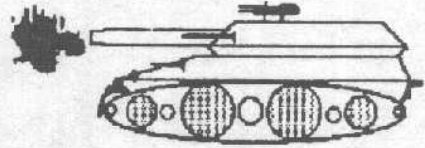


**AT  
THE  
POINT** -- The Journal of ASL



#3

**AT THE POINT**

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## ***BULLET-N BOARD***

ATP Recommends the **ASL NEWS**, published by

Phillippe Leonard

28 Av. Seghers

B-1080 Bruxelles, Belgium.

The magazine is now printed in English; the last issue featured an excellent scenario, articles on Errata, Desert cover, and much more. Contact Phillippe for information on how to subscribe. **DO IT!**

### **➤➤ NJ AND NY ASL CHAMPIONSHIP!**

Officially sanctioned as announced in the General 26/4 AREA membership required and included in entry fee as necessary. All entries must be in by July 15, 1991. Send SASE to Dan Dolan, RR2 Box 443, Highland Lakes, NJ 07422. **CASH PRIZES!!**

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**AT THE POINT** is published 10 times a year by Marc Hanna, 718 Bounty Dr., #1820, Foster City, CA 94404.

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## FAUST PONTIFICATES

Issue #3 marks a sort of nexus for **ATP**, and I'd like to present several items of interest pertaining to the evolution of this periodical.

First, please welcome **Keith Larson** as the first Staff Member of **ATP**. (Betcha he's surprised)...Anyway, many of you will recognize him as the author of the most popular ASL PBM system in use to date. As 'PBM Coordinator and Editor,' Keith will be entirely responsible for editing/collating/assessing PBM related material for use in **ATP**. Best, **ATP** will present a bi-monthly column "Mail Call" written by his august pen. You'll find the premier of this worthy column in this very issue.

I expect this news will generate a mixed reaction among the readership; many of you are interested in PBM, a lot of you are not. Hopefully "Mail Call" will arouse some of those who are unaware of the ease with which ASL can be played by mail. It is also intended as a forum for those dedicated souls to discuss aspects of this quite suitable method of gaming.

Those in the know understand that there are a lot of fascinating issues to be resolved about PBM; while this magazine pointedly avoids "scooping" Avalon Hill on anything marketable; this is, in my opinion, a unique issue in that the PBM segment of the hobby is well entrenched and liable to sort out how they are going to do things with or without them. Admittedly, your publisher feels a sense of loyalty to the PBMs, many of whom have no recourse but battle by pen. There are enough people who play by post that a regular column in **ATP** is warranted.

Let me assure those that eschew PBM that "Mail Call" and associated articles, though an important facet of **ATP**, will never dominate this magazine. **ATP** shall always remain dedicated to the analysis and play of Advanced Squad Leader; PBM is only one small but vital aspect of this outstanding game.

That said, let me also announce that **ATP** is currently planning to publish **QUALITY** scenarios on a semi-regular basis. There will be no rush efforts to assure that a crappy scenario is published in every issue. Public opinion seems evenly divided on this; my feeling is that this plan hurts those who don't want scenarios less than those who do, simply because those who don't can afford a page with a scenario every other issue or so. Right, gentlemen?

In order to assure quality, I am currently searching for a dedicated Staff volunteer who, as 'Scenario Coordinator', will be responsible for coordinating all scenario design/development/ playtest efforts. Further, I also seek another Staff member titled 'Scenario Editor,' who, in that capacity, will be responsible for formatting presentable, publishable master scenarios for direct inclusion into the pages of **ATP**.

The proposed plan is this: The Coordinator (or Coordinators, as it's a big job, folks!) will be sent all proposed scenario designs and will deal with all aspects of scenario playtesting, balancing, historical validity and assessing "enjoyability." Once the kinks are ironed out and it looks feasible, the rough draft is forwarded to **ATP** for final review. Once accepted, this draft will be sent off to the Scenario Editor who then creates a master worthy of inclusion into **ATP**, as typified by scenarios currently published in "The General" or the Belgian "ASL News." It's gotta be nice lookin,' get it ya mugs??

Sound OK? I hope so. Note: in appreciation of their toil, all Staff members of **ATP** will get honorary subs for the duration of their stay. Appropriately documented expenses will also be re-imbursed (within reason— we're still in the red here, people).

Right now, I've had a couple volunteers for Scenario Coordinators but the decision has not been finalized by any means. There may be a need for several. The Coordinators are going to be communicating with a lot of people by post/phone, as they are

going to be the Comm center for various playtest groups. Playtesters are also needed. We also need you creative types to send in your scenarios for review. Try to make them historical, but balanced and (above all) fun.

I'm really hurting for a 'Scenario Editor.' Alas, this simple publishing program (and the limitations of my printer) are insufficient for me to do the compressed type needed to do a bang-up scenario presentation. I've already got an excellent scenario, "Waltzing Mathildas" by **Robert Banozic**, ready to go, but am reluctant to publish it until it is done properly. Quality, quality...

Finally, one last problem. As we do more involved scenarios for "Point Replay," I'm discovering that it really eats up the zine space. A 500 event scenario (smaller than average, I think) takes up about 12 pages. I've tried going to a 4-column format in an effort to save space, but am not sure it helped.

In this issue, 9 pages are devoted to "Point Replay" and I still think I'll need to split it into three parts, possibly! For this issue, I've scratched "Faust's Forum" to make room— no one has sent any mouthy letters to Faust lately, anyway; I received little commentary in response to my various proddings last issue. Scare-d-cats.

The point is, what do you readers want? Half the zine for Point Replay?? Shall I limit it to 6 pages, tops?? Should **ATP** be increased to 20 pages and an additional 1-2\$ sub fee added?? Should I delete the "Forum" Column entirely?? Feedback, if you please.

Enough. I'm pleased to present a variety of articles on Red Barricades, the first part of a duel on "The Kokoda Trail" plus another neat piece from **Mark Nixon**. Enjoy. By the way, **Mark** has heard your pleas for more "Snapshots," and is carefully considering how he will format further episodes. As you might surmise, not all aspects of ASL rules analysis are cut and dried, so he intends to deal with like items, rather than lump together things such

as 'questionable matters', 'items of interpretation', 'major rules' and so on. I am sure that the next "Snapshots" will offer some tasty morsels from Mark's extensive ASL repertoire....  
**FAUST.**

ATP

## FAUST'S FORUM

OK, I lied. At first I thought I'd need to delete this forum for lack of space. However, I did promise the readership that I'd let you know what happened regarding my proposal to Treadaway, and since I received his factual if taciturn response, I thought it best to make good. Besides, originally I was going to construct a flowchart which shows all the myriad possibilities that can occur when an AFV enters an enemy-infantry occupied hex, but became alarmed that this project might further delay the already postponed April Issue. Blame the taxman and certain pressing personal matters.... Alright, here we go...

### To Treadaway, 3/12/91

"As you are aware, I am now publishing 'At The Point--The Journal of ASL.' The first issue was quite a hit and I now have about 100 subscribers, a number which is likely to be small compared to your long-term following. The reason I've sent you this letter is that I'd like to present several points for discussion between us.

First, let me start by apologizing for any remarks in the first issue of ATP which might have offended you personally. These are described in issue #2 (enclosed) by Ray Woloszyn and were meant to describe what I intended not to do in ATP. I purposely avoided any direct mention of "On All Fronts" in conjunction with the words which bothered Ray. I will admit that too many cartoons and advertisements in the pages of your magazine turned me away from re-subscribing to it-- and are things which I'd like to suggest you minimize in the future. I am hoping that you will consider that last remark as

constructive criticism from an interested former reader, and not as a barb from a rival publisher.

Second, I am encouraged by the amount of support provided by leading ASL hobbyists for ATP. Consequently, having heard nothing from you, and considering you a leading hobbyist, I'd like to seek out your support in promoting ATP in your pages. Quid Pro Quo: ATP will promote "On All Fronts" in its pages.

By promoting, I mean, as a minimum, the following:

1. Avoidance of unwarranted criticism of each other's efforts to promote our 'zine and its contents.
2. Regular, freely published "plugs" asking our readers to consider a subscription to the other publication with a friendly description, etc.
3. A recognition that our hobby is a grand hobby, and in our position we have a responsibility to promote ASL as a united front. Please read Rex Martin's article in ATP#2. Within, he paints a rosy picture of the DIPLOMACY hobby, which is all well and good. It is as dynamic and energetic as he suggests. A sad part of the truth, however, is that it is periodically wracked by (at times vicious) infighting, started by overly egotistical, dogmatic publishers and encouraged by others for the sake of amusement. To be honest, I amused myself in this way to a certain extent when involved in DIP, but became discouraged when the dogmatists began interpreting my jibes as personal attacks. Why bother? I dropped out of DIP.  
I'd really like to avoid that kind of situation among publishers involved in the ASL hobby. That kind of immaturity discourages new involvement and, for the most part, doesn't interest the bulk of the readership (devilry aside). That leads to lower involvement by the readership and, consequently, less subscribers and an unhealthy hobby.
4. A free exchange of yearly subscriptions between us.
5. Ultimately, a free exchange of

mailing lists so that we can each access the known ASL hobbyists and create a grand list of those involved in the Game.

Finally, if and when you read #2, you will see that I have made an issue of seeking your support in my response to Ray's letter to 'Faust's Forum.' I felt compelled to respond to his comments-- so might you, for that matter. I wouldn't necessarily be surprised if you felt my answer to him to be a challenge to you. Please don't take the view that I have painted you into a corner and am demanding a response. If you do, your answer will be printed in the pages of ATP (verbatim or in summary, as you wish).

If I don't receive a response, the readers will be notified-- that is all. No additional hubbub will be generated. I will simply act as if "On All Fronts" doesn't exist, as, by then, you would seem to have chosen to do the same for ATP.

Such a stance by us both would be less productive than I hoped, but at least we will have avoided the kind of DIP-type situation that can be detrimental to a hobby. In essence, I agree with Ray: more division in the ranks can do the hobby no good.

It would seem that a closing of the ranks is now up to you. I hope you visualize a united hobby and all the good it would entail for us and the gamers. I very much look forward to your favorable response. You can consider my offer for a trade, plug and exchange of lists open indefinitely."

**Treadaway's entire reply, received, undated, on 3/25/91:**

"Your apology is accepted."

That's that, folks.

Incidentally, ATP has already established a rapport as described above (items 1-4 only) with the Belgian "ASL News." Furthermore, this offer is extended to any new ASL magazines that might appear.

ATP



# ANALYSIS

## NEVER SAY DIE

Mark Nixon

I would estimate that in about half of the ASL games I have managed to win, there was at least one moment when I felt I was in an unwinnable situation. I have often played under the onus of extended periods of apparent futility, drawing the ire of opponents who could only wonder when the idiot across the board would finally face reality, admit he is whupped, and resign like a man! Well, there certainly is a time for that, but I would advise anyone playing ASL, a game often swung one way or the other by a throw of the dice, to hang in there and keep fighting when you are down; the game can still be won. It truly is part of the scheme of things to wait out Lady Luck, try a few moves to experiment with new ideas and basically just stick around to see what might work. The longer the contest runs, the more likely your opponent will make an error and allow you to creep back into the game. That last thought is based on a piece of wisdom I gained from Bill Conner some years back, contending that it is often not a matter of doing something which wins a game as it is a matter of sticking around to be onhand when the enemy makes a move which can only lose the game for him.

The unfortunate end of this is that I have witnessed a great many scenarios in which one side resigned much too early in the contest, and have also seen players walk away from games which they thought they had won in the early going, only to be frustrated and caught on the losing end as their opponent rallied for a win. A common attitude in this instance is to feel cheated out of a win, or to express the viewpoint that a loss was due to luck. I won't deny that luck has to play a major role in the game, but it is only the player who keeps himself in position to optimize the luck which

does come his way who will win the majority of games. I may enjoy all the luck in the world yet still lose if I do nothing but depend on luck to pull me through every confrontation. Luck is only one of the four basic elements in the game, and I wouldn't even rank it most important. The four which I identify are

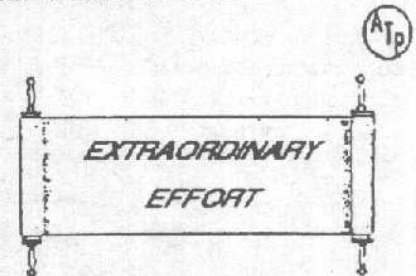
1. My own skill,
2. My opponent's skill,
3. The scenario balance,
4. Luck.

Any of the four can control a single game, but it is almost always a combination of all four which determine the outcome. Oh sure, I might get that "best" roll exactly when I need it to win a certain scenario, but there are a great many factors which went into my attack or defense developing to the point where that one roll could wrap up the game for me. It wasn't luck that ran my 6-6-6 down to that stone building where it delivered the key attack of the game, it was my skill and my opponent's oversight in letting me get away with it. Had these preliminary actions not occurred, I would never have rolled the attack which allowed the annihilation of my opponent's key position.

The player who yields the field of battle too early, however, is likely guilty of a lack of aggressiveness, which works whether on the attack or defense. By aggressive defense, I am referring to the alert player who disdains merely sitting and trading shots with what is usually a superior attacking force, but instead shields his troops from fire when outclassed, positions his leaders to rally the broken, gives ground when outnumbered and out-positioned, moves his units around to hamper the attacker's line of advance and holds on till the end. If the player builds an advantage and then sits back to relax, he is only allowing his enemy time to renew his efforts, maybe change the angle of approach and change his technique a bit and hopefully climb back into the game. Any advantage can be reversed, and any status

attained by skill or luck can also be lost by the same. If I have the upper hand at some point in a game, why should I think it impossible for my opponent to take it away from me? This would be a ludicrous thought, for every scenario can be won from a lost situation.

If ASL were compared to chess, we could say there is an opening, a middle and an endgame. As in chess, the player must compete in all three phases in order to win. Unlike chess (and here-in lies the appeal of wargaming), a seemingly insurmountable lead can be overcome due to the vastly more intricate and numerous possibilities and also due to luck. I would also argue that fighting back when you are down has to be one of the most exciting aspects of gaming. Wargames allow this possibility, but you will never realize it until you try it. There is a great satisfaction to be had once you have turned a loss into a win, and instead of rewarding such hard work with accusations of unworldly luck, I believe the winner should be congratulated for playing so tough. After all, it was the player who maneuvered those troops in position to make that snake-eyes roll. They could have still been parked back in the rear behind the woods and in the gully, but they weren't. They had been placed in a spot where they could try to win the game, and if they should benefit from a fortunate roll at that point, we should not lose sight of the skill involved in bringing them to make that roll.



Are the only words which can describe Mark Nixon's help in launching ATP. Without, it would not have happened. Period. In recognition, Mark is hereby granted *Eternus* status with a lifetime subscription to At The Point. Cheers!

# RB CAMPAIGN GAME POINTERS PART 1- RUSSIANS

*Sam Flockwell*

1. From day 1 use at least 1 CPP point for fortifications to start preparing fortified positions that won't be fought over for 10 days or more...ex...use tunnels to connect bldgs/factories so you can reinforce them without stukas stopping you, or to be used as key in a counter-offensive..Plan that when it comes down to crunch time in the 2nd week of November that the Soviet defense will probably center around bldgs BB19, GG21, BB24, AA22 and Z4 (which should have every level fortified by that time)...

2. Keep in mind that as long as your loss ratio is less than 3/2 you are probably winning...

3. Use a scorched earth policy..start on day 1, by taking a leader and a squad or two behind your lines and start burning multi-level buildings that the German can use as a firebase, ex... on day 1 burn bldg M6 and F6. Burn all the non-factory bldgs in the bread factory as soon as possible. Remember if the battle is fought only on ground level the Germans will have to get close to even get a LOS, and it isn't in the German's favor to fight at real close range. Additionally the factories don't burn down, just become gutted. Do all you can to let no multi-level buildings fall into German hands, unless they are on fire...

[Remember you can also use those handy MOL-P to burn down some of those buildings that you might have missed. Remember too that you'll need to take a lot more rubble hexes in a counterattack to win a scenario than you would if the buildings still existed, if that's a consideration...Faust]

4. Fight like hell for the factories, the benefits of being fanatic can't be over-estimated. ex... 4-2-6's don't cower if fanatic...

5. Realize that you are going to lose ground and just make sure that the German pays a high price before they take it...

6. Most German advances are after turn 3 in each day's scenario. Use the factor that the Germans will usually be cautious in turns 1 and 2 to find out where the Soviet forces are to try and bluff as much as possible, so that in turns 4-8 you have large enough forces to prevent the Germans from taking easy ground, or possibly mount a counter-attack...

7. Don't be afraid to mount a night attack. It is a slow, painful process to play, but the inability of either side to firegroup, the lowering of the German's ELR, the fact that pre-43 Germans are lax and no stukas make a night attack too good to pass-up. If nothing else use night attacks to kill as many Germans as possible if gaining ground is too costly. It is also a great way to learn the night rules, if you don't know them, because believe me after playing a RB CG night attack you will...

8. 75% of the time if you have a choice to fire at a broken German unit or an unbroken unit, fire at the broken one...

9. Try to always keep one attack chit "in the bank", so the German player is never sure what you will do...

10. Use 1-2 Set demos a day (once you have some). This can bring down bldgs that you don't want the Germans to capture intact, as well as keeping the Germans on their toes, slowing him down or at least make him think more...

11. Since the Soviets only get 3 companies of medium and heavy tanks (in CG III), i.e. 2 T34 and 1 KV, hoard these until you can buy all 3, (or 2 for CG I), then wait for a cloudy day (no stukas) when the Germans are attacking and plan a big counter-attack...

[That'll be a wild one.....!]

After October start looking for good spots to convert them to cupolas, or else put them in a fortified bldg/

factory...

12. Remember this game is won by the infantry and therefore guns and tanks are more expendable in the long run. Ultimately whichever side has the most infantry in the 2nd week of November will probably win...

13. Use all those extra Lt. Mtrs as extra 7 counters (a bit bogus) to mask how strong your stacks are. As mortars they will generate more sniper checks for the Germans than be helpful. There are a couple times when they might be useful, but not many...

14. Place a few 4-2-6 squads around your big MG nests to absorb sniper fire...

15. Try to get your sniper number up to a 6, but don't go for a seven if you get the chance. It is better to spend that extra CPP on forts...

16. Once the front gets pushed more than 1/2 the way across the map always leave 3-6 squads off the map, when you set-up. This way you can enter them behind bldg GG21 or in the eastern sections of the bread factory, this will make the Germans think a whole company is coming on and allow you to add reinforcements where you need them...

17. Don't buy Katushas unless you pre-reg them to cut down on their extent of error, so your own forces won't get blown up by them!...

18. Use HIP to mask a counter-offensive.

[ Let me assure the readers that Sam knows of what he speaks, take a look at the RB credits on page O22 I started getting really into ASL about when this playtest began, and was utterly astonished at the dedication put forth by Sam and some of the other playtesters on this Campaign game stuff. I played a few of the CG scenarios in the early going and felt overwhelmed at the time, swearing loudly and somewhat obnoxiously that I would NEVER buy RB (cont on page 9).....



## MAIL CALL

*Keith Larson*

Welcome to the newest addition to ATP. "Mail Call" will be a semi-regular column devoted to the PBM aspect of ASL. I had been thinking for sometime about the possibility of starting my own quarterly journal for the promotion of ASL-PBM, but never seemed to have the time to get the project past the dreaming stage. When I heard that Marc had received a large volume of mail expressing interest in my PBM system that was used for the first replay in ATP, I saw the opportunity to make my dream a reality. I called Marc and he was kind enough to offer me space for my column.

I am truly excited about the future of ASL-PBM. When I first wrote my original set of PBM rules, "On My Honor", I never expected this aspect of the ASL hobby to take off as it has. Hundreds of ASLers are now keeping the USPS solvent as they do battle by mail. There are even tournaments and PBEM games being played!

The sum of all this, is that I feel the time has come for a forum by which we as PBMers of ASL can exchange ideas, tournament information, and promote and expand our part of the ASL community. It is hoped, that "Mail Call" will do just this. To give you a preview of what to expect in the coming months, let me share with you my preliminary plans:

1) "ASL-PBM Where We Have Been and Where We Are At" In this issue, I will give you a brief history of ASL-PBM and my old "On My Honor System." I will also share with you my latest effort in PBM rules, "Chapter X" (X for eXperimental). Chapter X is basically a updating of the original system, with optional rules tacked on. I see it as serving as a stop gate measure until the "official" rules come out from "The Hill". The third draft of the playtest version is nearing completion and will be included in an upcoming

issue of ATP. If you are interested, you will be given the opportunity to join my playtesting team at that time.

2) "ASL-PBM Where It Is Going" Here I will share with you some of my dreams for ASL-PBM, my plans for "Chapter X" and hopefully some inside information from "The Hill". I am writing Rex later today and will beg for some table scraps.

3) "What ASL-PBM Has Meant To Me" Here I will share with you some comments from real live ASL-PBMers telling us why they PBM, why they have enjoyed it, and how it has affected their play. My hope is that these comments will hook some of you non-PBMers into the hobby. Veteran PBMers, I need your help on this one. If you could send me a few paragraphs sharing what ASL-PBM has meant to you I would appreciate it. You will find my address at the end of the column.

4) Following this there will be a series of articles on what makes a good PBM scenario and providing a system by which they can be rated.

These are my ideas. But to really make this column fly, I need your help. If you have some PBM news, tips, or articles (even opponent wanted ads) send them to me. The amount of input will determine the frequency "Mail Call" will be appearing in these pages. If I receive enough quality material we can make this a regular monthly column. Marc prefers that all PBM related materials be routed through me, though you will still receive free issue credit for anything that appears in ATP. My address is: Keith Larson; 10465 Frog Pond Rd.; Erie, IL 61250. If you could send your articles in ASCII format on any size disk, I would appreciate it.



## ANALYSIS (cont.)

### NIGHT & SEWER TACTICS

*Dan Dolan*

The ASL night rules have been called many things (unplayable, boring, convoluted to name a few). But until you have tried using them in a RED BARRICADES campaign scenario, you haven't played them as they were meant to be played. The night rules come into their own when there are 100 plus squads on the map and starshells provide the only illumination to a very confused picture. This article will attempt to give Russian commanders some ideas on what to consider when faced with the prospect of a night scenario.

First don't tell your opponent that you want a day scenario! If the opportunity for a night scenario comes your way, grab it! The German player will be faced with the prospect of stealthy, concealed, Russian squads advancing into close combat with his lax units at the time and place of the Russians choosing. As was his real life counterpart, the German will be praying for the dawn.

**POINT # 1** (There's a great big beautiful sewer down there)

A glance at the map will show the entrance and exit locations on the RB mapboard. The first thing to realize is the German on-board units cannot move until they are freed of the no-move penalty (E1.21), so any units moving through the sewers will not activate the up top Germans. Keeping this in mind we can now begin to plan our nights work.

To start, look at the front lines and note the sewers that are adjacent to or just behind your front line, these are the jump-off points for your assault forces. The first wave units should consist of single 4-4-7 squads with MG's, to penetrate and set up firebases in the German rear. Do not stack more than one squad in this group as you want as many different penetrations as possible to occur. Some will

invariably get lost and be delayed in assuming their positions for the start of the attack. Look for positions from which these units will be able to place encircling fire on front line enemy units. (Remember, as long as you don't start shooting, the German can't do anything about these infiltrators with his onboard forces.) That is the key, don't let the German start moving and fighting his onboard units until you strike the first blow.

Following close behind the first wave will be the main body of your attack. In stacks of two and three squads they will move to positions under the chosen area of attack. This moving into position may take 2, 3 or even 4 turns of preparation. During this time the only German units that will be able to move will be off board reinforcements and they won't be shooting they'll be moving to react to your subterranean maneuvers. Which leads us right into...

#### **POINT # 2** (By the rockets red glare)

You should now have approximately 1 or 2 companies in position under the German rear. You now have some options as to what to do next. A.) Pop up out of the sewers and commence the general attack on the selected area. This if no German units are directly above you. B.) Soften up the area selected for the assault. This is where the fun starts, by purchasing 2 Katyusha modules of OBA with pre-registered hexes for both, you can flatten a pretty big area of the German rear.

On the turn that you decide to launch the attack, the first action that the above ground forces will perform is to illuminate the area of the pre-registered hexes. This will allow the observers (with field phones not radios) to see the hexes. Don't come out of the sewers into the FFE. In the Adv.ph come out with your MG firegroups around the FFE's to harass any German units retreating away from the blast area.

The point of this whole strategy is not a general offensive along the entire front, but a limited strike at a portion of the German held area, in which to

set up perimeters of units capable of causing problems the next day to German units attempting to move to the front. The turn after the FFE lifts the main portion of your forces should come up out of the sewers and thereafter move into any building or rubble hexes they can on subsequent turns. Remember that assault moving out of the enemies NVR doesn't activate them, neither does the rocket fire. So you will be able to move as long as you stay concealed. When you are fully into position you can launch the attack in a selected area of the front, with the objective of punching a hole through to the forces in the German rear. If this can be accomplished then these forces are no longer pockets but salients with which the German must deal with before the attack can grind forward the next day.

#### **POINT # 3** (The stupid Nazi doesn't die the way you want)

If upon viewing the German setup you feel that he doesn't have a very large on board presence, but instead has kept the bulk of his forces off-board so as to be free to move on turn 1, then you might consider another option.

Put a smaller force into the sewers and pop out earlier in the projected blast area of the rockets. The German will undoubtedly attempt to erase these units with his forces from off-board. These units duty is to make the Germans commit as many units as possible into what is going to be a real nasty place as soon as they're gone. Once the Germans have a bunch of squads into the hoped for blast area call for the rockets and get what squads are left back down into the sewers. If using this plan, a nasty trick is to illuminate the blast area so the German can't run away with out taking fire from MG's on upper levels using HIP. If all goes according to plan (whatever does, but it's nice to dream) the main body of your sewer forces may be able to come out after the barrage lifts and pick up some cheap VP's.

A word of caution however, don't be in too big a hurry to pull the trigger to get things started. The closer to turn 5

the better.

The German can do some serious shooting once he gets his forces rolling. Delay this as long as possible. Remember you're just trying to inconvenience him, not take Berlin. Make him wait for the action to start, he'll probably do something wrong while he waits and tries to imagine what you are up to.

By looking at the map and imposing your front lines over it, you should be able to pick an area where you can achieve local dominance. Remember, this is a limited offensive action. Just try to take an area that will cause him some delay and discomfort the next day, such as a building that will interdict the flow of his off-board reinforcements or a rubble pile that he might have been planning to use as a jump-off point for the next days assault.

#### **Point #4** (Closing thoughts)

Moving your units around the front lines can be a very hazardous task. Remember a few units in the sewers can move in front of a German breakthrough and give you the time to reform a defensive line with your reserves. The main line of thinking is they can't be shot as they move into position. I always try to put a few squads down into the sewers on the first turn of any scenario especially daylight ones. The ability to move without being shot far outweighs any loss of firepower that occurs. These units can react to any German attacks or mistakes that might pop up. The first time he leaves a building with a sewer entrance unoccupied and you infiltrate a platoon or so of infantry with a commissar and a few MG's he'll have to pull a lot of front line troops out of where the real action is to deal with them.

These are just a few ideas to play around with, by using your imagination you can come up with other ways to show the Nazi player why this place was a nightmare. Remember don't be afraid to take a chance and even when you are pushed back make sure you make the German fight all over the map.



## TACTICAL USES FOR RB CELLARS

*Dale L. Miles*

The first time that ASL players heard about cellars was in Chapter B, Section 23.41. Here, we learned that the only time we had to worry about a cellar was when an AFV moved into a building. Even then, there was only a one in six chance that they might come into play. If you were very unlucky, your tank would fall through the floor, with a chance for crew survival (miraculously on the ground floor!) but no opportunity to scrounge anything from the now destroyed AFV. But all this was before the advent of RED BARRICADES.

After reading Section 6 in Chapter O and studying the RB mapsheet, we find the Barrikady complex is literally peppered with cellar locations which can be used by infantry of both sides. By my count, there are 43 buildings with such locations and a total of 107 cellar locations. Like most everything else in the ASL system, the new cellars represent a series of trade-offs.

To begin with, it is much more likely that a tank will fall through the ground level floor boards of a building with a cellar location. This now happens on a colored 4 dr or more on the bog check.

[Readers should note that such an event occurs only during a bog check for ENTRY, not for solely changing VCA. If infantry happens to be in the cellar location when the vehicle comes crashing through the floor, they must immediately take a NMC. Further, a surviving vehicular crew may attempt to scrounge the vehicle, and are placed IN the cellar. -Faust]

RB cellars are always considered fortified locations, but there is a halving of a squad's inherent FP if its LOF leaves the building depiction and is not traced to an ADJACENT RB cellar. SW are not so affected, but are treated as if firing from a building.

[Note that the wording of O6.4

seems hard to follow. All it really says is "unless firing at an ADJACENT cellar location, a unit/FGs inherent FP is halved as Area Fire if the combined US# is  $\geq 3$ ".]

Now the question is, how do we best use these locations? One use is for encirclement. Assuming the building has a first level, a unit placed there and one in the cellar can encircle enemy units moving into the building. Due to rule O6.7, your guys in the cellar cannot be encircled by the enemy above you. This tactic may discourage your opponent from making a hasty entrance to a building.

Cellars are also tailor made for an ambush. If any of your units can use HIP, a cellar can be a good place to put them. A unit with an MG can provide an unpleasant surprise for an unwary opponent. Should the building be needed by your opponent for his VC....

Since all ADJACENT trenches "open into" the RB cellar, I always try to place my trench counters so as to use the cellar. The draw-back here is that enemy infantry can enter the cellar location along the trench as if it were not fortified. Nevertheless, this makes an excellent escape route for your units. In some situations, it can even be used to infiltrate units so as to come up in buildings behind your opponent. Few things are more frustrating to an attacker than finding a building he has just cleared of the enemy suddenly re-occupied.

RB cellars are a good place to make a last-ditch stand for a building. Also, don't forget about the manholes. It can sometimes prove unnerving to an opponent to have trapped units slip away at a critical moment through the sewer system.

If nothing else, it can be used as one more location for an opponent to have to clean out on his way to victory. Occasionally, especially when under time pressure, one or two such cellars will be enough to deny him the win.

The above are just a few suggestions as to how this new dimension to the ASL battlefield can be used. Remember, if it is agreeable to both

players, the cellar rules can be used in any DYO scenario. You might find them useful as a balancing factor in such a game. Cellar rules are a great addition to an already great game system.

(ATP)

(from page 6)

(now I'm playing a campaign game by mail— hey, by the way, it's your turn, Commissar Connelov...) Once I asked Chip Wertenburger about how Sam played— he looked me in the eye and said "Sam's a Russian."

(ATP)

### NEXT ISSUE!

1. Nixon's "smokin' it up"....Can he be addicted to ASL???
2. RB scenario analysis by Guy "Firelane" Chaney.....
3. Decisive Firefight on the Kokoda Trail....can Baker pull it out or will he "Barker" like a dog???
4. German Tips! Rockwell on more pointers for RB campaign games.
5. The first scenario for ATP??
6. Faust hams it up again-- will he ever clam up??

## POINT REPLAY #2

### ON THE KOKODA TRAIL [#60]

JAPANESE:

*KURT "ERIC" MARTIN*

ALLIED:

*ERIC "BARKER" BAKER*

COMMENTATOR:

*MARC "FALIST" HANNA*

Thanks, folks, for voting the replay column a success! Be assured that, of anything that is done for ATP, this is going to involve the most work for players. It can be a thankless task— an ASL scenario isn't as much fun when you must halt each dice roll or move in order to record it. That alone doubles the playing time. Then the efforts must be checked for accuracy, comments written and then re-written into this crazy publishing program. Compliments and encouragement from the readership make it all worthwhile.

In this issue, we jump from a West Coast battle for The Bread Factory to the happy trails of New Guinea as commanded by the Northerners Kurt Martin and Eric Baker. Subscribers are already familiar with the fine work both have contributed to ATP, not to mention Eric's hobby-wide reputation for producing excellent scenarios for fetes such as Oktoberfest. I myself have not, unfortunately, had the honor (or would it be the misery?) of being tested in battle by either, but look forward to the opportunity at some upcoming summer conventions. Meanwhile, heh heh, once again I invest myself

with the benefits of hindsight and will comment on their play in The Kokoda Trail. Also, I remind the readers that Kurt's real name is Eric as first published (you found it out in here!) in Issue #1...

### OPENING COMMENTS

Japanese:

A series replay? Hurray! A chance for me to embarrass myself on a national scale. What an opportunity! On the other hand, it would be nice to explode Mr. Barker with a big audience. The other time we played this scenario, only he and I got to see my total (and completely deserved) destruction of his puny Caucasian force. Granted, it was only shortly after we had taken the Japanese out of the box, but he lost nonetheless.

Eric's been at this ASL stuff for quite a while and is a consistently excellent player. As this is a replay, I expect him to be on his best behavior: he will play well, regardless of luck. In addition, we are both interested in seeing the Japanese (never the Japs) get the respect they deserve, although I hardly expect that he will let me win just to prove the point. Here, then, are my goals for this go-around:

First and foremost, I'd like to find some nifty and unbeatable tactics for the Japanese. It's already become clear that the way for the British and Americans to beat them is through judicious pounding with superior firepower. How do the Japanese counter that? I have some specific ideas which I hope to successfully explore. If they work, I'll at least come close to winning the scenario.

Second, it's important for my doughboys of the rising sun to achieve an emotional victory as

well. To that end, my secret goal is to capture Sgt. Barker and thus deliver a crushing blow to the defenders' morale. Capturing Eric's namesake will give him something to remember me by.

In this scenario, the Japanese can win in two ways: eliminate enough British to ensure that they can't prevent Japanese occupation of the victory area or get enough men into the victory area that the British can't whittle them down enough. I prefer the latter.

I know Eric's had some time to work out his setup for this scenario, as well as playing it twice as the defender, so I won't expect any real mistakes from him. With three squads HIP, I expect to lose some guys running around. In addition, the Japanese entry requirements mean that I can't truly overload one side of the setup area with men - I'll be at least a little spread out. With that in mind, I'd like to run him down on one flank while holding him in the other.

To that end, I'll enter the elite guys (448's) and best leaders (Sakana, Yamada) in the north (3411 entry), and everyone else in the south. If the elites can tie up that whole flank and at least their equal in numbers, the other guys should be able to quickly advance into the village and thus cut off his northern group. I chose the two southern entry heres because I just didn't see how 3AAS is very useful.

The main plan is to flow toward the south end of the board and close to the village before his reinforcements come on. My favorite avenue is the very south edge of the board, which I don't think he'll have enough guys to defend. It has some good terrain for running (open ground and orchard) and empties onto the south side of

town. I'm planning to be in position to win on Turn 7, using only my southern guys for the necessary VP.

Above all, I'm going to avoid losing men, even if I pass up some opportunities for Hand-To-Hand carnage. I outnumber him, so I'll try to slip around him. Thus, I should hit the victory area with a tough force of 30+ VP that he will have to counterattack heavily. In any event, this is at least as historical as throwing men at the defenders - the Japanese were masters of infiltration and stealth. I will be a classic Hero of Nippon opportunist.

Allied:

When COB was published I must admit that I was skeptical. Not being involved in the playtesting, I had no idea how ASL would work with the concept of "the squads that wouldn't break." Don't break, I thought, that's crazy! How will the Japanese ever be defeated. Well, I admit my skepticism was misplaced. The Japanese are a blast to play, and while they can be hard to beat, they are by no means indestructible. My compliments to all involved in this revolutionary development for the ASL system.

Kurt is a skillful opponent who is always fun to play; we must have done so at least a dozen times. He hates to lose as much as I do, thereby making him a keen competitor. He is also enthusiastic about playing the Japanese, having lived in Japan and speaking the language quite well. I would categorize him as a conservative, methodical player. He's not prone to slashing, daring schemes, but is very effective in a scenario like this where relentless pressure is called for.

This will be my third playing of KT as the



Allies. Both of the previous adventures were British defeats, and I am determined to regain the King's honor! The first (at Kurt's hand, by the way) was also my initial experience with a Pacific scenario, and it was then that I learned the meaning of the phrase "stand and die." The Tommies stood, and the Tommies died to the tune of five squads in a single CC Phase. The second time out the Brits ran, but a bit too quickly, leaving enough Japanese around to fulfill the VC by turn 7. This outing will be a balancing act; I'll try to hold out long enough, use large firegroups to inflict some significant casualties on him, while preserving my forces by well timed retreats for the final battle on the overlay. If I've learned anything about the Brits vs Japanese, it's that you don't go toe-to-toe against them in CC, so look for me to keep them at arms length.

My set-up reflects this philosophy. In our first meeting Kurt used hexes 34I1, A5 and 37Q10 as his entry points. To my mind I1 is the most dangerous, hence I've set up five squads and my best leader to cover this approach. Specifically, I hope to catch something in I2 with a 16[1] attack. With that attack, Kurt may not suspect that I also have three more squads and my 9-2 over here; I may be

able to use them for a 12[-1] or even a 24[-3]. Notice that none are in foxholes, enabling them to beat a hasty retreat into the jungle without taking First Fire in the Kunai. From here, they can also cover the long trail from 34A5 with a single move. The greatest risk I can see on this flank is Straying through the dense jungle while falling back, but it's a risk I'll take.

As you'll also notice, I haven't used any of the Foxholes available. frankly, I can't see any reason for them. The dense jungle is already +2 TEM, and that's where the majority of my squads are. Since I'm putting no one in the Southwest corner, any entrenchments there would only aid Kurt; he could use them as he ran forward. The only other really viable place is around 37P1, and I'm not going to make a stand there, so why sit in a Foxhole that will just cost me MPs to get out of?

Barker and the MMG cover the Q10 approach; he has an 8[-4] at anyone moving through the Bore-sighted hex. The two hs will combine during the opening Rally Phase. I want the MMG to be able to take care of itself when the going gets tough and a full squad is better to rally than a hs. After Kurt's entry, Barker and the MMG will maneuver to assist whichever flank is

most threatened.

The obvious weak spot is the SW area. With only Kearney, five squads and an LMG, they will be hard pressed to hold if he enters two groups on this flank. But this is where HIP units will come into play. Their position on the trail interdicts the only really convenient way into the village. Let me point out what I hope will happen. Kurt will send a scout hs up the trail. The partisans will, by virtue of their stealth, hit them in-hex with an 8[0] via TPBF. Kurt, sensing that the trap has been sprung and noticing a weak defense, will move a leader and stack up the trail to nail the partisan and ZAP, two squads with an LMG hit him with a 20[0], followed by an 8[1] in the DFPh. If he's still in good shape after that, the regulars rout to Kearney, leaving Partisans to their fate [How typically cold-blooded of those British imperialists--Faust]. If he's badly hit, we'll stand and hit him with a 20[1] PFPh shot. There you have it, a concrete prediction. We'll see how it turns out!

#### INITIAL SET-UP

SSR #3

GROUP 1 37Y10 :: 7' 447, 228, 10-0, 9-0, MMG\*, 2'MTR\*, 2'LMG

GROUP 2 37Q10 :: 7' 447, 8-0, 2'LMG, 2'MTR\*

GROUP 3 34I1 :: 6' 448, 228, 10-1,

9-1, MMG\*, 2'MTR\*, 2'LMG

#### ALLIED

34L1 ?D, LMG, 648B, LMG, 648A

34L2 ?O, 9-2 MISHCON, 457F, 457G, 447P

34L3 ?R, ?U

34L6 ?J, 237E

34L7 ?A, ?N, ?S

34P5 ?F, MTR A, 237P

37P1 ?Z, 8-1 BARKER, MMG, 248C, 248R, 457D

37P9 MMG BORESIGHT

37T? ?K, ?M, ?Q, ?P

37W6 ?L, 457E

37X5 ?W, 447O

37X3 ?T, 8-0 KEARNEY

37Y4 ?Q, MTR B, 248N

37Y6 ?C, ?E

37Z2 LMG, 457H, 447Q HIP

37Y3 337P HIP

37AA4 ?B, ?H, ?Y

37BB8 ?X, ?V

BRITISH SNIPER 37U9

JAPANESE SNIPER 34L10

#### COMMENTATOR:

Eric starts with a nice set-up for this scenario. Hex 34I4 is the only entrance location which the British have a good shot at, so why not make the Nippon pay the price if they do? He shows a good grasp of the ambush style of warfare we see in the dense jungle. Check out his set-up covering the 37Y10 approach. Here, as the Japanese approach quickly,

they get blasted at X6 with PBF and mortar fire from the bamboo (though why didn't he bore-sight his mortar??). He can then break both squads and rout to X3 where Kearney can rally them with 8 or less during the start of turn 2. Even if that doesn't work, a greedy attacker will get tagged by the HIP units in Y3 as they endeavor to surround the X3 stack. Note how Eric takes full advantage of the provisions of G.4 at Y3.

I take exception to Eric's comments regarding those foxholes. I agree that not using them lets him slip away, so the places to avoid are on board 34. However, on the board 37 jungle fringes they can be useful for deflecting those mortar rounds (a +1 is A LOT better than a -1, friends). How about FHs in 37AA4 for a mortar toting hs or LMG/ squad, ditto for 37X1, T2, BB8, FF7, etc? These can only help the Brit and won't provide any cover for the Japanese that they wouldn't already have had. Since they stay HIP per G.2/E1.16, maybe the Nippon will waste a mortar shot or two finding out the hard way. Or, especially, how about a 2-squad FH at 37P1?? Presumably Barker's group will be holding fire at Q10 because they want to blast P9. Fine. But why would Kurt even move there? One tendency when

fighting in the jungle is forgetting that the roads DO NOT EXIST. No advantage. Kurt might just CX with a leader, LMGs and 2 squads from Q10 to Q5, a reasonable risk since the enemy stack at T4 is hindered by fruity palms. Note that Eric does not have LOS to Q9 from P1, so he'll miss his only shot (at Q10). Kurt can advance into Q4 and blast away with +2 cover at Barker who looks around helplessly at the not-so-helpful palm trees. Even moving away won't prevent a nice [2-1/0/1] shot at his troops. Given that the stack in 37T4 is all dummy, when it doesn't fire, Kurt will KNOW it is and will have made a serious weak spot if he can break up Barker's boys. We'll see what Kurt does when he moves in at Q10, but a double foxhole for Barker would at least let them fight instead of run if they must make the stand.

Kurt's split up of his troops is reasonable; I think an all-elite force using the best leaders can work well in this scenario, though another option is LMG/448 combos. The only change in this split-up that I might suggest is including the second MMG with the all-elite boys. Hey, when you go for it, go for it...Such a group will be a very tough nut. Unfortunately, he exposes it to disaster and, at least, loss of hard-

earned concealment by moving on at 34I4. While 34A5 appears useless entrance hex, at least you aren't exposed to potentially devastating fire right off the bat. Further, by using column movement/CX, the lead stack can get to 34H6 in the advance phase. If the British advance a concealed unit to 37I6 (note how Eric cleverly allowed for this need by setting up a hs at L6), the column can veer off to H7, at least getting one hex closer before disbanding involuntarily (when the Brit fires), controlling two vectors of approach (the central path and the I10-O9 path), and possibly providing some flank support for the southern effort. Nevertheless, because his force is so potent on this side, he will tie up many valuable British units. Worse for Eric, Kurt plans to direct his main assault at the southern edge of the board-- currently garrisoned by dummies....

Note that the Japanese sniper placement was illegal; if possible (and it is) it must be placed within 6 hexes of 6 enemy targets, A14.2. Looks like Kurt is already sniffing out Barker for the kill-- "Barker" better pay more careful attention!

Just in case, let me remind the readers about some important aspects of dense Jungle. First,

stacking limits are two squads, not three. Mortars are not permitted to fire from the foliage, and Straying is possible from interior jungle even during daylight. You thought street-fighting was bloody??? Each dense jungle location is inherent terrain, so when you do finally see each other it's usually at point blank range. The +2 TEM with limited stacking helps protect you from this devastation (Japanese are durable, anyway), so the next thing you see are units advancing in with bayonets fixed. Banzai! The Japanese receive stealth benefits and AUTOMATICALLY go into Hand-to-Hand when they attack (or ambush). Tread lightly! A dense jungle, kunai or bamboo location receives a +1 DRM for the attacker advancing in for ambush purposes. Sometimes you'll see defending concealed stacks hold fire as they watch assault moving enemy units (or are they dummies?) search for CC prey. A -3 drm gives one side a 50% chance of most deadly ambush with retained concealment and withdrawal after successful attack. In my opinion, not even RB can be as deadly as the jungle in terms of close-up action. Look for a lot of sharp, disjointed fire-fights punctuated with decisive CC battling, perhaps a Banzai or two and some



desperate close-order FPF in this scenario. The jungle is fun. Be thankful you're in your gaming rooms and not out there yourselves! The Kokoda trail was one of the most hellish places on earth during WW2, and probably still is at that.

## TURN 1- JAPANESE

### RALLY PHASE

001 OFFBOARD SET-UP

IN ORDER OF ENTRY

37Y10

?A, 237A, 237B, 447J

?B, MMG\*, 228-2, 447I

?C, MTR A\*, 447L, LMG, 447K, WATANABE (10-0)

?D, MTR B\*, 447N, LMG, 447M, FUJITA (9-0)

37Q10

?E, LMG, 447L, LMG, 447B, MTR C\*, 447C

?F, 447E, 447F, 447G, INOUE (8-0)

?G, MTR D\*, 447D

3411

?H, 238A, 238B, MMG\*, 228-1, 448F

?I, MTR E\*, 448B, LMG, 448C, SAKANA (10-1)

?J, MTR F\*, 448E, LMG, 448D, YAMADA (9-1)

002 WIND CHANGE 3, 6 NE

003 37P1 COMBINE 248C, 248R TO 458Z

### MOVEMENT PHASE

004 ?E STACK CX 37R10 TO Q7

005 ?F STACK 37R10 TO R7

006 ?G STACK CX 37R10 TO Q8

007 238A 3411 TO I2

008 STACK 37L1 VS I2 I4(1) 3,4 1MC

009 238A 1MC 3,6 \*\*

010 ?H, 238B, MMG\*, 228-2, 447F AM 34J0

011 ?I STACK CX TO 3411

012 STACK 37L2 VS I1 I2(1) 1,3 2MC

013 10-1 2MC 5,6 WND SEVERITY 6 ELIM

014 448B 2MC 4,6 TO 348B

015 448C 2MC 1,5 PIN

016 ?J, STACK CX 34HO TO I3

017 ?A, 447J 37Y10 TO Y8

018 ?K, 237A, 237B 37Y10 TO Z8

019 ?L, 447I 37Y10 TO Z8, USE ?K

020 ?C, STACK 37Y10 TO W8

021 ?B, MMG\*, 228-1 37Y10 TO Y9

022 ?D, STACK CX 37Y10 TO V8

### DEFENSIVE FIRE PHASE- NONE

### ADVANCING FIRE PHASE- NONE

### ROUT PHASE

023 238A 34 I2 TO I3

### ADVANCE PHASE

024 STACK [EXC 9-1] 34I3 TO J3

025 348B 3411 TO H1

026 ?Q, 448F 37J0 TO I1

027 STACK 37J0 TO J1

028 STACK 37Q7 TO R6

029 STACK 37Q8 TO Q7

030 ?Q, 447F 37R7 TO Q6 [\*TELEPORTATION..... FAUST]

031 ?F, 447E, 447F, 8-0 37R7 TO S7

032 ?K, 237A, 237B 37Z8 TO AA9

033 STACK 37Y8 TO Z7

034 ?I, 447I 37Z8 TO Y8

035 ?B, MMG\*, 228-1 37Y9 TO Y8

036 STACK 37W8 TO W7

037 STACK 37V8 TO V7

### CLOSE COMBAT PHASE

038 CONCEALMENT: HEXES 37H1 ?R; 37I3 ?I

## TURN 1 -ALLIED

### RALLY PHASE

039 WIND CHANGE 3, 6 NE

040 34I3 238A\*\* [-2] 3,1 RALLY

### PREP FIRE PHASE

041 STACK 34L1 VS 34J1 8(0) 5,6 NE

042 STACK 34L2 VS 34J1 6(-1) 5,2 1MC

043 238B 1MC 6,2 \*\*

044 228-2 1MC 3,6 TO 128-2-

### MOVEMENT PHASE

045 STACK 34L3 TO M4

046 STACK 34P5 TO S5

047 STACK 34L6 TO K5

048 STACK 34L7 TO L5

049 STACK 37T4 AM U5

050 STACK 37P1 TO 34R10

051 STACK 37W6 TO V4

052 STACK 37X5 TO W4

053 STACK 37X3 TO W2

054 STACK 37Y6 TO AA5

055 STACK 37BB8 TO CC7

### DEFENSIVE FIRE PHASE

056 MEMO ASSEMBLE 3411

057 448C, 448F 34J1 VS 34L2 8(2) 5,6 NE

058 NO SUCH EVENT

059 448E, 448D VS 34L2 8(2) 4,6 NE

### ADVANCING FIRE PHASE- NONE

### ROUT PHASE

060 238B\*\* 334J1 TO I3

### ADVANCE PHASE

061 STACK 37CC7 TO DD6

062 STACK 37AA5 TO BB4

063 STACK 34S5 TO T5

064 STACK 34K5 TO K4

065 STACK 34L5 TO K5

066 447P 342 TO L3

067 STACK 34L2 TO M3

068 STACK 34L1 TO M2

Japanese: Ouch. Sigh. I guess I won't be too hung up about losing Sakana. He was a hero, leading our valiant men onto the board like that. He and his regimental color bearers (the guys lost from the squad step-reduced with him) will live ten thousand years. We must fight on.

Eric clearly saw that he could largely interdict any entrance at 3411. In fact, it's the only place he can reasonably mess with my entering units. Except for the loss of Sakana, it will

merely slow me, which I accept on this part of the board. Reading the entrance requirements carefully, I noted that I could also use hexes adjacent to the paths, something that saves me at 37Q1 also. (He's probably ready to pound me at 37P9.)

I think both of us are satisfied that things are going according to plan so far. Eric obviously committed most of his tough guys to the north flank to bottle me up, and I did the same. I intend to eventually slip past him (or over him) in that area, but for now I just want to keep his best guys very busy. In the south I will quickly spread out then slowly run all over him.

**Allied:** Two down, only 27 to go. I refer, of course, to CVP. He has a total of 51 points worth of units and needs 23 on the overlay to win. If he loses 29 CVP he is mathematically prevented from winning, as Japanese cannot create leaders (G1.62). I try to ALWAYS keep the Victory Conditions in mind when I play.

Killing the 10-1 with my second shot was gratifying. It reinforces the lesson I've learned about the Japanese; hit them hard if you're going to hit them at all. It pays to notice, however, that the net

effect of my shooting is to take out a leader and flip a squad. The Japanese are tough, and as the rally phase showed, they don't stay down for long.

Kurt has thrown me a curve, obviously, by entering two groups on the West flank. I'll fall back and hope the ambush in the 37Y2 vicinity hurts him. I'm going to shift the MMG and two squads to 34U9 and entrench them if he does not try to cut off the Mishcon force by driving in from the west. Together with another squad from the northern flank, Barker and Kearney will hopefully be able to hold the east until the reinforcements arrive.

When Kurt kept a large portion of his forces out of LOS in the north, I decided to Prep instead of scooting right away. The reduced crew is nice, but I'm going to have to get some better results if I'm going to have any chance of cutting him down.

**Commentator:** A clean game so far; its interesting to see two players who have duked it out many times play each other in a replay like this. Note how Kurt sensed that Eric would be weaker on board 37, while Eric guessed rightly that Kurt would begin methodically. Kurt might have determined that the ?K and ?X stacks were dummies with some

aggressive movement around 37Q5 and AA9, but he declined, as Eric thought he would, so those dummies are doing the job. Not to criticize Kurt - he needs to maintain a cohesive force; if those stacks WERE real he might have taken casualties. As you will see, the Japanese are durable but brittle; they stay in the battle but lose CVP alarmingly faster than their opponents during firefights. There will be some pitched fighting soon and Kurt can only afford 10CVP from the board 37 forces if he expects to use them for the victory.

As you can see, Eric continues to count on this- his flanking forces on board 37 are all dummy stacks! See how Eric sets up his line at least 3 hexes away from all Japanese forces (except for a sacrificial 237 at 34K4)? This forces any Japanese to lose? if they want to do battle in CC as well as take the FFNAM as they move up. The problem is that, on board 37, he can only do this for 1-2 more turns before the Japanese swarm onto the overlay, and he needs 4-5 turns to keep that up. Expect a sharp, decisive battle in this plot of jungle in a couple of turns.

One thing I don't understand is Barker's movement to 34R10. If they want to dig in at 34U9, why didn't they

loop through the woods at R8-S8 instead of setting up to crawl through the mucky swamp? If he had CX'd, he could have advanced into 34U9 last turn and started digging on turn 2. If he goes through the swamp, he can't dig at U9 until turn 4! I'm puzzled, especially since digging seems contrary to his basic philosophy of denying the enemy useful cover. I can't think of a more inviting victory location to huddle than a 2 squad foxhole on the corner of the overlay. Not much in the way of errors. Event 003 called for a LLTC (LLMC become LLTC for the Japanese, G1.62), while the rout of 238A at event 23 was illegal- the closest legal woods hex (in MF) was H2 (one MF); overstacking in I3 was 3MF. Once in H2, it would be impossible to rout to I3 ("another adjacent woods hex"), as it would be closer to a known enemy unit that was previously in that hs LOS. Interestingly, once you do reach that "nearest" woods hex, you CAN rout to an adjacent woods hex even if that were to result in overstacking! Aren't these rout rules fun?!?!

## TURN 2 -- JAPANESE

### RALLY PHASE

069 WIND CHANGE 4,4 NE

070 34I3 238B\* [-2]

5,3 RALLY



071 447E 37S7 DEPLOY 4,2 TO 237C,  
237D

072 447L 37W7 DEPLOY 5,1 TO 237E,  
237F

**PREP FIRE PHASE-NONE  
MOVEMENT PHASE**

073 STACK 34J3 TO I4

074 ?I, 9-1 34I3 TO I4

075 MMO, 128-2- 34J1 AM J2

076 STACK 34H1 TO H3

077 STACK 34I1 TO I3

078 STACK 37Q6 TO R4

079 ?P, MTR C\*, 447C 37R6 TO S4

080 STACK 37Q7 AM P6

081 STACK 37R6 TO S5

082 ?F, 237C 37S7 TO T5

083 ?X, 237D 37S7 TO U6

084 ?W, 447G 37S7 TO U6 USE ?X

085 ?Y, 8-0 37S7 AM S6

086 ?K, 237A 37AA9 TO CC8

087 ?V, 237B CX 37AA9 TO BB6

088 STACK 37Z7 TO AA6

089 STACK CX 37Y8 TO BB6

090 ?Z, 237F 37W7 TO V5

091 457E 37V1 VS V5 8[1] 6,6 NE, 4RFP

092 MTR A\*, 237E 37W7 TO W5

093 447D 37W4 VS W5 8[1] 3,1 2MC,  
4RFP

094 237E 2MC 6,4 TO 137E\*\*

095 MTR B\*, 447N 37V7 TO V5

096 4RFP [1] 3,5 NE

097 457E SFF VS V5 4[1] 6,3 NE

098 LMO, 447K 37W7 TO W5

099 4RFP [1] 6,3 NE

100 447O SFF VS W5 4[1] 5,1 PTC

101 447K PTC 4,4 PIN

102 ?C, 10-0 37W7 TO W6

103 STACK 37V7 AM V6

**DEFENSIVE FIRE PHASE**

104 STACK 34M2 VS J2 16[4] 5,2 PTC

105 128-2 PTC 3,3 OK

106 STACK 34M3 VS J2 8[2] 6,6 NE

**ADVANCING FIRE PHASE**

107 447K 37W5 VS W4 2[0] 2,3 NMC

108 447O NMC 4,1 OK, SAN

109 SAN 3 NE

110 STACK 37V5 VS V4 8[2] 1,1  
COWER, 1MC

111 457E 1MC 2,6 \*\*

**ROUT PHASE**

112 MTR A\*, 137E\*\* 37W5 TO W6

113 457E 37V4 TO V1

**ADVANCE PHASE**

114 STACK CX 34I4 TO J4

115 STACK 34H3 TO I4

116 448F 34I3 TO J2

117 238A, 238B 34I3 TO J3

118 LMO, 448C 34I3 TO J2

119 STACK 37S4 TO T3

120 STACK 37R4 TO S4

121 STACK 37CC8 TO DD7

122 STACK 37BB6 TO CC6

123 STACK 37AA6 TO BB5

124 STACK 37V5 TO V4

125 STACK 37V6 TO V5

126 STACK 37U6 TO U5

127 STACK 37T5 TO U5

128 STACK 37S6 TO T5

129 STACK 37S5 TO T4

129.5 STACK CX 37P6 TO O6

**CLOSE COMBAT PHASE**

130 DUMMIES REMOVED IN 37U5

**TURN 2 - ALLIED**

**RALLY PHASE**

131 WIND CHANGE 3,3 NE

132 37V1 457E\*\* [4] 2,6 \*

133 37W5 137E\*\* [-2] 2,1 RALLY

**PREP FIRE PHASE-NONE**

**MOVEMENT PHASE**

134 STACK 34M3 TO 34O4

135 STACK 34M2 AM M3

136 448F, MMO 34J2 VS M3 8[4] 1,2  
1MC, ROF, SAN

137 SAN 6 NE

138 648A 1MC 4,2 OK

139 648B 1MC 3,2 OK, SAN

140 SAN 6 NE

141 STACK 34M4 TO L5

142 STACK 34K4 TO L5

143 STACK 34K5 TO L6

144 447P 34L3 TO N3

145 STACK 34T5 TO V5

146 457D 34R10 TO R8

147 8-1, MMO, 458Z 34R10 TO Q10

148 447D CX 37O6 VS 34Q10 2 [2] 1,4  
NE

150 8-1, MMO, 458Z 34Q10 TO T8

151 STACK 34W2 AM V1

152 447O 37W4 TO X3

153 STACK 37V4 VS W4 8[2] 6,6  
COWER, NE

154 RANDOM SELECTION 4,2 237F  
COWERS

155 447O 34X3 TO X2

156 447N SFF VS X2 2[1] 5,6 NE

157 STACK 37BB4 AM BB3

158 STACK 37DD6 AM EE6

159 STACK 37Y4 AM X3

**DEFENSIVE FIRE PHASE-  
NONE**

**ADVANCING FIRE  
PHASE-NONE**

**ROUT PHASE-NONE**

**ADVANCE PHASE**

160 447O 34X2 TO W2

161 STACK 34X3 TO X2

162 8-1, MMO, 458Z 34T6 TO U9

163 STACK 34L6 TO L7

164 ?J, 237E 34L5 TO L6

165 ?R, ?U 34L5 TO K6

166 457F, 457O 34O4 TO O5

167 447P 34N3 TO O4

168 STACK 34M3 TO N3

169 9-2 34O4 TO N3

**CLOSE COMBAT PHASE**

170 GAIN ? HEXES 34U9 ?O; 34R8 ?L;  
34O5 ?M; 34O4 ?P; 34N3 ?W

**Japanese:** Well, it's been relatively quiet so far. He's been content to hang back and maintain his concealment. For my part, I'm determined to have my force intact when it comes to crunch time - his attempt to dislodge me from the victory area. I'm assuming that Eric's committed his HIP units to that part of the board. Should get messy soon.

I'm working to minimize risk as I move, maintaining maximum concealment, deploying a few (not LOTS, like in the last ATP) gallant half-squads to run out in front, and keeping all of my leaders toward the rear; half-squads can rout back to them while squads push on. I want to find weaknesses in his defense and move through them, not merely bash my head against his. If I were to run at him, it would give him big fire attacks which would undoubtedly cost me men. Better to outflank him and make him move back. If he breaks my half-squads, they will rally quickly and come back. Reduced squads are lost men. But it is time for me to get things moving a little faster now. The slow pace is to his advantage if it forces me to run in the later turns.

**Allied:** Hmm, Kurt's got half-squads coming out of the woodwork. Is he trying the Swann maneuver written about in the last ATP, overwhelming me with these? If so, great; I personally don't think it'll work. Half squads BREAK and run, thereby sacrificing the Japanese ability to close with me and deal dirt in CC.

The western flank is heating up, and he's NOT heading into my

ambush. Is he psychic? He appears to be heading around it both north and south. Damn! I'll try to draw him into it; but Kurt is pretty savvy; if something looks TOO easy, he's liable to pass it by.

An interesting occurrence in W5. The hs that approached is broken and the full squad is pinned. Kurt tried to move another squad in the hex, but realized it would be overstacked and apparently couldn't find another half-squad to get there. The net effect is that 4470 is safe; no one can get in for CC. Against the Japanese a pin beats a break against an adjacent squad! If Kurt had managed to get someone adjacent, I would have FPF'd since I would voluntarily break anyway rather than let him get into CC with me. 457E ended up breaking, but ditto for him. I was petrified Kurt was going to run someone in from the north and cut off its rout path. Whew! As it is, he'll rout to V1. I screwed up placing Kearney in W2; the hex is vulnerable to fire, therefore a lousy place to rally. I'll advance Kearney to V1 next move.

Well, the pull back begins from the Northern flank. We'll see how aggressive he is in pursuit, but I think my main worry is now in the southwest. Three dummy stacks are all that stand between him and the village, IF he bypasses the ambush.

**Commentator:** Sometimes it's tough to remember these jungle rules. Both players should have taken straying rolls during events 087, 089 and 144; further, Kurt was again overstacked in 34J2 but both players missed it. It could have really hurt Eric if those 1MCs had the extra pip needed to pin or break a 648! No difference, as it turns out...

Eric's dummy stack in 37U5

does its job again as Kurt sidles up to take it out in the Advance Phase. Since he hadn't lost concealment in moving up, he might have guessed it was a dummy by then, though Eric might be one of those devious types who DOESN'T reveal a real unit in order to pop the ? off moving units just to fake you out. Yikes. Whatever, Kurt is too timid to run a unit around the back and surround the unit in V4 (which Eric wanted to voluntarily break), and it will live to fight another turn instead of perishing in HHCC.

It should be interesting to see how Kurt handles the southwestern approach! Nothing but fakes in the way! I'll bet Eric is sweating it out- I sure would. If Kurt starts his movement by aggressively taking out the dummy stacks in the North, he might be more hesitant in the southwest, because the odds that those stacks are real just went up from his point of view.

Eric finds the quick rout to 34U9 so he can start digging. It seems to me that 457D ought to be joining those guys, but since he didn't move that way last turn he had to use it as bait against 447D. It does cover the central path and serve as bait for the sniper- better it than Barker.

The Brits have left a gap at 34N1! Note that the Japanese cannot occupy O2 using NORMAL move/advance; however, Kurt could put a pair of 448s with the 9-1 in 34L2, BREAK the squads, and then rout them to O2! The broken hs will rally on anything but a 12, and would give Kurt a nasty flanking threat and an edge in the maneuvering going on in the north, especially were the British units in N3 to (gasp) stray to the northwest! Even if this didn't happen, Eric would need to make a line along the

Q hexrow with a defense to split around the R2/S3 bamboo. Kurt could find himself in an excellent position to interdict the reinforcements coming on Turn 5, and would have at least drawn the best British units further away from the main effort to the southwest.

As a final comment, Kurt seems to be getting a little nervous about his time schedule. Actually, he's right on; I hope he doesn't do something hasty as it's too early to take major risks. Nevertheless, (to contradict myself and confuse the readers) in his position I'd be tempted to do a Banzai charge from 37T4/U5/V4/V5/W5/W6. Note that a player only needs an LOS to an enemy unit (not a KNOWN unit) to commence the Banzai- and he does at X2. However, there are 3 HIP units out there; Kurt doesn't know that only a measly hs guards X2, and lucky die rolls by FPFing Brits can chew up a charge, so...let's go on to turn 3 and see what really happens.

### TURN 3 -- JAPANESE

#### RALLY PHASE

171 WIND CHANGE 1,4 NE

172 34J4 DEPLOY 448E [-1] 1,4 TO 238E, 238F

172.5 34V1 457E\* 2,5 [-1] RALLY

#### PREP FIRE PHASE- NONE

#### MOVEMENT PHASE

173 238A CX 34J3 TO M2

174 238B CX 34J3 TO L5

175 PF, 238E CX 34J4 TO K7

176 VERIFY 237E IN L6, 238E LOSE ?F

177 MTR P\*, 238F 34J4 TO L5

178 ?1, 9-1, LMG, 448D 34J4 TO J7

179 STACK 34I4 TO K4

180 LMG, 448C 34J2 TO L1

181 448F CX 34J2 TO M1

182 MMG, 128-2- 34J2 TO L2

183 STACK 37O6 TO Q3

184 STACK 37S4 TO R1

185 STACK 37T3 TO R1

186 237F 37V4 TO X3

187 237C CX 37U5 TO X3

188 237D CX 37U5 TO Y5

189 MTR B\*, 447N 37V5 TO X3

190 337P REVEALED IN 37Y3 VS X3  
6PF[1] 5,1 NMC

191 447N NMC 3,6 TO 347N.

192 447G 37U5 TO W4

193 ?W, LMG, 447B 37T4 TO V3

194 VERIFY 248N 34X2, LOSE ?W

195 MTR B X2 VS V3 THA [0] 6,3  
MISS, -IACQ

196 STACK 37T5 TO R1

197 LMG, 447A 37T4 TO V3

198 ?D, STACK 37V4 TO X4

199 STACK 37W5 TO Z5

200 ?C, 10-0 37W6 TO Z5

201 MTR A\*, 137E 37W6 TO Z5

202 STACK 37BB5 AM 37BB4

203 237B 37CC6 TO EE4

204 STACK 37DD7 TO EE7

205 ?B, 447I 37CC6 TO BB4

206 ?J, MMG, 228-1 37CC6 TO EE4

#### DEFENSIVE FIRE PHASE

207 337P 37Y3 VS X3 2 [?] 6,3 NE

208 4470 37W2 VS W4 4 [1] 2,3 NMC,  
SAN

209 SAN 6 NE

210 447G NMC 5,5 TO 347O-

#### ADVANCING FIRE PHASE

211 238F 34L5 VS L6 1 [?] 3,1 NE

212 STACK 37V3 VS X2 6[1] 3,3  
COWER, PTC

213 248N PTC 1, 4 OK, SAN

214 SAN 3 NE

215 STACK 37K3 VS X2 6[1] 2,6 NE

216 STACK 37BB4 VS BB3 4  
[?] 5,3 NE



**ROUT PHASE**

217 248N VOL BEN, DROP MTR B  
37C2 TO 34V10

**ADVANCE PHASE**

218 448F 34M1 TO N1  
219 238A 34M2 TO N1  
220 STACK 34L1 TO M2  
221 STACK 34L2 TO M2  
222 STACK 34E4 TO L4  
223 STACK 34J7 TO K8  
224 MTR F\*, 238F CX 34L5 TO M6  
225 STACK 37Q3 TO R2  
226 STACK 37R1 TO R0  
227 STACK 37V3 TO V2  
228 347G- 37W4 TO W3  
229 237F, MTR B\*, 447N 37X3 TO Y3  
230 237C 37X3 TO X2  
231 STACK 37X4 TO X3  
232 447I 37BB4 TO CC4  
233 ?A, 447J 37BB4 TO BB3  
234 STACK [EXC 7C, 10-1] 37Z5 TO  
AA5  
235 STACK 37EE7 TO EE6  
236 237D 37Y5 TO Z4

**CLOSE COMBAT PHASE**

237 HEX 37Y3 AMBUSH [U-1] 6,5 NO  
AMBUSH

JAPANESE 3:2 HHCC [0] 4,3 ELIM

PAPUAN 1:2 HHCC [0] 5,6 NE

238 HEX 37BB3 REMOVE DUMMY

239 HEX 37EE6 REMOVE DUMMY

**TURN 3 - ALLIED****RALLY PHASE**

240 WIND CHANGE 1,5 NE  
241 34V10 248N\*\* [4] 3,4 NE \*  
242 237C CX 34X2 RECOVER MTR B  
[3] 2 OK

**PREP FIRE PHASE**

243 STACK 34U9 ENTRENCH [-1] 6,5  
NE, TL, -1 LABOR

244 REVEAL LMG, 457H, 447Q IN  
37Z7

245 STACK Z2 VS Y3 20 [1] 6,5 PTC

245 347N- PTC 4,6 PIN

246 237F PTC 5,1 OK

**MOVEMENT PHASE**

247 447O 37W2 AM X1  
248 STACK 37V1 TO V0  
249 STACK 34L7 TO N7  
250 STACK 34L6 AM M7  
251 STACK 34O4 TO O6  
252 ?M, 457F 34O5 TO R7  
253 ?X, 457G 34O5 TO Q3  
254 STACK 34N3 TO Q6  
255 STACK 34V5 CX AA7  
256 STACK 34E6 TO L6  
257 238B 37L5 VS L6 [3] 6,6 COWER,  
NE

**DEFENSIVE FIRE PHASE**

258 STACK 37Y3 VS Z2 [3] 5,6 NE  
259 STACK 37AA5 VS AA4 [2] 4,4  
COWER, NE  
260 447J 37BB3 VS AA4 4[2] 3,6 NE

**ADVANCING FIRE PHASE**

261 447O 37X1 VS X2 4[0] 5,1 NMC  
262 237C NMC 6,2\*\*

**ROUT PHASE**

263 237C\*\* 37X2 TO X3

**ADVANCE PHASE**

264 STACK 34Q3 TO R3  
265 ?M, 457G 34R7 TO R8  
266 STACK 34N7 TO N8  
267 STACK 34M7 TO N7  
268 STACK 34L6 TO M7  
269 STACK 34O6 TO N6  
270 STACK 34Q6 TO R6  
271 447O 37X1 TO Y1  
272 STACK 37Z2 TO Z1  
273 STACK 34AA7 TO AA6

**CLOSE COMBAT PHASE**

274 GAIN ? HEXES 34V10 ?T; 37Y1  
?C; 37Z1 ?E

**Japanese:** I closed in a little harder this turn, but I was fortunate and lost less than Eric. His major-league ambush didn't work out, thanks to my refusal to use the path through the bamboo. I hadn't really considered that as an option. I guess I'm thinking more conservatively than running up the road.

But he's bottling up my elite quite effectively, and it's not taking enough of his guys to do it. It's slow going with all of this bamboo and gully stuff, (I am not complaining!) And he keeps falling back carefully, making me waste time and movement trying to get into position. As he's obviously figured out, both boards have some good spots for defense. Still, I'm committed to force preservation.

Looking at the board, I see that I've managed to really spread the fight out in a long line, from 34M to 37EE, which is to my advantage. Most of all, he looks really thin in the southwest, which I'm happy to see. (Of course, I discovered this only by blowing a lot of time running guys around for an ambush.) I'd like to overwhelm his entire force around 37Y1 (447O, 457H and 447Q) on Turn 4 and open the door to the village. And I like my chances with Inoue and his boys in the center (8-0, 3 447s, 2 MTRs). I think that surprised Mr. Barker. They can work to cut off his guys in the north (34 row M) or go toward the village. In any case, I will have guys in town by Turn 5.

**Allied:** I think he's definitely using the whole 'lotta half squads strategy. Time will tell if it'll work.

I also think there is a security leak in my organization; he's totally avoiding my ambush [shouldn't have threatened to abandon those natives,

"Barker"...Faust!] Because it didn't look like anyone would take the trail, I popped the Papuans off at the first juicy target. They do exactly nothing, then croak in CC without taking anyone with them. Ah well, my CC luck has never been that good anyway.

I had hoped that the regulars would be better than the natives, but even a 20[1] can't hurt the wily Asian. Fortunately, his shots are just as ineffective in his return fire. I'll pull back once more, but this line (37V0, Y1, Z1) MUST be held for another turn to let the reinforcements get in position. Only some good shooting on my part will let that happen.

Things are going a bit better in the north. Barker is trying to entrench the medium in the NW corner of the victory area. Kurt's caution in the jungle is allowing me to hold him up wonderfully. 447P and 237E around 34M7 will be sacrificed, if necessary, to impede him one more turn. I do believe that if I can hold him off the victory area until turn 5, I'll have him cold.

**Commentator:** Kurt is doing well in troop conservation but I think that his northern elite force is failing its mission. Why is he moving it inland towards the western flank? If he wants to tie up the Brits he needs to move it due south by southwest towards 34Q2/Q3. This would pull the British 648s away from the main effort AND force them to fight, for Eric cannot allow his reinforcements to be interdicted as they march to help Kearney. As it is, half of Yamada's group has yet to push beyond hexrow L. Also, Kurt must be getting "lax" (sleepy?) as he neglected to gain ? on some eligible units-- very critical in jungle fighting, more so than other situations.

# ORGANIZATIONAL METHODS FOR POINT REPLAY

evertheless, Kurt is keeping a good pressure, stretching the British line. At the end of turn

Eric has withdrawn to a "sold-at-all-costs" line at the bottom of the mapboards. This must really be held for 2 turns, because the reinforcements cannot really counterattack the western flank until turn 6. Kurt rightly senses that the initiative is his and that the critical battle to be fought is with Kearney's platoon at 37Y1. As he assaults that group, his troops on the southern flank will be free of interdiction as they scoot across the Kunai.

Now might be the time to do a Banzai charge led by the 10-0 on the dummy stack in 37AA4. If real, it would have to open up on 237D moving into its hex, freeing the rest of the Banzai to charge beyond it (as permitted, see the A25.241 example on page A40, entry into the enemy occupied hex that triggered the charge is NEVER required) without threat of taking fire. If fake, of course, it would be removed. The Banzai would give the 10-0, 137B, 237D and 447K 8MF with which to press on towards the overlay. It's often very dangerous to remain adjacent to the Japanese when in the jungle--or even just stay in their LOS! The Banzai is a more potent tool than a standard Human Wave due to its greater tactical flexibility-- you can charge while adjacent and you don't need to have 6 MMC in three contiguous hexes. Better yet, the Japanese squads tend to survive such better than the Russian counterpart. Best, because ambush only occurs if infantry ADVANCES into a location (A11.4), lax Banzai-ers which got into CC during the MPh DO NOT roll for ambush, unless another friendly unit advances in! Nasty, eh?

(TO BE CONTINUED)

ATP

1. Serial events are recorded numerically using a 3-digit code.
2. All DR are listed as colored dr, white dr, subsequent dr (as required).
3. Rally Phase events indicate the location then the unit, then any DRM in brackets [ ], then any DR/dr, then the result. For example:  
003 34E10 447A\*\* [4] 1,2 RALLY  
indicates that 237A which was broken and DM attempted to rally with a +4 DRM and succeeded by rolling a '3'.
4. All Fire attacks first indicate the units or stack firing, then their location(s) OR SFF/FPF status, then the IFT firepower OR THA/THI/THV ordnance target then vs which location(s), then the DRM in brackets, then the DR and finally the result:  
134 STACK 34Y1 VS X1 [X2] 2,3 MC, SAN, ROF  
indicates that all units in 34Y1 fired at 34X1 with 12FP and a +2 DRM, rolled a '5' with a '2' on the colored die, obtained ROF with some weapon in that stack, and generated a MC and rolled the SAN.  
Note that any attacks during First Fire can only affect moving units in the target location.
5. As an exception to 3 above, all residual firepower attacks are announced in abbreviated form since sufficient information as to the location and target is already known. This is shown as Residual Firepower, [DRM], DR and result. For the same reasons, all ordnance hit effects are simply expressed as IFT firepower OR TK#, [DRM], DR and result.
6. All Movement/Rout/Advance is given in terms of the unit or stack, any CX status, its starting location, any Assault Movement status, and its final/interim destination location, then any actions taken in that hex. For brevity, a second destination hex might also be listed (as when a unit might move one hex, place smoke in its hex, then move to another hex. For example:  
304 447D 37Y2 AM Y1  
indicates that 447D assault moved from 37Y2 to 37Y1. In Y1, the squad either finished its Mph, or was affected in some way by enemy forces.
7. All Close Combat will specify location, announce ambush dr if applicable, list DRM as [attacker/defender], list ambush die rolls as attacker, defender, and announce ambush status. Attacks are listed, attacker and/or ambusher first, in specific order of resolution, odds are listed, any [DRM], the DR and result. Units eliminated are listed.
8. Reduced Japanese squads are listed normally, but are followed with a '-' e.g. 347N-, to distinguish these from full-strength squads.
9. SW will be simply listed as MMG, HMG, ATR etc and are assumed to be of the owners nationality unless suffixed by a small letter in ( ) which will indicate the nationality of origin. Only SW/Ordnance which may use TH tables will be awarded a letter designator in the text.
10. GLOSSARY THA/THI/THV= 'To Hit Area/Infantry/Vehicle target types: AM= Assault Move. EXC= Exception; STACK= All counters in that location barring EXC; NE=No Effect; VS= Versus; HHCC= Hand-Hand CC; for squads/SW: "-broken/dismantled, ""=DM/broken; otherwise--Use your brains; otherwise, yours' guys!