at the point

The Journal of ASL

#13-14

CONTENTS

CREDIT WHERE CREDIT IS DUE DEPARTMENT

I have been somwhat remiss in not providing the readership with the names of the designers that have provided scenario material to ATP. Without further ado, here is the complete list:

The Shortest Way, Long Minutes, The Pursuit: Courtesy of **ASL News**.

Italian Brothers, Wintergewitter, Pieper's Progress: **Eric Baker**, Courtesy of the **Rout Report**.

The First Waltz: Conceptualized by **Robert Banozic**, Developed by **Kurt Martin**.

Bloody Cavalry: Designed by **Scott Holst**.

The Terboura Engagement, A Thorn in the Flesh, Kraut Corner: Courtesy of **Jan Himschoot** and the **ASL Report**. [*Yes, ATP MEANT to leave the designers comments about the IIFT in the scenarios!....Faust*]

Debacle at Montrevel, General Sasaki's Attack, A Walk in the Sun: Designed and/or Developed by **Dan Dolan**.

CREDIT FOR ARTICLES AND LETTERS DEPARTMENT:

Credit for letters submitted to the editor and published will remain unchanged at one issue per letter. Credit for articles is going to change substantially and will apply retroactively to issue #11-12. The honorary post of emeritus has been closed to any newcomers since ATP cannot afford to send out additional complimentary issues. Sorry. I'm already sending out a bunch of these to all Staff Members and all existing Emeritii, who really deserve it. I'm also sending several out to the clan on Hill Olympus, only one of whom has contributed anything of significance to ATP. Of course, all of the others are contributing in a major way to the ASL Hobby as a whole, obviously. Still, if I find that any of these gents have the time to send material to other hobby magazines, I think that perhaps ATP deserves either a blurb or a buck from them as well, don't y'all?

The exact policy for article re-imbursement has not been formulated yet, but will probably involve some type of substantial prizes for reader-voted best articles. Let me hear your ideas on this one.

ANGST DEPARTMENT

The scenarios have been driving me and the playtesting corps crazy. One wonders how Bob McNamara gets it done at all these days. Nevertheless, the Guadalcanal series will probably make its first appearance in the next issue; we've got about 4-5 scenarios through the gristmill so far. Beyond that I'm not sure how scenarios are going to fare in ATP. They take up too much of our valuable gaming time-- I've already had to say sayonara to Rob Wolkey and Russ Bunten, who are busy on other hobby projects of their own. We'll see, but scenarios are not too popular around here for the moment. Everyone loves to sit down and play a new scenario, but playtesting is another story...

MOVED AGAIN DEPARTMENT!

Yes, believe it or not, Amy and I have moved across town to a house. All these moves have not made production of ATP an easy thing and are partly responsible for the significant delays in its production. Oh well...I think I can safely say that we intend to spend a few years at the new place, knock on wood. Here is the new address, effective as of now:

4712 Plum Blossom Drive, Knightdale, NC 27545, 919-217-0393.

NEW MAGAZINE DEPARTMENT

Fire For Effect has been on the streets since January of '92 and its fifth issue has recently made an appearance. Regular Features and Columns seem to be the trademark of the magazine so far, including publication of AFV cards and other playing aids. Curt Schilling worked long and hard hours soliciting articles from well-known hobbyists, and Rob Wolkey has done an excellent job putting the magazine together. The magazine does not shun controversy, unlike ATP. Just kidding. In reality, I think readers of ATP will enjoy FFE and are encouraged to subscribe. For information or to subscribe, contact Rob Wolkey, E6208 6th #D1, Spokane, WA 99212. Subscriptions are $20.00 U.S., $22.50 Canada and $25.00 Overseas. Enjoy..........**Faust.**

PANZER GEGEN PANZER
Part Three: Staying Alive

Bruce E. Bakken

Refrain.

Part One of this article introduced to the reader the concept of the tank Engagement, which was then more fully elaborated upon and developed in Part Two. Recall from these previous discussions that a tank was said to have Engaged the enemy when it had placed a 1/2" Acquired counter on its target, thus enabling it to benefit from Case N (C6.5) on subsequent shots. In developing this concept, emphasis has naturally been placed upon the offensive capability of the tank, namely, taking advantage of the tank's Mobility (Part One), and using the various TH and TK DRM to enhance the tank's Firepower (Part Two). Notice that each of the first two Parts have corresponded to the first two principles of the tank, those being its Mobility and its Firepower, and how these principles relate to winning the Engagement. Of course, an Engagement cannot be won if it is not survived, and this is where the third principle of the tank comes into play: Protection.

Protection can be characterized in two different ways, the first and most obvious of which is the tank's armor. Armor protects the crew from small-arms fire and artillery shrapnel, and allows the tank to move forward in the face of the enemy. This does not mean that a tank is impervious to enemy fire altogether, of course, since the enemy is likely to possess guns capable of penetrating your tank's armor and destroying it. Before armor can be defeated, however, the shot must first hit the tank, and this leads to the second means of protection, that of avoiding fire.

Of these two types of protection, the first is literal and the second is circumstantial. During a major armored Engagement involving several tanks, you can expect that: first, your tank will be hit, eventually; and second, that if your tank's AF(D1.6) is not larger than the enemy's TK# (C7.2), you can only rely upon luck to survive a hit. Since the player has strictly limited means available to increase his tank's literal protection (armor), he must concentrate on influencing the circumstances in which he must rely on that armor (being hit).

Part Three of this article will address these topics, and is based upon

the presumption that your opponent is well versed in armored tactics, and that he has learned the techniques outlined in Parts One and Two to "increase his odds". In particular, Part Three will offer a contradistinction to some of the points raised in Part Two, and will concentrate primarily on using certain THDRM to decrease the enemy's odds of hitting you and thus increase your survivability.

First, however, we will take a look at the physical manifestation of a tank's protection, its armor. Once more, keep in mind that only Chapters A-D are discussed throughout, and the Optional Rules or those applicable only by SSR have not been considered unless specifically mentioned.

Fear Not.

A tank, being armored, is given a rating in ASL known as an AF(D1.6). Each tank has four such AF, which are used to represent the armor thickness of a given Aspect. Armor protects the crew from Small Arms and most non-ordnance attacks (A7.307), and it was this protection which the British Army valued highest on the machine gun-dominated battlefields of the First World War. Indeed, "Fear Not" became the motto of the British Tank Corps, in tribute to the tank's bullet-stopping skin.

The tank's World War Two progeny had much more to fear than mere bullets, however. Tank design was characterized throughout the war by the accelerating development of gun size and armor thickness, a state of affairs finally epitomized by the German"King Tiger" and the Russian JS-III tanks. Generally, gun development was always a half-step ahead of armor development, which for the ASK player means that you will likely be facing an opponent possessing a MA capable of destroying your tank.

Unfortunately, the ASL player cannot supplement his tank's armor in the same manner as his World War Two counterpart could with field expedients, say by welding extra plates to the tank or by piling it with sandbags. You may be able to "increase" your tank's AF -- relative to the enemy's gun -- by increasing the distance and incurring the Case D TK modification, which would decrease the enemy's Basic TK# and thus the Final TK# needed to destroy you. The problem with this idea is that negative Case D modifiers do not come into effect until you reach a range of nineteen hexes, which will likely prove difficult on

most mapboards. Furthermore, your Basic TK# will also suffer accordingly and so the benefit gained may prove negligible in relation to the decrease in your own striking power.

Since there is no question of increasing your AF, the best you can strive for (besides not being hit, of course) is that any hit at least strikes the Target Facing with the greatest AF. Except for very light or very heavy tanks, this will usually mean the front AF (D1.61), since the front AF will generally be greater than the side/rear AF (D1.62), sometimes significantly so. What remains then, is to ensure that your front Target Facing is toward the enemy whenever possible.

A brief study of D3.2 is important here. Perhaps surprisingly, the front Target Facing is the largest of the three possible, since a LOS which runs exactly along the hexspine uses the Target Facing least favorable to the attacker. Notice also that Target Facing is determined by which hexside is crossed by the firer's LOS, not by the target's CA as one might expect.

Since the front Target Facing is the largest, it should prove relatively easy to maintain your front toward the enemy. Also, the TCA will usually coincide with the VCA, and since you will(hopefully) have your MA facing the direction of the greatest threat, then your front Target Facing will likely also be facing the greatest threat. At any rate, the turret's front AF will generally be larger than the hull's side AF. If you must, or choose to, move in front of the enemy such that you present a possible side hit, at the very least you should have the turret facing the enemy so that a turret hit would use that turret's front AF rather than the (usually) inferior hull side AF. A good rule of thumb is to always maintain the turret's front Target Facing towards the enemy. Besides the added protection for a turret hit on the front as opposed to the side/rear, fire can also be brought immediately to bear without having to pay TH CaseA for changing CA.

Certainly you would always hope to avoid being struck in the rear Target Facing. Even though the side/rear AF are identical (D1.62), the enemy's Basic TK# is increased by one if he strikes you in the rear, which is really the same as reducing your rear AF by one. Rear shots are relatively rare in an armored battle, but once the battle has been raging for a few turns the action may tend to become muddled and hectic. Particularly if you are at a range in hexes from the enemy that is about half of the enemy's movement allotment, he will definitely be able

to get behind you if you allow him to do so.

The most vulnerable part of your tank is its underbelly, and it is possible for the enemy to score an Underbelly Hit (D4.3) on you under the right set of circumstances. Namely, as you cross a wall/bocage or exit a gully/stream, an enemy that is within six hexes, is within your VCA and is at the same level or lower than you, could possibly score an Underbelly Hit.

Quite simply, under these conditions a hit which would otherwise be considered a turret hit strikes instead the underbelly of your tank, which would then use your Aerial AF (C7.12) to resolve that hit. The LOS for such a shot is controlled by the ATTACKER, since the firer's LOS in this case must be drawn to a specific vertex of the ATTACKER'S choice, though once the vertex is chosen it may not be changed for subsequent shots. If you must cross that wall or exit that gully, be sure to remain alert to any enemy in the area and take care to select the proper vertex.

Finally, even though it was stated earlier that a tank's armor protects its crew from small-arms fire, a crew can become Vulnerable by opening its hatches and becoming CE (D5.3). A Vulnerable Inherent crew is subject to Collateral Attacks as per A.14, which may result in the tank's elimination by the indirect means of a Recall, which will be looked at shortly. With this in mind, it may seem imprudent to expose your crew to such a possibility, and better to keep them BU at all times.

In general this is certainly true for tanks with either a RST or 1MT MA Type, since such an AFV may fire neither its MA nor its CMG while CE. For these tanks, TH Case I will always apply. For all others, the option to remain CE while firing is available and may provide an edge during an Engagement by avoiding the Case I penalty.

For all vehicles, being CE does provide certain other advantages, first of which is the ability to use the 1/2 MP Road Rate(B3.41). And of course a tank must be CE in order to use its AAMG (D1.83). An AFV which is BU must add +1 to its HD Maneuver dr, so being CE will in effect negate that penalty, and a CE AFV can assist another vehicle's unbogging attempt (D8.3).

There are no special penalties for remaining BU other than those already mentioned (for instance, the DRM for any Armor Leader

would still apply, D3.44), although a BU AFV would be unable to Interdict if it could only use armament penalized by Case I (A10.532), and a crew may not remain CE while entering/exiting a building (D5.3). The primary consideration in whether or not to become CE involves the hazards invited by doing so.

Certainly the greatest risk is the threat of a Recall (D5.341), which occurs when a Vulnerable crew suffers a K/KIA or Casualty MC, or when an already Stunned (ie, if it now has a "+1" counter) crew suffers another Stun result (D5.342). Note that a 1MT AFV is Recalled as a result of a Stun. Even if not Recalled, a Vulnerable crew which fails a MC (checked as per D5.1) becomes Stunned (D5.34), which forces the crew to BU and utterly incapacitates the tank until the end of the Player Turn. Thereafter it must always add one to any TH, MG, etc., DR it makes, which is in addition to the Case I DRM for being BU, though it may become CE again if it wishes to further jeopardize itself.

Whether or not to remain CE probably comes down to personal preference, if the player even has the choice. As long as the risks are known, the decision itself then becomes a calculation of possible consequences.

Clearly, from the discussion so far it should seem apparent that a tank does not offer complete protection. Most tanks are simply not invulnerable to the enemy's guns, especially from a side or rear shot. Indeed, rather than hoping that your armor can withstand a hit, perhaps the best protection lies in avoiding fire altogether.

Evasion.

Avoiding fire successfully means in the final analysis that the enemy's Final DR has been greater than his Modified TH#, thus resulting in a miss (C3.3). Recall that the Modified TH# is determined by accumulating the various Gun and Ammo Type modifications found on the C3 To Hit Table and also described in C4.1-.5. These C4 modifications are a function of range, as in the Basic TH# which they modify.

To begin with, it may occur to the player that the first step in decreasing his odds of being hit lies in maintaining a greater range from the enemy and thus reducing the enemy's Modified TH#. Un-fortunately this cuts both ways, since the same modifiers (but not necessarily the same Basic

TH#) apply to both sides. Even if the combination of Basic TH# and C4 modifiers favors one side, the other side would naturally try to offset those advantages by reducing the range before opening the Engagement. As a means of avoiding fire, then, using range alone will likely not prove very practicable.

A more practical way to avoid fire is to try to influence which of the TH DRM will apply to the enemy's shot. The To Hit modifiers are divided into two types, the C5 Firer-Based and the C6 Target-Based. By definition one might expect that a target will have more influence over which C6 DRM may apply, and generally this is certainly true. However, the player can to a limited extent force the enemy to use certain C5 DRM, and so these possibilities should not be overlooked. What follows next is a look at the To Hit DRM which the target can use to his advantage to avoid fire, that is, to cause the enemy's shot to miss its mark. For simplicity, these will be considered in the order they appear on the table.

Case A; Fire Outside CA. A Gun which changes its CA to fire at a target outside its current CA must add the Case A DRM to that shot, which is a minimum of +1 (C5.1). Naturally the enemy will try to avoid having to use Case A (indeed, this article has stressed several times the importance of keeping your CA facing the "greatest threat"), and so it follows that you would try to approach the enemy from outside his CA to take advantage of the Case A penalty.

As is usually the case, remaining outside the enemy's CA may prove easier in principle than in practice. The primary difficulty here is that the area with a CA expands as LOS is traced outward from the firing unit (see the C3.2 EX). The farther you are from the enemy, the more you will have to travel laterally to escape that enemy's CA, a problem further compounded by the fact that he will likely do everything he can to keep you within his sights. At the very least, he will probably be facing the direction from which you will have to travel in order to Engage him.

One way to "reduce" the enemy's field of fire (his CA) is to position yourself among a group of obstacles so that, even though you may be within his CA per se, his LOS may be blocked as you move from obstacle to obstacle. This would, however, result in a relative loss of mobility as you spend extra MP to negotiate the terrain, preferably by going around rather than through the obstacle. Another effective,

albeit difficult, way to avoid the enemy's CA is to try to remain in a hex that lies within one of the "two diagonal rows of hexes" that converge on the enemy's hex(C3.2). Hex E9 in the C3.2 EX would be one such: a move to F8 would put you immediately outside the enemy's CA in this case.

At any rate, since both you and the enemy will always try to keep the other in your respective CA, it will of course be impossible to avoid it altogether. But, the correct move at the right moment may force that extra Case A DRM which may make the difference between being hit or not and, ultimately, in surviving the Engagement.

Case G; Deliberate Immobilization Attempt. Even though not a threat to you survival per se, if you must exit units to win, and especially if the enemy possesses inferior armament, he may be satisfied to see you immobilized and so may try Deliberate Immobilization (C5.7). If the enemy's Basic TK# is less-than or equal-to your lowest hull AF, then you need not worry about this possibility. Otherwise, you can protect yourself from any such attempt by remaining seven or more hexes from the enemy.

Because Deliberate Immobilization is so difficult (+5 DRM), it will rarely occur during a typical armored battle. On the other hand, you need to remain especially wary if the enemy has a markedly inferior weapon or if you must exit to win. If such a threat does appear likely under the circumstances, then remember to keep your distance.

Case I; Buttoned Up. "Any BU, CT AFV must add the +1 DRM of Case I to its To Hit DR" (C5.9). This is a relatively minor penalty which always applies to tanks with a RST (D1.321) or 1MT (D1.322) MA Type. Tanks with a T (D1.31) or ST (D1.32) MA Type may opt to remain CE. The decision regarding whether to remain CE or BU has been discussed earlier, and is mentioned again here only in the context of forcing the most possible DRM upon the firer.

An enemy CE Inherent crew should be considered an important target, albeit subordinate to the destruction of the AFV itself. At the very least you should fire your CMG at such a CE crew of a tank you are currently Engaging, since firing the CMG at a different target would cause you to lose Acquisition (C6.5). If possible, combine the BMG and CMG into one attack, because Mandatory FG (A7.55) applies to vehicular MG fire (D3.5).

The first objective of firing at a CE Inherent crew is to force it to BU. Further incentive is provided by the possibility of Stunning or Recalling that crew, as was mentioned earlier. Once you start firing at a CE crew, the enemy will usually take the prudent course and BU. You might further encourage him to BU by using HE ammunition rather than AP (see A.14A), although HE almost always has a lower Basic TK# than a corresponding AP round and thus would make it less likely that you would destroy the enemy outright that way.

Case J; Moving/Motion Vehicle. The +2 DRM of Case J applies to fire directed at a vehicle which has entered a new hex during that Player Turn, or is/was in Motion status during that PlayerTurn..." (C6.1). More than that, C.8 defines in greater detail when a vehicle may be considered moving for To Hit purposes (and thus be eligible for Case J). Namely, Case J would apply "...only if during the current Player Turn it has entered a new hex, or used VBM (D2.3), or began its MPh in Motion (D2.4), or is currently in Motion."

The first thing to note is that Case J does not apply simply due to the target having expended a Starting MP (D2.14), or for changing VCA. Thus, the enemy will be able to fire before you may claim Case J should you choose to move rather than Engage the enemy. The question here is whether it would have been wiser to attempt Motion status during the enemy MPh. It is not always possible to know beforehand whether you will move or fire during your next Player Turn, of course, and since the particulars of remaining in/gaining Motion status were discussed in Part One, they will not be looked at in great detail here. However, during the enemy Player Turn you should be able to gain a fairly clear idea of how your next Player Turn will proceed, and if the situation develops in such a way that you know you will try to escape, then give yourself an edge by attempting Motion status during the enemy MPh (D2.401).

Note also that once a vehicle becomes eligible for Case J during its Player Turn, the +2 would apply whether the vehicle is Stopped or Non-Stopped. "Non-Stopped" is just another way of saying "in Motion during the friendly MPh", and of course a "Stopped" vehicle is one which has expended a Stopping MP (D2.13) and has not yet expended another Starting MP (D2.1). Thus, you would not derive any greater protection by remaining in Motion during the enemy DFPh than if you had Stopped at the end of your Mph. Finally, when you do decide to move -- and you will invariably have to move at some point in the battle

-- be sure to take advantage of subcases J1 and J2 (C6.11 and .12, respectively). C6.15: "Cases J1 and J2 deal with a moving (C.8) vehicular target's expenditure of time in the LOS of a firer since the last hex occupied by that target out of the firer's LOS. A target that begins its MPh... in the firer's LOS is unaffected by these Cases until it is out of that LOS after entering a new Location/vertex..."

In dense or built-up areas you should have plenty of suitable obstacles to impede enemy LOS, but this may prove more difficult in relatively open areas. If you take optimum advantage of the available terrain and combine this with the enemy's Case A penalty for firing outside CA, you should make a difficult target to hit during your MPh. Just remember that a "moving vehicle that ends it MPh with MP remaining is assumed to expend all those MP in its present hex", and that "the subcases of J apply only to Defensive First Fire shots..." (C6.16).

Case K; Concealed Target. "Ordnance firing at a hidden/ concealed target... must add the +2 DRM of Case K to its TH DR vs that target..." (C6.2) Even though this is one of the shortest and seemingly straight-forward paragraphs in the rulebook, its implications for tank combat are considerable.

Foremost among these is the restriction found in C6.57, which states that a target may not become acquired using the Vehicle Target Type unless that shot causes loss of concealment, which in this case means it must be hit by that shot (Case A of the Concealment Loss/Gain Table). Since Target Acquisition forms the basis for the concept of the Engagement and bestows a distinct advantage upon the firer which has Acquired the enemy, it can be seen how important it becomes to gain/ retain concealment.

It is perhaps contrary to common experience to think of a vehicle as being concealed, probably because a vehicle loses concealment so easily. Referring to the A12.121 Concealment Loss/Gain Table, we find that a vehicle loses "?" immediately when in enemy LOS and not in concealment terrain (Case H). If in concealment terrain, a vehicle would lose "?" if hit by ordnance (Case A), if it expends any MP, fires, or successfully fires a Smoke Discharger (Case B), or if it changes CA (Case D).

Notice that the "rules of concealment apply equally to vehicles..." (A12.2) This means that a vehicle may gain "?" in the same manner as

Infantry if there are no unbroken enemy units in LOS (A12.1). Namely, "?" is automatic if the vehicle is in concealment terrain and in Good Order (which means that the inherent crew is neither stunned nor shocked), or if not in concealment terrain it may make a "?" Growth dr (A12.122).

A typical vehicle has a US# of 4 (A1.6), which would require a "?" Growth dr of 1. A large or very large vehicle has a US# of 5, which would make concealment impossible in Open Ground. The "?" Growth dr is modified by any in-hex Hindrance DRM, however, which would include SMOKE and wreck(s) and which might allow that Large tank to gain concealment after all

The latter method of "?" gain in particular may seem a waste of time, since if not in concealment terrain a vehicle would lose its "?" automatically. This is certainly true, but the effect to be gained by this is psychological. Since far too much information is freely "given away" to the ASL opponent (the"omniscient player"), concealing a vehicle in this manner will at least cause the opponent to mentally keep track of which unit is which. Particularly if there are many counters cluttering up an area, your opponent may forget whether that "?" 5/8" counter is a tank or a truck. Admittedly, this possibility is somewhat remote against an experienced player, but an experienced player would not deny himself every opportunity to deceive the enemy, and concealment is one of the few ways available to deceive the opponent in ASL.

Case L; Point Blank Fire. Case L (C6.3) is one of the Target-Based DRM which are actually detrimental to the target. Certainly you would rather not increase the enemy's odds of hitting you, but your desire to remain more than two hexes from the enemy does not preclude him from moving that close himself, though presumably you would get the first benefit from Case L if he initiated the move.

Generally, only the increasingly desperate or the invulnerable tanker would move that close to Engage the enemy. The exception to this might occur in those situations where the moving tank could win a Gun Duel or have markedly superior odds in the AFPh, or in difficult terrain where the two sides must be in such close proximity simply to gain LOS to each other. Typically, though, Point Bank fire will seldom occur during a tank battle because the risks are just too great.

Case P; Target Size. "All vehicles (D1.7)... are rated for size, based on

their height and bulk. Ordnance firing on such a target... must add the applicable Target Size DRM... to its THDR..." (C6.7). The appropriate DRM is determined by the color of the target's AF as per D1.7.

Of course, the player has no control over the Target Size of his tank. The only thing you can do is compensate for any Target Size DRM by adjusting your actions in relation to the other Target-Based DRM. For instance, a (Very) Large target (D1.72) would especially strive for the extra -1 of Case J1 or J2 or for any available TEM, whereas a (Very) Small target (D1.74) might be more prone to risk movement across enemy LOS. Fortunately, the characteristics which typically classify a target as (Very) Large also mean it will have a relatively higher AF than its likely opponents.

At least a (Very) Large target is no more difficult to conceal in concealment terrain than is a (Very) Small target, but neither is a (Very) Small target any easier to conceal than a normal-sized target. Once concealed, any Target Size DRM is revealed only if it turns a miss into a hit, or a hit into a miss (A12.2). Also note that a revealed Target Size DRM which turns a hit into a miss does not cause that target to lose its concealment.

Case Q; TEM. "TEM applicable to the target must be added as a DRM to the TH DR of a shot taken on the Vehicle... Target Type..." (C6.8) The TEM which apply to Direct Fire at a vehicle are as follows: Bridge (+1, conditional upon LOS), Hedge (+1), Hill (+1 for Height Advantage; B10.31), Woods (+1), Graveyard (+1), Building (+2 or +3), Rubble (+2 or +3), and Wreck (+1). Notable by their absence from this list are Wall and Roadblock (which is treated as a Wall for TEM purposes), and these will be discussed shortly.

Any positive DRM to the TH DR should be considered as beneficial to the target, so it may seem that TEM should be sought whenever possible. Even the relatively meager +1 of some of these will serve to reduce or negate Case N once the Engagement gets underway, and every little bit helps. Unfortunately, the more beneficial TEM (Buildings and Rubble) also happen to be Bog hexes(D8.2), and even the minimal +1 of Woods can only be gained after risking a Bog Check. As with many things in ASL, a trade-off is involved, that being between the possibility of losing your Mobility or gaining extra Protection.

In a fluid battle, where maintaining your mobility becomes more

important than might usually be the case, the TEM likely to be used most often are those for Hedge or Height Advantage, or for Wrecks. It is simply not usually worth the risk of Bogging to gain an extra couple DRM, especially in view of the restrictions on changing CA which were discussed in Part Two and which can be found in C5.11.

Related to TEM but distinct from it is a term called Hull Down(HD), which is used to describe "any situation wherein the LOF to the bottom half of a vehicle is blocked by terrain, making that portion of the target incapable of being hit by Direct... fire."(D4.2). Such a vehicle would be considered hit only if struck on the turret/upper superstructure (C3.9). The odds of striking a HD vehicle for any given Modified TH# are reduced by more than half, since the colored die of the TH DR must be less than the white die. This is a significant advantage, so rather than seeking TEM for protection, a survival-minded tanker might be better served to search out a HD position instead.

The first HD position that will be looked at here is that formed by a hill Crest-Line hex. Being in a Crest-Line hex does not automatically bestow HD status, however. During play, a vehicle may attempt to gain HD status by declaring a HD Maneuver Attempt(D4.22) during the MPh, either upon entering a Crest-Line hex or after changing VCA while in that hex. (A HD Maneuver Attempt during setup will be discussed in a later installment.)

A vehicle must expend two MP to make a HD Maneuver Attempt, and this is in addition to the cost for entering the hex or for changing VCA. The number of HD hexsides that result is determined by a Final dr as given in the D4.22 table. Note that a Final dr less-than 4 is required to receive any HD protection, and that the only non-setup drm that apply are +2 for a CTRussian AFV, +1 if BU, and +x for any Armor Leader modifier. For most Russian tanks in particular, a successful HD Maneuver Attempt without the benefit on an Armor Leader would prove virtually impossible. Finally, regardless "of the outcome of the HD Maneuver Attempt, the vehicle must then immediately end its MPh by expending a Stop MP if still Mobile."

If successful, the owner would place a HD counter beneath the vehicle to indicate which hexside(s) are affected. Any Direct Fire from at least one full level lower that crosses an affected hexside is treated as being against a HD target. Such a HD tank may freely change its TCA, but if the vehicle Starts (without Stalling) or goes into Motion, the HD

counter is immediately removed.

Becoming HD in a Crest-Line hex provides a very fine tactical position, first because of the HD status itself, and second because a sufficient elevation will afford excellent LOS over any obstacles in the area. Unfortunately, only about ten boards out of the thirty-nine currently available offer any form of elevation which is also good "tank country". This means that such positions are usually hard to find.

Not so Walls, however. Many boards have at least one wall, and to become HD behind one requires only that the vehicle be placed in a hex that has a wall hexside (D4.21). Any Direct Fire which crosses that wall would bestow HD status upon the target. Note that a Roadblock is considered a wall for TEM purposes (B29.2), and so would also bestow HD status. If the tank also occupies protective terrain in that hex, the tank becomes a very difficult prospect to take out.

Consider this: Even though "TEM of the hexsides/hexspines of a target hex is not cumulative with that of other terrain in that hex..." (B9.31), notice that a "vehicular target fired on by Direct Fire through a wall... hexside that would affect that fire with a +2... TEM... is instead considered HD to that fire." (D4.21), and that a "HD target may not claim a Case Q TEM DRM for a TEM based on a wall... that also grants it HD status." (D4.2). Thus, a vehicle occupying an obstacle may claim the TEM of that obstacle, and be considered HD if the LOF crosses a wall which conforms to the hexside of that hex, since there are no "cumulative" TEM in this case.

To view it logically, there is no reason to believe that a vehicle must be right up against the wall in order to be considered HD. No matter where within the hex the vehicle is located, the "LOF to the bottom half of the vehicle" (D4.2) would still be blocked by the wall, and in reality the farther a vehicle is from the wall the more of it that will be blocked by that wall, until at a range of forty meters (one hex) LOS is blocked entirely. It would be unrealistic, to say the least, to allow a vehicle which occupies an obstacle to be struck in the hull simply because it claims the obstacle TEM as opposed to explicitly stating HD status. Therefore, a vehicle in hex 3T3, for instance, would have its lower half shielded by the wall (ie, the "LOF to the bottom half of the vehicle is blocked by terrain"), and the part that remains visible (and can therefore have a LOF drawn to it) would be protected by the +2 TEM of the building it occupies. A formidable position indeed!

Note, however, that a vehicle in such a position would automatically lose Wall Advantage to an adjacent enemy unit(B9.321), which is only reasonable since a vehicle would not be able to magically leave the building and cozy up to the wall when an enemy unit moves adjacent, the way an Infantry unit seems able to do.

Case R; Hindrance. "Each applicable Hindrance DRM must be added directly to the TH DR of any shot." (C6.9). Those terrain features which offer a Hindrance can be found on the Chapter B Terrain Chart.

The typical Hindrances found on most boards are those for Grain and Brush. Grain in particular usually covers multiple hexes and will provide admirable flank protection. Bear in mind that a total Hindrance of +6 or more will block LOS completely (B.10), so some of these sprawling grainfields will totally impede LOS. Many Hindrance hexes are also Concealment Terrain, so you could park your AFV in one of the outer hexes of a grainfield, for instance, thereby possibly gaining concealment and having the unguarded flank covered by Hindrance.

Hindrance hexes are unbiased, so they affect both sides equally. Too, they usually have a higher MP cost than Open Ground, either directly or by adding a movement surcharge such as that for entering SMOKE or a wreck hex. At any rate, since Hindrances will affect your fire as well as the enemy's, they should be used as a defensive measure. Keep in mind that terrain Hindrances only hinder fire that is traced through its hex to another hex (A6.7).

As has already been stated a few times, the first three Parts of this article have dealt with the three principles of the tank --Mobility, Firepower, and Protection -- and how they relate to "winning the Engagement", that is, defeating the enemy armor. More than that, the discussions so far have centered upon those aspects of a tank that are common to all nationalities, Optional Rules and those applicable by SSR having been deliberately omitted from these discourses so that the reader could concentrate on the basics of armored battle. These omissions include various "hardware" aspects of a tank, such as Gyrostabilizer, or movement options, such as Reverse Motion, but also include certain characteristics which are common to one nationality but perhaps not another, such as Special Ammunition or Smoke Dispensers. These topics will be looked at in Part Four.

Part Four will also delve into another subject which is an intangible element of armored conflict, and yet plays such an important role in a battle's outcome. Some might refer to it as "fate", or the "fortunes of war". Whatever its name, it is utterly impartial to the combatants, and can strike at any time with devastating effect: LUCK.

[The very serious ramifications of devastating luck during a tournament are illustrated below. Sadly, this gentleman no longer plays ASL, but in time will recuperate. We're advised that therapeutic "Kreigspeil" administered while in solitary confinement has been beneficial for the patient. (No, this isn't Mike McGrath after Avaloncon).]

TACTICS 101

Mike Mcgrath

There you are sitting across from the legendary Bill "Fish" Conner in the final s of the ASL Open Tournement. You are the fluke out of No-name, MT that no one has ever heard of, who has come out of nowhere to crush the likes of Mark Nixon, Guy Chaney, Mitch Baliki, Marc Hanna, Steve Pleva, and Gary Fortenberry. You have also badly beaten Eric "Barker" Baker but no one is really impressed by that. This is your first tournament and you have been having a great time. You have been playing ASL for 72 hours without a break, you have gone for 64 hours without food, and you have been listening to Pat Jonke whine about his luck for 50 hours straight. You think to yourself, "Poor Pat, he hasn't rolled less than a 10 in 50 hours of play from the sound of it."

You snap out of it as Fish asks you what scenario you want to play. Your attention focuses on the "Fish" - the scraggly beard, the keen eyesight, the stupid t-shirt "The Grofaz". What the hell is a Grofaz?! He asks you again what you want to play. You think to yourself- I don't know, I have only been playing ASL for about a week, I just don't know. Then it comes to you. You grab the last 3 issues of "Fire For Effect" and turn to Chaney's and Mcgrath's scenario column. They won't steer me wrong, they will tell me what scenarios are even and which only appear to be even. You and the "Fishman" finally agree on the big scenario. As you are setting up, you think "I'm going to get crushed, I have only been playing a week and Fish has been playing ASL for almost 60 years." Well, never fear because after reading this article you will have taken Tactics 101.

Okay ASL fanatics, I often read in letters to the editor about people who are just starting the game or have only been playing ASL for a short time wanting base tactics. Here are 14 tactics or suggestions to rapidly improve your game. I must stress that not all players will agree with them. All of these suggestions have hundreds of exceptions to them. That is the great thing about ASL. Every situation is different, even in repeat playings of the same scenario. Most of these are valid 80-90 percent of the time but there are always situations where they will not be.

1. **Know the rulebook**- I cannot stress how important it is to know the rules. I try to read the rulebook cover to cover once a year. Get a copy

of Rick Troha's list of ASL questions and answers that will clarify the rulebook. The rulebook itself will tell you a lot of the tricks of the trade and let you know when your opponent is violating them. A friend of mine recently lost two games in a tournament because he didn't know that you can breach a fortified building with a demo charge. He lost another because he didn't know smoke negates ffmo from a firelane attack.

2. **Don't stack**- Contrary to what you read in "The General" for scenario setup, never stack units. Unnecessary stacking is a recipe for certain disaster. Never stack squads when possible, always spread out and form firegroups. It is better to have one squad in a stone building and another in the woods than to have both together in the same location in the stone building. Use upper levels when possible to avoid stacking. If you don't stack, the most your opponent can hurt with a single attack is one squad. My rule of thumb is one squad with a -1 leader and two squads with a -2 or better leader. Situations may dictate changes in this policy, but players who constantly stack their squads are asking for trouble.

3. **Be aggressive**- This is as valid for the defender as it is for the attacker. Being too passive is the most common mistake the beginner makes. I have seen many games where the attacker sits at his starting point and preps every unit every turn until the end of the game, then loses because he hasn't taken enough ground even though he has killed 10 times what he has lost. I have also played games where my opponent has the chance to really hurt me by taking a small risk, but doesn't because he has conditioned himself to never take a chance. Always be on the lookout for opportunities to nail your opponent. Being able to decide when a risk is worth taking is the mark of a good player.

4. **Don't be too aggressive**- This is especially important with armor. Someone much wiser than myself once said "Remember, tanks don't rout". If you don't need to take a chance then don't. Foolish recklessness is a sin. Each move you make during the game should bring you closer to winning. Don't do something "for the hell of it." Think before you move. Prior to moving that big stack through the open, know it is safe to do so. Be sure the line of sight to that enemy HMG is blocked. If you are not absolutely sure, find another route or move one unit at a time. If you have a lot to gain, then take risks. Otherwise play it safe.

5. **Moving-** Moving is perhaps the single most important feature of the game. Before you move any unit, know where it is going and how it is going to get there. Always move units singly, never move in a stack unless you need the leadership bonus. If you are attacking, try to move so that the defender in his turn cannot move without being fired upon in the defensive fire phase. Attempt to limit the defender's defensive fire opportunities. Get a unit close to his firegroups so that they will not be able to use subsequent first fire against your units which are further away. Recognize when you may be able to overwhelm a defending unit with sheer numbers. Sometimes you can take out a position by running at it instead of shooting at it. This can be dangerous though and is not always the right answer.

6. **Reduce the luck factor-** As a player you can reduce the importance of luck considerably. Don't stack, this helps reduce the possibility of one lucky roll taking you out. Try to retain concealment. Assault move if you are only moving one hex. Always use terrain, use smoke, don't move in the open if possible, etc. Don't rally units that need a 2 to rally unless you must have them in the next phase. This is especially true for broken conscripts under dm. Even if you rally them with a 2, they will probably disrupt or go beserk and charge to their death. Never try to fix a tank's main armament unless you need it to shoot at another tank. Tanks have too many other valuable functions to lose them to a die roll.

7. **When your opponent is down, kick him-** When I am playing a game, I am always looking for a way to screw my opponent. As soon as I break one of his units, the first thought to go through my head is how can I kill this guy through failure to rout. When I prep fire, I shoot at units I can try to eliminate or take prisoner after my movement phase if possible. Whenever there is an enemy broken unit on the map I always try to put it under dm if it may rally in the next rally phase. If you can't kill a broken unit with a fire attack, try to put it under dm in your advance phase instead so that it can't rout away.

8. **Pick the correct type of attack-** There are several different types of attack. Using the correct one for that scenario can greatly increase your chances of winning. Sometimes you want to concentrate your forces to attack at a single point (The Fugitives). Other times you want to attack on as wide a front as possible to force the defender to spread out (To The Square) and still other times you want to grind slowly forward mostly prep firing and advancing (Gureyevs HQ).

9. **Infantry-** Always look for an advantage. If your squads are stealthy, try to get into cc. If your range is better than his, try to get into firing positions where you are at full fp and he is halved. Never move into a hex where if you break you will surrender or die unless you really have to. If you have a lot of leaders around, 8-0's make great flamethrower and democharge units. When on the attack, always set up a prep fire attack group with your best modifier/lowest morale leader (ie 9-2, 8-1 instead of 10-2 or 9-1, unless you expect to be shot at a lot, then use your highest morale leader) and most of your high rof machineguns. The logic behind this is that the higher morale leader should be out in front with the assault troops. His higher morale will help him pass the MCs the enemy will throw at him. His modifier will then help the squads with him pass their MCs as well. Meanwhile the lower morale leader with the firebase still has the same modifier to direct attacks with. When stacking always make correct stacks- everyone but Germans should stack hmg with hmg and mmg with mmg. Germans should mix and match to acheive higher firepower columns. When setting up firegroups try to get correct columns, ie 2 squads and 2 lmg to get a 12 column. Don't forget to use spraying fire, assault fire, dash, and snap shots where applicable. Spraying fire is especially useful for placing residual firepower. It can also be deadly when directed by a -2 or -3 leader. A good leader like this can direct his boys to mow down two enemy stacks at once if using spraying fire.

10. **Armor-** Having been taught the ins and outs of armor by the finest ASL armor commander I've ever known - Guy Chaney, I shall attempt to pass along some of the lessons I have learned at great expense. The most important thing about armor is its immunity to small arms. Tanks should always be used most aggresively (except against Germans with pf's) to drive into opponent's hexes, use smoke dischargers and grenades, cut off broken units routs, bounding fire, etc. When you drive into a unit's hex and survive, the enemy cannot fire out and your infanty can move forward to blast him in the advancing fire phase. Stay in motion with the vehicle as this adds +2 to any reaction fire attack. If you prep with a tank, that is all it does. If you move with him, you can first try a smoke grenade(smoke dischargers), then bounding fire, and then move into his hex all in one movement phase. The ability to prevent enemy units from firing out of an AFV occupied location is the single most important factor in a combined arms attack. A potent stack can be neutralized if a single vehicle can enter their location and remain alive. When on the attack, look for opportunities to hose people with this. You may not want to risk a Panther like this, but lesser tanks

should not hesitate to volunteer for this mission. On the defense, look to minimize the chance of someone pulling this on you. Have AT weapons near your good stacks or place the good stacks in terrain which AFV's cannot easily reach.

11. **Mortars**- If possible, always use light mortars in the direct fire mode. Use heavy mortars (81mm) in direct fire if you can, but only if they are relatively safe from return fire. If you can, always shoot at units in woods. Remember that even the light mortars can be very effective against armored vehicles. Mortars can also be very effective at laying smoke due to the fact that they can lay smoke and still retain their rof.

12. **Miscellaneous**-

A.   Always take prisoners except a 9-2 leader +, shoot those guys.

B.   Never shoot a broken unit that is not eligible to rally in the next rally phase or will die in the rout phase- you could rally them by HOB.

C.   Always dm units if they will be able to rally the next rally phase.

D.   Never take off dummy concealment counters even if your opponent knows that is what they are. They can do two things- deny enemy concealment gain and my favorite: go search out the enemy sniper counter to absorb an attack.

E.   I very rarely shoot enemy concealment counters if I don't know what they are. Bounding fire your heavy groups and run forward a couple of hs into his units' hexes. This comes under being aggressive. Don't allow a couple of concealment counters to stop your attack.

F.   Never search a concealment counter because you can very easily end up dead. Instead, run into his hex. You may die, but it is more likely you will end up only broken and the concealment will be removed.

G.   Suppose you have two concealed squads two hexes away from an enemy squad with terrain between you. My favorite way to attack this guy is to assault move one squad next to him. If he shoots, you are concealed and assault moving- about as good as it gets. If he doesn't, move the next squad into his hex to force him to lose concealment- then jump on him in cc if you have the ambush advantage or two to one odds.

H.   Never get into cc unless you have the advantage , or outnumber him. CC makes for a very chancy affair. Also remember if he ambushes you he can withdraw to a hex within pf range of the tank you may have parked nearby.

I.   Shoot into melees if it is your turn and you can advance more units into it, unless you already have an overwhelming advantage.

J.   Use smoke a lot. The only exception is a unit with a smoke exponent of 1. These units get smoke so rarely you will probably never want to waste the movement factors to throw smoke unless you are crossing a bridge or some kind of choke point.

K.   If you are trying to throw smoke on an enemy unit throw WP instead. The number is one less, but you just might break him. I would only try this if I needed a two or less for wp or if I really didn't need the smoke that badly. If you have a tank, gun, or mortar and you are putting smoke in an enemy unit's hex always try for wp first.

13. **Morale-** Last but not least is your morale as a player. Every player at one time or another has broken and started to go for broke. As things start to go poorly for some players, rather than regrouping and reevaluating the situation, they start to whine about their luck and begin doing reckless things. They then seem amazed that their 4-3-6 didn't stand up to that 30(-4). His morale has broken. When a player's morale breaks he starts contemplating and doing things that are incredibly risky. 10 percent of the time it will get him back into the game, 90 percent of the time he will dig his own grave. Many an intensive fire shot, thrown out in anger over the inability to get a hit, has come back to haunt the firer. This is not to imply that at some point you may have to do very risky things, but it is not on turn 2 after a bad turn 1. If you ever start doing things and hoping your opponent rolls an eleven or twelve, your morale has been broken. The best thing to do is get a fresh coke or beer, take a bathroom break and when you get back pretend you are starting a new game in which you have a disadvantage. I know it's hard to do, but don't be reckless when things go south, it just makes it that much harder to get back into the game. Regroup and try again on the attack. On the defense, cut your losses and fall back to the next line of resistance.

Well that is about it for Tactics 101. I hope this will help the newcomer to improve his game. I am not sure that these tactics are valid against "Fish" though, since he has beaten me the last 37 times we have played. I strongly hope that you will try to attend as many of the tournaments as you can, as they really are a great time.

Good gunning and remember "Just Say No" to stacking!

MONSIEUR OX

The Future of ASL

I've heard an awful lot of serious talk about ASL lately. What Avalon Hill is up to with it, what the General is going to do, what the French are like, etc. Very serious talk by committed folks. So I thought I'd join the club with some serious talk of my own about a subject we can all go for: The Future of ASL. Here's the future, from the perspective (blurry, distorted) of my little window on the ASL world.

Boxed Nationalities: Well, the French are on their way, which is good, since we haven't had anything new since... Christmas. Well, maybe we're a little spoiled, since the pace of releases has been pretty fast in the last few years. But after the French, what? Well, there are those Axis minor vehicles and ordnance... Not very compelling stuff, and really most interesting for some people, I'm sure, just for the sake of having a "complete" set of ASL materials. But let's face it-- we're out of combatants to add to the mix. Short of adding the Spanish Civil War and/or Korea to the ASL theatres, the ASL OB is about complete. And an era is ending (Heavy music rises to a crescendo).

Scenarios: Here's one area where we haven't seen nearly all of the possible permutations. Sure, some of the really nifty actions would be mighty obscure (and the awesome Finnish cavalry rushed to the attack, beating back the Indonesian partisan horde!), but what the heck, cool scenarios are the day to day life of this hobby. And for them, we have a trickle from the General, an annual clot from the Annual and the steady stream of mixed stuff coming from newsletters and conventions.

As an example of continued innovation, the other day I received a new scenario from one of my favorite designers, Dan Dolan, the would--be Jyrine. It's pretty interesting for a number of reasons, but most notable, perhaps, for the fact that it doesn't use any boards. That's right, this clever chap figured out that if you plop a bunch of overlays on top of the Ocean overlays you get -- islands! And with the release of more overlays in the future, it will be possible to create just about any sort of weird terrain. And that will mean more wild scenarios, and continued interest.

Of course, a big variable in the "Scenarios are the lifeblood" theory is the question of what players are looking for in the game. The heavy hitters are most interested in competition, and often play the same scenarios over and over, while others are looking for new vistas and challenges. Many are simply trying to catch up with the new rules, and there's no telling what they'll do when they finally arrive at the end of Chapter G. Maybe a lot of people will check out when there are no longer new frontiers in terms of terrain and optional rules.

Historical Modules: Since I regularly feel the call of Red's Barbecue, tempting me to begin another campaign slugfest in Stalingrad, it's not hard to see that releases like RB and the upcoming Kampfgruppe Pieper could be a long range vision for the hobby all to themselves. As long as they offer some opportunity for smaller scenarios, these cool boards and neat OB's will offer good playing for a long time to come. I can honestly say that I am able to picture myself re-starting an ASL career in 10 or 15 years, just to dive back into the rubble of Stalingrad via RB. So when I picture the others, both likely and unlikely, that we've yet to contemplate (Sevastopol, Anzio, Caen, Tobruk?) I can see a long future for the game.

Game Advances: But what about the tide of game development? If we keep doing rules errata but the mechanics of the game remain unchanged, doesn't ASL risk being blown by? What about the rise in ability of computers to do cool game simulations? Well, it's possible and likely, I suppose, that ASL will someday seem as archaic as Tactics II, only more difficult and obscure. We may seem like fools for having worked so hard to have fun. After all, the rulebook is impossibly complex, the counters ridiculously numerous, the boards heavy, etc. (One fellow recently weighed in his ASL "travel" kit at over 60 pounds.) Wouldn't it be nice if a computer kept track of all the rules and rolls, clearing our minds for tactical considerations? Maybe, but the fact remains that sitting at a computer is not sitting down with a friend to play. And although computer interfacing has made great gains recently, and it's become possible to link a bunch of them together for head-to-head competition, one still has to sit staring at a screen instead of at one's opponent, his hands and a mutual board. I avoid sitting at a computer more than necessary for just that reason, and don't put a lot of stock into computer games, regardless of their exciting advances.

But that's not to say that ASL, Deluxe ASL, miniatures gaming and computer gaming won't all come together when some wacko designs

huge, acrylic, lighted ASL boards with holographic infantry and vehicles that move as ordered by players with pocket calculators linked to a tiny computer mainframe that arbitrates according to the ASLRB. Coming soon to conventions everywhere! Is that the future? Who knows, but we're certainly headed that way, according to the trends in minis, computers and ASL.

One thing we've experimented with recently in these parts is Double Blind Moderated ASL. We ran a four player Bulge scenario at the Michicon convention, with SSR Fog that helped keep everyone guessing. As you can imagine, it was a bit confusing by nature, and not completely smooth, as it was hard work for the two moderators, but all involved had a blast not knowing much of anything about their out of LOS comrades, let alone the enemy. It was a pretty small scenario, but we actually managed to play 6 turns in four hours. A highly recommended new frontier.

Of course, the future really belongs to the amalgamation of rules, boards and scenarios that are ASL as a whole, and more particularly, to the players. I can see signs that ASL is picking up more players every year, but I don't know if there's any real growth. That ignorance aside, I think it's safe to say that most of the ASL players of tomorrow are already playing the game. And in that sense, the future simply belongs to us. In terms of additions to the game, we've come from the beginning out to this point CX. But now it looks like those days of easy, constant expansion are ending. Still, if we keep playing,there's already so much material that we'll never have to stop, regardless of support from the Hill or anyone else. And that's as exciting a proposition as we're going to get. So I'm going to go fondle my dice now. Thanks for listening. And let me know when that hologram stuff is ready.

BLOODY CAVALRY: SCENARIO ATP2 ANALYSIS

Dan Dolan

Recommended German Set-up:

HIP Units:

```
2X8     Psk,658
17V9    LMG,658/Radio,8-0
2O1     88mm ATG,228 crew   CA P0-P1  BS 16Z6
17U7    75L ATG,228 crew    CA V6-V7  BS 17AA8
```

Foxholes: 2J4, 2J5, 2K5, 2O5, 2P5, 2Q6, 2T6
Roadblocks: 2R7/S8, 2V4/V5

Other units:

```
16L6    ?x3
16O4    ?x2  (1st Lvl)
2X2     ?x2
2K6     81mm Mtr,228 crew   CA L5-L6  BS 16Z10
2T1     8-1/LMG,658
2O5     LMG,658  (in foxhole)
2Q6     10-2,HMG/658  (in foxhole)  BS 17CC3
2T6     50mm Mtr,348  (in foxhole)  BS 2BB1
2W7     9-1,MMG/658              BS 2Z8
2X10    348
2K5     658 (in foxhole)  Mortar spotter (81mm)
16X10   LMG,658
17W4    658
```

When I first saw this scenario it was quite different from the one that finally was published in ATP #10. It has been a very long and sometimes frustrating thing to watch this scenario go from the rough draft to final work. This scenario originally contained an AVRE, a Crocodile and 2 Sherman IIc's as well as a Cromwell. Upon researching it we came upon some information that changed the British armor forces to their present state. This caused the revised scenario to go back to step 1 in the playtest. There was something about it though

that kept drawing me back to it.

Well, on to the main purpose of this article. The German setup. My main line of thinking in setting up the Nazi defense is to try to keep the British infantry from getting up onto the hill early. By early I mean turn 4 or so before the main assault begins on the forward hill positions. If the Brits can be held off the hill and the reinforcment group can get into positions around 2J4-K5 the British player may not be able to prevent the Nazis from slipping a unit on to Lvl. 3 on the last turn. The German's problem is that with only 10 squads he can't both prevent a drive down one of the flanks AND defend the hill. This is where the Nazi is faced with some tough choices. His decisions will decide his fate.

The buildings on the North side of the hill (around 2U7 crossroads and on Bd. 17) will yield the British the 9 buildings needed to win and provide a good jump off area for the final hill assault. The British player is going to have to send infantry in to secure these buildings. By making him fight for them it keeps his infantry from getting up on to the hill. It is also tougher for him to use his OBA over here due to the LOS blockage in this area. He can see the hilltop from just about anywhere so he'll probably use it to help knock out your hilltop positions.

The 10-2 and the HMG in 2Q6 will fire at the first good infantry target that presents itself when the British player moves onto the map. This will serve to give the British player something to hinder his movement through the grain in front of the hill. By boresighting the house at 17CC3 it's hoped to give the British a nasty surprise if he seeks shelter there. Breaking 2 or 3 squads in y ur Prep fire would go a long way toward throwing him off stride.

Is there a more perfect spot for a mortar than 2K6 using spotted fire? The LOS from the spotter's hex (2K5) may not be the best but he's gotta come and clean you out of there to win. The ATGs are used for flank protection and can also take shots at any armor that exposes itself on the hill. They must try to score a kill with each of their first shots as they may not get many more chances. If the British, upon viewing the set-up ,try to flank the hill on Bd. 16 then the German must use his forces on Bd. 17 to reinforce the hill from the back side.

The German must be prepared to combine a tough fallback defense of

the buildings with fanatical defense of the hill. The British must not be allowed to move through the grain in front of the hill. A push through here followed by a MG firegroup up on the Lvl. 3 hexes around 2P5 can cause real problems in the repositioning of the forces down in the village.

The 80+mm OBA should be used to hit any infantry moving through the 17Z4 woods mass. The Ldr and the radio should stay hidden as long as possible with the thought of running out late and possibly recapturing a building or two at the end of the game. The hidden LMG squad should be used to provide protection for the ATG in the grainfield from close assault.

The turn 4 reinforcements can be used as a counterattack force vs. any threatened area. But I prefer to move them into positions on the back side of the 2J4-K5 Lvl. 3 hexes. They are held in reserve to move atop the hill on turn 10 and steal the win. Infantry and armor lurking around the hilltop on turn 9 will present the British with some very dificult problems.

As the German player you must resign yourself to the fact that the British can go big wherever they want to. You MUST keep in mind the fact that the Victory Conditions are very tough for the British player to accomplish. He must control 2 widely separated areas against a very capable albeit smaller force. Don't lose faith if he does early damage to you but continue to try to delay and harass his forces as they try to occupy the victory hexes. Above all keep a "force in being" in position to move against the victory areas on your last turn. This is your ace in the hole which the British must strive to combat with his every move.

This scenario is one of those that neither player will feel very comfortable with the forces at his disposal. The thing that sets it apart is the fact that those forces are SO HEAVY. As the designer said about it "it's all about awesome carnage and destruction". He wasn't just whistlin Dixie. There is going to be some serious shots taken in this one, by both sides. For those of you who subscribe to the old Marine axiom "See a hill take a hill". This one's for you Bud, enjoy.

[After publication of this scenario and subsequent discussion with some experienced players, most of us came to the conclusion that this is a very tough scenario for the British to win. I would welcome suggestions that would help balance this scenario. Thanks...Faust.]

"BRIDGE TO NOWHERE:" ASL 54
ANALYSIS

Gary Fortenberry

Recommended Russian Setup:

Bridge Security Platoon

aa9	1SFH 426
bb3	?,dummy
aa3	?,3 x dummies
z2	?, 7-0 (9-1), mmg, 447 (9-1 if balance is given).
w4	?, ATR 426, lt mtr 237

Village Garrison

u5	426 x 3
s6	9-0, lmg,447,lmg,447
r5	6+1 atr 527,atr 527
o6	lt mtr 237,426,426

Soviet Defense in Bridge to Nowhere:

Having never done official scenario analysis, I wasn't sure where to start. After thinking about it for a bit, I decided to just jump right in and follow the procedure I normally follow when setting up a scenario for the first time.

The very first thing I do is look at the boards I will be playing on. When doing this, I try to get a feel for the natural positions for defense, probable axis of attack, and danger areas. By danger areas, I mean areas in which units could easily become surrounded or find themselves with no path of egress, either routing or moving.

Starting with the probable axis of attack; I can see that there are only three locations allowing infantry to traverse the river, and they MUST cross the river to win. The bridge is where the main thrust should come. The ford in x4 is very rarely used, while the ford in r3 is used by most Italians in order to spread out the Soviet defenders, making it easier to cross the bridge. The bridge security platoon with its questionable infantry has the honor of halting the Italian thrust across the bridge.

While they must hold out for a couple of turns alone the village garrison and more importantly the T-40 must reinforce to stop the Italians. With proper placement I believe the Italians can be stopped cold.

The fords can be adequately covered by fire with a light mortar and a HS placed in 7w4. This allows mortar fire to 7r5 which must be entered to reach a ford that crosses the river, it also covers 7r4 with fire. If the mortar can hold off the fording Italians long enough for reinforcements from the village garrison to arrive, the Italians can be bottled up on the far side of the ford for the rest of the game.

Around the bridge itself, a 426 goes in the foxhole across the bridge in aa9. This will cause the Italians to fire at the 426 in order to clear a path allowing access to the bridge. The 426 is sacrificed instead of the 237 for several reasons; First, the 237 does not pay inexperienced penalties when using support weapons (this is important when using the mortar or mmg); Second, the 237, if used to block the bridge, can be eliminated with two attacks, the first breaks the 237, the second eliminates it. It is true the 426 can be disrupted by the first attack, but it will probably take at least two attacks to remove/ disrupt. In a few games I will place a couple of dummy counters or a concealed 426 in z8, bb6 or y9. If the Italians ignore these units there might just be a squad under that ? to place a little residual firepower in the approach to the bridge. I think placement of more than 1 unit across the bridge is best used very rarely.

I like the 7-0, (9-1) if your opponent gives you the balance (and he should), with the mmg and 447 in 7z2, with the intent of moving or advancing to y2 in your first MPh/APh. This allows placement of a firelane to aa5, along with a residual firepower counter of 4 strength. When the tankette moves to y3 or to bypass in y4/y3 reinforcing the bridge, this mmg placement will allow the mmg FG to fire alongside the tankette to aa5 without the +1 modifier for firing through an AFV/wreck. The final 426 along with the ATR is in x2, this allows fire to bb4 (a common gathering place for broken Italians). I also like 4 dummy counters in aa3 to cause the Italians a bit of concern when entering the bridge itself, or to draw a little fire (As Fish is fond of saying, "If they're shooting at you, at least they ain't running at you").

Setting up the Bridge Security Platoon is important, setting up the Village Garrison is no less so. The units of the garrison are likely to find themselves reaching the bridge/ford at exactly the right moment to

prevent disaster.

The light mortar in o6 will attempt to reach o0 by the end of turn 2. The 426s in o6 will move to p9. Both of these stacks can hit the exits to the r3 ford, and the mortar can also hit the ford entrance at r4. The units in r5 will cx and move to 7s2 if able to, without coming under fire, with the objective of setting up in t2 to really seal up the ford. If the approach routes are under fire, they will attempt to reach 17t10 or 17u10. From t10 they can advance to s1/t1/or u1 depending on Italian positioning. From 17u10 they can advance to 7u1 or 17t10. The 9-0 [lmg,447] x2 in s6 will cx and move to 7y1, advancing to 7y2. This move will up the firepower bearing on aa5 20IFT when combined with the mmg and 447. The 426s in 17u5 will move/advance to x9 and continue to aa1 in turn 3. These units are moving to bring fire on the 7bb3 Italian Hidey-Hole.

The tankette will attempt to reach 7y3 to add its 8FP to the bridge defense. Some like to hide the tank behind the stone wall on board 17 in order to have its FP at scenario end bearing on the victory hexes. That cowardice is not for my brave Heroes of the Soviet Tank Forces (besides there may be a commisar watching). If the Italians have an ATR within a couple of moves of 7ee7 this position for the Tankette may be unadvisable. Instead, the tankette will go to an alternative position. The T-40 can reach bypass in y4/z3 on turn #2, this will allow the Italians to attack the tankette with Street-Fighting, but if the rest of the bridge defenders are doing thier jobs the Italians should be hard-pressed to get to a position from which they can attack the tank in CC. If the Italians are able to force the bridge or the ford there are no Soviet paths of retreat that can be easliy cut off (except the tankette).

While this analysis deals with the Soviet defense, I think some dicussion of the probable Italian plans is in order. The bulk of the Italian forces must be used to force the bridge, including at least 3 447 to use their measly smoke exponent to try and give themselves a little cover. The units used to attempt to ford can reach 7r5 on the turn 1 MPh if stacked with a leader. These units can cross the river on turn 2 if not interdicted. An uncontained crossing of the river at r3 could draw many more Soviet units into the defense of the ford than can be safely released from the bridge. The Soviet player must avoid this trap at all costs.

I hope this analysis adds another view to your planning in this scenario.

ONE LAST TIME

Unbelievable how a provocative article such as "A Pox on Variantism" can get the home fires burning! Only a few paltry letters greeted my initial challenge for further discussions on the IIFT/IFT issue; yet look what happens after I take a whack at the icons of variantism! Many letters are printed in the next few pages regarding the idea of variants and use of the IIFT.

To kick this off (and keep things on the lighter side), I've published a hilarous article by Kurt and Eric on the next page, followed by an extensive Forum section. To some of you published on the following pages: "shame on you" for not responding to the initial challenge in the first place! Cattle prod tactics will not be eschewed by this editor if that's what it takes to get you fellows to write in.

Several readers have given me grief for being rather unanalytical with respect to comments about the Q-IIFT, especially with regards to its lethality. Fair enough, I should have seen its flaws before I ever printed the article anyway! Here is a simple analysis demonstrating the improved KIA power of the Q-IIFT vs the IFT:

Assumptions: FP=7 on Q-IIFT vs FP=12 on IFT, DRM modifiers=0, except for possibility of the so-called Wild Negative DRM.
P[KIA at 12FP] = 1/36.
P[KIA at 6FP] = 1/36.
P[KIA at 7FP | Q-IIFT] = 1/36 plus probability of rolling a '3' DR with a chance of a lucky -1DRM (i.e colored die equals '1').

There are only 2 ways to roll a '3', a 1,2 or a 2,1. Half the time you are going to get that lucky DRM, i.e, 1 chance out of 36. Ergo, P[KIA at 7FP | Q-IIFT] = 1/36 + 1/36 = 2/36.

With the Q-IIFT, you can have TWICE the chance of rolling a KIA using 7FP as you do using 12FP! Vs. a target with +1 TEM, a 7FP(Q-IIFT) attack can KIA, while a 12FP(IFT) attack cannot!

Point/Counterpoint: IFT vs. IIFT

The IFT. The IIFT. Recently the subject of much debate. Since it's a question that runs close to our pulsating little chest muscle of desire, we thought that we would apply the time-honored and insightful practice of point-counterpoint to the debate.

Eric Baker (speaking for the IFT): Well, Kurt, I see that you've taken up the side of yet another lost cause. You actually like the Incremental. I guess I shouldn't be surprised by that, coming from a guy who likes to play the Maoris in Taking of Takrouna, theGermans in the Shortest Way, and the Democrats in various elections.

Kurt Martin (nobly supporting the IIFT): Gee, Eric, maybe I took this side because I felt that a pasty old Republican fart like you would need a big place to sit, so I gave you the IFT and a chance to unfold your QRDC to put on your two chairs.

Eric: Cute, but not factual; the day I become a Republican is the day you'll buy stock in a disposable diaper company, my would-be expert friend.

Kurt: Yes, yes, be sharp-tongued and try to steer the conversation away from the bitter truth -- the IFT is just as arbitrary as can be, with its neat little FP divisions. But let's be honest for once, shall we? Just how much sense does it make that I should fire my two 4-6-7's at one target, and the LMG one of them has at something else in order to maximize my fire on the IFT? And how about those swell 15 1/2 FP shots? Gee, somehow they're IDENTICAL to a 12 FP shot. Amazing logic for a game that measures the severity of wounds, the level of ammo for guns and the current and depth of rivers. Sounds like cheez whiz to me.

Eric: Kurt, you ignorant pig. Of COURSE there are arbitrary divisions. What are you going to do, count the rounds per minute output of various rifles during the war and have a chart that goes up to one thousand to account for them all on the table? As John Hill said of the original Squad Leader, the system is an 'artists' view of combat, rather than a 'scientific' view. The system was never meant to capture the hard facts of rate of fire, throw weights, ranges, etc. It is supposed to give the feel of those aspects of combat (as versus a game like Tobruk, which is definitely a scientific game). For this reason incrementing the IFT makes no sense, as it doesn't add to the 'realism' of this artist's game. Anyway, I suppose you're one of those nimrods that organizes his AFV's by vehicle number.

Kurt: Eric, you truly are a balding slut. I can't believe that you've taken up the company line on this one. Inconvenient maybe,but the IIFT is simply more realistic, something we all can appreciate. When you shoot, you shoot for all you're worth, just as you would when facing a threatening enemy, and you get a greater effect for doing so. It is as obvious as that, even to a bacon-burner like you.

Eric: Realistic? To you and all those Wehrmacht wannabes who want a more "Realistic" wargame, I give the following advice: Move to Michigan. In February, dig a four foot deep hole in an out of the way corner of your yard, using only your belt buckle, and live in it for a week (never letting your head be exposed above ground during that time). Using a dull pocket knife, open up a half dozen small wounds in your extremities (be sure to rub enough dirt in them to get them infected and festering). Arrange for a tracked piece of heavy equipment to run over your hole at least once daily (with you in it, of course). Then, at the end of the week, strike yourself on the head with a 16oz mallet (to Realistically represent the mortar round that landed next to your hole). Then crawl out of the hole, and make your way to your house (on your belly the entire way). Stumble in, place yourself under arrest for leaving your post and immediately hang yourself for desertion. Then I'll believe that you really want a more "Realistic" wargame (and I won't have to listen to your whining about the IFT...)

Kurt: The stormtrooper emerges. You aren't one of those Perot guys, are you? Can't handle an argument, so you get nasty, then take your marbles and run for home...

Eric: The final word about the IIFT is "optional." It's optional, meaning not mandatory, my scrawny, less-than-conscript pinhead friend. Being optional, you're free to ask me to use it when we play. As I am free to say "no", which I always do. It's a stupid variant that adds nothing to the game, and may very well detract from it. And it's optional. Period. End of this lousy discussion.

Kurt: Gee, Mr. Liberal Arts Major, I thought this was still a game. You know, something we did for fun? So the IIFT always struck me as a fun option, not as duty on the Eastern Front, or an IRS sub-form, or an hour with you. Lighten up and use a table that doesn't play base-2 favorites. I'm quite sure it won't hurt anything but the ego you're carrying around in that gym bag.

Eric: You're wrong. Now piss off.

Kurt: Go play with your dice. Oh, and Eric? Your mother says hi.

FORUM

For better or worse, it worked. Last issue's piece entitled "A Pox on Variantism" stimulated quite a bit of mail, much of it published here. Letters to the editor had been getting a bit drab; the only way to spruce 'em up is to serve a few provocative remarks to the readership. The fact that some readers were offended is not pertinent to the matter at hand-- such persons are heartily encouraged to drop their subscriptions if they wish to eschew matters of controversy and import. Frankly, I see this as no great loss. Remember that this editor feels that At The Point must live by its namesake, not languish by mincing around issues that affect the future of ASL.

By the way, it seemed obvious to me that "Pox" was a clearcut example of plain and simple "editorializing" (defined: expression of an opinion in the form of an editorial-- as on a controversial issue). Such activity is the sole province and release for brave folks-- such as myself-- who go to the trouble of devoting valuable hobby time to the publication of a magazine rather than playing the game. This priviledge won't ever be relinquished-- mainly because, from time to time, I will find it necessary to stimulate the readership into thought and discourse. Those sensitive to such material are hereby notified that you should recognize its purpose as simply that, nothing more. Alternatively, go ahead and find something else to read.

I have also been taken to task for mishandling the Q-IIFT piece, which is utterly incorrect. ATP does regret that Mr. Windau and others might have erroneously inferred that the publisher might consider him to be a 'quack', such is definitely not the case. However, ATP does not consider the description of the flawed nature of the Q-IIFT, as printed in the last issue of ATP, to be unjust in any way. The Q-IIFT feigns to cure the disease of simple-mindedness as it applies to those who dislike using the IIFT. No such disease exists and no such cure is needed, thus, the play on words seemed appropriate and was directed solely at the Q-IIFT. If anything, it is the publisher-- not the author-- of such material that should be deemed a "quack" by the readership-- after all, it is his own (ir)responsibility for disseminating such stuff.

Beyond that, authors themselves are often responsible for making

incorrect assumptions about how an editor will handle a submission. Here are some clearcut and simple guidelines for authors who submit material to ATP (or any magazine, for that matter). These seem obvious to me, but I've recently learned that I need to make a few things PERFECTLY CLEAR around here:

a.   If you don't want an article printed, don't send it!

b.   Otherwise, indicate so specifically when you do send it!

c.   Don't refer to it as an article when you discuss it in your letters, thereby misleading publishers, who will assume it is ready for print!

d.   Don't later accuse them of mishandling your article or "printing it without your permission" when they have already made the obvious and reasonable decision to print it based on your presentation!

e.   Don't wait 6 months to register a protest for printing an article that you felt was not ready for print, especially when the only person who knew that was you! In that period of time it will come under close scrutiny, so you only have yourself to blame if another writer or editor finds it his mission to take your work to task and point out its flaws.

f.   My new and explicit policy with respect to submissions to ATP is printed on the frontispiece. Read and understand it.

Dear Marc,

Enclosed is a check for $20 to extend my subscription for another year. You are doing a very good job with ATP. Six more scenarios (that I will never get to play). I agree with you 100% on the IIFT and other ASL variations. In fact, I am not thrilled with the optional rules included in the rulebook, because they too tend to fragment the hobby. With all the scenarios, DYO and campaign game possibilities, ASL does not need more variation. [1] Monsieur CX has some interesting points on Victory Conditions. The VC really control how a scenario plays, in sometimes subtle ways. I played in a tournament that was decided on points-- Attacker's CVP minus Defender's CVP plus Attacker's Exit VP. I was the defender; my opponent didn't think that he was strong enough to be successful so he didn't attack at all; he just traded shots all game. As it turned out, most aggressive attackers took large losses and my opponent did very well. Meanwhile, I did very poorly as the defender and there was nothing that I could have done about it-- I was too

weak to attack and my opponent refused to attack.

The S.T.A.R. failed to excite me. There are lots of ways to run a tournament. I love Oktoberfest, and my own team tournament works very well. Also, I see no need for R5.6. In a No Quarter Scenario, Mopping Up is not an option, and who wants to remember which building locations were passed through in a large building. The rules have a very clear building control rule. Why not use that? I am afraid we have another local variant. [2]

Kudos to Ronald T. Clawson. The Rules Synopsis is brilliant. I have had the same idea, but haven't had time to actually do it, other than the night rules. As soon as I play all of the ASL scenarios I will try those in ATP. I favor articles on strategy, tactics and analysis. New scenarios don't excite me because I don't have the time to play all the existing ones. I dislike variant articles, but I enjoy articles putting them down. I am looking forward to more issues of ATP.

Sincerely, Jim Stahler.

[1] Thank you, Mr. Stahler, for recognizing the "Pox" editorial for what it was: a diatribe against variants, and not an exclusive assault on the IIFT. Admittedly, the IIFT was singled out as an example since its the best (worst?) one we've got as far as variants are concerned.

[2]. The S.T.A.R. article can be viewed as a good first attempt to provide a standard for tournament play. Frankly, this is more important than any of us might realize. Avalon Hill has announced (prematurely, in my view) the Triple Crown of tournaments involving Avaloncon, Oktoberfest and the never-before-held ASL Open. There is going to be some pretty big prize money involved at the ASL Open, which is great news. The problem is that the cartful of prizes has been setup before the workhorse of standardization in tournament play. That is OK, to make ASL Great we all need to start somewhere, and I'd like to say "hat's off" to Curt Schilling for conceptualizing and implementing the idea in the first place.

But there are potential problems. Avaloncon has a rather unusual AREA point system for championship determination; whereas Oktoberfest is a semi-round robin with arbitrarily and/or informally selected opponents and seeding. The ASL Open is going to be Oktoberfest style, I think. How do we reconcile these different systems,

with potentially ambiguous victors, in determining the national champion? If a dead heat exists, who is going to choose the National winner? Apparently Curt Schilling is going to be that lucky guy since he is running the ASL Open. Where are the criteria for selection printed for all to see and, more importantly, who established them? Will they vary from year to year because no standard is implemented?

This was never any big deal when tournaments were smallish affairs and prize monies limited to $50 or so. As the purses increase, the stakes increase, and the risks of conflict and recriminations increase. There must be no opportunity for players to point fingers and say that "so and so won because he is a friend of the tournament director." This comment does not reflect at all on the very definite integrity of existing tournament directors, but simply on the lack of bona fide, repeatable systems for tournament use. We need a defined method of picking a winner in the case of a dead heat in rankings and we need a defined method of resolving rules conflicts that will spring up more and more as the stakes increase. Curt has made a step in the right direction by appointing a triumvarate of judges that will assess rules conflicts during the Open. My feeling is that these judges shouldn't play but simply adjucate between the players. A lot of work needs to be done along these lines that can never be done before the Open next January; my hope is that no unhappy situations will arise as the thing gets rolling. Good luck to you, Curt Schilling, Don Greenwood and, of course, the grandpappy of ASL tournaments: Bill "Grofaz" Conner. The cat's out of the bag, we hope you are ready for the consequences.

In sum, S.T.A.R is not evidence of fragmentation but the glimmerings of tournament standardization-- a very difficult but not unachievable goal. Finally, I must say that I disagree with you about the building control rules-- they are atrociously ambiguous as currently printed in the ASLRB. It is only once you pick your interpretation that the control rules become "very clear."

Dear Marc,

You seem to have stirred up something of a homets' nest with your latest issue of ATP. I've had a couple of letters from Mr. Windau, quite a number of individual letters and comments from other fans-- most taking you to task for your views on variants, and specifically the IIFT. [...]

Seems this IIFT has become a bone of contention, a role it was never

intended to fulfill. I will repeat, it is a variant only-- not gospel certainly, but a fine little option if both/all players involved in the match agree. No, it has not been rigorously playtested; no variant can be, since we lack the manpower, time and money. No, every scenario thus far published has not been played to see what impact its use might have upon the balance; I'll leave that to others of the ASL fraternity. Still, I do not feel that the use of the IIFT is some form of deviant heresy. It is merely a fun addition to spice up a form of entertainment for consenting adults. One even Mac, Charlie and I use upon occassion (when we have time to play, which isn't often these days).

I suppose that the newest ASL Annual will add fuel to this "raging controversy" on the IIFT, for within it is a lengthy letter from Mr. Kaufman [...] on his original effort, and a short piece confuting Mark Nixon's points. Be that as it may, I'd hope that all realize that ASL is just a game, and this IIFT but a clever variation on that game. I wish now- with hindsight- that I'd put a disclaimer in the '92 Annual to this effect.

In closing, I find it supremely ironic that after urging "everyone to stop using the IIFT" [...] your same issue carries two scenarios [...] which specifically recommend use of the IIFT. Either poor editing of your scenarios, or a lack of conviction on the part of the editor(s). Whichever the case, it does not reflect well on ATP. As always, I remain,

Cordially, Rex A. Martin, Managing Editor, ASL Annual.

[I'd like to thank you for your letter. It is certainly interesting learning more of the gossip about this situation. Whatever the end result, it is obvious that the IIFT has become the focus of an editorial that was really intended to present my personal views on variants.

It is best for me to remain amused and objective about the true irony involved here while I seek a solution that will best defuse a (delicate?) situation. Potential parallels that caused fragmentation of Dipdom are evident-- precisely the situation I was trying to prevent with my diatribe. Even the editor of the ASL Annual contacts me with vague referrals about letters to him from unhappy ATP readers (!) who apparently feel I have substantial influence to quash variant developments at the Hill. Good grief. All this inuendo reminds me of the developments leading up to the schism in the Diplomacy Hobby. How ironic, indeed, that the IIFI/IFT issue could possibly cause the ASL hobby to come to this, should the hubbub continue.

In response to your remarks, Rex, the supreme irony here is not at all that I chose not to censor scenarios presented by a European counterpart. The "Pox" editorial most clearly implied that scenarios might invoke any type of SSR at all without detriment. More to the point, the designer may have balanced the scenarios assuming utilization of the IIFT, a saliency that I did not fail to grasp. Further, I do not find it the function of my position as editor of ATP to covertly impose my personal will upon articles and scenarios I have chosen to publish. I take it from your comments that you find this a weak policy, lacking much in the way of conviction. Nevertheless, I choose not to modify another's work to assure concurrence with my viewpoints on issues of substance. My own views will remain just that, they will be expressed in editorials and commentary of my own creation and will not be stealthily manifest in the work of another person for the sake of apparent unity on controversial matters. That policy, in my view, reflects very well on ATP, despite your criticism in this regard.]

Dear Marc,

Enclosed is my check for $20 to re-susbcribe to ATP. I want to thank you for your efforts in producing ATP. In particular, I wanted to convey that the articles dealing with the analysis of rules, tactics, and their application via the replays have been most useful, in my opinion.

In gaming terms, the definition of a "classic" game is a game that you return to over a period of time with a high interest level. It maintains interest with continued applicability. [...] When I recently became involved in a RB CG, I found myself going back and re-reading the numerous RB articles and found them to be very useful. Now that I am getting into the PTO, I find myself going back to past issues to re-read the several excellent pieces on the Japanese. [...] In this respect, I believe that ATP will over time be more prone to be "classical" than even the ASL Annuals. Case in point would be the article in the Annual on the RB CG replay. I thoroughly enjoyed reading the article and it definitely sparked an interest to play a RB CG. [...] However, I have not found it particularly useful to reread the article to facilitate in the play of the game a year later. [...] None of this is meant to be critical of the Annuals. I think they are great. They are meant to be different. The point being is that ATP fills a void for me with these types of articles. Keep 'em coming! [...]

I would also like to make a comment for consideration that might even further enhance the value of the analysis-type article: for use as a teaching

and training device, perhaps it would be possible to include a little hands-on training a la the Training Manual. While this may not be necessary or possible in all cases, use in an article such as on PTO cave tactics would be handy. [...] As this topic is complex and new, and since this is probably going to be "the year of the Japanese" in ASL play, it would be very useful in order to get more people (like myself) "up to speed." [...]

Finally I would like to make a few comments about the article on "variantisms". [...] Though I have been playing ASL for about 2 years, I am one of those gamers dating to the early 60's. [...] Again, though I am fairly new to ASL, I believe I am safe to say that we, the ASL hobbyists, have something very unique and wonderful. [...] But do we recognize what we have? We can have it, we can hold it, we can love it, we can cherish it. We can also mess it up. [....].

I was a first-hand witness to what happened to Diplomacy. Rex Martin has more than adequately described this in print. I also saw the same thing happen to a segment of [ancient] miniature gaming that had many parallels to ASL. [...] Somewhere and somehow, ancient wargaming turned sour for many of us. It no longer became fun to play. While much has been written in miniature wargame journals on this "decline", I believe it to be very simple in explanation. I believe the decline occurred because of two basic attitudes that developed in some of the hard core players-- egotism and elitism.

While there existed in the hobby a continuous healthy atmosphere of debate and growth, some "felt the calling" that they were chosen to lead the others to the promised land. Only their ideas and opinions counted. Once thought and discussion became DOGMA, the growth of the hobby halted and schism became inevitable. [...] Once the spiritual leaders of the hobby closed their minds to new ideas, one could point to that as the watershed in the decline of the hobby. The number of new gamers attracted to the hobby slowed to a trickle. [...] The Journal of the Society of the Ancients shifted its focus from informative issue-oriented research to acrimonious discussions of personalities.

Elitism is something that must be guarded against. Each one of us in the hobby has thoughts and ideas. We are not cattle and sheep that must be led. To be able to read the ASL rules and understand them requires a fairly high level of intellect. Intelligent people must be dealt with in a dignified and respectful manner to avoid turning people off. As an editor of an ASL Journal, you have a responsibility that may not have occurred to you. You

possess a great deal of "power" in the position you occupy. Your voiced opinion can create a healthy atmosphere or it can do the opposite. Please keep an open mind to all sides. While the "old guard" of the hobby is the heart of ASL, it also takes new blood to sustain a healthy heart. [...] With focus on issues and not ego and personality, the hobby will prosper. The message you sent will not have the effect you seek.[...]

Personally, I don't think the IIFT topic should have ever been broached in ATP. In my opinion, the space could have been better utilized. But to make such a one-sided presentation together in the manner it was done, was even worse than a waste. It was a shame. [...]

Sincerely, Stephen Tinsley, C.P.A

[Barring the last, which seems to contradict your initial view that I should give time to the IIFT debate and similar new developments, the above is well said and worthy of consideration. My provocative words were not meant to herd the readership, as you imply, but to draw readers such as yourself out from a too-long silence. Too many readers are simply passive subscribers-- until sufficiently provoked to profound eloquence, which, sadly, may not ever be again manifest. Hardly a waste, I dare say, and certainly not a shame that the readership might hear words-- words that I strongly believe in-- from someone other than myself. If I could count on people like you to provide such fascinating material without provocation, I wouldn't provoke. What really seems a shame is that I can't think of a better way to stimulate interesting dialog with my readers about relevant issues without providing a bit of shock treatment to get the pens flowing, so to speak.

Remember, providing a personal view in an editorial in ATP should not give you cause to think that I am shutting the door on anything, so please don't jump to conclusions. You might re-read "Pox" and realize that, at worst, I encouraged verification of Mr. Windau's findings before their dissemination and citation as proof of IIFT validity by people who don't mathematically know any better. If that comments smacks of elitism it is only because probability theory is not necessarily within the immediate grasp of those that like to use the IIFT, regardless of intelligence. I'm intelligent and I won't claim to be as good an accountant as you; surely you don't think all who tout the IIFT are as mathematically capable as Mr. Windau, who is a mathematician by profession. At worst, everyone knows that I discourage the profligation of variants because of a sincere concern regarding hobby

fragmentation. At worst, I told people to stop using the IIFT only because it seems like the "in" thing to do and ask themselves whether it is really a "smart" thing to do. Whether all this is as irresponsible as you imply isn't for me to judge, being in the thick of this "tempest in a teapot" -as Rex Martin describes it. Time will tell, anyway, what comes of all this, but ATP certainly hasn't reached the stagnation that the Journal of the Society of the Ancients apparently achieved. It is indeed fortunate that you have decided upon a pro-active role to prevent movement in that direction, for that I do thank you.]

Dear Faust,

I am writing due to my concern regarding "A Pox on Variantism". Valid points were made, and bias was admitted. I would like to point out some unmentioned points. Has not the ASL system evolved since the first IFT? Has there not been an addition of 3,5,6,7 firepower squads and weapons that create new permuations? Shouldn't the IFT also expand to include these?

I am upset with the reactionary attitude that says "go along with the grognards." Sure the IIFT is flawed, but I am sure that an even-flowing, accurate version can be adopted by AH. [...] Why should progress be stifled to maintain status-quo nostalgia?

Dave Wallick

[Let me once again explain that the basic premise for not utilizing the IIFT is that it is flawed. Why would you want to use a flawed table anyway? It can only be flawed in comparison to the original, so why switch? If it's reactionary for me to reject something that is flawed, so be it. I won't recommend that readers substitute a flawed table for the original.

Actually, I'd love to see an IIFT that was true to its name-- in fact, I've received 5 or 6 revisions from various readers-- including a couple from reknowned IIFT proponents-- who claim to have fixed it. These are the same folks who are steadfast in defense of the original flawed IIFT! The best I could hope for is an official revision--by Avalon Hill-- that correctly develops the IIFT, supplants the IFT and eliminates this duality once and for all.

However, it is a fact that AH will not be doing this-- I even said so in the

"Pox" article; therefore, what they hypothetically CAN do is just not relevant, Dave. Given that, and accepting your premise that the IIFT is flawed, and in view of my personal views regarding variants as a whole, I cannot possibly find good reason to forgo "status-quo nostalgia", as you put it.]

Marc,

[...]One of the main criticisms [about issue 11-12] I've heard is that you went way overboard on variantism. I've been sticking up for you on this one for several reasons. [...] I think an intelligent stand on the subject was warranted. I think an apology for the Q-IIFT was needed. I don't think you had to go quite so far as strongly urging everyone to stop using the IIFT. I think there is a place for it amongst the like-minded in informal use, as long as they are making an informed decision. [1] They shouldn't have too much of an adjustment to make when they have to switch back to the IFT to play me. [...]

I continue to enjoy Kurt's stuff, and found his VC discussion both informative and entertaining. All VC are artificial to one extent or another and this can impose artifical tactics on the players.

Look forward to seeing you again soon. Till then keep up the good work, have fun and roll low.....

Perry Cocke

[1] Precisely my point. People adopted the variant IIFT before making an informed decision because they simply assumed that it was properly constructed, developed--and true to its name. Why shouldn't they, considering where it first appeared? Many are now attached to it because they have been using it for so long, and now it appears to be irrevocably part of the game. When I encouraged people to "stop using the IIFT", I should have added "until it has been adequately shown to not cause significant variances in style of play--something I believe impossible." Too many disclaimers detract from the punch in an editorial, however...

By the way, you have noticed that I experimented with deleting any and all comments regarding why you didn't like issue #11-12. Given that I've been criticized for not editing more carefully, I decided that I needed only your positive remarks to bolster my position, thereby

demonstrating brotherly conviction and fortitude, consequently assuring your status as a "grognard" forevermore. I hope you personally find that such precision editing of your letter reflects well on ATP; I know others will approve. In any case, let it be known that I fully intend to improve ATP as you always prevail upon me to do....]

Dear Marc,

Issue #11/12 was outstanding; keep up the good work! I'm enclosing $20 for a re-subscription. Of course I disagree with your conclusions about the IIFT, but that's only to be expected. I'd like to say a couple of things in defense of the variant.

The IIFT was certainly much playtested. I played with versions of the IIFT for about six years before submitting the thing [...]. They, I know from letters they sent me, playtested and developed it in Baltimore for some time before making the revisions which altered my original IIFT and the published version to the final version published in the 1989 ASL Annual [...]. Whether or not one prefers the official version or my original version, lack of playtesting is certainly not the cause of any problem you feel may exist. [...] A typographical error in the Annual is hardly evidence, I submit, of lack of development by the folks at TAHGC. [1]

While I do believe the IIFT is a great improvement over the IFT, I have never championed it as anything except a variant, usable only upon the agreement of all players in any one game, just like any other variant or house rule. I've never heard anyone who actually supports its use recommend the complete abandonment of the IFT, but I've heard the charges from the IIFT's opponents, as a kind of straw man, I guess, for rallying the forces of orthodoxy against the heretical doctrine of Incrementalization. [2]

I don't think anyone is trying to force-feed the IIFT down the throat of the ASL community. I certainly do wish the IIFT were adopted by everyone who encounters it, on its own merits, which I believe are considerable. I'm convinced of its benign effects from my own experience and from George Windau's mathematical analyses, which latter I do not blindly accept but whose approach and conclusions I criticize carefully before accepting.[...] After reading Mark Nixon's comments in the '91 Annual I was willing to accept the possibility of the IIFT's harmfulness to the ASL system and its consequent necessary abandonment. But after pondering those criticisms, conducting my own analysis as well as looking over Mr. Windau's work,

I'm more convinced than ever of the IIFT's superiority. Nowadays it'd be irritating to have to go back to that totally artificial, Mickey Mouse business of stacking units in certain amounts, of "peeling off" MGs etc. [3]

Also, the revised IIFT which I submitted to you was intended to show what the IIFT originally looked like as part of my discussion of the IIFT's workings. It's main purpose was to show two different ways an incremental IFT could be constructed. The IIFT which I submitted was a recreation of my original IIFT [...] to contrast with the Annual's prettier-but-lumpier-underneath IIFT. It was not earnestly intended as an alternative to the IIFT, otherwise I would have included the 17-36 columns. It was Mr. Nixon's criticisms and your own which led me to hopefully suggest it as the seed of a compromise between the official IIFT and a "better" one, addressing [...] concerns about the chart [...]. If there had been any such call for such a compromise I could have completed the revised IIFT, but of course there was none, and indeed none was needed. I still think my original variant was marginally "better", but know why the good people at TAHGC changed it. [...] [4]

Frankly, I rather wondered if the opponents of the IIFT seriously did want a cleaned-up IIFT, or were only saying so and would reject any version of the chart because it is different from what we have become used to, and for no other, better reason. [...] There are limits to what consitutes acceptable change. I can't believe the IIFT oversteps the limit. I wish you'd overcome what I regard (I fear) as a prejudice against the IIFT, which variant was designed to change as little of the game as possible so as not to offend the sensitivities of the ASL community. [5]

This brings me finally to the last new point you raise in ATP #11/12, the possible fragmentation of the hobby. I believe the IIFT can be used in place of the IFT with so little modification that it does no damage to the ASL system overall. There are almost no rules repercussions raised by using the IIFT. [...] It makes no difference from the game's point of view which chart one uses, the results are almost identical. [6]

From the player's point of view I believe the IIFT to be much more useful than its predecessor. [7]

In any case, I can't imagine ASL gamers splitting up into two warring camps of mutually exclusive groups incapable or unwilling to play with one another. The IIFT isn't a big enough issue [...] to cause this. If both players in a match don't agree to use the IIFT, it should not be used-- Period. If

someone like myself, who hasn't used the old IFT since before Beyond Valor, were playing someone so dubious about the legitimacy of the IIFT that he refused to play with it [...] I'd give way with only a little grumbling about the silliness of grown men counting out stacks of exactly 6,8,12,16 FP (Rommel never did this. Patton neither!) and just get on with the game. [...] [8]

Jay Kaufman

[1] Good point about the typo, but the rest is debatable. I laud your extensive personal efforts in the development of the IIFT, and acknowledge that I may have glossed over the efforts at Avalon Hill to a certain extent (But see Rex's letter earlier on). The fact remains that local playtesting is probably never sufficient to develop a complex concept in a manner which fully examines all the nuances. This is why Avalon Hill uses several groups in disparate regions to playtest rules and scenarios. One group may miss something that another does not, it happens all the time. It is certainly a fact that Avalon Hill did not disseminate the IIFT playtest in this manner; it appeared magically in the Annual during the middle of our Red Barricades playtest-- we all wondered whether we were supposed to use it or not! We asked, and the answer was-- and still remains, for all Avalon Hill playtests-- a resounding "NO!" Apparently the game developer and co-publisher of the IIFT variant feels that it might impact scenario balance, wouldn't you say?

[2] And I've never heard the so-called school of orthodoxy ever rail against the concept of Incrementalization as much as they have opposed the IIFT as the instrument of that concept. Frankly, I know of many who would prefer an Incremental fire table that is not so in name only, including myself--but ONLY if it supplants the original, which it will NOT, according to Avalon Hill.

[3] Well now, that's scary talk. Maybe you don't think it sounds like you are recommending the "complete abandonment of the IFT": however, I get the impression that is exactly what you have done and exactly what you are urging to the rest of us-- lest we be otherwise likened to orthodox cartoon characters. Independent, impartial analyses judging Mr. Windau's work are what is needed to give some "oomph" to your notions that you find his material suitable to demonstrate IIFT superiority. Not that such "oomph" really matters in the end, given how the game must be played differently with the two tables. All the

mathematical analyses in the world, correct or incorrect, is not going to change that reality.

[4] What I gather here is that you think the "official" IIFT good enough as justified by Mr. Windau's analysis, yet you still think your original version is superior to that; ergo, the current IIFT is flawed in some way. Furthermore, had I published your ideas--and those of others, including Mr. Windau, I might have proliferated a chain of variants leading to widespread use of various tables reflecting infantry firepower--different groups using different tables, playing a different game. I'll be using different tactics when I use the IIFT, taking shots with a 747, for instance, to strip concealment on the 3.5FP table rather than the meager 2FP table (vs a target in woods, the chances for a '?' strip are 11% on the IFT and 25% on the IIFT, a WHOPPING 227% INCREASE in the chances of a stripping result!), then pounding the newly revealed stack with a 24FP stack--all during prep fire. With the IFT I might have instead found it more profitable to use opportunity fire with the 24FP stack and subject the whole force to extra risk by way of moving that 747 forward and forcing the concealed stack to fire. Is anyone really going to believe that smart players won't take advantage of this anomaly while playing a Paratrooper scenario with the IIFT? I'd sure rather save that 747 for future action than send it to possible destruction on a scouting mission, or risking my potent FG to return fire before its opportunity fire takes place... especially when circumstances indicate that the estimated probability of achieving success in that mission lies between 11-25%...

That's just an example. What new approach must be gleaned with a third firepower table? Why encourage the proliferation of variants and cause different groups to play a different game with different tactics and different results? Granted, the IIFT is a mild case compared to some effects of variantism on games--thankfully, the dichotomy is not too great. Still, I've heard of some rather heated, if rare, arguments at tournaments between people who insist on playing with the IIFT and those who do not-- seems some IIFT users are not heeding your excellent advice to yield. Such disputes are caused by variantism -- the emotional attachment to independently developed rules and systems which are perceived as superior without due process of thought.

[5] Prejudice is based on assumption and rejection; frankly, I was originally a proponent of the IIFT and have stated thusly many times, so I doubt your view is valid in that area. Nor do I think you have cause

to speculate on the inertia of IIFT opponents, who are by no means fairly assessed as gaming reactionaries, given their overall reputation. The IIFT doesn't overstep limits of acceptable CHANGE; however, the IIFT is not a CHANGE to the game but an ALTERNATIVE to it. Were that it indeed a change, fully sanctioned by the Hill as a CHANGE to the game rather than offically proposed as an ALTERNATIVE variant.

[6] Excuse me? Excuse me? See example cited above and note different repercussions of using the two tables in a similar tactical situation. At best, the differences give one pause in assuming a tactical approach due to the increased effectivity of the IIFT on low firepower attacks. That is a single example and there are countless others we could look at. How about Mortars? Let's see, a 50mm mortar now has an effect on the 3FP table. With a hit on a target in the woods -- not an unreasonable target selection for a small mortar -- it now achieves a PTC or better on an '8' or less instead of a '7' or less, meaning an improvement from 58% to 72% or a 24% INCREASE in effectivity, thus rendering such mortars much more important, thus rendering their supression more important, thus affecting the game on the tactical level.

Sorry, the mere statement of your conclusions simply does not make it so, as my examples clearly testify. The IIFT has a decided impact on the play of the game as compared to the IFT.

[7] So do I! It's a damn sight more useful and potent than the IFT, isn't it? If my opponent had to choose one and I the other, I'd take the IIFT, wouldn't you?

[8] There is nothing sillier than grown men playing with toy soldiers, on that I'm sure Patton and Rommel would readily agree. Beyond that, I can only say that I am astonished that you have found no-one in your circle-- for years, apparently-- who declines your offer to play with the IIFT. Are you absolutely sure your group isn't getting a little exclusive?

I never said that "fragmentation" would lead to "warring camps". However, proliferation of many variants will lead to a decline in the ASL hobby as splinter groups form around their pet theories of how this or that should be played. The IIFT will not solely accomplish

this, but throw in a few Q-IIFTs, ITHTs, ITKTs, and ICCTs and see what happens.

Dear Marc,

Just my luck! A month ago in Chicago I bought a $50.00 mail order to send to you, then as soon as I got home I learned of your move from Calabash. I am greatly relieved to receive issue 11-12 of the PREMIUM ASL publication, so I guess you got the money. Very sensible to send it out from Namur, just as I re-copy Rick Troha's sheets for European consumption!

I have been reading my brother's copies, but want to support your efforts and contribute to editorial. As soon as I master my Macintosh [...] I shall swing into gear as a very keen contributor.

EXTREME DISAPPOINTMENT is my reaction to the Really Significant Trivia answer in 11-12 P.8, col.3. Bicycles indeed! OK: what is the farthest a squad of honest-to-God leg infantry can move in one player turn? Of course, it is 15 hexes (4 basic, 2 for leader, 2 for CX, 1 road movement, 6 voluntary rout). Be warned: if you come to the U.K. our rules-of-the-road class a bicycle as a vehicle [...].

EXTREME PLEASURE, however, at HIll 621's rightful win in Issue 10. I sometimes feel that SL--maybe even ASL-- could have been sold on this one scenario alone. My original SL pieces were set-up for Hill 621 that fateful day the ASL rules arrived, and (like the Marie Celeste) those [...] pieces remain still in a plastic bag, frozen in time. Recently visiting Chicago on business, all alone in the big city, I consulted the list of "Non-coms of Company A" and within hours was playing Hill 621 against Robert Banozic. What a wonderful hobby, what a game, and what a scenario.
Very best wishes,
Ian Daglish, United Kingdom.

[It would behoove all of us argumentative types to retain the perspective of Mr. Daglish as we squabble about any sort of rules or design issue. This stuff isn't meant to be taken too seriously, lest we stop having fun with various hobby projects. Believe me, I have been taken to task by some readers who feel that every minor nit about ATP must be picked. That ain't no fun for me and I've have actually had to tell at least one person to "bugger off"-- which he finally did,

after giving me the distinct impression that it was his idea that I do the buggering. Whatever, I'm happy to be rid of such correspondence. As far as I'm concerned, the more pugnacious critics of ATP should obviously be publishing their own magazine if they cannot find satisfaction with the way this one is handled. I'd be pleased to see them give it a shot so they might learn, first-hand, what a major enterprise a hobby magazine is. It's a lot easier to hurl critical prose from the peanut gallery than it is to publish on the front line. Never fear, I shall endure.]

Dear Marc,

[...] I'd like to comment on all of the furor over the IFT vs the IIFT I've observed in the pages of ATP over the last few months. First, I think too much valuable space has been wasted on the subject. While I certainly respect your right to voice your opinion on this matter, I don't feel that you should use ATP as your personal soapbox. I feel this matter is strictly a matter of personal choice, and ASLers will make the decision to use or not use it, based on their own experiences. I chalk this one up to the age-old adage on opinions (and rear-ends), everybody's got 'em, and they all stink. [...] With favorable DRM,

SSgt Michael B. Offutt.

[And how are we to classify your amusing "opinion of opinions," good sergeant? With all the others, presumably...?]

MARC HANNA/ATP
4712 PLUM BLOSSOM DRIVE
KNIGHTDALE, NC 27545

GENERAL SASAKI'S ATTACK

ASL SCENARIO ATP4

Munda Trail, New Georgia-- 17 July 1943: Major General Noburo Sasaki realized that he would not be able to stem the American advance along the Munda Trail by offensive means. Nevertheless, he was not going to sit passively and allow the U.S. forces to choose when and where to attack. During the night of July 16-17 he ordered a general offensive aimed at disrupting American plans and supply to their forward units.

BOARD CONFIGURATION:

(only hexrows A-P are playable)

VICTORY CONDITIONS: The player controlling a majority of victory points wins at game end. The bridge is worth 2 points and level three hill locations are worth one point each.

BALANCE:

☆ U.S. player has Battalion MTR OBA.

● Add two 347 squads to the Japanese OB.

TURN RECORD CHART

		1	☆ 2	3	4	5	6	END
☆	AMERICAN sets up first							
●	JAPANESE moves first							

F Company, 172nd Regiment[ELR:3] set up anywhere on map; optionally in foxholes if in suitable terrain. {SAN:3}

Battalion Reserves, enter on south edge on turn 2:

Assault Force 229th Infantry Regiment [ELR:4] enter turn 1 on any board edge(s) north of the stream.{SAN:6}

SPECIAL RULES:

1. EC are moist with no wind at start. The stream is deep. Place overlays: 2 on N8-N9, M3 on oH1-oI2 and Wd2 on oJ1-oK1.

2. PTO terrain is in effect; however, the road does exist, as does the bridge, which is considered a footbridge (B6.44).

3. Due to the muddy, rutted nature and narrow width of the road, normal entrance costs for vehicles are reduced to 3MP when CE and 4MP while BU and using the road. All other road rules apply normally.

4. The U. S. Player receives one module of 80+MM OBA and may designate one pre-registered hex.

5. Only heroes may use FI's without non-qualified use penalties.

Aftermath: After 2 weeks of basically mutilating themselves in the New Georgia rain forest, the men of F Company were about to experience another nightmare: Japanese screaming from the jungle. Captain Bunzo Kojima had ordered his 3rd Battalion to break into 200-man assault groups and infiltrate the American lines. One of these groups found F Company finishing another sleepless night, during which they has nervously thrown grenades into friendly foxholes at the slightest sound. The Japanese formed up and launched an attack on the hilltop positions just as dawn broke. After 45 minutes of furious fighting, they retreated into the jungle as quickly as they came, leaving over 100 dead piled up in front of the American positions. The Conneticut Guardsmen were "green" no longer...

A WALK IN THE SUN

ASL SCENARIO ATP5
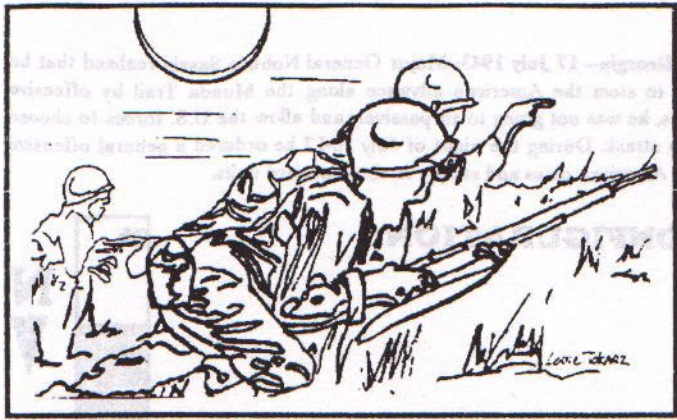
Salerno, Italy, September, 1943: A platoon of the second Battalion, 36th (Texas) Infantry Division is ordered to march 6 miles from the beach where they have just landed and secure a farmhouse. The platoon CO was killed on the way into the beach and the 1st Sergeant was killed on the way to Company HQ with news of the Lieutenant's death. This left a very shaky 1st Squad Leader in command.

BOARD CONFIGURATION:

5		(Part I)
32		
16		(Part II)

N
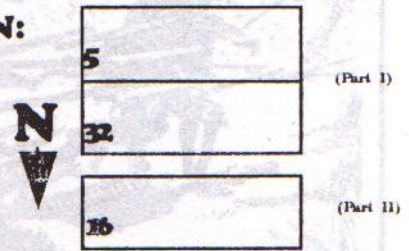
VICTORY CONDITIONS: The U.S. player wins immediately upon capturing building 16O3 before the end of Part II. Capture is defined as the presence of at least one good order armed U.S. unit in the building while no unbroken German units remain within.

BALANCE:

☆ Add a hero to the initial American OB.

◆ Add a 9-1 armor leader to the German OB in Part I.

TURN RECORD CHART

☆ AMERICAN Part I: sets up first. Part II: moves first	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**END**
◆ GERMAN Part I: moves first. Part II: sets up first								

First Platoon, Fox Company: [ELR:2] enter/set up as indicated. {SAN: 0}

☆

Part I:
Enter on turn 1 on a hex pre-recorded prior to play: 5I1, 5Q1 or 5Y1. Up to one HS, two leaders and 2 BAZ may setup anywhere on map using HIP.

Part II:
Any American units which exit the North edge of Board 32 between 32I10 and 32Y10 inclusive during Part I are available for part II and do retain any wounded/fanatic/heroic status from Part I. Such forces setup at least 7 hexes away from building 16O3-16O4.

Reconnaissance Elements, Herman Goering Division [ELR:3] enter/ set up as indicated. {SAN:0}

Part I: enter on north edge on turn indicated. All forces must enter on one of 32A5, I10 or Y10.

Turn 1:   Turn 2:

Part II -secretly and randomly determine which one of the three forces will set up HIP in building 16O3: dr=1/2 ,A; 3/4 , B; 5/6, C.

Force A   Force B   Force C

SPECIAL RULES:

1. The game consists of 2 Parts; Part I is 7 turns in length while Part II is of 3.5 turns in length. Use forces/maps as indicated above for each Part. EC are dry with no wind at start for both parts.

2. All buildings on boards 5 and 32 do not exist, treat as Open Ground.

3. Only building 16O3 exists on Board 16; all others do not exist and are treated as Open Ground. All hedges are treated as walls.

Aftermath: This scenario is based on the movie "A Walk In the Sun", a 1950s era black and white World War 2 "B" grade epic starring Dana Andrews as the reluctant squad leader who is fated by developments to command this assignment. A very young Lloyd Bridges plays an assistant squad leader who knocks out two German AFVs in Part I of this mission. Needless to say, the good guys succeed in the end, as usual.