

At The Point

The Journal of ASI

11-12

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#13
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At The Point



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AT THE POINT is published by Hanna Business Group, 6601-206 Roundstone, Raleigh, NC 27613.

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(Panzer)FAUST'S ON THE PIEDMONT !?!

Greetings once again, fellow ASL enthusiasts! Your editor apologizes for taking a two month sabbatical from his publicative duties. Unbelievably, real life has finally caught up with Faust and family. No, not mafiosi as reported in the ASL News, or "cut and run with the cash" as perhaps other more suspicious gamers have imagined. Nothing more than 1. moving back to civilization 2. finding a place to live and 3. finding a job that pays more than publishing this incomparable magazine. By the way, don't ask me what I'm comparing it to when I say that. So let's see. What is the plan for the future, you ask? Will there be any more flake-isms, you inquire? Is there a real future to ATP or will the sabbaticals become more and more frequent?

Let me heartily and excitedly assure you all that we are firmly settled in Raleigh, we have the high paying (well, paying) jobs and we now have the time (paradoxically) to sit back and get back into the ATP program. Let me outline where we will be going this year.

First, this issue. We have a lot of interesting material for you all to digest, so *bon appetito*. Included is an article by Ronald Clawson forwarded to us by Rex Martin. Mr. Clawson originally submitted his piece to Avalon Hill, but the backlog for their publications is quite long. Sensing the quality of his work, Mr. Martin was kind enough to forward his piece for inclusion into ATP. Once again, we most profusely thank the generosity of the folks on the Hill.

Also included are scenarios by Eric Baker, whose work needs no introduction in ATP. Mr. Jan Himschoot also provided some

interesting scenarios from his European ASL REPORT magazine. This is not a regularly produced effort, but when it is, you'll hear it right here! Mr. Himschoot has agreed to provide an article discussing the subtleties of *The Teboura Engagement*. Try it!

Why so many scenarios this time around? Good question. Basically, we are clearing the way around here for the kick-off of entirely ATP-produced scenarios. This will do it for those that have been sent in "ready to produce." Naturally, we will continue to accept such pieces, as well as designs still on the drawing board. Keep in mind that ATP will normally only print 1-2 scenarios.

By the way, ATP has already received advanced renewals from most of those who realized that their subs will expire with #11. We thank you for your vote of confidence in this endeavor. In case you are not sure about when your sub runs out, the little number at the top of your address label tells you that. Look at it **RIGHT NOW (!!!)** and make sure you are covered up through issue #13. If yours has or will soon run out, send a check ASAP!!

What else? We are contemplating a release of many double-issues this summer. Not only will that get us caught up, it will also save us a few bucks and get that material out to those who need it the most-- you!

Progress in other areas: Our dedicated playtest group leaders (they will probably call themselves harassed and harangued were you to ask them, so leave them alone! They are busy! They are doing important things! They don't need to be harassed and harangued! Get it?) have done an excellent job since that program started last December. Two of the series are complete, while two more are nearing completion and another two are in the final preliminary design stage. Hint: get

your overlays ready for action. We are not going to be at all reluctant to make significant use of these useful trinkets in the *Guadalcanal Series*. Get out your GI hill overlays also! Until AH makes up some hill overlays for the ASL series we will use whatever we can. Whatever flaws these ATP scenarios might have, and they won't have any (ha ha), we won't be accused of not taking advantage of all the tools AH has given us for scenario design. If you don't have the overlays, get your birdie peeper on the horn and call the Avalon Hill Order Department at 800-999-3222. **Staff Changes: we are sorry to let** Eric Baker go as one of our Playtest Advisors. Eric has always provided excellent advice to ATP and would still be willing to do so were it not for his job requirements, which force him to travel all too often. We expect to welcome Eric back with open arms whenever he has the free time to get re-involved with ASL as much as he'd like to. We have added two new Playtest Advisors: **Rob Wolkey**, of FFE fame, and **Gary Fortenberry**, a multiple-champion of various tournaments. These two gents will be a great addition to the ATP staff and we are very enthused to be working with them. **Robert Banozic** is no longer working on the playtest staff but is continuing to work with **Mark Nixon** on the *Point Crossfire* series, originally Robert's idea. He is a very creative individual, so much so that I encouraged him to publish his own zine, though he is one stubborn and opinionated cuss if I do say so myself! 'Course, that's why we would like to see him as an editor. Unfortunately for the ASL world, Robert declines at this time due to other constraints.

Meanwhile, Robert and Mark are definitely planning to expand the Crossfire efforts to include the

(SEE "FAUST", PG. 8, COL. 1)

A POX ON VARIANTISM

Many of those who remember way back to February will remember my "call for a vote" regarding the IIFT/IFT issue. Talk about voter apathy! I think I received a total of six votes—certainly it was less than ten. Half of these were from genuine grognards indicating that further IIFT analysis and debate would simply detract from the game. The other half who voted for further debate can be classified, for the most part, as either die-hard IIFTers or super-curious onlookers. What of the other 290 readers who neglected to reply? We can only assume that their lack of interest is indicative of a general feeling that the IIFT is not worth discussing—or even worth taking seriously. Ergo, these non-votes are classified as "No" votes, so the final tally was overwhelmingly against a continuance of the IIFT/IFT debate.

This is as it should be. Frankly, it is well known that my opinion of the IIFT is that it is a great idea that falls far short of its goals. It is not incremental by any means. Nor was it well considered in terms of impact on the game, in terms of consistency of play and in terms of affect on scenario balance.

Yes, yes, yes, we have heard all the old emotional arguments from the pro-IIFTers before. "It is more realistic!" "It is just another optional rule which might affect play-balance like any other, so why not use it!" "It is better than the IFT because crazy even-numbered stacks no longer need be created!" Like any variant which is bound to have large appeal when introduced through an official medium such as the *ASL Annual*, its

fans adopt tones of approval without due process of thought. I know that, I was initially one of them. Even George Windau, who mathematically supports the IIFT, necessarily must account for the undeniable fact that the IIFT has a statistically different impact versus the IFT. His assertion that the effect is negligible does not make it so! That is, a three to five percent difference is not readily noticeable in a game with 10 dice rolls, but is in a typical ASL scenario with about 1000 dice rolls.

VARIANTS ARE POORLY DEVELOPED

The IIFT was definitely a neat idea. The truly unfortunate aspect is that it was not properly developed and certain flaws were not detected until it was more widely used than it should have been. This, in general, is the problem with variantism. My objective in this commentary is to establish the necessity of curbing variantism in the ASL Hobby, and I am going to start—here and now—with the IIFT and its sub-variants.

VARIANTS DEFINED

A variant is simply a modification of existing rules that, in the opinion of its creator, improves the game. We must be careful to distinguish variants from creative systems such as Larson's PBM system and Fortenberry's S.T.A.R. tournament system (published later in this issue). "Creative systems" simply seek to address needed gaps in the coverage of the ASLRB, whereas variants actually address the play of the game as it exists.

We have several examples of variantism as published in *On All Fronts* (remember Ramming Rules,

anyone, or all those modified armor factors and penetration values that someone always insisted on presenting?), an example in *ATP* (the Q-IIFT) and also one in the *ASL Annual* (the infamous IIFT). Let's deal with these each in turn.

Now, I'm not too worried about the Ramming Rules or Grenade Bundle Rules that OAF came out with a couple of years back. No one has solicited me on the ASL street corner and asked me to play a scenario using Ramming Rules or Grenade Bundles. Why? Although such rules were probably not well playtested, they were really developed only for use in specific scenarios, which, as I recall, were quite good in and of themselves. There is no real problem with that. As far as I am concerned, such variants are provided in nearly every scenario in the form of SSRs. These can't hurt the game or the hobby, they can only hurt the scenario. If the scenario is hurtin' because of a poorly developed SSR, no-one will play it. The problem solves itself.

THE "QUACK-IIFT"

How about the Q-IIFT that appeared in the last issue of *ATP*? This represents a more serious problem. First, let me explain that I have great respect for Mr. Windau as a mathematician; he is one of the most creative individuals I have met when it comes to application of mathematical analyses regarding ASL. If I were to turn to anyone to establish some creative additions to existing ASL tools, I would turn to someone like George. However, I would insist that such persons present their ideas directly to the publisher of this fine game and NOT to amateur magazines for incorporation as new variants.

Regardless of my personal attitudes, the fact remains that the Q-IIFT is seriously, seriously flawed. We are not talking slightly flawed, folks. We are talking seriously glitched. Take one quick look at the 6FP and 8FP tables and tell me why you wouldn't want to fire with less firepower (at 7FP with a possibly lucky -1 "Wild DRM" so that a '4' or less can result in a K/KIA) than with one more FP (8FP without the possibility of a lucky "Wild DRM", so that a '3' or less is needed for that K/KIA)! Any system than encourages you to hold back firepower so you might obtain a significantly better result than would ever be possible when firing the whole bundle has got a major league design flaw. (Special thanks to Mark Nixon and Perry Cocke for fervently pointing this out...)

In fact, it kinda scares me--perhaps similar reasoning was used by George in his grand IIFT analysis (which will not see print in ATP, though I understand George may be willing to distribute it himself). Of course, any mathematical analysis always speaks for itself, and I am not making any statements to the effect that George has drawn erroneous conclusions in his piece. The work and mathematics are so extensive that I simply haven't the time to verify his conclusions. Before his work is used as proof positive that the IIFT isn't so bad, I want to hear-- from an unbiased source -- that the work has been checked and found accurate. Otherwise, and until that time, anyone who cites George's work as proof of IIFT suitability is simply talking the talk, not walking the walk. Typical-- but The Hobby does not need yet another flavor of pro-IIFT emotionalism.

The point is this: had the Q-IIFT been properly developed and cross-checked, its flaws would have been

long recognized prior to its publication. ATP bears the sole responsibility for printing this variant and will not make a mistake like this again. My apologies to the readers.

DO NOT USE THE Q-IIFT!! It is glitched because it was not properly developed. The idea was creative, but design is only part of the program, isn't it? Don't try to tell me that anyone would have more confidence in the ASL design if they somehow thought AH spent only a couple of man-hours, instead of actual man-years, in its development. Conceptualization is only one small part of the game.

THE APE SYNDROME

Presentation of a variant which has not been properly developed can only harm the ASL hobby. Why? ATP is read world-wide by a ASLers with some connection and influence. Some have already started using the Q-IIFT because it is, in essence, a clever idea, if not a complete one. They will talk to non-readers and might get them to to play. These people might just decide that the only way to play ASL is with the Q-IIFT. The Q-IIFT is not scenario dependent, it is not even ASLRB dependent! Fragmentation begins. Players are no longer playing the same game anymore. If you don't believe that can happen, take a look at a simple game like Diplomacy (4 pages of rules) and look at the countless variants that have sprung since its inception. It's horrible to visualize the same thing happening to ASL.

Oh ho ho! This is where the pro-IIFTers think they see a chink in my argument. They start citing optional rules in the ASLRB -- you know: Alpine Rules, Battlefield Integrity,

Chapter A Footnote 18, and, naturally, all of Chapter E. The argument proceeds along these lines: such rules cause variation in the play of ASL because some are adopted by players and ignored by others. A typical view: "This causes fragmentation and variation of play anyway, so pipe down, you ATP ape!"

Not so! Optional rules are delineated as such in the rule book. They only come into play by mutual player agreement. That is stated in the ASLRB, our bible of play. If someone insists on playing an optional rule I dislike, I can turn to a page in the ASLRB-- the ultimate code of ASL play -- and say "no." The person has no logical recourse to insist on the optional rule. Variants, on the other hand, tend to develop an emotional following that causes its fans to put aside the rulebook.

[This principle is applicable in contiguous regions, such as USA/Canada where the wide variety of tournaments establish the ground rules for bona-fide play, that is, the ASLRB with options as mutually agreed upon. If one wants to be recognized as a champion, one cannot go to a tournament and expect to insist that battlefield integrity always be used in every scenario. Such insistence has no grounds for legality. However, in Europe, a group of players has adopted the principle of using Footnote 18 when playing any scenario as a sort of regional houserule. That is fine, of course, but even they recognize that they cannot insist on such a style of play; such a rule is explicitly defined as purely optional by mutual agreement.]

THE I(ffy) I(ffy) FT

Finally, we have the IIFT. This is a shining example which best illustrates

the pitfalls of variantism. The IIPT was not properly developed, period. Take a look at the 16FP column and note the typo. Does that strike you as a typical example of the care AH usually takes during development? Of course not.

Many will say that is trivial, and maybe it is. What is more important is the lack of consistency. Mark Nixon has already exposed that it is beneficial to arrange certain firepower attacks on the IIPT. How does that differ from the IFT, except that, with the IFT, the proper combinations of firepower are more obvious? Thus, the IIPT is not incremental at all, establishing its inherent inconsistency by definition. Worse, despite the mathematical arguments that the IIPT is only 3-5% more potent than the IFT, the fact remains that it is more potent. How does that potentially affect existing scenarios? Yes, we can easily (because it is easier!) conclude that the impact would not be that great. Fine. Now let me ask you pro-apes a question: suppose, originally, AH said that they were incorporating the IFT without developing it, without testing it, massaging it, fine-tuning it to the point where it is today. Would you feel comfortable buying ASL knowing that a major system was only superficially checked out? Have any of you bought a wargame that you have had to trash for this very reason? I have, and so have you, you fibbers!

UNDEVELOPED MEANS UNRELIABLE

The IIPT was not developed. Get it? Not developed! This means it was not at all sufficiently analyzed and/or playtested. It was brilliantly conceived by Jay Kaufmann. Brilliant idea! But it was not checked out. The

gents at AH looked it over, added a column or two, changed this or that and then published it. That is it. I don't see how the pro-IIPTers find this table to be so magnificent. If it were, why has ATP received 5-6 proposed revised IIPTs to fix this or that little problem? Imagine if I printed all of those up! Why has Jay Kaufmann sent me one of these? Why has even George Windau, pro-IIPT ASLer extraordinaire, sent me one of these personalized fix-it-ups? Another question: why hasn't ATP received 5-6 revised C7.3 To Kill tables? Might it be because AH has not meddled with them as they erroneously did with the IFT? Would the IFT/IIPT mess be an issue at all if AH had not published the incompletely developed IIPT in the first place?

SUMMARY

1. Variants are rarely sufficiently developed at inception.
2. Variants provided by official organs, or even amateur ones, are too likely to be accepted as official enhancements to the game, which they are not.
3. Such association leads some players to believe that the variant is valid before this has been established as fact.
4. Other players are too cautious or knowledgeable to accept the variant.
5. Splinter groups form which play by variant rules, others by standard rules.
6. Fragmentation begins. As more variants invade the hobby, fragmentation becomes the norm. Soon, the game is no longer pure.

It can be argued that this is not vital to the success of a hobby or sport. To those, I ask them to cite a successful professional sport that does not, aside from minor variations, adopt the same set of rules in a universal manner.

I mentioned in the beginning that the "grogards" of the game are, almost to a man, against the IIPT. These gentlemen are serious about a unified and successful hobby which can grow to excellence in the future. None of them support hobby fragmentism. None of you should, either.

I am not saying that pro-IIPTers do. What I am saying is that pro-IIPTers are pushing for the IIPT to officially supplant the IFT. Since Avalon Hill has already indicated that WILL NOT HAPPEN AND WILL NOT EVER HAPPEN, I'd like to call on the pro-types to knock off and call it a day. All your efforts can lead to unnecessary hobby fragmentism. I strongly urge everyone to stop using the IIPT.

Before any of you decide to adopt any variant into your ASL play, be it a house rule, the IIPT, or a decimal system of To Kill probabilities, ask yourselves:

1. Is this really an improvement over the original (or just a sloppy paint job)?
2. Should I play with it when it might hurt my chances to become an ASL champion?
3. Even if it seems to be an improvement, has it been established that the variant has not subtly affected play in a manner that detracts from the original game?

(see "VARIANTS" PG 8, CL 1)

MONSIEUR CX

Although I did say that I would next look at bad scenarios and what makes them bad, I'd like to first take an esoteric look at Victory Conditions and comment on how they affect the scenario and the player. While this might sound like the driest of stuff, I promise to try to show you why I think it's the heart of a scenario and the key to how they play.

While one can look at scenarios by type, such as Assault, Meeting Engagement, Fighting Withdrawal, Crush The Enemy and Run Away, it can be more interesting to look at the types of Victory Conditions. For it's the Victory Conditions (VC) that really shape the style of the game. Let's just look at some examples.

One of the most common VC is Exit. An example of this is #68, *The Rock*, from *Gang Ho*. "The Japanese win immediately when they have exited ≥ 8 VP off of hex(es) 36GG5/36GG6. The Americans win otherwise. The Americans can also win immediately by exiting ≥ 8 VP off the east edge of board 35." Here we have a case where the Japanese have to cross most of a board length-wise, get past six big machine guns and still have about 4 full squad-equivalents get off the board, while simultaneously preventing the exit of 8 points of Americans. This makes for an interesting scenario, in that both sides have an objective instead of just one. And exit requirements nicely reflect the historical reality of the situation.

But Exit VC, in particular ones that assign a certain exit hex or zone, suffer from one major fault - they often see squads and vehicles lined

up to run through the residual fire in the exit hex. This scenario, like *Among The Ruins*, *Gavin Take*, et. al. will often see the Japanese running madly past the American mediums and .50 cal's to get off on that little road. It can look pretty silly. Death Sprint Syndrome.

Another VC is based on Casualty Victory Points. Have you played *Revenge at Kastelli*? Your goal as the Greeks is to kill Germans. "The Greeks win immediately when they have amassed ≥ 20 Casualty VP." The Germans begin with 30, and you have 10 turns to do it. Now regardless of this scenario's balance, all you have to do is kill Germans. But as long as it's appropriate, as it is with this revenge situation, this can be a good VC, if a bit limited.

Another type of VC, Control, can lead to an even greater degree of destruction. In *The Mad Minute*, all that matters is that the German "Control 18 of the 27 buildings on board 12 at game end." It doesn't matter how many guys are left on the board or where they are, just so the buildings are controlled by the German. Both sides are free to ignore casualties to the extent that they don't need men to capture more buildings. You might notice that most of the Red's BBQ (*Red Barricades*) scenarios feature control, as they should. What are men for?

This VC can really emphasize the Neutron Bomb effect, whereby the last turns of the game can go very quickly due to the very serious "sparseness of the battlefield." There's no one left to move around.

Of course, a good player can make a lot happen with a few half squads running around getting control of buildings.

Clearing scenarios like *Toujours L'Audace* can feature even more running around. Since the German has to clear an area of all Belgian personnel, some of which begin HIP, there's a certain amount of dashing around and searching to be done if the Belgian doesn't show his face right away. The biggest problem with this VC is that losing can take nothing more than a single wounded SMC Advancing into the Victory area on the last turn. While it's great fun to pull off, I'm not sure I like that possibility for scenario quality.

Exerting FP. This is a VC seen in such beauties as *Hell or High Water* and *Bridge to Nowhere*. While wordy, this VC can be nifty in that it calls for force preservation. Instead of allowing any number of casualties, it requires that the defender be able to exert some force in the victory area at game end. Unlike Control, this prevents the flagrant wasting of manpower. Of course, neither of these VC say anything about how many men the attacker loses, so it can be a matter of him throwing men at the defenders, just trying to lock his FP up in melee if nothing else.

Let's look at a couple of interesting VC. How about *On The Kokoda Trail*? Here we have the Japanese attacking, but with a requirement that they have ≥ 23 points of Good Order units on a portion of one board at the end of any game turn. This means they must fight through

(SEE "CX" PG. 8, COL 2)

"FAUST"

(from pg 3, col 3)

efforts of other would-be analysts and ASL writers. For those of you still considering an opportunity to test the waters of writing but are hesitant to take that first plunge, I encourage you to write to Mark Nixon at 1419 Willshire Rd., Lyndhurst, OH 44124. I can't think of a better person who can help guide you along those first rocky steps. **THE ASL HOBBY NEEDS MORE WRITERS! PLEASE DO THIS IF YOU ARE AT ALL INTERESTED IN WRITING FOR ATP AND WANT A CHANCE TO WORK WITH ONE OF THE TRUE LEGENDS OF THE GAMING HOBBY.**

Finally, please note our new address and hi-falutin' company name:

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6601-206 Roundstone Dr.

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Good gaming! --FAUST

"VARIANTS"

(from pg 6, col 3)

4. Has this variant been truly developed and tested in a manner consistent with the original production of the game?
5. Is there really anything wrong with the original systems the variant purportedly improves upon?

If the answer to any of these is "No" (and it is NO to all when applying these questions to the IIPT), then **FORGET THE VARIANT.** Concentrate instead on understanding the ASLRB, its subtleties and its many options. Become an ASL winner, not an ASL dabbler!

"CX" (from pg. 7 col 3)

the British defenses in a big enough piece to survive British end-of-the-turn counterattacks. If the scenario weren't painfully unbalanced, it would make the Japanese choose between trying to blast through quickly, hoping that enough men make it to win before the arrival of British reinforcements, or go slowly, trying to gain ground without severe losses. Given their tendency to melt, this is a good VC for a Japanese scenario.

Or how about *The Taking of Takrouna*? This one isn't really balanced either, but it's a nifty historical VC that has the Maoris winning by taking one measly hex. But what a hex- surrounded by cliffs! Do play this one, but start over if the Maoris get wasted at the outset.

Another neat one is *A Meeting of Patrols*. "The first player to Exit ≥ 11 VP off the board edge opposite his edge of entry wins immediately. Should such an immediate victory not occur, the player with the higher CVP total at game end is the victor." With one mostly wooded board and the other mostly open and roughly even OB's, this gives both players something to do.

Before I quit, let's look at a good, simple combination of VC. *Subterranean Quarry* reads like this: "The Romanians win immediately when board 1 is devoid of partisan Personnel and "?", provided the Romanians have not suffered >28 Casualty VP." This is a clear mission - take the terrain without losing too many guys. I'd like to see this sort of thing more, since commanders of at least some nations are required to answer for their losses, even if they do take the objective. But what do I know?

That's our look at VC. You can see why players keen on winning look at the VC right away. No matter what the OB holds, it all lives and dies at the whim of the Victory Conditions. You may be distracted by the beauty of your Panthers, but if you spend too much time preserving them despite their lack of importance in the VC, you will lose.

And now, the answer to last month's Really Insignificant Trivia Question: *What is the furthest an MMC can travel (with any/no SW/SMC) in one MPH on a normal ASL board without use of a vehicle?* Of course, this is not quite a trick question, since ASL has so many little known codicils that tricks aren't necessary, but it is pretty obscure. But since we're talking about personnel getting around in a speedy and efficient way, there's really only one solution - bicycles!!

Yes, the world's most efficient transportation is pretty handy in ASL, too. As ASL's premier cyclist, I take great pride in the fact that if you put board 24 next to board 25, and place an MMC with a 7-0 and a cycle counter on a level 2 road hex, those guys will really take off: 4MF (bike base MF) + 3MF (one per level descended) + 2MF (leader bonus) + 2MF (double time) + 1MF (road bonus) X 2 (bonus for cycling on road) = 24 hexes!

Of course, if we had a level 4 road to start on and could zoom into a really deep valley, or if we were using the Kampfgruppe Pieper board, we'd be talking about 30+ hexes, no problem. What's really significant about this is that bikes are only 1PP, and that a platoon of guys with a leader can move 14 hexes down a road in one movement phase without double time. Forget the truck! Bikes are a great deal for DYO reinforcements; much better than expensive (gas-burning) options.



STANDARD TOURNAMENT ASL RULES Vers. 2.0

by Gary Fortenberry

First and foremost, this article is not a condemnation of the state of tournament traditions. It is merely a suggestion for an alternative to the established scenario format.

I have loads of respect for the tournament directors who take the time to promote, organize, and run their individual events. These tournaments are eagerly anticipated by many, including myself.

I believe that playing published scenarios gives an advantage, however slight, to the person(s) able to play and analyze these scenarios for months before the tournament. This advantage is compounded if you have an able opponent to regularly play and discuss scenario setups and tactics. The only way to relieve this situation is to use non-published scenarios, which are often wildly unbalanced. The victor in that situation is determined by the DR to determine sides.

Some argue that foreknowledge does not necessarily make for an advantage as the dice often make players equal. This is not a valid argument when examined. If a player must rely on fate to even his odds, he is placing his fate in fickle hands indeed. The dice can go either way, and if a person knows the scenario and where to place his pieces from repeated play and the dice go his way he is very tough to beat. This foreknowledge is really analysis of a specific situation; it does not necessarily translate into skill with the game system. This is not to say that scenario analyzers are inferior players. In fact, the opposite is most often true, in that the analysis itself can lead to improvement in the analyzer's skill in the game. I just think that all of this analysis should not be a specific advantage by repeated playing of a heavily analyzed scenario at a tournament.

With these points in mind I propose the following scenario creation system: the Standard Tournament ASL Rules system, or STAR for short. STAR is a modified DYO scenario generator evolved from "Advanced Squad Bleeder", which was developed by the Detroit Area ASL'ers and given to me by Mark Nixon. The system in one form or another has been used in several tournaments nationwide. Tournament directors can design scenario frameworks to meet their specific needs with a minimum of hassle and very little playtesting.

Balance is an elusive target in all scenarios, but I think a purchase-your-own force of roughly equal value, joined with victory conditions having no sudden death provisions, along with forces/situations unseen by any player, random board alignment, and standardized rules with very few SSRs should help to even out the chances for all players and make skill in the play of the game system itself the dominating factor.

Examples will be provided at the end of this article, detailing how the director sets up a situation/scenario, and how players determine scenario type and go about purchasing their forces.

Thanks go to Mark Nixon and John Anderson for ideas used in devising this system, and to Steve Porter and Nancy Sparrow for their aid in preparing the material.

PURPOSE AND DESCRIPTION

STAR is a scenario development system. Its intent is to make tournament scenarios more balanced, and to make skill the determining factory in victory. The system allows for three general types of situations: "Meeting Engagements";

Assaults; and Static Front. Situation general conditions are determined by the tournament director, with specific conditions being determined by the players. Scenarios may be fought on any front, with any nationalities, and with any Weather/EC. The director will pick the overall theater and battle/campaign from that theater. This choice will then determine the forces available, date, and appropriate Weather/EC. The director will also list any special conditions/rules which are in effect.

After receiving the Situation Sheets and their Scenario Purchase Record Sheets and Hidden Unit Records, the players then determine the scenario specifics using the step-by-step procedures detailed below.

R. RULES COMMON TO ALL SCENARIOS

RI.0 ALL Infantry/vehicles/Guns/fortifications/ etc. available for purchase will be listed on each side's Situation Sheet with their individual costs.

RI.1 Optional armaments, Sz and G are available for the list cost (only on vehicles capable of having them as per the appropriate Vehicle Note). No DR/dr is necessary. Opponents must be made aware of any optional armaments purchased after the purchases have been made but before the scenario starts.

RI.11 If necessary, a special SW chart and LG factor will be listed on each side's Forces Available/Purchase Record Sheet.

RI.12 Base ELR is determined by the tournament director and listed on each player's Forces Available/Purchase Record Sheet.

RI.13 Base ELR is based on 1st Line troops. This base ELR is modified by majority squad type as follows: Elite troops add one (Max. 5); 2nd Line subtract one (Min. 1); Conscript/Green subtract two (Min. 1) [EXC: Commandos/Assault Engineers/ Underlined Morale Factor troops are always ELR 5].

RI.131 A side's Base ELR is temporarily reduced by 2 (Min. 1) if at the end of the MPH of the second player turn of game turn two it faces enemy manned, functioning AFV(s) without having AFV(s) in its own OB. This remains in effect until there are no unopposed manned, functioning AFV(s). (Note: functioning for this purpose = Shock/ Stun/ UK/Immobilized/Recall).

RI.14 SAN is 2 for both sides in all situations. SAN may be increased at a cost of 5 purchase points for a DEFEND chit choice and 10 for an ATTACK chit choice. Both costs are per point of SAN Increase. [EX: The side choosing the DEFEND chit can increase its SAN to 5 at a cost of 15 purchases points.]

RI.2 Leader exchange DR is NA. Players may exchange their best leader for the next best leader available or they may exchange one 8-1 for two 7-0 leaders. (Commissars are available normally). Players may also purchase one extra leader as follow: 10-3 30 pts; 10-2 20 pts; 9-2 15pts. [EXC: Japanese 10-2 25 pts; 10-1 18 pts; 10-0 10 pts. Finnish 10-1 15 pts; 10-0 10 pts.]

RI.21 Armor Leader DR is NA. Armor leaders are allotted as follows: Per 3 AFVs: 8-1 x1. Per 4 AFVs, 9-1 x1; Per 5 AFVs, 9-2 x1. Only one armor leader is allowed per side.

RI.1.3 Assault Engineers/Commandos are available only with an ATTACK chit choice.

RI.1.31 Sappers are available to either side in all scenarios.

RI.1.32 Infantry crews in excess of total number of Guns purchased [EXC: Guns that require >1 crew are counted as a number of Guns equal to the number of crews required to

man those Guns] are available only with a DEFEND chit choice, or to the Japanese.

R1.33 Partisans are available only by SSR.

R1.34 OBA/Bombardment/Air Support/ Gliders /Paratroops/ Motorcycles/ Wagons/horses/OP vehicles/2nd Infantry purchases are NA except by SSR.

R1.4 A side is considered Elite for the purpose of C8.2 if all Infantry purchased are Elite.

R1.41 A side's AFV crews are Inexperienced (D3.45) if the majority squad type of that side is Conscript/Green.

R2.0 In all scenarios, infantry may be purchased as reinforcements at a discount equal to the Turn # of their arrival multiplied by 10% (No reinforcements may enter on turn one or after turn five). [EX: Turn 2 reinforcements cost 80% of listed cost; Turn 3 reinforcements cost 70% of listed cost; etc.] $\leq 25\%$ of a side's total purchase points may be used to buy reinforcements.

R3.0 Hand to Hand Combat is in effect in all scenarios.

R3.1 Rooftops/ cellars/ sewers are in effect in all scenarios. DEFEND chit choice may use Sewer Movement without the 4TC and leader requirement of B8.4.

R3.2 Boresighting is allowed with a DEFEND chit choice in an Assault scenario.

R3.3 All DR/dr(s) must be made upon a flat surface not part of the playing area. If these conditions are not met (e.g., "cocked" or tilted dice) then all dice must be rerolled. Non ASL-standard sized dice must be OK'd by both opponents.

R4.0 An ATTACK chit choice allows the choice of a night scenario [EXC: If both players choose an ATTACK chit, a day scenario will be played unless both players choose to have a night scenario.]

R4.1 Interrogation is in effect in all scenarios. Director will determine civilian attitude and list it on each side's respective Situation Sheets.

R4.2 E3.0 Weather will be determined by the Director and will be listed on the Situation Sheets.

R4.3 Swimming is an option available at all times.

R4.4 Convoys and Columns are available to both players normally.

R4.5 Battlefield Integrity (A16.) may be used only if both players agree to its implementation.

R5.0 VICTORY CONDITIONS: Victory points are allotted in all scenarios as outlined in the following: (Casualty Victory Points are not scored as per A26.2)

R5.1 All units/equipment eliminated are worth their purchase costs.

R5.2 Captured enemy units/equipment that are exited off a friendly board edge count double their purchase cost; non-exited captured units/equipment are worth only their listed purchases cost.

R5.3 All friendly units/equipment exited off an enemy board edge count their purchase cost as victory points for the owning side.

R5.4 Leaders are worth victory points according to the following formula: (current morale level - current leadership modifier) x 10. [Note: subtracting a negative modifier is equivalent to adding it. EX: a 10-3 leader is worth 130 pts; Morale (10) - leadership modifier (-3) = 13 x 10 = 130. If this 10-3 leader were Wounded, it would be worth only 110 pts, due to the reduction to its morale level/leadership modifier]. Leaders are worth double this value if they are exited as pris-

oners.

R5.5 All units exited off a friendly board edge cannot re-enter and are considered eliminated for Victory Condition purposes. [EXC: a Guard unit may exit a friendly board edge and re-enter in its next MPH/APh in the exact hex it exited, but sans Prisoners. Those prisoners would be counted as exited off a friendly board edge for purposes of R5.2. If the Guard unit cannot re-enter due to the game's end, they do not count as eliminated for Victory Conditions.] Vehicles exiting under Recall count as half their total purchase cost (FRD) in victory points for the opposing side.

R5.6 Building control is always established in the following manner: Successful Mopping Up and/or moving through/occupying every Location of the building.

R5.7 Hex Control is accomplished by being the last to occupy the hex with Good Order Infantry (Hex control does not apply to buildings). Bypassing in a hex does not allow hex control.

R5.8 If a location is contested (e.g., a Melee situation) at scenario end then neither side can claim control.

R5.9 Victory Conditions specific to situations are listed in the description of that situation. Special Victory Conditions may be assigned by the Tournament Director.

M. "MEETING ENGAGEMENTS"

M1.0 Meeting Engagements occur when both players choose an ATTACK chit. Both players enter from offboard.

M1.1 Scenario is played on two halfboards (or two Deluxe boards).

M1.2 All rules in Section R are in effect.

M1.3 In addition to the Victory Points awarded as per R5.0, either/both Player(s) may spend up to 10% of his total purchase point allotment to make a location an Objective. This Objective will be worth 3 times the points spent on it as Victory Points for the side Controlling it at scenario end. These Objectives remain secret until the first RPh of game turn 3, at which point the exact location and purchase points spent on the Objective must be revealed. On standard mapboards the Objective must be 9-11 hexes from any and all of the purchaser's entry locations; on Deluxe mapboards the Objective must be in hexrows G, H, or I.

M2 START PROCEDURES

M2.1 Place both mapboards together, long sides adjacent and ID numbers facing the same direction. One player sits at the board edge labelled 1 in the mapboard configuration on the Forces Available/Purchase Record Sheet, and the other player sits at the board edge labelled 2.

M2.2 Make a dr: 1-3, rows A-P remain face up; 4-6, rows R-GG remain face up. (The Q hexrow is never in play in a "Meeting Engagement" scenario.) Fold both boards in order to cover the unused hexrows [EXC: skip this step if using Deluxe boards].

M2.3 Make another dr (1 dr per each board): 1-3, no effect; 4-6, turn the board 180°.

M2.4 A die is rolled by the Axis player to determine which side moves first: 1-3, Axis Player moves first; 4-6 Allied Player moves first.

M2.5 Both sides now purchase their forces from those available on their Purchase Record Sheet. Each player begins with a base of 400 Purchase Points.

M2.6 After forces have been purchased, Sniper counters are placed onboard, beginning with the player who is to move first. Sniper counters may be placed anywhere on the mapboard configuration.

M2.7 The Player who moves first sets up his units on a non-used

board as per A2.5-2.52. Play now begins.

M2.8 Turn in all Purchase Record Sheets to the Director for verification once the game has ended.

M3. SSR FOR "MEETING ENGAGEMENTS"

M3SSR 1. During the MPH of both player turns on the first game turn no road movement bonuses apply (B3.4; D2.16), Double-time may not be declared; Vehicles have only 4 MPs available (including any desired Stop MP), can't risk ESB or make a Minimum Move.

M3SSR 2. The side which enters first has only $\frac{1}{2}$ (FRD) MF available in its initial MPH, but does have all MF available for use in the APH. [Note: All Soviet MMG/HMG PP's do not count against the MF's available to the unit(s) carrying them during this initial MPH.]

T. "ASSAULTS"

T1.0 Assaults occur when one player choose an ATTACK chit and his opponent choose an IDLE chit. One player will setup onboard while his opponent will enter from offboard.

T1.1 Assaults are played on two standard mapboards or three Deluxe mapboards.

T1.2 All Section R rules are in effect.

T1.3 In addition to the Victory Points awarded as per R5.0, the DEFENDER may spend up to 10% of his total available purchase points to buy up to five Objective Locations. These Objectives may be anywhere in the DEFENDER's setup area [EXC: If an upper level building location is chosen it must contain a stairwell and all floors to ground level must also be chosen as Objective locations.] The DEFENDER allocates his objective points among all of his Objective Locations; each location must be worth at least 5 points. The Attacker must be made aware of these locations before setup. These Objective locations are worth 5 times the number of points spent on them to the side which controls them at scenario end. If the location is destroyed, no one receives its Victory Points (and, in addition, the destroying side is penalized the total base points spent on the Objective location).

T2. START PROCEDURES

T2.1 Place assigned boards in the order listed on the Situation Sheet in the following manner:

T2.2 Place the boards together long sides adjacent, ID numbers facing the same direction. One player sits at the board edge with labelled 2 on the mapboard configuration on the Forces Available/Purchase Record Sheet, and his opponent sits at the opposite end. [EXC: if opponents cannot mutually agree which board edge to sit at, make a competitive DR, and the roller of the lowest DR choose his board edge.]

T2.3 Make a dr: 1-3, flip board closest to ATTACKER 180°; 4-6, No Effect.

T2.4 Make another dr: 1-3, Flip board closest to the DEFENDER 180°; 4-6, No Effect. (If using three Deluxe boards, make a dr for the middle board: 1-3, flip 180°; 4-6, No Effect).

T2.5 Make another dr: 1-3, rotate entire playing surface 180°; 4-6, No Effect.

T2.6 Both players now buy their forces as described in section P1. The ATTACKER receives 400 purchase points. The DEFENDER receives 300 purchase points, plus 100 fortification points. (Note: Fortification points may be only used to purchase items from H1.6.)

T2.7 Both players turn in their Purchase Record Sheets to Director for verification. DEFENDER turns in a copy of his Hidden Record Sheet as well.

T2.8 DEFENDER sets up, announcing Objective Locations and then respective values. Then the ATTACKER sets up offboard. DEFENDER places sniper anywhere, followed by ATTACKER. ATTACKER moves first.

SF. "STATIC FRONT"

SF1.0 "Static Front" scenarios occur when both players choose IDLE chits. Both players will setup onboard.

SF1.1 "Static Front" scenarios are played on three boards.

SF1.2 All rules in Section R are in effect.

SF1.3 In addition to the Victory Points awarded as per R5.0, both players may spend up to 10% of their total purchase points to buy up to three Objective locations. These locations may be anywhere in the purchaser's setup area [EXC: if an upper level building location is chosen it must contain a stairwell and all of the locations below it must also be chosen as objectives]. Each player allocates his Objective points between all of his chosen locations, with each location having to be worth at least 5 points. The opponent must be made aware of these locations and their respective Victory Point values before setup of either side. An enemy Objective Location is worth 5 times the number of purchase points spent on it if controlled at scenario end, while a friendly Objective location is worth 2 times the purchase points spent if controlled at scenario end.

SF2 START PROCEDURES

SF2.1 Place the boards together, long sides adjacent, in the order listed on the Situation Sheet (from left to right), with ID numbers facing the same direction. One player sits at the board edge with labelled 2 on the mapboard configuration on the Forces Available/Purchase Record Sheet, and his opponent sits at the opposite end. [EXC: if opponents cannot mutually agree which board edge to sit at, make a competitive DR, and the roller of the lowest DR choose his board edge.]

SF2.2 Choose a board and make a dr: 1-3, flip board 180°; 4-6, No Effect. Do this for each board.

SF2.3 Make a dr: 1-3, rotate mapboard configuration 180°; 4-6, No Effect.

SF2.4 Both players now buy their forces as per section P1. Each player receives 350 purchase points, plus 50 fortification points (Fortification points may only be used to purchase items from H1.6).

SF2.5 Both players turn in their Purchase Record Sheets and Hidden Record Sheets to the Director.

SF2.6 Both players now announce any Objective Locations purchases and their respective Victory Point value. Both players set up simultaneously, placing an unused board between them to serve as a screen. After setup, a competitive DR is made, with the roller of the lower DR moving first.

P. PURCHASE MECHANICS

P1.0 Players make a Competitive DR, with low DR playing the AXIS.

P1.1 Players determine scenario type by secretly choosing an ATTACK/IDLE chit (use the ones provided in *Red Barricades*). These choices determine the type of scenario to be played. ATTACK/ATTACK = "Meeting Engagement"; ATTACK/IDLE = "Assault"; IDLE/IDLE = "Static Front". The different scenario types and their respective special procedures are explained in the appropriate rules sections above.

P1.2 Points are allotted per the scenario type being played (they are listed in each scenario type description). In *all* scenarios, players with the lower AREA rating are allotted a number of bonus purchase points (*not* fortification points) equal to 10% of the difference in AREA ratings. [EX: Player 1 is AREA

At The Point

1900ASL and Player 2 is 1500ASL. The difference in rating is 400 points, so Player 2 is entitled to 40 bonus purchase points (1900-1500 = 400 x 10% = 40).] ASL specific ratings should be used if possible, but General ratings can be used without any problem.

P1.3 Each player purchases his forces simultaneously, as outlined below:

P1.4 Purchase Infantry (only one purchase, as there will be no 2nd Infantry purchase), including any reinforcing (R2.0) Infantry.

P1.5 Purchase, if desired, SAN increase as per R1.14.

P1.6 Purchase Vehicles/Guns. If a player purchases vehicles, the first 60 points spent are worth double value. [EX: A player spends 60 points towards vehicles, but could use these points to purchase vehicles with BPV(s) worth up to 120 points. If a player spent 80 points on vehicles, he could buy 140 points worth of vehicles (60 x 2 = 120 + 20 = 140). Crews are automatically included in the cost of vehicles] No more than 50% of a player's purchase points can be spent on Vehicles/Guns. Armor leaders are allotted as per R1.21.[Note: You do not have to purchase vehicles, but if you face enemy AFVs without AFVs of your own, your ELR is reduced by 2 (min. 1).]

Your opponent does not know exactly which vehicles you are allowed to buy, so let him find out on the battlefield! Don't show your Purchase Record Sheet to other players.

P1.7 Determine squad equivalency and allot leaders/SW accordingly (see also R1.2).

OR. OPTIONAL RULES

ORI.0 Players must decide which of the following optional rules to use, before choosing chits.

ORI.1 In all scenarios, a "reroll chit" is available. In "Assault" scenarios, the ATTACKER starts with this chit; in a "Meeting Engagement" or "Static Front" scenario, the player with the lower AREA Rating starts with the chit. The possessor of this chit may force a reroll of a just rolled DR/dr, after which the chit is then passed to his opponent, who can then use the chit similarly on a subsequent DR/dr [EXC: players may not force the rerolling of a previously rerolled DR/dr]. The possessor of this chit at scenario end receives a 10 point Victory Point bonus.

ORI.2 To determine ROF for any weapon capable of ROF, a third die is rolled when firing that weapon. This third die serves only to determine ROF.

ORI.3 Battlefield Integrity rules.

FINAL NOTE: Version 3.0 of this system is currently under development; when completed, it will adopt a method of purchasing troops similar to that used in *Red Barricades*. Feedback will be appreciated in developing this version.



DESIGN ILLUSTRATION

First, decide on the front/battle you wish to depict. Let's do the Battle of the Bulge. Second, find a good source for your information. I'll choose "A Time for Trumpets" by Charles B. MacDonald and "Bastogne, the Roadblock" by Peter Elstob.

We now determine the dates, prevalent weather conditions, terrain, forces involved and SSRs needed. For this scenario the dates are 16 December 1944 to mid-January 1945, weather is ground snow, overcast, wet; a scenario may start with mist (on a DR<6, if this DR=12 then fog of density +1 is in effect at level 2 and below), falling snow may occur as per E3-71, negating mist/Fog LV. Terrain should be wooded hills with ravines and small villages. I will use Bds 32, 36 in 2-bd. situations and add bd. 3 in three bd. situations. Streams will be ruled as frozen.

Forces for the Allies could range from U.S. parns (101st), Elite troops with Armor support (3rd Army), Green Troops (service troops forced to fight), even British/Canadian first line (XXX Corps). Germans might use SS to Conscripts, AFVs could be King Tigers to PzIVs. To convey an idea of what might be done in this situation here are the number and types of Situation/Forces Available sheets necessary. For the Allies there would be six Forces Available Sheets to choose from:

- 2-- Meeting Engagements (1U.K., 1 U.S.)**
- 2-- Assaults (1 U.K., 1U.S.)**
- 2-- Static Fronts (1 U.K., 1 U.S.)**

For the Germans there would be the standard 3 Sheets available.

Alternatively, the tournament director could narrow down the focus with regards to the date and/or location (e.g. North--U.K. attacking, Center--U.S. defending, South--Patton attacking) thus further limiting the types of troops available to be purchased.



RULES SYNOPSIS

Ronald T. Clawson

I still remember the day I eagerly tore the shrink wrap off my copies of *Beyond Valor* and the ASL rulebook. Senior year spring break found me with precious little money (thus ruling out the traditional week of debauchery in Ft. Lauderdale) and two free weeks with no commitments. I made a bee-line for the nearest ATM (luckily I still had \$80) and hopped the subway to 20th street and the local Complete Strategist.

The first hours were spent flipping through the rulebook to see which of my favorite (and least-liked) rule sections made the transition from the original SL series. After pausing to carefully read several selected rules sections, I quickly realized that many of the game mechanics had been changed. Yes, there were many significant improvements woven into ASL. It was going to take me a long time to develop even a rudimentary understanding of the system. I devoted the better part of spring break to a complete read-thru of the rules and the playing of several scenarios.

The first playings of *Fighting Withdrawal*, *The Commissar's House*, and *Red Packets* proved to be long and disorganized as both my opponent and I frantically searched the rulebook with each throw of the dice. It was during one of these early scenarios that I started taking notes on forgotten,

unclear, and highly detailed rules. My primary motivation was to reduce the time spent searching through the rulebook in the heat of battle. By compiling a list of hard to remember information (for me ... such things as the Panzerfaust availability DRM's) accessibility to the rules could be greatly improved.

Unfortunately, spring break was the first..last..and..only opportunity I've had to devote such a large block of time to ASL. Like many of you, my family, graduate school, my job, and other commitments leave far too little time for BANZAI charges. To make matters worse, my opponents also have real lives away from the cardboard troops. As a result, I'm lucky to average one scenario every two weeks. Being of limited intelligence, this presented me with a recurring problem — I had to re-read the rulebook about every six months to maintain an acceptable level of proficiency with the system.

About a year ago (in the midst of my x-th re-reading endeavor) I concluded that there had to be a better way. My problem with the rules was not about content or clarity, but of presentation and accessibility to the *experienced* player. An experienced player has developed a firm understanding of the fundamental game mechanics (hey, my tank can make a Motion Attempt), but may not remember all the constraints of said attempt. For example, if the player looks up motion attempt in the rulebook, he is forced to read a thoroughly written 200 word paragraph just to remind himself that a successful dr allows a change in VCA.

What the experienced player needs is a very concise outline of the rules that could be reviewed between gaming sessions instead of re-reading the rulebook. I expanded my players notes into the rules synopses presented here in an attempt to fill this information void. The following six pages cover the basic rules of ASL presented in chapters A, C (with the exception of OBA), and D. Although the depth of information varies somewhat, I

tried to adhere to the following guidelines:

1. To minimize verbiage
2. Avoid duplication of information presented on chapter dividers
3. List all important details of each rule section presented
4. Specifically list when a rule is (or is not) applicable and all die roll modifications.

I realize that this information is only useful to you if it is correct. I have taken every precaution to be as clear and accurate as possible. However, given the size and complexity of the system, I'm sure many of you will find at least one error. In addition, there are a few rules open to the interpretation (and even public debate) of the author. Therefore, if you find an error or disagree with the authors interpretation of a rule please forward your concern to me at the address listed below.

I hope you all find this work as valuable as I have over the past year. I am currently working on similar outlines for chapters F and G, and creation of a task flowchart for OBA. If the current work proves popular, I'm sure Marc would be willing to publish future installments in ATP.

Thanks to Don Greenwood and Bob McNamara for their creative genius, and to Marc Hanna for the opportunity to share this work with my fellow ASL devotees.

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Subsequent First Fire (SFF)
 IFP & MG only as AREA fire
 MG as sustained fire
 Within normal range
 Limited to closest known enemy
 No fire division
 No ROF
Final Protective Fire (FPF)
 ADJ/same hex moving unit
 All MG must fire (sustained)
 Firing units use IFT DR as NMC
 Mark MG with FF
 MUST attack unit entering hex

Machine Guns
 1 SMC as AREA (no sustained fire)
 MMG/HMG in woods/bldg/rubble
 -No CA change after 1st shot (per phase)
 Range ≤ 16 unless leader directed (AREA)
 -CMG/IFE are exempt
Fire Lane
 Attack alone within normal range
 FP shifted 1 column left
 May FF in DFPH at ADJ target (sustained)
 SMOKE/grain/brush/marsh/hut Hind. NA
 -applies to pre-existing fire lane
 -hinderances do apply to creating attack
 -hinderances do negate FFMO
 LM/FG/cower on creating attack only
 No voluntary cancellation
 Hexside TEM apply normally to attack
Spraying Fire
 Must be 2 ADJ hex locations
 IFP limited to 3 hex range
 AREA FP
 LOS/TEM apply independently
 Uses a single effects DR

Infantry Close Combat
 Simultaneous
 -Exc: ambush/prisoners/infiltration
 Each unit can attack/be attacked only once
 SW of elim. unit is elim. if colored dr = 1 and if subsequent dr ≤ black kill #
 SMC has strength of 1
 -If doesn't combine, can be attacked separately
 -LM applies only if joined with MMC
 Melee exists if both sides remain
 Broken units must attempt withdrawal
Concealment
 Lose ? only if unit attacks (Exc: succ. ambush)
 Attacked with AREA FP if ? is not forfeited
Ambush
 Possible in woods/Bldg/kana/ vs. ?
 Ambushing side resolves all CC attacks first
 Ambushing side loses ? only if enemy not elim.
 Ambushing unit(s) may withdraw two ways
 -Decline CC and immediately withdraw
 -Withdrawal after all CC, but before Melee

Encirclement
 NA to berserk/heroic/pillbox
 Consecutive shots within normal range
 Lowers morale of affected units by 1
 +1 DRM to all attacks made
 2x MF of first hex moved into
 Applies until no personnel in hex
 Also when unit in upper level of bldg can't trace path to ground level

Vehicular Close Combat
 Always sequential
 -Non-vehicular first (pre-designation NA)
 -Alternate attacks one at a time
 SMC may join with 1 MMC
 Ambush/hero DRM apply
 May not capture manned AFV
 May not capture moving vehicle
 Capture (any) passengers to capture vehicle
 PRC of elim. vehicle are elim.
 Mobile AFV is never held by Melee
 If AFV remains in hex, target selection applies
Street Fighting
 Vehicle on road between Bldg's or in bypass of woods/Bldg.
 Inf. advance from ground level Bldg
 -Automatically qualify for ambush
 No SFF/FPF/IF
 After all attacks, Inf. returned to orig. hex
AFV CC vs. Infantry
 May use AAMG/CMG/RMG
 Riders & CE passengers may attack
 Close Defense weapon attacks with 16 FP
 -Only if AFV is BU
 -Usable only in CC-phase
 All attacks compared against target CCV

PIN Effects
 AREA FP
 No FT/DC attacks
 No CA changes
 No ROF/IF
 No LM (from pinned leader)
 CT AFV must BU (case 1)
 OT AFV remains CE (case D)
 -MG/FT/FE/Canister at 1/2x
 -No ROF/IF for MA

Flamethrowers
 No PBF/TBPF/FG
 -1 IFT DRM vs. possessing unit
 LOS/AREA fire apply [Exc: AFPh]
 No LM/terrain DRM
 -[Exc: non-CA attack on pillbox]
 Fire at 2 elev. difference as AREA
 Fire > 2 elev. difference NA

Assault Fire
 AFPh Bonus (underlined FP)
 Add 1 after all mods & round up
 Can be used with spraying fire

Residual FFP
 1/2 IFT column used in attack
 All non-hexside TEM apply (even to units in bypass)
 Must forfeit ROF to leave RF
 IF/AP/PPF never leave RF
 Reduce RF by 1 for each DRM caused by Hind./hexside TEM

Random SW Destruction
 Check for all SW in hex after any KIA result on IFT
 Check for non-portable/aband. SW if OVR AFV ends MPH in target hex
 -[Exc: SW in entrenchment/pillbox]
SW Destruction Check dr:
 -KIA = SW elim.
 -K = SW malfunction
 (-1) drm applies for AFV OVR
 AFV OVR of empty hex is automatic

Demolition Charges
 No FG/AREA fire [Exc: concealed/breach]
 Target in-hex TEM apply
 Non-Elite personnel use captured penalties
 Placed during MPH in ADJ hex
 -AFV target requires PAATC
 DC may be thrown into ADJ hex
 No higher level throws allowed
 Thrown DC's effect (throwers hex)
 -Use separate attack resolution DR
 Thrown DC gets +2 (+3) DRM
 From moving vehicle: +1 DRM
 DC thrown in AFPh: +1 DRM
 NA during SFF/FPF
Set Demo Charges
 By SSR only
 Set if dr ≤ US# (LM apply) (become TI)
 NTC to detonate from 2-6 hex range
 Dud if DR ≥ 12 (+1 per enemy INF)
 36 FP w/(-3)DRM and no TEM

Sniper Attacks
 During PFFH/MPH/DFPH/AFPh
 Original TH/MC/TC/non-OBA IFT
 Attack after current resolution
 Snipers choice of location in hex
 Multiple target resolved with random selection
 -[Exc: Enemy sniper/any PRC]
 -Tie: snipers choice plus another check dr
 Equidistant hexes: low in-hex TEM (then choice)
 Ineligible targets
 -BU AFV/sewer/interior bldg/prisoners/aerial/hidden
 -unarmored vehicle w/o PRC at snipers option
Sniper Check by:
 GO, unpinned, non-TI, non-fired, non-moved MMC

AFPh Restrictions
 No MMG/HMG/mortar/ordnance may fire if it changed locations

Snap Shot
 Area FP
 No FFMO/FFNAM
 No in-hex TEM

Infantry vs. Overrun (Reaction Fire)
 Can be either CC or TBPF/Ord./FT/DC attack
 FPF applies (final fired unit must attack)
 Concealed units take PAATC before OVR
CC Reaction Fire
 PAATC required (pinned units can not attack)
Non-CC Reaction Fire
 TPBF/Ord./FT/thrown DC/MOL
 Ord must change CA to match VCA (rear shot)
 -Case A and Case E do not apply
 Ord/FT/DC/MOL attack rear facing
Gun Crew Special Rules
 Unfired gun has no limitations
 First fired gun must Intensive Fire
 -If gun can't fire, then crew must use FPF
 Final Fired/IF/No Fire gun: crew must use FPF

Infantry Close Combat
 Simultaneous
 -Exc: ambush/prisoners/infiltration
 Each unit can attack/be attacked only once
 SW of elim. unit is elim. if colored dr = 1 and if subsequent dr ≤ black kill #
 SMC has strength of 1
 -If doesn't combine, can be attacked separately
 -LM applies only if joined with MMC
 Melee exists if both sides remain
 Broken units must attempt withdrawal
Concealment
 Lose ? only if unit attacks (Exc: succ. ambush)
 Attacked with AREA FP if ? is not forfeited
Ambush
 Possible in woods/Bldg/kana/ vs. ?
 Ambushing side resolves all CC attacks first
 Ambushing side loses ? only if enemy not elim.
 Ambushing unit(s) may withdraw two ways
 -Decline CC and immediately withdraw
 -Withdrawal after all CC, but before Melee

Encirclement
 NA to berserk/heroic/pillbox
 Consecutive shots within normal range
 Lowers morale of affected units by 1
 +1 DRM to all attacks made
 2x MF of first hex moved into
 Applies until no personnel in hex
 Also when unit in upper level of bldg can't trace path to ground level

Vehicular Close Combat
 Always sequential
 -Non-vehicular first (pre-designation NA)
 -Alternate attacks one at a time
 SMC may join with 1 MMC
 Ambush/hero DRM apply
 May not capture manned AFV
 May not capture moving vehicle
 Capture (any) passengers to capture vehicle
 PRC of elim. vehicle are elim.
 Mobile AFV is never held by Melee
 If AFV remains in hex, target selection applies
Street Fighting
 Vehicle on road between Bldg's or in bypass of woods/Bldg.
 Inf. advance from ground level Bldg
 -Automatically qualify for ambush
 No SFF/FPF/IF
 After all attacks, Inf. returned to orig. hex
AFV CC vs. Infantry
 May use AAMG/CMG/RMG
 Riders & CE passengers may attack
 Close Defense weapon attacks with 16 FP
 -Only if AFV is BU
 -Usable only in CC-phase
 All attacks compared against target CCV

Infantry Combat

Infantry Smoke

- 1 MF in same hex, 2 MF in ADJ hex
- Do not have to pre-designate
- If placement dr=6 unit must end MPH
- No upwind placement in mild breeze
- Higher elev. dr (1-3 ok, 4-6 same hex)
- Can be dropped 2 or more levels lower
- White Phosphorus Grenades**
- US and Jpn. (British after 1943)
- Placement exponent reduced by 1
- Critical hit if NMC colored dr = 6

Mopping Up

- PFPh in multi-hex/multi-level Bldg. devoid of known unbroken enemy units
- 2 hex range
- Unit(s) become TI
- Hidden units placed beneath?
- Dummy stacks removed?
- units remain?
- If no? remain, Bldg is secured
- Any broken units then surrender
- Not usable after no quarter/massacre
- Search Casualties**
- Can occur during a search or mop-up by armed GO unit/mine/RF/FFE/booby trap

Radioless AFV Platoons

- Must use 2-3 vehicle platoons to avoid penalty
- Must end impulse ADJ to another vehicle
- No ESB
- Only 1 bog DR per impulse (rand. sel.)
- Motion attempt drm equal to # of vehicles
- Radio equipped AFV's may form platoons
- Non-Platoon Movement Penalty**
- Must pass NTC to move (or continue motion)
- Lone AFV gets +1 motion attempt drm

Vehicular Movement

- Moving target if in motion or changed location
- A vehicle/wreck cost additional 1 MP
- 2 MP if via road hexside
- Rev. movement = 4x(truck) / 3x(truck) / 2x(arm. car)
- Bypass movement = 2x COT
- Target facing of vehicle in bypass based on firers hex
- Not the normal hexside crossed criteria
- Bypass Side TCA's:
- Must pay case A TH unless acquired
- Pay additional +1 to change CA to/through side
- Changing VCA in bypass costs only 1 MP
- VCA may only be changed as part of continued bypass
- VCA may not be changed to fire a weapon

Motion Attempt

- One attempt per MPH when unseen enemy enters LOS
- NA if vehicle marked with any fire counter
- Must make dr ≤ MP/MF expended in LOS
- Vehicle may make VCA change if successful
- TCA must maintain relative position to VCA

Excessive Speed Breakdown

- Attempt to get extra MP (up 1/4 normal allotment)
- Failure of ESB DR results in immobilization
- AFV's with red MP must roll for breakdown to start
- Failure (DR = 12) results in immobilization

Axis Vehicles in North Africa

- All vehicles are assumed to have red MP prior to 10/41

Motorcycles & Bicycles

- Cycles have no PP capacity (sidecars have 3/2/1)
- No vehicular stacking limit/bog/pin effects/LLMC
- Wreck dr required in shellhole/stream/double crest/abrupt elev. change/non-road hexside of elevated road
- Wreck check failure (dr = 6) results in breaking
- Fire must be directed at rider (with -1 DRM)
- Bicycles have 4 MF and are limited to road movement
- 1/2 MF unless shellhole/entrench/gain elev/mud/snow
- 1 MF bonus for each elevation descended

Transporting Personnel

- PRC fire 1/2x for mounted fire [Exc: halftrack]
- Squad = 10 PP, HS = 5 PP, 4xSMC = 0 PP
- Embarking vehicle cannot move before loading
- Loading/unloading subject to FFNAM only
- SW usage limited to LMG/DC/piat
- AFV Riding avail. '43 ('42 Russian) @ 14 PP
- No woods/bldg/rubble/orchard/bocage/water unless bypass or road (or must bail out)
- PRC bail out if broken/pinned or if vehicle changes TCA/enters prohibited terrain
- Bailing Out: NMC/no further movement or fire
- Broken units SW's are elim.
- Unbroken unit roll for SW Malif. (1-3 ok)
- Armored Halftracks**
- PRC fire not halved for mounted fire
- May join FG with Inf. in hex (with LM)
- A abandoning crew may remove MG/mortar
- Only crew may fire vehicular armament
- CE leader applies to Inf. unless HT moved
- Carriers
- Have rider PP capacity of 8
- Crews are actually HS (2-4-7/2-4-8)
- Automatically combine/deploy
- May never BU

Infantry Overrun

- OVR a lone SMC at 2x normal MF
- Must pass NTC [Exc: berserk/human wave]
- leader can check for entire stack
- hex TEM/LOS hind. applied as DRM
- SMC unit has two options
- attack with SW (or 1 if heroic)
- moved to ADJ hex (attacker choice)
- No mine/FFE/wire/OG if better avail.

Dash Move

- Cross road from non-OG to non-OG
- Double time is permitted
- May place smoke before dash
- No MF allowed after dash
- All IFT is AREA (Exc: RF)
- FFMO/FFNAM apply
- No CA change allowed

Gun & Ammo Movement

- Vehicular Towing
- Vehicle T# must be ≤ M#
- Hooking & Unhooking
- Cost 1/2 MP allotment (2/3 if M# circled)
- Good order unpinned crew/HS needed
- Crew automatically board/unboard
- All become TI for hook-up
- Gun/Crew only become TI for unhooking
- Towing costs 1 extra MP per hex
- No wall/hedge/bldg/rubble/reverse/bypass
- Ammo reduces PP by 4 (8 if gun ≥ 100mm)

Infantry

- A non-QSU gun must be limbered to move
- Switch any fire phase it's eligible to fire
- RFNM/NM guns may not be moved
- Limbered/QSU guns may be pushed
- MMC cannot carry other portage points
- Must make DR 5 M# for each hex entered
- Costs double normal MF
- Is hazardous movement
- No assault move/minimum move
- No bypass/road bonus/deep stream
- May not move beneath wire
- Double time can be used
- Inf become TI

Overruns

- Cost 1/4 MP (FRU) + COT combined expenditure
- Firepower Base:
- Unarmored = 1, AFV = 2
- AFV with functional HE/AP MA = 4
- Add all desired MG/FFE/FT [Exc: no RMG]
- FT FP is added normally (i.e. no modification)
- Total FP is 1/2 if vehicle limbered/destroyed
- TEM/SMOKE apply [Exc: FT attacking alone]
- (-1) FFMO in any non-obstacle hex
- Wall/hedge only if crossed by AFV

Movement

Routing

- May not carry > IPC, must carry ≤ IPC
- All unit have 6 MF (Exc: wounded SMC have 3 MF)
- No bypass allowed
- Leader may rout with broken MMC
- Unit is forced to rout only if
 - In open ground/normal range of known enemy unit
 - ADJ to unbroken, armed enemy unit
 - In blaze hex
- During Rout a unit must
 - Never rout toward (or ADJ) to a known enemy unit
 - Rout to closest (ip, MF) woods/bldg/pillbox and stop in 1st such hex unless moving into another such hex
 - [Exc: other locations of current Bldg may be ignored]
 - [Exc: any hex no further from a known enemy unit than the routing units initial hex may be ignored]
 - Use of lowest MF path is not mandatory, however the selected path must actually get unit into designated hex unless no rout path of ≤ 6 MF exists
 - Mandatory rout through blaze/water/FFE/mine NA

Rally

- 1 MMC self-rally allowed in own player turn
- Self-Rally 2 DR generates leader creation DR
- LM always applies
- +1 DRM for self-rally
- 1 DRM if in woods/Bldg/pillbox/trench
- 12 DR causes unit to suffer CR
- 2 DR generates heat of battle DR
- DM is caused by WP/IFT/ADJ enemy unit

Unit Substitution

- NA to crew-types/broken units
- Lowest quality unit is **Disrupted**
- NA partisans/commissars/gurkhas/fanatic/SS vs. Russ./Jpn./PRC/ or any troops subject to no quarter
- No self-rally/low crawl
- No rout unless in OG/water/ADJ to Veh.
- Will surrender if ADJ to enemy Inf.
- Does not prevent enemy movement into or through hex, but does prevent rout

Battlefield Integrity

- Integrity base = 10% MMC BPV
- Casualty tally: only Elim. and captured
- Add 10% of reinforcement MMC BPV
- Regaining ELR activated by
 - Reinforcements/air support/FFE
 - Leader battle harden

Morale

- LLMC required if leader eliminated
- LLTC required if leader broken
- Only MMC of lower morale
- Reverse LM rating
- May never go above 10
- MC Failure
 - Broken unit suffers CR
 - 12 DR causes unit to suffers CR
 - 2 DR generates heat of battle DR

Heat of Battle

- Any MC or non-self rally DR of 2
- NA unarmed/cavalry/PRC/hero/climbing
- NA crew/berserk/human wave/aerial
- Hero**
- MC failure results in wound severity DR
- NA : Berserk/cower/pin/PAAATC
- May use SW normally with +1 DRM
- May fire Gun ≤ 82 as captured
- May fire Gun > 82 once per game turn
- May fire AFV AAMG as rider

Berserk

- If no enemy in LOS then battle harden
- If a leader goes berserk
 - All MMC in hex take LM NTC
- Berserk units have a 10 morale
- MC failure results in CR
- No PAAATC/cower/pin (Exc: PF/ATMM)
- Have 8 MF : must drop all SW > 1 PP
- Advance in APH NA
- Charge nearest known enemy in LOS
- Must use lowest MF (Inc. bypass)
- if enemy moves out of LOS, charge hex
- Must enter in MPH if possible
- Return to normal when
 - Elim. all enemy in its location
 - End charge with no enemy in LOS

Fanaticism

- +1 morale level
- No cower/PAAATC
- No RtPh surrender
- No disruption

Concealment

- ? loss requires good order enemy unit
- Not broken/berserk/captured/stun/shock/melee ? gain denial requires any unbroken, armed unit
- Multiple ? can't be gained after initial set-up
- To cause ? loss, opponent must momentarily lift ?
- LOS hindrances/TEM negate OG ? loss restrictions
- Actions that do not cause ? loss
 - radio/phone/PAAATC/SW repair/spotting
 - freedom of movement DR

Concealed Guns & AFV

- PRC share ? status of 5/8" counter
- Concealment lost if:
 - In OG and enemy has LOS
 - Move (CA) and enemy LOS ≤ 16
 - Hit by attack
 - [Exc: BU AFV hit by IFT attack]
- Hidden units may never move
- Fortifications may always set-up hidden
- lost on LOS ≤ 16: in Conc. terrain
- lost on LOS in not in Conc. terrain
- Hidden Guns**
- Emplaced guns always set-up hidden
- Does not automatically lose ? when fired
 - [Exc: RCL and IFE]
- TH DR determines ? status
 - ? lost if color dr ≥ 5 & LOS ≤ 16
 - ? lost if color dr = 6 & LOS > 16

Pre-Game Checklist

- 10% (FRU) of OB squads may set-up deployed
- Scenario Defender (see index) may bore sight ordnance/MMG/HMG/light mortar
- Vehicles may attempt hull down (-1 drim)
- AFV riders allowed '43 ('42 for Russians)
- Check AFV/Ord. effective TK# matchup
- Check month/weather effects on terrain
- Check PTO date specific rules chart
- American roll for gyrostabilizer starting in '42
- American exchange 3x60mm mortars for OBA
- Russians get commissars prior to 11/42
- British get WP in '44 - '45
- German roll for schuerzen starting 7/43
- German SS get assault fire bonus in '44 - '45
- German ATMM available in '44 - '45
- German PF available starting 10/43
- Axis vehicles in N. Africa before 10/41 are subject to mechanical breakdown

German

Elite (Pre '44: 4-6-8, Post '43: 5-4-8)
 SS squads get assault fire in '44-'45
 SS will not disrupt/surrender to Russ.
 8-3-'8's always have an ELR of 5

Russian

Squads cannot deploy
 Receive -1 entrenching bonus
 Commissar possible before 11/42
 -Replace one 8-0 leader with 9-0
 -Replace one 8-1 leader with 10-0
 -Superior to leaders for morale checks
 -Increase morale of units in hex by 1
 -No DM penalty applies
 -MMC rally failure = quality reduction
 -If go berserk, all MMC go berserk
 Human Wave Attack (8MF)
 -Multiple MMC in 3 ADJ hexes
 -At least 1 leader must participate
 -No ADJ enemy
 -Must have LOS to enemy ≤ 8 hexes
 -NA battle harden/PAATC/pin
 -Morale bonus of 1

Partisans

Always stealthy/ELR of 5
 No RtPh surrender/disrupted
 AFV use Red TH# prior to '44

American

OBA on target on dr =1 or 2
 WP grenades (-1 to exponent)
 7-4-7 always have ELR of 5
 Pre '44 use Red TH#

British

Elite/1st line do not cover
 WP grenades after '43 (-1 to exponent)
 Non-British CW forces always elite
 Colonial troops should be 2nd line
 Gurkhas
 -Commando and -1 CC DRM
 -No RtPh surrender
 4-3-6's generated in play are green
 6-4-8's always have an ELR of 5

Italians

Only elite squads may deploy
 Non-elite always lax/take 1PAATC
 3-4-7 ELR failure replaced by conscript
 Use Red TH#
 May not attempt escape

Finnish

May self-rally/deploy(+1)/combine
 No cover
 Stealthy unless green

Axis Minor

Non-elite take 1PAATC
 Hungarians in Hungary always elite
 May not attempt escape
 -Exc: Hungarians in Hungary

Allied Minor

Greek and Yugoslavian forces
 +1 broken morale level vs. Italians
 Non-elite take 1PAATC

Japanese

Step reduced for MC failures due to:

IFT/collat./bombard./FPF/sniper
 Conscript full or reduced squad failing ELR
 -Replaced by broken HS
 Berserk/Unarmed suffer normal CR
 Event MC failures (i.e. bail out, panji, etc)
 -Full squad exchanged for 2 broken HS
 -Red. squad exchanged for 1 broken HS
 SMC failing MC is wounded
 Leader affects ML/rally/berserk as commissar

Close Combat

Declare hand-to-hand if attacker/ambusher
 -Unless all units ambushed/pinned/withdraw
 -Never vs/by vehicle/PRC/pillbox
 -Receive -1 DRM unless pinned/unarmed
 Hara-Kiri may be attempted before capture
 -NA if unit already CC attacked
 -Must pass NTC [unless berserk/heroic]
 (-2) if SMC just eliminated self
 (-1) is inexperienced
 (+1) if unarmed

Banzi Charge

Any GO unit with LOS to enemy ≤ 8 hexes
 Morale bonus of 1
 Multiple MMC must be ADJ and include leader
 No battle harden/PAATC/pin

Tank-Hunter Heros

Creation requires no MF, but causes ? loss
 No Ord./SW/recovery/PRC/CX/assault move
 May be created during MMC movement
 -Subtract 2 MF per MMC 1 MF (unless banzai)
 -Immed. banzai charge target AFV
 Morale not increased during banzai
 Vehicle motion attempt NA
 Removed from play upon:
 -Completion of CC/DC attack
 -End of player turn created/lost ?
 -Target elim. before he can attack it
 -HIP loss in enemy MPH unless reaction fire

DC Hero special rules:

In LOS and ≤ 8 MF from any enemy unit/gun/fort.
 Must banzi and detonate DC in target hex
 -Resolve as placed [Exc: above panji/bank]
 May attack Fortified Bldg. as breach attempt

Misc. Traits

May convert A-T mines to daisy chains
 Always use HIP for ≤ 10% of MMC (+ SMC/SW)
 -HIP ≤ 25% at night
 Pillbox may always use HIP in ? terrain
 -All units in pillbox also HIP
 -Always revealed as if in jungle
 -Receives 1 tunnel for each pillbox

Prisoners

Worth 2x VP only at scenario end
Always abandon SW
Capture in RtpH
-ADJ to known enemy and unable to
 out w/o interdiction or low crawl or
 if disrupted/encircled/battle harden
-NA partisans/gurkhas/commissars/
 SS vs. Russ./fanatic/jpn.
No Quarter: (Elim. surrendering units)
-No other units will surrender (Inc. disrupted)
Massacre: (Elimination of captured units)
By SS/jpn./partisan/Russ./berserk only
Berserk must massacre & return to normal
NA if in melee with prisoner
No enemy surrender
Enemy ELR increases by 1 (to max. of 6)
Guarding Unit
Treat prisoners like SW possession
Only one guarding unit allowed per location
Unbroken squad can auto Deploy
Can force prisoner to trench/clearance
Guard limit is 5x US#
May not attack or interdict (unless US# ≤ US#)
Guards FP 1/2x in CC vs. non-prisoners for attack
Can escort prisoners off-board w/o penalty

Prisoners

MMC lose their identity
MC failure = CR
Count toward random selection
Not an obstacle to movement
If melee exists, may attack in CC
If guard broken, may CC attack after NTC
Prisoners always CC attack first
Italians/jpn./axis minor never escape
Rearm to size of unit elim in CC (as green/cons.)
Scrounge terrain using all MF and DR = 2

Inexperienced Personnel

Never stealthy
Always LAX in ambush
NA for a SMC/crew
Green MMC w/leader is exempt
Have only 3 MF/leader bonus applies
B#X# reduced by 1
Suffer CR on PF TH DR = 11 or 12
Cowering shifts 2 columns left
Must take 1TC for PAATC

SMOKE Effects

NA to mine/OBA/DC/firelane
Limited to +3 per hex (+4 out of)
Total hindrance of 6 blocks LOS
Cost 1 additional MF/MP
+1 if SMOKE in firers hex
SMOKE drifts in mild breeze
hexes = modifier of SMOKE
Placed full strength only in PFPH
Special weather restrict. in Chp. E
White Phosphorus
Avail. to US/jpn. (British in '44)
Units in placement hex take NMC
-LM and TEM apply
-Reverse TEM on critical hit
Can start fires if dry/very dry
-(-1) kindling if dry
-(-2) kindling in Bldg

Casualty Victory Points

Squad/crew/ordnance: 2 Points
HS: 1 point
Leader: 1 point + 1 per negative LM
Vehicles: 1 point plus 1 for each of
 -Functioning MA
 -Every multiple of 5 AF (FRU)
 -Only strongest AF considered
 -2 Points for inherent crew
All captured counters count 2x

Cavalry

Stacking limits are manning infantry
Have 12 MF: no ADV/bonus MF allowed
PP ≤ IPC: no SW recovery while mounted
May move into enemy hex only as charge
Gallop gives 18 MF, unit becomes CX
AREA FP except for CC/charge
No SW usage except thrown DC
Always subject to -2 DRM when mounted
Shellhole/entrenchment/pillbox NA
Any MC failure causes bail out (NMC)
Treat horses as unarmored vehicle
No pin/LLMC/LLTC/heat-of-battle
Can not be held in melee if mounted

CHARGE

Declare Gallop (NA if already CX)
Declare known enemy location ≥ 3 hex away
-1st charge attack per MP only
Costs 3 extra MF in target hex
Must survive DF in target hex before attacking
Attack with TPBF (AREA/CX NA)
No woods/marsh/crag/graveyard/double crest
-Between declaration and resolution
No AFPH attack allowed

Captured Equipment

All SW may be used [Exc: radio]
Reduce B#X# by 2
Reduce ROF by 1
Ordnance use Red TH# with +2 DRM
Non-crew ordnance penalties as above
Non-crew captured Ord. double penalty
Vehicle captured only in CC
-AFV must be abandoned
Temporary AFV crew (non-crew)
-Half MP plus special start dr
 1-4 ok, 5 no move, 6 bog
 -Russ./jpn. apply +1 DRM

Piat

A Spigot launched LATW
No backblast
Can't fire at ADJ lower location
SMC operates at full effect

PanzerFausts

Availability check dr:
1-3 successful
4-5 unsuccessful
6 unsuccessful & pinned
 -even if heroic/berserk
Availability check dr's:
+1 in 8 or 9/44
-1 in 1945
+1 non-AFV target
+1 by HS/crew/CX
+2 by SMC

Range varies with year:

1 hex till 5/44
2 hexes 6/44 to 12/44
3 hexes in 1945

Basic TH# = 10

-(+2) per hex range DRM
Normal LATW DRM's apply
Backblast penalties apply
Suffer CR on TH DR = 12
No SFF/PFF allowed

Molotov Cocktails

Available by SSR or DYO only
MOL check successful on 1-3
+1 for HS/crew/CX
+2 for SMC
+1 for PFF/non-AFV target
1 hex range as part of FG
Add 4 FP to attack after all mods
Add +2 to kindling attempt DR
Colored dr of IFT/TH DR
-If 6: thrower is broken/flame
-If 1: flame in target hex
V6. Armored Targets
Specify AFV as target
Normal IFF attacks collaterally
Aspect based on hexside crossed
Same hex location uses rear facing

Bazooka and Panzerschreck

All LATW to hit DRM apply
Bazooka '45 may fire WP(6)

Backblast limitations

From pillbox/sewer/bldg/rubble
Invokes desperation penalties
-Exc: factory or rooftop
-Exc: ground level Bldg/rubble if
 using case 'C3' TH DRM unless
 marked as opportunity firer

Desperation Penalty

All occupants undergo 1 IFF attack using
colored dr of the TH DR

Recoilless Rifles (RCL)

No fire allowed from Bldg/rubble/pillbox/
entrenchment/vehicle/emplaced gun
-Exc: US 57mm with backblast effects
Only german RCL may bore sight
No Acquisition vs. moving/motion target
Two SMC may fire w/o penalty
Non-crew use captured weapon penalties

Backblast Zone

Firing hex and hex(es) opposite LOF
Unarmored become TI if not moving
Unarmored undergo 1 IFF if moving
-Resolve using colored dr of TH roll
Original DR of 11 may place flame

Anti-Tank Magnetic Mine

Inherent german SW in '44 and '45
Use as part of CC attack
Availability check dr:
1-3 available
4-5 not available
6 pinned (even if berserk)
Availability check dr:
+1 HS/crew/CX
+2 SMC
+1 non-armored vehicle

Special Ammo

Increase depletion # by 1 for all elite forces
Fired if Orig. TH DR < depletion #
Fired if = depletion #, but exhausts ammo
IF > depletion #, no special ammo available
-Firer is considered not to have fired and may fire regular ammo if desired.

HE Equivalency

Fire at vehicle/gun/wall/blag/rubble/pillbox
Heat/Baz/piat = 8 FP
PSK/H#(9) = 12 FP
PF = 16 FP
AP < 37 mm = 1
AP ≥ 37 mm = 2

SMOKE

Placed as 1st attack in PFFh/DFPh only
PFFh SMOKE is placed at full effect
DFPh SMOKE is placed as dispersed
WP may be fired in AFPH as dispersed

Guns as Targets

All attacks on guns use HE equivalency
-Exc: FT/MOL
A KIA or K# result is direct hit (see table)
A MC/PTC result is a near miss
-Gunshield applies to attacks through CA
All AT and INF have gunshields across CA
-(+2) DRM applies even if TEM used for TH
-(+1) DRM for indirect fire

Gun IFE

Lowers ROF by one
Pays case A TH DRM as IFT DRM
No snap shot/cower/FG/Acq./LM
No FG except mandatory vehicle FG

Critical Hits

Use random selection if multiple targets
MGs have no CH possibilities

Vehicle/Area Target

Orig. DR-2 if orig DR ≥ 3 would hit target
Orig. DR-2 + dr = 1 otherwise

Infantry Target

Final DR < 1/2 mod. TH# or
DR-2 + dr = 1 or ≤ 1/2 mod. TH#

Non-Armored Resolution

Attack with 2x full HE equivalency
Positive TEM is reversed

Armored Target Resolution

Double basic TK#
2x FP column for AREA CH (incl. OBA)

CA Change Limitations

From woods/Blag/rubble [Exc: mortar]
-No CA change after 1st shot
Fire through bocage hexside/from bamboo
-Non-Vehicular may not change CA
and fire in same phase

Gun Duels

By vehicle vs. non-concealed
BFF can not change CA (defender can)
Vehicle can not be conducting OVR
Vehicle firer-based TH DRM < defenders
-Case C4 NA

Underbelly Hits

In targets VCA and within 6 hexes
Wall/bocage/gully/stream/paddy-bank
Must trace LOS to hexside vertex
Turret hit = underbelly hit (aerial AF)

AFV Attack Results

Stun

MC failure/2-sniper/falling rubble if CT & CE
Must Immed. stop and BU
May not fire any weapon
Flip to '+1' side at end of player turn
-TH/MG/IFE/FT/CC/MC/TC/OVR/survival

Recall

KIA/K/1MT stun/1-sniper/2nd stun result
AFV must exit off friendly side ASAP, but may unload PRC with next MP before leaving

Immobilization TC

Check on any non-CC immobilization result
Check if Immob. vehicle hit by direct fire Ord.
-If orig. TK/IFT DR of 5 would Elim/shock AFV
Failure = forced abandonment (as haz. movement)
-May not take/disable weapons

Abandonment (voluntary)

Expend all MF to be placed beneath vehicle
-Such exit or entrance is FFNAM (not Haz.)
Crew may destroy vehicle
HT/carrier crew may remove MG/mortar

Ordnance OVR Prevention Shot

Gun is entitled to ONE such shot after intensive fire
After MP expenditure but before OVR attack
Hexside must be in CA (CA restrictions apply)
TH DR acts as NMC for manning crew/Inf.
-If pinned or broken, the shot is voided
Mark with No Fire counter

Hull Down

Possible for height adv./trench/deir/wadis/dug-in/
or behind wall/bocage/roadblock/hillock/sand-dune
Height advantage HD maneuver attempt:
-After entry off/VCA change in crest hex (2 MP)
-Vehicle must immed. stop and end MPH
Fire may occur between movement and HD attempt
Non-MA bow mounted weapons are not usable

Vehicular Smoke Dispensers

Attempt once per player turn MPH
NA if stunned/shocked/broken/fired
Cost is 1 MP (only if successful)
Enemy MPH = after any MF/MP in LOS
BU AFV get +1 usage DRM [Exc: sN in CC]
Smoke Dischargers (sD)
White dispersed smoke
Smoke Mortars (sM)
White dispersed smoke placed 1-3 hexes away within TCA and LOS
CA/motion/hinderance TH DRM apply
Smoke Pots (sP)
Crew must be CE / white dispersed
Nahverteidigungswaffe (sN)
Crew must be BU / white dispersed
May also fire HE (16 FP in CcPh only)
Smoke Grenades
Must be CE : dr ≤ 2 (1 for BU OT AFV)
Place 1/2* smoke counter in own hex

AFV Crews

AFV crew morale = best elite Inf. morale
Unarmored crew morale = best 1st line Inf. morale
OT AFV must be CE to fire any weapon other than bow mounted MG/FT
Only BU CT AFV may enter Bldg obstacle
Airburst/height adv. reduce CE DRM for OT AFV
-Crew thus susceptible to PTC/MC/KIA
CE status can be changed in MPH and/or APH

Misc. AFV Notes

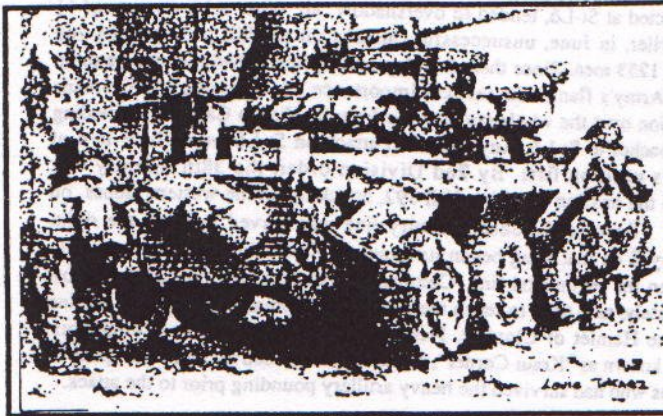
RST/1MT turrets can not fire if CE
Bow MG not usable if HD
-Includes hedge if in HD position
CoAxial MG range = 12
Bow/AA/Rear MG range = 8

Armor Leader

Can effect following activities
-halftrack FG
-MA/OVR/CC/HD/bog removal
NA to veh. MG/FT unless MA

DEBACLE AT MONTREVEL

ASL SCENARIO ATP3



Montrevel, France - September 3, 1944: B Troop of the 117th Cavalry Reconnaissance Squadron was ordered by Lt. General Lucian Truscott to 'seize and hold' the small town of Montrevel. This seemingly routine order signed the death warrant of the 'Essex Troop', for it placed them directly in the path of the retreating 11th Panzer Division.

BOARD CONFIGURATION:



13		
	22	17

BALANCE:

VICTORY CONDITIONS: To win, the German player must control all multi-hex stone buildings on board 22 at game end, but lose no more than 30 casualty points. Otherwise, the American player wins.

☆ U.S. reinforcements must now enter on a dr only one less than the current turn number.

◆ Shorten Game length to 9.5 turns.

TURN RECORD CHART

☆ AMERICAN sets up first	1	2	3	4	5	6	7	8	9	10	END
◆ GERMAN moves first		◆	☆								

B Troop, 117th Cavalry Rec. Sqrd. [ELR:4] set up at least 4 hexes from south mapedge (SAN:5)



11	2	2	4	2	8	2	3	3		

--	--	--	--	--	--

1st pltn, F Troop, enter on East edge per SSR 2:

	17
	5

Elements 11th Pz. Division [ELR:3] enter turn 1 on south edge, AFVs with 1/2MPs (SAN:3)



15	3	2	5	3		

--	--	--	--	--	--	--

Engr Pltn enter South edge on Turn 2:

3	2	7	3

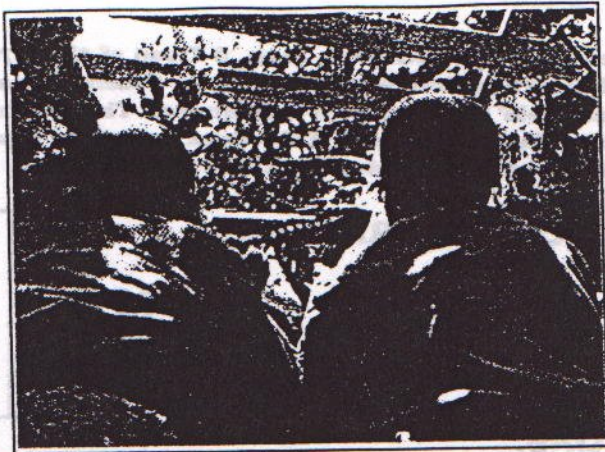
SPECIAL RULES:

1. EC are moderate with no wind at start. The stream on board 22 does not exist, treat all bridge hexes on Bd 22 as roads and ignore the bridge depictions. The bridge at 13Y8 has been destroyed, place a stone rubble counter there. Place overlays: M5 on 13B4-A4, M2 on 13FF4-GG4.
2. At the beginning of each friendly RPh, the US player must roll for reinforcements, which must enter during the Mph on a dr 2 less than the current turn number.
3. The US troops suffer ammunition shortage. M5 and M5A1 AFVs are equipped with Gyrostabilizers. The US player may use HIP for 2 squads/equivalents and any 8MCSW that setup with them.
4. The German player receives one module of 90mm+ OBA.

5. German 8-3-8's are Assault Engineers. The AT mine factors that arrive with them as reinforcements are Daisy Chains.
6. Deliberate Kindling is NA.
7. German 251/I halftracks without Passengers may leave play on the south edge any time and do not count as VP destroyed for the American player.

Aftermath: The Germans attacked the outnumbered Americans throughout the day. When it was over, 102 prisoners had been captured by the retreating Germans, who claimed that Essex Troop had put up the stiffest resistance they had encountered in over 3 years of fighting. Sadly, Lt. General Truscott merely reported: 'They went to sleep and were captured.' Nevertheless, Lt. Daniel W. Lee won the Medal of Honor for his part in the battle.

KRAUT CORNER



500 yards northwest of Cloville, Normandy, France; 11 July 1944 : the attack on hill 192, while only a part of the larger operation east of the Vire directed at St-Lô, tended to overshadow all other achievements of 11 July. Earlier, in June, unsuccessful attacks on the hill had cost the 2nd Division 1253 men. Since then, this dominating height had remained a thorn in First Army's flank. Its tactical importance lay in giving the Germans observation over the whole countryside from the Vire to Caumont, including all approaches to St-Lô. Any successful attack on St-Lô would have to deal with this position first. By 2nd Division order, the 38th infantry was assigned the mission of taking Hill 192, attacking on the western slopes on 11 July. Because the 38th infantry line was curved back on the right, Company E on that wing began its attack at H-30 minutes in an attempt to straighten the regimental line. Company E ran into stiff opposition almost immediately, as it tried to reach the small ridge commanding a draw leading up to the Hamlet of Cloville. Here was one of the enemy strongpoints, already known as "Kraut Corner", fanatically defended by half a company of Germans who had survived the heavy artillery pounding prior to the attack.

VICTORY CONDITIONS: The U.S. player wins if he controls buildings fh2 and fm3 at the end of the game.

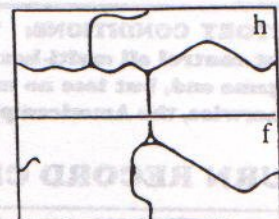
BALANCE:

- ◆ Exchange the MMG in the German OB for a HMG.
- ☆ Add a Hero to any one U.S. platoon.








TURN RECORD CHART

◆ GERMAN Sets Up First	☆	1	☆	2	☆	3	4	5	6	7	8	END
☆ AMERICAN Moves First												

BOARD CONFIGURATION:









Elements of Battalion III, Fallschirmjäger Regiment 9 (ELR: 4) set up south of the hO3-A3 road on/ west of hexrow D. All units may use HIP. (SAN: 5)

 5 ² -4-8	 8-1	 8-0	 5-12	 3-8	 12-4	 Phase 11
--	--	--	---	--	---	--



Company E, 2nd Battalion, 38th Infantry Regiment (ELR: 3), supported by elements of 741st Tank Battalion, enter as indicated: (SAN: 3)

2nd Platoon enters turn 1 within 3 hexes from hJ5:

 6 ² -6-6	 3-4-6	 8-0	 4-10	 60° [3-45]	 8-4
---	---	---	--	--	---







3

3rd Platoon enters turn 2 along the north edge:

 6 ² -6-6	 3-4-6	 8-1	 4-10	 60° [3-45]	 8-4	 13 75 7-4
---	--	---	--	--	---	--

3

1st Platoon enters turn 3 along the east edge:

 6 ² -6-6	 8-1	 8-0	 8-4	 8-1	 12 75 11-4
---	--	---	---	---	---

3

SPECIAL RULES:

1. EC are Moist with no wind at start. Mist (E3.32) is in effect. However, the Mist Hindrance DRM is + 1 at ≤ 6 hexes and is increased by +1 for each multiple of six hexes beyond the initial 6 hex range.
2. Kindling is NA.
3. All hedges are bocage; The Sunken Road is a Sunken Lane (B4.43).
4. U.S. tanks have functioning Gyrostabilizers (D11.1).
5. The Germans receive one module of 81 mm Bn MTR OBA with one Pre-Registered hex (Barrage is NA) north of the hA3- O3 road. However, only HE and SMOKE concentrations are possible.

AFTERMATH: The 2nd Platoon tried to work its way up to the first hedgerow in the fields, but was unable to advance because of automatic weapons and mortar fire. The German mortars were registered on the hedgerow lines and blanketed all routes of advance. The 3rd Platoon was sent in to give support; a few men succeeded in working their way near enough to the enemy position to throw hand grenades, but got no farther. The defenses of Kraut Corner finally gave way when the 1st Platoon got around the east side of the strongpoint. Scouts streaked along the flanking hedges, supported by BAR's, MG's light mortars, and the two machine guns on a tank. When eight or ten riflemen penetrated the German defense, resistance crumbled, and 15 prisoners were taken. Three Fallschirmjäger who still held out were eliminated by a tank dozer which buried them under five feet of dirt. It took Company E more than an hour to clear Kraut Corner and to resume its advance on Cloville.

THE TEBOURBA ENGAGEMENT

EASTERN OUTSKIRTS OF TEBOURBA, TUNESIA, 27 November 1942:

Tebourba, a nondescript town, but a critical point in either attacking or defending Tunis came in Allied possession a few hours before daylight on 27 November. Resistance was negligible: Axis forces had been withdrawn earlier towards Djedeida and across the Medjerda River, a withdrawal which seemed to portend a general retreat to thicken the screen around Bizerte and Tunis. It was a decision of Nehring, the commander of the Axis forces in Tunisia, later to be condemned by Kesselring. The 1st Bn, East Surrey Regt, reinforced by US Armored units, organised a perimeter defense east of the town early that day. Late in the morning one of its patrols towards Djedeida, the next town on the road to Tunis, was driven back. Shortly thereafter, two enemy columns of tanks and Fallschirmjäger assailed the northeastern and eastern sectors of the town.

VICTORY CONDITIONS:

The Germans win immediately upon exiting ≥ 20 VP of the west edge (at least 8 Exit VP must be non-crew infantry). No VP are granted to the German player for Allied prisoners.

MAPBOARD CONFIGURATION:

	35	↑ N
	7	

Only Hexrows R-GG are playable.

BALANCE:

German: Exchange the M3 MT in the Allied reinforcements for a M3 GMC ht.
Allied: Exchange the 8-0 in the Allied Reinforcements for a 9-1.

TURN RECORD CHART:

ALLIED sets up first	G	1	2	A	3	4	5	6	7	END
GERMAN moves first										

ALLIES:

Elements of 1st Bn, East Surrey Regt, 11th Bde, supported by elements of 2nd Bn, 13th Armored Regt (US) and C Cy, 701st TD Bn (US) [ELR 3]: set up on / west of hexrow X north of the river {SAN 4}

4-5-7	2-2-8	9-1	8-0	MMG	LMG	ATR	MTR 51*	AT 2pdr OQF 40L	13 M3 MT 37LL	20 M3 GMC 75
6									(US)	(US)

Reinforcements enter on turn 3 along the west edge, north of the river:

4-5-7	8-0	LMG	13 M3 MT 37LL
2			(US)

GERMANS:

Elements of 3rd Bn, 5th Parachute Regt and 190th Pz Regt [ELR 4]: enter on turn 1 along the east edge, north of the river {SAN 3}

5-4-8	9-2	8-1	8-0	dm MMG	LMG	ATR	14 PzKpFW IVF2 75L	13 PzKpFW IIIL 50L
8					2		2	2

SPECIAL RULES:

- EC are dry with no wind at start. Kindling is NA.
- All Orchards are Olive Groves (F13.5). All Marsh is Brush. All Buildings are stone, except 35Z2, AA4 and Y10, which are Huts (G5) representing Arab huts made of mud and straw. The Medjerda river is Deep with a slow current to the east.
- Bore Sighting is NA.
- Use of the IIFT as found in the 1989 ASL Annual is recommended.

AFTERMATH: Around the outskirts of town, particularly in the cover of the olive groves, the battle became a series of sharp encounters as confused as combat can be. One German tank succeeded in piercing the Allied screen, but it remained there for just a brief period... In the evening the Germans were slowly pushed eastward. They broke off action at darkness and retired towards Djedeida, taking along a few British prisoners and four of their damaged tanks, but leaving ten others behind. The Allied force had been hurt severely as well. The results of the fighting near Tebourba on 27 November left each adversary inclined to begin a new stage in his plan of operations. Nehring prepared for more stepped in an aggressive defense. The Allies reorganised and regrouped for the next phase of their attack towards Tunis: the taking of Djedeida and its important airfield.

A THORN IN THE FLESH

DORDRECHT, THE NETHERLANDS, 13 May 1940: After a day of heavy street fighting against a numerically and qualitatively superior enemy total exhaustion and desorganisation threatened the Dutch troops. To prevent total collapse of the Dordrecht fortress the Dutch commanders decided to withdraw their troops behind the outer ring of canals around the old town. The plan was carried out early in the night, except for some roadblocks guarded by sentries in the streets south of the bridges and a group of the Dordrecht garrison commanded by *Luitenant Plasschaert*. This group had been guarding the bridges since the 10th of May and hampered and even obstructed all traffic crossing the bridges over the Oude Maas. The activities of Plasschaert's group were a thorn in the flesh of General Student. Fearing his division would be split up, he ordered to clear the inner town and to liquidate the Dutch bridgehead near the Oude Maas.

VICTORY CONDITIONS:

The Germans win immediately upon exiting ≥ 5 VP off the north edge.
Prisoners do not count for VP purposes.

MAPBOARD CONFIGURATION:

23	
	20



Only Hexrows A-P on Board 23 and R-GG on Board 20 are playable.

BALANCE:

German: The second group (see SSR 5) enters automatically on turn 2.
Dutch: Add a Hero to the Dutch OB.

TURN RECORD CHART:

DUTCH sets up first	1	2	3	4	5	6	7	END
GERMAN moves first								

DUTCH:

Elements of 2nd Bn, 1st Cyclist Regt, Dutch Light Division [ELR 3]: set up on Board 23 on / west of hexrow M (SAN 3)

4-5-7	2-2-8	8-1	8-0	HMG	LMG	?	AT	Road Block
8					2	8	47	3
							SSR 4	

Elements of the Dordrecht Garrison [ELR 2]: set up within two hexes of 23 C7.

4-3-7	2-2-8	9-1	LMG	AT
2				47
				SSR 4

GERMANS:

Elements of 1st Bn, Airlanding Regt 72, Fliegerdivision 7, supported by tanks of 9. Pz Div [ELR 3]: set up / enter as per SSR 5 (SAN 3)

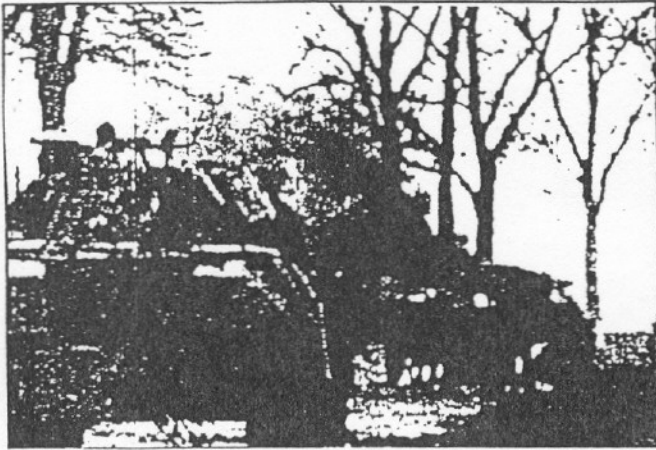
4-6-7	9-2	8-1	7-0	HMG	MMG	LMG	PzKpIW IVD
13	2					3	14
							75* 2

SPECIAL RULES:

- EC are dry with no wind at start. Kindling is NA.
- The Canal is Deep. Bridge 23 P7 does not exist. All Buildings are stone.
- Due to the dense urban nature of the terrain, VBM of a hexside sharing two Building hexes is NA.
- The Dutch use Italian 47mm AT Gun counters to represent their PAG 47 AT Guns. All features are considered identical. The Gun of the Dordrecht Garrison has no AP ammo available.
- Prior to setup, the German player secretly divides his force, forming two groups. Each group must contain at least 5 squads (or equivalents) and one Pz IV. There is no limit to the number of SMC / SW per group. One group must set up on Board 20 on hexes with a coordinate ≤ 6 . The second group enters anywhere along the east edge (south of the Canal) on a RPh reinforcement $dr <$ the current turn number, or automatically on turn 4.
- The Optional Rule described in Footnote 18 (Page A42) is in effect.
- One Dutch MMC and any leaders / SW stacked with it may set up using HIP.
- Use of the IIFT as found in the 1989 ASL Annual is recommended.

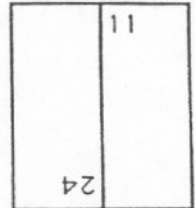
AFTERMATH: Supported by a tank the Germans advanced towards the most western bridge over the canal. The Dutch sentries and Plasschaert's group withdrew after their gun had been destroyed by a German tank. At this moment a second German tank accompanied by infantry approached from the east. The withdrawing Dutch were surprised by this move and the Germans moved up to the canal and started firing at the AT-gun which was destroyed by a direct hit after firing a few rounds. The defenceless Dutch fled before the continuing enemy fire. The Germans failed to make use of their success, however: multiple roadblocks slowed down progress and after the attack against another, more eastern bridge failed, the Germans withdrew. According to General Student, his troops were out of supplies, but probably he was more impressed by the heavy tank losses (16) during the Dordrecht street fighting.

Peiper's Progress



Stoumont, Belgium, December 19, 1944: Kampfgruppe Peiper of the 1st SS Panzer Division made a clean break-through of the American lines at the opening of the Battle of the Bulge. For the next two days Peiper aggressively probed the paths westward, searching for a clear avenue to the Meuse. After crossing the Ambleve at Cheneux, a string of blown bridges forced the Germans to reroute their advance. The village of Stoumont lay astride the path Peiper would have to take.

Board Configuration:



Victory Conditions: The German wins if they control both multi hex stone buildings on board 24 and have exited ≥ 2 non-halftrack AFVs off hex 24Y1 at scenario end. The American wins by avoiding the German victory conditions.

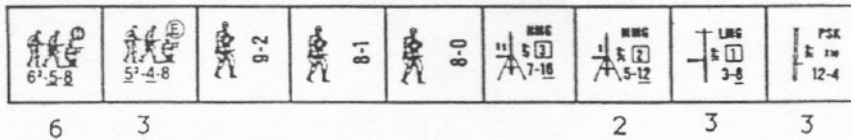
Balance:

German: Extend game length to 7 1/2 turns.

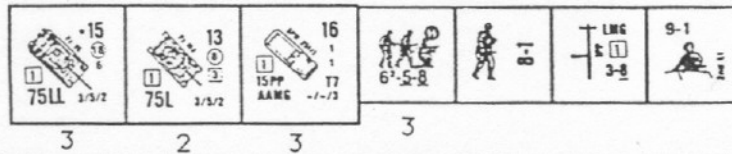
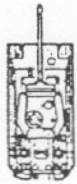
Americans: The American may set up two squads (or equivalents), HIP.

AMERICANS Set Up First	1	2	3	4	5	6	7
GERMANS Move First							

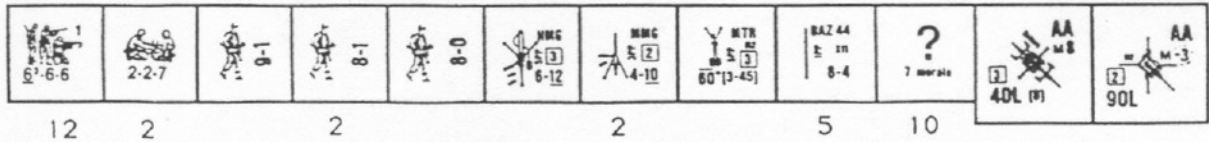
Elements of SS Panzergrenadier Regiment 2 and Fallschirmjaeger Regiment 9, [See SSR 5], set up second on board 24 (including half hexes), hexrows A-G, inclusive: {SAN 2}



Elements of SS Panzer Regiment 1, enter on Turn One on hex 11Y1:



Elements of 3rd Battalion, 119th Infantry Regiment [ELR 3], set up first on board 24, hexrows M-GG, inclusive, on whole hexes with a coordinate ≥ 2 : {SAN 5}

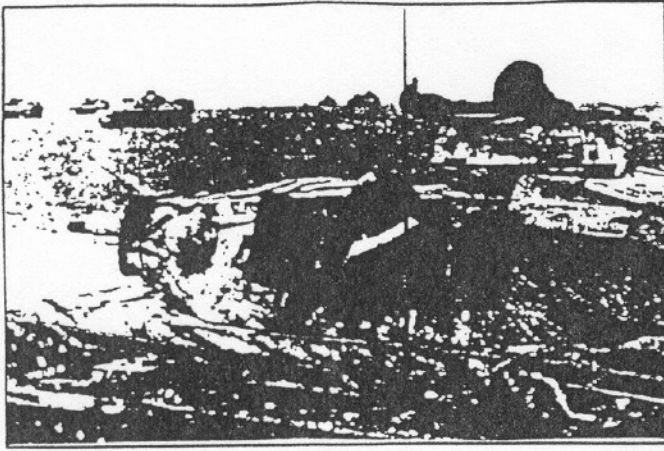


Special Rules:

- 1) EC are Ground Snow (E3.72), with no wind at scenario start. All roads are Plowed (E3.72).
- 2) AA Guns may not be set up in woods or buildings.
- 3) All German Infantry and Vehicles have Winter Camouflage (E3.712).
- 4) Halftrack passengers may be kept offboard in cloaking boxes and are represented on board by ? counters until they unload or make a MC/TC.
- 5) All SS squads have Assault Fire capability (A25.11).
- 6) All PzKwIV have Schuerzen.
- 7) All SMC and SS MMC have ELR 5, the Fallschirmjaegers have ELR 4.

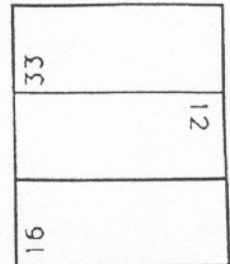
Aftermath: The attack on Stoumont opened at 09:00 with infantry advancing from the south and a column of tanks advancing down the road from the east. The as the lead tank, a Panther, entered the village it was hit by fire from a 90mm AA gun. The Panther burst into flames, killing all but one of the crew and sending a pall of smoke over the town. A fierce battle developed, and it took the SS and paratroops two hours to finally breach the defenses and take Stoumont (inflicting over 250 casualties on the Americans). Peiper then wasted no time in dispatching tanks down the road to the west, but they were stopped by a strong road block of the 740th Tank Battalion. Stoumont would be the furthest west that the 1st SS would penetrate along this route.

Wintergewitter



Verkhne-Kumsky, USSR December 13, 1942: Time was running out for the Germans surrounded in Stalingrad. On December 12 the LVII Armored Corps launched Operation Wintergewitter (Winter Tempest), the offensive to relieve VI Army. Spearheading the drive was the veteran 6th Panzer Division, equipped with an entirely new allocation of AFV's. Driving north from Kotelnikovo the Germans easily cut through the Soviet 51st Army. On the morning of the second day of Wintergewitter 6th Panzer reached and crossed the Askay River after capturing a bridge at Zalivsky. Driving forward with all speed, the lead elements of the division entered the village of Verkhne-Kumsky in the late afternoon.

Board Configuration:



Victory Conditions: The German wins if there are no good order Russian MMC or AFV's on board 12 within the area bounded by Q1-N2-N7-Q9-T7-T2-Q1, inclusive, at scenario end. The Russian wins by avoiding the German victory conditions.

Balance:

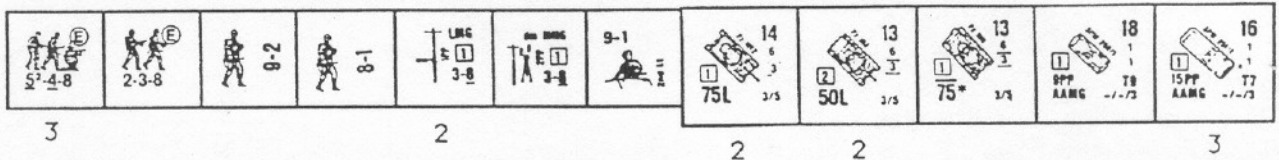
German: Add a 10-2 Armor Leader to the German OB.

Russian: Add 6 '?' counters to the Russian OB.

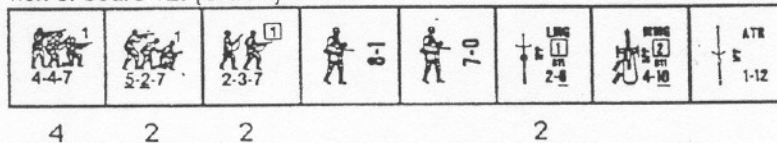
RUSSIANS Set Up First	1	2	3	4	5	6
GERMANS Move First						



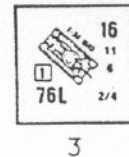
Elements of 11th Panzer Regiment and 6th Panzer Reconnaissance Battalion, [ELR 4], enter on Turn One anywhere on the southern map edge: {SAN 2}



Elements of 5th Shock Army [ELR 3], set up on any whole hex of board 12: {SAN 4}



Reinforcements of 7th Tank Corps, enter on Turn Two anywhere on the northern map edge.



Special Rules:

- 1) EC are Ground Snow (E3.72), with no wind at scenario start.
- 2) All buildings are single story (ground level only), and wood. Place wood rubble in hex R7. All Woods are Brush, and all Gullies are treated as Wadis (F5). Hexes S1 and T1 are clear, ground level terrain; the hill therein does not exist.
- 3) All Infantry and Vehicles of both sides have Winter Camouflage (E3.712).
- 4) Halftrack passengers may be kept offboard in cloaking boxes and are represented on board by ? counters until they unload or make a MC/TC.

Aftermath: The Soviets in Verkhne-Kumsky were part of the powerful Fifth Shock Army, ably commanded by General M.A. Popov. When the Germans entered the village, the Russian armored forces reacted violently. A furious tank battle ensued during which the village repeatedly changed hands over the next 24 hours. When it became obvious that the Russians were gathering an overwhelming force, the Germans withdrew to the Askay. The Soviets had suffered such heavy losses, however, that they did not pursue, but simply established a defensive position along a ridge about two miles south of Verkhne-Kumsky. It would be four days before the Germans would take Verkhne-Kumsky and shake free of the Fifth Shock Army to continue the drive to Stalingrad.