ASL journal

KEN SMITH

DEBRIEFING

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We include here new errata for the *ASL Rulebook* 2nd Edition to join what we previously published in Journals 3, 4, 5, 6, & 7. Also included are errata for Chapters H, O, and V, counter and map errata for *Valor of the Guards*, and scenario errata. *Action Pack #4 Normandy 1944* included replacement pages providing a major re-write of the wall advantage and bocage rules. *Action Pack #4 Normandy 1944* (including the replacement pages) is available for purchase. *AP#4* also included errata for Chapters A, B, C & D and the Chapter B terrain Chart; those errata are shown below. (Special thanks to Bruce Probst, Scott Jackson, and Klas Malmström for their help in developing errata, and to Scott and Klas for help with the Q&A.)

A2.9: line 1, add "/weapon" after "unit".

A7.308: lines 15-16, delete "*[EXC: if HD the vehicle is unaffected by an Immobilization result]*". (Previously published in *AP#4*.)

A17.2: at the end of line 5, add "Good Order" after "A".

B6.3: lines 3-4, disregard the B6.3 errata from the Journal 7 Debriefing; instead, after "regardless of LOF)" replace "is" with "and Residual FP attacks are". [If correcting the Journal 7 errata instead of disregarding it, delete the phrase "with a TEM of -1 which is cumulative with other TEM (e.g., AFV/Wreck) and FFMO/FFNAM". We apologize for any inconvenience.] (Previously published in *AP#4*.)

B9.31: line 8, replace "wall/hex" with "wall/hedge".

B9.323: line 3, after "forfeit it" add "*[EXC: 9.324]*".

B9.324 (2008 version): replace the last sentence with "A HIP unit that desires to claim WA during setup must secretly record such WA status *[EXC: 9.323]*. A HIP unit may forfeit WA (even if it had been mandatory) to an enemy unit claiming WA (even implicitly; 9.323) over a shared hexside and remain hidden but must be placed on board (concealed) to deny an enemy unit from claiming WA, or to claim WA that is not mandatory and was not recorded, or to forfeit WA if no enemy is claiming it. Hidden units are not considered when determining if broken/unarmed units may claim WA (9.32).".

B28.61: line 5, add "Infantry/Cavalry" between "but" and "are".

B32.11: after the first semicolon in the EXC add "*Streetfighting, Manhole Locations,*".

Chapter B Terrain Chart: in row "6. Bridge" in the "TEM" column replace "LOS" with "FFMO"; in the "Notes" column replace "If" with "FFMO if". (Previously published in *AP#4*.)

C3.33: line 11, replace "all vulnerable units/PRC hit by WP must take an A24.31 NMC" with "see A24.31 for a hit by WP or if in a Location where WP is placed". (Previously published in *AP#4*.)

C3.331 EX: at the end add "See also B9.521 second EX for WP placement.". (Previously published in *AP#4*.)

D4.2: lines 3-4, replace "Direct or Small Arms/non-ordnance *[EXC: DC, C7.346]* fire" with "Direct Fire ordnance". (Previously published in *AP#4*.)

D4.21: lines 1-2, add "ordnance" after "Direct Fire". (Previously published in *AP#4*.)

E3.741: line 1, replace "ordnance/SW" with "weapons".

American Vehicle Note 39 (M3A1 Scout Car): first †, last line, replace "crew" with "crew/Passenger".

Croatian Ordnance Notes: in the introduction on page H160 in the discussion concerning the German-Croat Legion and the M28(75) ART, replace "Allied" with "Axis" before "Minor Ordnance Note 56".

O11.6205: at the end of the EXC in the last sentence add "*or if he sets up possessing a radio/field-phone per SSR CG6*".

V.3 VotG21: line 7, after "Ground" add "; all on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement entry purposes during that scenario".

V.3 VotG22: line 8, after the third sentence add "An NKVD MMC that Battle Hardens becomes Fanatic.".

V7.7: line 3, after "Indirect Fire" add "(including non-SW mortars in upper-level Locations)".

V10.2: at the end, add "VotG5 applies as if the City Square were a paved road."

V12.51 SSR CGI-4 GAME END: replace "+1 drm" with "-1 drm".

V12.621 Russian RG Chart: in footnote c, replace "Each MG" with "Each SW".

VotG COUNTER ERRATA

- The six T-34 M41 counters should have a thick white RST square, not a thin white ST square.
- Various crew counters do not have their ID number on their broken side.
- Various squad counters have ID lettering on their broken side that does not match their unbroken side.
- The Assault Boats do not have ID letters.

VotG MAP ERRATA

There are missing stairwell symbols in hexes Q27 (missing on the northern map) and LL24 (missing on the southern map); both hexes should have a large white center dot.

SCENARIO ERRATA

Scenario VotG5 (The Specialist's House): SSR 4, line 8, before the EXC add "(which negates Interdiction)".

Scenario VotG13 (Escape From Komsomol Park): SSR 2, line 3, before "being" add "(and any SW *[EXC: DC]* it possesses)".

Scenario J110 (The Prelude To Spring): the German reinforcements enter on Turn 2.

A View From the Bench

Welcome back. It has been too long since *Journal 7*.

That is just one of the reasons we are happy to welcome a new editor for the *Journal*, Chas Argent. More importantly, we have recently hired Chas to work fulltime on Advanced Squad Leader, the first person to do so in 15 years. A prominent fixture on ASL scene for a number of years, Chas has been playtesting with us ever since he moved back to Baltimore in 2007 and is the person responsible for getting *Action Pack #4* and *Action Pack #5* out the door.

Chas is also responsible for soliciting for *Journal 8* both Carl Nogueira's excellent article on vehicular overruns and the defensive setups of J.R. Tracy and Bret Hildebran for a scenario in this issue, J113 "Maczek Fire Brigade," a wonderful concept where two great players provide completely different defenses for a scenario.

Returning to the pages of the *Journal* are five familiar names, each playing to his strength. Matt Shostak provides another insightful scenario analysis, this time on J74 "Priests on the Line;" Jim Stahler introduces us to the scenarios from *Turning The Tide*, his ASL adaptations of 20 scenarios from the old system; Ian Daglish provides designer's notes on *Action Pack 4*; Mark Pitcavage gives tips for newbies in a global view of why beginners struggle with winning ASL scenarios; and David Olie provides a detailed guide to the rules for setting up in ASL.

Then there is the ever popular Debriefing column, providing the latest in ASL rules updates. As mentioned in the Debriefing, *Action Pack # 4* contains replacement pages containing a rewrite of the wall advantage and bocage rules. We highly recommend incorporating these replacement pages into your rule book (in addition to grabbing the new hedgerow boards and scenarios). We are even incorporating here some errata to those replacement pages to allow HIP units to claim WA in certain circumstances. Also in the Debriefing are errata (originally published in *AP#4*) rescinding the errata in *Journal 7* that instituted a -1 TEM for being on a bridge. The Journal 7 errata caused a bit of an uproar when it was published, justifiably so. If there is one thing we want to avoid it is a rules set that changes direction with the wind or public opinion, but a number of trusted players have shown us the error of our ways (Bret Hildebran even wrote an article that we had to cut), and we felt the best course of action was to correct our mistake. As Emily Litella would say: "Never mind."

Most of the scenarios here were picked and playtested before Chas came on board, so you can't blame him for those. One of those scenarios, "Brigade Hill," was previously published in Murray McCloskey's *Break Contact!*, a small, Australian scenario pack featuring some nice scenarios that most players have not seen. Chas, however, was the driving force behind publishing some well-received scenarios from some bet-

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ter-known outlets: "The Marketplace at Wormhoudt" from *Dispatches from the Bunker*, "Maczek Fire Brigade" from *Friendly Fire Pack 1*, and "Elephants Unleashed" from *Friendly Fire Pack 3*. We have sung the praises of *Dispatches from the Bunker* (from Vic Provost) before, and the Friendly Fire guys (Mattias Rönnblom and Martin Svärd) also produce some fine scenarios.

Chas is one of the reasons we are expecting 2010 to be a banner year for ASL, along with the layout help of David Childs, Keith Dalton, and Derek Spurlock. The reprint of *Journal 2*, the third edition of *Doomed Battalions* (including *The Last Hurrah*), and *Action Pack 6: Decade of War* are being printed around the same time as this Journal, and the *Blood Reef: Tarawa Gamers Guide* is also being finalized. *Fortress Budapest*, the new HASL from Bill Cirillo on the Russian capture of Budapest in the winter of 1944-45, is being laid out and should be ready in 2010. Final playtesting is in process for the *Ponyri* HASL from Don Petros and Pete Shelling and for

Hakkaa Päälle!, the final core module adding the full Finnish OB to the system, complete with new MMC to represent non-elite infantry after the Winter War (see the preview from Lars Thuring and Tuomo Lukkari in this issue). Work is well underway for reprints of *For King and Country* and for the combination of the two out-of-print PTO modules, *Code of Bushido* and *Gung Ho!*, tentatively titled *Rising Sun*.

We don't want the *Journal 9* to take as long to appear as *Journal 8* did. Please help Chas and us by submitting articles and volunteering to playtest, both for Journal scenarios and the other projects underway. As the MMP "empire" continues to grow, ASL remains our true love. We remain dedicated to furthering its cause, and we are very glad Chas Argent is onboard to help.

…The Executive Editors

Crosstown Traffic

A Detailed Look at the Rules for Vehicular Overrun

by Carl Nogueira

One of the most effective ways to unravel a defense in ASL is to attack it through maneuver in your Movement Phase. You can break or eliminate enemy units that were out of line of sight in the Prep Fire Phase and, in the process, punch holes in your opponent's defense for immediate exploitation.

There are several ways to do this, but this article will focus specifically on vehicular Overrun (OVR; rule D7). First we will have a look at the OVR rules themselves, hopefully uncovering some nuances that will be of use. Then we will incorporate some visual examples of play. Throughout this article we will refer to the helpful *Overrun Flow Chart*, provided in the 2nd edition of the **ASL Rule Book**.

Part I: OVR Basics

How does one attack an enemy unit using OVR, and what firepower is applied to this attack? D7.1 gives the basics, so let's see what fun awaits in the rules.

D7.1: OVR is a form of Bounding First Fire. A unit may not conduct an OVR if it is already marked with a Bounding Fire marker. The exception to this is in D7.14, which says if a vehicle was marked as a Bounding Firer due to a *previous* OVR, it may still make *additional* OVRs.

Incidentally, wagons may not conduct OVRs because they expend M*F* not M*P*. And since a vehicle may not enter a Pillbox's Location (because it constitutes a separate Location in its own hex) a Pillbox may not be OVR.

The MP expenditure for conducting an OVR must be announced as one *combined* MP expenditure with that for entrance of the OVR hex, as the vehicle enters it, *unless* that hex contains only unknown enemy units (A12.41). We'll have more on this later, but this essentially means that if the hex you are entering contains exclusively "?"/HIP units, you can await their decision to either reveal themselves or take a PAATC before deciding to declare an OVR. D7.1 also points out that OVRing vehicles may not conduct a Gun Duel (C2.2401).

The very first thing resolved during an OVR is the OVR itself, except in two cases:

1) Bog resolution: If the terrain in which the OVR is to occur requires a Bog check for the vehicle to enter, this check must be made before the OVR is resolved. If the vehicle Bogs the OVR is resolved at half FP.

2) Defensive First Fire (*other than* Reaction Fire, an important and pertinent exception) prompted by that MP expenditure. The OVR is resolved after all Defensive First Fire has been completed.

To summarize: in a vast majority of cases, this is the sequence of events:

- Declare your OVR before entering the hex, adding the MP for COT into the ¼ (FRU) spent to make the OVR in the first place.
- Check for Bog, if applicable.
- Allow enemy units to intervene with Defensive First Fire *other than* Reaction Fire. If the vehicle is eliminated, the OVR is still resolved, but its FP is halved.
- Should the hex contain only *unknown* units (i.e., only "?"/HIP enemy units), then your vehicle could enter without paying any OVR MP expenditure, see if the defending units either take PAATCs or drop concealment, and then decide if you want to declare the OVR.

D7.11: Now we get into the fun stuff. Where does the FP for determining an OVR come from? The formula is simple enough:

- An unarmored vehicle is worth 1 FP (this permits the infamous "road rage" 1 FP OVR attack with trucks).
- An AFV gets a 2 FP base if its MA is MG, FT, MTR, ATR or IFE-capable.
- Any other AFV gets a base of 4. However, before you shed a tear for the poor IFE/FT armed AFVs of the world, read on.

The value of all manned, functioning MG and IFE weapons on the vehicle *[EXC: RMG may not be added to OVR attacks]* is tripled (for TPBF), and then halved (for Bounding First Fire). Let's take a look at the potency of some garden variety AFVs you might consider using for OVR.

PzKpfw IIF: We start with a base of 2 FP (because the MA is IFE-capable); we then add the IFE and CMG FP, for a total of 9. This is tripled and then halved. So 27 is halved to 13.5, and +2 (the base FP) for a total of (missed it by that much) 15.5 FP. Unless you are a player that uses the IIFT, you will have a respectable, but not otherworldly, OVR of 12 FP.

PzKpfw IIL: What a difference a little FP makes. This, too, starts with a 2 FP base. The CMG/IFE FP are totaled for 11; that is tripled to 33, and then halved to

16.5; then 2 is added for the base FP, for a total of 18.5, rounded down to 16 FP. So they did build a better mouse trap. Those Germans and their engineering!

Next, let's take a look at a few AFVs generally considered for their standoff firepower rather than their OVR capability. As we will see, however, they pack a wallop in both categories.

FlakPz IV/20: The *Wirbelwind* has the same base 2 FP that all IFE-capable MA have, but also, between its IFE and BMG, a whopping 23 FP (x3/2) as well. Add 34.5 to 2 and you will have an OVR on the 36 FP column of the IFT. With 14 MP, it is conceivable that you can hit more than one location in a single Movement Phase.

M16 MGMC HT: Once again, this AFV has a base of 2 FP; adding this to the tripled and halved 24 IFE results in a 36 FP OVR. And with 19 MP, the "meat chopper" can get even further than the *Wirbelwind*. Note that while the M16 can't fire through its VCA at same or lower-level targets, this restriction does not affect its ability to conduct an OVR.

One has to use caution with both of these AFVs because they are open-topped; and the M16 has additional vulnerabilities to side and rear shots versus its CE crew. However, if the defense has had its firepower drained by your previous movement, then any enemy unit not in a building could be feeling the pain. Also, if any broken units get caught in the open, or if a unit was forced to Low Crawl into such a predicament, these AFVs are great for cleanup in aisle three.

The average non-IFE-capable German tank, with its 3/5 BMG/CMG configuration, will produce a very respectable 16 FP (4 base, plus tripled and halved 8 for a 12 + 4 = 16 FP). Not too shabby. Most American and British non-IFE tanks are slightly worse unless they are CE. A 2/4 MG configuration yields a 4 + 9 = 12 FP for OVR. The majority of Russian non-IFE AFVs fall into this category as well.

Returning to D7.11, we find that FT tanks aren't exactly the weak sisters of OVR capability. FT are particularly nasty in OVR in that the calculation is the standard 2 or 4 base added to the unmodified (not tripled and halved) FT strength + tripled and halved MG. This can be very, very nasty.

OT-34: This FT tank, which has a base OVR FP of 4 plus 6 MG FP (tripled and halved), applies its 32 factor FT FP to the OVR with neither halving nor doubling. When added to the fact that it has 17 MP, this AFV has some real OVR potency. The reason it gets the 4 FP base instead of 2 is because the 76L, not the FT, is the MA.

Further, if you want to hit the enemy without TEM applying to the OVR, you can waive the base 4 FP and the MG firepower and just use the FT (we have jumped ahead to D7.15 for this tidbit). Should you choose to apply the other FP to the OVR, you would give the defender the benefit of his TEM, but note here that any OVR versus a target in an Open Ground hex gets to apply a -1 DRM to that OVR. This is cumulative with the modifier for entrenchment, for instance, so an OVR versus units in a Foxhole in an otherwise Open Ground hex yields a net +3 modifier for the defender. An OVR in an Open Ground hex with Shellholes provides a net +0 DRM. As you can see, there is a real distinction between setting up a possible OVR defense in Grain or Brush versus Open Ground, even if in entrenchments.

However, the biggest advantage to using the FT AFV in OVR is that you get to use the FT more than once in a MPh. Instead of the standard "pull up and roast," you could spread the warmth to multiple locations.

Returning to D7.11, we find that armored halftracks can be effective along with their passengers in an OVR. Let's look at two standard armored HT packages and see how they compare.

M3 HT: With a 6FP squad as Passengers, this HT can dish out an OVR attack with an impressive 16FP ((4 +6) x3 x.5 +2 = 17 FP).
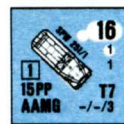
SPW 251/1: With a 4 FP squad possessing a LMG along for the ride, this HT can generate a 16FP attack ((4 +3 +3) x3 x.5 +2 = 17 FP). If you wanted to augment the firepower of an OVR by an unarmored halftrack, the printed FP of a Passenger would be tripled and *quartered*.

The last thing to note is that OVR FP is not further reduced for Motion/Non-Stopped per the last line of D7.11.

D7.12: This rule informs us you can't OVR an AFV (and therefore this rule does not apply to *unarmored* vehicles). However, vulnerable PRC *can* be affected by OVR.

Let's say, for example, that an enemy 9-2 Armor Leader is CE in a King Tiger. You could spin through its hex with an AFV and attack it with an OVR in an effort to take out the CE crew/Armor Leader. Such opportunities, while rare, nonetheless exist and need to be taken into consideration, especially when said King Tiger has someone valuable acquired and ready for frying. It's certainly an unusual way to take out enemy passengers, riders or crew/Armor Leaders, but it's good to know the possibility exists.

D7.13: This rule lists several restrictions:
- You can't make an OVR while using Reverse Movement or Vehicular Bypass Movement.
- If you wish to OVR the hex where your vehicle started the MPh, it must first leave that hex and then re-enter it to do so.
- No vehicle marked with a Bounding First Fire counter may make an OVR, unless that marker was placed as a result of a *previous* OVR.

D7.14: A vehicle can make multiple OVR in a turn, dependent upon MP still available. Also, note that even if vehicles are using Platoon Movement they cannot combine the firepower of two or more AFVs; they each must attack separately.

"Hey, who you callin' a PAATC???"

The PAATC (A11.6), the acronym for "pre-AFV Advance/Attack Task Check" (and pronounced "pat-see") is an essential ingredient in the process of Close Combat against AFVs. It is also a frequently misunderstood rule.

An Infantry unit must first take (and pass) a PAATC when it wants to:
- advance into a Location that contains a manned, unconcealed enemy AFV
- attempt to Place a DC into a Location containing an enemy AFV (whether the AFV is the target of the DC or not)
- attack with CC Reaction Fire an enemy AFV that has entered its own Location (or if using Streetfighting in an allowed ADJACENT Location) in that MPh; an attack by some other means (LATW, for example) does *not* require a PAATC
- retain "?"/HIP when an enemy vehicle with inherent crew/Passengers/Riders enters its Location (A12.41); failure of the Task Check results in the unit becoming Pinned and revealed

Certain units are exempt from PAATCs:
- Single Man Counters
- Fanatics
- Berserk
- Japanese

Certain units must add 1 to their PAATC DRs (a "1 PAATC"):
- Chinese
- non-Elite Italians, non-Elite Allied Minors, and non-Elite Axis Minors *[EXC: 1st Line Romanians beginning 7/43]*
- all Inexperienced Personnel

A PAATC has a limited life span. For example, a Russian squad passed a PAATC to enter a German tank's Location in the Russian Advance Phase and attacked it in the CCPh with no result (and the tank did not affect the squad either). The squad would be held in Melee if the German tank is non-Stopped. However, the tank is not held in Melee so in the subsequent German Movement Phase it could drive out of the hex. The Melee is broken the moment the tank spends a MP to start. The squad may attack it with CC Reaction Fire but in order to do so it must first pass *another* PAATC, because it "has not yet taken a PAATC vs. this vehicle in this phase." (*OVR Flowchart, footnote "b"*)

D7.15: We have covered some of this previously, but note that SMOKE *does* modify an OVR and that you must enter the OVR hex over a Wall/Hedge/Bocage hex side for that Wall/Hedge/Bocage TEM to modify the attack. Also, if you are in an Open Ground hex containing SMOKE, entrenchment, shellhole, vehicle/wreck, wall, bocage, etc., you still get hit with the annoying -1 DRM as the defender (combined with any positive modifier). Finally, if you OVR a Crest defender, you do not need to enter the hex through the crest hexsides.

D7.16: Yet another use for Armor Leaders - and a potentially nasty one too, if combined with the Open Ground modifier - is that they also modify an OVR. Note also the D6.65 Leadership reference; i.e., a CE infantry leader can help modify the vehicle's OVR attack, provided another passenger participates.

D7.17: This rule might be subtitled "The Sad Tale of When Bad Things Happen to Good OVRs." Note that the FT (and other more readily malfunctioned weapons) can malfunction or X-out with a roll < 12 as long as that roll equals or exceeds their B/X#. The last sentence is interesting as well. If you have no weapons in the OVR that can malfunction, or if you are just OVRing inanimate objects per A9.74, you are Immobilized instead on a DR of 12.

A9.74 bears a quick look and mention here because this is how you can use OVR to get rid of that currently unmanned enemy support weapon that your infantry can't get to but an AFV can. This rule gets rather in-depth about the numerous ways that an OVRing AFV can do away with enemy weapons in a location, but please pay special attention to the next-to-last sentence. If the enemy's MMG/HMG was left out in the lurch in Open Ground, its possessors have routed away, no other enemy units are in that hex, and it is not entrenched, then you simply OVR it. Assuming you manage not to roll anything catastrophic and end your turn in the hex, the MG is eliminated. Suffice it to say that an OVR is one way to do away with an enemy Gun or SW that is not in an entrenchment. Also note that being emplaced is *not* the same thing as being entrenched. See F8.41 and F8.51 for some of the joys and pitfalls of overrunning Guns and infantry in Sangars.

Now, let's head into what infantry can do in response to an OVR.

D7.2: There are two basic flavors of Reaction Fire: CC and Non-CC. Street Fighting is a form of CC Reaction Fire and therefore CC Reaction Fire is not limited strictly to attacking OVRing vehicles. There are a fair amount of rules within this one little paragraph.

However, note that Non-CC Reaction Fire can *only* be used versus an OVRing vehicle. Further, note that after making *its* Reaction Fire attack/s on the vehicle *that* DEFENDER must await further MP expenditures by that vehicle before firing on it again. Also, the rule

states that the DEFENDER may use Reaction Fire as many times as it may use the various forms of First/Final Fire; this includes multiple ROF, as applicable for as many MP as the OVR cost. Lastly, Reaction Fire vs. that vehicle occurs *after* the OVR has been resolved. This would be a good time to refer to your very handy Overrun Flow Chart.

A quick look at the chart will have you screaming foul when you get to the "Defensive Fire Options Before OVR" section. You'll probably say, wait a minute, didn't D7.2 just say that Reaction Fire is resolved *after* the OVR? It is. CC Reaction Fire is not allowed at this time and the IFT/LATW/Gun options you are looking at in this section are not Reaction Fire shots (although we will be referring to C5.64 + C5.641 for OVR prevention rules and how they pertain to Guns in this situation). If you go down two sections to the "Defensive Fire Options After Overrun" section, *now* we are talking Reaction Fire. The chart indicates this by placing the words "Reaction Fire" in parenthesis in the later portion of the chart.

When firing as the OVRing vehicle enters the hex (i.e.; *prior* to OVR resolution) the options for the defender are:

1) Small Arms Fire on the IFT: Note in particular footnote A, which states that, even if BU, OT PRC get hit with TPBF (although they still get the +2 modifier). In the large note at the bottom of the "Defensive Fire Options Before OVR" portion of the chart, also note that Passengers and Riders contributing to an OVR who become pinned do not have their contribution negatively impacted as a result of that pinning. No mention is made of crews there, so this is an important exception. If the *crew* of a CE OT vehicle gets pinned, there *will* be an effect on the OVR (see A7.82). The beautiful FT/IFE/MG FP calculation that results in the OVR FP total will now be halved *again* as a result if an OT Crew becomes pinned on its way to the target hex. (As a side note here for the new guys, it is sometimes wise to fire Small Arms FP at the vehicle *before* it gets into your location as a way of placing useful Residual FP in the AFV's hex and thereby dissuade enemy infantry from entering that adjacent location in the event the vehicle decides to stick around and "tie you up" per A7.212.)

2) LATW: In scenarios set in the middle-to-later stages of the war, where you are facing just about any major power except the Russians, there is always the chance that a Panzershreck, Panzerfaust, Piat, Bazooka or other LATW in the location being OVR will try to eliminate the OVRing vehicle. On the surface, this seems like an absolute no-brainer. Why in the world would you wait to take the OVR resolution before trying your shot? Well, in the case of a PF or PSK, you most likely never would.

However, should you have a LATW of lighter punch against a truly formidable vehicle you might want to give some thought to it. Most often you will want to shoot before the OVR resolution, because if you succeed in taking out the vehicle then you do get the nice effect of halving the OVR attack. The points

to weigh get further muddied when you consider the other numerous pluses and minuses. (Note the difference between footnote "d" and "e" on the Overrun Flowchart; "d" specifies that the colored die of the TH DR is used to determine facing; footnote "e" says you always use the Rear facing).

On the plus side for declaring a shot early is any hit uses the colored dr of the attack DR to determine which target facing was hit (1-2 = rear, 3-4 = side, 5-6 = front). Therefore, there is a 4/6th chance of hitting the side or rear if you do indeed score a hit. Add to this the possibility of scoring an Underbelly Hit (if applicable) and it seems like there is no reason to ever wait. So what idiot in his right mind would voluntarily eat the full OVR FP attacking him? A couple of idiots, actually.

Perhaps an idiot with a LATW so weak that he really truly does need a rear hit to optimize its fairly shaky chances for success. If you do wait to be OVR and use Reaction Fire, you may have a better chance of killing the AFV.

Another such fool might be a German Elite squad in a foxhole, about to be OVR by a late war Russian behemoth such as an IS2M or IS3. Even a Panzerfaust might not be powerful enough to get a kill here. But if your unit has a ML of 8 and is facing an OVR (at 8 FP +4) from either of these big boys, then waiting for a definite rear hit (assuming the squad survives the OVR and then is able to secure a hit on the OVRing tank) may not look all that bad. This works even better if you have unstriped Japanese squads with some LATW capability. It all boils down to knowing the option is available and what good it can do you. It can, and will, vary case by case and player by player.

3) Gun: By far, the unit with the most to think about in this situation is a Gun. If you opt to fire now and you succeed in taking out the enemy vehicle, that is all well and good. Again, though, the colored die is going to determine where the enemy vehicle is hit, but this doesn't always yield the result you are looking for. Also, Cases A, D and E would apply normally to this shot and you have to turn your CA, if possible, to cover the hexside through which the enemy vehicle crossed on its way into the OVR hex.

If you can't pivot due to a prior shot from woods/building/rubble, or a pinned crew, or anything else that would prevent the Gun from pivoting and shooting (such as firing through Bocage; B9.53), then you can't take the shot at all. However, assuming that pivoting to take the shot *is* possible, the shot you are considering could prove daunting due to all the positive modifiers. It is also very important to realize that the modifier penalties for Case A and E go away if you wait until *after* the OVR. This is not insignificant. In addition, you have an automatic rear hit (if you score a hit) to give you more food for thought.

Finally, the spectre of C5.64 and C5.641 looms. These are the OVR Prevention rules and they bear mentioning here as part of this calculation. We are getting a little ahead of ourselves with these comparisons of options,

but it is almost unavoidable. So we will pause here and dive into C5.64 and C5.641 in depth.

The rules for OVR Prevention add a new and noteworthy set of complications for a player owning a Gun in an OVR situation. C5.64 informs us that, regardless of how much the Gun has fired this turn (*including* Intensive Fire), it is entitled to one more Intensive Fire shot at its own hex if it is being OVR. If you have already used this option with Intensive Fire versus a *previous* OVR (and are thus marked with a No Fire counter) then this is no longer available to you. Neither is it an option if the Gun has no Intensive Fire capability.

This shot is taken immediately after the OVR declaration but prior to the actual OVR resolution. The Gun makes its TH DR but only after it has pivoted so that the Gun's CA covers the hexside the OVRing vehicle crossed. Once again, if you can't pivot the Gun then this type of shot is NA. If in fact you have *already* Intensive Fired this turn, you will not receive additional penalties to the TH or B/X# of the Gun for this form of Intensive Fire.

Now, herein lies the rub. The TH DR also serves as a NMC for the crew. If the crew becomes broken or pinned then the shot is negated. The only exceptions are that Low Ammo and Malfunction effects would still be taken into consideration. You now mark the Gun with a No Fire counter (assuming it got the shot off). C5.641 further informs us that OVR Prevention is also available to non-First/Final/Intensive Fire marked Guns, but these do not get marked with a No Fire marker thereafter. However, it applies all the other rules of C5.64 to that shot (including the TH DR also serving as a NMC) as well as modifiers for pivoting, for enemy in the same hex, and the *possibility* of hitting the front armor of the enemy vehicle. As we get into Reaction Fire we will see that, on occasion, there are real reasons to hold the shot and try to ride out the OVR.

The OVR chart helps here by giving us reference to the "Defensive Fire Before Overrun" section. Please note at the top of the Gun header that footnote "o" (Overrun Prevention) will apply regardless of the pinned or fire status of the Gun. However, only Guns already marked Final/Intensive Fire at the time of the shot will get a No Fire counter after the shot. Note also that already pinned crews can take this shot, provided they do not have to pivot the Gun (since a pinned crew is not allowed to pivot a Gun). They would, however, have to add +2 to the shot for TH Case D.

Leaving the chart for a moment, what else does D7.2 have? We now know we have the ability to fire at the vehicle before the OVR is resolved and also some of the pros and cons of shooting versus waiting. The last part of the paragraph informs us that after taking the last Reaction Fire shot at the vehicle, the DEFENDER must await further MP expenditure by the OVRing vehicle (or its personnel escort) before any fire *other than* Reaction Fire may be conducted against the vehicle. Lastly, we know that Reaction Fire is resolved

immediately *after* OVR resolution, and therefore the various forms of fire which occur *prior* to OVR resolution are not considered Reaction Fire.

D7.21: Now we begin to get into the specifics of the various types of Reaction Fire. First up is CC Reaction Fire.

First, we learn that, in order to use the CC Reaction Fire option, a unit must be unbroken, unpinned and neither Unarmed nor in Melee. Further, we learn ambush is NA unless combined with Street Fighting. We'll probe that a little more later as that statement is not as simple as it seems. Once that defender is done making its CC Reaction Fire attack, a CC counter is placed on it. The unit (and all SW/Guns in its possession) is also given the appropriate fire counter. So if you have a squad stacked with a Gun (and its manning crew), for instance, and the squad performs CC Reaction Fire, the squad would get a CC counter but the Gun would still be free to fire with Non-CC Reaction Fire. This assumes the vehicle survived the attack; if it did not, and no other enemy units are in the location, then the CC counter is not placed.

Finally, the rule states that you must pass a PAATC to attack the OVRing vehicle, unless the unit is exempt from PAATC or it has already passed a PAATC when the vehicle entered its location (per A12.41). Failure of the PAATC not only means no CC Reaction Fire attack, but any non-CC Reaction Fire attack may now be made by that unit either. This is a very relevant point. Once you pass a PAATC to attack a vehicle, you need not pass another to attack that *same* vehicle again during that Movement Phase.

Now would be a good time to digress a bit to a rule that will play a key role in our discussion of OVRs and responses to them. The rule is A12.41. This rule addresses what happens when the attacking vehicle enters a location containing "?"/HIP defending units.

First, upon entry of the location (without using bypass or a woods road) with the "?"/HIP personnel, the DEFENDER has an option; he can choose to voluntarily reveal his units (perhaps firing with them at this time), or he can attempt to retain "?"/HIP with all of them by taking one combined PAATC based on the lowest current morale level of any of them, modified by the best leader. Note the lack of a middle option (that is, take a PAATC with some, and reveal some). This occurs "instantly" upon the vehicle's entry, so it takes place before resolution of any fire. The only exception to this rule is if some of the units in the location are exempt from PAATC.

For example, a concealed 10-2 leader and a concealed 4-6-8 squad are stacked with a broken (and therefore unconcealed) 4-6-8 squad. The Good Order 4-6-8 would take the PAATC, modified by the 10-2; so an original DR of 10 or less would result in the 4-6-8 retaining its concealment. The 10-2, as a Single Man Counter, is immune to PAATC, so there is no need to worry that it will become pinned. Even though the 10-2 applies its leadership modifier to help the 4-6-8 with its PAATC, it will not lose concealment (see the

last exception, case C, A12.121 Concealment Loss/Gain Table).

Now, let's assume this stack instead consists of a concealed 4-6-7 squad and a HIP 2-2-8 crew manning a Gun. The stack would take the PAATC and retain or lose "?"/HIP based on the ML of the squad. Be careful who is stacked with whom if you think vehicles may be dropping by to visit. Most players are loath to stack concealed units with HIP units anyway because incoming fire good enough to strip concealment from an onboard unit will often be good enough to reveal a HIP unit as well.

The stacking of dummy units with real units is problematic. Dummy stacks check PAATC with a ML of 7, as noted on the counter. Depending upon nationality, this is potentially lower than the ML of an elite squad or crew. Failure of this PAATC both reveals and pins all the failing units.

This is a summary of the basic sequence of the process when entering a location which contains no KEUs:

- The initial MP expenditure to enter the location is announced.
- Following any PAATCs (and any Defensive First Fire which was allowed by that intial MP expenditure) the vehicle decides whether to conduct an OVR or not. This is as opposed to entering a location *with* KEUs in it, such as in the case of the 10-2 stack above, where the broken unit is Known and the rest are unknown. In that case, the vehicle would state its intent to OVR and make a combined MP expenditure as it enters the location *prior to* seeing any PAATC results. The vehicle, if entering a location with no KEU, could always choose to not conduct an OVR after seeing the results of any PAATC attempts caused by the vehicle's entry of the location.
- Once the PAATC dance is over, incoming fire can now be directed at the vehicle (although not including Reaction Fire, which may only be used after the OVR is resolved).

If the example with the 4-6-7 squad and Gun in the same location had occurred (with the Gun HIP and the infantry unconcealed), the vehicle would have declared its intent to OVR, only to be told there was a PAATC required in the location because of the presence of a HIP unit. Depending upon the results of that PAATC (which is based only on the Gun crew's ML, because the squad is unconcealed) the vehicle owner would still be committed to that OVR since there were KEUs in the location which prompted him to declare an OVR in the first place.

If, however, the 4-6-7 were concealed and the Gun HIP in the same location, no OVR would be announced upon entry of the location. The Gun and infantry would then take their combined PAATC (based on the ML of the 4-6-7). After seeing the results of the PAATC, the vehicle owner would not be required to perform an OVR since all enemy in the location were not Known to him at time of entry.

This yields an interesting situation for the ATTACKER. The discovery of the Gun would

make him think twice about OVRing it out of fear that the Gun might survive. If it did, the resulting Non-CC Reaction Fire shot it could take would go right up the tank's tail pipe. This provides a little "game within the game" for both players.

Should the PAATC be passed, all units remain "?"/HIP. As an interesting sidebar, note that in the next rule, A12.42, a vehicle that ends its MPh in *bypass* of an obstacle containing "?"/HIP units will cause them to lose that status automatically, whereas actually remaining *in* the obstacle with such units after a failed OVR will not (assuming they have done nothing else to lose that "?"/HIP, of course).

Let's head back over to Chapter D and look at **D7.211** for Street Fighting and some additional cross references.

CC Reaction Fire Street Fighting is only allowed if the unit conducting the assault (and any of its possessed weapons) is not marked with a fire counter. This is in addition to all the conditions required for Street Fighting in A11.8. Also, the unit making the CC Reaction Fire Street Fighting attack is treated as though making an assault move into the vehicle's location. Any mines/OBA/residual FP in *either* location (i.e., the location exited or entered) will attack the CCing units. If Residual FP/OBA were present in the location being exited then any attack by them would occur when the CC-ing unit re-entered the location after its Street Fighting attack. If mines existed on both locations then they would attack the unit when exiting its location, when entering the vehicle's location, when leaving the vehicle's location, and then a fourth time upon re-entering its original location. If wire was in the vehicle's location then any CCing units would be hung up top of it after their attack. This would leave them more vulnerable in the CC Phase. Note that in all cases *other than* being broken, pinned, eliminated, hung up on top of wire, or in some instances Withdrawal (A11.4, 11.41, 11.8) the CCing unit will return to its initial location.

The D7.22 example in the **ASLRB** showing a BU German tank getting jumped by zealous Russian infantry is very useful. Note how after the 8-1/4-4-7 fail in their attempt to destroy the German tank they are returned to their location and marked both First Fired and with a CC counter. Make sure you read through to the bottom of the example because there is a wealth of information in it.

D7.212. Final Protective Fire CC Reaction Fire shows that OVR is yet another way to try to drag FPF out of that key enemy unit that has a Final Fire marker on it but just won't go away. With OVR you have the added benefit of getting two chances at these units: once with the OVR and then, if the unit survives, once with the NMC the unit must take as a function of its FPF CC Reaction Fire attack. The only real stipulation is that FPF CC Reaction Fire is not required if the OVRing unit is an *unarmored* vehicle *without* PRC.

The only other stipulation is that if a DEFENDER is not exempt from PAATC and the situation calls for it to take one, then it

must do so. If it can fire using Non-CC Reaction Fire vs. the vehicle, then that is allowed in lieu of CC Reaction Fire. Whether it is a CC Reaction Fire or Non-CC Reaction Fire attack (see D7.221) by the Final Fired unit, it still means the attack made on the vehicle *also* doubles as a NMC for the Reaction Firing units. The OVR in this case is like conducting a Banzai Charge when an important enemy unit that is marked with a Final Fire counter is teetering on the brink of elimination, with the benefit that in most situations, the vehicle OVR is the safer of the two options.

D7.213: This rule mainly outlines that, with the exception of FPF CC Reaction Fire, no pinned unit may conduct CC Reaction Fire. It also reiterates that there is no response possible from the vehicle, including PRC, and that any escorting personnel (except PRC) in the OVR location are not affected by the CC Reaction Fire attack (although they could provide modification to that attack).

The vehicle is allowed to make a Bounding First Fire attack normally, but not *before* the end of the DEFENDER'S CC Reaction Fire. The AFV/infantry can also attack normally in the AFPh. This is obvious in the case of Advancing Fire since it will be a new phase anyway, but the restriction on Bounding First Fire bears mentioning.

D7.22: This rule covers Non-CC Reaction Fire. There is quite a bit here and it plays into the options available to the Defender when selecting which response to make to an OVR attack (if it survives that attack, of course, since Reaction Fire occurs immediately following OVR). TPBF, ordnance, FT, MOL and Thrown DC can all be used here. However, there are some notable exceptions.

If a unit is marked with a Final Fire counter, then Final Fire Non-CC Reaction Fire rules kick in. If it possesses a Gun which is marked with a fire counter, then yet more special rules apply (the previously mentioned Overrun Prevention rules in C5.64 and 5.641). The cross-reference for pinning is a reminder that pinned units can't use FT/DC under any circumstances.

The next sentence is at the heart of any Gun's decision to either hold its fire or take a shot prior to the OVR. In Non-CC Reaction Fire, the Gun has to change its CA to coincide with the overrunning vehicle's VCA (*not* hexside entered; note the difference between this and Overrun Prevention). This means the Gun is facing the same way as the OVRing vehicle. This is an important difference. However - and this is huge - TH Cases A and E do not apply to this shot. In addition, any hit achieved by a Gun, or any FT/Thrown DC for that matter, is considered to occur through the *rear* target facing. (Remember, if the Gun can't change its CA for *any* reason then the provisions of D7.23 will kick in.)

The final reference in the rule merely refers back to OT vehicle provisions, which state primarily the vulnerability of OT PRC even if BU.

D7.221 This rule, covering FPF Non-CC Reaction Fire, is the "firing" version of the FPF CC Reaction Fire rule. If the DEFENDER is marked with a Final Fire counter when it is OVR by other than an unarmored vehicle with no PRC *and* it can use TPBF/an ordnance SW/FT or thrown DC versus that vehicle, then it *must* do so (unless FPF CC Reaction Fire is allowed and it opts to use that instead). If pinned and possessing a FT or DC it would be *required* to use FPF CC Reaction Fire.

Each TH/IFT/FT or DC position DR (if thrown) counts as a NMC by the Defender unit(s) making that attack. At this point another important rule cross reference is made to C5.64 which takes us to OVR Prevention in Chapter C. We have already covered this rule above and will also run through it in our examples of play.

Imagine we have an emplaced, HIP Gun (and its manning crew) in a Grain hex. Here is a how the sequence unfolds:

The vehicle enters the hex. If the Gun crew wished to remain HIP, it would have to pass a PAATC. If it took one and passed, and if the AFV then declared an OVR, the Gun *may* (not *must*) fire, but would have to use the provisions of Overrun Prevention (C5.64/C5.641).

However, the owner of the Gun wishes to fire, so no PAATC is taken. The Gun and crew are placed on board, and the AFV then declares an OVR. Since the Gun must pivot one hex spine to take a shot it would lose Concealment anyway so there is no need to risk pinning by taking (and possibly failing) a PAATC. It pivots and fires, misses, but passes its NMC. The combined TH modifier for the shot was +7 (+2 for Case J, +2 for Case E, and +3 for Case A).

The OVR is conducted at 12 FP (+2) and results in no effect on the Gun or its crew.

When the OVR is complete and the vehicle is still in the Gun's hex, the Gun has the following options:

1) If it maintained ROF and were not marked with a fire counter, the Gun *may* have turned, if otherwise allowed, (matching its CA to the vehicle's VCA) and fired again, without applying the penalties of Cases A or E. Any hit achieved is automatically a rear hit.

2) If the Gun were marked with a First Fire marker it *must* pivot and fire per D7.221/7.23. The TH DR also serves as a NMC for the crew, unless the Gun cannot be so pivoted and fired. In this case the crew can perform a CC or TPBF attack (owner's choice), just as if they were actually marked with a Final Fire counter. Finally, if a Non-CC Reaction Fire were possible, it could choose that instead but would still be treated as though it were FPF, NMC and all.

Figure 1

3) If the Gun is marked Final/Intensive/No Fire, it *cannot* fire and *must* engage in a FPF CC Reaction Fire *or* FPF Non-CC Reaction Fire as otherwise allowed.

So we can refer back to our example and see that the owner of the Gun crew in this case did not make a good decision. He was probably better off trying to ride out the OVR (with the Gun still HIP, assuming it passed its PAATC) and letting the tank rumble over it at 6 FP (+2) (the attack would have been halved, because the Gun would have still been HIP). Then, with no fire counter on the Gun, it could have pivoted and fired Non-CC Reaction Fire at the tank, without paying a penalty on the TH DR for Cases A and E, and with any hit automatically using the rear target facing.

It is a very "rock-paper-scissors" process, particularly where Guns are concerned. In most scenarios, players tuck their Guns into buildings or woods, but these too can be OVR and prevent the pivoting freedom that many players seek in less restrictive terrain. No piece sets up in a vacuum, and some scenarios force a more open setup of ordnance upon a player. However, the possibility of OVR needs to be weighed carefully by both sides.

Part II: Examples of Play

(*Figure 1*): This first example is a hypothetical situation in a playing of **J113 Maczek Fire Brigade**. The German player has made a little progress but is behind on his time line on Polish Turn 3. Still, the German is in position to make an all-out push on Turn 4 and the Polish player is trying to find ways to break up the German infantry formations on his left flank to prevent that big push from ever seeing the light of day.

The Polish player has noted that two of his opponent's squads on board 17 are in the grain field behind hedges (N1 and N2), potentially vulnerable to his two Vickers Edw(b) tanks. These tanks are capable of some pretty horrendous OVR damage. Each has a base FP of 2, plus 18 more for their MGs (after tripling and halving) for a very nasty 20 FP OVR capability.

However, the squads in the grain field are being overwatched by two PSW 222s and the Polish player wants to try to get those AFVs out of the way in the Prep Fire Phase before making an OVR attempt. He toys with the idea of firing directly on the squads at 6 FP (+0) with his HMG and 9-1 leader at Level 1 of hex P4 but decides he likes the idea of taking out one of the PSW with a Stun first and then moving his Vickers before moving some of his more powerful tank-killing AFVs. His hope is that this threat might influence his opponent's choices of when to fire, out of fear that both the Vickers Ejw and TKS(L) may attempt to swoop in if the PSW 222s "use up" their fire.

Bemused by his own devilish cleverness, he opens fire versus the CE crew in M3 at 6 FP (+1). He rolls a 3,3 for a NMC and ROF on the HMG. The German player obligingly rolls a 9, Stunning the PSW's crew and forcing it to BU. Chortling with glee, he now tries for the second PSW 222 but rolls a 5,3 with no effect

Figure 2

The OVR costs the Vickers 5 MP: 4MP (which is 1/4 of 14, FRU) + the cost of terrain (1 MP for Grain), for a total so far of 12 MP spent.

Street Fighting: Had the HS passed its PAATC to Street Fight the Vickers in P5, it could only have affected the vehicle on an Original DR = 2.

and no further ROF. The German player rolls his eyes and looks in general like someone who just kissed a porcupine. The Polish player also fires his ATR in Level 1 of Q4 at the PSW 222 in M2 and hits but bounces the shot.

(*Figure 2*): The Polish player is now ready to make his move. Rather than opt for Platoon Movement, he decides instead to take his chances with his 8 ML tanks and roll for Non-Platoon Movement. Q5 starts up without difficulty and passes its Mechanical Reliability DR also. It starts for 1 MP, changes its VCA for a 2nd MP, and then begins to work its way towards the German positions. In P5 (3 MP spent) the German HS in O6 toys with the notion of Street Fighting the tank, but rejects the idea because the modifiers are not favorable. Even if it passes its PAATC it will only get a -1 DRM for Street Fighting against a +2 DRM for attacking a Motion/Non-Stopped AFV. This will leave a net +1 DRM to a CCV that is only a 3 to begin with, so the attack is not promising. Move on.

The Vickers changes its VCA in P5 (4 MP) and then lurches into O5, where the German player asks him to hold. The German PzKpfw IIA in O1 now has a LOS to the Vickers. The Polish AFV has so far spent 5 MP but only 1 MP in the LOS of the PzKpfw IIA. The Vickers is also a small target; this, coupled with German tank being buttoned up, is going to yield a net +6 TH DRM. The German, realizing it is a poor shot, grumbles that if he had the Polish player's luck he might try it, and waves him on.

The Vickers moves into N4 and then N3, boring directly down on the ATR squad. Due

to hindrances, the PSW 222 in M2 continues to hold its fire; however, the ATR squad in N2 is feeling a bit uncomfortable and decides to fire now at the Vickers when it enters N3. It has only seen the AFV for 2 continuous MP and therefore has a net +4 DRM to the TH roll. A DR of 3, 2 results in a hull hit. He follows up this roll with a TK DR of 7, which bounces off for no effect (the Basic To Kill number is 5, +2 to the TK for range, -2 for armor leaving him two over what was needed).

So the AFV rumbles on, and the squad is marked with a First Fire counter. The German player, still concerned with other possible problems from the unmoved Polish AFVs, refrains from any more fire at this time.

Now the Polish player declares an OVR of the German position and enters the 4-6-8's location in N2. It costs 1 MP to enter the location, and an additional 4 MP to conduct the OVR, for a total of 5 additional MP expended to OVR the squad.

At this point the PSW 222 in M2 has seen enough and declares a shot as the Polish AFV enters the 4-6-8's location to perform the OVR. The German's modifiers for this shot will only be +3 (+1/Case P, +2/Case J). It does not get the -2 for Case L because the target is Motion/Non-Stopped.

The German's TH DR is a 2, 6 so he misses but retains ROF and places a -1 acquisition marker on his target. Undaunted, he tries again. Since the Polish AFV spent 5 MP to get into the location the PSW 222 could theoretically attempt up to 5 shots from this one MP expenditure. This time he rolls a 3, 4 and

Figure 3

Hex N2 at the end of the German's CC Reaction Fire attack.

scores a turret hit. He flips over his acquisition marker to its "-2" side. The Vickers is a multi-turreted AFV, and its vehicle notes inform us that, due to the position of the firing unit, this shot has hit the port turret. The turret armor factor is only 1. The basic TK of the German 20L is a 6, modified by +2 for one hex range for modified TH# of 8; -1 for the armor = a Final To Kill number of 7. If an 8 is rolled there will be a possible shock on the Polish AFV; a 7 will yield a Turret Knock Out result (see Polish Vehicle Note 2, page H131), which will cause the port turret to become disabled and force the tank to take an Immobilization TC. A TK DR < 7 will eliminate the tank, and a TK DR ≤ 3 will create a burning wreck.

Assuming a 6 or less is rolled, destroying the tank, it will still attack with a 8 FP (+0), even if burned (and, if burned, the smoke from its own wreck will not affect its own attack). If a 7 is rolled the OVR will still occur at 20 FP (+0), despite the loss of the port turret, because the AFV will be neither Immobilized nor eliminated. Lastly, if an 8 is rolled there is a Possible Shock on the AFV. If it then rolls ≤ 8 the shot will have no effect and the OVR will occur at 20 FP (+0) on the IFT. If the result is a Shock, then it will be resolved at 8 FP (+0) because the AFV will be Immobile. Lastly, if the shot is ≥ 9, there will be no adverse effect whatsoever on the OVRing tank and it will still OVR with a full 20 FP.

For the purposes of our example we will say that a 7 is rolled, knocking out the port turret. But the tank passes its Immobilization TC and performs the 20 FP (+0) OVR since the German does not wish to risk Intensive Fire with the B11 MA of the PSW 222. If the Immobilization TC had been failed, the OVR still would have been resolved, but at 8 FP instead of 20. The crew would have abandoned directly into the 4-6-8's location and been subject to TPBF and Hazardous Movement, with the protection of the Immobilized AFV providing a net -1 TEM to any shots made against the crew. An 8 is rolled on the OVR for a 2MC result which the 4-6-8 passes with a DR of 1, 1, resulting in Heat of Battle. The original HoB DR is a 7

(with a -1 DRM for Elite status) yields a Hero and also Battle Hardens the 4-6-8 to Fanatic.

Had the German squad merely passed its 2MC then it would have also had to pass a PAATC to attack the Polish AFV with CC Reaction Fire. Non-CC Reaction Fire is not applicable in this case (unless the squad wanted to leave Residual FP in its own hex for some reason because it had no earthly chance of harming the AFV). However, with the gift of the Fanatic squad by the HOB result, it no longer has to sweat the PAATC and also now has a SMC counter present to assist in the CC Reaction Fire attack to boot.

With the OVR now completed, the German moves to resolve a CC Reaction Fire attack on the Polish AFV. Per D7.213, the CCV of the German squad will be reduced by 1 because its SW is marked with a First Fire counter. However, the German does get 1 added to his CCV as well due to the presence of the SMC. So the German's CCV is a 5, down to a 4 for First Fire marker, back up to a 5 for the SMC. With its CCV established we now look at the modifiers that apply to its attack:

- -1 for the Heroic modifier
- +2 for attacking a Motion/Non-Stopped AFV.

This yields a 5 (+1) CC attack. A DR of 4 will Immobilize the AFV, a 3 will eliminate it and a 2 will burn it; all other results except a 12 are NE. A 12 would result in Crew Small Arms, causing a CR result on the Germans (A11.621). A 5 is rolled for no effect (see *Figure 3*).

The Polish player, drumming his fingers, now pivots the tank for 13 MP and stops in the hex for 14 MP. The German units are marked with Final Fire and CC markers. Note that had the German player held fire with the ATR, he would have had a 5 CCV, up to a 6 for the Hero, -1 for the Hero's modifier, +2 for Motion/Non-Stopped for a final CC attack of 6 (+1); so the CC DR of 5 would have actually Immobilized the AFV. The German player, having no idea what would have happened, however, made the best move the odds afforded him.

Because Guns have so many choices available when attacked, we will look at them next. Our example will be a Russian T-34 M41 tank

going in to OVR a HIP German "doorknocker," the 3.7 cm PaK 35/36, in 1941. The date is important since no special HEAT round is available for the Germans just yet. The Germans do have APCR at their disposal, with a depletion number of 4. We will assume that the German is not Elite for ammo depletion purposes (C8.2).

The German Gun is positioned on board 42, in hex O3 as shown in *Figure 4*. Grain is in season, and the Gun is HIP therein. The Russian player, unaware of the Gun's presence, begins to move down the road; first into Q4, then P3. The German player, anticipating the Russian will continue down the road, does nothing. The Russian deviates from the script now and enters O3.

Figure 4

The 3.7cm PaK35/36 AT Gun has set up using HIP in the Grain in hex 42O3.

The German player must take a PAATC or voluntarily drop "?". Here are the possibilities:

- If the German unit passes its PAATC, it will retain HIP.
- If the German unit fails its PAATC, it will be pinned and revealed.

We will first assume the crew passed its PAATC, thus remaining HIP. The Russian player knows the only unit the Germans could have HIP out here is his Gun and manning crew. He can either decide to let the OVR opportunity pass by and try to get out of the location just by passing through it, or he can declare an OVR.

Should the tank decide to pass through, the Gun could fire on it (note this would not be an OVR Prevention shot since the Gun is not being OVR). It would have to apply Case E (+2 for firing at a target within his location) and Case J (+2 for firing at a Motion/Non-Stopped target) to its shot. It could attempt to fire APCR and, if not successful, attempt another shot with regular AP. The colored dr of the TH shot will serve as the location indicator for the shot, if a hit is achieved; 1-2 = rear, 3-4 = side, 5-6 = front.

Assuming a 6 or less is rolled for a hit, the German would have Final TK# of 10 (Basic TK = 9, + 1 for penetration at 0-hex range) to apply to the appropriate Russian armor facing hit (11, 8 or 6). A shot which hit the rear facing would have a Final TK# of 11 due to the additional +1 to the Basic TK# for a rear hit.

At best, barring a Critical Hit, the German player will need a TH DR of ≤ 6 followed by a TK DR of ≤ 4 to kill the Russian tank; ≤ 6 followed by a 5 will Immobilize or Shock the tank, depending on the location of the hit; and ≤ 6 followed by a 6 TK DR will yield a Possible Shock. All things considered, given that this is the best case scenario with AP, there could be a good case made for just passing up the shot. APCR has a better chance of a kill because it starts at a base 10 with +3 for penetration and (possibly) +1 for a rear hit. This gives significantly better odds against all aspects.

However, the Russian player declares an OVR. This will yield a 6 (+2) attack versus the Gun's crew. A DR of 6 or less will get the German Gun out on the board because the result will be a PTC which will force the crew to lose concealment. The German can now opt to fire *before* the OVR is resolved as OVR Prevention. It is not marked with a fire marker yet, so it can fire without paying the Case A modifier as it did not have to pivot to have its CA match that of the hexside entered by the vehicle (it is already facing that way). It must apply +4 to the shot (+2/Case E and +2/Case J). The bigger consideration is that the shot will also serve as a NMC versus the crew.

Since the Gun potentially has APCR (on a DR ≤ 4), it can always try for that. A TH DR ≤ 4 will have three major benefits:
- The crew will pass its NMC.
- The Gun will have scored *at least* a side hit since a "3" would be the highest the colored dr could be.
- The Gun will also maintain ROF, for the same reason.

Should the Gun *not* have APCR it as though the shot never happened and there is no adverse effect unless an original DR of 12 were rolled (C8.9). This would mean:
- The Gun will Malfunction.
- The shot *would* count.
- The CR result on the NMC would eliminate the crew.

However, trying for APCR is still a good bet, since the most likely result is no APCR and, therefore, no shot (or NMC either). In short, a free shot is much more likely to have a good effect than a bad one.

Since in most cases there will be no APCR the German will now be faced with the more difficult decision of whether or not to fire AP. Since the APCR shot never occurred, the Gun and crew will still be HIP. At this point, not liking his odds, the German player decides to ride out the OVR because he is a helpful guy who wants us to see how Non-CC Reaction Fire works.

Had the German player decided to take the AP shot, here are the risks he runs:
- Assuming the shot hits at all, there is still a 1/3 chance that it would strike the frontal armor of the Russian tank.
- The Gun could both fail to take out the tank *and* exhaust ROF, which would be particularly grim, since it would then be marked with a First Fire counter. Therefore (assuming the crew isn't broken/eliminated by the NMC required from the OVR Prevention shot or bro-

ken/eliminated by the OVR itself) it would *still* have to take either a FPF Non-CC Reaction Fire or FPF CC Reaction Fire shot (as applicable) which could malfunction or disable the Gun and will count as yet *another* NMC against the crew (see D7.23).
- A DR of 8 will leave the crew pinned (although not First Fired, since pinning negates the shot per C5.64).

Given the odds arrayed against him, it would take a desperate or imprudent German player to take the AP shot.
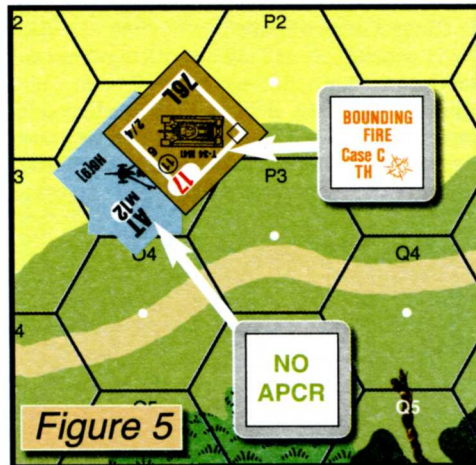
Figure 5

The Gun crew, having survived the OVR, now must turn the Gun's CA to match that of the T-34's VCA in order to take a Non-CC Reaction Fire shot.

So the German Gun, still HIP and no longer with APCR, but not marked with a fire marker, allows the OVR to roll over it. We will assume an average DR of 7, so the OVR has no effect. Now the Gun can fire Non-CC Reaction Fire at the tank. The Gun must pivot to conform its CA to the AFV's VCA (see *Figure 5*). It can then fire on the tank with *no* penalty for either Case A or Case E . The shot will only have to apply +2 for Case J. A DR ≤ 8 hits and any hit has the added bonus of automatically being a rear hit. One can readily see that, while nerve-wracking, letting the odds play out in the hopes the OVR blows safely over your Gun can be very rewarding, especially when using a Gun with only limited chance of taking out the enemy tank in the first place. The German player could have even held the APCR shot to this point, hoping to get the rear hit with it instead of AP. The Gun will also lose HIP and concealment due not only to the CA change required to perform the Non-CC Reaction Fire shot, but also from Case G on the Concealment Loss Chart (firing a Gun at range 0). The German is not forced to take a shot at this time, but it would be a tough one to pass up, especially since the Russian tank could decide to remain in the location and tie up the Gun. The German would not get too many opportunities like this one to take out a Russian T-34 in his location with such favorable modifiers.

Not everyone will stick their AT Guns out in grain and brush and such. Most times they will be in woods or a building. So let's tackle

woods next, and then finally buildings, with all the ramifications each has for OVRs. Finally we will look at infantry and some of the combinations there.

(*Figure 6*) Once again we find our intrepid 37L German AT Gun hiding out from the Russian horde on board 42. This time, however, we are in woods hex R4 facing R3/Q4, hoping an unsuspecting Russian AFV might happen by and we can slam a rear shot into it. Well, just such an event has happened, but 1941 doorknockers being 1941 doorknockers, no one came away impressed. The Gun did maintain ROF and kept concealment, but its CA is now fixed for having fired out of woods (see C5.11). Enter our BT5-M34, aptly named "Junior" ("Garbage Scow" was taken).
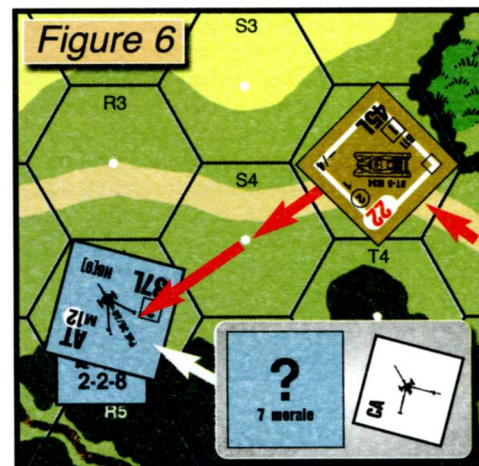
Figure 6

Even though the PaK35/36 retained ROF and kept its concealment, its CA is now fixed because it fired from a woods hex (C5.11).

Junior has passed his TC for being radioless and has managed not to throw a track upon starting. The Russian player, surveying the scene, decides it may well be worth Bogging Junior here to tie up the German Gun so other tanks can freely pass this turn. The Gun will not be able to pivot to shoot at the Russian tank. And if the move is done properly the tank will not have all that much to fear from the crew in CC, either.

While the situation does not bode well for the German, there are ways this could have been worse. He could have lost ROF and be en marked with a First Fire counter, or have lost ROF *and* concealment. Of course he could have just outright malfunctioned the Gun, but then we wouldn't have an example, would we?

With no way for the Gun to harm it, the tank moves freely to S4, deliberately spending 2 MP to enter the hex (D2.18) because the Russian player is trying to calculate his move to stop in the OVR hex, should all go well. Could he have done the same thing with a different calculation? Sure, but it's my example.

Having spent 4 MP up to this point, the tank slams directly into the woods for a total expenditure of 15 MP. He will have to take a Bog check; however, the PAATC (or voluntary drop of concealment) occurs immediately, so in this case the German opts to take the PAATC and passes it. Now the Russian tank

has to take its Bog check. Since this tank has low ground pressure the only modifier for this DR is +3 for entering woods at half MP allotment. So a DR ≤ 8 gets our Russian tank into the location un-Bogged, and he makes it. The Russian player now decides to make an OVR. At this point, the tank has spent 21 MP (4 to get to S4, 11 to enter the woods, and 6 to perform the OVR).

Something of great importance to note is this: at no point during this move did the German Gun even have the *option* of firing at the Russian tank because the Gun's CA was locked by having taken a prior shot from the woods *even though it kept ROF*. To fire an OVR Prevention shot in this case it would be necessary to pivot to have the hexside entered by the vehicle lie within the Gun's CA. It is likewise necessary for the Gun to pivot its CA to the VCA of the vehicle for Non-CC Reaction Fire; so it wasn't able to shoot *after* the OVR, either.

This OVR is nothing to strike fear into a man's heart. The Russian has a base of 4 FP, plus 6 more for the tripled and halved MGs. This total is then halved *again* because the Gun/its crew are concealed. This leaves the Russian with a fairly paltry 4 (+2) OVR. A DR of 7 results in no effect. The German can now, if he wishes, conduct CC Reaction Fire with the crew but being a fatalist decides that the snake eyes he needs to succeed are nicely offset by the boxcars that will wipe him out should he roll that. He decides to hold tight.

At this point the Russian player decides to stop the vehicle for a total of 22 MP, thinking the tank will hold the Gun crew in melee once the Close Combat Phase ends (assuming both are still there). However, he is mistaken (see A11.15). Should the German crew decide not to attack in CC - not a half bad idea in this case - and the Russian fail to eliminate the crew with what will now be a 1:2 attack in Close Combat (4 FP CMG which is halved to 2 FP versus the concealed crew's 4 CCV), the crew will *not* be held in melee and, in the next German player turn, will be free to simply walk out of the hex and lurk in the woods if it chooses, hoping to re-man the Gun at a later time. It could also choose to shoot at the tank in the PFPh instead.

The German player has one other option: he can fire at the tank in the Gun's hex in the Defensive Fire Phase, but this too has some issues. The shot will be subject to +2 for case J, +1 for the woods TEM (case Q), and +4 for case E (C5.5: this penalty is doubled because the Gun is in woods). This yields a not-so-attractive +7 DRM to the shot, so he might just pass after all. He could take it, hoping to build up enough acquisition to eventually get a hit through ROF while not losing his concealment. Or he just might not take a shot, to increase the chance that the crew will remain in Good Order. However, a quick look at the Concealment Loss Chart reminds us (via the aforementioned case G) that the Gun would lose its concealment for firing within the same hex anyway. Damn rules, always ruining a good sleaze. So there is an excellent chance the German player would simply not bother

with such a poor shot in the interest of keeping the crew in the game.

If the German crew had been marked with a First or Final Fire counter when the tank entered (and assuming it survived the OVR unscathed) then it would have been compelled to make a CC Reaction Fire attack immediately following the OVR. Its attack DR also would have served as a NMC. This would have cost the crew its concealment and would have meant the stopped tank in its hex could have locked it in melee (assuming it did not decide to voluntarily break and rout out of the location in the following Rout Phase, prior to the Close Combat Phase).

That concludes our look at OVRing Guns in woods; now for buildings.

Our ever-present doorknocker finds itself once again up against Russian armor, and once again we find ourselves on board 42. The building OVR option, while risky, can have some upsides in certain situations. Bear in mind that, while our favorite tackling dummy has been a measly 37L AT Gun in these examples, it could just as easily be something meatier. *Figure 7* is the starting point for this example.

The T-34 must pass a Bog check to OVR the Gun at full FP; even if it Bogs, the OVR is resolved at half FP.
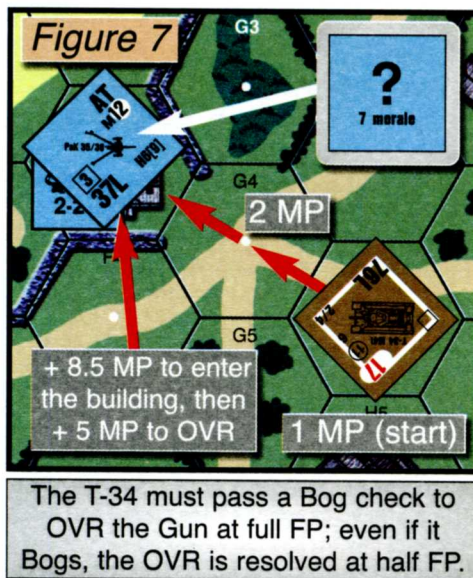
The Russian has decided to go through with an OVR of the concealed AT Gun position in a stone building in hex F3. He first starts by passing his Radioless and Mechanical Reliability DRs. It enters G4 for another MP. The German Gun holds fire, no doubt expecting a possible "sleaze freeze." The Russian player has expended his vodka rations for the day, however, and opts for an OVR. Having expended 2 MP to get into position he must now pay another 8.5 to enter the building and, assuming he does not Bog, another 5 to OVR, bringing his total cost 15.5 of his available 17 MP. Once again, this is set in 1941, so AP and APCR are the only options for the doorknocker. Upon the AFV's entry of the hex (and prior to rolling for Bog) the German player rolls his PAATC. Once again we will assume the crew passes. The Russian player declares his OVR prior to rolling his Bog check. The German declares he will not attempt OVR Prevention.

The Bog DR will have a +4 DRM because the tank is entering a stone building (a wooden building would only be +3). The tank has low ground pressure, so there is no modifier for that. A *final* colored dr of ≤ 0 on the Bog DR would rubble the building because this building is a Single Story House and therefore receives a -1 drm to the colored dr. If it were not single story then B24.11-24.121 would kick in. In that case, a final colored dr ≤ 0 would result in elimination of the Gun/crew; further, the tank would immediately have to check for Bog a *second* time (and would be Stunned if CE). However, this could not happen in our case here.

The other piece of bad news - this one particularly grim for the Russian - is that the tank could fall into the cellar. If the original colored dr on the bog check DR is a 6, into the cellar it goes; the tank is eliminated and the crew must roll for survival. Should it survive, it is placed in the building hex and is subject to Hazardous Movement penalties for the duration of the phase.

Fear of falling into the cellar is the biggest reason for not OVRing units in a building. You really have to be willing to risk your tank to try it. Some considerable carrot has to be at the end of that stick.

Some additional considerations are that factories have no cellars (B23.742 last sentence; hint, hint, nudge, nudge). Also, Fortified Locations *can* be breached by AFVs. There are some cross references here to B23.9221, which takes us to B23.711, which then takes us back to B23.41. The short version is that if a tank drives into a Fortified Location and doesn't rubble it (all but a shoe-in versus most factories, which are stone and multi-hex in most cases) you have a cellar/rubble free breach in the fortified wall of the factory of your choice (individual mileage may vary).

There is one other situation to consider. Let's look at our next example.

An underbelly hit is possible as the T-34 crosses the wall to either bypass or OVR the Gun (D4.3).

Instead of entering the building, the T-34 can attempt to "freeze" the Gun, but crossing the wall is risky.
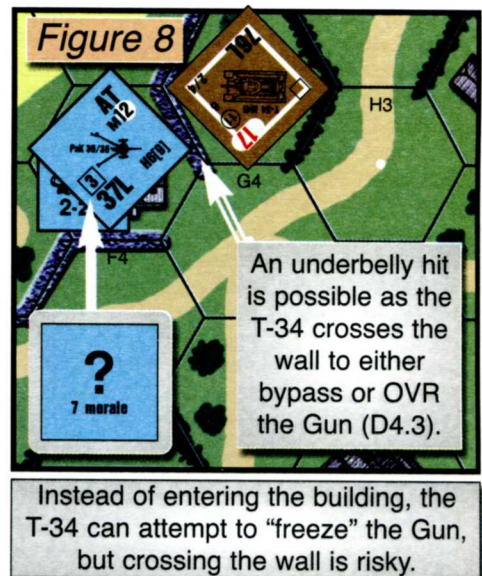
(*Figure 8*) Instead of an OVR, the Russian player has opted for the more conventional "sleaze freeze" - that is, he will have the tank end its MPh in Bypass of the F3 building. This will impose A7.212 (Target Selection Limits) on the Gun's crew. He determines that

his tank will bypass the building via the F2/F3 hexsides. The tank can be hit in the underbelly (D4.3) attempting this move or, for that matter, if it tried to *enter* the building by crossing the G3/F3 hexside wall. In addition, even if an OVR had been declared before the Russian decided to see the German PAATC roll, the tank would be targeted in hex G3, not F3, so it would not be an OVR Prevention shot since the attack would take place as the Russian came over the wall, prior to entering the building hex.

If a turret hit is achieved on this shot, it would instead constitute an underbelly hit which would use the aerial AF of the T-34. C7.12 informs us that this is a less-than-impressive AF of 3. Always look for these shots, whether they are entering a location by crossing a wall or exiting out of a gully, even into your own location. If you can spot them, you get a chance (and in the case of exiting a gully, maybe more than one chance) to score an underbelly hit on an enemy AFV.

We have spent a lot of time on Guns and OVRing them. Now let's take a look at an infantry option that is not so straight forward -Street Fighting. Our example will not be CC Reaction Fire versus an OVRing vehicle but the far more common Street Fighting versus a vehicle that is attempting to drive past infantry. Board 42 will once again serve us.

Figure 9

Because the German tank is in a road hex ADJACENT to a building on both sides of the road, the Russian infantry may attack it during its MPh with CC Reaction Fire Street Fighting (A11.8).

(*Figure 9*) The German player has moved his tank into hex K4 in a last turn rush to get off the board for some Exit VP. The Russian player has other ideas, and while a German 80mm FFE is dropping on his head in his current location, his 9-0 commissar and 6-2-8 assault engineer squad in the stone building in hex K5 are feeling more than equal to the task. Residual FP exists in K4 from an earlier Defensive First Fire attack by another Russian unit.

The tank has spent 1 MP to enter K4 and the Russian player asks the German to hold there. The 6-2-8 assault engineer will have to take a PAATC. Its ML is increased to 9 due to the presence of the commissar in its location (not to be confused with being modified by a -1 DRM). The squad needs a 9 to pass its PAATC to Street Fight the German and does so handily. Now the fun begins.

D7.211 informs us that the Russian units going out into the street will be treated as if assault moving. The first thing that happens is the Russian units will be attacked by the Residual FP (even though it was placed by Russian units, Residual FP has no friends). So in order to make the Street Fighting attack they must first survive a 2 (-1) shot. A DR of 7 results in a PTC. The political appointee commissar fails and pins but the squad keeps coming. It now attacks.
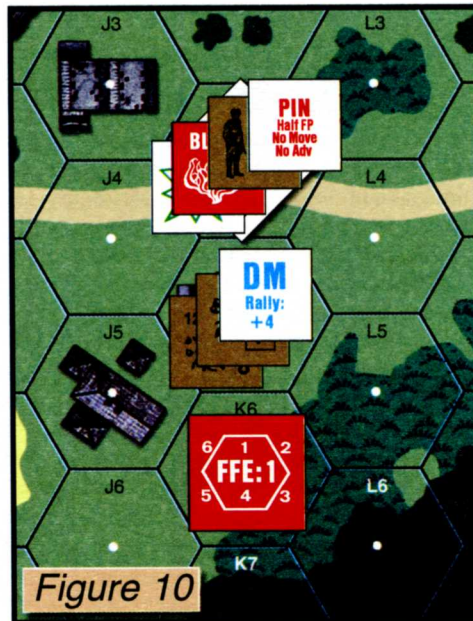
Figure 10

After eliminating the German tank, the Russian 6-2-8 and newly-generated 7-0 must return to building K5, where they are attacked by the OBA.

It begins with a base CCV of 5. This is modified by +1 because the squad is an assault engineer; so the final CCV in this case is a 6. The modifiers to the attack DR are:

• -1 for Street Fighting
• +2 versus a Motion/Non-Stopped vehicle

Thanks to the cowardice of the leader, the DR needed now is a 6 to get an immobilization result, a 4-5 to kill, and a 2-3 to burn. The Russian makes his CC DR and coughs up (you guessed it) a snake eyes. This burns the AFV and also gives the squad a chance at Leader Creation. The modifiers for the leader creation are:

• -1 for CC vs. an AFV
• -1 for 8 ML
• +1 for Russian.

The Russian rolls a 6, creating a 7-0, which could be used to recalculate the odds of the attack. However, in this case, no additional result would be gained by his presence. But the newly minted 7-0 and our Hero of the Soviet Union 6-2-8 squad are not out of the woods yet. They now have to get back into the building.

The commissar, 7-0 and 6-2-8 are all marked with a First Fire counter. The pinned commissar must remain in the road, but the others are returned to the building in K5. Here the OBA is waiting for them and attacks at 16 (+3). Ah, fate is cruel, and the DR is 3, 2 resulting in a 1MC on our brave lads. The 7-0 rolls a 7, the squad an 8 and both break, ending this little adventure in Street Fighting (see *Figure 10*).

The vast majority of OVR situations against infantry are relatively straight forward and I have concentrated mostly on the Gun situations here, not even fully exhausting the possibilities. You can only cover so much ground.

Suffice it to say I hope the article has been informative and opened up some realizations that OVR is not always just for desperate situations or mopping up otherwise helpless units.

Good gaming, gents. Roll low.

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10 Things You Can Do With Your AFV Instead of Firing:

1) OVR a CE AFV to attack its vulnerable PRC instead of targeting the vehicle with direct fire.

2) Transport your infantry as Riders (on the outside of your AFV; D6.2) or Passengers (on the inside; D6.1).

3) Create a Trail Break (B13.421) in a woods hex with a fully-tracked AFV, thus allowing any fully-tracked vehicle to use that Trail Break without threat of Bog.

4) Provide covering smoke to other units via Vehicular Smoke Grenades (D13.35) or Smoke Dispensers (sD, sM, sP, sN; D13).

5) Cut the rout paths of broken enemy units to eliminate them through Failure to Rout (A10.5), or force them to Surrender to friendly infantry in the Rout Phase (A20.21).

6) Destroy SW/Guns with a fully-tracked AFV in a Location devoid of Personnel by OVRing that Location (A9.74).

7) Provide cover to your moving infantry through Armored Assault (D9.31).

8) Use Motion attempts (D2.401) in your opponent's Movement Phase to freely change VCA/TCA.

9) Provide cover to a broken friendly unit which would be eliminated for Failure to Rout by Stopping ADJACENT to it in the MPh.

10) Remove Wire with a fully-tracked AFV by passing a Bog Check and rolling a "1" on the colored dr of the Bog DR (B26.53).

The Agony of Defeat:
Why Bad Things Happen to New Players
by Mark Pitcavage

I recently witnessed a game of ASL played between a veteran ASL player and a novice. It was only the novice's fifth scenario, and though he played well for someone with so few scenarios under his belt, his far more experienced opponent still won handily.

After the scenario, as they were cleaning up, the novice player asked the veteran, "At what point during the game did you know you had won?" It was an interesting question. As an observer, my own impression was that as early as the beginning of the second turn, it was clear who was going to win and it was simply a matter of how it would play out.

Later, I began to wonder why that was so and why I am similarly confident playing novices or relatively inexperienced players. Eventually I realized that there are many subtle decisions a novice will make one way and an experienced player another.

> ## "It is tough love for you novices...It will tell you, with appalling frankness, why you are bad."

With that realization in mind, I began to categorize the handicaps that novice players have as they struggle to learn the game. It turns out there are many; so many, in fact, that their cumulative effect is to make it difficult for even a bright novice to win against a skilled player without a lot of help from Lady Luck.

Over the past twenty years there have been many articles devoted to improving ASL gameplay, but most give readers tips or tell them about optimal strategies. They don't tell readers what they are doing wrong. The objective of this article is to do just that. It is tough love for you novices. It will tell you all the things that you do wrong that your opponent is too polite to point out to you. It will tell you, with appalling frankness, why you are bad.

I'm not telling you you're bad to rub your nose in it. Everybody advances up the ASL learning curve through experience and hard work. Often we see how our opponents slice and dice us and we learn from that experience. But it helps us to understand where we are doing things wrong, so that we can pay special attention to how more experienced players do them right. Doing that can get us up the learning curve faster, because we don't have to wait around for the light bulb to appear over our heads ("Oh, that's why I keep losing my tanks!").

This article highlights typical differences between novice and veteran players in the areas of defender setup, conducting defenses and attacks, and the use of armored fighting vehicles (AFVs). Although it contains some specific tactical hints, the primary purpose of this article is to increase the novice players awareness of how they play.

So what do novices not know?

Novices on the Defense, Part I: Setup

For many novices, their problems start even before the game does–during their defensive setup. Novices have a harder time than experienced players in "reading" the terrain. Terrain reading involves analyzing the terrain to identify defensive positions which will force attackers to hazard crossing open ground, possible attacker routes (through covered or out-of-line-of-sight terrain), fallback positions, and more.

Problems with recognizing approach paths. Attackers have to move. They have to get to their opponent and oftentimes they will need to get *past* their opponent. Novices frequently have difficulty identifying all but the most obvious paths by which attackers can approach or outflank a position. They may not notice that there is a route to get up to or past a defensive position unobserved by using visually obstructed avenues such as gullies or bypassable terrain. Take, for example, the situation in *Figure 1*. A novice may think that the Germans have an adequate defensive line, but an expert U.S. player will quickly

realize that, utilizing double time, bypass movement and a leader, his stack can skirt the left board edge, gaining an additional hex in the advance phase. The German player cannot fire at the Americans in M10 because there is no line of sight to the bypass move; now the German line is unhinged.

No designated fallback positions. Often novices approach a defense line with the notion that, like Sam Grant, they are going "to fight it out on this line if it takes all summer." But few initial defense lines in ASL will also be final defense lines, and a player who does not consider, in advance, what his second (or even third) line will be is simply asking for his opponent to make that decision for him. Determining a fallback position involves not merely picking the position itself, but, equally if not more importantly, also figuring out in advance how and when your units will move to that position.

Tendency to stack. Stacking is often not a good idea for the attacker; it is rarely ever optimal for the defender. A novice may think that stacking will give them concentrated firepower, and it does; but it also allows their opponent to concentrate firepower at *them*. Three squads stacked in adjacent hexes or levels can firegroup together just as effectively as three squads stacked together in the same hex (though they cannot be leader-directed unless each squad has a leader stacked with it; A7.531), but they present three separate targets rather than one. This is especially important for low morale defenders, who may be most vulnerable to an attacker's lucky shot. Novices also stack leaders with squads even when there is no compelling reason to do so, which just makes those leaders more vulnerable to enemy fire.

Difficulty in recognizing vulnerable positions. Novice defenders often place units in positions

Figure 1: You Can't Shoot What You Can't See: The German player has failed to recognize that a route exists which will allow the American player to bypass his defensive line without interference from the 4-6-8 squad in M9.

that may look promising at first (like a stone building) but actually are death traps that can lead to a unit's surrender or elimination, typically because of an inability to rout safely. *Figure 2* provides an example of this. A Prep Fire attack broke the defending British unit. Two half squads then moved ADJACENT to it during the Movement Phase. The broken unit will have to surrender in the Rout Phase for failure to rout (A20.21), assuming that No Quarter (A20.3) is not in effect, because it would be Interdicted in the first hex it entered if it tried to rout. The defender would have been better off placing it in a location with a covered escape route.

Poor AFV setup. Novices often are not sure how to set up their AFVs on the defense. Two common errors include setting up in the potential line of sight of enemy units (which may lead to their destruction in the intial Prep Fire Phase) and forgetting that ½" concealment counters may be exchanged for ⅝" concealment counters so that dummy AFV stacks may be created (A12.11).

Poor support weapon and gun positioning. Just as novices often put their units in dangerous defensive positions, they may put support weapons such as medium or heavy machine guns in similarly vulnerable spots. In this case, a spot is vulnerable if the weapon will have to be permanently abandoned because of portage costs if its manning unit is forced to rout away (A10.4). Sometimes this is unavoidable. However, frequently such weapons can be placed in locations where, if a unit is forced to rout and drop the weapon, another unit may move into the hex safely and pick it up in the next Rally Phase, rather than the weapon having to be abandoned forever. The most vulnerable positions tend to be those that are far forward and those that are hard to get to by other friendly units.

Novices also frequently pick poor positions for their guns, especially anti-tank guns. The most common error is picking positions that are too far forward. Such positions entail a number of risks, including the possibility that enemy infantry units may uncover the position before enemy tanks come into view and the chance that enemy tanks may adopt an unforeseen approach, leaving the anti-tank gun out of place and useless for the remainder of the scenario. Sometimes such positions may still reap substantial rewards before they are destroyed or bypassed, but experts tend to be better at judging this than novices. Novices may often be better suited by a more conservative, more rearward, gun position, close to key locations. In such circumstances they don't have to guess that the enemy will come their way; they know it.

Failure to take advantage of defensive opportunities. There are many ways that defenders may enhance their defensive positions, but novices do not always take advantage of them. These include Crew Exposed (D5.3) or Hull Down (D4.2) status for their AFVs, Deploying (A1.31), and Bore Sighting (C6.4). Not only do novices frequently forget to Bore Sight, but even when they do remember to do so they often don't
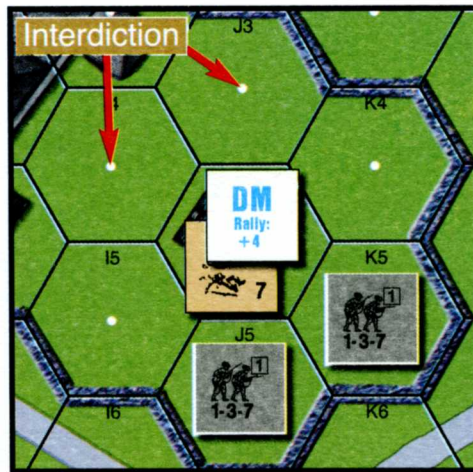
Figure 2: No Rout Path: Units setup in vulnerable positions often are lost for good after breaking only once and then being forced to surrender in the Rout Phase (A20.21).

take advantage of the Scenario Defender's ability to make free pre-game line of sight checks (A6.11). Novices frequently choose Bore Sighted locations poorly, but since this is a skill that is difficult even for experts, it is hard to fault them too much.

Novices not only fail to take advantage of defensive opportunities, they sometimes take advantage of opportunities they should not. The best example of this involves foxholes, which can sometimes be deathtraps if placed or used poorly. An experienced player knows that sometimes it pays not to place his units in foxholes, especially in open ground (because they will be hit by enemy fire if they have to leave them). Instead, he may place his units in foxhole hexes but out of the foxholes themselves, so that, depending on circumstances, he can move them into foxholes or safely "skulk", returning to the foxholes in the Advance Phase.

Inability to envision the end game. Novices can frequently set up an adequate frontal defense line, but they typically have a much greater problem in understanding where their defense line is likely to be on turn 3, turn 6, and so on. Experienced players are more likely to identify correctly locations that could be key to a late-game struggle and thus to maneuver during the course of the scenario to occupy those locations (or deny them to the enemy). As an example, an experienced attacker might recognize that a certain building will be advantageous as a "last stand" for a defender, and might try to pressure the defender away from it so that his last stand takes place in a much less defensible area.

Novices on the Defense, Part II: Stopping the Enemy

The novice defender's problems don't stop with setup; they continue as his opponent presses his attack. Novice defenders are often unsure when to fire or when to hold their

fire, and they don't instinctively know how to cope with certain situations.

Recognizing enemy intentions. The biggest problem for novice defenders is successfully discerning what the enemy is trying to accomplish. Without understanding this, the defender may fire at the wrong units or fail to recognize serious threats to his position. When enemy units start to approach the defensive front line, the defender, above all else, must correctly determine if the fundamental goal of the enemy is to get *to* specific defending units (i.e., assault the position itself) or to get *around* the defending units (i.e., to bypass or flank the position). Failure to do so may mean a defender fires at a nearby enemy unit, forfeiting its ability to interfere with the movement of a more distant unit which can then move freely, or it may mean that a defender holds his fire as more and more enemy units move dangerously close. Novice players also have difficulty recognizing other enemy intentions, such as efforts to move to positions from which they may Encircle (A7.7) a vital defensive location.

Poor fire discipline. Because they have difficulties distinguishing between different types of threats, or whether a particular unit's movement is a threat to them at all, novice defenders are notoriously quick on the trigger. Expert players can often successfully bait novice defenders by dangling a squad or half squad in front of them. Once the defending unit has committed itself to First Fire, the attacker gains considerable freedom of movement and may even be able to move later units unscathed. In particular, novice defenders have problems dealing with the "half squad press." If an attacker sends half squads, one at a time, in the defender's direction, the defender is in a dilemma. Does he waste firepower on tiny units or does he let them build up into a dangerous threat at close proximity? Even veteran players often have difficulty deciding when to fire and when to hold fire in such circumstances.

Moreover, when novice defenders do fire, they too frequently tend to use up their fire in one burst. Imagine a squad with a medium machine gun. A novice player may simply think of it as essentially a squad on steroids. When an enemy unit comes into view, the squad and machine gun both fire at it. A cagey veteran, however, will realize that he has a wealth of options for firing. He may First Fire his machine gun at one target and then First Fire his inherent firepower at a second. He may then use Subsequent First Fire at a third target. Veteran ASL players know how to get the most out of their units, and it is often not the amount of the firepower that is important, but the number of times their units may fire.

Novice defenders also frequently fire their anti-tank guns too early. For example, a novice may fire his anti-tank gun at the first enemy tank that comes into his view in situations where a more experienced player would realize that the enemy may be likely to move even more AFVs into his field of fire and give him a much richer set of targets. The quick-trigger novice might

destroy that first AFV, but now other enemy AFVs can avoid the anti-tank gun's fire safely. Another typical novice error is to fire on a target before it is optimal to do so. This situation often arises when a novice defender opens fire the moment an enemy AFV moves into his line of sight, rather than waiting until the AFV has spent more movement points and the defender's fire no longer incurs a Case J1 or J2 penalty (C6.11-.12) for limited time in line of sight. Because novice players often can't judge very well what their opponent may do with his AFV, they feel pressure to fire at it as soon as possible, lest the target move out of line of sight.

Ineffectual use of residual firepower. Novice defenders frequently fail to realize the value of Residual Firepower (A8.2) in channeling or inhibiting enemy units, or as a type of firepower that keeps on operating long after the squad has exhausted its own ability to fire. An attacker may move through four or five hexes in the defender's line of sight, but Residual placed in some of those hexes may be completely irrelevant, because the attacker has plenty of ways to avoid it, while Residual placed in other hexes may help protect a key hex the attacker needs to get to or pass through. Experienced defenders can often place a "wall of Residual Firepower" that causes serious problems for the attacker. Key to this is successfully determining what the attacker is trying to do.

Not recognizing firing opportunities. Novice defenders frequently fail to recognize when they have feasible or even attractive opportunities to fire at enemy units. Often this occurs because they do not recognize possible lines of sight that experienced players might notice. Novice players may have difficulties in determining if a line of sight exists and are unaware of the methods that can help them figure it out. First, they frequently forget that they may take free line of sight checks to determine if enemy units lose concealment. This is one reason why experienced players often voluntarily forego a unit's concealment when they begin to move it—so that the defender does not get free checks without having to fire. Second, most novice players will be unaware, until someone clues them in, of the "line of sight trick" that makes determining line of sight much easier. This "trick" is based on the simple fact of geometry that the midpoint between any two hexes is either a hex center dot or the midpoint of a hexside. Thus a player, by counting hexes between firer and target, can determine the midpoint and thus effectively split the line of sight trace into two separate traces—each of which is shorter and easier to figure out. If there is clear line of sight between the firer and the midpoint, and between the midpoint and the target, then the line of sight is clear the whole way (see *Figure 3*).

Novice defenders often also fail to recognize opportunities for useful Snap Shots (A8.15), particularly to fire at units moving into better defensive terrain. For example, a 4-firepower squad may have a line of sight to an enemy unit moving into a stone building. If the squad waits until
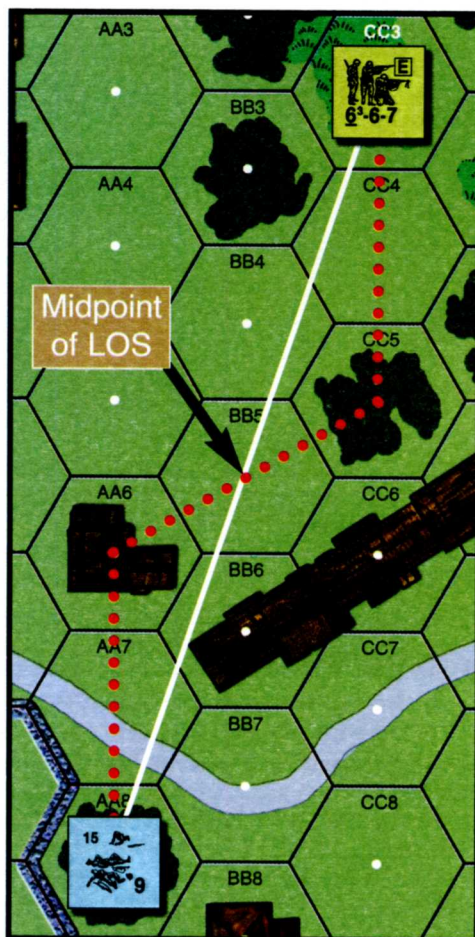
Figure 3: Eagle Eye: Had the American player recognized a LOS existed between CC3 and AA8 he could have fired on the broken unit.

the unit moves into the building to fire at it, its fire attack will either be a 4(+3) or 4(+2) attack, depending on whether the enemy unit used assault movement. However, if the squad fires while the enemy unit is crossing the hexside to get into that building hex, it will be a 2(+0) shot, which has better odds of obtaining a result (though it will leave no residual firepower).

Snap Shots are also one of the only ways for some units to get shots at enemy units before they can claim Wall Advantage. In *Figure 4* the British squad assault moves into U3 and claims Wall Advantage. If the Japanese 4-4-8 squad waited to fire until the 6-4-8 arrived in U3, it would have a 4(+2) attack. However, if it were to take a Snap Shot along the U3-V3 hexside, it could instead obtain a 2(+0) shot, which is a better attack.

Failure to avoid defensive fire. Novices frequently grant their opponent opportunities to fire at and damage their units that could be avoided. The most common such error is a failure to "skulk." Skulking is a common and highly effective defensive tactic that involves forfeiting Prep Fire in exchange for better protection. Rather than fire in the Prep Fire Phase, a unit assault moves out of enemy line of sight in the Movement Phase, and advances back into that

hex in the Advance Phase. Out of a desire to cause harm to the enemy, novices often prefer to "duke it out" with the attacker rather than lay low. Usually this will be to the novice's detriment. The attacker is not the attacker by accident; he will usually have superior firepower. Sometimes novices are aware of how to skulk, but don't skulk well—typically because they fail to see that certain enemy units may have a traceable line of sight to their skulking position, often from far away. In ASL, it is not always the closest units that are the most dangerous.

Similarly, novices often fail to maximize their opportunities for regaining concealment. Sometimes a unit that has lost concealment is not really needed on the front line, or perhaps another unit can take its place. In such cases, it is often profitable to retreat the unit out of enemy line of sight so that it may gain concealment at the end of the turn. Novices do not look for such opportunities, while expert players try to maximize them, often even to the extent of engaging in bluff—temporarily manning that section of the line by a dummy stack or a concealed 7-0 leader so that the squad can regain concealment and move back into line. Novices also often fail to rout their units far enough, completely out of enemy line of sight, because they are still not aware of how easily broken units may be kept under Desperation Morale (A10.62) status through enemy fire. As a result, it takes longer to get their forces rallied and back in action.

Novices on the Attack

Many novice players find attacking to be a more daunting task than defending. Typically, they have problems in analyzing an opponent's defense to determine how to approach it and in discerning its weak points. Novices also find it very difficult to establish a correct "pace" of attack—they tend to swing between too conservative on one hand and foolhardy on the other. Inexperienced players also often fail to recognize advantages they may hold, such as the value of deployment to create units
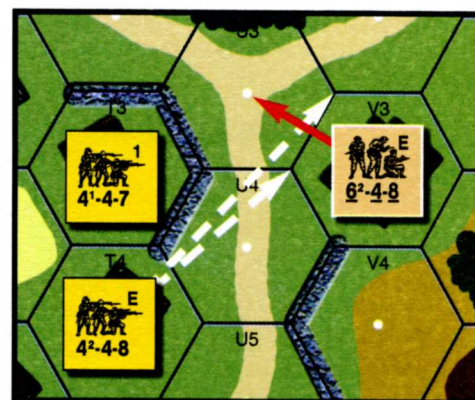
Figure 4: Remember the Snap Shot: The 4-4-8 squad's best attack is a Snap Shot at the U3/V3 hexside at 2(+0) instead of taking a 4(+2) shot at the 6-4-8 *after* it enters U3.

that can conduct reconnaissance or draw enemy fire. Only as novices get more experience do some of these things become more intuitive.

Too conservative. Novices are very often too conservative when on the attack. They prefer Prep Fire to movement, and assault movement to any other form of movement. Playing against such an opponent, an experienced player can often realize in the first couple of turns that the novice attacker will have no real chance of winning the scenario, simply because he will run out of time. Typically, novice players eventually realize this, too, often on the penultimate turn, which means that to have a chance to win, their play turns from too conservative to aggressively foolhardy. The latter is just a consequence of the former.

Failure to isolate the battlefield. It is an old military adage that an attacker needs a 3:1 advantage over the defender in order to have a substantial chance to win. How, then, can an ASL attacker succeed? Only rarely will he have a 3:1 advantage in squads over the defender, and if he does, he may be sure that the defender has significant compensating advantages. But veteran ASL players know that this strength of numbers can be obtained through 1) concentration of force and 2) isolation of the chosen battlefield. A defender, necessarily, must spread his forces out to some degree, but an attacker may throw the majority of his forces against one particular portion of the defender's line.

Novice ASL players typically make one of two mistakes. They either make no attempt to gain significant superiority over a portion of the battlefield in the first place, or they make such an attempt but negate their own efforts by failure to hinder the enemy's ability to react. For example, a novice player may concentrate all his forces on his left flank to try to overwhelm the enemy defenses there. However, the enemy is free to react to that concentration with a reconcentration of his own. A more veteran player may concentrate on the left flank, but keep at least some forces in the center and/or right in order to keep his opponent "honest." He may also attempt to use tanks, machine guns or other weapons at his disposal to hinder the ability of the enemy to move from one section of the battlefield to another. In such a way the veteran player can maintain local superiority, whereas the novice player will soon be frustrated by a stout defense.

Moreover, novice attackers too frequently attempt to get at the enemy rather than beyond him. Theoretically, an attacking force in ASL is going to be more powerful than the defending force. Thus the ideal situation would be for the attacker to force the defender to become the attacker, i.e., the one who has to move or assault–whether to avoid a trap or to prevent an enemy breakthrough. Many of Napoleon's victories involved using rapid movement to place himself in a threatening position such that his opponent had to offer battle while at a disadvantage or suffer serious consequences. This is readily applied to ASL. An attacker who gets around a defensive line can force the whole line to be

abandoned as the defender scrambles to reorganize his defense and protect vital locations or areas. At this point, it is the attacker who can now fire at moving defenders rather than the reverse. Experienced players always seek ways to get past or around enemy defenses.

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Afraid of ghosts. One reason inexperienced ASL players are often overcautious is because they are too concerned about what they can't see. Their tanks may be paralyzed with fear because somewhere on the battlefield there is a hidden anti-tank gun. Or their infantry may be extremely slow because the defender has been granted Hidden Intial Placement (HIP; A12.3) for a unit which could be anywhere in the defender's setup area. They may be afraid to assault an enemy line because of all the enemy stacks they can see— even though some of those stacks, or even the majority of them, are dummy stacks. Veteran players are not frequently fooled by tricks and shadows. Often they are willing to find out everything the "hard" way, because the alternative, a slow and cautious approach, doesn't offer enough advantages. Novice players are frequently intimidated when their veteran opponents try to earn Best Actor Oscars pretending their own dummies are real units: "Hmm, should I fire at him here? Or wait until he goes here? Who does he have left to move? Let's see, it would be a 4-firepower attack, plus two, but what could he fire back at me if I lose concealment?" Against veteran players, such thespians had better be darn good, because veteran players sniff out dummies with relatively ease.

Of course, they needn't even sniff them out, they can chase them out. Experienced players will use deployed half squads or other less important units and run them right at dummy stacks or into hexes where a HIP enemy unit is suspected. The possible sacrifice of a less important unit is more than worth the intelligence gain. Novice players, on the other hand, rarely deliberately "bump" into concealed enemy stacks in order to force concealment loss.

Can't draw fire. One reason why novices take heavy casualties when playing more experienced ASL players is because they do not effectively know how to draw away the fire of defending units. While they themselves may fire at the first thing that comes into their view, their opponent

is not so quick on the trigger, with the result that it is often the novice's most crucial move that is subjected to the most enemy firepower.

Often this is because novices do not yet know how to dangle bait in front of a defender. They may send a unit into a defender's line of sight, hoping the defender will fire, but unless the defender feels some sort of threat from that unit, there is every reason for him to hold his fire. This is why veteran players, for example, will often move a unit towards the defender (presenting a threat to that defender) when his real goal is to move some subsequent unit or units away from or around that defender. If the defender holds his fire, there will be an enemy unit right at his front door. On the other hand, if he fires at that enemy, he may lose his opportunity to fire at some unit in the future. It is this sort of dilemma that can cause a veteran player to fire; just dangling a target in front of him will not.

Novices with Learner's Permits

Figuring out how to use AFVs to best advantage, or how to combat AFVs, is often even more difficult for inexperienced ASL players than learning the principles for using infantry. The main reason for this is that tanks have so many "weapons" at their disposal, and can range so far across the battlefield so quickly, that determining the best options among dozens can prove very difficult indeed.

Too many gun platforms. Probably the most common novice error regarding AFVs is to use them simply as gun platforms. Novices will move a tank into the line of sight of an enemy unit, stop, and then fire at that enemy unit in subsequent fire phases. Only using one weapon, a tank's main armament (especially if used against infantry), is just using one trick out of many, and usually not even the best one. Instead, many tanks can be used more like the character "Neo" in the movie **The Matrix**: as a scary, fast-moving ninja with a cool black coat full of weapons.

Imagine a tank rushing up to a row of three enemy units in woods hexes, as in *Figure 5*. When it gets up next to the first enemy hex, it uses its smoke dispenser to leave smoke in that hex (creating a way for friendly infantry to subsequently approach the tree line). Then it moves a hex over, stops, and blasts the second enemy unit with its bow and coaxial machine guns. Having broken that unit, it expends most of its movement points in Delay (D2.17), then starts again and moves into bypass in the third enemy hex, ending its movement phase in Motion Status (D2.4), employing the dreaded "bypass sleaze" (Target Selection Limits; A7.212). That third enemy unit has a very low chance of dispatching the tank in Close Combat, yet it cannot fire out of the hex at other enemy units thanks to the tank in its own hex. Instead, it has to sit there helplessly as a horde of attackers approach it with impunity. Contrast how effective that tank was with the example in the previous paragraph—and this tank did not even fire its main armament.
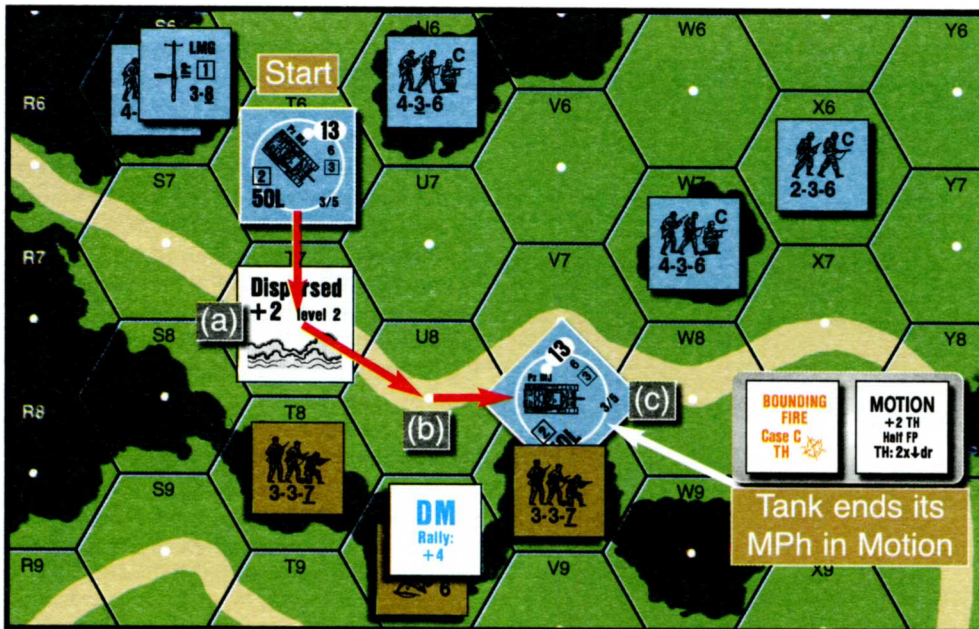
Figure 5: The Versatility of Tanks: The German player needs to overcome Partisan resistance in the woods. Instead of simply Prep Firing his units, which will lock them in place in the MPh, he can instead use his tank to (a) place Smoke in T7 using the tank's smoke discharger (sD); then move it to U8 (b), where it uses Bounding First Fire to attack the squad in U9 with its machine guns at 8(+1); finally, it ends its move (c) by using Vehicular Bypass Movment to "freeze" the squad in V8. The tank remains in Motion to lessen the chance that the Partisan squad will be able to affect it in Close Combat (because CC attacks vs. a Motion vehicle must add 2 to their CC DR). German infantry may now move with more freedom than was possible before the tank moved.

Tanks have many weapons at their disposal, but novices often see only one. They don't use Smoke Dispensers (D13), they don't move and fire machine guns in the same phase, they don't take Bounding First Fire (C5.13) shots in the movement phase, and they don't freeze enemy units by ending their movement in Motion in bypass in enemy occupied hexes. It's almost as if the novice is driving with just a single gear.

No coordination with infantry. With combined arms attacks, tanks and infantry protect each other and enable each other to operate more effectively. Inexperienced ASL players tend to have more difficulties in pulling combined arms operations off successfully. They may be able to use Armored Assault (D9.31), but beyond that they are at a loss. But often the way tanks are most useful is to clear the way for infantry. One of the greatest things about German PzKpfw IV or Allied Sherman tanks is not their main armament, or their armor factors, or even their machine guns—it is their SMOKE capability. Some tanks are practically mobile smoke generators, with high SMOKE special ammo exponents and often a good smoke dispenser as well (smoke mortars are particularly handy). Even the worst clunker of a tank can still use Vehicular Smoke Grenades (D13.35). Often the best thing a tank can do on the first turn of the game is to fire smoke. And every time a player starts to move a tank, he should consider whether he has an opportunity to use his smoke dispenser some-

where along that tank's move. The main benefit of SMOKE is that it allows friendly units to approach the enemy safely. Tanks can do this in other ways as well. Is there a key defensive position it can freeze with bypass movement that would allow other friendly units to pass safely by? Perhaps it doesn't even need to use bypass movement—maybe it can simply roll over a foxhole and squat there for a turn. Sometimes a tank's machine guns can break or pin a pesky enemy unit (especially if it is in a location with low Terrain Effect Modifier; A7.6) so that friendly units may approach it or get around it.

Similarly, infantry can pave the way for tanks as well. The best way it can do this is through reconnaissance, uncovering anti-tank gun positions and HIP units toting panzerschrecks. It is far easier for infantry to take out an enemy anti-tank gun than it is for most vehicles. But infantry can also be used to draw enemy fire—ideally from enemy tanks, which might help a friendly tank subsequently approach with more safety. Infantry can also keep pesky bazookas and the like from getting too close or can remove irritating Anti-Tank Mines (B28.5).

Dos, don'ts and do-overs. Another area where expert players have an advantage over novices is in all the little ways to get a little extra out of their vehicles. Expert players know, for example, that often trying to repair a broken main armament can be more trouble than it is worth, because an AFV that disables its main armament

permanently is Recalled (D3.7/5.341), while an AFV with no main armament may still be very useful.

Expert players will often use Special Ammunition (C8), such as APCR, not so much because it has a better to kill probability but because it gives them a free shot. If their chances of hitting an enemy vehicle are low to begin with, it doesn't matter that their APCR depletion number is low. If they miss, they will simply have depleted their APCR, and it is as if they never fired at all, so they can take another shot with their regular ammo and hope that this time they roll lower. Similarly, expert players know that one of the best uses of AFV machine guns on the defense is not against enemy infantry, but against enemy tanks. A tank can fire one of its machine guns at an enemy vehicle not in order to hurt it but simply because doing so gives it an opportunity to change its covered arc and present its best armor against the enemy.

Lastly, expert players know when to do the unexpected with tanks. They are far more likely than novice players, for example, to risk a Bog (D8.2) check to crash into a woods hex to get around an enemy threat such as anti-tank guns. They may similarly risk a Bog check (and crashing into the Cellar; B23.41) to slam into an enemy building, if it seems useful. Ironically, though, one area where experienced players take more needless risks than novice players is in the use of Excessive Speed Breakdown (ESB; D2.5) to get an extra movement point or two. Novices will rarely try this, as they tend to be very cautious, whereas many experienced players will try ESB even in situations where the risk is hardly warranted. It's the exception, though, that proves the rule.

Conclusion

Nobody can learn all the nuances of ASL overnight. Nor should anybody try. Often it is a good idea to pick one narrow area—fire discipline, perhaps—and concentrate on that, paying attention to the decisions that you make as well as those of your opponent, to look for ways to improve your decision making and increase your skill. But no matter how you do it, knowing the areas in which you may need improvement is the first step in being able to increase your skill and get to that next rung on the learning ladder.

TIPS FROM THE TRENCHES

DID YOU KNOW...a Gun can avoid the Case A TH penalty by simply changing its CA in the PFPh without firing, and firing instead in the Advancing Fire Phase? C5.11 requires a Gun to pay the TH penalty only in the same phase it changes CA.

A Preview of *Hakkaa Päälle!*
The Last ASL Core Module?
by Lars Thuring & Tuomo Lukkari

Hakkaa Päälle!, the new (and possibly last) ASL core module featuring a full treatment of the Finns, has finally been submitted to MMP. With this module you will be able to follow Finnish armed forces through the three distinct wars they fought during World War II: the Winter War, the Continuation War, and the Lapland War (see sidebar in the right column of this page). Now that MMP has begun work on the module, we can offer a glimpse of some of the components which will be featured in *Hakkaa Päälle!*

The module will include several replacement pages for Chapters A, B, D, E and H, SASL tables, 12 to 16 scenarios, one map (52), and new counters depicting a complete and updated Finnish order of battle. A selection of Russian Lend-Lease vehicles and ordnance will also be included. The following is a brief summary of some of these components.

New Rules

In addition to enhanced national capabilties rules for Finn units, *Hakkaa Päälle!* will introduce a rule for Russian Early War Doctrine. Invoked by SSR, this rule specifies that certain restrictions (such as an inability to make use of Armored Assault and a lack of accuracy for OBA) be placed on Russian forces in scenarios which take place during the Winter War. These reflect the lack of tactical flexibility, poor coordination and inadequate training that were inherent in the Russian Army of that period.

New Infantry Units:

5-4-8 [1]	14 ... 8	1st Line
4-4-7 [2]	10 ... 7	2nd Line
4-3-7 [C]	6 ... 6	Conscript
8+1	... 8	8+1 Leader

The Finns as depicted in ASL have often been criticized for being too powerful, making them no fun to play with (or, especially, against!) The Self-Rally capability is indeed powerful, always allowing the Finns to bounce back unless kept under Desperation Morale. The high inherent firepower, while historically correct in some situations (such as close combat during the Winter

War) needed to be adjusted downward in most situations. The 8-3-8 should be a rare appearance on the mapboard, because the 6-4-8 is appropriate for most elite units.

For these reasons new squads were added in three classes: 1st Line, 2nd Line and Conscript. The "new" 1st Line is actually based on the recommendation in the current rules for the Finnish, the 5-4-8 (see A25.72). The new 2nd Line squad is a 4-4-7 and the new Conscript a lowly 4-3-7. This is definitely a new feel for the Finns!

The low Leader Generation number for Finns works well together with Self-Rally but leads to a severe handicap in leader-assisted movement, especially when the Finns were considered to be fast-moving and tactically adept at encircling the enemy deep in the forests of Finland. The solution to this was to introduce an 8+1 leader to the Finnish hierarchy of leaders. Due to the Self-Rally capability of the Finnish MMC [*EXC: Conscripts*], the 8+1 does not bring any additional rallying potential but still can be used for gaining MF bonus and other leader actions.

New Vehicles:

BT-42(r): This was a Finnish conversion that mounted a newly-designed turret equipped with the British 114mm howitzer on a BT-7 hull. The conversion may have been inspired in part by the KV-2, which it superficially resembled.

Sotka(r): The Finns nicknamed T-34/76 tanks "Sotka" after a Finnish water bird. They captured the first T-34 M41 tank in October of 1941, and by 1943 had captured a total of four of them.
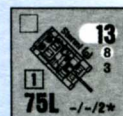
Sturmi(g): Finland bought 30 StuG IIIG (which they nicknamed "Sturmi"); these vehicles arrived in July-September 1943. They were slightly modified: German machine guns were replaced with Russian DT tank machine guns and the Schuerzen was removed. The vehicles also had no smoke dischargers.

RF-8: This aerosan (Air Sledge) was made available to the army in late December, 1941. The RF-8 had a wooden hull and was armed with a standard DT LMG, some hand grenades, and manned by a crew of two: the driver and the LMG operator who sat in front of the driver.

New AFVs, Ordnance and Weapons

At the outbreak of the Winter War, the Finns had but a single running AFV: a Swedish Landsverk armored car. A handful of other tanks were either dug in as part of fixed fortifications

or had not yet been equipped with guns. In an effort to save money, these AFVs had been purchased without armaments and other "nonessential" equipment (such as seats). One company of Vickers tanks was ready to fight by late February 1940 and was engaged in the only tank vs. tank action of the Winter War (this is depicted in the scenario **Nothing but Courage**). Artillery and ammunition, with only a few exceptions, were also outdated.

Throughout their three wars, the Finns continued to capture large amounts of weapons and vehicles, leading to a unique situation where almost all of the tanks in the Finnish army were of Russian origin. A notable exception was the presence of 30 StuG IIIGs, purchased from Germany, which were used with great success against Russian armor. Additional captured Russian tanks were also purchased from Germany, as were six anti-aircraft tanks from Sweden. In order to increase gun size, the Finns built new turrets for captured Russian BT tanks which mounted British-made 4.5-inch howitzers.

The Bofors 37mm anti-tank gun was purchased from Sweden and it entered domestic production just in time for the Winter War. In February and March of 1940 some units were equipped with French 25mm and Russian 45mm weapons. Despite these assets, the shortage of anti-tank guns was chronic during 1939-40.

New Ordnance:

ItKK/31-40: This was a twin-barrelled 7.62 mm machine gun designed specially for anti-aircraft duties. It was based on the Maxim design, the greatest differences being that this gun was air-cooled, its belt was metal, and it used an accelerator to increase rate of fire. 135 of these were on hand at the start of the Winter War. Production ended in 1944 after 500 of these machine guns were produced.

After the Winter War, Finland acquired more anti-tank guns from Germany, who sold them captured French weapons as well as their own 3.7cm PaK 35/36. These, combined with captured 45mm Russian guns, finally provided the Finns with a large enough supply anti-tank guns, though the performance of these weapons would prove inadequate against newer Russian tank designs. In 1942-44 the Germans sold their 50mm and 75mm guns to the Finns. This allowed the most important Finn units to have adequate anti-tank assets when the Russian 1944 offensive began.

The excellent Lahti anti-tank rifle had been successfully tested, but none were ordered in time for the Winter War. This, along with the scarcity of anti-tank guns, required Finnish infantry to rely on Molotov cocktails and demolition charges for their anti-tank capability. These methods worked at first, but by February the Russians had evolved their tactics, and unsupported charges by tanks into Finnish infantry positions were stopped. In 1941 the Lahti finally entered service, and this powerful weapon proved useful for many years to come.

In the spring of 1944 the Germans began to sell their panzerschreck and panzerfaust light anti-tank weapons to the Finns. Unfortunately these were still in rear area depots, so during the first critical weeks of the 1944 Russian offensive some Finnish infantry units were without effective anti-tank defenses.

New Terrain

There are two new additions to the terrain rules: **Light Woods** and **Prepared Fire Zones**.

Light Woods represent less densely-wooded areas that are somewhat easier for armor to move through and are also more visually open. Instead of being an obstacle to same-level LOS, each Light Woods hex affords a +2 Hindrance instead.

Prepared Fire Zones:

Prepared Fire Zones (PFZ) represent situations where a defender has had adequate time to clear away terrain in front of his defensive line to optimize fields of fire. A scenario may grant one side a certain number of PFZ *points* which that player then spends at setup to reduce one type of terrain (woods/forest/jungle/bamboo) into brush or open ground, depending upon the number of points spent. These hexes are indicated by the placement of the appropriate PFZ counter.

New Scenarios

Hakkaa Päälle! will have as many as 16 scenarios offering a much wider variety than the typical Finns-vs.-Russians-in-snow fare. These will cover actions from all three of Finland's wars, from the desperate defensive battles of the Winter War through late-war combat against the Germans in the Lapland War. Players will be able to enjoy the wide variety of new infantry units, vehicles, guns and support weapons which are included in the module and employed in these scenarios.

Mottis

Probably the most famous aspect of the Winter War was the *Motti*, a term referring to the entrapment or encirclement of Russian forces. *Mottis* occurred when long columns of Russian troops became encircled along the wintry roads of the Finnish forests. Once committed to the road, the Russians were unable to manuever, allowing Finnish ski-troops to roam freely in the forest around them. The Finns could then isolate sections of a formation and destroy it piecemeal. Russian mechanized columns were especially vulnerable to this tactic, and the Finns were able to capture hundreds of Russian vehicles this way. Some Russian convoys trapped in *Motti* were so large they were able to endure for many months, including a few which made it all the way to the end of the Winter War without capitulating.

11TH COMPANY COUNTERATTACK
ASL SCENARIO XX

Maczek Fire Brigade

Two expert players examine scenario J113 to show there's more than one way to skin a cat.

by J.R. Tracy & Bret Hildebran

J.R. Tracy needs no introduction to those familiar with the ASL tournament circuit. He begins our two-part article with a look at his plan for a Polish defensive setup.

Maczek Fire Brigade–there are all kinds of reasons to love this little gem: plucky Poles, elite motorcyclists, interesting terrain, opportunities for maneuver on the attack and defense, and funky early war armor. It is the dawn of the Blitzkrieg, but both sides have plenty of AFVs. With their thin skins they cannot operate with impunity; every MG on the battlefield is a legitimate threat. This scenario instantly became one of my favorites when it first reached our shores from Sweden, and I am honored to introduce it here to a new audience of *Journal* readers.

Sitting down as the Pole, four main elements drive my setup decisions. The scenario objectives, naturally, are first and foremost. Next I consider the opposing orders of battle; I need to know what I have to work with and what I'm up against. I then look at the terrain and the options it offers me. Finally, with significant Polish reinforcements on the way, I have to consider how best to coordinate my initial on-board force with the armor riding to the rescue.

The victory conditions require the German to take at least twelve of the sixteen buildings north of hexrow L; this means I need to hold five. The two on board 50 (X6 and Z6) catch my eye; defending them anchors my right flank and offers the possibility of interesting lines of sight into the board 17 battle. The deep buildings on 17 (Z7, CC3, and DD6) round out the balance. I will try to hold more, of course, but having a core defense in mind provides focus for the rest of the setup.

The orders of battle are what draw me to this scenario–neat stuff abounds on both sides. The Polish infantry is solid if unadventurous. They are middle-of-the-road morale-wise, but their five hex range will be very useful in the opening movement phases. As Allied Minors, they are unfortunately a little reluctant to engage armor, suffering a +1 DRM to any PAATC. Their inherent BARs grant my troops the Assault Fire

bonus–not a big deal here but nice to have. With just two leaders I will have a few pockets of infantry out on their own without anyone to guide them. Across this force I will distribute a HMG, a MMG and an ATR, each one a potential tank-killer and also enough to intimidate most motorcyclists into a more prudent foot-bound approach. To throw a little deception into the mix, I have ten concealment counters, which are essential in helping to keep the German guessing as to the precise whereabouts of my heavy weapons.

The Polish armor is a mix of real oddballs. First to arrive are a trio of Vickers tanks, two Edws and one Ejw. The former sport dual turrets spitting twin flames of machine gun death–far from a sure thing against the Panzers but enough to give a German pause. Twelve FP will be useful against any 468 brave enough to come within LOS. The Ejw is the king of this particular battlefield; its 47* MA has a Basic TK # two pips better than anything else on either side. The Ejw also has a six FP coaxial MG, which could be very handy in this combined arms fight. Last but not least, these AFVs have the best armor protection in the battle, one AF all around with a two AF front hull. It doesn't sound like much, but given the low German TK numbers, that extra plating dramatically increases survivability.

> "The Victory Conditions require the German to take at least twelve of the sixteen buildings north of hexrow L; this means I need to hold five...I will try to hold more, of course, but having a core defense in mind provides focus for the rest of the setup."

On turn two I get three Carden-Lloyd tankettes –two 20L-armed TKS(L)s plus a TKS with a machine gun MA. A distant cousin of the Italian L3, the TKS has decent speed but poor armor, "0" in all but the front hull. Double-small target size enhances survivability, but with a two man crew a Stun is enough to send them home, as noted by the 'Stun=Recall' on the reverse of the counter. These aren't the most impressive tanks to grace a scenario card, but those two 20L tubes are as good as anything the German has.

All the Polish AFVs are burdened with unreliable transmissions, B11 weapons, and a lack of radios. The dodgy transmissions are more a

source of anxiety than any great worry, but B11 MAs mean I'll have to think twice about low odds shots. The lack of radios is the biggest pain, deeply affecting my tactical flexibility. I reckon I will be trying some non-Platoon Movement task checks over the course of the scenario. D14.212 limits my options as my tanks enter the map.

On the German side we find a lot of quality– ten 468s and three leaders, two with -1 modifiers. One MMG, two LMGs and an ATR boost German firepower. As with the Polish support weapons, all of these are legitimate anti-armor threats. Above all, this force is highly mobile, with motorcycle mounts for five squads and three trucks for the rest. That mobility comes at a price, however, with a -1 IFT/TH DRM versus motorcycle riders and the possibility of Bail Out morale checks should bad things happen.

The infantry is backed by seven AFVs. The PzIBs mount MG MAs, but don't forget they get two TK rolls on any hits. The three PzIIAs have reasonably potent 20L MAs, with an IFE of four, plus the five FP-factor CMGs. The PSW 222s have the same armament, and like the PzIIAs, their 20Ls have a ROF of two. Operating open-topped, the PSWs will generally enjoy greater TH probabilities at the expense of increased vulnerability.

The Panzers are relatively nimble with 15 MPs, but the PSWs positively fly (on the roads, at least) with 33 MPs. All the German AFVs have a consistent one-point armor factor on all aspects. Like the Poles, the German MAs are all B11, but the powerful CMGs of the PzIIAs and armored cars mean they remain useful even if their MAs go down. Finally, all the German AFVs carry sD6 smoke dispensers, vital to the well-being of their motorcycle-mounted comrades on the opening turn. A difficult decision will be whether to go CE to improve the chance of deploying a crucial smoke screen.

Comparing the armor forces and anti-armor weapons, I find them very evenly matched. Adjusted for rate of fire, the Poles can expect 15.167 shots a turn, of which five are non-MGs. The Germans counter with 15.167 of their own, but seven of those shots are above machinegun caliber. In addition, as mentioned earlier, the PzIBs get two TK rolls. Should things get up close and personal, the German MMCs with their eight morale have a whopping 73% greater chance of engaging tanks than their PAATC-challenged Polish counterparts. Taking the relative armaments into account alongside the black MPs and radios of the German force, I give the nod to the Panzers in terms of hardware alone. However, the situation puts the Poles on the defense, generally getting the first shot in the armor battle and diminishing the impact of the

J.R.'s setup; Dummy units are shown, and all real units are unconcealed for clarity, but will begin the game concealed.

J.R.'s "Final Five"
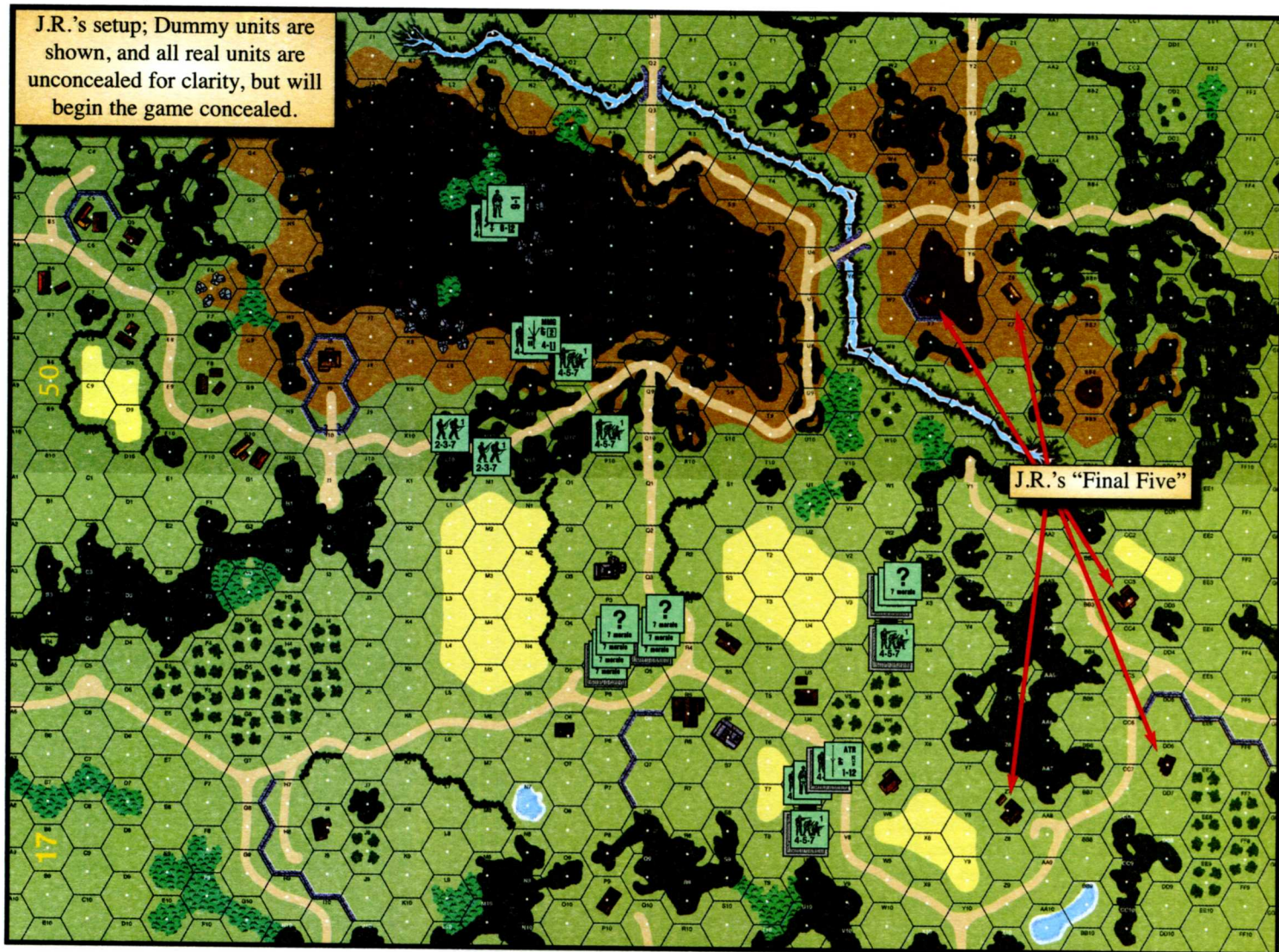
PAATC gap. This is enough in my mind to reduce the German hardware edge, making it an even fight.

Looking at the terrain, the scenario is clearly won or lost on board 17, which has fourteen of the sixteen VC buildings. At the same time, I can't ignore the looming four-level board 50 ridge, nor the road it provides for a deep flanking move against the board 17 town. Considering how to distribute my forces, the +2 and +3 TEMs of the town buildings are attractive, but their locations give me pause. 17P4 looks great at first glance–the upper level dominates the heart of the board 17 approach and can even interdict the board 50 road through the 17K1 gap in the trees. However, against a capable German player that building will soon be encircled and taking fire from every direction. A great Turn 1 firing position will devolve into a deathtrap by Turn 3. Here's where the German mobility really shines, cutting rout paths and turning failed morale checks into dead Poles. With that in mind, I look further north on 17. I'll defend in front of my "Final Five" (50X6, 50Z6, 17Z7, 17CC3, 17DD6) but deep enough to integrate my troops with my tanks on the turn they arrive.

Board 50 is a conundrum–it has great lines of sight but lousy TEM. Despite the lack of VC buildings, I think it needs to be strongly defend-

ed. 50M5 and N5 see nearly the entire map, and some level one and level two locations further north can play into the mid and endgame as well. 50T8 in particular looks good. If any motorcyclists can stay on their bikes, the road could allow a *coup de main* against 50X6 and Z6, which in turn becomes a threat to the deepest buildings on board 17. At the risk of overcommitment, I will place a substantial part of my force on the crests of board 50.

Considering my reinforcements and the nuances of Platoon Movement, I see the best I can do with my Turn 1 tanks is get them to 17V7 or so. That fits in nicely with my plan for a deep defense, so they can expect to meet some friends in the 17U7 building. The tankettes will respond to whatever happens over the first two German turns, but barring pressing circumstances I will bring them onto board 50, up onto the 50X6 knoll. By Turn 3 I expect to have a 20L TKS in 50X6/W6 bypass, which has some nice lines of sight and is Hull Down to boot. The early game flow will dictate the employment of the remaining tankettes.

Given all that, I want to get the German off his cycles and out of his trucks as soon as possible, preserve my infantry, deny the board 50 road, tie him up with my armor, and hold the "Final Five".

Here is what I came up with:

50M5: 9-1/HMG/4-5-7 squad

For dummies to be credible real units, real units must be credible dummies. 50N5 is a better spot in terms of LOS and rout paths, but unfortunately Crag isn't eligible dummy terrain (A12.12) and a ?+3 stack there would be a dead giveaway to a savvy attacker. M5 has more than adequate LOS versus the German opening turn, and the advantage of dummy-friendly Brush. My main misgiving is that should these men break, they will head toward M3 rather than the P5 woods mass.

50N7: MMG/4-5-7 squad

What's the sense of having a rule if you don't break it right away? This stack is the only one in my setup that is not in Dummy-eligible terrain. I don't mind though, because I want the German to know it's real, perhaps the ATR, to dissuade him from a board 50 blitz. The MMG's mission will be to guard the board 50 road, since the HMG's attention may be elsewhere. From here, the MMG can redeploy to 50P9 on Turn 2, and on to 50R9 on Turn 3, both effective against infantry moving through the town.

50L9: 2-3-7 half squad
50M10: 2-3-7 half squad

These half squads guard the road. The L9 HS will fire at an AFV in 50K10 just to lay residual firepower (a tip I learned from Bret!) and deal in turn with anything entering its location. The M10 HS will hold fire in case a BU PSW heads down the road, so it can deliver a 6(+2) (A7.211). Otherwise they will engage intrepid motorcyclists and truckers. Any survivors will fall back to help out on board 17.

50O8: 4-5-7 squad

This squad covers the road on the one hand, and will recrew the HMG should the M5 457 rout off into the woods.

50P9: 4-5-7 squad

P9 offers long range LOS onto the board 17 road as well Point Blank fire on the board 50 road. In my half of Turn 1, this squad will double time down to 17U1 on its way to the 17W3 building.

17P4/L1: ? x 4
17Q4/L1: ? x 3

These dummies are impersonating a leader-directed HMG with an ATR or MMG sidekick. The obviousness of the position grants instant credibility, but with every SW shot from elsewhere that credibility erodes. If they convince the German player to dismount his Riders early on Turn 1 then they've accomplished their mission.

17U7: 8-0/4-5-7 squad
17U7/L1: ATR/4-5-7 squad
17U8/L1: 4-5-7 squad

This is the anchor of my board 17 position. The upper-level infantry can throw firepower out to 17K6 and M6, while the leader and squad in U6 have a Streetfighting mission. The 8-0 is also necessary given the concentration of MMCs. The ATR offers a little local anti-armor protection, and will work closely with the Turn 1 tanks pulling up just north of the building. I will likely deploy one of the squads early in the game to fall back to W7, but this position commands my left flank; with the support of the armor, it should prove a tough nut to crack.

17W3/L1: ? x 3
17W4/L1: 4-5-7 squad

The W4 squad covers the U3 grain field and can hit M6. The Dummies might make a convincing ATR team until the real deal in U7 opens up. This should be adequate until some board 50 troops make their way over.

I expect the German to attack this setup with a hard drive up my left flank, along the east board edge, with perhaps a weak drive on board 50 to keep those troops engaged. He should be able to get some armor behind the 17P7/Q7 wall on turn one, so my 17U7 building guys will be skulking and relying on the grain to survive. My HMG will reserve fire for as long as possible, with an infantry-killing mission trumped only by a shot at a CE armored car; in my opinion, those PSWs are the biggest Turn 1 threat. I will get my 47* Vickers into 17V7, with an Edw in W8 and another in W9; the last will later attempt to break off to find a better spot to protect the flank. Once the German intentions are known, I'll move what I can from board 50 down to the town, with the MGs remaining to take advantage of the wide ranging fields of fire from atop the hill.

My setup is risky, with perhaps too much emphasis on board 50. I feel the risk is justified if it substantially delays the German attack, gets those cyclists off their rides, and secures my right flank. As a bonus, I might put a real hurt on the German infantry, between good fire attacks and some failed Bail Out morale checks. Conservation of force is a priority–I want my infantry alive for the endgame. I think this battle will be won or lost in the armor engagement. It's a real crapshoot, with low TK rolls on both sides. I will force him to bring the fight to me, counting on the natural defensive advantages to carry the day.

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*As well as being one of the game's best players, **Bret Hildebran** is also the Tournament Director of the game's best event – ASLOK, held each year in Ohio (see p. 20). Bret's take on the Polish defense is a different approach than J.R.'s*

It is September of 1939, and your Polish brethren are desperate to stop the marauding Panzers of the Wehrmacht. Colonel Maczek has given you his fire brigade to blunt the German *schwerpunkt* and give your fellow Poles time to form a more cogent defense. Can you buy enough time for your forces? Or will the German Panzers tread all over you as they race inland from the border?

The biggest Polish advantage in *Maczek Fire Brigade* is time, and the preferred defense is an up-front "D", which will allow the Pole to intercept the German infantry when it is most likely to be stacked for movement purposes. At a minimum, the Germans must go 24 hexes in 6 turns to meet the 12 building requirement of the victory conditions. Between their motorcycles and their trucks, they do have great mobility. However, both forms of conveyance are extremely vulnerable to Polish small arms fire. If the Poles hope to win then it is best to force the Germans to dismount and slug it out on the ground as soon as possible. The other positive to this defense is that the Poles are defending the buildings as opposed to the hills. With this setup even the forces in the woods will be falling back on to the VC buildings.

The initial Polish OB's Achilles' heels are:
1) the lack of anti-tank weapons, and
2) the need to defend terrain that is susceptible to Bounding Fire from German AFVs. Those AFVs can then get behind that terrain to eliminate broken Polish units for Failure to Rout.

The ATR is critical to the defense and it likely needs to get lucky to knock out a few AFVs early in the game to keep the Germans honest. The HMG and the MMG are the only other AT weapons on-board at start. Ideally, the Pole would rather break infantry with his machine guns than use them to take potshots at AFVs; but if no infantry targets present themselves then the Pole has to hope to get lucky against the tanks.

Here is my setup:

17P4/L1: 9-1/HMG/4-5-7 squad
17P4: 4-5-7 squad
50L9: 4-5-7 squad

The anchor of the defense is the 9-1/HMG/4-5-7 combo in Level 1 of 17P4. It is obvious where the HMG is, but given that the Polish player wants him firing immediately, that is not necessarily a bad thing. The HMG's presence will also give the Germans pause about being too aggressive when moving up their infantry until the HMG is enticed to shoot and either lose ROF or, at the very least, fix its Covered Arc. The HMG can cover both the board 50 road approaches and the board 17 push. The Pole cannot be afraid to take the early shot at 50J9 to shut down the flank approach if needed, which will fix the MG's CA, but only for Defensive First Fire. The lone squad out front covering the board 50 woods approach may need the support if the Germans go heavy to that side.

"Ideally, the Pole would rather break infantry with his machine guns than use them to take potshots at AFVs; but if no infantry targets present themselves then the Pole has to hope to get lucky against the tanks."


The biggest downside to the HMG's positioning is that, beginning in the bottom of Turn 1, its manning infantry is going to be on the receiving end of lots of 8(+2) shots, hoping to get lucky; and it only takes one bad sequence to give the Poles real trouble. The 4-5-7 downstairs offers some redundancy as he can man the HMG in a pinch, plus has some street fighting opportunities if the German gets too frisky with his AFVs.

50P8: 4-5-7 squad

The 4-5-7 in 50P8 is insurance in case the Germans push hard onto board 50 and the dummies in 17L0 are meant to give the Germans doubt that the ATR might be there, although overall a really strong German push on board 50 is not a bad thing. The terrain is limiting and

Bret's setup; Dummy units are shown, and all real units are unconcealed for clarity, but will begin the game concealed.
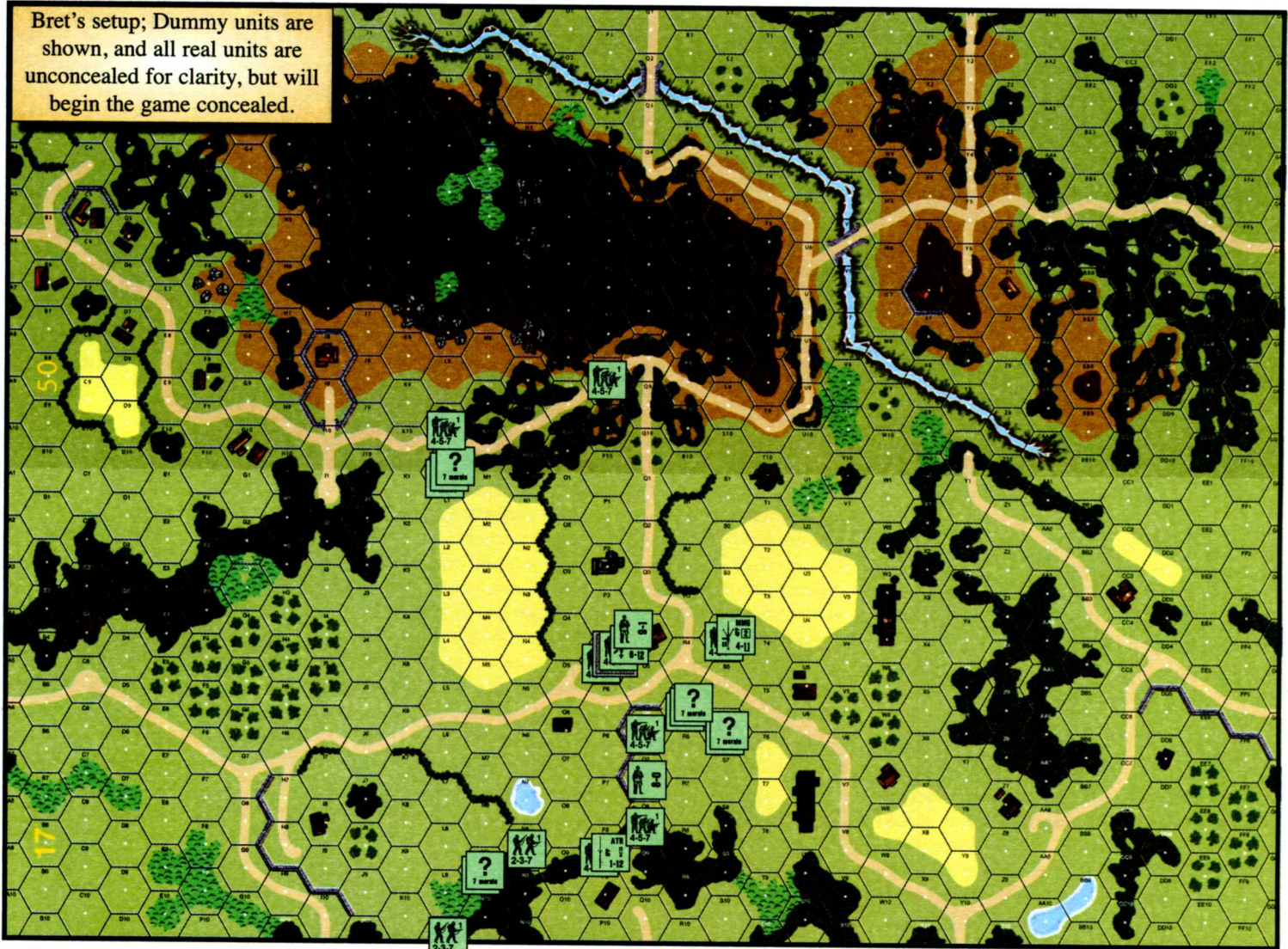
even a single 4-5-7 can shut down any infantry attempting a quick traverse through that area. Including the squad in 50L9, the Poles have two 4-5-7s there.

17S4: MMG/4-5-7 squad
17R5: 3 x ?
17S6: 2 x ?

The MMG in 17S4 is playing safety. With the forward placement of the HMG, the MMG helps cover any meandering tanks coming up the center, and he can also pepper a few hexes of the hedge line in hexrow N. Plus, if needed, the MMG can fall back from S4 relatively safely to provide a last line of defense. The dummies are placed relatively far back to provide reasonable sniper bait, mitigating the chance of a lucky SAN taking out either MG.

17L10: 2-3-7 half squad
17L0: 3 x ?
17N8: 2-3-7 half squad
17M9: 2 x ?
17Q8: 4-5-7 squad
17Q7: 8-0
17Q6: 4-5-7 squad

The rest of the defense is centered on not giv-

ing up ground easily to the Germans pushing up the Polish left flank. Two half squads and a dummy stack draw the dangerous assignment of covering the position out in the woods, to get some fire behind the hedge row. It is worth noting that should a German AFV make it to 17L9 the 2-3-7 half squad in 17L10 will be eliminated for Failure to Rout if it breaks on Turn 1. The ability to cover 17K10/J9/I9 with some fire, however, is likely worth the risk. Additionally, to break that half squad the German would need to expend a fair amount of AFV resources since even a 4(+1) shot from an ADJACENT hex (assuming that the 2-3-7 is still Concealed) only has a 19% chance at a break. On average, it should take at least three AFVs to break the half squad over half the time; and if the Germans are willing to expend 3/7 of their AFV force to eliminate a half squad then it will have truly earned its Order of *Polonia Restituta*, albeit posthumously.

17P8: ATR/4-5-7 squad

The ATR in 17P8 covers the center to ensure no AFVs get too aggressive when going after the HMG position, since it can cover some of the hedge lines where AFVs are likely to stop. The ATR can swing behind the wall as well, depend-

ing on where it is needed most.

The Turn 1 AFV reinforcements will most likely enter around 17GG8, make it into 17W6, and then go Hull Down in 17Q6/Q7 on Turn 2. Its platoon mate can float as needed; 17Q5 or P5 are the likely hexes for it. The 47* is a monster in this scenario. It most likely goes to 17Q7 to give it the best field of fire. The TKSs will either enter at the same place as the Turn 1 units to complement them or, if the Germans are looking at a big push on board 50, they could enter down the board 50 road and be in position to protect the two buildings there. This also puts them in a good position to intercept the German flank.

After the Poles hammer the German infantry on the first few turns, the Germans will have real trouble getting the 12 buildings needed for the win. The Poles can fall back and slowly give up ground, using the woods on the left flank as a bridge back to the 17U7/W7 buildings. Defending the 17U7/W3 buildings can be relatively simple. The lack of a Polish Turn 6 means that it will be tough for the Germans to take these buildings at all if any Poles are in them at ground level in German Turn 6. If the Poles withstand the first two turns until the cavalry arrives, and can preserve their force in the fallback, they will be difficult to beat in the end game. Having enough infantry around at game end is key.

Turning The Tide

Twenty More Updated ASL Scenarios
by Jim Stahler

Ever since ASL first came out in 1985, I have been excited about playing all those great scenarios created for *Squad Leader*, *Cross of Iron*, *Crescendo of Doom*, and *GI: Anvil of Victory* using the brand new ASL rules. There were a lot of wonderful scenarios created for the older system, and I have been working on updating them for ASL ever since there was an ASL. Of the 111 original scenarios, 76 have already been updated (24 by yours truly) and published either in *The General*, the *ASL Annuals*, the *ASL Journal*, or the scenario pack *A GI's Dozen*. The subject of this article, *Turning The Tide*, contains 20 more scenarios, leaving only 15 left to be updated for ASL in one last scenario pack.

I would like to thank a number of dedicated playtesters who played many, many games and made this scenario packet possible: Dan Best, Wayne Hadady, Jeff Leonard, Jim Mehl, Paul Schill, Bill Stoppel, and Lee Tankersly. Many thanks also to Roger Nord for his fine hospitality and all the brownies.

Turning The Tide comprises 20 scenarios that take place between September 1, 1939 and September 24, 1943. For the first three years of the war, Germany had everything going its way. Then in 1942 the tide turned at El Alamein, Stalingrad, and Northwest Africa. The year 1943 marked the beginning of the end, with German forces facing disaster in Tunisia, Kursk, Sicily, Italy, and the Ukraine. This batch of scenarios captures the drama of the early years of World War II.

Most of the more basic scenarios have already been updated. These new updated scenarios are loaded with elements rarely found in ASL scenarios. There are three night scenarios, two with cavalry, four with motorcycles, three with air support, three with paratroopers, and one with gliders. There is also a huge variation in size.

Two scenarios are tiny, one is small, and nine of them are pretty big, including **Breakout from Borisov** (which was the monster scenario of its day, long before **The Last Bid** from *Red Barricades* existed).

A few of you have been waiting 25 years for these wonderful scenarios to reappear ready for ASL. For you, this batch completes the update of all the scenarios from *Cross of Iron*, *Crescendo of Doom*, the Series 100 and Series 200 scenarios. Most of the rest of you have never seen the original system. For you, these are all brand new scenarios. This article is addressed to both groups. It gives a brief overview of the 20 scenarios to whet your appetite for this excellent addition to ASL.

U14 Sacrifice of Polish Armor

The first scenario takes place on the first day of World War II, the day the Germans launched their conquest of Poland. This early in the war armor was so thin that a 37L AT gun could rule the battlefield. The Poles have two of them, supporting elite infantry defending a thinly wooded ridge with forest in front, farmland out back. A motorized German force comes roaring down the road with tanks, motorcycles, and infantry laden trucks. They must either cross a gully or advance through the woods to reach the Polish defenders. Meanwhile the Poles anxiously await reinforcements consisting of their own outnumbered tanks and more elite infantry riding aboard trucks. No one knows exactly when the reinforcements will arrive, but one can be sure they are on the way.

The key terrain feature is the road running through the gap between the hills on board 2. The Germans must capture three buildings. Two of them, 2T1 and T8, control this gap. The Germans have their choice of either of two other buildings. Hex 2Z1 controls the southern fork of the road that leads across board 6. Hex 2M1 controls the northern fork of the road.

Two other key features are the bridge over the gully in 5Y8 and the gap in the woods near the southern edge of board 5. The German infantry can happily dismount and attack through the woods, but the tanks must take one of these two routes, unless they want to knock down trees and create trail breaks as they slowly crash through the woods. The Poles must defend the woodland gap and the bridge, and the early fighting typically involves the Germans struggling to reach board 2.
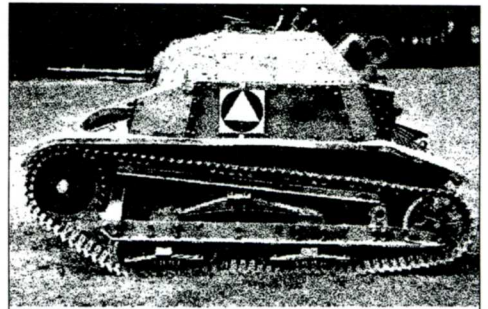
Then the Germans focus on building 2T8 and the gap in the hills while some infantry infiltrates over the ridge to spread out the Polish defenders, with the light tanks scampering all over the place. The end game often results in a battle between the surviving German tanks and the newly arrived Polish armor, usually just east of the ridge along the road between 2M1 and Z1. If the Poles can set up their HMG upstairs in building 6N3 they can control much of the ridge and slow down the Germans. However, if the Germans position some armor hull down on the hills, they can earn a big advantage in the final struggle. The crucial cliffs on board 2 guarantee that every game is a cliffhanger.

U15 Battle for the Warta Line

This scenario takes place a few days later, with the Poles desperately trying to slow down the German onslaught. This time the Germans are assaulting a fortified Polish line. Elite Polish infantry are protected by wire, foxholes and a pillbox. They are supported by offboard artillery directed by a field phone. Their only anti-tank weapons are a trio of ATRs and a pair of MMGs.

The Germans have early-war SS infantry with good morale and excellent leadership. They are supported by a pair of light tanks, a 75* infantry gun towed by a halftrack, and their own offboard artillery directed by a radio.

The northern third of the battlefield is open ground sliced by a pair of gullies. The Poles tend to defend this axis of advance with troops dug in on Hill 498. This hill may even be a good spot for the pillbox. The German infantry generally attacks through the woods to the south, which is perfect terrain for wire. The Germans don't know where the wire will be until they blunder into it. Meanwhile the Poles usually station their 9-2 leader to direct a MMG upstairs in building 3M2, to welcome the Germans when they eventually emerge from the woods. This building is a prime target for the German artillery, which can either blast it with HE or shroud it with smoke.

The German tanks either drive across the northern gullies or through the southern gap in the woods, which is frequently blocked with wire and defended from Hill 547. The Poles can station one ATR on Hill 547 and another on Hill 498 to cover the two approaches that can be used by vehicles. The third ATR can be kept in reserve.

Polish infantry usually starts by defending the wire in the woods, and then falls back to defend the town and the hills to the north and south. This is a scenario where it makes sense for the defenders to maintain a reserve of a platoon or two to send to face the main German thrust. The Germans have but eight turns to fight through the woods, past the town, and over the hills to reach the east edge of the board. They have to make the best use of their superior leadership and firepower, artillery support, and light armor to defeat a strong, elite and well-fortified Polish force.

U16 Under Cover of Darkness

By this time this scenario takes place the Poles are already in trouble. The port of Gdynia is surrounded by the advancing Germans. In this night scenario a force of Polish infantry launch a counterattack that hits the seam between two German formations, attempting to push back the enemy. This is a basic night scenario since there are no starshells or other forms of illumination. The Germans are unprepared to fight at night, so they lose the advantages of a night-time defender; hidden placement and dummy concealment counters. They retain all the handicaps of a night-time defense; lack of freedom of movement and restricted vision. In addition, the Germans are lax, spread out, and suffer from a lack of coordination between the two halves of their forces.

The action takes place mostly on the flat open terrain of board 4 and east of the hills on board 2. Since four of the eight objective buildings are in each German sector, the Poles must attack both German formations to take six buildings. The Germans just need to hold onto three buildings to win. Often those are the buildings nearest the middle of the board: 2M1, 2T1, and 4O6. A Polish strategy might be to grab the two closest buildings in one sector, say 4T3 and CC6, and all the buildings in the other sector, 2F3, 2M1, 4I10, and 4O6. Frequently the game hinges on a struggle for 4O6.

Despite having equal numbers and a large proportion of green troops, the Poles have the benefits of the initiative, superior coordination, cloaking, and the friendly darkness. They can make two separate attacks against the two German forces, or they can concentrate on just one and overwhelm it before they turn to the other one. If the Germans defend too far forward, they are vulnerable to an attack in their rear if their neighbor collapses too soon. If they defend too far back, the Poles can get close to their objectives before the alarm is sounded and the Germans can react. This scenario has a lot of possible strategies for both sides, and it is a good introduction to the night rules for those of you who have been reluctant to explore this aspect of ASL.

U17 Resistance at Chabrehez

Poland and Denmark have fallen; Norway is being overrun; now it is Belgium's turn. On the first day of the western invasion, well-led German motorcycle troops are roaring through the Ardennes forest to secure the roads for the panzers that follow. A small force of Belgian infantry protected by foxholes, wire, and roadblocks are hiding in the woods, defending the roads running through the forest. The German motorcyclists don't have much time to find the enemy and drive them away to clear the road.

The Germans can attack along three routes. They can use the northern road through the board 5 woods to flank the Belgian defenders, but this way is easily blocked by a roadblock or wire guarded by a single squad. The Germans can hop off their motorcycles and march through the woods on board 2, but this takes a long time. Or they can attack down the main road over the bridge in 5Z9 and tackle the defenders head on.

The Belgians should station a squad and either wire or a roadblock along the woods-road somewhere between 5R6 and I4 to head off a flanking maneuver. The bulk of their force contests the road between 5Z9 and 2Q10. Roadblocks can block the bridges on 5Z9 and Y8, or their MMG can be placed in 5X10 to shoot down the road. Other infantry can set up in the woods on board 5 to place fire on the open ground in the eastern quarter of board 5. They need to be careful not to become cut off from the main action on board 2.

The Germans should send a few half squads to scout the Belgian defenses. The main force should approach the defenders as close as they safely can while riding their motorcycles, and then dismount and attack on foot. Consider sending a flanking platoon through the woods on board 2. There is usually a lot of fighting along the road between 5Z9 and Q10. The gully and woods just north of the road are the key to holding the road and slowing down the Germans.

The end game involves the Germans driving the last Belgian troops from the hills in view of the road. This can be tough if the Belgians have a few surviving squads entrenched on the hilltops or lurking in the pine forests. It only takes one brave Belgian squad to keep the Germans from winning the game, and remember that the Belgians have the final move.

U18 Assault on a Queen

This scenario is based on an historical action that didn't quite happen. With the Netherlands invaded along with Belgium and France, the biggest prize was the Dutch Royal Family. If they could escape to England, the Netherlands could carry on the war and the Allies would retain control of the Dutch overseas colonies. If the Germans captured them, it was likely to be all over for the Netherlands.

This scenario uses the board 6 chateau as the royal palace, occupied by the Royal Family and their elite palace guards. There is a forest to the

east and a quaint village to the west. The German raiding force consists of lightly-armed elite squads with superior leadership roaring down the road on their motorcycles. They can arrive from any direction but the village in the west. Their mission is to surround the palace, capture the Royal Family, and spirit them away to the German lines. The loyal Dutch must defend the Royal Family at all costs to keep them out of the clutches of the Germans. If possible, they should escort them off the board out of danger, to allow them to escape to England to carry on the war from there.
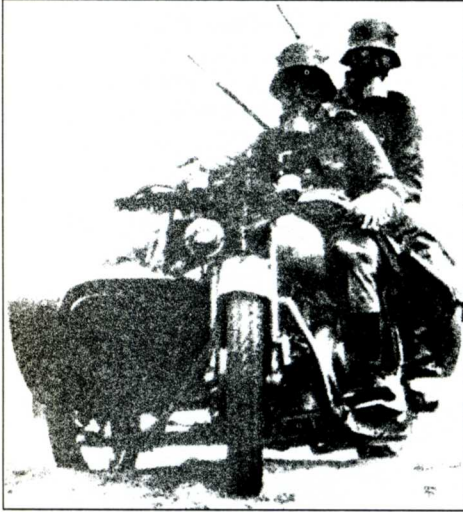
Woe to the soldier who harms a hair on a royal head. If the Royal Family is eliminated, the side that did the deed loses immediately. The best way to capture the Royal Family is in close combat. The escort for the Royal Family is very limited in what it can do, since its first priority is the safety of the Royal Family. Meanwhile, the enemy must be very careful when it engages the escort. A lucky dice roll yielding a K or KIA result can be an unlucky end to the game. I apologize for the lengthy SSRs for this scenario. In *Crescendo of Doom* there was an entire rules section on hostages that was deleted in ASL, so these rules must be included as SSR.

The German strategy involves surrounding the palace, eliminating the exterior guards, forcing their way into the building, finding the Royal Family, wresting them away from their escort in close combat, and gently leading them off the board once they are in German hands. The Dutch have to slow down the Germans since help is on the way now that the alarm has been raised. Infantry reinforcements riding trucks will soon pass through the village and reach the palace to save the day. Neither player knows how big this force will be or exactly when they arrive, but they are coming. The Germans might detail a couple of squads to the village to slow down the reinforcements, but that leaves fewer troops to assault the palace. If the reinforcements come early, they can help to drive off the Germans and keep the Royal Family out of the enemy's hands. If they show up later, they might be able to contain the Germans and keep them from taking the Royal Family back to the German lines. But they

must be careful lest the Germans capture a truck and drive away with the Queen to win the game.

This scenario is one of the more unusual ones in the ASL repertoire. It is well worth wading through the lengthy SSRs to see if you can safeguard the Royal Family or snatch them from their palace and carry them home.

U19 Hasty Pudding

The Germans have swept around the Maginot Line through the Ardennes, crossed the Meuse, and put the British and French to flight. The Belgian Army is surrendering and the Dunkirk evacuation has begun. The British must launch one more counterattack to buy time to establish the defenses protecting Dunkirk.

The 1st Tank Brigade, with Matilda tanks, carriers, and infantry loaded aboard trucks, supported by a pair of field guns, must cross a river over a bridge guarded by a small German force and secure the town on the far side against a rapid German counterattack. Although the bridge on board 7 is the object of the game, most of the action takes place south of the river on board 10.

The German bridge guard consists of only a pair of squads. They can't stand up to the British for very long, but every moment that they delay the British, and every bit of damage that they inflict, eases the job of the counterattack. If any of the bridge guard survives to help the counterattack, so much the better. The Germans tend to occupy buildings 7J1 or 10Z1 to command the approaches to the bridge. These units can be dealt with by the Matilda IIs rolling across the bridge, but they are likely to slow down the infantry, or cause casualties if the infantry are too bold.

Once the British are over the bridge, the infantry must unload from its trucks and position itself to hold the bridge. The town square in 10Y5 is an excellent spot for a tank or a machine gun, or even a gun (though getting one of the ART pieces there takes some planning). The main British line should include the buildings in 10U3, U5, U6, and V7. A brave forward outpost could occupy 10Q7 and R7. The British should be prepared to retreat to the next line of buildings from 10W1 to Y7, and then to the approaches to the bridge. Stationing a big Matilda II on the southern end of the bridge could make it very difficult for the Germans to occupy the bridge in the end game, as would an artillery piece on 7I9 to fire down the length of the bridge at any bold German troops.

The Germans have a powerful force for their counterattack. They have lots of tanks and strong infantry. Their best assets are their 9-2 leader and their assault engineers riding halftracks and toting demo charges. These are the best weapons to use against the heavily armored British tanks, since firing at them is not likely to make a dent. The Germans must make the best use of their armor and their smoke dispensers to get safely on board. Their first objective is the cluster of buildings 10Q7, R6, and R7. They should establish a fire base there and then assault the British main line, smash through it, and keep on driving through the town until they reach the bridge. They must get the most out of their tanks, by bypassing and freezing the British infantry. They must also make good use of their assault engineers with their high firepower, smoke making ability and tank-killing ability in close combat. This scenario often comes down to the last turn to see if a German squad can reach the bridge and survive to win the game.

U20 Fighting at World's Edge

With the war going so badly in France, the Allies decided to wrap up the campaign in Norway to focus on France. But first they had to capture the port of Narvik from the German defenders to allow the Allies to evacuate their forces in the far north. This scenario depicts an elite force of the French Foreign Legion fighting alongside their Norwegian allies. They are supported by a light mortar, and a light tank or two will eventually show up to help out.

The Allied troops must burst out of the forest to assault a lightly wooded ridge held by an elite force of German mountain troops supported by a single AT gun. The Germans are heavily outnumbered but they are defending the heights, and with their high morale, good leadership, and heavy firepower, they are very hard to dislodge. The Germans have two main strategies open to them. They can boldly enter the forest and slow down the Allies, costing them a turn or two, but this is risky. An aggressive or lucky opponent, or careless German play, can severely damage the Germans and allow the enemy to sweep over the ridge and win the game.

An alternative is to set up a defense on the ridge and wait for the enemy to emerge. This often results in a shootout, with the Allies hugging the edge of the woods and the few buildings along the woodline. Soon the Allies will have to make their push uphill to gain the top of the ridge and rush down the other side to reach the edge of the board.

There is often a little mini-game between the late-arriving armor and the AT gun. The tanks have to move along the west edge of board 5, navigating through the narrow gap in the woods, where the AT gun lies in wait. If the tanks can make it past the woods, they can make a big contribution to victory by overrunning German defenders on the hilltops and freezing their fire, allowing the infantry to push forward.

This scenario often results in a wild melee fought among the hilltops on board 2, with the German 9-2 leader and his remaining men holding out against the survivors of the French Foreign Legion. It is one of the smaller scenarios in this batch, and playable in an evening or two. Have fun with it.

U21 The French Perimeter

The scene shifts back to France and back to the perimeter protecting the Dunkirk evacuation from the German thrusts. This is one of the few urban scenarios in this batch. The French are defending a town against an onslaught of German infantry supported by a pair of tanks. The French forces include several artillery pieces as well as an AT gun, along with a powerful collection of machine guns. Around mid-game the hard-pressed French receive needed reinforcements of more infantry and a couple of tanks.

The French are heavily outnumbered, but they are defending stone buildings and also are protected by a few minefields as well. To win they must hold on to just five of the big stone buildings, or about half of board 1. They are almost obligated to station their HMG with a good leader in the third level of 1X5, where it can fire on much of the battlefield, including hills 547 and 534 on board 3. Building 3M2 should also be a strongpoint, which sees a lot of the early fighting.

The French artillery pieces are too big to be placed in buildings but there are lots of small woods where they can go. The AT gun can be placed in any building, where it awaits an opportunity to fire on the German tanks. It doesn't have too much chance of knocking out a tank on its first shot, but if it waits until a tank gets close and has good rate of fire, it eventually should destroy the tank, or at least immobilize or shock it. At the very least it can force the enemy tanks to be cautious until they know where the AT gun is lurking.

The ART pieces should make quick work of the tanks when they get the chance, so position them where they cover the likely routes of approach of the armor. They are also very effective when firing at the German infantry. Be very careful not to position them too far forward, and make sure that they have the protection of infantry and minefields. These are the most potent French weapons; make sure you use them well and don't lose them early.

The German's big assets are numbers and their tanks. Don't forget their smoke-making capabilities. They can fire smoke shells to neutralize the fire of the French HMG in 1X5 and the defenders in 3M2. Late in the game they can use their smoke dispensers, and they can become aggressive and bypass-freeze French defenders in their strong stone buildings. They are the best weapons the Germans have to counter the French tanks, but they must constantly be aware of the deadly French artillery.

The Germans should start by moving the tanks onto the hills for long range fire support. The infantry should deploy a couple of squads and use half squads to probe the French lines, looking for artillery and minefields. The main assault should first take the buildings on board 3, especially 3M2, which is key terrain as well as a victory building. Then the Germans should concentrate their forces in the middle of board 3, from about 3K1 to V3. Their next challenge is to cross the road under fire to reach the edge of board 1. Then they should direct their assault to one half or the other of board 1 to capture six more big stone buildings, supported by the 9-2 leader directing a strong fire base upstairs in building 3M2. The Germans must withstand the French reinforcements and use their best city-fighting tactics to capture the final buildings to win the day.

U22 Road to Kozani Pass

France has fallen. Russia is next. But first, the blitzkrieg headed south to the Balkans. In one stroke, Germany overran Yugoslavia and bailed out its Italian ally in Greece. This scenario depicts a struggle between the British and Germans in Greece over control of the First Armored Brigade headquarters in the town of Komanos. It is one of the longer scenarios in this scenario pack, but one of the most interesting.

This action is a meeting engagement. British headquarters troops first set up in the town. Then the game begins with light British tanks and carriers arriving to screen the headquarters from the advancing Germans. They are just in time,

because the German vanguard immediately arrives, roaring onto the board with tanks accompanied by infantry riding motorcycles. This often results in a delaying action fought around the chateau on board 6 and in the fields of board 4. The British are doing well if they can slow the Germans for a turn or two, inflict some losses, and come away with any survivors. They are doing extremely well if they can position any armor to harass the main German force that arrives on turn 2.

The main German force consists of a couple of tanks and plenty of infantry riding motorcycles, halftracks, and trucks. There is a lone 75* infantry gun tagging along, towed behind a halftrack. This little gun can provide some useful fire support late in the game to help the Germans take the town, if they can ever get it into action.

The British get their own reinforcements right away in the form of a pair of 40L AT guns towed by trucks, and two more trucks carrying some infantry. At this early stage in the war, these guns rule the battlefield. If the British can get a gun onto the hilltop in 3DD2, it can dominate the terrain to slow down the Germans and knock out some tanks or halftracks. A gun or two on Hill 522 on board 3, the little ridge running from 3W5 to W7, can add a lot to the British defense of the town. The squads can occupy building 6J8 to interfere with the German advance; the Germans must detail a significant force to root them out. Alternatively, the British can reinforce the defenses on Hill 522 or contest the roads into town by holding buildings 3X3 and 2D4.

Meanwhile the headquarters troops have been busy. A good use for them early in the game is to dig foxholes on Hill 522 in 3W5, W6, and W7. This is often the main British defense line before the town. These half squads can also put down fire on the road west of 3AA6 to contest the German advance. They don't have much range or firepower, but their LMG directed by the 9-2 leader can force the German infantry to move with extreme caution.

With the Germans closing in on the town, the British tanks show up. Three slow but strong tanks arrive on board 2. They can climb up the ridge to gain the heights and blast away at the German tanks and halftracks maneuvering down below, or they can drive into the town and face the German armor up close. Between the two 40L AT guns and these three tanks also mounting 40L guns, the German armor has its hands full.

With the battle raging between the tanks, the German infantry approaches the town. Usually one force engages the British on the 3W5-W6-W7 ridge while another force tries to flank the defenses down the road on board 2. At about this time the New Zealand Machine Gun Battalion shows up. These elite squads with their three machine guns march into town to fight off the Germans. They have to hold just two of the big buildings to prevent the Germans from winning. One HMG should head to building 3M2 to set up a powerful machine gun nest. Not only is this a victory building, but its height gives it good fields of fire and the stone walls offer excellent

protection. If the British are still holding Hill 522, more machine gunners can reinforce that position. They must also head off any Germans maneuvering around the flank. If the Germans hold hill 522, they can use the foxholes the British have so conveniently dug as a fire base for their assault on the town. The end game involves a bitter struggle among the buildings of the town between the elite British infantry and maybe a tank or two, facing the German infantry and any armor that managed to survive the long road to reach the town.

U23 Rehearsal for Crete

This is another large scenario that allows you to hone your skills for conducting an airborne assault. It includes Stukas, fighter-bombers, paratroopers, and gliders facing AA fire to capture a bridge over a canal. The Greek Army has surrendered and the British are in retreat. The Germans launch a daring airborne assault to grab the crucial bridge over the Corinth Canal, to cut off British troops still fighting north of the canal and to allow the Germans to pursue the retreating British.
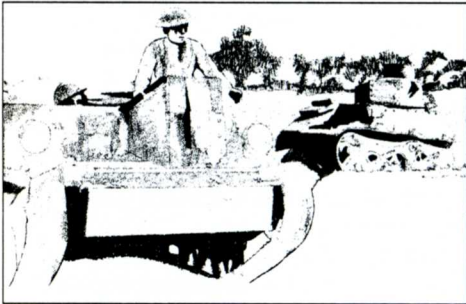
This is one of the few scenarios in which I altered the mapboard configuration. The original scenario used board 7 as the Corinth Canal. Using a satellite view on the Internet, I took a close look at the Corinth Canal and found that it was not nearly as wide as board 7 would indicate. Board 40 from *Croix de Guerre* matches the actual canal much better.

The bridge is defended by a motley collection of Allied troops. The bridge defense consists of a few British squads and three AA guns. Australian infantry supported by an AT gun are stationed north of the canal, along with New Zealand infantry with another AT gun. On the ridge south of the canal is more infantry with another AT gun. Some more British infantry and several carriers are beyond the ridge to the south, and remnants of Greek infantry are in the town. The British also receive reinforcements in the form of infantry arriving aboard trucks as well as a few light tanks, which can be very effective against the German paratroopers on the ground.

The game starts with Stukas bombing the British AA guns to prepare the way for the airborne troops who follow. Then the German paratroopers drop out of the skies on turn 1. They must gather up their equipment and organize themselves while under British fire. On turn 2 more paratroopers land along with a couple of gliders and the struggle for the bridge is on.

British reinforcements arrive from all over the mapboard as well as motorized troops arriving from off board. Eventually German ground forces also reach the battle in the form of an armored car and three halftracks loaded with troops, giving those AT guns a job to do. Meanwhile there are lots of German aircraft flying all over the battlefield hunting for the British reinforcements and helping out their comrades struggling on the ground.

The objective of all of this combat is the little two-hex bridge spanning the narrow canal. The bridge is wired with demolitions which can be set by the British and blown when the bridge is in danger of being seized by the Germans. The Germans must use their mastery of the air to try to capture the bridge intact. The scattered British forces must concentrate to stop them while dodging enemy aircraft. As with any air drop scenario, anything can happen, and it usually does.

U24 Traverse Right…Fire!

This little gem was updated on the Internet as ASL Scenario W1, and now it is in print for your enjoyment. It is one of those rare scenarios small enough to be played in a lunch hour, and it is a good vehicle to introduce the new player to armor rules. It requires just a single board and features five Russian armored cars facing four German light tanks. This scenario was analyzed by yours truly in "Bay Games 1994, ASL Team Tournament Scenarios" in the *ASL Journal*, issue 5.


The Balkan prelude is over and the Russian campaign has begun. On the second day of the epic German invasion of Russia, a patrol of German light tanks bumps into a similar patrol of Russian armored cars on the rolling terrain of board 11. Both sides try to knock out enemy vehicles, and the Russians are also tasked with passing through the German force and advancing off the board. The road where each side enters and the path that they initially take are randomly determined at the start of the game. Each force simultaneously moves one hex at a time along its fated route, and when the lead vehicles of each force see each other, the automatic pre-game maneuvers end and the players take command. However, chance also determines how far each German tank can travel on the first turn and whether each Russian armored car stops to shoot or keeps going.

The Russian armored cars have more powerful guns and are faster along the road, but they have a restricted turret and must button up to fire. The German tanks have better armor, more accurate guns, far superior off-road capabilities, and radios that free them from the platoon movement restrictions that plague the Russians. To successfully engage the enemy, each player must use the strengths of his armor to exploit the weakness of the opposing armor.

U25 Breakout from Borisov

This was the monster scenario of *Cross of Iron*. It uses all five mapboards that were available at the time, and lots of the available counters. A few weeks into the Russian campaign the Germans had penetrated deep into Russia. They had seized Minsk and crossed the Berezina River at Borisov on their way to Smolensk and Moscow. The Russians counterattacked with everything that they had to drive the German spearhead back across the river, and the Germans fought fiercely to hold and expand their bridgehead.
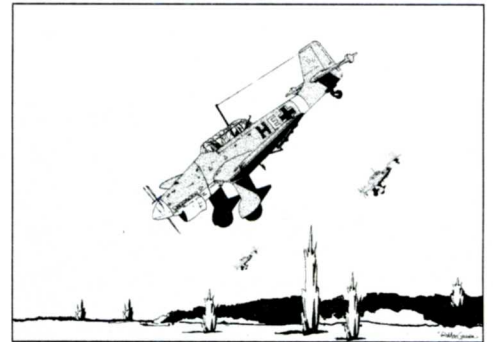
The Germans have well-led infantry armed with a flamethrower, demo charges, and plenty of machine guns. They are accompanied by a variety of armor including tanks, halftracks, an assault gun, and an armored car, as well as AT guns bouncing along as they are towed by trucks. The Germans are supported by offboard artillery and Stukas. They face a large Russian force including lots of infantry, a mixture of heavy and light tanks, and even cavalry. How often do you get to see cavalry facing Stukas?

Both sides arrive from offboard. The Germans move first, but they can spend only half their movement points on the turn of arrival. This allows them to secure board 1, grab part of board 3, and position some speedy vehicles to control the juncture between boards 2 and 3. Since victory goes to the side in control of more mapboards, the Germans must occupy board 1 and threaten boards 2 and 3 on their opening move. The Germans often set up machine gun nests based on their HMG and their best leaders on the top floors of the tall buildings on board 1, such as buildings 1F6 and Y8.

Once the Germans have entered the board, it is now the Russian's turn. Their masses pour onto boards 4 and 5. The Russians can use the faster cavalry and some tanks to occupy board 2, while the bulk of their strength contests board 3. Board 3 is often the key to the game, but if the Russians are careless or if the Germans shatter the enemy

on board 2 or 3, they can break through to grab board 4 or 5. It is very rare for the Russians to threaten board 1, but if they manage to control boards 4 and 5 and contest boards 2 and 3, victory is theirs.

Board 3 is usually the scene of a titanic struggle between the Germans and the Russians, with tank fighting tank and infantry fighting infantry. The German artillery blasts the Russians, the flamethrowers fry the Russians, the Stukas circle overhead searching for Russians to shoot up. But there are lots of Russians, and urged on by their leaders and possibly some commissars, they fiercely fight back.

U26 Bald Hill

The German summer offensive has rolled over much of Russia. The Germans are at the gates of Leningrad. There is very little between them and the city. A Russian force is holding onto a ridge-line, blocking the way. The Russian troops vary in quality, including both elite infantry and conscripts. They are supported by an 82mm mortar, an AA gun, an AT gun, and two heavy naval guns emplaced in casements, which are ASL pillboxes with a wide covered arc. The Russians are further protected by foxholes, wire, and roadblocks.

German infantry riding halftracks and trucks and armed with demo charges and a flamethrower assault the fortified ridge. The Germans are supported by tanks, Stukas, and offboard artillery directed by an offboard observer. They have a powerful striking force but the Russian defenders are dug in and tough.

The Germans have several options. They can try a wide flanking move to the south, but this consumes a lot of time. They can try to flank the defenses on the north, but this risks a few shots from the big guns. Or they can charge right up the middle, braving the fire from the guns until they reach the ridge. Whichever way they choose, their attack can be assisted with smoke from their offboard artillery and their Pz IVE tank. When they close with the Russians, they can also make smoke with their vehicle smoke dischargers and their infantry smoke grenades.

The Germans can expect to take some losses but should reach the ridge with the bulk of their force intact. Then they must slowly and painfully eliminate each Russian position until they reach the pillboxes. They must make maximum

use of their armor to neutralize the defender's fire, and their Stukas to make it difficult for the Russians to switch their forces to reinforce the threatened sector. The game often ends with elite German squads in desperate close combat with the elite Russian infantry and gun crews defending their pillboxes to the last man.

U27 A Winter Melee

The summer offensive has stalled and the Germans find themselves in the midst of a brutal winter. A small force of German infantry supported by a few halftracks defends a little town surrounded by snow-covered fields and forests. They are under attack by partisans in the woods to the north, cavalry riding hard over the fields to the south, and paratroopers landing all around. This is one of those delightful scenarios full of surprises for everyone.

The obvious Russian advantages are their huge numbers and the high morale of their paratroopers, as well as their ability to threaten the Germans from all directions. The Germans have the advantages of excellent leadership, armor support in the form of halftracks, and lots of machine guns, enough to equip half their squads. The Germans also have the advantages of interior lines, stone buildings for protection, and commanding positions on the hilltops and tall buildings of the town.

The Germans have several approaches open to them. They can aggressively attack the partisans in the woods and try to neutralize them before the paratroopers land, or they can wait in the town for the enemy to show themselves. Likewise, they can mount their halftracks and go after the cavalry when they arrive, or wait for the cavalry to come to them. The Germans have at least two turns before they have to face the paratroopers, and maybe three or four. Whichever approach they take, they must station their HMG and maybe also their MMG upstairs in building 3M2, directed by a -1 or -2 leader, to dominate the battlefield.

To face the cavalry, halftracks with squads toting machine guns should be posted on the heights in both 3DD2 and F2, but they have to be careful of the partisans with their Molotov cocktails and their ATR. Once the paratroopers land, the Germans had better pull back to the town, destroying any Russians that they find on their way. Once there, the Germans must hold on to the stone buildings. They can win the game with just one building, usually 3M2, which they must defend to the death.

The Russians should preserve the threat from the partisans for as long as possible. The partisans should keep some pressure on the Germans if they can, but they can retreat deep into the woods if necessary to wait for the parachutes to arrive. Bear in mind that the best anti-tank weapon the Russians have to use against the halftracks is the partisan ATR. The cavalry can be aggressive, charging the Germans, or they can be cautious, looking for a safe spot behind some trees, such as 4BB0 or G2, where they can dismount and wait for the airborne troops to drop.

When the paratroopers show up, the real fun begins. All Russians should immediately go onto the attack. The paratroopers have to shed their chutes, form up, and assault the nearest Germans, while the surviving cavalrymen and partisans emerge from their hiding places join in. At this point the game becomes a wild melee in the town, with the Germans mowing down the Russians and the Russians shooting up the Germans. The surviving Russians must maneuver to get close enough to the enemy to jump into close combat to seize their buildings and to capture the town.

U28 Sowchos 79

We leap ahead to the Battle of Stalingrad. The German offensive has been stalled just short of the Volga River, and the Russians have launched a massive counterattack to surround the German Sixth Army in the city. The Germans are attacking to break through the encircling cordon to rescue their beleaguered army. The Russians are attacking the flank of the German corridor, and the Germans are counterattacking to drive back the Russians and protect the flank of their relief attack. Got that? It all boils down to the Germans attacking a town held by the Russians.

The town is on familiar board 3. There are woods to the west, a plain to the north, and a ridge to the northwest. The Russians initially hold the town with a large force of infantry, and they have a motorized column on the way from the north to reinforce the town's defenders. The town is under attack by German infantry supported by a tank destroyer, an AT gun, and offboard artillery directed by a radio. German armor intending to reinforce the attack on the town intercepts the Russian motorized column as it rolls down the road. Meanwhile, a force of panzer grenadiers riding aboard halftracks is on the way to add its strength to the German assault.

The Germans are supported by their own AT gun and another battery of offboard artillery. But the Russians have powerful reinforcements of their own in the form of three columns of tanks.

There is a lot happening in this scenario. The Russians start by setting up their defense, which must hold the key building 3M2 as a strongpoint. The outnumbered Germans must start putting pressure on the Russians in the town, but they are unlikely to make much progress on their own. Meanwhile, the German armor must crush the Russians on the road as soon as possible and then head to town to help out their comrades on foot. If they do their job, no Russian infantry reinforcements should reach the town.

The German infantry reinforcements must get to the town as quickly as possible to lend their weight to the assault. Together, they are still outnumbered by the Russian infantry, but they have superior leadership and firepower, and they should be able to push back the Russians, especially when the German armor adds its support to the infantry.

Hill 522, the ridge from 3W5 to W7, is key terrain in this battle. The Russians can dig in some ATRs on this ridge to interfere with the halftracks and other light German vehicles arriving from the north. The Germans must drive the Russians off the ridge and station some tanks there, hull down if possible, to shoot up the Russian infantry defending the town and also to engage the Russian tanks when they arrive.

The German tanks have the advantage of superior leadership, more powerful guns, and more accurate weapons, as well as support from a couple of AT guns, should they make it into position to be effective. The Russians have the benefit of numbers and their tanks have thicker armor. The climax involves simultaneous armor and infantry battles in and around the town. Both players must make use of all of their advantages to possess as much of the town as possible when the dust finally settles.

U29 Night Battle at Noromaryevka

Here is another night battle, this one involving tanks and a town. This action is also part of the Battle of Stalingrad. This time it is the Russians who are surrounded and trying to break out by capturing a German-held town. This scenario was a breeze to playtest. We played this one twice, and both games were cliffhangers. Done!

In this scenario, neither side gets reinforcements. The Germans defend the town with infantry carrying a pair of demo charges. The German infantry is supported by six tanks, two of which are dummies, but the Russians don't

know which two. The Russians appear out of the darkness with a much larger infantry force that outnumbers the Germans two to one. The Russian infantry is also supported by six tanks, and all of them are real.

The Russians must first cross the farms and fields of board 4, being careful not to get lost in the darkness. When they get to the town they must determine which tanks are real and then destroy them. Meanwhile the Russian infantry must drive back the German defenders and capture the town, building by building.

Because of the limited visibility at night, building 3M2 is not as crucial as it usually is. However, since it is the largest building and the one farthest away from the Russian attack, it is often the scene of the dramatic climax of the scenario. The Russians can usually take the rest of the town, and the surviving German defenders make their last stand in 3M2. Do the Russians have enough force left and enough time to take this last building? Play the scenario to find out.

U30 Swatting at Tigers

This is the only scenario in the pack that features American troops, and the only scenario updated from *GI: Anvil of Victory*. Many of the GI scenarios were updated in *A GI's Dozen* and the rest are being worked on for the final scenario pack.

Scattered paratroopers from the 82nd Airborne Division have linked up with soldiers from the 45th Infantry Division who had just landed on the Sicily beaches. Their mission is to protect the beachhead from an attack by the tanks of the Hermann Goering Panzer Division, ready to descend from the mountains high above the beaches.

The mapboard has two parallel ridges, on board 15 and board 2, with a valley in between. Some American infantry is positioned across the valley on the ridge on board 2, along with a light 75mm pack howitzer and a Jeep nearby to tow it if needed. Most of the American troops, including a 10-3 leader representing Colonel Gavin, begin the scenario in fixed locations along the road winding through the mountains on board 15. Around the bend in the road are five mighty Tiger tanks, each with elite panzer grenadiers riding on top.

The Germans must smash the American forces without losing too many tanks, or force the Americans to withdraw by threatening the posi-

tion on the ridge on board 2. The Germans have infantry reinforcements on the way. The Americans can win simply by knocking out three tanks, but knocking out a Tiger is not easy.

The Americans move first. They had better get off the road and spread out. They should seek defensive positions on the hills, in woods, or in the few buildings scattered about. They should block the Germans from board 2 while they maneuver their bazookas into position for shots at the flanks and rear of the tanks. The tanks are tough, as they should be, but the Americans have a preponderance of force, with 25 squads facing only 11 German squads, including their reinforcements. The Americans must take chances with their troops when they have an opportunity to damage a tank, and put down lots of fire to keep back the German infantry. They also need to be careful to preserve their own forces while they block the Germans. Make sure that units have a rout path if they break, and a leader to rally them back into action.

The howitzer has very little chance of harming a Tiger; it can fire HEAT against the flank with a final To Kill number of only five. It can also use area fire, but the strong armor of the Tiger gives it a +1 DRM, so that howitzer can only cause a shock or immobilization on an IFT effects DR of two or three. A bazooka hit against the front has virtually no chance of damaging a Tiger, but a hit on the flank might; like the howitzer's HEAT, the final To Kill number is five. The best anti-tank weapon in the US arsenal is Gavin himself, with his -3 leadership modifier. Working together with a squad, Gavin can knock out a tank with a close combat dice roll of nine or less. However, the American infantry must be wary of close combat against a tank; if they fail in their attempt, the tank can attack back with mine dischargers at 12 firepower factors.

The German tanks must be bold, since they are nearly invulnerable to the American weapons, but they must make sure that their flanks are secure and that the Americans are at a safe distance to prevent close combat. The Tigers should immediately climb to the level three and four hilltops on board 15 and start pounding the American infantry with their guns and machine guns. When the reinforcements arrive, it is time for the German infantry to assault the weakened Americans under cover of their armor. Late in the game the Germans can use armored assault, with the tanks protecting the infantry, and the infantry protecting the tanks from flank shots and close combat. If they have managed to reduce the American strength, they can assault board 2 and win. If the Americans have been able to knock out a tank or two, they have a good chance of stopping the German assault, protecting the beachhead, and winning the game.

U31 The Front in Flames

From the sunny Mediterranean we go back to the Eastern Front. The Germans are reeling from their defeat at Kursk, and the Russians are pressing their advantage. Two infantry patrols meet in a town near Kharkov, both trying to gain control

of a church (building K4) and its commanding elevation. This scenario has nothing but infantry and machine guns. It is among the simplest scenarios in ASL. Like U24 *Traverse Right…Fire!* it was updated on the internet (as W2), and was analyzed by yours truly in "Bay Games 1994, ASL Team Tournament Scenarios", in the *ASL Journal*, issue 5.

Each force enters the board from one of four different hexes, secretly and randomly determined before the game starts, providing the players with 16 possible situations. Each player plots a route for his troops for ten hexes, not knowing where the enemy is coming from. It is best to keep to the trees and the buildings as each patrol creeps toward the church, since moving along the road yields no speed benefit and exposes the troops to enemy fire once the shooting starts.

When the plotting is done the game begins. Each force enters the board and moves one hex at a time until the opposing forces spot each other. From that point the game proceeds normally, with the Germans moving first. Each side tries to form strong fire groups to blast the enemy while they push forward toward the objective. Machine guns are positioned to control the roads to hinder enemy movement while squads dash across the streets. It is impossible to predict what will happen in this scenario, but it is not unusual for the climax of the battle to be a struggle for control of the upstairs location of building K4 and its four victory points.

However the game goes, it is short enough at only four turns to finish in a lunch hour. In an evening there is plenty of time to play it once, switch sides, roll again to pick new entrance hexes, and play another game, for lots of variety in a deceptively simple scenario.

U32 Disaster on the Dnieper Loop

The action on the Eastern Front continues. The Russians have swept all the way to the Dnieper River in the wake of their great victory in the Battle of Kursk. In one bold move they make an attempt to cross the river before the Germans can solidify their defense. The breakout from their bridgehead over the Dnieper is assisted by a hastily organized night parachute drop. As you might expect, the paratroopers were terribly scattered and not very effective as they were hunted down by the Germans. The drop was a disaster.

Many thanks to Wayne Hadady for doing research into the history behind this scenario, and for making some creative suggestions that

are included in the update. I made a major substitution of mapboards, replacing most of the original mapboards with more recent mapboards that better reflect the flat, open terrain on which the action was fought. From west to east, we have the low, rolling hills of board 18, with a key road intersection at 18P6-Q6-Q7. Then we come to wide-open board 33 with its large orchard and broad field of grain, and another key road intersection at 33Q9-Q10-R9. Board 48 features a crossroads town with lots of small fields at the edge of town, and 48Q5 is another important intersection. Finally at the eastern edge of the playing area on board 5 there is a large forest teeming with Russian partisans.

A German motorized column is driving through the dark to keep the Russians away from the key road intersections on boards 18 and 33. Meanwhile Russian paratroopers are dropping all over the landscape, and the partisans are getting anxious to join in the fray. The Germans are heavily outnumbered by the Russians, but they have superior weapons and firepower, as well as lots of light armor. They are concentrated and focused on their mission. The Russians have to land, get organized, find any support weapons lying around, and go on the attack.

The Germans have two main options. They can hunt for the paratroopers, attacking them when they land while they are still scattered, or they can gather at the highway intersections and wait for the Russians to come to them. Their hope is that when the Russians do come, there aren't too many all at once. The winning strategy is likely to be a combination of both.

The Germans need to divide their forces to send troops to both intersections, and perhaps keep a mobile reserve on the road between 33Q9 and 18Q7. Some infantry should enter the board 48 town to block the partisans emerging from the forest and any paratroopers advancing from the east. A halftrack carrying a squad with a LMG directed by an 8-1 leader is a powerful combination in this scenario, since the Russians have a lack of anti-tank weapons, and few support weapons at all. It can attack with ten FP factors, doubled to 20 when the target is in an adjacent hex. It can overrun Russians in the open on the 16 IFT column, with a -2 net modifier from the leader and the open ground. With the squad serving as a personnel escort, the halftrack has a good chance of surviving close combat. It could then attack back, hold the enemy in melee, and shred it with 30 firepower factors on the next turn.

German troops can dig foxholes on the hills around the board 18 intersection to bolster their defense, and they can occupy the little village around the board 33 intersection. They must be careful not to put their vulnerable vehicles along the road from 48Q5 to 33Q8 where they can be attacked by the partisan ATR firing down the road, but 33Q7 is a good spot for a vehicle since the wall protects it by allowing it to be hull down. Don't forget the additional half squad that comes with the SPW 251/sMG and the HMG that it can remove from the halftrack. This is a potent weapon, especially when directed by the 9-2 leader in combination with another squad. Hand the HMG to the squad, and you have a potent attack on the 12 IFT column (7 [HMG] + 4 [squad inherent FP] + 2 [HS inherent FP] = 13 rounded down to the 12 column) with a -2 modifier from the leader.

The Russian paratroopers are very spread out. One drop group of five squads lands each turn for the first six turns. There is no need to pick a drop point before the game, since their landing is totally random, and their scatter is even greater than the normal Russian scatter because the drop was at night and was very widely dispersed. A big part of the fun of this scenario is finding out where the Russians land. They are sure to have some troops land off the mapboard and never get into the fighting, while others will land on top of the Germans and have to fight for their lives if they even make it to the ground. Most paratroopers will land safely and then have a long walk to the battle, picking up any convenient support weapons that they may find. Once on the ground, they gain concealment and hurry to join their comrades to attack the Germans, which means double timing to reach the enemy as soon as possible. On the way they should follow roads and gullies as much as possible to minimize the chance of straying in the dark, and use starshells to light their way. Be sure to stay in the shadows as long as possible when approaching the enemy.

Every drop group has four support weapons that drop using their own little parachute counters. No one knows what weapon is attached to each parachute. It could be a LMG or a flamethrower or something else. No one knows until the weapon is recovered. There are 24 support weapons that are mixed together in a cup. When a Russian unit recovers a support weapon, pick one at random to replace the parachute and see what treasure the Russians have found. When the Germans recover a parachute, they immediately destroy it to keep it out of the hands of their enemy.

Starshells are crucial to this game. In fact, much of the game can hinge on whether a unit can fire a starshell and where the starshell lands. Early in the game the Germans want to light up the battlefield as much as possible. They will often fire starshells with the maximum scatter, hoping to see something interesting. If they can see a Russian unit they should direct a starshell onto it so that they can blast it. Later in the game they will use starshells with minimum scatter to illuminate the immediate area to allow them to

fire on the Russians assaulting out of the darkness. The Russians can use starshells to avoid straying. When they get closer, they can use their starshells to try to blind the Germans, allowing them to close in on their enemy.

With the wide variability introduced into the scenario by both the parachute rules and the night rules, as well as the randomness supplied by the scenario's special rules, this scenario plays quite differently every time. For both sides there is very little planning. Both players have to make their decisions based on an ever-shifting situation and deal with whatever strange fortune that fickle fate chooses to hand them.

U33 The Bukrin Bridgehead

This scenario takes place later in the same day and is part of the same action as ASL U32 "Disaster on the Dnieper Loop". The Russians have created a small bridgehead over the Dnieper River at Bukrin, 50 miles southeast of Kiev. They are trying to break out of their bridgehead while the Germans are desperately trying to contain it. The Russians are in a hurry to break out so that they can link up with the paratroopers struggling to survive a few miles away.
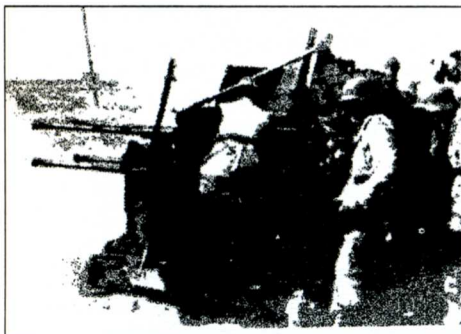
The Russians use a random draw to secretly select their objective before the game starts. The four possible objectives are the four roads running off the south and west edges of board 4. The chosen road is the planned direction of the Russian breakout. The Germans must defend all four roads and the Russians only have to secure one, but if they commit themselves too soon they give the objective away to the Germans, who can then focus on just the right one. Or is the Russian player fooling, to throw off the Germans so that the Russians can switch their forces at the last minute?

The Germans have a small force to hold a wide front. They have only seven squads but they have excellent leaders and a wealth of weapons. There are almost enough machine guns to have one for everyone. They also have two panzerschrecks, a pair of demo charges, and a little 50mm mortar. The German infantry is supported by a powerful AA gun with 20 factors of IFE, two 81mm mortars, and a host of halftracks and armored cars. They can use their radio to summon offboard artillery midway through the game, when they will desperately need it. Reinforcements of more infantry riding trucks accompanied by an assault gun arrive in the middle of the game, to block the Russian thrust once

the Russians have committed themselves.

The German front lines contain a narrow corridor on their left flank along the edge of board 5, a wide open field on the right, with thick woods in between. The Germans should station their vehicles on the flanks, covered by infantry with panzerschrecks, and the mortars should take up a position hidden in the rear. Special attention must be paid to the bridge over the gully in 5EE2. The gully from 5W9 to FF7 can be used as a natural trench for some German infantry in crest status. The bulk of the German infantry should defend the woods against Russian infantry tramping through the trees.

At the start of the game the Russians outnumber the Germans nearly three to one in infantry. They carry four ATRs, which are very effective against the light armor that the Russians face at first. The Russians also have an AT gun, a 76mm field gun, and a heavy mortar that they will naturally place on the hilltops of board 2. Pick any spot with a good field of fire. The Russian guns can set up hidden, and a gun is not placed on board until a German unit can see it or the gun fires. Remember that the field gun and the mortar can both fire smoke, which is very handy in this scenario to protect the Russian advance. The AT gun and the field gun can both fire APCR with A5. The added penetration is not too important in this scenario, but APCR can give the guns extra shots at the little armored car and halftrack targets. There is often a shootout between the German mortars and the Russian guns on the ridge. At least the Germans aren't shooting at the Russian infantry, and if the Russian crews break they have a nice safe rear in which to rally.

The Russians also have two tanks, a T-34 M34 and a T-70. Until the assault gun arrives, they don't have to worry too much about a threat from the German weapons, but they are not invulnerable. They must be concerned with the 75* HEAT from the PSW 233 armored cars as well as demo charges, panzerschrecks, and close combat from the German infantry, so they should keep their distance from the woods where the Germans lurk and stay close to their friends on foot. Unless they are very unlucky or very careless, they should dominate the battlefield, easily driving away the light German armor.

The Russians must attack all along the front to spread out the German defenders. The tanks with some infantry should maneuver in the open ground on the left, while the 6-2-8 squads plunge into the woods where their short range is no handicap. Some troops should threaten the right flank to pin down the German defenders. The main thrust should be in the middle and on the left. The Russians should whittle down the Germans as they get whittled down themselves, but the Russians can better afford to suffer losses.

The Russians should emerge from the woods to the open terrain on board 4 just when the German artillery fire and reinforcements are about to arrive. About this time the Russians have to commit themselves to their victory area, but they should keep the Germans guessing as

long as possible. There is often a tense end game, with the Germans struggling to keep as many possible objective roads under fire as they can, and the Russians struggling to drive the Germans away from the one road that will give them victory.

*[Jim is hard at work updating the last 15 "official" scenarios from the **Squad Leader** system. Additionally, Bruce Probst is working on updating the old scenarios published in **The Wargamer** magazine…The Editors.]*
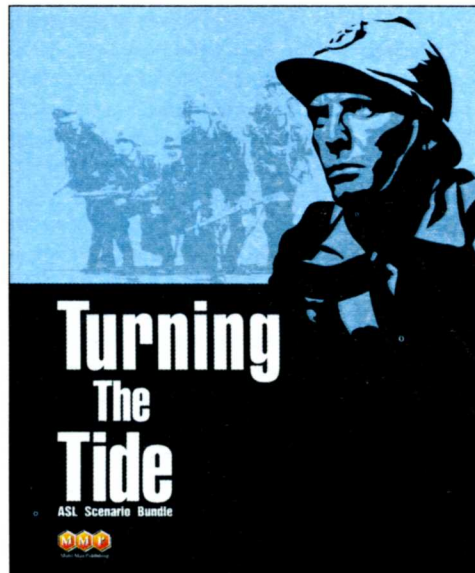
Did You Know...

...that in addition to his accomplishments as an ASL designer, **Ian Daglish** is also well-known as an expert on the Normandy campaign and has written several books on the subject?

Most recently, *Pen and Sword* published two of his books in its "Over The Battlefield" series: **Operation Epsom** (2006) and **Operation Goodwood** (2007). A third, **Operation Bluecoat**, is due to be published later this year.
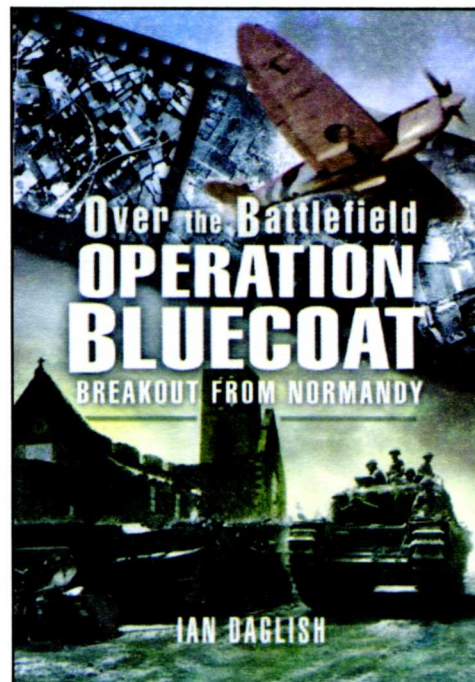
NORMANDY 1944

Action Pack 4: Notes From a Designer

by Ian Daglish

BOARDS

It all began with boards. In the summer of 2003, rumors reached us of a "cabal," headed by Tom Repetti, which was designing its own ASL boards. Back in those days I was a stranger to Photoshop; but, by gosh, I did have some paper hex sheets cut to the proper size (hexrows A-GG, numbered 1-10), with the "fixed" woods half-hexes and road-entry points inked-in, photocopied in bulk, and just crying out for some terrain to be added.

I had spent a lot of time in Normandy, and had already designed a few Historical ASL maps on which to depict Normandy actions. But what features would allow a standard ASL map board to deliver the feel of Normandy terrain? What were the typical features of this terrain that existing maps lacked? Some boards did a good job of replicating the open spaces and rolling hills of Normandy; but what we needed were patchwork, dense, hedgerow-lined small orchards, country dirt roads flanked by parallel hedgerows, and the sunken lanes that constricted armored advances to single-vehicle fronts. In other words, ASL claustrophobia!

The starting point for a Normandy Action Pack, then, was a set of three crude, pencil-and-paint designs which Repetti converted into electronic form, and upon which Don Petros later wrought his magic. Two of these boards, both representing typical "bocage," were adopted by MMP and would become board 54 (a web of lanes and woodland paths woven between enclosed fields and orchards) and board 55 (a hamlet around a bridge, nestled amid rolling orchards, and approached by hedgerow-lined sunken crossroads). A third board, later set aside, included a common Normandy feature: a "hull-down," orchard-girt village set at level -1, with only its church tower visible to the surrounding plateau. Ah well, board 24 will have to suffice.

Note that these boards are not copies of actual terrain. They instead attempt to distill typical Normandy features. They try to replicate reality, in the sense that the roads logically lead somewhere (though they may be forced to meander around *fermier* Jacques' prize apple orchard!), and paths represent short-cuts that would be used by sensible country folk (though I confess I have concerns about where the young people are going in 54L9). These boards underwent very few changes during playtest and development. A few gaps in hedges were deleted (though these are accommodated by the current **ASLRB**, these still represent problems for some players); the stream on board 55 became a gully (a dry summer?); and the church in the Norman hamlet around the bridge became deconsecrated (though the local farming community could be given

back its place of worship by SSR, if so desired).

Boards 54 and 55 are not designed with any specific scenarios in mind; they are truly "generic" terrain. It is no coincidence that every one of the dozen scenarios in **Action Pack 4** employs at least one of the new bocage boards (and five of the twelve scenarios use only those boards). In combination with the 50-plus boards already in the system, they permit a broad cross-section of Normandy scenarios to be depicted.

We added another feature to boards 54 and 55. Any half-board can be butted against any other half-board three ways. Why not make the potential variety of the two Normandy bocage maps even greater by enabling them to adjoin along the Q hexrow? MMP bought the idea, so now boards 54 and 55 can be butted together along their fold, essentially providing the scenario designer with four additional board configurations.

NORMANDY -1944-

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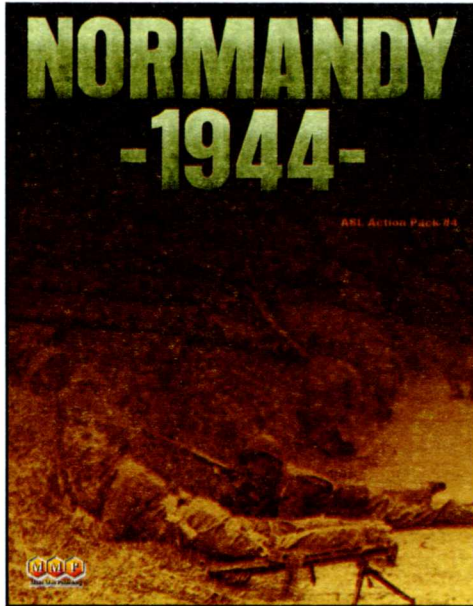
About board 53 I shall say little, since I had no part in its design. But with its sturdy stone buildings clustered around an imposing church, it provides a very credible Normandy small town with its rowhouses, narrow alleys, and the possibility (by SSR) of a factory (bicycle factory, dairy, or perhaps a Calvados distillery?). A feature particularly appropriate to Normandy is the ring of orchards around the buildings, giving way to typical tree-lined roads ("so the Germans can march in the shade," as the old joke would have it).

PLAYTEST

By Christmas of 2003 we had the Normandy

boards, and had eight scenarios ready for local playtest (seven of the scenarios, I am proud to say, went on to take their place in **AP4**). Among the playtesters we recruited were some of the best-known names in British ASL; highly experienced players able to spot mistakes on a scenario card, or tactics that could make a scenario unwinnable. But of equal importance there were also playtesters with less experience. Remember that a scenario that may present "balanced" challenges to elite players with a firm grasp of the rules may not necessarily be so rewarding in the hands of less experienced players.

In an age when we are blessed with more ASL scenarios than most of us will ever play, the appeal of a scenario card is itself a key criterion. "How likely is it that you would choose to play this?" is a question to be asked of a scenario before playtest even begins. However brilliant a scenario design may be, it needs to scream "PLAY ME!" or its brilliance risks not being appreciated. This question can be answered just as well by a newbie as a grognard.

This set of eight scenarios was presented to MMP only after extensive local testing had transformed them from conceptual outlines to virtually finished items. Nevertheless, MMP's own subsequent testing yielded further improvements. This approach confirmed that, when it comes to scenario construction, time spent in development is rarely wasted.

TACTICAL STUDIES

In addition to aiming for a broad range of dates and nationalities, two design philosophies lay behind the scenarios.

First, ASL is a game, and is enjoyed by many people who have only a passing interest in the military history depicted. Conversely, many of us (and probably most scenario designers!) are passionately interested in the story unfolding behind the cardboard and paper. Wherever possible in this Action Pack, we tried to depict real-world tactical challenges. We set out to illustrate situations characteristic of the Normandy campaign, allowing experimentation by the player in a search for solutions.

In AP34 **Bocage Blockage**, for example, players experience the same conundrum of the Americans in June 1944; that is, how to deal with a dense landscape for which little or no planning or training has prepared the troops. The American player has an impressive arsenal of weaponry to throw at the problem, but which of it should he employ? These were the same choices facing the infantry in June 1944. The choices selected were instrumental in shaping new infantry doctrine, and were formally adopted by the Infantry School at Fort Benning; but in fact

they were developed from the bottom up, inspired by lessons learned on the front line. There are challenges, too, for the German player, such as how best to combine the few resources at hand with the terrain to achieve the best defense against greater numbers and firepower.

The second topic is the mutual support of different arms. In June 1944 many Allied infantry and armored units were woefully ill-prepared to cooperate with each other. The battle we represent in AP31 **First Cristot** has long been studied by the British Army as an example of lessons not learned. Just as in the disastrous 1941 assault on Halfaya Pass during Operation BATTLEAXE, the tanks again lead the way up Hill 102 with the infantry lagging far behind. The British succeeded in neither battle. Once again, while command struggled to develop appropriate combined-arms doctrine, the soldiers on the ground experimented with solutions to the problems they faced. For example, as much was learned in the five days leading up to AP33 **Second Cristot** as had been forgotten in the previous three years, which we, as players, may experience in this second scenario fought over the same territory as AP31.

In AP36 **Take a Bath,** the German has to do his best with a motley collection of troops. The American is well equipped for action but is in a hurry to fight a battle somewhere else. In AP35 **A Lesson for Lehr**, both sides are coming to terms with new tactics and new opponents. Can you the player learn from the tactical lessons and do any better?

Some may wonder why the British designer of **A Lesson for Lehr** chose to use 2nd line infantry for the US starting force. I confess that this might appear to belittle a fine American formation. However, this designer takes the view that the Chapter H guidelines for troop quality, ELR, SAN, allocation of SMC and SW, and so on, are just that - guidelines. They are not tablets made of stone. In this case, the use of 2nd line troops is intended to demonstrate the temporary disorder occasioned by a surprise attack. These guys are indeed 1st line infantry; they are just having a "2nd line moment."

SCENARIO NOVELTY

Tactical simulation is one aspect of ASL; enjoyment is another. Blessed with so many scenarios from which to choose, players seeking an entertaining ASL experience may appreciate a novel "twist."

In AP38 **Infiltrators** I frankly indulged my liking for light armor and reconnaissance actions. One day I am going to complete my long-planned set of SASL reconnaissance missions, demonstrating the very different organization and tactics of Allied and German reconnaissance units (on the occasions when they were actually employed in a reconnaissance role!). Fresh in my mind after writing a history of Operation BLUE-COAT (my first published book, back in 2004) was a situation in which both sides' ideas of the "front lines" had become hopelessly confused. Here was a situation which offered numerous variations, and therefore an opportunity to use

some interesting combinations of ASL units. By the time this scenario entered final MMP playtest, I was again preparing a much more detailed book on Operation BLUECOAT. Fortunately there was time to incorporate some of my later research findings. Daimler armored cars replaced the Staghounds with which I had originally equipped the Household Cavalry. The 23rd Hussars' reconnaissance troop had by August removed the cramped and high-profile turrets of its Stuart tanks (and, in fact, all of 11th Armored Division had disposed of these by mid-July).

Likewise, AP40 **The Head of the Mace** represents a confused situation offering great variation from one playing to another. Yes, there has been previous ASL coverage of the battle. Yes, the scenario (like so many in ASL) is short, sharp, and does not reflect the true time or ground scale of this Polish epic. But after a number of visits to the remarkable heights of Mont Ormel, I felt a need to get closer to the spirit of a struggle which occurred between two desperate sets of opponents. ASL scenario design is in many respects an art form: different designers may approach the same subject in dramatically different ways, drawing different lessons and viewpoints from the event depicted.

RULE B9: WALLS & HEDGES

Rule B9 was the subject of the first rules queries I ever posed to The Avalon Hill Game Company, way back when. Even though they had been revised, simplified, and amended, the Wall Advantage and Bocage rules still posed problems.

From the designer's point of view it was an enormous relief to have the rules revised for **Action Pack 4**. It was awesome to see the effort expended by some of the sharpest ASL rules gurus in the game. The new pages B9, B10, B10A and B10B are the fruit of months of constructive debate. Not everyone was in 100% agreement with all of the details, but I expect 100% of ASL players will appreciate the great improvement that has been achieved.

GERMAN AND GERMANS

The use of German-language terms (in wargames generally, and ASL specifically) varies from the sublime to the ridiculous. Not everyone can get their dentures around *Nahverteidigungswaffe*, and "Snoogiwoofter" does have a certain ring to it. Does it really matter that so many people misplace (and mispronounce!) the German "ei" and "ie" vowel combinations? And does insisting on "korrekt" German terminology perhaps smack of Naziphilia?

Many would be critical of the designer or writer who used incorrect terminology for a type of tank, or who mis-named a famous military unit. So please sympathize with those who feel it is not only sloppy but positively insulting to misuse the German language. As a personal rule, I consult German-speaking friends to check that any German phrases in my writing are correct in

spelling and grammar. Hence the plural of Panzerfaust becomes Panzerfäuste; the plural of Panzer is...Panzer (noting also that German nouns are always capitalized).

This is easier said than done. How far should one go in the case of German compound nouns? Is "Panzergrenadierregiment" allowed? Would "Panzeraufklärungsabteilung" be better if it were broken up by a hyphen or two? I am grateful to Fritz Tichy and Charles Markuss for their extensive help and encouragement in this respect, and to MMP for agreeing to follow this practice consistently in **Action Pack 4**.

There is one last historical note relating to AP40 **The Head of the Mace**. The 10-3 leader represents "Papa" Hausser, whose rank should perhaps have been given as "SS-Oberstgruppenführer und General der Waffen SS". But we were running tight on space.

BONUS MINI-SCENARIO

Ever on the lookout for a new 'twist' to ASL, the following was suggested as a SSR for AP38 **Infiltrators**. I was not entirely surprised that it disappeared from the final draft of the scenario. If you have a bit of spare time, give it a try!

AP38(a) INFILTRATORS LITE

Mini Scenario; for a shorter game, make the following changes:

• The British have no units on board at start.
• In SSR2, the first sentence is replaced with: "Before British setup, the German player secretly records one group as the German OB."
• In SSR3, the first sentence is replaced with:"Before play the British player secretly records reinforcement group A or B. The group selected, plus group C, comprise the British OB for the scenario."
• Balance: The side gaining the Balance provision may form a separate reinforcement group consisting of one (only) counter selected from that nationality's unused groups; refer to SSR2 and 3 for entry hexes.

LAST WORD

Though we decided not to set a precedent by "dedicating" this Action Pack, it is appropriate to remember Iain McKay, who did not live to see **AP4** completed, but who in his own inimitable way made its playtesting a whole lot of fun.

A Place For Your STUFF
A Guide to the Rules for Setup in ASL
by David Olie
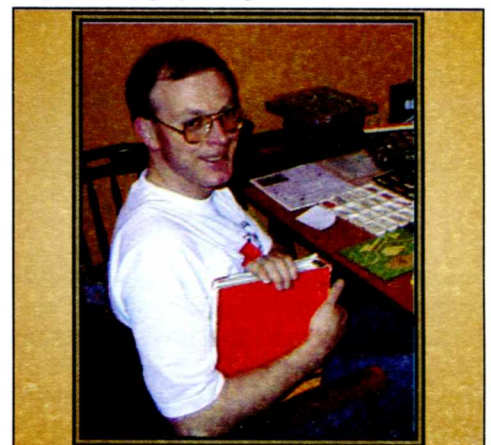
Of all the aspects of ASL which a new player might potentially find bewildering, the scenario card can be one of the most confusing of all. You get all this stuff. Squads, leaders, and support weapons at a bare minimum; possibly guns, vehicles and fortifications. Where do you put all this stuff?

More to the point, where can this stuff be legally set up? One hurdle for a new player is that the rules for setup in ASL are scattered throughout the rulebook. It can take years of familiarizing yourself with it in order to track down every little nuance pertaining to which piece can set up where. Knowing these nuances can give an experienced player a marked advantage over a new player. "Oh, didn't you know a large-target gun can't set up in an unfortified building? Take it off the board."

It can be extremely frustrating for both players if any unit is found to be illegally set up, especially after several turns of play. This is particularly true of units which are set up concealed or using HIP. It makes sense, therefore, to be as familiar as possible with the rules for setup before…setting up.

The following article is intended to act as a guide for any player who is unfamiliar with the rules, or any other player who wants a refresher course or a quick reference to be sure he has set up a piece legally. I'm going to try to cover every rule relating to setup, but given the nature of the game I'm bound to overlook any number of things. My focus, however, is going to be on the problem areas: specific rules that I've gotten wrong, rules I've seen other players get wrong, and rules that have caused debate and discussion over the years.

I have tried to be as comprehensive as possible within the limits of Chapters A – G. Certain campaign game (CG) rules may introduce other setup rules, and you should check the specific rules for that CG before setting up. Also, note that any standard rule can be trumped by a Scenario Special Rule (SSR) for a particular scenario or CG.

For the most part, I'm not going to talk about the tactics behind any particular setup option. It's perfectly legal, for example, to set up a bazooka in a building, but you need to beware of the consequences of that choice to decide if it's really the right thing for you to do.

So, assuming you want to move beyond Scenario A **The Guards Counterattack**, where the setup is basically pre-determined, here are the condensed rules for setup.

Pre-Game Basics

Setup Limitations (A2.9): This is the fundamental rule you should refer to when trying to determine how and where units may set up. When a question arises, this is the first place to look. Let's have a detailed look at this important section.

Stacking Limits (A5.):
- *Infantry/Cavalry* (A5.1): The stacking limit is three squad equivalents (A5.5) plus an additional four SMCs per location. These stacking limits are *per side*.
- *Vehicles* (A5.2): The stacking limit is one vehicle per location per side. Wrecks do not affect vehicular stacking limits.
- *PRC* (A5.3): Passengers/Riders/their SW do not count against the Personnel stacking limit in any location.
- *Guns* (A5.5): Since a Gun and its manning crew or HS is considered equal to a squad for stacking purposes, no more than three manned Guns may set up in most locations.

Be careful about the reduced stacking limits in certain terrain types. Dense Jungle (G2.2) has a stacking limit of two squad equivalents for Infantry/Cavalry. A Steeple (B31.21) has a stacking limit of one HS equivalent. These cannot be exceeded at setup. Pillboxes may never be overstacked at any time (B30.111).

Up to 4 SMC can be stacked in any location freely without counting against its stacking limit (A5.5). Also, there is no limit to the number of SW/Guns that may be stacked in a location (A5.4). In theory, a Steeple could contain a HMG being manned by a HS, another HMG manned by two SMC, a third SMC leader directing fire, and another SMC for good measure, and still not be overstacked.

NA Means NA!: A unit cannot setup in any hex it could not enter in the normal course of play. When in doubt, consult the Terrain Chart on the Chapter B divider, and the DTO and PTO equivalents for Chapters F and G. If the unit type is listed as NA in that terrain then the unit can't be setup in that terrain.

There are some surprises to be found on these charts, however. Motorcycles, for example, are normally NA in woods, buildings or rubble. Because they can be pushed into those terrain types, however, they can be setup in them as well, and can even be mounted and ridden out of them (D15.45). We usually don't enter woods with trucks or wagons, because the cost in MP or MF is so high, as is the possibility of Bog. But they *can* setup there, which leads us to the next point.

Bog (D8.2): Vehicles may be setup in Bog terrain without any risk of Bog, as long as they are not NA for that terrain type. This can be especially useful for non-fully tracked and unarmored vehicles which would otherwise find it very risky to try to enter such terrain during play. Note that any attempt to change VCA *before* exiting this terrain will still require the vehicle to make a Bog check (D8.21). Therefore, if you intend to move the vehicle during play then you should make sure at setup that the vehicle has a hex to enter within its VCA which is free of any Bog possibility.

According to B23.41, only fully tracked, CT, BU AFV without Riders may enter a building obstacle. Therefore, all other vehicle types, including fully tracked but OT AFV, may not set up in a building. However, a fully tracked, CT, AFV setting up in a building does not have to check for Bog and therefore is also immune to falling into the Cellar (B23.41). There is also no possibility of the building being rubbled as a result of setting up there. Such an AFV may set up in CE status (D5.3).

Hull Down Maneuver Attempt (D4.22): A vehicle which sets up in a hex containing a crest line may attempt a Hull Down Maneuver. Such an attempt qualifies for a −1 drm.

This doesn't just apply to armored vehicles; it applies to *all* vehicles. If you're defending, and you have a truck and no better place to hide it, try to get it Hull Down. It won't help when your opponent is firing at it on the IFT, but it will be be more difficult to hit it with direct ordnance fire.

Crest Status (B20.9): Infantry may always set up in Crest status in any Depression hex that doesn't contain a ford or a bridge. Depression hexes are gullies, streams, sunken roads, and wadis. These terrain types are a ready-made entrenchment for Infantry, with a few restrictions:
- A unit can't gain Crest status over a Depression Cliff hexside.
- Fire outside of the hexsides covered by the Crest counter is resolved as Area Fire (B20.94).
- SW types which may be fired by infantry in Crest status are limited to LMG, DC, LATW, FT, and inherent SW, such as PF (B20.95) [*EXC: all types of SW may be fired by infantry in Crest status in a wadi; F5.41*].

Right of Inspection (A2.9/A12.16): Players may not inspect enemy stacks during setup. An unconcealed stack may be inspected by the opposing player only after the start of play, and only if he has a Good Order ground unit with a line of sight to the unconcealed stack. During setup, all you can know is whatever counter is on top of an enemy stack, which might only be a "?" if your opponent has OB-designated "?" counters.

Deployment (A1.31): During setup, if your nationality is capable of Deployment (basically

all nationalities except Russian, non-elite Italians, or G.M.D. Chinese) you may deploy 10% (FRU) of your squads freely. Likewise, if setting up to enter on a given turn, 10% of the entering squads (FRU) may deploy freely. This is a handy capability that many players use to create "scouting" HS, to man certain weapons, and many other tasks.

This completes our detailed look at A2.9. But that's not the end of the setup rules. We will cover the many and varied other rules in the following pages. Turning back a page we find:

Half-Hexes (A2.3): Let's say the board configuration for a scenario is board 1 and board 2. You can set up anywhere on board 1. That means you can set up in any half-hex of board 1, *except* the half-hexes that are also part of board 2. Those shared half-hexes on the joint between the two boards are NA for setup, because they aren't entirely on board 1.

Offboard Setup (A2.51): Units will often need to set up offboard. These will usually belong to the player who is currently the ATTACKER. Units setting up offboard must follow most of the same rules as those setting up on board; they may not be overstacked, they may deploy 10% of squads, and so on.

You can butt any unused board up against the playing area to set up offboard forces. Remember that all offboard hexes are considered open ground, except those that butt against half-hexes of the playing area that contain woods or orchard, and except for hexrows Y, Q, and I, or hexes with the coordinate number of 5, which are considered roads. These roads, however, would only exist by SSR in PTO and desert scenarios (G.1 and F9.3).

Vehicles setting up offboard are assumed to be in Motion. Vehicles setting up on board cannot be in Motion (D2.4) unless allowed to by SSR.

Commissars (A25.22): In any scenario set prior to October 1942 a Russian player may replace one 8-0 leader with a 9-0 Political Commissar, and/or one 8-1 leader with a 10-0 Political Commissar. This is legal as long the scenario does not begin with more Commissars in play than other leaders in the Russian OB.

Dismantled (dm) SW (A9.8): SW that are able to be dismantled, and 76-82mm mortars, may be set up in their dm state, unless shown on the scenario card as dm, in which case they *must* be set up dm.

All SW/Guns setting up for entry by Glider (E8.1) or Air Drop (E9.11) must be dm, if possible. The same applies to SW setting up as part of a Column, unless being transported in wagons. (E11.51)

A SW may be set up unpossessed. This can be useful for a defender if he's intending to fall back to a final defensive position. However, an unpossessed SW can never be "?"/HIP (A12.11).

Concealment Placement (A12.12): In many scenarios the defending player, and sometimes the attacker as well, will get OB-designated "?" counters, commonly (but incorrectly) known as "Dummies". OB-designated "?" may only be set up in Concealment Terrain, those terrain types listed in red on the appropriate Terrain Chart. In ETO scenarios, the common Concealment Terrain types are brush, woods, orchard, grain, marsh, buildings and rubble. If in doubt, consult the chart. This rule applies even if only one player sets up on board, and it's very easy to overlook.

If a unit is set up in a Concealment Terrain Location, it may have any number of OB-designated "?" placed on top of it. In addition, a stack of two or more OB-designated "?" with no real unit may be set up in a Concealment Terrain Location; this is correctly called a Dummy stack.

Once the player setting up first has set up all his OB, including his OB-designated "?", out of vision of his opponent, the opponent then sets up in the same manner, including any offboard setup. The second player may not examine any of the first player's stacks (see A2.9 above) but will, obviously, see the top counter on any of the first player's stacks, be it OB-designated "?" or otherwise.

Once the second player has completed his setup, the players can check for LOS between units of their respective sides. Remember that even Dummy stacks are considered units (see the definition of Unit in the Index). All friendly units that are out of LOS from all enemy units, or in LOS but more than 16 hexes away from the closest enemy unit with a LOS to it, may have a non-OB-designated "?" placed on top of them, provided they are not already concealed by a OB-designated "?" (which includes Dummy stacks). Non-OB-designated "?" may be placed on units in any terrain.

Note that there is no LOS between onboard and offboard units. If the second player sets up entirely offboard, the first player may place non-OB-designated "?" on all his units/stacks which have no OB-designated "?" on top, and may do so before the second player can look at the board. Also, because there is no LOS between on board and offboard units, all units/stacks entering from offboard can have a non-OB-designated "?" placed on them before they enter.

Concealed ⅝" Counters (A12.11): OB-designated ½" "?" counters can be freely exchanged for ⅝" "?" counters prior to setup. The BU/CE and TCA status of a concealed vehicle can be recorded as a side note by the owning player to help make any Dummy stacks less obvious. A vehicle that sets up in a woods-road or orchard-road hex is considered to be in the woods or orchard for purposes of placing OB-designated "?" or granting HIP status, but once play begins the vehicle is considered on the road and can lose "?"/HIP via a LOS from an enemy unit which is traced along the road.

Hidden Initial Placement (HIP) (A12.3): If HIP is available to a player, it's considered the equivalent of OB-designated "?", so HIP units may only set up in Concealment Terrain.

Field Phone (C1.23): If your OB contains a Field Phone, it and its Observer may automatically set up using HIP in Concealment Terrain.

Fortifications (A12.33): Fortifications can be set up using HIP. Note that this does not usually give HIP to any units set up in the Fortification, though *[EXC: Pillboxes, B30.7]*. If the Fortification is in Concealment Terrain, it will lose HIP as soon as an enemy ground unit within 16 hexes gains LOS to its Location. If not in Concealment Terrain, it will lose HIP as soon as it can be seen at any range. Fortified building locations (B23.911) are not revealed by enemy ground unit LOS, nor are minefields. At Night (E1.16) and/or in jungle, kunai, or bamboo (G.2) other Fortification types may also remain HIP regardless of enemy LOS.

Hidden Guns (A12.34): A non-vehicular Gun and its crew that sets up Emplaced (C11.2) may also use HIP. Guns can never be Emplaced on a paved road, bridge, runway, rooftop, or in bamboo. If not in Concealment Terrain, the Gun and crew would lose HIP (and be placed on board under a Concealment counter) the moment an enemy ground unit gains LOS to it.

Snipers (A14.2): Snipers may only be placed in unoccupied hexes. Snipers are set up as part of the pre-game sequence (see the Advanced Sequence of Play), first by the DEFENDER, then by the ATTACKER. If the ATTACKER sets up entirely off-board, the DEFENDER can set up his Sniper in any unoccupied hex. Otherwise, Snipers must be set up within six hexes of at least six enemy-occupied hexes. If that's not possible, due to a dispersed enemy setup, or due to a small number of enemy units, then the Sniper must be set up within six hexes of five enemy-occupied hexes, and so on. Hexes occupied by enemy "?" counters count as enemy-occupied, whether they are real or dummies (you have no way of knowing at this point). However, the ATTACKER can't count the hex containing the DEFENDER's Sniper as an enemy-occupied hex.

Set DC (A23.7): A player who has a demolition charge in his OB may set it up as a Set DC, but only by SSR.

Terrain

Alternate Terrain Types (F13.1, 13.4, 13.5, 13.6): Only broken ground, cactus patch, olive grove and vineyard have a direct effect on setup. All four are Concealment Terrain. The same restrictions on setup that apply to orchard apply to cactus patch and olive grove. The same

restrictions on setup that apply to brush apply to vineyard.

Bridges (B6.6): Entrenchments may not be set up on bridges, nor may Guns be Emplaced. A-P mines can't be set up on a bridge; A-T Mines may be, but only if not using HIP. A unit/counter is only considered under a bridge if placed under a bridge counter; otherwise it is considered to be on the bridge. Infantry may not set up in Crest status in a bridge hex (A2.9).

Buildings (B23):

Fortifications: The only Fortifications that can be set up in a building hex are minefields (and only in non-interior hexes), or the fortification of the building itself (B23.5).

Vehicles: Only fully tracked, CT AFV without Riders may set up in buildings (B23.41). Such an AFV may be set up in CE status (D5.3).
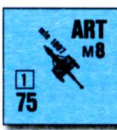
Guns: No Gun on a ⅝" counter may ever occupy an upper level of a building, unless that level and all levels below it are Fortified (see below). The only exception is mortars of 82mm or less, which may set up on a Rooftop, if Rooftops are in play by SSR. A mortar of this caliber must be dismantled to be moved, even to another Rooftop Location. A mortar can never be Emplaced on a Rooftop, so it can't be set up there using HIP (A12.34).

Any Gun that is a small target (C2.271) may set up in the ground level of a building. AT and INF Guns that are not large targets may set up in the ground level of a building. No Gun that is a large target may ever set up in the ground level of a non-fortified building.

Fortified Buildings (B23.93): The rules for setting up Guns are different if the building Location is Fortified. Any type/size Gun may set up in the ground level of a Fortified Building. Any ART/AT/INF Gun of 76mm or less may set up in the upper Fortified levels of a stone Fortified building. Such a Gun may never be moved from that upper level Location during play, but it may change CA. Remember that buildings must be Fortified from the ground level up; you can't have a Fortified upper level above an unfortified ground level.

Mortars: Yes, you can set up a SW mortar, or a small target size mortar in the ground level of a building, or any size mortar in the ground level of a Fortified building. But mortars can't be fired from buildings *[EXC: Rooftops, rubbled upper levels; B23.423]*, so there's not much point to it.

Lumberyard (B23.211): Mortars can be fired from lumberyard hexes, so those can be good places to set them up. AA Guns can also be set up there and be fired against Aerial targets. Otherwise, AA Guns can't be fired against Aerial targets if set up in a building Location.

Steeple (B31.2): A steeple has a stacking limit of one HS-equivalent. It can't be Fortified; therefore, a Gun can never be set up there.

Crag (B17.5): The only Fortification type that can be set up in a crag hex is wire. A vehicle can never set up in a crag hex. The only type of Gun that can set up in or fire from a crag hex is a dm-capable mortar, and it must be dm to exit the hex (B17.4).

Graveyard (B18.41): Fortifications can set up in graveyard hexes freely, as can Infantry/Cavalry. For other units the rules for setting up vary considerably depending whether or not the hex contains a graveyard road.

No Graveyard Road: Fully-tracked vehicles and motorcycles are the only vehicle types that can set up in these hexes. The only type of Gun that can set up in or fire from these hexes is a 76-82mm mortar, and it must be dm to exit the hex.

Graveyard Road: All vehicles and Guns may set up in these hexes. By implication they may also be fired from these hexes. However, although a Gun can be Emplaced in a graveyard road, it is not Concealment Terrain, so it can't be set up using HIP (A12.34).

Gully (B19): Infantry may set up in Crest status, except in bridge hexes (B20.9).

Marsh (B16.5): Unless on a bridge, no Fortification, non-amphibious vehicle or any towed or pushed ordnance can set up in a marsh hex. In other words, setup in marsh is normally restricted to Infantry/Cavalry and their SW, including dm 76-82mm mortars. Note that marsh is Concealment Terrain, and in spite of the restrictions on units firing out of it, it can be an unexpected place to set up a HIP unit, for example.

Railroad (B32.11): For setup purposes, a Ground Level or Embankment RR is considered the equivalent of a ground level paved road, a Sunken RR is the equivalent of a sunken paved road, and an Elevated RR is the equivalent of an elevated paved road. The exception to all is that mines may be set up using HIP in a RR hex.

Roads:

Elevated Road (B5.5): Entrenchments may not be set up in elevated road hexes. Vehicles may not attempt a HD Maneuver (D4.22).

Paved Road (B3.5): Entrenchments may not be set up in paved road hexes. Guns may not be Emplaced, and therefore can't be setup HIP using (A12.34), even in a paved woods-road or orchard-road hex. Mines may only be set up using HIP if the hex also contains debris.

Sunken Road/Sunken Lane (B4.5): Infantry may set up in Crest status. Entrenchments may not be set up in sunken road/lane hexes.

Rubble (B24.4): Vehicles may not setup in rubble unless they are fully-tracked. Rubble is not a building, so the restrictions on firing mortars/AA Guns do not apply to it. Fortifications can't be set up in a rubble hex, except a lower-level Fortified Building Location can exist where upper level(s) have been rubbled (B24.5).

Runways (B7.5): Wire, roadblocks and unhidden A-T Mines are the only Fortification types that can set up in a runway hex.

Sand (F7.42): Pillboxes, trenches and sangars may not be set up in sand (including beaches). The usual +2 TEM for Emplacement is reduced to +1 TEM for a Gun setup in sand (F7.41).

Scrub (F2): Scrub is generally the only Concealment Terrain to be found in most DTO scenarios.

Sewers & Tunnels (B8): No unit or counter may ever be set up in a Sewer or Tunnel. Sewers and Tunnels may only be entered during play.

Tunnels (B8.6) must be recorded during setup, with the entrance Locations ≤ three hexes from each other. Entrance Locations must be building, pillbox, brush, woods, vineyard, light or dense jungle, kunai, huts, or a trench, sangar or OB-given foxhole. Special rules apply to cave complexes (G11.93).

Streams (B20): Infantry may set up in Crest status, except in bridge and ford hexes (B20.9). A flooded stream (B20.44) is treated as a flooded pond (B21.13); therefore it is a Water Obstacle. Most units/counters can't set up in any Water Obstacle unless it's frozen; see below. Motorcycles can't set up in a deep stream. The only Fortifications allowed in a stream are Wire/minefields, and only if the stream is dry or shallow.

If a shallow or deep stream is considered a frigid Water Obstacle (B20.7) because snow is present, any Infantry/Cavalry unit *entering* it would be immediately replaced by the next lower Class unit, Disrupted, or casualty reduced, as appropriate. The rules impose no such penalty for setup, however.

Tower (B34.21): Like a steeple, a tower has a stacking limit of one HS-equivalent and can't be Fortified. Unlike a steeple, it also has a stacking limit for SW of 5PP.

Wadi (F5.4): All types of Infantry, SW, vehicles and Guns may set up in Crest status in a wadi. Infantry-possessed SW that are not allowed to fire from a unit in Crest status in a gully may fire from a wadi, but only within the Crest hexsides determined by regular depression Crest status. A vehicle may be set up in Crest status in a wadi, in which case it is considered to be HD (F5.423). None of the above are allowed across a wadi cliff hexside.

Walls & Wall Advantage (B9.322): Setup is one of the five times that a unit may voluntarily claim WA, if otherwise eligible to do so. A unit set up using HIP can drop HIP and claim WA at any time (B9.324). A HIP Gun will generally have

Wall Advantage over Bocage (B9.5), including for purposes of Bore Sighting (C6.4).

Water Obstacle (B21.4): No Fortification may set up in a non-frozen Water Obstacle. In theory, a unit could set up in a Water Obstacle if on a bridge, in a boat/LC, or is in an amphibious vehicle. Also, Infantry/Cavalry could set up in those parts of a river designated as fordable. In practice, Water Obstacles are not part of the setup areas for units in any scenarios, with the exception of the Attacker in a Seaborne Assault.

A frozen Water Obstacle is considered Open Ground for all purposes, including setup, but the only Fortifications allowed are Wire and unhidden mines.

Fortifications

Entrenchment (B27.1): Foxholes and trenches may not be set up (and foxholes can't be dug) in the following terrain types: paved, sunken and elevated road; bridge; runway; marsh; crag; stream; Water Obstacle; building; rubble; bamboo; hut; swamp; irrigated paddy; caves and cave complexes; reef; and piers. In addition, trenches can't be set up in sand or beaches. Only Infantry/SW and ⅜" mortars may set up under a foxhole counter. Foxholes can't be set up in the same hex with a trench. Players are free to use as many 1S, 2S, or 3S Foxholes in their initial setup as they wish, provided the total squad capacity of those foxholes doesn't exceed the number provided in their OB. Any counter can set up under a trench counter, but no ⅜" counter set up there may ever be removed except dm mortars (B27.51). A vehicle that sets up under a trench counter is considered HD, but can never change VCA or expend a Start MP (B27.52). No vehicle may ever set up in an unbridged Anti-Tank Ditch (B27.56).

Minefield (B28.1): Minefields may not be set up in the following terrain types: bridge; paved road; runway; sewer; marsh; crag; Interior Building Hex; rubble; Water Obstacles; swamp; caves and cave complexes; piers. A-T mines may set up in the following terrain: bridge, paved road, runway, frozen Water Obstacle, and piers, but not using HIP. (B28.53) Otherwise, all minefields are set up using HIP unless noted by SSR as Known Minefields. (B28.45) Units may set up in a minefield without being attacked by it, but it's a different story if the unit tries to leave during play.

Roadblock (B29.1): Roadblocks may only be set up in road or runway Locations, as if you haven't already guessed.

Pillbox (B30.1): Pillboxes may only be set up in the following terrain types: open ground (including paved and unpaved roads and shellholes, but not bridges); brush; orchard; grain; woods; debris (O1.3); all Chapter F terrain types

except sand; light and dense jungle; bamboo; kunai; drained paddy; and in-season paddy. A pillbox creates a separate Location in any hex, and that Location can't be overstacked at setup, or at any other time, according to the stacking number on the pillbox counter (B30.111). A pillbox may be set up in the same hex as a trench, or in a Location accessible to a trench (assuming the terrain type is allowable for both), in which case the pillbox becomes a bunker (B30.8).

Sangar (F8.1): Sangars may not be set up in the following terrain types: paved, sunken and elevated road; bridge; runway; marsh; crag; stream; Water Obstacle; building; rubble; bamboo; hut; swamp; irrigated paddy; caves and cave complexes; sand or beaches; reef; and piers. No more than one sangar may be placed per hex. A sangar may not set up in a Location that also contains a trench. Only Infantry/SW and Guns may set up under a sangar counter, to a maximum of one squad equivalent or one Gun with crew.
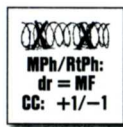
Wire (B26.1): Wire may not be set up in the following terrain types: building; rubble; sewer; marsh; unfrozen Water Obstacle; bamboo; hut; swamp; caves and cave complexes. Wire in a depression hex is always considered IN the depression, not at crest level. Cavalry, motorcycles and horse-drawn vehicles may not set up in a Location that contains wire. (B26.42) Infantry can be set up beneath a wire counter; permitted vehicles must set up on any wire counter, but do not risk bog in doing so.

Ordnance, OBA, Vehicles and Conveyance

Armored Cupola (D9.52): Armored Cupolas (and Dug-In AFVs; D9.54) can only be placed in brush, grain, woods, orchard, shellhole, debris or open ground hexes. An Armored Cupola/Dug-In AFV may never be concealed or HIP.

Barrage Setup (E12.2): Barrage blast area hexes are recorded along with Pre-Registered hexes prior to setup. A Creeping Barrage (E12.7) is also recorded prior to setup, along with its Aiming Hex, plus whether the Creeping Barrage will be corrected in each of its PFPhs only or in each of its PFPh and DFPh. The Game Turn in which the Creeping Barrage will be lifted is also recorded prior to setup.

Bicycles (D15.8): Personnel may set up as bicycle riders, although there is little point to it unless on a road or paddy bank (G8.21).

Bore Sighting (C6.4): Guns (including vehicular ordnance), HMG/MMG and SW mortars may be Bore Sighted during setup, but only by the player who is the Scenario Defender. A Scenario Defender is the player whose units, minus any reinforcements, set up entirely on board, while

his opponent enters entirely from offboard.

Bypass (D2.34): Unlike Infantry/Cavalry, a vehicle can be set up in stationary bypass of a woods/building obstacle. This can be a very handy way to set up a vehicle, especially in restrictive terrain.

DD Tanks & Amphibians (D16.1): DD tanks are assumed to have their screens erect at setup, so they may not set up in stationary bypass or carrying Riders, or in buildings, rubble, woods, brush, orchard *[EXC: woods roads and orchard roads]*, cactus patch, olive grove, vineyard, light or dense jungle, bamboo, palm trees, huts, caves or cave complexes (which seems unlikely in any event). DD tanks and amphibians may set up in marsh, swamp and Water Obstacles. A player with DD tanks/unarmored amphibians may always keep them offboard until the player wishes them to enter in a friendly MPh (D16.8).

Emplacement (C11.2): A Gun with crew that sets up unhooked in most terrain is considered Emplaced. An Emplaced Gun gets a +2 TEM against direct and indirect fire *[EXC: in Sand F7.41]*, but not in addition to any other positive TEM. A Gun must be Emplaced to be HIP (A12.34). Guns may not be Emplaced on a paved road, bridge, runway, rooftop, or in bamboo and, of course, not in any terrain prohibited to Guns (C2.7).
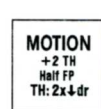
Motion (D2.4): A vehicle can't set up on board in Motion. Vehicles setting up offboard are assumed to be in Motion (D2.12, A2.52).

Passengers (D6.1): A vehicle capable of carrying Passengers may set up with Passengers aboard, up to the limit of the vehicle's PP capacity (D6.1).
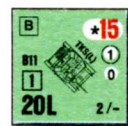
Radioless AFV (D14.23): These AFVs do not have to set up in platoons, but they must enter in platoon if possible. If not in platoon, their ability to move is dependent upon passing a Normal Task Check (D14.23).

Riders (D6.2): A vehicle capable of carrying Riders may set up with Riders aboard, except in terrain that Riders may not enter: woods, orchard, building *[EXC: vehicular-sized entrance; B23.742]*, rubble, unfrozen Water Obstacle, cactus patch, olive grove, vineyard, light and dense jungle, bamboo, palm tree, hut, caves and cave complexes. Motorcycles with Riders may set up in any terrain into which Motorcycles may be pushed (D15.45).

Ski Mode (E4): A unit in ski mode may not set up in rubble, buildings, pillbox or entrenchments, nor can it set up as a Passenger or Rider.

U.S. Ordnance Note 1: For every three M2 mortars the U.S. player gets in his OB (all at start or all as a same-turn reinforcement), he may exchange them for a radio or field phone and a

module of 4 FP OBA. He can't use this option if he has no Friendly Board Edge, or if all the Friendly Board Edge hexes are OCEAN, or if any one or two of those mortars enter as reinforcements (G17.5).

Night

Fortifications (E1.16): Fortifications set up HIP at night, in any allowable terrain for that Fortification type. They don't lose HIP simply by having an enemy unit gain LOS. They remain HIP until their protective TEM is used, or a non-Dummy enemy unit enters the Fortification's Location (or Pillbox's hex), or a friendly unit uses extra MF/MP to enter/exit the Fortification in LOS of a Good Order enemy unit, or a non-Dummy enemy unit attempts to enter the Fortification's Location but is unable to due to lack of MF/MP or such entry is NA. There is no extra MF cost to enter/exit a pillbox/entrenchment at night unless in LOS of a Good Order enemy unit.

Note that this same rule also applies to Fortifications set up in light or dense jungle, kunai and bamboo in daylight PTO scenarios (G.2).

Scenario Attacker (E1.4): The Scenario Attacker at night usually sets up offboard using Cloaking for his Infantry. He gets one Cloaking counter for each squad-equivalent in his OB. Cloaked SW must set up dm if possible.

Scenario Defender (E1.2): The Scenario Defender at night may set up 25% (FRU) of his on board squad-equivalents using HIP, plus any SMC/SW set up with them in the same Location. Japanese include crews when making this 25% calculation; all others include only squads/HS. For all, this is in addition to any other units that may normally set up using HIP. His remaining forces may set up concealed. He also gets a number of Dummy counters equal to the number of squad equivalents in his OB. These HIP/concealed units/Dummies may set up in any allowable terrain, not just Concealment Terrain, but they lose HIP/concealment as if they are in Concealment Terrain. Any SMC/SW that sets up in the same Location with a concealed MMC may be recorded and the counter left offboard as if using HIP. A Scenario Defender may always use Bore Sighting for any allowed Guns/SW (see C6.4 above), and a special type of Bore Sighted Fire Lane may be used by MMG/HMG (E1.71). All on board units of the Scenario Defender must set up on a No Move counter.

Trip Flares (E1.95): In 1944-45 PTO night scenarios a U.S. Scenario Defender may get Trip Flares to set up as part of his OB.

PTO

Animal-Pack (G10): If your OB gives you Mules (G10.1) you may set up certain SW/Guns Animal-Packed. Mules may be set up in any terrain allowed to "led" horses; see above. A Mule may set up as part of a Column (G10.5).

A-T Set DC (G1.6121): In 1945 scenarios (except vs. Russians) the Japanese player may set up ≤ 25% (FRU) of DC in his on board OB unpossessed in road (but not bridge) Locations. He must also designate one Infantry unit as the detonator of each DC. The DC can be set up using HIP regardless of Concealment Terrain in the road Location; the detonator may also use HIP if otherwise allowed.

Bamboo (G3): All the restrictions on setup in dense jungle also apply to bamboo. In addition, wire, foxholes and trenches can't be set up in bamboo, and a Gun is never considered Emplaced there. Since bamboo is Inherent Terrain, no vehicle can set up in bypass.

Caves (G11): Caves are fortifications, usually only given as part of a Japanese OB. They can be set up to a maximum of 6 per hex (one for each hexside). Each Upper-Cliff cave (G11.113) set up by the Japanese player reduces the number of caves in his OB by three (G11.91).

Caves can be set up IN a Depression, or in a non-Depression hex that shares a hill/cliff Crest Line hexside, where the base level is lower than the base level of the hex where you're setting up your cave. Basically, this means hillsides, although you won't find that term in the ASLRB. You can't set up a cave in a building, rubble, marsh, swamp, Water Obstacle hex, or a shallow, deep or flooded stream.

Only infantry/SW/a non-vehicular Gun may set up in a cave. Caves, plus their contents, are always considered to be in concealment terrain and may always be set up using HIP.

Cave complexes may also be set up in certain circumstances by the Japanese player. In fact, the whole subject of caves and cave complexes is, well, complex. I've covered the basics, but the details would take an article to themselves. Such an article has already been written. For more information, see Dade Cariaga's excellent article "Spelunking 101" in the '96 ASL **Annual**.

Dare-Death Squads (G18.6): During setup, the Chinese player may designate up to 10% (FRU) of his squads as Dare-Death squads, as long as they are not 5-3-7 squads.

Dense Jungle (G2.2): The rules for setup in light jungle are the same as for woods; see B13.43 above. Dense jungle, on the other hand, differs in several respects. The stacking limit for Infantry/Cavalry in dense jungle is reduced to two squad equivalents unless the Location contains a road/building. Horses may not set up in dense jungle unless on a road, path or TB, while Cavalry may only set up on a road or path. Except on a road or TB, the only vehicles that can set up in dense jungle are fully tracked AFV [*EXC: tankettes and carriers*] and dozers. Since dense jungle is Inherent Terrain, no vehicle can set up in bypass. Mortars may set up in dense

jungle, but can't fire from there (G2.24).

Fortifications (G.2): In daytime scenarios, fortifications which set up in jungle, kunai or bamboo (if allowed) may be set up using HIP (and retain HIP) as if at night (E1.16).

• **Daisy Chain** (G1.613): Prior to setup, the Japanese player may always convert any A-T mines in his OB into Daisy Chains. (B28.531)
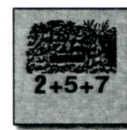
• **Pillbox** (G1.632): The HIP contents of a pillbox are above and beyond the regular HIP capability given to the Japanese. In addition, each Japanese pillbox may choose to have use of a tunnel which must have the pillbox as one entrance and the other entrance in any allowable terrain/Fortification.

HIP (G1.631): In daytime scenarios, the Japanese player may always set up ≤ 10% (FRU) of the MMC squad equivalents in his on board OB using HIP. In night scenarios, the Japanese player may always set up ≤ 25% (FRU) of the MMC squad equivalents in his on board OB using HIP, whether he is the Scenario Defender or not. Any SMC/SW that set up with these HIP MMCs may also use HIP.

Huts (G5): It will be unusual if a hut is Collapsed prior to setup. So, for setup purposes, huts are usually treated as buildings.

Kunai (G6): Kunai is identical to brush for setup purposes.

Palm Trees (G4): Palm trees are identical to orchard for setup purposes.

Panjis (G9.1): Panjis are given in a scenario OB by the number of Covered hexsides (G9.3) allotted. No more than one Panji counter, with the appropriate number of Covered hexsides, may set up in a hex. Panjis may not be set up in building, rubble, huts, sewer, tunnel, marsh, swamp, paved road, runway, crag, or Water Obstacle terrain, nor in any hex that also contains wire, mines or a Roadblock counter. Panjis may be set up in a bridge Location, but only the road hexsides may be Covered, and only if the road is not paved or a railroad. They may not be set up at Crest level in a Depression.

The only unit types that can set up beneath a Panji counter are Infantry/SW, horses being "led", cavalry, fully tracked AFVs, and dozers (G9.5). Other unit types (including Guns) can set up above a Panji counter, but can never move beneath it, and therefore can never exit the hex across a Covered hexside (G9.6). A unit above a Panji counter can never be set up concealed/HIP (G9.53).

Any allowed Fortification is set up beneath the Panji counter. Therefore only units that can set up beneath a Panji counter may set up in such Fortifications (G9.55).

Rice Paddies (G8.2): In general, the only unit

types that may set up IN paddies, regardless of state, are Infantry (including "led" horses), cavalry, and fully tracked vehicles.

- **Banks:** The only units that can set up on a bank counter are infantry/cavalry and motorcycle riders; infantry may be "leading" horses or bicycle riders. No fortification may set up on a bank counter (G8.7). A bank counter may not be set up in a paddy hex that also contains wire or panjis.
- **Drained:** The rules for setup are the same as for in-season paddies. A drained paddy is OG, not concealment terrain.
- **In-Season:** In addition to the general unit types above, pushed/ridden motorcycles and all fortifications are allowed, plus Guns and their crews, which may set up emplaced. An in-season paddy is considered concealment terrain for infantry and its possessed SW, dummy stacks, fortifications and emplaced guns, but the special PTO HIP rule for fortifications (G.2) does not apply.
- **Irrigated:** Set up is limited to the general unit types above, plus guns in tow by and/or passengers of fully tracked vehicles. Equipment may not be set up unpossessed [*EXC: horses, boats, equipment in a fully tracked vehicle or being Animal-Packed*]. The only allowed fortification types are mines, wire and panjis.

Swamp (G7): The rules for setup in swamp are the same as for marsh; see B16.4-.5.

Tank-Hunter Heroes (G1.421): Prior to 1944, a Japanese player can only create T-H Heroes during play. In 1944-45, if he is setting up at least part of his force on board, a Japanese player can set up as many as his maximum allowable number of T-H Heroes prior to play. These T-H Heroes can be set up using HIP (G1.422). In 1945 (except vs. Russians) a T-H Hero, whether HIP or not, can be designated as the detonator of a A-T Set DC. (G1.6121)

However, don't get confused about one thing. An A-T Set DC is a different thing from a DC Hero. DC Heroes (G1.424) can only ever be created during play, from a unit allowed to create a T-H Hero and also possessing a DC. You can never create DC Heroes during setup, and therefore they can never be HIP.

Temple (G.9F): No vehicle may set up in the building on the X6 Temple overlay, which also has a stacking limit of one squad-equivalent.

U.S.M.C. (G17.11): The U.S. player may Deploy as many 7-6-8 Marine squads as he wishes during setup.

Beaches and Water

A-P Mines (G14.54): A-P mines may be set up in Soft-Sand Beach hexes, and/or Hard-Sand Beach hexes that are adjacent to at least one Hinterland hex.

A-T Mines (G14.53): A-T mines may be set up in Beach/OCEAN/reef hexes. If they are set up in shallow OCEAN they are considered A-B (anti-boat) mines and can attack LC.

Beaches (G13): Beach hexes are considered Sand terrain (F7). Pillboxes, trenches and sangars may not be set up in Beach hexes.

Boats (E5): A Large Raft may not set up in a building [*EXC: vehicular-sized entrance; B23.742*]. All SW set up in a boat must be dm if possible.

Panjis (G14.55): Panjis may be set up in Soft-Sand Beach hexes, and/or Hard-Sand Beach hexes that are adjacent to at least one Hinterland hex. Panjis can't be set up in hexes that contain wire or mines, and vice versa.

Piers (G13.7): Piers must be set up in water (not necessarily Water Obstacle) or Beach hexes. A pier Location is considered the same as a paved road for setup purposes. No unit may set up beneath a stone pier (G13.73).

Seaborne Assaults (G14): No units or Fortifications of the defending side may set up in Beach/OCEAN Locations if the attacker is conducting a Seaborne Assault (by SSR) except mines, Tetrahedrons, wire and panjis. These Fortifications may set up using HIP.

Tetrahedron (G14.51): No more than one Tetrahedron may be set up per hex; and they may only be set up in Beach/OCEAN/reef hexes.

Wire (G14.52): Wire may only be set up in Beach hexes that don't also contain panjis, or in OCEAN/reef hexes that also contain Tetrahedrons.

And that about covers it. Some of these rules and situations are fairly obscure, but most of them come up again and again in most scenarios. As always, it pays to know the rules. If nothing else, it will give you a feeling of confidence heading into a game.

Remember, the Advanced Sequence of Play is your friend. Many situations not clearly covered in the rules are covered in the ASOP, and the ASOP takes precedence for game sequence over the rules. If in doubt, follow the Pre-Game Sequence in the ASOP.

So what if you've set up something wrong? In a tournament setting, for example, your opponent has every right to ask that an illegally set up unit/Fortification be removed. Don't let this happen to you.

At best, in a "friendly" game, your opponent will ask you to change your setup. But this can be awkward for both players, especially after having played a number of turns. Again, it pays to know the rules.

May all your games be friendly.

Tips for Making the Transition from ASL Starter Kit to ASL
by John Slotwinski

The ASL Starter Kits (ASLSKs) are different things to different people. For some, they are an inexpensive way to "test drive" the look and feel of ASL, without having to invest a fortune. For others, the ASLSKs are a complete game unto themselves. These players are satisfied with the ASLSK experience and have no desire to transition to full-blown ASL. For the rest, the ASLSKs are a way to learn the basics of ASL before embracing the complete game.

To MMP the ASLSKs have been an initially unexpected, but definitely welcomed, steady revenue stream.

Did I really write that? That was unfortunate. Anyway.

I don't want to inflate Ken Dunn's head anymore than it already is but the ASLSKs are, in my opinion, genius, because they take the seemingly endless collection of complicated ASL rules and distill them down into the basic, central things a players needs to play ASL, and do so in easy to understand language.

Now Ken has a lot of energy and dedication to the ASLSK concept, but after three different incarnations of the ASLSK (ASLSK1: *Dudz*, ASLSK2: *Gunz*, and ASLSK3: *Tankz*) I just don't think he's going to make it to ASLSK 10 (*Planez*) or ASLSK 15 (*Finnz and Sledz*). So at some point, all of you ASLSK players who want to make the move to full-blown ASL are going to have to put on your big boy panties (or MMP thong, for those of you who were fortunate enough to P500 it) and read the ASL rulebook. This article has a few tips for making that journey a little easier.

Let's take a look at what's in store for you. Please lift up your 50-lb, hernia-causing ASL rulebook and drop it onto your table. Remember to lift with your legs.

I'm kidding of course...the actual ASL rulebook only weighs 45 lbs.

But seriously, those of you who didn't read my previous ASL Journal article on how to best learn the lengthy ASL rules won't recall the basic advice that article offered (play fast, play often, play people better than you, play people worse than you, blah, Blah, BLAH) but that guidance holds true here for people moving from ASLSK to ASL. There are, however, some other secrets that I want to let you in on that will make the transition easier:

First of all, ASLSK is ASL. Now someone please go revive Dolan; I know this statement is probably a shock to his system. But yes, it's true, if you're playing ASLSK, you're playing ASL.

Secondly, the core of both ASLSK and ASL is firing, moving, and routing/rallying. Ninety per-

PRIESTS ON THE LINE

Scenario analysis by Matt Shostak

What makes a good scenario? What makes it fun? For me, there are many factors, such as interesting terrain, cool units to play with, exciting matchups, challenging tasks to perform, and play balance. Most especially though, I enjoy it when there are lots of options available to the players for achieving their goals. **J74 Priests on the Line** has all of these things.

The board layout and the bocage make movement and line of sight a tad tricky at times. The units available to both sides, particularly for the Americans, are somewhat rare. An M10 GMC and a couple of M8 Greyhounds are deployed forward to guard the road, while three M7 Priests and one M16 MGMC "meat chopper" anchor the center rear. Although the four StuG IIIGs that provide the biggest punch in the German attack are not that unusual, their six halftracks are (two SPW 250/8 and four SPW 250/9). This mix of units creates some fascinating matchups, as each AFV tries to maximize its strengths and minimize its weaknesses.

The variety of special ammunition available to the vehicles gives each player a rather large toolbox to choose from. Pursuing the right target while avoiding the more dangerous adversaries will be a challenge for each player, and of course there is infantry on both sides to make this combined arms action even more interesting.

A clever SSR provides incentive for both players to fight for the board 11 road, but still leaves enough leeway so that it doesn't completely dictate play. Both sides have difficult tasks with several ways to accomplish them, and room to maneuver. This scenario appears well balanced (33-25 record in favor of the Germans on the Remote Online Automated Record as of this writing), and its size makes it playable in an afternoon.

Situation Report: The victory conditions and SSRs require close scrutiny to understand this scenario. The Germans win immediately by exiting 8 or more points off the far side of the board, but only if there are no Good Order American MMC/vehicles within 3 hexes of 17R4. This area is in the center of board 17, and is pretty much right where the armored field artillery battery (the Priests) will set up along with the meat chopper. These units may actually set up within 5 hexes of 17R4 so it is possible that they will be

outside the victory area to start, but nevertheless they begin very close by and are mobile enough to move to the victory area quickly.

Although the other American units should set up on board 11, they too can get to the victory area fairly quickly if need be. The real centerpiece to this scenario, however, is SSR 3 and how it interacts with the victory conditions. If the Americans have a Good Order MMC on board 11 and within 3 hexes of the 1I1I-I5-R9-S9-Y10 road at the beginning of German Game Turn 4, the American reinforcements enter on Turn 4. Otherwise they enter on Turn 6. The implications of this SSR are huge. The game is only 6.5 turns long, so entering on Turn 6 will give the reinforcements only one movement phase to work their magic before the Germans close the book on the scenario in Turn 7. Obviously, there is a big incentive for the Americans to hold the line of the board 11 road for 3 turns with at least one unit. Note that a vehicle doesn't satisfy the condition, and there are only 4.5 squad equivalents to do the job! There is just as big an incentive for the Germans to clear the road in the first three turns. This savvy SSR has the effect of turning the scenario into almost two games in one. There might be a serious fight for the board 11 road in the first three turns, but no matter which way it turns out, each side gets a second chance. I really like this SSR because it provides strong incentive to fight the action a certain way, without absolutely requiring the players to do so. Ultimately, the choice is theirs.

It might be a worthwhile gambit for the Americans to withdraw some or all of their units from their forward positions in order to pack the victory area with defenders. While this might mean a late arrival of the reinforcements, it might also stymie German attempts to clear the board 17 victory zone. How strongly the U.S. player tries to hold his forward positions on board 11 is entirely up to him, and he has to live with the consequences.

In a similar vein, the German player has choices to make, too. He must decide just how hard he should try to clear the board 11 road. After all, he only has 3 turns to do so, and that's a difficult task. If he tries hard and fails, taking lots of losses and becoming a bit disorganized, the early entry of the American armored infantry platoon could doom his chances. But if he succeeds, he earns two extra turns of breathing room, and there likely won't be very many American units left to oppose him. The German player could also try for a lightning win on Turn 4 by largely ignoring the incentive to clear board 11, instead focusing on clearing the victory area on board 17 and exiting 8 points just moments before the

American reinforcements arrive. Of course, this type of plan would probably work best if the American player were a bit deceived about German intentions.

The bocage and woods affect movement quite a bit, since most of the vehicles here are halftracks and armored cars. This favors the defense, as it channels the attack, and the Americans can cover chokepoints with fire and worry less about being outflanked. It enables their small initial force to put up a credible defense. Bocage allows numerous opportunities for concealment, and to some extent the defenders should be able to move within their interior lines without being observed, at least in the early stages of the game.

Of course, the concealment and hull down benefits of bocage will be available to the Germans as well, but it will be slightly more help to the defender. The U.S. has a powerful reinforcement group of four squads, four halftracks, and two leaders. They can devastate an overextended German flank or reinforce the victory area. This reinforcement group will likely have more influence on the game if it enters on turn 4 rather than on turn 6, but even with a late arrival it might be able to snatch victory from the jaws of defeat.

The initial American forces, however, cannot set up wherever they want. The Priests and the meat chopper must start near the center of board 17 where they will probably not be able to fire on the Germans as they enter. The rest of the forces should set up more forward on board 11, and although they very well might have some shots at the Germans on the first turn, it's a pretty thin forward line with only 4.5 squads available. Moreover, they only have one AFV on the front line with a reasonable chance of destroying the StuGs.

The StuGs are more than a match for just about all of the American armor. Although the M10 tank destroyer can go toe-to-toe with them, and must be respected because of its high rate of fire, they still outnumber it four to one. A HEAT round from a Priest could also knock one out, but the StuGs are much more dangerous for the Priests than vice-versa. The German halftracks have thin skins, but they are speedy and there are a lot of them. Most of the U.S. armor is thin-skinned also, so even the 20L guns of the SPW 250/9s can knock them out. The German squads have morale 8, which is always a big advantage,

and moreover there are 12 of them against just 4.5 American squads at start, which is a huge edge in numbers. Working against the Germans are the clock and the terrain. Normally 6.5 turns would seem like plenty of time, but SSR 3 really gives the Germans only 3 turns to clear the board 11 road if they want to force a late entry of the U.S. reinforcements. This can make it seem like the clock is really ticking! The bocage and woods really restrict movement, too. The halftracks will have difficulty penetrating the American left flank without risking bog. If the 11I10-11J10 hexside is not sufficiently clear for bypass movement (a very close call on my boards), the entire flank is sealed to halftrack movement unless they want to risk bogging in the woods. The American center and right flank have more opportunities for armored movement, but it's still not wide open.

American Defense

Here's one example of an American defense. I like to start by locating my most important weapon first. Here I consider the M10 tank destroyer to be absolutely critical. It's clearly the biggest threat to the StuGs, and the Germans have to respect it. Indeed, with a rate of fire of 2, and a Basic To Kill number of 17, the German player must be wary of this guy. Carelessly parking all four StuGs in his LOS on the first turn could easily result in the destruction of some or all of them. I really like 11O9 (VCA 4, TCA 2) for the tank destroyer. It will be hull down behind the bocage to most fire, and is positioned for a quick escape if necessary. It covers the edges of the 11Z5 hill fairly well, and can traverse to cover other angles fairly easily. It can't see everything, but it commands one of the best fields of fire on the board.

Both Greyhounds are nearby in support. They serve several purposes. One is early game deception. Starting concealed, the Germans won't know precisely where the M10 is, and even if they can make a pretty good guess, they might still hesitate to move their armor until they are sure. The Greyhounds can't realistically expect to hurt the StuGs, but they can keep the German halftracks at bay and prevent them from swarming the M10. They can also use their machine guns to hold the German infantry off, and they have canister for that purpose, too. In a desperate situation, a Greyhound could use its smoke pot or vehicular smoke grenades to try to save the M10 as it "bugs out".

Rounding out the position behind the bocage in the 11K8 area are two half squads, and the 9-1 leader directing a squad with the MMG. This position on the American left is the toughest to penetrate and therefore might be the most likely place for an MMC to hang tough until the beginning of German Turn 4. The right flank is more open and more difficult to defend. It is therefore a probable avenue of approach for the German armor. Since the American armor is on the left, the bazooka could be placed here on the right to provide at least some anti-tank capability. However, in this setup I've put it on the left to protect the backside of the M10.

The other leader and the hero are on the right in the 11Y10 area, along with 2 squads. Their job is to delay the Germans and try to keep the German infantry back, and slowly withdraw to the artillery battery position on board 17. If the opportunity arises, some or all of this group will try to hold the position in order to satisfy the conditions of SSR 3, but that will probably only occur if the Germans don't press hard on this flank.

I am wary of setting up the armored artillery battery too far forward on board 17. For instance, although 17R1 is a hull down position that covers the center, the Germans can counter it by putting a StuG in 11R5, also hull down. They could bolster this position with infantry that could use its small arms fire to force the Priest to button up. Although the Priest might win this encounter if it can get HEAT and a turret hit, the odds are with the StuG. So, instead, the Priests are farther back, where they can support the M10 tank destroyer from hull down positions that can't be so easily countered.

The armor leader goes in the meat chopper. He'll look for opportunities to fire on German infantry of course, but he is also a very dangerous opponent for the German halftracks. Although the kill number of the 12.7 is only 5, this weapon gets to make 4 rolls on the To Kill table each time it hits. Considering that and the high rate of fire (3), the armor leader, and the thin armor of the SPWs, the M16 MGMC halftrack commands respect.

(all units are concealed, and all AFVs are CE):

11J7: BAZ 44, 3-4-7
11J8: Greyhound (VCA: 3; TCA: 6)
11K7: 9-1, MMG, 6-6-7
11M8: 3-4-7
11N8: Greyhound (VCA: 4; TCA: 6)
11O9: M10 GMC (VCA: 4, TCA: 2)
11W9: 6-6-7
11W10: 8-0
11X9: 6-6-7
11Z9: 3-4-7
11AA10: 1-4-9 Hero
17N1: Priest (VCA: 1)
17R3: Priest, (VCA: 1)
17R4: 9-1 Armor Ldr., M16 MGMC (VCA: 1)
17S5: Priest (VCA: 2)

German Attack

The Germans have several ways to go about achieving victory here. If they want to make a concerted effort to force a late arrival of American reinforcements, they need to have a strong attack on the American's left bocage strongpoint around 11K8. Yet still some forces must attack the infantry in the woods around 11Y10, although they should be easier to dislodge since they aren't as well supported and if they retreat much at all they won't satisfy the conditions of SSR 3. If the Germans instead want to try for a lightning victory on Turn 4, they might want to attack strongly on the American right flank and center, with perhaps only a small

holding force going after the American position around 11K8.

In *Figure 1*, I've shown German positions after a hypothetical Turn 1 Movement Phase, assuming all units arrive safely.

In this attack, they are going to try to clear the road by Turn 4, yet remain flexible enough to change course as the situation warrants. The StuG in 11C5 is engaging in a dangerous guessing game against the American target in J8, figuring that the M10 would not occupy a position with a limited field of fire and is more likely in O9. Since bocage doesn't prevent concealment loss for vehicles, the Germans could double time the 8-0 into F4 if they want to verify that J8 contains a Greyhound before committing the StuG to C5.

The 8-0's platoon is ready to advance to the edge of the woods in order to pressure the left side of the American stronghold over the next two turns. The 8-1's platoon will advance to the bocage at J4-K5 concealed. The PSK might prove useful if the M10 gets frisky and repositions to a spot like K7 or J7 to engage the nearby StuGs. The halftracks in the center are awaiting opportunities. They might use smoke to cover an assault starting from their left and crossing over to the middle, or they might use HEAT or HE to try to stop the Priests if they come forward. They are also available to swarm the M10 from the flank if that looks promising.

The StuGs and halftrack atop the 11Z5 hill, in conjunction with the other two StuGs coming from the other flank far away, have the flexibility to attack across the middle as part of a misdirection swarm to nail the M10 and other American armor. They can also support an assault aimed at eradicating the American infantry presence in the vicinity of 11Y10. The four halftracks on this flank are capable of making a fierce attack on the GIs here, and they also threaten to exit the board quickly to satisfy that portion of the victory conditions. An exciting battle awaits.

11C5: 9-1 Armor Ldr., StuG IIIG (VCA: 3)
11F3: ?, 8-0, LMG, 5-4-8 x 3
11G4: CX 5-4-8
11H4: StuG IIIG VCA: 3
11I5: CX 2-3-8
11K4: ?, 8-1, PSK, 2-3-8, LMG/5-4-8 x 2
11M4: ?, CX 5-4-8
11R5: SPW 250/8 (VCA: 4)
11S6: SPW 250/8 (VCA: 4)
11X6: ?, CE, StuG IIIG (VCA: 4), 5-4-8
11Y7: ?, CE, StuG IIIG (VCA: 3), 5-4-8
11Z6: ?, SPW 250/9 (VCA: 4)
11CC6: ?, CX, 9-1, 5-4-8 x 2
11CC9: SPW 250/9 (VCA: 4)
11FF7: SPW 250/9 (VCA: 4)
11GG8: SPW 250/9 (VCA: 4)

American Response

The American response on their first turn could be very interesting, and reveals something about a player's style.

Figure 1: *Situation at the end of the German Turn 1 Movement Phase*
-All American units are concealed, and all American AFVs are CE.
-All German units are concealed except for those outlined in **red**.
-CX German infantry are inside a **white circle**.
-VCA/TCA are identical unless noted otherwise by a turret counter.

VC Area
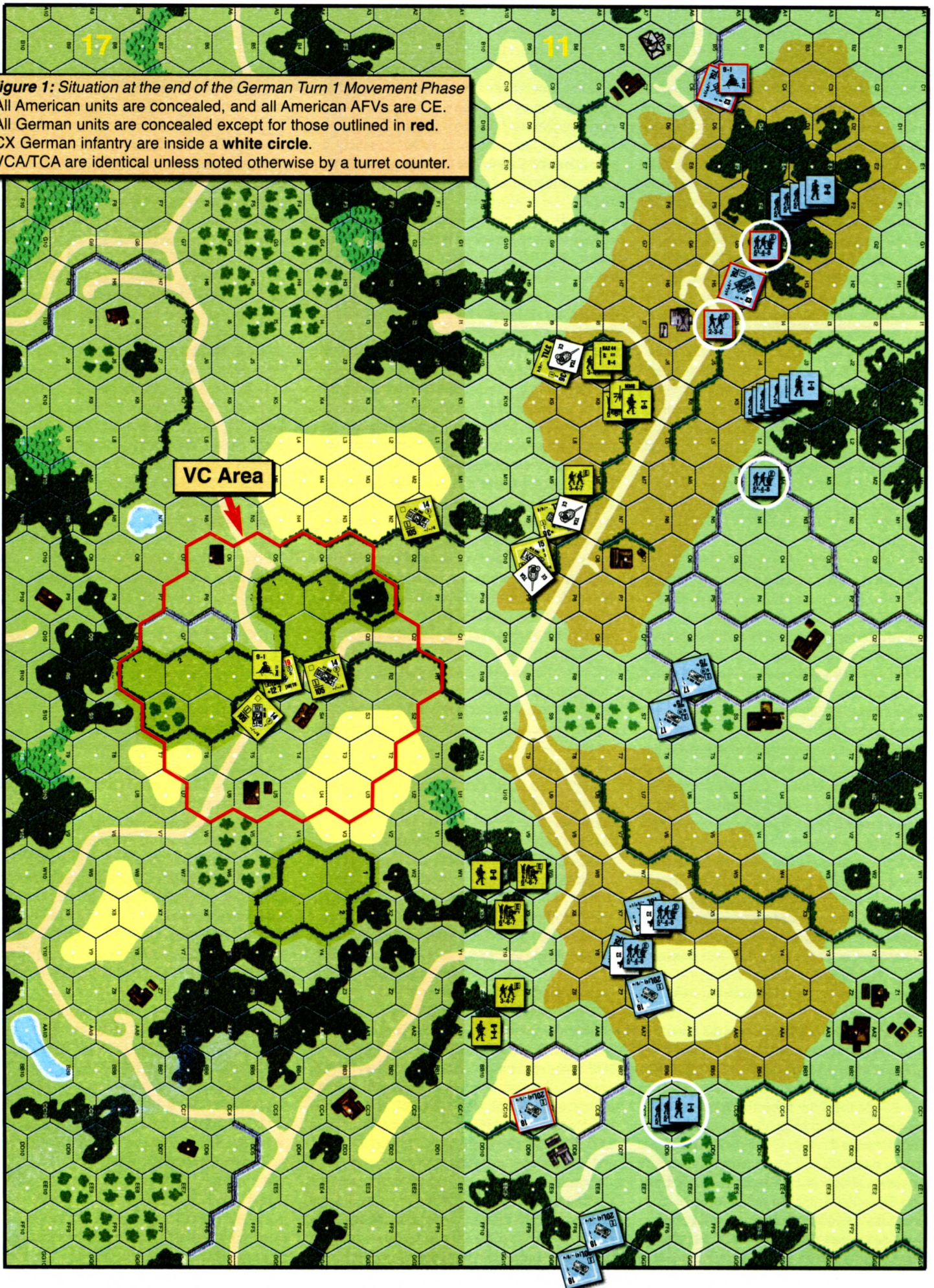
The Greyhound on the far left should probably try to kick into motion and try to get that smoke pot cookin' as soon as the StuG bears down on him. Being hull down will help, but motion status and smoke will help even more. The Greyhound is no match for the StuG, so it should bug out and go hunting for better targets.

A local counterattack with the M10 taking on the StuGs on the left might be just the kind of gambit that could work. The M10 could move to its left and stay behind the bocage, while the StuGs are more exposed. With a little luck it might destroy one of the German vehicles, which would help shore up the position. But such a gambit might fail miserably, too.

The Greyhounds, Priests, and/or the meat chopper could go after the German halftracks in the middle area valley around 11R5 since they are not very well supported, but that might also leave the American vehicles exposed to a vicious German attack on Turn 2 from both sides. Some vehicles could also cruise down the road to shore up the far right flank and take the German halftracks under fire there. Putting the meat chopper in DD5 might be effective, especially if there is a friendly unit around to guard against a StuG attack. This might be a better play if the bazooka were on this flank instead of the far left as shown.

Of course, the Americans can also just hunker down, look for good defensive positions, and play conservatively for time. This might be the best course. It is probably a good idea to keep the board 17 victory area occupied with at least a couple of units, due to the danger of a sudden German victory.

Rules of Engagement

I often find it useful to have a clear idea ahead of time of what I expect from each type of unit, often with an eye toward head-to-head matchups of the various AFVs. Here's how I see the job of each type of unit in this game.

M10 GMC: The StuGs are the top priority target. Staying alive also keeps the StuGs honest. No APCR available, darn! Don't forget smoke pots to help stay alive, and use the AAMG to keep German squads at bay.

M8 Greyhounds: Keep German halftracks and infantry away from the M10 so that it can engage the StuGs. Be alert to opportunities for local counterattacks against unsupported German AFVs. Look for side and rear shots against the StuGs. Don't forget to use canister and MGs against infantry. Use smoke pots to save the M10 if desperate. Redeploy to the victory area if necessary.

M7 Priests: Save HEAT for the StuGs. Use HE against infantry and halftracks. Use smoke and WP to shield units from German fire. Try to remain hull down in the victory area, yet still be alert for local counterattack opportunities.

M16 MGMC: Keep German halftracks away from the Priests. Engage German infantry targets. Try to stay in the victory area on board 17 as much as possible, but be ready for local counterattack possibilities against unsupported German halftracks.

American infantry: Hold the line on the board 11 road so that the reinforcements can enter on Turn 4. Eventually retreat to the center of board 17 to hold the victory area.

American reinforcements: As soon as possible, occupy positions in the board 17 victory area. Also, look for opportunities to counterattack any overextended Germans. The halftracks can be very effective in causing casualties through failure to rout.
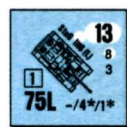
StuG IIIG(L)s: Destroy the M10 as soon as possible. Use APCR against the M10. Use smoke ammo and sN9 to provide cover for the assault. Transport squads as riders.

SPW 250/8s: Use smoke to cover the assault. This is a good unit to use as the first attacker in a vehicular swarm, angling for a HEAT shot from the side or rear of the M10 or the Priests. The weapon is more likely to break due to its low ammo number, at which point it is the best unit to exit. Each is worth 4 points, even with a malfuctioned MA.

SPW 250/9s: Attack unsupported American infantry, particularly those in woods, grain, or in the open. In an "armored swarm" attack, lead the way to draw fire so the StuGs can clean up. Sprint for the exit if necessary.

German infantry: Engage American infantry to clear them from the road, and later secure the board 17 victory area. Use PSK and PF against American armor. Use small arms to force American armor to button up, with the M10 being the top priority.

Conclusion

I've really enjoyed playing this scenario regardless of side, and I think you will too. It has all the elements that I look for in an exciting action, and has a well earned spot on my play list. It gets special marks for how the victory conditions and SSRs combine to create a lot of choices and opportunities for both players.

cent of both games involve these activities, and if you have mastered the rules, mechanics, and strategies for these in the ASLSKs, then you are in great shape for ASL. In fact, you are already playing ASL and just don't realize it. Certainly some additional aspects of these basic concepts will supplement what you already know (bypass movement, rout phase surrendering, etc.) but these are pieces of chrome that are added on top of what you already know…which leads to point number three.

Everything you've learned in ASLSK is the same in ASL. You don't have to unlearn anything. You will learn some new things (see above) but the basics are exactly the same. You remember that at a range of five hexes a gun hits an AFV with a basic to hit number of 10? Same thing in ASL. Stone buildings have +3 TEM? Same thing in ASL. Roll exactly equal to your morale on a morale check and you pin? Same in ASL. Suffering through Ken Dunn's cheesy scenario titles? Same thing in ASL. I think you get the picture.

One last item to complement this list: You don't have to learn everything in the ASLRB, at least not right away. If you're not going to play a scenario with cavalry in it, why are you reading the cavalry rules? Read them when you need to. Same is true for nationality characteristics of factions that you aren't playing. Save the Axis Minors section until you actually play with them in a scenario. And please, please, don't get bogged down by reading the specific collateral attack rules. When you need that one someone will tell you. And if you never actually use it you won't miss much. Trust me on that one.

Moving into the full game that is ASL is still not trivial. ASL is a harsh mistress that needs your devotion. But you will be rewarded for your diligence by being able to play the world's best tactical wargame, and hopefully the tips above will make your experience a little easier.

TIPS FROM THE TRENCHES

A K/ result on the IFT which affects a squad will both Casualty Reduce it and force it to take the associated Morale Check; however, a SMC which suffers a Wound due to a K/ result is *not* subject to that Morale Check in additon to his wounding (A7.302 and the '96 *Annual*).

Doomed Battalions Third Edition Debriefing

Apply the following to Doomed Battalions 2nd Edition to update to 3rd Edition. This is in addition to previous officially published 2nd Edition errata.

Chapter H

Polish Vehicle Note 10. 302T: Delete MAVN "Q."Add the following second dagger note: The MA may use neither Motion Fire nor Bounding (First) Fire within the vehicle's VCA—as signified by "No Bnd(F)F VCA" on the counter.

Polish Vehicle Note 13. Horse-Drawn "Taczanka": Change "CS3" to "cs3" on the counter, and in the CS column of the Vehicle Listing change "3" to "3". Delete the paragraph starting with "D12.4 GALLOP:". Delete "Wrck Chck dr 6=Elim" from the back of the counter as unnecessary.

Yugoslavian Vehicle Note 23. AEC II(b): Front AF should be circled (inferior turret). Change the TA column in the Vehicle Listing to read "-F".

Danish Vehicle Note 24. Nimbus: In the second dagger note, after the text "This vehicle starts each scenario with two 2-2-8 crews as Riders" insert "(or as dismounted Infantry possessing the Nimbus)". Replace each instance of "cyclist" with "motorcyclist." In the dagger note beginning with "The 20mm AT Gun..." insert "(C10.11-.12)" after "may be (un)hooked". In the example's first paragraph insert "to W5/W6/X5" between "changes its VCA" and "(2MP)". After the text "and fires again" insert "retaining ROF,". In the last paragraph of the example add "(becoming TI)" after "2 MF" in the first line. At the end of the dagger note that begins with "D15.6 The AAMG of a Nimbus" add the following to the end of the note: "Dismounted unbroken Infantry may retain possession of a Nimbus that is in Bypass of an obstacle, and (contrary to A4.32-.33) are considered to remain in Bypass at the CAFP for so long as they continue to possess the Nimbus."

Common Vehicle Note 32. FT-17C(f): Delete the CMG on the FT-17C(f) counter and illustration.

Common Vehicle Note 34. M3A1(a) Scout Car: In the first dagger note after "Remove either of its MG" insert "[ERRATA: this is also true for the U.S. M3A1 Scout Car]". After the last sentence of the first dagger note, insert "[EXC: the Partisans can opt to use the Russian .50-cal HMG/British-colored MMG(a)]." At the end of the second dagger note replace the text "Since the ROF applies only to the ... only if those MG are firing together as a FG." with "ROF applies only to the MA. (A9.2)". The value in the AF column of the Vehicle Listing should be "0", not "0/0".

Polish Vehicle Note 1. TKS & TKS(L): Insert a "&" on the back of the counter after "Stun=Recall".

Polish Vehicle Note 2. Vickers Edw(b) & Ejw(b): In the first dagger note, insert "[EXC: FG]" after "Each turret's CMG rolls its TH/TK/IFT DR separately"

Polish Vehicle Note 5. Peugeot 1918(f): Insert a "&" on the back of the counter after "Stun=Recall".

Polish Vehicle Note 6. wz.29 "Ursus": Change "vehicles RCA" to read "vehicle's rear TCA"

Belgian Vehicle Note 15. T-13 Type II(b): Add to the beginning of the first sentence of the first bullet note "This vehicle's TCA coincides with its rear VCA, and its". Change RTCA to read "Rear TCA" and RVCA to read "Rear VCA".

Vehicle Listing Dutch Vehicle Note 29. Marmon-Herrington III(b): Add a dagger to the MP column on the vehicle chart.

Dutch Vehicle Note 30. Jeep(a): Delete "*" next to the MP on the counter.

Common Vehicle Note 31. L3/35(i): Insert a "&" on the back of the counter after "Stun=Recall". In the dagger note that begins with "The M13/40 4FP BMG may be scrounged..." insert "L3/35 and" in front of "M13/40".

Vehicle Listing Common Vehicle Note 31. L6/40(i): Change start date in vehicle listing to "4/41".

Vehicle Listing Common Vehicle Note 31. M13/40(i): Change start date in vehicle listing to "12/40". Change AF column in vehicle listing to "3".

Common Vehicle Note 32. 120mm wz.09/31: At the end, add "Saw use in Norwegian heavy artillery batteries (RF 1.4)."

Common Vehicle Note 33. R-35(f) and Note: Change dates to "9/39-4/41". Add a dagger and a 1 next to "E" in the Notes column of the vehicle listing. Add a "*" before the AAMG line on the back of the counter.

Vehicle Listing Common Vehicle Note 35. C-K P17(f): Delete the dagger in the notes column after the "35".

Vehicle Listing Common Vehicle Note 35. C-K P19(f): In the dagger note, delete "/Belgian".

Vehicle Listing Common Vehicle Note 36. VCL Utility B(b): Change dates column to read "35-3/42", and delete the "t" in the MP column.

Vehicle Listing Common Vehicle Note 37. Heavy Truck: CS column should read "7". (Italicized, non-bold).

Yugoslavian Vehicle Note 19. T-32: Insert a "&" on the back of the counter after "Stun=Recall".

Polish Ordnance Note 4. 100mm wz.14/19: add "and Yugoslavian Ordnance Note 22)" after "Italian Ordnance Note 12".

Belgian Ordnance Note 6. DBT: Add an "*" after the Gun size, and add "*No Air Burst" to the disabled side of the counter. Change the dagger note to read "Due to the fuse delay, the DBT does not generate an Air Burst (B13.3) as indicated by "No Air Burst" on the counter."

Vehicle Listing Belgian Ordnance Note 7. M76A and Note: Delete "Unloading the mortar from the caisson required approximately 5 minutes and was a strenuous task at best. The gun could be manhandled by six men or dismantled and carried by nine." from the Gun's descriptive text. Delete "or Towed (as if a non-Mortar)" from the first sentence of the dagger note. Delete "QSU†" from the M76A's "Special" column in the Ordnance listing.

Belgian Ordnance Note 14. M27 FRC: Add an asterisk before the Gun caliber.

Dutch Ordnance Note 15. Solothurn s/18-1100: Add "(see Italian Ordnance Note 3)" after "Italians".

Greek Ordnance Note 18. 37mm Bofors AA: Change name to "3.7cm Bofors AA".

Common Allied Minor Ordnance Note 24. 37mm Bofors AT: Replace "See French Multi-Applicable Ordnance Note P" with "See C10.5".

Common Allied Minor Ordnance Note 28. 75mm wz.97: Change "towed AA" to "towed AT".

Common Allied Minor Ordnance Note 29. Bofors M34: Change BPV for the Norwegian bergkanon/M11 and the Greek 75 "D" to 22.

Common Allied Minor Ordnance Note 31. C105 L 13S: Corrected Gun silhouette.

Common Allied Minor Ordnance Note 32. 120mm wz.09/31: At end, add "Saw use in Norwegian heavy artillery batteries (RF 1.4)."

Common Allied Minor Ordnance Note 34 Mitrailleuse de 13.2 CAJ mle 30: Delete trailing asterisk after "*Tow NA" on counter back.

Allied Minor Ordnance Listing 8. 7.6cm FRC: In the 7.6cm FRC Notes column, add a dagger after "8".

Allied Minor Ordnance Listing 24 37mm Bofors AT: In the "RF" column, the "1.3" should be "1.2".

Allied Minor Ordnance Listing 26. Bohler M35 47mm: In the "RF" column, the "1.4" should be "1.5".

Allied Minor Ordnance Listing 29. Bofors M34: In the Bofors M34 Dates column, change the dates to "34-3/42". In the BPV column change to read "1.2-1.6 (with dagger)".

Allied Minor Ordnance Listing 30. 75M 19S: the Dates column should read "19-5/41".

Allied Minor Ordnance Listing 32. 120mm wz. 09/31: Dates should be "31-5/40".

Allied Minor Ordnance Listing 33. 155mm 17S: Date column should be "20-5/41".

Allied Minor Ordnance Listing: 34. Mitrailleuse de 13.2 CAJ: Add "mle 30" to end of the Name.

Allied Minor Ordnance Listing 35. 20mm Oerlikon: Date column should be "30-3/42".

Allied Minor Ordnance Listing 36. 40mm Bofors: Add "AA" to Name. Date column should read "38-5/40". There should be a dagger in the "RF" column. In the Notes column, delete "Gr" and add "Ne".

Scenario Updates

ASL 43 Into the Fray: Replace the Cavalry 7-0 with a second 8-1. Delete SSR#3.

ASL 44 The Gauntlet: Decrease Exit VP from 18 to 17.

ASL 45 Revenge at Kastelli: Delete one Greek 4-3-7 (changes BI to 150). In SSR 3, replace "squads" with "squad-equivalents".

ASL 46 Birds of Prey: Add one Belgian 8-0.

ASL 47 Rude Awakening: Shorten game length by one turn. Change Yugoslavian Cavalry Leaders to 9-1 and 8-1.

ASL 48 Toujours l'Audace: Add two Belgian 4-5-8s (changes BI to 168). Replace the 4-6-8s with SS 4-6-8s. Change BI# to 256. Replace SSR 4 with "All German units are SS (A25.110)."

ASL 49 Piercing the Peel: Shorten game length by one turn. Add eight Wire counters. Change Dutch Balance to read "Delete the 8-0 from the German OB." Change German Balance to read "Extend game length to 8 game turns." In SSR 3, replace last sentence with: "Dutch fortifications may not set up hidden (contrary to A12.33)."

ASL 50 Age-Old Foes: Kindling is NA. Add one Polish ATR. Wagons are worth 3 VP.

ASL 83 An Uncommon Occurrence: Replace one PzKfw IIA with one PzKfw IIIF and add one 9-1 Armor Leader.

ASL 84 Round One: Add one Fortified Building Location and one ATR to the Polish OB.

ASL 85 No Way Out: Shorten game length by one turn. Delete two 4-5-7s from the Polish OB (changes BI to 128).

ASL 87 Good Night, Sweet Prince: Increase game length by ½ turn. Add one dm MMG and one LMG to the German OB. Change German Balance to read "Increase Game Length to 8 ½ turns." In SSR4, replace "Surrender may not be refused..." with "A Good Order unit may not refuse Surrender..."

ASL 88 Art Nouveau: Increase game length by one turn. Replace German 8-0 withGerman 9-1. Change German Balance to read "Increase Game Length to 9 ½ turns."

ASL 89 Rescue Attempt: The Belgians win at game end by amassing ≥ 13 VP, which are awarded as follows. At game end Good Order Belgian squads and HS are worth 2 VP and 1 VP respectively. AFV with any functioning MA/MG are worth 2 VP if within 5 hexes of or 43O10, or 1 VP otherwise. Beginning on Turn 7, Belgian squads/HS may exit off the west edge on/between 33GG5 and 33GG1 and count for VP.

ASL 90 Pride and Joy: Delete the SSR for Ammo Shortage. Delete one 3-4-6 from reinforcements.

A28 The Professionals: Kindling is NA. At end of SSR 4 add: "Use either Cannone da 47/32 (Italian Ordnance Note 5), or the Bohler M35 (Allied Minor Common Ordnance Note 26) but without a gunshield."

A72 Italian Brothers: Replace Italian 7-0 with Italian 8-1. Change Nationalist Balance to read "Add a dm MMG to the Nationalist OB."

J25 The Weigh In: Increase CVP cap to 56.

A63 Action at Balberkamp: Add the following sentence to SSR4: "After the first player receives his reinforcements, the opposing player receives (when his reinforcements arrive) an extra reinforcement squad for each subsequent

failed Reinforcement DR."

J26 Round Two: Add one 4-5-8 and one ATR to the Polish OB (changes BI to 149).

J42 Grebbe End: Add one 4-3-7 to the Dutch OB (changes BI to 80).

A46 Rattle of Sabres: Numerous changes. In VC, Prisoners are NA for Exit VP, and required CVP are lowered from 12 to 8.

Polish forces are split into 3 groups. Three 4-5-8s & horse counters, 8-1, MMG, & two ATRs set up HIP (if in Concealment Terrain) on/west of hexrow U. Seven 4-5-8s & horse counters & 9-2 enter Mounted on Turn 1 along west edge having expended 6 MF. Four 4-5-8s & horse counters & 8-0 enter on Turn 2 along west edge having expended 6 MF.

Add a fourth LMG to German OB.

Replace SSR 2 and SSR 3 with the following and add SSR 5:

2. The Polish player may elect to forego setting up on board any SW and 1 squad (and Horse counter), and instead enter the SW and 2 squads (and Horse counters) with the Turn 2 reinforcements.

3. German units must enter Mounted. German MMG must enter possessed by a crew, cannot be transferred among Cavalry, and require the possessing unit to spend ALL MF to (dis)mount.

5. Polish Elite and 1st Line squads have Assault Fire (A7.36) capability.

Replace Balances with:

Polish: Add a 4-5-8 to the Polish on-board force.

German: Extend the game length to 7½ turns.

The Advance Phase
by Chas Argent

It gives me great pleasure to have a hand in returning the ASL *Journal* to what we intend to be a regular publication schedule. We hope you have enjoyed this issue and look forward to many more to come in the future.

This particular issue has been simmering for a long time, though much of its content came together only recently – Carl's Overrrun article, for example, and the choice of the 3rd-party scenarios we felt deserved a larger audience. My own learning curve has been evident, between immersing myself in Photoshop and Quark (the software we use to lay out virtually all the components of any ASL product) to becoming acquainted with a new team of play testers and proof readers. There is still some "herky" in the hery-jerky, but I'm getting there.

That being said, I will reinforce the comments from Brian and Perry in *A View From the Bench* at the beginning of this issue – we need your submissions to keep this magazine viable. We need articles, scenarios, campaign games, player aids, and any other projects that you, the ASL aficionado, might wish to contribute. The *Journal* is in many ways a microcosm of what MMP can do as it relates to Advanced Squad Leader on a larger scale; that is, we are limited in what we can develop and publish by what is submitted to us. We certainly can (and will) do some design-

ing and writing ourselves, but there is only so much we few individuals can accomplish. In short, the *Journal* is what you make it. Please contact me directly with your ideas and submissions at chas.argent@gmail.com.

On the Horizon...

One of the most challenging aspects of my new position with MMP has been determining where all the various projects that have been submitted to MMP over the years currently stand. Some of them are quite active – *Hakkaa Päälle!*, for example, has been under development for many years, guided by the capable hands of Lars Thuring and Tuomo Lukkari. Gathering information from them on project status has been a breeze, and we are quite close to having a complete project in-house. Now it's up to us to complete all the physical components and bring the package together. *HP!* is on our plate for 2010.

On the other hand we have a case such as the late Jim McLeod's *Ortona: Little Stalingrad* HASL which has also been in existence for some time; but because Jim had essentially been the project manager and I had no occasion to speak with him about the project before his death, I have had to rely on the memories of playtesters and a paper trail of rules, scenarios and playtest reports in an effort to determine the status of the project. The kindness, energy and generosity of Jim's friends Darren Kovacs, Blake Ball and Bill Bird, and the cooperation of his wife Judite, have made it possible to assemble the various pieces of the puzzle that give me something like a complete picture of Jim's baby.

Speaking of project managers, Bill Cirillo has been as helpful and energetic as I could ever hope, and his *Festung Budapest* project is virtually complete at this point. As I write this, Bill is working with Charlie Kibler and MMP to nail down the final map artwork (which is stupendous, by the way). We anticipate this HASL will be released in the next year.

Don Petros and Pete Shelling are hard at work on the scenarios and the campaign game for *Slaughter at Ponyri*. The CG is a monster and will require more time to develop, so we do not yet have it firmly in the production queue.

In addition to the upcoming *Action Pack 6: Decade of War*, a reprint of ASL *Journal 2*, the 2nd edition of *For King and Country* and the 3rd edition of *Doomed Battalions*, 2010 should also see another "generic" Action Pack (most likely number 7) which will feature 3 new maps and 12 scenarios. The reprint of the PTO module (one giant beast which includes the Japanese, Chinese and U.S. Marines) is very close to completion and will be put up for preorder when the time is right. We will have an ASL project in the *Operations Magazine Special Edition 3*, which will be published in time for the World Boardgaming Championships. I also anticipate *Out of the Attic 2*, and (hopefully) *Journal 9* before the end of the year.

I'd like to thank Brian, Perry and LuAnn for their support, and my wife Michelle, who made it possible for me to mix business with pleasure.