

AFTERMATH: Led by Sergeant Moses, the Carriers rattled away up the cobble road. As they approached the Old Town, the Carriers fired flame and machine-guns to both sides of the road. Eventually, the Carriers were halted by a road block over the Alpe stream, 450 yards short of the Aller River. A German anti-tank gun was destroyed as was one of the Wasps, hit by a Panzerfaust. A second anti-tank gun was flamed as the Carriers returned to their lines. But the marine infantry still held the Aller crossing.

ABANDONED AT THE EDGE OF THE WORLD

By Laurent Closier

Of all the territories comprising the French colonial empire early in the 20th Century, the Indochinese Union was without doubt the one that inspired the wildest fantasies in the minds of French citizens. For decades this area attracted numerous soldiers, merchants, and adventurers seeking fame and fortune. But the old saying "out of sight, out of mind" came to sum up the relations between metropolitan France and this mysterious land that was increasingly left on its own as Europe prepared to go up in flames once again.

The Pearl of the Empire

The Indochinese Union (created by decree on October 17, 1887) consisted of a colony, Cochinchina, and four protectorates: Tonkin, Annam, Cambodia, and Laos. Stretching over 740,000 square kilometers (1.5 times the size of France), it was characterized by a large variety of landscapes, all of them drenched by annual monsoons. Annam had small rice-growing plains in the east overlooked by a mountain chain in the west. Laos had the same wide mountain chain crossing it lengthwise and numerous plateaus covered with forest or savanna. Cochinchina benefited from the abundant arable land of the Mekong delta. Cambodia had many plateaus like those in Laos around a large central depression. Tonkin was a combination of all that terrain. It is easy to imagine how difficult it was to govern such a territory, especially given the lack of roads, the extreme centralization of the decision making process, and the 15,000 km separating the Union from political authorities in metropolitan France.

Political Background

Although pacification of the territory had come to an official end in 1913, unrest remained throughout the Union, in the form of sporadic bomb attacks, strikes, and mutinies among the native troops. These movements were actively abetted by neighbors like China, Siam, and especially Japan, which wanted to fight it out with the Europeans and which kept brandishing the nationalist banner to mobilize the populations under colonial rule. This unity of Asian nations against the West was for show only. In 1937, the Japanese Imperial Army landed in China aiming

to control its larger cities and its communications network. Over the next year, the progress of Japanese troops along the coast of China brought them close to the border with Tonkin. Meanwhile, the rebirth of Thai nationalism and the coming to power of the military signaled the end of the Kingdom of Siam and the birth of Thailand. This new nation desired close ties with Japan and renewed its territorial claims on the west bank of the Mekong River. Thus, on the eve of the Second World War, the Indochinese Union had to face pressing threats from the Japanese army on the Tonkin border and the Thai army on the Cambodian and Laotian borders.

The Indochinese Army

The defense of the Union was organized around three large units: the Tonkin Division (DT), the Annam-Laos Brigade (BAL), and the Cochinchina-Cambodia Division (DCC). To face the threat from outside, the French forces established themselves on the borders, mainly in Tonkin and Cambodia. They concentrated in Tonkin in the vicinity of Langson, which controlled the access to the delta of the Red River (Song-Hong), and in Cambodia in the vicinity of Battambang, which was crossed by that all-important artery, Colonial Road 1 (*Route Coloniale 1*). To complete this deployment, sizeable reserves (half of the available forces) were stationed around Hanoi and Saigon, ready to intervene. "Manpower Mobilization," proclaimed during the winter of 1939-40, had raised the number of battalions from 29 to 42, to which were added another 4 battalions repatriated from China. The total strength of land forces thus reached close to 90,000 men, but no new regiments had been created. This swelling of the units (with four or even five battalions per regiment) led to a low ratio of officers and NCOs to men, especially within the indigenous regiments.

The infantry of the Army of Indochina was comprised of three types of units: mainly European regiments (troops from metropolitan France), mainly indigenous regiments, and mixed regiments. European troops composed the three regiments inherited from the colonial conquest of the late 19th Century, which had been renamed the 9th, 10th, and 11th Regiments of Colonial Infantry (RIC). In addition, there was a

fourth European regiment, the 5th Foreign Regiment of Infantry (REI), a unit in the tradition of the French Foreign Legion, and the most solid unit in the forces of the Union (see Table 1). There were two mixed regiments: the 16th and 19th Mixed Regiments of Colonial Infantry (RMIC). In theory, each of their battalions was made up of one European and two indigenous companies, but mobilization had upset this ratio. Lastly, there were the six indigenous regiments which, although stationed throughout the territory, still respected the ethnic origins of their men (see Table 1). These were the *tirailleurs*, light infantry led by European officer and NCOs, with three regiments in Tonkin (RTT), two in Cochinchina (RTA), and one in Cambodia (RTC). Also worthy of note were the auxiliary units charged with maintaining law and order in the Union: the *Garde Indigène* (native guards), the *Partisans* and the *Gendarmerie* (military police). Artillery was organized into two regiments, the 4th and 5th Regiments of Colonial Artillery, both derived from the naval artillery regiment.

The Equipment

The equipment of the Indochinese troops was largely obsolete. The foot soldier looked like his father in WWI, and the only modern equipment available to him were the FM 24 machine gun and the Oerlikon 20mm AA gun. Antitank equipment was limited to the 25mm gun and a Russian-made antitank rifle. The armor, although close to non-existent (a few armored cars and Renault FT tanks), was mostly concentrated in the Motorized Detachments of the RIC (see fig. 3). Anti-aircraft defense was limited to *auto-canon de 75mm* and a few Russian-built 76.2mm Skoda guns (in addition to the Oerlikons). The only bright spot was the field artillery that had both quality and quantity (65mm, 75mm and 105mm tubes) even though it was hard to position properly in such inhospitable terrain. Finally, there was no point in waiting for any air support: the Union had a grand total of 17 Morane fighters to protect the Indochinese skies.

These numbers were indicative of an army that was ill prepared in terms of equipment and spirit for a conflict against a determined and battle-

hardened foe such as Japan. This was an army meant only to show the flag in peacetime.

The Fallout from the Armistice

The signing of the armistice on June 22, 1940 completed the political and military collapse of France. Japan would take advantage of this turn of events to impose its demands through aggressive diplomacy. Thailand also realized that it had an opportunity to seek satisfaction for its territorial demands. The Indochinese authorities could not answer De Gaulle's appeal to continue fighting, for fear of Tokyo's thunder. Numerous factions appeared in the military, with some advocating loyalty to the new Vichy government and others wanting to join the British in the struggle. The British sinking of the French fleet at Mers-el-Kebir on July 3rd put an end to any idea of active resistance to the Axis.

On June 19th, the Japanese government presented an ultimatum demanding that the border with China be closed and that all supplies meant for Nationalist China be stopped. A quick evaluation of the forces facing them led the Indochinese government to accept the Japanese demands. The Union forces could not resist a Japanese army controlling the skies and the seas. Driving home its advantage, on July 10th Tokyo demanded the right for its troops to enter Tonkin and to use the airfields there, in order to solve the "Chinese incident." Indeed, at the time, the Japanese Canton Army was trying to retreat under pressure from Chinese forces making a push in the Kwangsi area. After more than one month of diplomatic tension, an agreement was signed on September 3rd that allowed the Japanese army to station troops "exceptionally and temporarily" in the Indochinese territory, under the control of a bilateral commission. The agreement granted use of three airfields and allowed the presence of 25,000 Japanese soldiers north of the Red River—about two-thirds the French numerical strength in Tonkin. A breach had been created in the defenses of the Union, and Japanese troops were about to pour through it.

The Japanese Aggression

On September 6th, while negotiations were under way to define the detailed conditions for the Japanese presence in Tonkin, the Canton Army made a show of force in front of Langson. This perpetual alternating by the Japanese between military threat and diplomacy confused the Indochinese administrators. French negotiators were trying to minimize concessions and thus were dragging out the talks. The Japanese representative left Hanoi on September 20th rather than participate in their charade, and Tokyo announced that its troops would enter Tonkin on September 22nd at midnight. Acting on his own initiative, General Nakamura had his 5th Division cross the border two hours early and attack on a 70-kilometer front.

The 5th Division consisted of battle-hardened soldiers supported by plentiful artillery, significant light and medium tank reinforcements, and an air force trained for ground support. General Mennerat, the French commander in the Langson area, had five battalions, one motorized detachment, one tank group, and several artillery batteries (155mm among others) in the forts surrounding the city. He could also count on a reserve of eight battalions stationed along Colonial Road 1, southeast of Langson. Finally, six Morane 406 airplanes offered a thin air cover.

Under cover of darkness, the Japanese undertook two wide flanking movements aimed at cutting off the fortified city of Langson and controlling the means of communications with Hanoi—Colonial Road 1 and the railway along it. Border posts were rapidly surrounded, and only the Na Cham garrison managed to partially free itself after three days of fighting. (See J67 "The Army at the Edge of the World".) During September 23rd the west prong of the Japanese attack struggled to force its way through the chalk-lined passes of Yen Rat before crossing the Song Ky and installing itself on the Tien Ho and Lang Gai passes. These latter overlook Colonial Road 1 and the rear of the fortified section of Langson.

*"For the Indochinese
Army, the Langson affair
was like waking up with
a bad hangover."*

In the east, the Japanese rushed on Loc Binh, forcing its garrison to fall back, then took Colonial Road 4 from the southeast toward Langson. Faced with this threat of encirclement, the French command was forced to split its troops. Battalion V of the 3rd RTT (V/3rd RTT) was sent to the Yen Rat area to support the severely tested IV battalion. In the southeast, I/1st RTT took position on Colonial Road 4 to stop the Japanese column on its way from Loc Binh. Finally, two companies from the 9th RIC were sent to reinforce the southern approach to the city. Only the 3rd company of the 9th RIC was left in reserve in the citadel. At the last moment, the French commander decided on a defensive strategy, hoping that the resumption of the talks would end the crisis.

On September 24th the Japanese offensive resumed against the French flanks. To the east, Japanese troops reached the suburbs of Langson and its airfield near the village of Mai Pha. Early that evening the Motorized Detachment and the tank platoon were sent to support the 11th company of III/9th RIC which was under Japanese attack in the village and risked being outflanked from the south at any time. On the west flank, IV/3rd RTT fell apart under enemy artillery fire; the indigenous troops broke contact with the

enemy and fled under attack. As night fell, confusion reigned throughout the citadel. Thinking that the enemy had reached the foot of Fort Brière overlooking the city, the French crewmen spiked their 155mm guns. Trying to deal with the most pressing threats, General Mennerat ordered a retreat to the Ky Lua redoubt in the northern part of the city. As I/9th crossed the bridge over the Song Ky Kong, however, the bridge guards opened fire, thinking they were dealing with a Japanese vanguard. The encirclement of the city was completed overnight. In a little more than two days of fighting, the Canton Army had gained access to the Tonkin delta region, having destroyed the equivalent of three battalions and surrounded as many in the citadel of Langson.

On September 25th the bell tolled for the French forces that had become prisoners of the Ky Lua redoubt they had sought refuge in. For four hours, the area was subjected to a heavy artillery and air bombardment. Late in the morning, General Mennerat ordered that the white flag be raised. The terms of surrender were drastic but were finally accepted at 1630. The Indochinese troops were then disarmed and confined in the Catholic mission.

An accord had already been signed on September 22nd, and the Hanoi authorities intensified their efforts with Tokyo to stop the fighting. Disagreements within the Japanese military added to the existing chaos, but hostilities officially ended on September 25th. The prisoners were freed with their equipment a week later. During the month of October, the Japanese occupied Tonkin pursuant to the signed agreements. A mixed commission established in Hanoi was charged with resolving all the problems arising from the co-existence of the two armies. Finally, French civilian and military administrations in the Langson area were allowed to resume work on October 25th.

For the Indochinese Army, the Langson affair (as it would be known) was like waking up with a bad hangover. The army was made brutally conscious of the fact that it was not ready to enter a modern conflict. For the native population, the event was symbolic: Asians had defeated Europeans in combat. But the crisis for the Indochinese Union had only just begun.

Native Rebellions

The chaos created by the Japanese invasion had invited a resurgence of the local independence movements in Tonkin. These groups fostered a climate of insecurity throughout the north and fought against the Indochinese troops reclaiming possession of the border posts. The rebellion started during the night of October 29th when the border post of Loc Binh came under attack from several armed bands. This uprising would last two months. Another focal point for rebellion was Cochinchina, which harbored a powerful communist revolutionary movement. It

planned to take advantage of the troubles in the north to launch operations against several administrative and military establishments in Saigon on November 23rd. With the help of informants, the police prevented these actions by arresting several political leaders. Despite that, numerous armed groups managed to escape and sought refuge in the marshes surrounding the capital. While careful to avoid direct confrontations with the army, these bands launched several attacks against high-ranking officials and administration buildings. By mid-December, the rebellion had died down.

Following on the heels of the humiliation inflicted on the Indochinese Army in September, these law-enforcement operations helped it recover its cohesion. Nevertheless, the wound the army had suffered at Langson was still festering.

Table 1

Indochinese Defense system in 1940
(ground units only)

Tonkin

- 9th Regiment of Colonial Infantry (9th RIC)
- 5th Foreign Regiment of Infantry (5th REI)
- 19th Mixed Regiment of Colonial Infantry (19th RMIC)
- 1st Regiment of Tonkin Tirailleurs (1st RTT)
- 3rd Regiment of Tonkin Tirailleurs (3rd RTT)
- 4th Regiment of Tonkin Tirailleurs (4th RTT)
- 4th Regiment of Colonial Artillery (4th RAC)

Annam

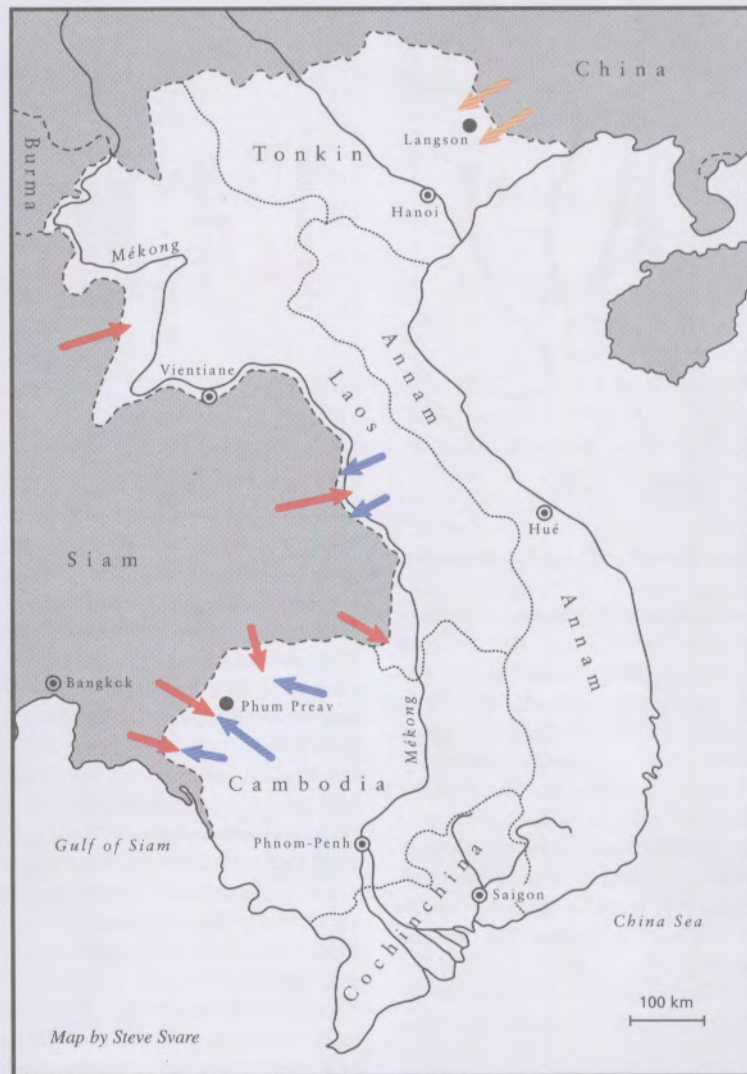
- 10th Regiment of Colonial Infantry (10th RIC)
- 16th Mixed Regiment of Colonial Infantry (16th RMIC)
- South Annam Mountain Tirailleurs Battalion

Cochinchina

- 11th Regiment of Colonial Infantry (11th RIC)
- Annam Tirailleurs Regiment (RTA)
- Annam Tirailleurs Regiment bis (RTA bis)
- 5th Regiment of Colonial Artillery (5th RAC)

Cambodia

- Cambodian Tirailleurs Regiment (RTC)



The Conflict with Thailand

The new Thai government, in power since 1936, had repeated in vain its territorial claims to the Indochinese authorities. The start of the crisis in Tonkin strengthened the will of the Thai leaders to use force if necessary to take over all the lands on the west bank of the Mekong. To achieve its aims, the young Thai army had 5 divisions, equipped mainly with Japanese material and about 50 tanks of British and Japanese origins. The air force had slightly over 200 planes, of which about 100 were American-made. In its plan for conquest, it placed 29 battalions along 2 axes of advance: the Wadhana-Poïpet-Battambang salient along Colonial Road 1 and the Ou Bon-Pakse area in southern Laos. By late September, a series of border clashes had started between Thailand and Cambodia including overflights, looting of villages, etc. Tensions rose even higher.

The main problem for the Indochinese Army, following the Langson affair, was the need to transfer the Tonkin-based units to Cambodia. In fact, having judged northern Laos hilly enough to prevent any sizable invasion attempt, the French command decided to concentrate its

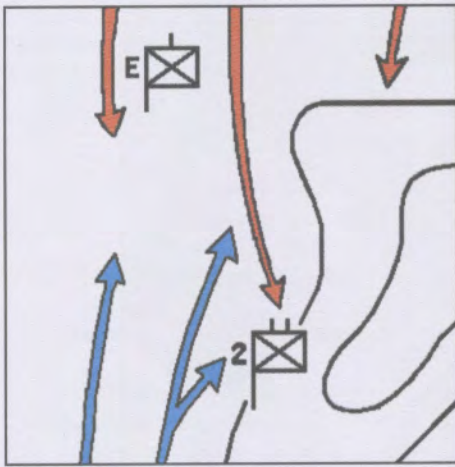
forces in western Cambodia, an area more favorable for a large-scale battle. This 2000-km trip could be undertaken only along a single road that followed the coast to Saigon and one rail line over which speed was limited to 40 km/h. Moreover, local rebellions forced a number of units to remain stationed in Tonkin and Cochinchina, preventing them from reaching the Thai conflict. Nevertheless, the French defensive system was in place at the start of 1941. It was comprised of three zones:

- 1) northern Laos and the Vientiane area, defended only by indigenous units and two regular companies;
- 2) central Laos, covered by the 4 battalions of the Annam-Laos brigade; and
- 3) Cambodia, where the bulk of the troops were positioned (18 battalions, including 2 in the Pakse area).

Finally, the ground troops could count on some limited air support.

From late October 1940 to early January 1941, the two armies engaged in a war of skirmishes along the Cambodian and Laotian borders. The

Continued on page 18



Attraction

Victory Conditions, Tank Encounter

There are two things that excite me about this scenario. The first is the Victory Conditions. The Germans must score 100 points to win, but they can get those points in three ways: by exiting units off the far edge, by controlling buildings, and by causing Russian casualties. I really like this format, because it emphasizes more than just one thing that a commander would have to worry about. Sure, the Germans are trying to create a breakthrough, but they're also trying to destroy their enemies and hold the ground around the penetration as well. Forcing the German player to think about all these considerations presents him with an interesting challenge. Furthermore, it lessens that last-turn *mad dash* that is often experienced in exit scenarios. At first glance it may seem odd that I list the tank match up to be the second big attraction. After all, the tanks aren't very exotic, are they? They're just your basic T-34s and PzIVs. Looking ahead at the ability of each tank to penetrate the other's armor, however, shows why I like this engagement. The 75L of the PzIV has a basic kill number of 17, while the frontal armor of the T-34M43s is 11 (their reinforcing T-34M41s are not quite as stout, with 11 (hull) and 8 (turret)). Since it is likely that most hits will be against the front, this means that the Germans will harm the Russian tanks on less than half of their hits. The Russian 76L mounted on all their tanks and their artillery piece, meanwhile, has a basic kill number of 13, which often will be compared against the German frontal armor of 8 (hull) and 6 (turret), leading to roughly the same chances of success. The Russians have a healthy APCR number of 6 while the Germans have a measly 3, but except at very short range Russian APCR will only increase their kill chances by 1. So why is all this exciting? It may not look like much on paper, but what these numbers mean is that the game itself will be very tense. Each player will have to sweat it out on every To Kill roll, never really knowing what the outcome

Scenario Analysis:

124: Smashing the 3rd

by Matt Shostak

will be. Watching 2 or 3 shells bounce off your enemy's armor, knowing that he'll be shooting back soon, adds a lot of drama to the game. Contrast that uncertainty with the easy assurance of a kill when Panthers, Tigers, or IS-2ms are involved. Even when one side is at a serious disadvantage with regard to penetration, such as a Sherman-Panther encounter, it can ironically be psychologically easier on *both* players. One player knows that if he can score a hit he will almost certainly score a kill, while the other knows that success will probably require a side or rear shot and he might as well not even bother with the front. Here in *Smashing the 3rd*, the decisions are much more difficult, because each frontal hit might be a kill or it might not, with almost equal probability. To top it all off, this scenario is very accessible from a rules standpoint, and has essentially no SSRs of significance, so it is very easy to jump into right away.

Russian Advantages

First Shot, APCR

Russian Disadvantages

Initially Outnumbered, Spread Out

Because they are sitting on the defensive, the Russians will often get the first shot against their German adversaries. In fact, if the Germans are not careful, the Russians will often get two shots (Defensive Fire and Prep Fire) before the Germans get one that has a decent chance of success, due to the high penalties for Bounding Fire. This can be a very big advantage indeed, and can tilt the tank encounter in the Russians' favor against an unwary German. Although I noted earlier that the APCR usually will only increase the kill number by 1, that's still better than nothing. More importantly, it essentially gives the Russians an extra shot since by rule C8.9 if the DR results in no such ammo the shot is considered not to have taken place and the player can usually try again with another ammo type.

The Russians are outnumbered 15-11 in squads and more importantly 10-5 in tanks at game start. Including the artillery piece it's 10 guns to 6. That's still a significant disadvantage for the Russians since the Germans can concentrate their force at a particular place and achieve even greater superiority of numbers. Exacerbating this numbers deficiency is the wide area that must be covered. While the Russians probably want to defend the town at the center of board 17, they cannot simply ignore the wide-open spaces of board 44 or the Germans will be free to turn their flank and cruise to the exit.

Russian Defense

Philosophy and Sample Setup

There seem to be several basic goals for the Russians here. They want to wear down the Germans enough so that the reinforcements aren't faced with a powerful force when they arrive. They also want to disable or kill as many German tanks as possible, since those are the most likely units to exit and are usually worth 6 points each if they do so. The Russians want to hold the town, which has the dual benefit of denying points to the Germans, and most likely delaying their infantry. German infantry that is preoccupied with seizing the town will be less likely to be hunting T-34s with panzerfausts, ATMMs, and panzerschrecks. Moreover it will be difficult to take the town and also exit off the far edge in only 7 turns. Obviously the Russians want to minimize their own casualties, especially the tanks, each of which is worth 7 points to the Germans if destroyed with the crew.

With those goals in mind, let's look at a possible Russian defense. It's not guaranteed to be the best or even to work, so use it at your own risk. Better yet, come up with a better plan. Here the Russian infantry will set up a sort of hedgehog in the town supported by a couple of tanks. The open fields of board 44 will be covered by a couple tanks also, the artillery piece, and a couple of token squads. The idea will be to make the town very hard to capture, and if the Germans storm board 44

instead, to wear them down as much as possible while the tanks on board 17 redeploy, hoping to hold out long enough for the reinforcements to save the day.

When preparing a Russian defense, one of my first thoughts was what to do with only two Wire counters. It seems completely inadequate at first glance to get only two. They could be used to block a likely exit point, forcing the Germans tanks to chance a bog roll to pass through them. A good spot for that might be 44A5-A6. They could also be used to protect the artillery piece from overrun by infantry or tanks, but that might give the location away. Here they are used to aid the defense of the town. Putting them in the grain of 17S3-T3 helps take away one of the covered approaches for the infantry of the Herman Göring, leaving them with mostly open ground to cross if they want to seize the buildings. The foxholes give the Russian infantry some ability to move from building to building with cover, but they are there especially to make routing from one building to another easier. Notice that the hull down tanks have their VCAs pointed to the rear for easier exit. Some of the T-34s have set up in buildings to get the benefit of the TEM. I'd love to start them all CE to increase the odds of early hits against the German tanks, but their Restricted Slow Traverse turrets (D1.321) would prevent them from shooting. They probably would not remain CE for very long even if able, as it is too risky given the amount of small arms fire the Germans can generate. Each weapon capable of doing so has boresighted a location. The ATRs are kept near the town to help prevent close assault by the German AFVs. Although they have a slim chance of killing a tank outright, they can be used for deliberate immobilization, which can be very valuable.

The artillery piece could be put almost anywhere, depending on what you hope to achieve. You can have fun trying to find a clever spot from which to spring an ambush. Here I have simply shown one sample placement.

German Advantages

Leadership, Morale, Initiative, Smoke,
Long Range Gunnery

German Disadvantages

Steep VC

Two thirds of the German infantry have morale 8, they have a 9-2 leader, and they have one leader for every 3.75 squads. They also have an armor leader. They can pick their spot and hit it with a tremendous amount of force. Each tank has Smoke ammunition (a healthy s8) and a smoke dispenser (sD5),

POSSIBLE RUSSIAN SETUP

All fortifications will be HIP until a German unit gains LOS within 16 hexes, all other units start the game concealed. Vehicle listings are (VCA/TCA). See Illustration 1:

Board 44

44R3: 76L ART (CA 2) HIP, BS 44AA6
44S7: T-34M43 (5/2, BU, BS 44AA7)
44S8: T-34M43 (2/2, BU, BS 44AA8)
44S7/1: ATR, 447
44R7: 447

Board 17

17R4: 1S Foxhole
17Q5: 1S Foxhole
17O3: 1S Foxhole
17O4: 1S Foxhole
17O5: 1S Foxhole
17S3: Wire
17T3: Wire
17Q4: T-34M43 (2/2, BU, BS 17W2)
17P6: T-34M43 (5/2, BU, BS 17Z6)
17P7: T-34M43 (5/2, BU, BS 17Z7)
17S6: 8-0, MMG, 447 (BS 17Y6)
17Q4/1: 9-1, HMG, 447 (BS 17X0)
17P4: ATR, 447
17P2: ATR, 447
17R5: LMG, 447
17O6: 447
17S4: LMG, 447
17R4: MTR, 447 (BS 17Z4)
17Q5: 447

which should be a great help in executing the attack. Lastly, the Germans have an edge over the Russians in hitting their targets at longer than 6 hexes. This edge is slight and I might not normally list it as an advantage in a scenario, but in this encounter the tanks are clearly the centerpieces of the game, and their duels will often take place at longer ranges due to the open nature of the terrain. The Germans will need all these capabilities because they have some tough victory conditions to accomplish. The buildings are widely scattered, so controlling all of them will not be easy, and exiting units off the far end of the map is likely to be difficult as well. Between evenly matched but inexperienced players, I think the Russians might have an edge because there's simply so much to handle on the German side that one can suffer from task overload. However, between experienced players I think the Germans might have an edge because such a player will be able to exploit all these advantages. Either way, the balances provided for each side are rather nice. Changing the VC point total by 7 up or down effectively amounts to one extra T-34 dead or alive.

German Offensive Philosophy and Sample Attack

Certainly 100 points looks daunting at first glance, but it is achievable. Each Russian tank is worth 7 points if destroyed with the crew, so there will be 70 points available in tanks alone by the time the game is over. It is entirely possible to destroy every T-34 in the game. There are 23 points of buildings available as well. Adding in Russian infantry casualties and German units that successfully exit, it is easy to see that the Germans can indeed reach the total. The key is destroying the Russian tank force because it both accounts for such a large percentage of the points and is such an obstacle to the Germans' exit. The overall German strategy should be designed to exploit their list of advantages. They should use their initiative to mass an overwhelming strength of armor (generally at ranges greater than 6 hexes) against isolated Russian tanks to knock them out. Liberal use of smoke should help the well-led infantry seize the board 17 town while causing some infantry casualties. Ideally the first set of Russian tanks will have been destroyed by the time the second string arrives on turn 4 to meet the same fate. German infantry might even have the occasional chance to knock out some Russian armor with their panzerschreck or inherent anti-tank weapons. The Germans could throw everything they have at either board 44 or board 17, or they could try assaulting both boards at once, probably with different levels of force.

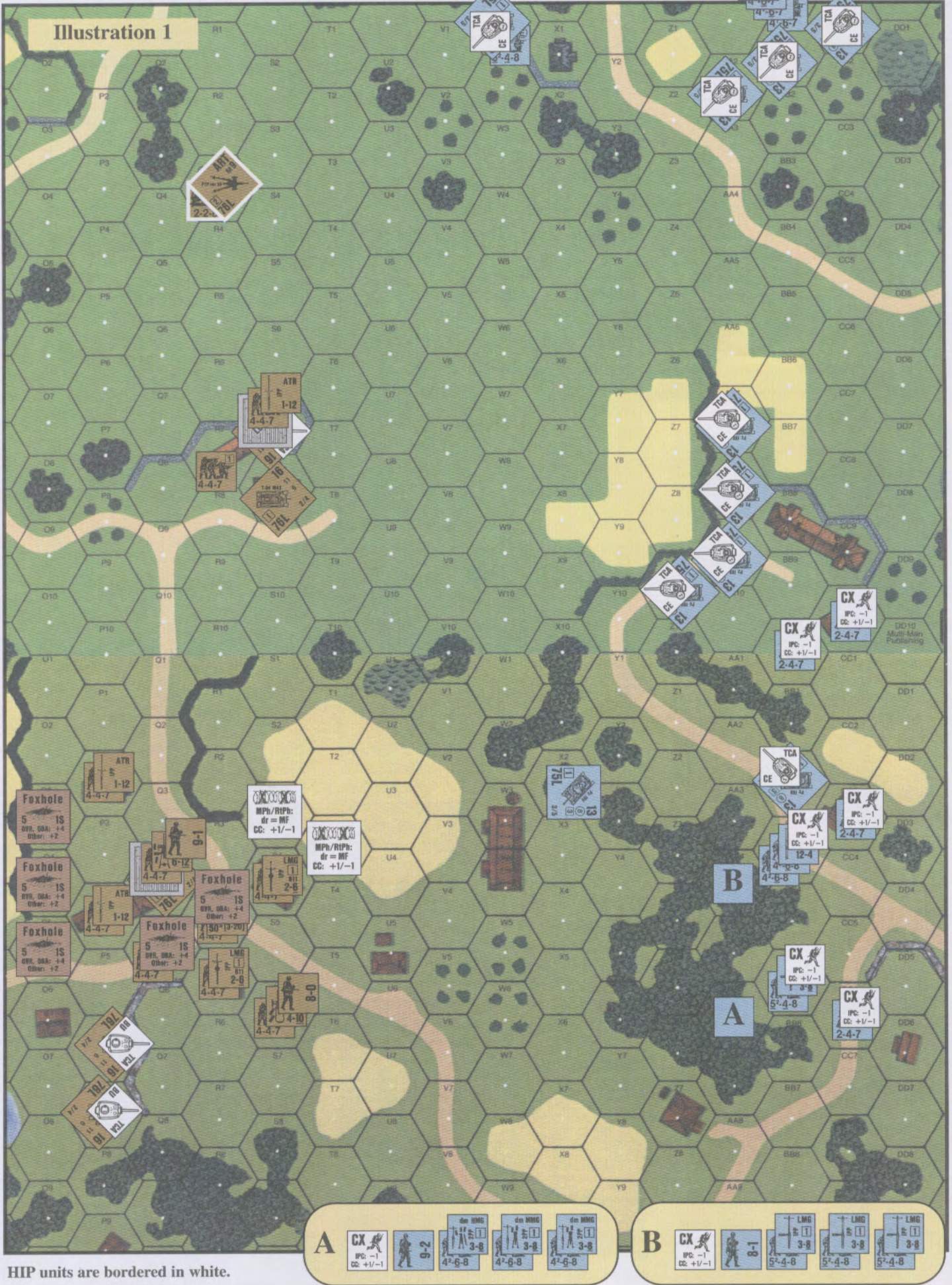
Below is one possible attack the Germans could make against the given Russian setup, assuming all units get to their Turn 1 destinations in Good Order.

POSSIBLE GERMAN ENTRY

German positions prior to Turn 1 Dfire.

44W1: PzIVH (VCA 5, TCA 4, CE)
44BB1: PzIVH (VCA 5, TCA 4, CE)
44AA2: PzIVH (VCA 5, TCA 4, CE)
44CC1: PzIVH (VCA 5, TCA 4, CE)
44AA7: PzIVH (VCA 5, TCA 5, CE)
44AA8: PzIVH (VCA 5, TCA 5, CE)
44AA9: PzIVH (VCA 5, TCA 5, CE)
44Z9: PzIVH (VCA 5, TCA 5, CE)
44W1: 548
44BB0: 8-0, 3x467
44CC10: CX 247
44BB10: CX 247
17BB2: PzIVH (VCA 5, TCA 6, CE)
17X2/Y3: PzIVH
17AA6: CX, 9-2, dmHMG, 2xdmMMG, 3x468
17AA4: CX 8-1, 3xLMG, 3x548
17BB5: CX LMG, 548
17CC6: CX 247
17CC3: CX 247
17BB3: CX PSK, 468, 468

Illustration 1



HIP units are bordered in white.

A

IPC: -1 CC: +1/-1	9-2	4 ² -6-8	4 ² -6-8	4 ² -6-8	4 ² -6-8

B

IPC: -1 CC: +1/-1	8-1	5 ² -4-8	5 ² -4-8	5 ² -4-8

I'm assuming the squad in 44W1 got there by riding the tank, and passed a bail out MC when the tank changed its TCA in that hex. Even if it breaks, it can soon be rallied in the 44X1 building. If it passes, it's already in position to do some damage as a flanker, such as storming the artillery piece when and if it reveals itself, or taking the 44M3 building and threatening exit, or charging the 44S7 building (hopefully with some Smoke as cover) and helping to clear it out. Note that several buildings have fallen into German hands already: 44CC10, 17CC3, and 17DD6 for 3 points. Building 44CC9 will fall in the Advance Phase, and 44X1 will come next turn. Nine tanks have drawn up to duke it out

with the two T-34s in 44S7-S8. Note that several are positioned so as to be outside the TCA of the Russian tanks, while others have the cover of grain and hedge to protect them. All are beyond 6 hexes, making Russian hits in his first Defensive Fire Phase less likely. Some of these German tanks could even try Bounding First Fire in the hopes of securing a lucky early kill. Otherwise they can wait and gain acquisition in the Advancing Fire Phase and (assuming they survive that long) clobber their foes in Defensive Fire. Putting a Smoke round or two on or near the hull down T-34 would aid the infantry assault, and possibly allow all the other tanks to gang up on the one in S8. After these two are dispatched the

Germans can turn the Russian flank. There's no telling when the artillery piece will join the fight, but when it does there is a platoon of *landsers* ready to put it out of commission. It is likely that there will be some German losses here, but that's okay unless it's more than 2 or 3 tanks. Even losing 4 in this area isn't so bad if the Russians also lose their two tanks and the Gun. Other German players might commit more infantry to this board to gain even more of an edge. A machinegun nest in 44BB8 level 1 could force Russian infantry, including the 9-1 and HMG group, to abandon their upper level perches. Here, however, I have demonstrated a strong assault on the village. One tank is already on the way to provide some Smoke support. It will avoid the Russian tanks in the area at first. Note how this German attack has completely avoided confronting the two hull down T-34s in 17P6-P7. It will be easier to attack these guys once the flank has been turned on board 44 and the Germans can bring all their tanks to bear. A German player could just as easily commit instead to a power move on board 17 with all or nearly all of his force, seeking to achieve the same kind of overwhelming local superiority. The advantage to this approach is that the infantry can cooperate with the tanks more closely in this kind of terrain and help clear the way for them.

From this point on it's useless to try to diagram any moves because so much depends on how the dice fall, but a few final reminders are in order for the German player. First, don't panic if (when) you lose some tanks. It's inevitable. In fact, even if you lose all your tanks you can still win if you destroy all the T-34s. Remember, they're worth 70 points! Don't forget any of your special capabilities. The *landsers* may knock out a tank or two if you remember PF and ATMM. Keep in mind that German infantry can ride tanks in 1944. It may be risky, but it could be the bold move that catches your opponent by surprise. Don't forget your own APCR. The availability number is only 3, but it's still possible, and will make a big difference in penetration if you get it. Don't give the ATRs the chance to deliberately immobilize your tanks unless truly necessary. There's no need to give the Russians a cheap knockout. Lastly, both sides should remember that this sort of tank vs. tank encounter can be dicey sometimes. Knowing that ahead of time may keep you from throwing in the towel when you still have a chance.

Conclusion

This is a really exciting scenario, showcasing a clever set of Victory Conditions that presents quite a challenge to both players. It also highlights the kind of wild tank battle in semi-open terrain that is not seen too often in ASL. Yet at the same time in terms of actual rules difficulty it's not very complex and

Continued on page 13

THE PERCENTAGE OF FIREPOWER

by Mark C. Nixon

The "percentage of firepower" is the raw firepower totals, adjusted for ROF, for the contestants. I use this to gain a rough idea of exactly how much IFT FP advantage a stronger force could theoretically apply against the opposition in a single half-turn at normal range, assuming hits for all TH weapons, average ROF, and no malfunctions or cowering. Here is an example of how I calculate ROF-adjusted FP for a hypothetical German force (and thereby derive the "%FP"):

Type	Quantity	Strength	ROF	ROF-Adjusted FP
Infantry	4	6-5-8	—	24
FT	1	24	—	24
HMG	1	7-16	3	14
MMG	1	5-12	2	7.5
LMG	1	3-8	1	3.6
50mm MTR	1	2-IFT	3	4
50L ATG	1	6-IFT	3	12
PzVG (MA)	1	12-IFT	1	14.4
PzVG (MGs)	1	3/5/2	—	10
80mm OBA	1	16-IFT	—	16
Total				129.5 FP

Thus, a 3-ROF weapon will average 200% of its printed value; a 2-ROF weapon, 150%; and a 1-ROF, about 120% – excluding breakdowns and cowering. Obviously, OBA might affect many Locations and not just a single one I assume, but it might also not be available at all on many turns or might be used as SMOKE. Since this is a single half-turn average, I believe counting OBA for only one Location is a fair representation, as expecting it to affect more (or less) than this would be even less realistic. Compared to a British force which fields 79-FP, the above German OB would brandish 62% (129.5/208.5x100) of the FP in the scenario.

Forms of FP that I do not include in such calculations are:

1. MOL, PF, Psk, Baz, and PIAT (too restricted vs. infantry and availability/hits too unreliable)
2. Demo Charges (a "one-shot" weapon)
3. SAN, Mines, Booby Traps, Pre-Game Bombardment (no player control)

These are all important elements of ASL, but must be handled elsewhere in my coverage, and not included in the %FP. I have a theory that the attacker normally needs about 62% of the FP (calculated in this manner) to hope for success in a well-balanced scenario, and that any substantial deviation from this must be explained by other features of the encounter. For example, heavy fortifications, dense TEM, amphibious operations, time limit, armor-versus-armor actions (or any non-IFT battle), special morale or leadership are some qualities which might allow the %FP to float above or below my expected level. In the absence of such factors, however, an FP advantage or disadvantage might be the primary reason for the "balance" of the scenario to swing one way or the other. Too, timing of any reinforcements influences the ebb and flow of the percentage advantage. Thus, using these raw figures on occasion will provide a solid point of reference which can act as a standard to aid me in the examination of various unique scenario features.

A VIEW FROM THE MOUND Bullpen

The three prior *ASL Journals* all had a piece on the state of MMP from our President, Curt Schilling. Between recently having a fourth child, helping avert a work stoppage in baseball's Major Leagues, and trying to pitch the Arizona Diamondbacks back to the World Series and himself into the Cy Young award (in that order), he has been a little busy this summer. Which is why you have to make do with some words from us lesser stars in the MMP constellation. We hope you aren't too disappointed.

We have been hard at work since Journal 3 came out last year, even if all the results aren't visible quite yet. We are very happy with the two Historical Studies we have produced. Historical Studies include an historical mapsheet, a campaign game, an historical booklet, and 16 scenarios split between the historical mapsheet and the standard geomorphic mapboards. HS#1, Operation Watch-tower, the Guadalcanal historical study came out at the end of 2001. We were not happy with the color separation between Level 0 and Level 1 on the historical mapsheet that originally came with HS#1 so we recalled the original mapsheet and had a new batch of mapsheets printed up. The printers said that the original mapsheet was "within specs" so we had to foot the full bill for this, despite the fact that we had not had a chance to approve the final product. Needless to say, different arrangements have been made now. All current copies of OWT have the revised mapsheet, but if you are concerned, look at your mapsheet. Hexes like OO17 and MM10 should clearly show the different levels on the revised mapsheet. This product almost had a second mapsheet on the Matanikau River, but there were not enough actions in a small area there to justify the additional price for a second mapsheet. We were able to recreate the terrain on several Matanikau scenarios very accurately through the judicious use of overlays. OWT has been very popular among those who enjoy PTO action, but it hasn't convinced many players to make the jump into the jungle. That's a shame, because it has an elegant, very manageable campaign game over Edson's Ridge and some very nice scenarios. Anyone familiar with Edson's Ridge knows the importance that night actions played there, and if you are uncomfortable with night scenarios, the Edson's Ridge campaign game is a very good place to get your feet wet with at night. Which also explains why this will never be our best seller: PTO, night, scenarios with overlays; but we like it a lot.

Our latest historical study, HS#2 Operation Veritable, is more accessible (no PTO, fewer overlays) although without the allure of American troops. The Operation Veritable Historical Study showcases the British and Canadian drive to the Rhine in February 1945. The historical mapsheet and campaign game center around a stretch of the road between Goch and Kalkar called Riley's Road, after the Canadian Second Infantry Division's Royal Hamilton Light Infantry (RHLI), a.k.a. the Rileys. Once again 16 scenarios are split over the historical mapsheet and geomorphic mapboards. This had gotten a very positive reaction from our jaded playtesters, and we are hoping to see a lot of sales, despite the absence of any American battles. You can see the ad elsewhere in this magazine for more information. This was submitted as a historical study, but when we accepted it we intended to include a smaller version in this Journal as a mini-HASL, a la Nphum Ga in the '97 Annual. The more we looked at it, however, the more convinced we became that the designers were correct and it deserved the full-blown historical study treatment. We also decided to push it ahead of this *ASL Journal* in the production line; or we did until the P# system was instituted, at which time the Journal jumped back to the front again. As it was, OVHS was "finished" slightly before the Journal, but the latter didn't have to wait for its P# to be reached. Regardless, it is, as they say, all good. But all this did push our plans for a HSASL in Sicily onto the back burner for now.

The ASLRB 2nd Edition and our reprint of Beyond Valor (that included Red Barricades) were big hits and we need to reprint both of those. Unfortunately, these are our two products with highest price tag and the smallest profit margin (since we want to try to hold the line on prices to encourage new people to enter the hobby). Also very expensive are our plans to split West of Alamein into two modules: British (For King and Country) and desert (West of Alamein). We are trying to work out our printing schedules so that these important reprints can be accommodated at the same time that new products are being printed. Stay tuned.

Work continues on our other major projects, Armies of Oblivion and the three full historical modules. We weren't happy with how some of the original AoO scenarios were working so we shook them up a bit and added some new ones. Meanwhile, Paul Kenny and

Steve Swann have been hard at work expanding the available research on the available vehicles and guns and fine-tuning the Chapter H notes. Given the long wait for this baby, I don't know if everyone will be ecstatic or just vastly relieved to see this done, but there is light at the end of the tunnel. For the historical modules, first out of the chute should be Tom Morin's magnum opus *The Valor of the Guards*, which is almost done. The mapsheet of central Stalingrad that Don Petros painted has been wowing people all summer. Next in line is Ortona: Little Stalingrad from Jim McLeod and our friends to the north, in which German fallschirmjägers defend to the death the town of Ortona against the Canadian army in central Italy. Finally, playtesting is under way for Red October in which Charlie Kibler extends the Red Barricades map north to include the Red October factory. Are you psyched for fighting in a 30-hex factory or for linking up the two maps? I know we are. Several new historical projects are in the wings, but the most important upcoming project as far as the overall health of the hobby is concerned is Intro ASL. We are counting on this to draw in new players to ASL, and we are counting on you to buy it and use it to get your buddies into ASL. No more excuses about it being too tough. OK, ASL will always be tough to master, but it will be easier to get into initially than it used to be. If you have an idea, a project, an article, a scenario, or anything ASL that you think should be print, drop us a line at:

submissions@multimanpublishing.com

The biggest news for MMP might be of less direct interest to ASLers. Last September we acquired from Dean Essig The Gamers line of games that are centered on several game systems. As gamers ourselves, we have always enjoyed the games in these various series. We were immediately interested when Dean came to us about buying him out, but there was one stipulation. Dean had to continue to be involved in designing games for us. That, of course, was exactly what Dean had in mind, and the buy-out was on. If you are looking for a different time frame in tactical gaming or looking for larger-scale WWII action, we highly recommend the various series in The Gamers line of games.

We knew that this would impact on our finances since we had to borrow for the buy-out. We knew it would impact on our produc-

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DEBRIEFING



We include here some errata for the ASL Rulebook 2nd Edition to join what we previously published in Journal 3. (We expect to have some more by the time Journal 5 rolls around.) Also in this current issue are the scenario errata for the previous three ASL Journals, for Action Pack 2, for GI's Dozen, and for Operation Watchtower. We have had this scenario errata up on our web site for some time under the individual products, but now we bring it all together here and on our website (www.multimanpublishing.com). The 2nd Edition errata we published in Journal 3 is also available on our website as both re-formatted replacement pages and in a "sticky errata" format, designed to allow you to print it out on adhesive-backed paper, cut it out, and "stick" it in your rulebook over the areas in question. We hope to provide a similar service for the 2nd Edition errata published here in Journal 4.

It had been our long-time policy that errata was not "official" until printed in these pages or in a module in order to allow for equal access by all players. With the extension of the internet into more and more lives, we have decided to place the "official" stamp on all Q&A/Errata that we maintain on our web site regardless of whether it has previously seen print. For the vast majority of people, this distinction will be transparent, and we intend to continue printing necessary Q&A/Errata in these pages, but you might want to check in at our website now and then for the latest in Q&A/Errata. (Special thanks to Scott Jackson for his help with the Q&A.)

ASLRB 2nd Edition Errata

A4.63: in line 2 after "Dash move" add "to a particular Location".

A4.63: in the last line of the second Example delete "either" and "or BB6".

A7.212: line 4 replace "unarmed/unarmored" with "unarmed, unarmored".

A8.22: 3rd bullet replace "Small Arms" with "Spraying Fire".

A12.15: line 9 after "it will" add "lose Concealment and".

B13.421: line 14 between "woods" and "hex" delete "road".

B30.34: in line 2 delete "Residual FP".

C.7: The Original DR for rubble creation (B24.) and pillbox elimination is determined after application of the bonus DRM [EXC: CH; 3.73].

C13.31: lines 31-33 replace "squads" with "squad-equivalents".

C13.3111: lines 3-4 replace "squads" with "squad-equivalents".

D6.5: last line: add "/Recovered" after "unloaded".

E3.733: line 1 delete "Ground/".

E7.25: line 19 after "one hex," add "and to reduce any non-cliff Crest Line Blind hexes to zero if there is ≤ 1 level elevation difference (see B10.23).".

E7.3: line 7-8 between "easiest" and "target" add "non-HIP [EXC: Observation Planes may target "empty" hexes]".

E7.4: line 2 at end of EXC: add "and subsequent hexes of a Strafing Run".

E7.6: lines 5-6 delete "is subject to malfunction/repair/disablement normally and".

A7.37 IIFT TABLE: the "MOL" entry should be over the pink "4" column instead of over the white "4 1/2" column.

A12.121 CONCEALMENT LOSS/GAIN TABLE (pink chart): in Note A, line 2 after "during the MPh/RtPh," add "is forced back to its last Location via Detection (A12.15).".

C1 OFFBOARD ARTILLERY PLAYER AID: in the FFE:2 section at the bottom, there should be an arrow going from the "Make Direction/Extent of Error DR" octagon to the Yellow "Resolve FFE:2/Flip to FFE:C" oval.

OFFBOARD ARTILLERY FIREPOWER CHART (flipside of C1 Offboard Artillery Player Aid): In the entry under the Barrage column for 100m+ replace "12" with "16".

Chapter Q Kampfgruppe Peiper SSR KGP3 Chart: Unless all fire originates in-hex, all such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26).

Chapter Z Clarifications/Errata

ER7 & ER8: The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine HS (6) supersede the values listed in G17.151 only for scenarios played on the Edson's Ridge mapsheet.

Z1.11: replace "DRs" with "drs".

Z1.41: The duller green hexes (EX: OO18) are at Level 0, the brighter green hexes (EX: OO17) are at level higher (Level 1), and the light brown hexes (EX: OO16) are at Level 2. The brighter green Level 1 hexes are considered "hill hexes" for the purpose of footnote b in the CG Victory Conditions.

Z1.42: In the Initial Scenario of the Campaign Game, the Americans get 8 Wire counters (four of which have their location predesignated) and enough foxholes to hold 8 squads (three foxholes of which have their location predesignated).

Scenario Errata

AD12 (Tussle At Thomashof) The British get a total of three Churchill VIIIs. (This scenario has been updated and re-released in *Operation: Veritable* as HS23.)

AP11 (Swamp Cats) The scenario mapboard configuration incorrectly shows overlay X21. The SSR correctly identifies overlay X27.

U6 (Action at Kommerscheidt) In SSR 2 change overlay "OG1" to "OW1".

HS4 (High Water Mark) In the American setup instructions for C Company, replace "Hill 2" with "Hill 120" so that it reads "set up ≤ 2 hexes from any Level 4 Hill 120 hex".

HS6 (Just Fighting Through) In SSR2 replace "E1.1-1.6" with "E1.1-1.16".

HS10 (Government Property) Overlay Wd4 cannot be set up on Y7/Z8 as indicated since those hexes aren't adjacent. In SSR1 Replace "Y7/Z8" with "Y7/Y8".

HS13 (The Ravine) In the setup instructions, replace "board 35" with "board 36". The board configuration is correct as shown.

J1 (Urban Guerrillas) SSR5 should read: "Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans during the scenario." .

J3 (A Sunday Stroll) The '45 Bazooka in the American OB should be a '44 Bazooka.

J6 (St. Barthelemy Bash) The '45 Bazookas in the American OB should be '44 Bazookas.

J14 (On The Hoss' Side) The playing area extends through hexrow L, not K.

J28 (Inhumane) SSRs 1, 2, & 3 should refer to building M6, not building P6 (P6 is open ground).

J29 (The Capture of Balta) Add SSR 5: "5. The German 8-3-8s/3-3-8s are considered Assault Engineers (H1.22). The StuG IIIB has AP 10.".

J34 (Men of the Mountains) In Italian set up, change "and/or" to "and".

J35 (Siam Sambal) The contact number shown on the scenario card for the French radio should be 7, as is shown on the actual radio counter.

J38 (Bitter Defense at Otta) Ice rules do not apply.

J39 (Indeed!) In SSR 2, replace "[EXC: H4-I4]" with "[EX: H4-I4]".

J52 (Dress Rehearsal) BPSSRs apply (see page 60 of Journal 3).

J53 (Setting the Stage) BPSSRs apply (see page 60 of Journal 3); in Victory Conditions replace "33G6" with "33GG6".

J57 (Guards Artillery) In British setup, replace "any whole hex of board g" with "on board g"; (i.e., not on board f or hexes shared with board f, but half hexes of board g not shared with board f are OK).

J60 (Bad Luck) In the Victory Conditions, replace the second instance of "Germans" with "Americans". Also, scenario design should be credited to Mike Licari.

"Broadway to Prokhorovka" mini-CG BPSSRs: The HS passenger of any SPW 250/sMG and/or SPW 251/sMG is a 3-4-8; in table 2, chit #4 reinforcements enter on turn 1, not turn 2; in Example of CG Play, column 2, line 7, replace "2 fatigue chits" with "1 fatigue chit".

RB CG IV In Table 1, change the German CG Maximum Purchase for the G2 RG from "7" to "1".

Continued from page 38

tion schedule, if only due to the inevitable transition efforts needed to meld one line of game series into another line of game series. We had a plan to deal with this, but we were not counting on what happened on September 11, 2001. Among the many disruptions to normal life that these events brought, our own relatively minor problem was that the MMP member currently on active duty—Russ Buntin—suddenly became a very popular fellow. Russ is the guy we have in charge of The Gamers line of games, and he did a magnificent job overseeing the transition and getting out two games before he went off to sea. We are hoping that this will be his last tour out of the country, although Uncle Sam might have something else to say about that, but in the meantime the rest of us are filling in for him as best we can, sometimes to the detriment of our

attention to ASL. We remain confident that The Gamers are a good fit with ASL and the other games already in the MMP corral and that our acquisition of The Gamers will firmly solidify MMP's health as a game company.

The other big change at MMP has more immediate impact on ASLers; that is our instituting the P# system. Once an ASL product has been designed and our development is mostly complete, we request discounted pre-orders on that product and then only print it once a certain number of pre-orders are received. This allows us to ensure before printing something that our costs for producing it will be covered while still keeping our products affordable. Similar to preordering, for the ASL Journal we have instituted the "endless" subscription. If you sign up, we mail you the latest ASL Journal as soon as it is printed at 20% percent off retail plus postage. Only after we mail it to

you do we charge your credit card. You can cancel at any time, and subscriptions do not impact upon when the Journal gets published. The ASL Journal should continue to cost between \$20 and \$30, as has been the case for all of them so far.

We intend to continue to expand our presence in retail stores. If your local game store does not carry the MMP games that you want, you should encourage them to contact us directly to see what we can work out. There seems to be an awful lot of misinformation out there about what our retail policies are, and we would like to make sure that stores are making informed decisions about carrying our games.

As always, thanks for your support of ASL and of MMP. And as Curt would say, "God Bless."

The Skeleton Crew

TIPS FOR LEARNING ASL

by John Slotwinski

Learning to play Advanced Squad Leader may seem to be a monumental task. True it is a complex system that requires time, dedication, study and even a chunk of your hard-earned money. At least it is cheaper than golf! But the satisfaction gained from playing the game is worth all of the effort. And trust me you will have fun right from the start. Here are some tips to help make the experience of learning the game easier and more productive.

Tips for Learning the Game

- Don't worry about the size of the rulebook. 80% of it are exceptions to basic things like moving and shooting.
- Play often and play fast. Notice that these two are synergistic—the faster you play the more time you'll have to play. Don't worry about making mistakes and try not to agonize over each and every move. I learned this from the Musings of Mark Nixon. I believe it is one of the best tips out there for learning and playing the game.
- Play lots of different people. You'll learn different styles of play and make friends along the way. 99% of ASL players are fun guys to play.
- Play people who are much better than you. You won't win at first, but you'll learn the game very quickly this way. It is a humbling way to learn, but it is worth it. Try and have fun.
- Play people who are not as good as you. No one likes to lose all the time!

- Play people at your own level. Nothing better than a close game in a fun, well-balanced scenario between evenly-matched opponents.
- Have fun. Try not to take it too seriously, it's only a game.
- Don't be afraid to make mistakes or dumb moves. Learn from your mistakes and don't ask to take a move back.
- Study the game, read pertinent articles, surf the web, check out the resources available to you.
- Never ever be afraid to ask questions [EXCEPTION: don't bug people if they're consumed by the game that they're currently playing.] Ask your opponent why he did certain things and made particular moves during your game.
- Have fun and play fast.
- Go to tournaments. Not only will you have fun but you'll also learn gobs and gobs about how to play the game.
- Read the rulebook, but not all at once! Don't focus on sections that you won't use the first time. Unless there's cavalry in your scenario you don't have to read about it! Focus on chapters A and B your first time out. Once you're comfortable with the game, make the effort to read chapters A - D carefully at least once per year, you'll learn something new every time.

- Have fun and play fast.
- During a game, don't worry if you and your opponent get stuck. If you can't find an answer to your question within 5 minutes, write it down and look it up later. Reach some agreement on how to proceed (maybe even roll a die) and keep playing.
- Have fun and play fast and play a lot of different people at as many tournaments as possible.

Resources to Help You Learn the Game

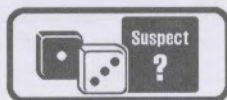
There are some great resources to help you learn the game. Some of these are on the web. In order to get the most out of them you should setup the requisite pieces and follow along, especially with the Chapter K examples and Tom Repetti's examples of play (XoP).

- Chapter K. It reads a little hokey, but it is a great way to learn. It helped me out a lot. Make sure you follow along with your own pieces and boards.
- Stahler's "Eight Steps to ASL: A Programmed Instruction Approach" for learning ASL is another good way to take bite-sized pieces out of the rulebook. You can find it online at the MMP web-site, under "player support", at:

<http://www.advancedsquadleader.com>

- Tom Repetti has some great newbie examples of play on his home page. Download them, print them out, and play along. You can find these at:

<http://www.mindspring.com/~tqr/>



Mission Design: Daniel Zucker

Mission JM2

Bloody Omaha

BRIEFING: Your unit is in the first wave of this invasion. You must establish a lodgment by clearing the beach of all German forces. You can expect that the beach will be heavily defended. Establish a path off the beach and push inland to the individual objectives given to your company.

PREVAILING ATTITUDE (3.2): Hold {A2b}

MISSION TABLES (12.32):

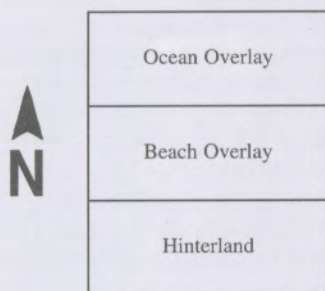
Enemy SAN	Friendly SAN	Enemy AC#	RE Numbers
DR SAN#	DR SAN#	dr AC#	dr RE#
2-4 7	≤ 5 5	1 2	≤ 3 5/6
5-6 6	6-8 4	2-5 3	≥ 4 4/5
7-9 5	≥ 9 3	6 4	
≥ 10 4			

MAPBOARD SELECTION & ACTIVATION (A9):

Only the mapboards listed below are used for this Mission. Select by DR one Hinterland map and set up as instructed. Any other mapboard that is available is then placed with the mapboard # to the west, this mapboard is used to orientate beach overlay Be4. No other mapboards may be activated.

DR	Map #	Alignment
2-4	15	Map # is placed west
5-7	11	Map # is placed east
8-10	2	Map # is placed west
11-12	9	Map # is placed by random dr: 1-3 East, 4-6 West

Mapboard Configuration:



Beach and Overlay:

Draw one letter chit M-FF only and place overlay **Be4** hex 401-402 in hexes 9 and 10 in that letter row on the beach mapboard. Place Ocean overlay **OC1** so that hex 1001-1002 is on hex Be405-406. Beach slope is slight, the sand is hard, and there are 4 hexes of shallow Ocean.



Playing Area:

The only playable hexes are the 12 hex wide strip of hexrows that are covered by the overlays and run from the FBE (North) to the EBE (South).

VPO LOCATIONS (14.):

Each Pillbox on board at the start of turn one is a VPO. The value of each VPO is determined only at mission end {A10b}.

S? PLACEMENT/ENTRY (4.):

Place one S? in each Pillbox and trench and as per S4.1a and b [EXC: single woods/brush hexes and ≥ two connected woods/brush hexes may also be included in determining S? placement along with those being rolled for in S4.1b]. Treat all grain and orchard as if they are woods/brush hexes for S? placement.

SEQUENCE:

Mapboards and Beach Obstacles (MSR 6) are set up first. S? are then set up. American units are set up Offboard in LC; crew quality is then determined; Pre-mission bombardment is conducted. American's may enter anywhere along the FBE on Turn 1. American units may not conduct a Friendly Withdrawal (S12.5) and are conducting a Seaborne Assault (G14); all rules remain in force except as modified for this mission.

MISSION END (see also 12.5):

After the end of Game Turn 15 and the end of each player turn thereafter, make a dr. On a dr ≤ 1, the mission ends immediately. There is a -1 drm for each Game Turn completed after Turn 15.

VP SCHEDULE (12.6; 9.41; 17.321):

- The FRIENDLY side wins immediately at the end of any player turn in which there is neither any S? nor Good Order ENEMY unit on board.
- Each FRIENDLY unit to exit the EBE is worth double CVP.
- Both sides gain VP for VPOs controlled.
- The ENEMY gains 1 VP for each S?/unbroken-ENEMY-MMC on board at mission end.

MISSION SPECIAL RULES:

1. Weather and EC: Weather is Overcast with no wind at start. EC is Moist. Heavy-Surf/Rain/Fog/Mist are NA [EXC: per RE]. Kindling is NA. OBA will not start fires. The initial wind direction will be to the south. SMOKE is NA to either side in any form.

2. Both sides have a -1 drm to the colored die of each DR on Tables A11 and U9. Use the A1 Table below for this mission only.

A1 Table

DR Result

- 2 HW
- 3 S,S,L,F*,SW
- 4 S,L,F*,SW
- 5 HW
- 6 S
- 7 —
- 8 HS
- 9 S
- 10 S,HS,L,SW
- 11 S,HS
- 12 HW

HEAVY WEAPON Table

dr Result

- 1 75L AT/228
- 2 50L AT/228
- 3 50L AT/228
- 4 HMG/248/Leader
(additional -2 DRM on table G3)
- 5 HMG/247/Leader
(additional -1 DRM on table G3)
- 6 MMG/1277 81MTR/228
drm +1drm for S? in a Trench.

* No foxholes allowed—Fortification will be a Trench instead.

If the result is HW for Hold Attitude S? make a subsequent dr on the Heavy Weapon Table, for Advanced Attitude S? treat as a S,L,SW result.

3. ENEMY

The German is the ENEMY for this Mission. Any German Flank Attack and/or reinforcements will enter on EBE. The following German (Table A11) RE are NA (roll again): 05,06,15,16, 21, 24, 25,35,44,55, and 56. German Air support, vehicles, and SS generation are NA. The CA of all German HW generated must include ≥ 1 in-LOS beach/Ocean hex. If no beach or Ocean hex is in the HW LOS, the CA must then face the FBE. **3.1** German units have a "Stand or Die" order. A German unit receiving a Move command will actually move only if it can end the current MPh/APh in a Location with a TEM > than its current TEM provided it will have a Target.

4. FRIENDLY

The FRIENDLY side is an American Army Rifle Company (S18.57) for 1944.

4.1 Extra units include 2 leaders, 6 squads, and 3 SW teams. These extra units are not Temporary Attached (S17.132) and are subject to S18.4 at the end of the mission. These extra squads will receive one DC each and the SW teams are armed with 2 DC each.

4.2 All American DC are Bangalore Torpedo (B26.51). Bangalore Torpedoes may be used as DC at 1/2 FP. All US units are qualified to use Bangalore Torpedoes. The American starts with enough Landing Craft (LCVP) to carry all initial units/SW. When each Landing Craft is initially received, make a DR; if 12 the crew is Inexperienced (G12.113). American units in Landing Craft do not need to make a CMD DR to exit the Landing Craft. All American units have a ML of at least 8 [EXC: not for CMD DR] when in an Ocean or beach hex.

4.3 Before start of play the American player makes two DR on the Omaha A1 table (re-roll for a HW result) and receives those units as Assault Engineers. These units are also Sappers. Roll on the U3 table for Leaders and U4 table for SW (substitute a FT for Baz. and a DC for M2 Mrt.). Additional DC/FT are generated per the Chapter H DYO rules. These units enter from Offboard on turn 3 in a Deep Ocean hex, along the east (dr 1-3) or west (dr 3-6) edge in one LCVP. The player must remove from play any units/SW in excess of the LCVP's PP. This LCVP may ignore G14.21.

4.4 The following US (Table U9) RE's are NA [roll again]: 01, 06, 14, 15, 41, 42, and 43. Air support is NA. Any American RE that results in OBA is NOBA instead. Any RE that results in reinforcements of any type will enter on the FBE. Any RE that results in a Flank Attack will, on a subsequent dr of ≤ 2 , enter on a Deep Ocean hex along the east (dr 1-3) or west (dr 3-6) edge. All RE units/SW generated enter in Landing Craft with enough PP capacity to carry those units/SW (G14.21 may be ignored for one LCVP per RE group).

5. Each Hinterland-Beach hexside that has a road on the Hinterland hex leading to that hexside is termed a Draw. A Draw is a natural or manmade opening through a sea wall or cliff. A draw is treated like a road for movement cost, is on the same level as the hinterland hex and does not form a crest line. Each Hinterland-Beach hexside (G13.24) between a beach and level 1, or greater, hex is treated as a cliff hex-side only if the Beach overlay covers the hill crest-line terrain depiction. There is a low sea wall (G13.6) on each level 0 beach-Hinterland hexside [EXC: draw]. For each sea wall hexside made a dr, if ≤ 2 that hexside is marked with a breach counter. Grain is Brush. All buildings are Stone.

Map # Modifications

- 15 All Woods in hexes numbered 1-5 are brush.
- 11 All Woods in hexes numbered 6-10 are brush.
- 2 All Woods in hexes numbered 1-5 are brush.
- 9 All Woods are brush.

6. BEACH OBSTACLES

6.1 Tetrahedrons are possible in each Beach hex ≤ 2 hexes from a OCEAN hex and each OCEAN hex ≤ 2 hexes from a Beach hex. Prior to play and starting in the northeast, make a dr for each possible Tetrahedron hex not adjacent to an existing Tetrahedron. A dr ≤ 2 results in a Tetrahedron being present in that hex. On a subsequent dr ≤ 2 , Wire is also present with that Tetrahedron.

6.2 The Germans receive a number of pillboxes equal to the number of hill hexes with a theoretical LOS (ignoring all non-hill terrain obstacles) to ≥ 1 beach/Ocean hex, divided by 3 (FRD). The type of each pillbox is determined by dr, if 1-2 a 1+5+7; if 3-4 a 2+5+7; if 5-6 a 3+5+7 is placed. Pillboxes are placed on the Hill facing the beach see MSR 6.21. The CA must include ≥ 1 beach/Ocean hex. If more than one CA is available, randomly determine the CA.

6.21 Create a pool of letter chits representing the hexrows with hill hexes. Draw a letter chit from the pool and make a dr for each hill hex in that hexrow in which a pillbox could be legally placed with a theoretical LOS (ignoring all non-hill terrain obstacles) to ≥ 1 beach/Ocean hex. For that hexrow randomly select a single hill hex with a theoretical LOS (ignoring all non-hill terrain obstacles) to ≥ 1 beach/Ocean hex in which a pillbox can be placed and then place a pillbox in the hex. Once a chit is drawn it is removed from the pile and another chit is pulled. If all chits have been drawn and there are pillboxes still left, replace the chits, and draw again, until all pillboxes are placed.

6.3 One Trench is received for each pillbox. For every 5 (FRD) Trenches received the German will also receive 1 additional Trench (with a minimum of 1 Trench). All Trenches must be placed in or ADJACENT to a pillbox, to create a bunker (B30.8).

6.31 For each pillbox, randomly select a hex from among the adjacent hexes in which a pillbox can be legally set up and place a pillbox there. For the remaining Trenches, randomly select which pillboxes will get a second Trench and then randomly select an adjacent legal hex in which to place the Trench.

6.4 Each hex adjacent to a sea wall hexside [EXC: hexes on the hinterland side of a draw] may contain hidden mines. Each unit that enters such a hex must make a DR unless moving on a Trail Break or if the hex has been cleared of mines. A DR of ≤ 9 results in no attack and a Trail Break through the hexside entered from. A DR of ≥ 10 results in a minefield attack on the table below. Infantry roll for A-P mines only, Vehicles for A-T only. An A-P/A-T Minefield attack original DR of 12 will also remove that Minefield from the game after the attack is complete.

dr	A-P Mine Factors	A-T
1	6	1
2	6	2
3	8	3
4	8	4
5	12	5
6	12	5

6.5 Each Beach hex ≤ 2 form a Hinterland hex may contain a wire counter on a dr of ≤ 2 . No more than 2 wire counters can be placed adjacent to each other, excluding wire on a tetrahedron. Wire is placed prior to play starting at the northeast hex. Wire is possible in each Hinterland hex adjacent to a Beach hex. Prior to play determine if Wire is present in each such hex. A Random dr of ≤ 2 results in Wire being present in that hex.

6.6 Shellhole creation or any Original KIA/K# result from a HE FFE Concentration clears all possible mines/Wire in that hex. Place a Dummy Minefield counter to represent this clearance.

7. LANDING CRAFT PANIC and MOVEMENT

Landing Craft are prohibited from using Platoon Movement (D14). Each on-board LC makes a DR at the start of each MPh: if ≤ 10 the LC moves normally, if 11-12 the LC will Panic. When a LC Panics make a subsequent DR: the cdr determines the number of hexspines that LC's VCA will change in clockwise direction; move the LC one hex left (port) if the wdr is 1-3 or one hex right (starboard) if the wdr is 4-6, after which its MPh ends. If a LC AGROUND (G12.21) Original DR in ≤ 4 , it has hit a hidden tetrahedron; place a Tetrahedron in that hex and resolve the attack (there is no additional MP cost to the LC for the placement of this tetrahedron). Rather than exit the board or enter a beach hex, a Panicked LC will end its MPh.

8. NOBA

Beginning on Turn 10 the American player may choose in any one RPh to make a dr to receive NOBA. On a dr ≤ 3 he receives one NOBA FFE (G14.6) mission. Make a DR on the NOBA chart to determine caliber. There is an Offboard Observer, at level 1, on the FBE for the NOBA FFE mission. The Accuracy is dr ≤ 3 and the extent of error is halved FRU.

9. NAVAL BOMBARDMENT

The Americans receive a Pre-Mission Naval Bombardment (G14.7) that is conducted as follows. The bombardment will affect only the playable inland map board and any whole hexes of the inland map board covered by the beach overlay. The player picks 3 east to west Alternate Hex Grains, using the same hex number that will not be affected by the bombardment. Reverse Slopes apply (G14.712) to make certain hexes immune. All other hexes, affected by the bombardment, are subject to a 2MC as per C1.822 - .823. If a location is rubbed/eliminated/removed or becomes shellholes the S? in that location are removed from the map-board. Shellhole creation removes all mines/wire in a hex. For each S? counter subject to the bombardment but not removed, make a roll on the SPECIAL ACTIVATION TABLE; any units activated are then subject to the C1.82 bombardment MC. No other Bombardment rules are in effect.

10. SPECIAL ACTIVATION TABLE (SAT)

This table is used to determine if any German S? will activate: during the pre-mission Bombardment; at the start of each German PFPh and DFPh before any other action, or when Landing Craft are moving in the American MPh.

10.1 During the pre-mission Bombardment any German S? that is in a hex that comes under Bombardment rolls on this chart, and if activates will then roll on the Omaha A1 table.

10.2 At the start of each German PFPh and DFPh make a dr for each S?: in a pillbox with a LOS to ≥ 1 Landing Craft, using Special Activation Table, until one or more American Infantry unit(s) have unloaded from a Landing Craft (either in an Ocean or Beach hex). Each S? activated in this way will place one gun with crew from the G5(inside) chart.

10.3 During the American MPh normal rules for (S5.32) Long Range Activation apply except as follows. If the moving unit is a Landing Craft and the S? has a LOS to it, the Final IFT DRM is ≤ 3 . When a S? so qualifies, make a dr on the SAT. If the S? activates and is > 16 hexes from the Landing Craft make a subsequent dr on the Heavy Weapon Table. If the S? activates and is ≤ 16 hexes from it will generate one half squad [G2] and a infantry crew with a HMG and one Leader [G3 with a -1 DRM]. Once any American Infantry unit(s) have unloaded from a Landing Craft

(either in an Ocean or Beach hex) this section is no longer in effect and normal Long Range Activation (S5.32) rules apply.

SPECIAL ACTIVATION TABLE

dr	Result
1	Activation
2-5	No effect, S? remains on the map
6	Remove S?

-1 drm if in a pillbox

11. BORE SIGHTING (Optional)

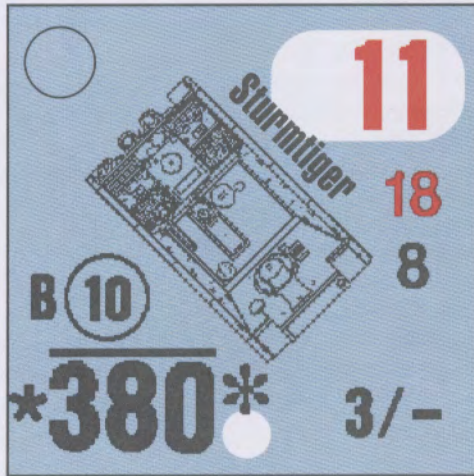
Normal rules for Bore Sighting apply except as follows. Each time a HW fires, draw a letter chit from a pool of letter chits that includes only the hexrows in play. If the target is on the same lettered hex row as the chit drawn, record the target hex as the Bore Sighted hex of that HW. Do this until a HW is ineligible, as per C6.43 to bore sight a hex. Keep a side record for each HW when it becomes ineligible for the first time.

Coming Up Next Issue...

The last couple of Journals have been very eclectic to say the least. Carriers, Alpine Terrain, caves and spigot mortars? We decided as we were putting Issue 4 together that Issue 5 would be "back to basics." The feature will be Pete "Wrongway" Shelling's desert mini-Campaign Game. Similar in concept to "Broadway to Prokhorovka," the Kursk mini-CG in J3, these three scenarios ought to test the cagiest desert fox. The remainder of the magazine will concentrate on ASL meat-and-potatoes—Russian versus German, American versus German, and possibly an Italian scenario or two thrown in for spice. Additionally, we believe we'll have a Series Replay ready in time for Journal #5 after three issues without one. See ya then!

TIGERS ON THE STURM

(a sneak peek at an *OPERATION VERITABLE* goodie)

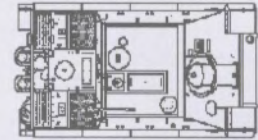


mation. (And yes, we know that availability is listed only for 3/45-5/45, whereas the writeup says it was used in the Warsaw Uprising; the latter is the *only* documented combat use prior to March 1945.) This was even more of a bear to design than the *mSPW S307(f)* mortar halftrack from *Pegasus Bridge*, and almost as tough as the Danish *Nimbus* in *Doomed Battalions*, which after all had to combine into one vehicle two inherently opposed ASL concepts: tank destroyer and motorcycle. Hopefully, the *Sturmtiger* will see more ASL action than the other two have. In common with those, we were playtesting the scenario at the same time we were designing and refining the counter itself.

Although the *Sturmtiger* has a lot going on in one place for a counter that will be rarely used, most of the concepts will be familiar to the experienced ASL player, e.g., Limited Stowage, no Bounding (First) Fire, no Area Fire (think of it as "AP only" in this regard), no firing in its own hex, +1 DRM vs moving/Motion vehicles or Dashing Infantry, no firing while CE, and a modified version of the Near-Miss/Direct-Hit process for bombs vs vehicles. New concepts we had to come up with for this vehicle include hitting a different building level (for rubble purposes only) when barely missing the building level targeted (similar to overstacked vehicles), only firing every other player turn, and Riders Bailing Out when the MA fires. This last restriction is a reflection of how much heat and gas where exhausted when the MA rocket was fired; the inability to fire when CE reflects this as well, rather than the problems involving turret/crew arrangements that usually impose this restriction.

Once we realized that we had the makings of an *Operation Veritable* scenario using the *Sturmtiger*, we knew we had to go for it, even if that meant putting a new vehicle counter and a new Vehicle Note into the *Operation Veritable Historical Study* which we are publishing (see the ad on the back page). As our guide here we used *Blood Reef: Tarawa*, where we had previously introduced new Vehicle and Ordnance notes in Chapter T. We preferred this method to that used in *Kampfgruppe Peiper*, where the information on the High Speed Tractor was buried in a footnote to the Reinforcement Group chart. At least the tractor was simple enough to not need much more than a footnote. The same cannot be said for the *Sturmtiger*, which requires several paragraphs in the Note just to explain how to use it, not to mention the historical infor-

***No Bnd(F)F/ACQ/CE
No ATT/Case E/2PT**



**No IF
ML:9**

**SN9
CS 5**

If you could see the propaganda film snippet that we watched, you would readily understand. Fitting all this information onto one counter was no mean feat.

Once we worked out the bugs and became comfortable with the counter, we had a blast playing with the *Sturmtiger* in scenario HS32 "A Few Rounds," which highlights well many of the vehicle's features. There is a fair degree of "chrome" involved in this vehicle, and our design choices were not the only possible ones to make, but we think we did a good job of balancing playability with simulation. The unique challenges that use of the *Sturmtiger* presents may not be everyone's cuppa tea, but we think most players will have fun tooling around in this baby. It gives good "bang for the buck."

TOURNAMENT INFORMATION

Date	Tournament	Location	Contact Information
Oct 14 '02	CyberOpen	The Internet	John Provan; john_provan@hotmail.com
Oct 25-27 '02	Intensive Fire 2002	Bournemouth, England	Pete Phillipps; if@vftt.co.uk
Oct 31-Nov 3 '02	Grenadier	Hergarten, Germany	www.asl-grenadier.de
Nov 9-10 '02	Mountain Wars	Vernon, NJ	Dan Dolan; phlegm@warwick.net
Jan 16-19 '03	ASL Winter Offensive	Bowie, MD	Brian Youse; info@multimanpublishing.com
Jan 25-27 '03	Cancon 2003	Canberra, Australia	Simon Spinetti; ecnsimon@aol.com
Jan 31-Feb 2 '03	West Coast Melee VI	Los Angeles, CA	Jim Aikens; president@SoCalASL.com
Feb 7-9 '03	ASL Winter War	Champaign, IL	Brien Martin; bkmartin@niu.edu
Feb 19-23 '03	PrezCon	Charlottesville, VA	www.prezcon.com
Feb 21-23 '03	Scandinavian Open	Copenhagen, Denmark	Michael Hastrup-Leth; hastrup@image.dk
Mar 14-16 '03	Berserk! 2003	Blackpool, UK	Trev Edwards; trev.hulldown@btopenworld.com
Mar 28-30 '03	Nor'Easter VII	Marlborough, MA	Mike Allexenberg; Allexenberg_Mike@emc.com
April 19-20 '03	South Mediterranean Open	Nimes, France	Emmanuel Desanois; e.desanois@histofig.com
April 25-27 '03	ANZACcon 2003	Victoria Australia	Neil Andrews; neil@pegacat.com
April '03	Tampa	Tampa, FL	Pete Belford; pete@otterspace.com
June 20-22 '03	ASL Team Tournament	Austin, TX	Mike Seningen; mikes@intrinsity.com
June '03	Jitter Fire	Aurora, CO	Marty Snow; tipsy_weasel@yahoo.com

Hit 'Em High, Or Hit 'Em Low

Some Things About Light Mortars You Might Like To Know

by Simon Spinetti

Light mortars in ASL can be game winners depending on what they can shoot at, how low you roll and how often you get rate. They can also be heavy pieces of useless \$#@* if none of the above happen. Their small FP (barring CH), large PP and lack of special ammo in most cases often make you wonder why you bother with them.

What often happens is that they are used early in a game and then they are abandoned when the time comes for the attacker to 'leg it' towards the victory area or the defenders have broken and routed away. Occasionally they live up to their potential by devastating infantry in woods and OT AFV. Other times their high ROF seems merely to attract snipers, although some nationalities get the bonus of SMOKE or IR. If Light mortars are so 'iffy' then why do some players get a bit excited when they appear in the OB of combatants for a scenario? If you are not sure why then read on.

First we will start with some basics on how they are different from other SW and their "big brother" 5/8" Guns. Let's start with the good points:

1. Light mortars are SW and therefore can be fired by non-crew MMC with no B# and TH penalties or covered arc restrictions (C9.2). Leadership DRM can also be used to modify the TH DR. These are some of the advantages they have over their "big brothers", which must be manned by crews and define their CA.
2. Mortars have ROF despite using the Area Target Type (C3.33), even when firing SMOKE.
3. ROF is 2 or 3. [EXC: Chinese Type 27 40mm].
4. Mortars can fire when the target is not in their LOS by using a pre-designated spotter (C9.3). This keeps the mortar out of enemy LOS (preventing concealment loss) and the possibility of return fire. There is a ROF reduction and TH penalty (+2 DRM) for using this option for firing mortars (C9.31) but spotting is not a concealment or HIP loss activity.
5. Even though they fire as Direct Fire ordnance, mortars are treated as using Indirect Fire (C9.1) when resolving attacks; therefore they:
 - a) Receive a -1 TEM for Air Bursts

against unarmored targets and CE AFV (D5.31) in Woods. OT AFV and their Passengers/crew are particularly vulnerable to Air Bursts (D5.311), being treated as being in an unarmored vehicle.

- b) Use the IFT as per C1.55 vs AFV.
 - c) Have the TEM for walls, hedges, bocage, and paddy banks lowered by one.
 - d) Can potentially hit targets that are out of LOS (C3.33) e.g. units IN a depression or a lower-level building.
 - e) As ordnance firing HE they use a -1 TEM vs unarmored targets in hamma-da and bamboo.
6. They are not subject to the A9.21 Field of Fire CA restrictions for firing out of certain terrain (buildings, rubble, and woods).

On the negative side are these points:

1. Since mortars use the Area Target Type most attacks add the TEM of the target's location to the IFT resolution DR and are resolved at half firepower [EXC to both: when resolving a CH]. For Light mortars with their narrow tubes that's a low value, usually on the 2 or 4 column of the IFT. This means that with the low FP of Light mortars you need to roll low on the IFT effects DR to get a result against a target in high TEM terrain. This often means rolling your opponent's SAN to get a result.
2. Use of the Area Target Type also means using a lower Modified TH# than other Target Types at short range (most Light mortars have relatively short maximum ranges compared to Guns).
3. Mortars can only use Area Acquisition, which cannot track a target.
4. Most Light mortars are in fact heavy when compared to other SW, "weighing" 4 or 5PP. Manning one therefore usually affects the movement of possessing infantry unless dismantled. Broken units drop them when they rout.
5. They can only fire HE. A few nationalities also get to fire SMOKE [American, British, Chinese (j) type and Japanese] and some can fire IR as well [American, British and Chinese (a) type].

6. They cannot fire when in certain terrain, e.g., bamboo, buildings [EXC: collapsed huts or rooftops], Crest status in a gully/stream, dense jungle, marsh, pill-box, shallow ocean, stream (shallow and deep), swamp.
7. Most mortars have a minimum range, usually 2 or 3 hexes for Light mortars, and therefore cannot fire at adjacent or same hex targets [EXC: Chinese Type 27 40mm and Japanese Type 89 50mm].
8. Light mortars cannot use Intensive/Sustained Fire since they are neither Guns nor MG.
9. Most have a short barrel (C4.11) and a small caliber (C4.2). (See below.)

Now that you have absorbed all of the above, the next thing to consider about Light mortars is what do you need to roll to hit something with them. Robert Medrow ["Another Shell In The Tube", *ASL Annual '89*] has already gone to great lengths to calculate the probabilities of affecting units in a variety of situations so I'll just deal with a few basics and refer to the highest DR that will yield a result against the target.

The first of these is the **Modified TH#**.

Answer the following question. If you get it right, then you can probably just skim the rest of this article. If you get it wrong then you should read a little more carefully.

What is the Modified TH# for a 50* MTR firing at 13 hex range?

If you answered 7 or 8 then hit yourself on the back of the head. The correct answer is 6! That's because the C4 modifications to the Basic TH# to produce the Modified TH# apply to 1/2" MTR, INF and RCL as well as 5/8" versions (C4.1-4). To see how this answer is derived, look at the C4 part of the TH table. When muzzle velocity (the *) and caliber (50mm) are factored into the calculation the net effect is -2 to the Basic TH# of 8 giving a Modified TH# of 6.

Maybe you're asking "What relevance is this to me?" Well, depending on the weapons involved in the scenario you are playing and the ranges of engagement, either none or a lot. Since you can never predict what the next battle will be, I suggest you read on.

The above situation will not occur with some nationalities. Their mortars don't have the range, or the caliber is such that its TH number is not changed to this extent by C4 modifications. American, British, some Chinese types and French mortars let you off the hook. Others involve a bit of thinking and arithmetic. To make the calculations easier for you look at the table below.

Nationality	Barrel	Range	Modified TH# at rng							
			6	11	23	34	44	44		
American	60*	3-45	7	7	7	7	6	6	5	5
American^a	60*	2-18	7	7	7	-	-	-	-	-
Belgian	50*	4-14	7	7	6	-	-	-	-	-
British	51	2-11	7	7	-	-	-	-	-	-
British^a	51	2-8	7	7	-	-	-	-	-	-
Chinese ⁺	40	1-6	7	-	-	-	-	-	-	-
French	60*	3-42	7	7	7	6	6	5	-	-
German ^m	50*	2-13	7	7	6	-	-	-	-	-
Italian	45*	2-13	7	7	6	-	-	-	-	-
Japanese	50*	1-16	7	7	6	-	-	-	-	-
Polish	46*	3-20	7	7	6	6	-	-	-	-
Russian	50*	3-20	7	7	6	6	-	-	-	-

Key:
 TH# shown for every 6 hexes of range; i.e. 1-6 hexes, 7-12 hexes, 13-18 hexes and so on.
⁺Chinese used other nationalities' mortars as well
^a Airborne-Type mortar
^m Axis Minor also
 Bold type **nationalities** have Smoke and/or WP available.
 Underlined nationalities have IR available

Also, don't forget to add 2 to the Basic TH# (making the Modified TH# 9) when firing SMOKE at up to 12 hexes range.

The reason for the above info was to make sure someone doesn't sleaze you when a Light mortar attacks you at long range. Verify that the right TH# is being used for the range and caliber of the weapon being fired.

Another thing to do when you've got a Light mortar or two in your OB is check their listing (if any) in the ordnance section of Chapter H. While most entries tell you little more than design information, some types have relevant game playing details. The ones worth noting are:

- American M2 60* MTR:** Three of these can be exchanged for a radio (or phone) and a 4 FP OBA module that also fires IR. WP is available in '45 [12/44 if playing KGP]. See US Ordnance Note 1 and if in the Pacific check G17.5.
- Japanese Type 89 50* MTR:** Fires Smoke and WP. Range For WP is 1-5 hexes. At ≤ 2 hexes, ROF goes down to 1 and Air Bursts are NA. Also

note that WP is considered Dispersed even when fired in the PFFh. Chinese version has the same ammo. See Japanese Ordnance Note 1 and Chinese Ordnance Note 2.

Chinese Type 27 40 MTR: Airbursts are NA. Still 2 FP though on the IFT.

Chinese M2(a) 60* MTR: Since this is just the US 60* MTR in a different colour the same option for exchanging 3 for an OBA module still applies. Does not get WP but can fire IR. See G17.5 and Chinese Ordnance Note 3.

Belgian DBT 50* MTR: Air Bursts are NA. See Belgian Ordnance Note 6.

Another tidbit is the potential to damage or even kill AFV with these little bomb throwers. As weapons that use indirect fire, Light mortars use the IFT to resolve their attacks against AFV, just like OBA. Even a 50* MTR has some possibility, albeit a small one, to harm an AFV (even a King Tiger!). So if there's nothing else to do with the MTR, fire it at an AFV. The extra beauty of getting a low DR on the IFT is the effect it will have on other units in the hex that might be hit as well.

What are the odds of getting a result vs an AFV? That depends on the situation, what you're firing with, and firing at. The following table shows the potential of hitting any target at various ranges with different TH DRMs. To derive these DRMs use the Area Target Type modifiers listed in the C5 and C6 tables. These include Target Size, LOS Hindrances, Motion status, MP spent in LOS, Spotted Fire, Acquisition, Bore Sighting, CX, Leadership, etc. Note that TEM and Point Blank Range are NA.

TH Table: # is the maximum Original TH DR required to achieve a hit on the target hex.

Range	TH DRM						
	+3	+2	+1	0	-1	-2	-3
1-12 hexes (all types)	4	5	6	7	8	9	10
13-24 hexes (50mm/60mm)	3/4	4/5	5/6	6/7	7/8	8/9	9/10
25-36 hexes (60mm)	3	4	5	6	7	8	9
37-45 hexes (60mm)	2	3	4	5	6	7	8

To see if the hit has affected the AFV you then need to roll an Effects DR on the relevant FP column of the IFT and compare the result to the Indirect Fire column of the C7.7 AFV Destruction table. A CH (TH DR = 2) means that you use the doubled original FP column on the IFT. (Example: a 51 MTR getting a CH uses the 12 column (2 × 6FP) to resolve its hit) The possible results for Light mortars are summarised in the table below:

Effects table:

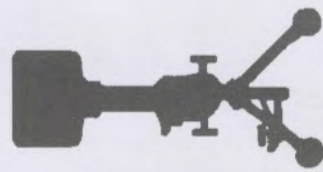
Final IFT DR	MTR Caliber		
	Non-CH	Critical Hit	
	40-60mm	40-51mm CH	60mm CH
0	Burn	Burn	Burn
1	Burn	Burn	Burn
2	Im ^H /Sh ^T	Elim	Burn
3	Im ^H /Sh ^T	Im ^H /Sh ^T	Elim
4	NE	Im ^H /Sh ^T	Im ^H /Sh ^T
5	NE	NE	Im ^H /Sh ^T

DRM:
 -1 all AF ≤ 4; +1 all AF ≥ 8; -1 OT

Example: A 51* MTR fires at a moving SPW251/I half-track that it has seen from the beginning of its MPH when it is at 8 hex range. The hex is not acquired or Bore Sighted, and the LOF is unhindered. The Original TH DR must be 4 or less (+1 for small target, +2 for Moving target). If a hit is secured, the firer rolls on the 2 FP column of the IFT with a -2 DRM (-1 for all AF ≤ 4, -1 for OT AFV). Therefore an Original IFT DR ≤ 5 is required to do damage. An Original 4 or 5 immobilizes or shocks the half-track, 3 eliminates it, and 2 turns it into a burning wreck. If a CH were secured the attack would be on the 12 FP column. An Original IFT DR ≤ 3 results in a burning wreck, 4 eliminates it, and 5 or 6 immobilizes or shocks it.

If the target is instead a stationary PzkwVI Tiger tank then the original TH DR required is 8 or less (-1 for large target). An Original IFT DR of 2 (or 3 if a CH is obtained) is required to do damage (immobilisation or shock) on the IFT effects DR (+1 for all AF ≥ 8).

As you can see the odds are seldom in favor of the mortar, but we all know that few results are impossible in ASL. It's the times when we try unlikely things, and then pull them off that make this such a great game to play.

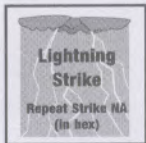


Continued from page 14

odds in your favor with high firepower or lots of bodies is one obvious way of making sure you come out on top. The other way is to make the subtleties of Ambush work for you. Wiping out a squad or two (or three) with a little concealed HS and getting away scot-free can utterly demoralize the guy across the table, and put you one step closer to victory. Fire attacks are overrated anyway.

Did I mention keeping concealment?

'Bolts From Above



13. LIGHTNING

13.1 Infantry often found itself battling the elements as well as the enemy. ASL has made provisions for the inclusion of inclement weather conditions, such as rain and snow. Inherent in these types of phenomena is the ever-present threat of being struck by lightning. While certainly a rare occurrence, it was potentially deadly when it hit.

13.2 LIGHTNING STRIKE ACTIVATION NUMBER (LSAN): Whenever an Original DR of 11 is made which could have qualified as a SAN during a scenario in which the weather is Overcast, conditions, a random Lightning Strike may occur.

13.21 Target Selection: Lightning Strikes are determined similarly to sniper activation (14.2) [EXC: Only a subsequent dr of 1 activates lightning]. Following a successful activation, make a Random Location DR measured from the ATTACKER's Sniper counter to determine the target hex (as per C1.31). [EXC: Extent of Error die is halved (FRD). A Final Extent of Error result of 0 hits the hex that attracted the lightning.] If the location contains more than one eligible unit (13.22), use Random Selection to determine the target(s) in the location [EXC: if only one unit possesses SW, that unit is automatically hit]. There will be no alternate targets. If the hex is void of eligible (13.22) targets, there is no effect. [EXC: vs Burnable Terrain (13.33)]

13.22 Non-Targets: Infantry in buildings/pill-boxes/caves/trenchments and crews of BU CT AFV may not be hit.

13.3 Resolution: A successful Lightning Strike causes the unit to take a 2TC (3TC if EC is Wet or unit is in a stream/water-obstacle/marsh/flooded-rice-paddy). A unit which fails this TC by > its ELR suffers Casualty Reduction. Mark any surviving unit with a Lightning Strike counter.

13.31 Blowback: Any newly created HS is immediately "blown back" one hex, as determined by a Direction of Error dr.

13.311 A SMC which survives his wound severity roll (A17.11) is "blown back" three hexes [EXC: if on a Continuous slope (B.5) downhill, the SMC will roll to the lowest level possible.] Direction is determined as above.

13.312 Due to the SMC's smaller mass, he will have a trajectory elevation of one level, i.e. he will "fly" over a one level obstacle in his path for the first hex crossed, but into a level 2 [or upper building level] obstacle, and stopping at the next obstacle encountered, possibly landing on a roof or in an upper level building (13.313).

13.313 A unit landing in woods, buildings, crags, etc. (see E9.42) must take an immediate NMC; a

unit landing in a Blaze, non-frozen Water Obstacle, or flooded stream is eliminated; a unit landing in other non-Open-Ground must take a NTC.

13.314 Prior to landing, a blown back unit may be attacked as an Aerial target subject to a -1 FFFA (First Fire Flying through the Air) modifier.

13.315 In night scenarios, place a starshell in the hex in which a blown back SMC lands.

13.316 Any MMC in a Location in which a Commissar, a 6+1 leader (or worse), or a leader who has performed horribly so far during the scenario is blown back to, and/or suffers a LS in, Battle Hardens (A15.3); in such case, LLMC/LLTC are NA.

13.317 Any unit that survives a second Lightning Strike immediately suffers a Berserk result (A15.4).

13.32 vs Vehicles: Riders and Passengers of unarmed vehicles are treated as infantry in the open (13.3-13.316). A BU OT or CE CT AFV is Stunned (D5.34). A CE OT AFV is Shocked. OT/CE crews immediately "button up" and henceforth add +1 to all TH and MG fire for the remainder of the scenario. Unarmored vehicles (trucks, jeeps, etc.) become Bogged.

13.33 vs Terrain: Lightning has no effect on buildings [EXC: Huts], but otherwise may start a fire in burnable terrain (B25.12). A flame is automatically placed in such burnable terrain if the EC is Very Dry.

13.331 No hex may ever be struck by lightning more than once. Mark each hex struck with a Lightning Strike counter.

13.34 vs SW: Make a subsequent dr for any SW/Gun possessed by a unit that suffers a Lightning Strike. A dr of 1 eliminates the weapon, and a dr of 2 malfunctions it. On a dr of 2-4 the weapon is marked with a Lightning Strike counter and cannot be recovered/transferred.

13.35 LSVP: Victory Points amassed by Lightning Strike do not count towards CVP totals. (No one gets credit for an "act of God.")

YES, here it is... Errata for E13.

- In 13.314 replace "a -1 FFFA (First Fire Flying through the Air) modifier" with "Hazardous Movement."
- Replace 13.315 with "At night, a blown back SMC has a two hex Illuminated Zone (1.94)."
- In 13.316 before "Commissar" add "non-Japanese."

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Hd8

Hd3

Hd6

Hd2

Hd11

Hd7

Hd1

Hd5

Hd4

Hd10

Hd9