

ASL annual '90

FOR SQUAD LEADER ENTHUSIASTS

\$12



RED BARRICADES is not a complete game.
Ownership of ASL, BEYOND VALOR
and YANKS is required.

RED BARRICADES



Welcome back to the streets of Stalingrad—only this time on a scale and intensity never before offered in ASL. **RED BARRICADES** is the first "Historical" module for the ASL system, complete with a huge, two-piece historically-accurate map depicting Stalingrad's famous "Red Barricades" ordnance factory and surrounding environs. The mapsheet features new 1"-wide hexes for ease of play in those scenarios with high counter density. The factory complex alone, exactly adapted to ASL scale from actual German aerial reconnaissance photographs, spans an area approximately 31 hexes by 16 hexes.

Two countersheets provide (for the first time) markers for Fortified Building Locations, A-T Ditches, Cellars, Gutted Factories and Hand-to-Hand Melee. Included as well are Perimeter, Location Control and Burnt-Out-Wreck markers for the RB Campaign Game, plus extra Russian and German infantry and SW. Two new weapons also make their debut: the Russian "Molotov Projector" and the German StG 33B assault gun. Seven action-packed standard scenarios (in addition to those for the RB Campaign Game) are offered, most of which utilize only a small portion of the map.

Also included is Chapter O, which contains the rules for several new terrain types (debris, railway embankments, interior factory walls, storage tanks, single-hex two-story buildings and culverts), all colorfully detailed in the standard ASL fashion. Too, clarifications of existing rules for fortified buildings, factories, rooftops, road-negating terrain and armored cupolas are provided. Last but not least is Section 11—the "RB Campaign Games"—which comprises about three-quarters of Chapter O.

RED BARRICADES features three separate Campaign Games (CG) which are designed for play exclusively on the new map, enabling the ASL gamer to create an ongoing series of interrelated scenarios. For instance, CG 1, "Into the Factory", simulates the German effort of 17-29 October 1942 to storm the *Barrikady* factory complex. Each "day" promises a possible scenario, depending on whether either side wishes to attack. Now, for the first time in ASL scenarios, there are *tomorrow's* victory conditions to think about as well as today's. Since surviving units are retained for the next playing, a critical tactical dimension—conservation of force—has been added. Gone are those last-turn suicidal charges so commonly employed in standard scenarios.

RED BARRICADES is available now for \$25.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add the usual 10% shipping and handling charge (20% for Canadian orders; 30% for overseas orders). Maryland residents please add 5% state sales tax.

ASL

The Avalon Hill Game Company's **ASL Annual** is devoted to the presentation of authoritative articles and tested scenarios for the **SQUAD LEADER** and **ADVANCED SQUAD LEADER** game systems, wargaming's premier tactical simulation. Such articles encompass, but are not limited to, the strategy, tactics, variation, design and historical background of the **SL/ASL** family of games and modules. The **ASL Annual** is published by the Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214, USA) solely for the edification of the serious **SL/ASL** aficionado in the hopes of improving the player's proficiency and broadening his enjoyment of the games.

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EIGHT MILLION BAYONETS

Utilization of Italian Manpower and Material in ASL

5

By Craig F. Posey

EIGHT STEPS TO ASL

A Programmed Instruction Approach

15

By Jim Stahter

THE DEVIL'S BRIGADE

Reference Notes for ASL

25

By Steven Swann

SERIES REPLAY

Scenario 37—Khamsin

31

By Mark Nixon, Bill and Dave Sisler

GIVING IT YOUR BEST SHOT

A Checklist for Direct Fire in SL

50

By Ron Shirtz

WAR IN THE SHADOWS

The Partisans in ASL

53

By Charles Markuss

A DOG'S LIFE

A New LATW for ASL

57

By Rex A. Martin

HOW TO ENJOY AN ASL TOURNAMENT

Eight Steps to Fun

62

By Mark Nixon

ABLE AT CESARO



ASL SCENARIO A13



VICTORY CONDITIONS: The Americans win by Controlling \geq five Level 3 hill hexes on Board 2 at game end.

CESARO, SICILY, 8 August 1943: After having been in bivouac south of Palermo for several days, the men of the U.S. 9th Infantry Division were chaffing for action. Their chance came when Bradley ordered the division to enter the line and take part in an offensive designed to overwhelm the final Italian defenses west of Messina. Just before dawn on 7 August, the 47th Infantry Regiment moved forward, attacking astride the Troina-Randazzo road with elements of the 9th Mechanized Reconnaissance Troop leading the way. Despite some annoying mortar fire, Company K managed to occupy the regimental objective by nightfall. Colonel Smythe, now regimental CO, ordered the 2nd Battalion to pass through this position that night and, at dawn, to seize the next group of hills and, if possible, the village of Cesaro itself. At first light, the battalion stepped off. Pushing through the scrub and low hills northwest of Cesaro, Company A quickly reached the lateral road that linked the village with the coastal highway. Unopposed to this point, scouts from "Able" ran back with news that Italian troops had taken up positions on a commanding rise just east of the roadway.

BOARD CONFIGURATION:

4	13	
		2

BALANCE:

Both Italian OBA modules have Normal Ammunition (see SSR 4).

☆ Extend Game Length to 10½ Turns.



TURN RECORD CHART

III ITALIAN Sets Up First [100]	☆ 1	2	3	4	5	6	7	8	9	10	END
☆ AMERICAN Moves First [198]											



Elements of the 178° Battaglione Carabinieri [ELR: 2] set up on boards 2 and 13 (see SSR 3): {SAN: 4}

3-4-6	8-1	8-0	7-0	4-10	2-5	45° [2-13]	11	11
20			2	2	4	2	2	48 factors



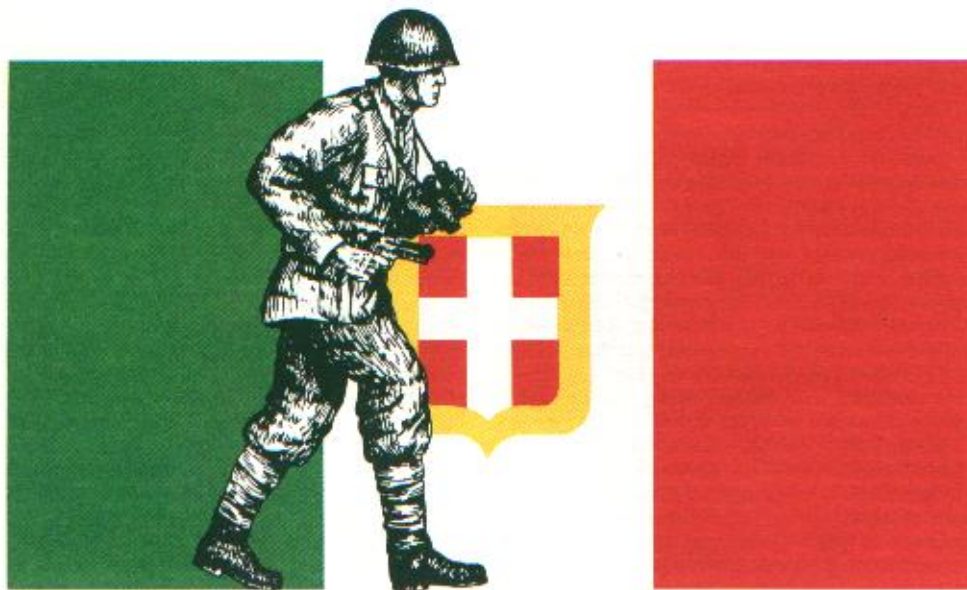
Elements of the 2nd Battalion, 47th Infantry Regiment [ELR: 3] enter on Turn 1 along the west edge of board 4: {SAN: 2}

6-6-6	9-2	8-1	8-0	7-0	4-10	4-10	45° [2-13]	43	37
18							3	2	4

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- All orchards are Olive Groves (FI3.5). All buildings are stone.
- Up to five Italian squads (and all SW/SMC that stack with them) may use HIP, but placement is restricted to Board 2. Each Italian Field Phone must be placed on a hill hex on Board 2.
- The Italians receive two modules of 80+mm Battalion MTR OBA with Scarce Ammunition.

AFTERMATH: The Italian troops, in point of fact, were *Carabinieri* (military police) busily entrenching on the slopes and preparing to interdict the coastal roadway. However, upon sighting the Americans, the fiery Italian officers led their men down from the heights to engage the GIs. It was a disastrous tactical error. The immensely superior firepower of the Americans broke the back of the enemy charge within minutes. Despite two American squads blundering into a minefield, and the loss of the company jeep and mascot (a mongrel bull terrier very popular with the men for his habit of biting prisoners), American casualties were minimal. As American squads hunted down the enemy mortar spotters that had been troubling them, ten teams from the 19th Engineering Regiment began clearing the heavily mined road. Meanwhile, the other companies passed through Company A and reached Cesaro much quicker than expected. That afternoon, patrols contacted troops of the 78th British Infantry Division advancing on Messina from the south.



EIGHT MILLION BAYONETS

Utilization of Italian Manpower and Material in ASL

By Craig F. Posey

Bravado. Posturing. Deceit. These are all aspects of diplomacy as it has been practiced in this age (and will continue to be). During the first half of this century, one nation, more than any other, excelled in these methods of modern statecraft in furthering its goals. For quite a lengthy period, Italy managed to maintain a political image out of all proportion to reality. The claims that were made by her leadership, notably by *il Duce*, Benito Mussolini, were to ring especially hollow in the aftermath of the destruction they brought upon their homeland. Yet many in Europe believed, or wanted to believe, the myth of a resurgent Rome in 1940.

The Italian military had indeed fought bravely throughout the First World War, suffering several reverses but proving that it was capable of meeting the best that the Central Powers could mass against it. Still, the Italians felt cheated when the war ended. Prior to the beginning of WWI, Italy had been aligned with the Central Powers; but, she failed to uphold agreements with the empires of Germany and Austria-Hungary and remained neutral. (Preferring, cynics would say, to await events and side with the highest bidder.) The second year of the war, 1915, saw Italy declare war against her former allies and field forces along the northern and eastern borders; by 1918, the nation had suffered 462,000 military dead. When peace came, the Italian government, and her people, expected Italy to gain greatly from the collapse of the Austrian empire. Instead, it was—or felt it was—ignored and humiliated.

With the state left destitute by the cost and casualties of the war, and as the cost of living soared, the people despaired. Political factions sprang up to voice all manner of dissent and to divide the government into competing splinters, making it incapable of acting to correct the problems. One such, founded in Milan in 1919 by an ex-socialist, was the *Fasci di Combattimento* (Combat Groups). Growing from a small core of less than 200 founding members, by November 1921 it was to number over 300,000 and to achieve party status. It had been but May 1921 that Mussolini and some 35 other fascists had first been elected to public office. It was this new party that, the following year, would face down the growing chaos and seize the reins of control.

With the collapse of its sixth coalition government in three years, Italy was paralyzed by a general strike called by the Trade Union council and the Railwaymen's Union. Mussolini, as head of the Fascists, demanded that the government take action. When the king refused to give his approval to the Facta cabinet's proclamation of a state of emergency, the *squadristi* of the party moved in and took over the operation of vital services. The mail was delivered, the trains ran, farms were tilled, factories remained open; the Socialist-sponsored strike collapsed. Instead of the planned protest march on Rome, a victory parade was held instead. On 29 October 1922, King Victor Emmanuel III called upon Benito Mussolini to form a new cabinet. At the age of 39, Mussolini was the youngest man to ever hold the office of Prime Minister of Italy. By and large, the Italian people now felt the nation was at last on the road to economic and political recovery—and indeed it was.

As Hitler would do in Germany in the '30s, Mussolini spent the 1920s melding the fortunes of domestic policy, foreign policy and the military of Italy into a single entity (only to lose all in a bid for dominance in the Mediterranean). Thus, the discussion here cannot but revolve around the role of the Italian army as reflected in the foreign policy of Italy, of the Fascists, and of *il Duce*. While Mussolini often harkened back to the glory that was ancient Rome, the history of the Italian military is more correctly traced to the regiments that served Prince Eugene in Napoleon's campaigns across Europe. More recently, the exploits of the Italian army during the First World War served to highlight both its strengths, and its weaknesses. During that conflict, Italy mobilized some 5.6 million men and suffered casualties on the order of two million. Of these, 462,000 were killed or died, 947,000 were wounded, and some 600,000 were taken as prisoners (or were otherwise unaccounted for). Even given the disaster that was Caporetto (1917), Italian morale proved steadfast, given capable troops capably led. Indeed, the Italian army was shown to be able to secure Italy's borders, and even carry the war to the enemy. But after the war, the military, due in part to the political discord and in part to the disrepute of military means to settle

international affairs and in part to economic necessities, languished and declined.

With the coming of the Fascists to power, the state set forth a program of modernization for the Italian military aimed at increasing its effectiveness. Unfortunately for the *Regio Esercito* (the Italian Army), the majority of the reforms and investment in new equipment went to the showpieces of the totalitarian establishment—the *Regio Aeronautica* (Air Force) and the *Regio Marina* (Navy). This is not to say that the army did not receive new equipment or experiment with new weaponry, for they did. But, in comparison with the Air Force (which was obtaining numerous new aircraft) and with the Navy's sleek new battleships and cruisers, the army's pace of modernization lacked vigor, due in large part to the small industrial base of the country and the financial realities of the late 1920s and early 1930s. Still, Mussolini demanded the flexing of military muscle on the international scene, and was to take advantage of every possible situation to achieve territorial expansion. A myth was created, and fostered throughout the decade.

Mussolini had first tried his hand as a conqueror in 1923, when he dispatched an expedition against the Greek island of Corfu (pressure from the Western democracies obliged him to retreat). His aspirations took on substance with the coming of the world-wide depression in 1929. Mussolini was convinced that, as a result of economic crises and social upheavals, the democratic powers were bound to collapse, and so be unable to put up much fight for their colonial empires, much less the lesser states of Europe. Three regions exercised a particular fascination for Italy's imperial dreams: the Mediterranean, the Balkans, and the northeastern section of Africa.

However, ironically, Italy's first step towards being "a warrior nation" (Mussolini's words, upon taking on the portfolios of War, Air and Navy in 1933) was to thwart Hitler's aspirations. In 1933 *il Duce* met with the Austrian Chancellor, Engelbert Dollfuss, and promised him Italy's full support and friendship. It was, he announced privately, in Italy's best interests not to see resurgent Germany's influence extended southward. In March 1934, protocols were signed in Rome between Mussolini,

Dollfuss and the Hungarian Gyula Gombos which bound the three states to consult each other on international political questions and pledged mutual support if threatened. In June 1934, Hitler visited Mussolini at Venice and undertook not to intervene in Austria. But Italian confidence was shaken by Hitler's ruthless purge of his own party at the end of June, and by the assassination of Dollfuss by Austrian Nazis (with German connivance) in July. Mussolini, at whose home Dollfuss' family happened to be visiting when the news was received, immediately ordered Italian troops mobilized along Italy's border with Austria, ready to defend Austrian independence. Hitler, still not in complete control of the German military (who expressed their concerns), was forced to order the Austrian Nazis to cancel their plans and the envisioned German-Austrian unification did not take place. While the remainder of Europe was much impressed with Italy's determined and speedy show of force, it must be admitted that in reality the only real action taken was limited troop movements within Italy itself and the issuing of ammunition to some border posts.

These events brought about a temporary normalization of Italian foreign policy. Italy's opposition to Germany was followed by a brief resumption of friendship with the members of the League of Nations, notably with the Western democracies. From France, Italy obtained rectification of certain colonial boundaries as a result of an agreement between Pierre Laval and Mussolini in January 1935. England surrendered Jubaland in East Africa, and a few oases on the Libyan-Egyptian border. Hungary and Bulgaria drew close to Italy, as Mussolini decided to support their own revisionist claims. But, the Fascists were to throw all of this away within the year with their unprovoked attack on Abyssinia.

A minor clash at Wal Wal on the Abyssinian frontier in December 1934 had not attracted much attention at the time. But with the agreement with France, which seemed to presage a formal alliance, De Bono (Italian Minister of Colonies) was emboldened to demand an indemnity, ordering at the same time two divisions to be mobilized for dispatch to Eritrea. In March, Rodolfo Graziani, the most experienced of Italy's colonial commanders, was appointed governor of Somaliland. Haile Selassie suggested that the matter be turned over to the League of Nations, but Italy refused all compromise proposals made. By May, over a quarter-million Italian troops were assembled in East Africa, and by September some 12 divisions stood poised on the border. On 3 October, Mussolini announced that hostilities had begun.

The League at once declared Italy to be the aggressor and in November instituted economic sanctions. The absurdity of their actions can be judged from the fact that oil was specifically exempted from the embargo. Meanwhile, the war continued apace, pitting a relatively modern army against a colonial state. Addis Ababa fell in May 1936, Selassie driven into exile, and Victor Emmanuel (without being consulted) given the grandiose title of "Emperor" by Mussolini to mark the establishment of Italian sovereignty. The victory had not reflected any great glory on the Italian Army, though the organization of the campaign had been workmanlike. But the success had done much to reconcile doubters at home, and elsewhere. The fact that Italy had, singlehandedly and with apparent success, defied 52 nations of the League gave Mussolini (and indeed, many of the leaders of the world) the illusion that Italy could afford to throw its weight about, and that the democracies were decadent and could be safely pushed along the path of appeasement. It was to be a fatal illusion.

From this moment, one may say, Fascist Italy was doomed. Mussolini, now in unquestioned control of Italy's destiny, was not observant enough to deduce the implications of his aggressive policies.

He governed by intuition, oscillating violently from one extreme to another: from anti-socialist to socialist, from conservative to revolutionary, and most critical, from anti-German to pro-German. So it was that Mussolini could suddenly discover ideological reasons compelling the Italian government to intervene in the Spanish Civil War (July 1936) in favor of the insurgents. Italy stood to gain little save prestige from this. As things turned out, it gained little even of this and lost considerably in the way of men and military material. What Mussolini had expected to be a short and glorious war in fact continued for three years, and Black Shirt troops suffered some notable reverses in the process. The myth of Italian military ability was salvaged only by Franco's eventual victory.

In April 1939, the last piece of the Italian myth fell into place. On the 7th, Italian troops landed in Albanian harbors and seized full control of that state, over which Mussolini had established an Italian protectorate in 1927 by helping Ahmed Zog seize power. But this operation was a parody of a well-planned military offensive. Troops were assigned to motorcycle units that had never seen one; others were assigned to signal units who knew no Morse Code. Many of the Italian troops had never fired their own weapons, and tactical control was rudimentary at best (chaotic at worst). It was said by some Italian officers, "if the Albanians had possessed one armed fire brigade, they could have driven us back into the Adriatic."

Meanwhile, Italy's drift into the orbit of Nazi Germany became the predominant theme in foreign affairs. As a member of the League at the time of the Abyssinian war, Germany had refrained from imposing the economic sanctions the League approved; at the same time, it stressed how little Mussolini could expect from the Western democracies. So it was that he came to follow Crispien's example of giving up a position of independence between the coalitions of power in Europe and set his hopes on reaping some gain from Hitler's determination to upset the Treaty of Versailles. In September 1937, Mussolini visited Hitler in Germany, where he received a great welcome—flattering his vanity and persuading him that Nazi Germany could win the next war. Italy joined the German-Japanese Anti-Comintern Pact in November, and withdrew from the League in December. March 1938 brought German occupation of Austria; and so, with the reappearance of a powerful state upon its northern frontier, Italy had thrown away its chief gain from the settlement of 1919. Mussolini next renounced the Italo-French agreements of 1935; but at the same time, he was anxious not to appear to be a pawn of Nazi Germany. In September 1938 at Munich, Mussolini intervened to prevent a premature war over Czechoslovakia. Finally, following the occupation of Albania and thinking this proved Italy's right to be taken as an equal, on sudden impulse Mussolini converted the Rome-Berlin Axis into a formal alliance in May 1939. But there was little friendship here, and this "pact of steel" gave Italy many of the disadvantages of formal ties with few of its compensations.

Despite the "pact of steel" and its militaristic underpinnings, Mussolini—in his sane moments—knew that Italy was unready to face a major conflict. At the time of the seizure of Albania, he confided in Hitler that his country could not be ready for such a war within three years. (In his less rational moments, *il Duce* seemingly was overcome by his own rhetorical statements about mobilizing "eight million bayonets"; it is unfortunate, that these were taken to heart by both other Italian leaders and the Western democracies.) But when he made his pact with Germany, evidently Mussolini was unaware that Hitler—far from intending to wait three years until Italy was ready—had instructed his military to prepare for the invasion of Poland. Indeed, Hitler did not even inform his erstwhile ally of his negoti-

ations with the Soviet Union, or the invasion, until after the fact.

Surprised by the bad faith, Mussolini dispatched Ciano to Berchtesgaden. Hitler was, of course, unmoved by Mussolini's desperate attempt to preserve peace and was content to allow that the *casus foederis* had not arise, so Italy was not bound to enter the war. Italian military leaders were strongly in favor of neutrality, knowing how weak the armed forces really were; most had always resented the attempt to *fascistizzare* the army. The naval commanders knew how risky it would be for a country so dependent upon overseas supplies to challenge the British and French in the Mediterranean. Even without the outbreak of open hostilities, the point was driven home; Great Britain cut off shipments of coal, and copper and steel were soon in short supply. In December, General Faragrossa announced that if the nation received needed raw materials required, and if the factories went on double-shift production, then, perhaps, Italy *might* be prepared to enter the war by October 1942—but certainly not before.

Italy was again in the position it had enjoyed at the beginning of the First World War; it could barter its support to either side and profit from the eventual exhaustion of both belligerents. But Mussolini felt this to be ignominious. With the exaggerated myth of Italian military power in his mind at the time, and restive as the war progressed (bringing a stream of German victories in Scandinavia and Western Europe), he feared that further delay might leave Italy out of the reckoning at the end of the conflict. Following one of his intuitive urges, and without consultation with his ministers or military experts, Mussolini unilaterally declared Italy at war with Great Britain and France on 10 June 1940. On 11 June, the Italian submarine *Bagnolini* sank the British cruiser *Calypso* in the Mediterranean.

LEADERS AND LEADERSHIP

When properly led, as the earlier Great War had demonstrated, the Italian soldier could function well. But, arriving at a consensus of opinion as to the worth of the Italian military leadership as a whole is a daunting task. Unlike the previous nations whose forces we have studied, until the advent of *HOLLOW LEGIONS* the Italians were not represented in the game system. With that unrequited treat, we can—through the eyes of the designers of *ASL*—at last evaluate their tactical performance.

Commissioned officers of the regular, active army were drawn mainly from the graduates (second lieutenants) of the military academies at Turin (artillery and engineers) and Modena (all other arms), and from a few non-commissioned officers who had completed a special course for applicants from this class. There was also a certain intake, especially after hostilities opened, from the "complementary" (reserve) ranks. A corps cadet school was maintained in each of the territorial corps areas. All conscripts with a high school diploma were required to attend, unless the necessary yearly quota of officers had been filled. Attrition, however, was high and most were returned to the ranks. After graduation from these cadet schools, and with not less than three months service with an active regiment, these non-coms could become applicants for the commissioned rank of second lieutenant. Commissioned officers were promoted by arm or branch, and took place based on seniority up to the rank of colonel, and by selection for merit through the higher ranks. Overall, the military education of the professional Italian officers was considered, by their enemies, to be rather good. Prior to the war, inefficient officers were eliminated, usually in the lower grades. And those who rose from the ranks of the non-commissioned had the practical experience that can so often make up for formal schooling.

Young men who had attained a certain standard of university-level education were compelled by law to carry out their conscript service as complementary officers. These reserve officers formed the main source from which the junior officers were provided in each of the three mobilizations. They were required to first serve seven months in "school units", and the remainder of their 18 months as officers in active units. In wartime, a portion of these reserve officers were recalled each year for duty and training, the number of these reaching 20000 annually. The system of promotion for these officers was severely proscribed, however, although social position sometimes had a good deal to do with appointment. In most cases, the reserve officers were wretchedly trained, especially those unlucky enough to be placed with the infantry formations (the vast majority by 1943).

All non-commissioned officers of the rank of sergeant and above were known as *sottufficiali* ("under-officers"), and were usually volunteer, long-service, professional soldiers. Ranks below that of sergeant were filled from the short-service conscripts. Hence, the percentage of well-trained, long-term non-commissioned officers was lower in the Italian Army than in most others. Given that the highest rate of pay for a sergeant-major was \$25.71 monthly (although in October 1942, Mussolini ordered the allowances doubled—the increases to be paid, together with interest, after the war), it was not a career that attracted the ambitious. Those who were, applied for entrance into the schools leading to a commissioned grade.

Those who play *ASL* may occasionally have a chance to command a force drawn from one of the many paramilitary organizations of Italy. The *Carabinieri Reali* (Royal Carabinieri, or CCRR) were a select corps of well-trained, well-equipped and disciplined military police. Apart from their peace-time functions, during war they, for instance, administered PoW camps, provided security for base areas, and "supervised" the population in occupied areas. In 1942, the CCRR included some 1400 commissioned and 11550 non-commissioned officers. The Fascist Militia (*Milizia Volontaria per la Sicurezza Nazionale*, or MVSN, better known as the "Black Shirts") numbered some 132 "legions", each with its complement of officers; in March 1940, these were incorporated into the army. There were, in addition, various "special militias", largely concerned with internal affairs (for instance, the Highway Militia with a strength of 65 officers and 1185 ranks, or the Forestry Militia with 400 officers and 4600 enlisted men). Finally, there was the *Regia Guardia di Finanza* (Royal Finance Guard), serving the role of a frontier guard (in Albania, a few battalions were used as ordinary infantry), as well as being responsible for the collection of taxes and duties, and the suppression of espionage, and served as a covering force during mobilization and concentration to meet invasion; its 1000 officers and 30000 men were distributed along the land frontiers and coasts of Italy.

While the components for *HOLLOW LEGIONS* offer officer counters of all the ranges from 6+1 to 10-3, the role of the Italian leaders in the eight scenarios included can be quite different. In these (#51-#58), they are allotted a total of only 30 leaders (of which two are armor leaders). This averages out to 3.75 leaders per scenario (from a low of two in Scenario #51 to a high of five in Scenario #58). While this appears sufficient on the surface, the figures for other nationalities represented in the module show otherwise:

	Leadership Modifiers	Squad Ratio
Italian	-0.33	4.04
German	-0.51	3.09
American	-0.53	4.30
British	-0.67	3.63
Russian	-0.52	4.59

So, while the Italian player may generally field a staff of leaders that is greater in quantity than those available to the American or Russian, when equivalent numbers of squads are involved, their leadership quality (as indicated by the modifiers) is significantly lacking. It almost goes without saying that, when a leader is created during combat, the Italian will usually get the "short-end of the stick" (A18.2).

We have come to think of the Russians as having the most brittle force, with regards to its leadership, in the system. Now we have a force that is inferior to it in several ways. A comparison of average leadership values shows that the Italian leadership is only 63% as effective as the Russian. Even taking into account the fact that an Italian-led force would have 14% more officers than a similar Russian force, the extent of this dilemma is readily apparent. With respect to the British, it appears that the Italian leaders will be consistently out-classed. In comparison to their own erstwhile allies, the Germans, the situation becomes almost criminal, for now the Italian leaders are not only less effective (65%), but appear less often (75%) when considering equivalent numbers of squads.

GROUND TROOPS

During the North African campaign, Italian troops gave proof of dash and courage; this applies particularly to those who came from the old cavalry regiments, and to the air force units. But although they could be induced to advance with great dash, they lacked the coolness and phlegm required in critical situations . . . and generally speaking the fighting qualities of Italian formations could not be compared with those of the Eighth Army. (Generalmajor F.W. von Mellenthin)

ADVANCED SQUAD LEADER models the general's observations about the Italian forces quite well. As we have seen, the scenarios depict quite graphically the weaknesses inherent in their junior officers and, as we shall now see, the disadvantages which their line formations suffered when pitted against the other major combatants of the war.

The *Regio Esercito* grew directly out of the old Piedmontese army, which had played a major role in the unification of Italy. The laws of 1875 introduced conscription for every able-bodied Italian but, chiefly for financial reasons, only a proportion of the available recruits were actually inducted (in 1906, for instance, only 87493 were conscripted, although some 475737 were eligible). At the end of World War I, the army comprised 96 three-battalion regiments of infantry, 12 of *bersaglieri* (riflemen) and eight of *alpini* (mountain troops), 29 regiments of cavalry, and 51 regiments of artillery (including two of mountain and ten of fortress artillery). Between the great wars, five new infantry and two new alpine regiments were formed. The artillery was reorganized and expanded; and an armored force was created. By May 1940, the Italian army consisted of 20 divisions, with about two-thirds of the necessary armament and trained manpower, and another 20 divisions at half-strength.

The Italian army contained certain distinctive elements, an understanding of which is helpful. The most characteristic of these was the Royal Carabinieri discussed above. The San Marco Marines, similar to the US Marine Corps in function, provided a link between the navy and the army. Two other specialty troops deserve prominent mention.

The *Bersaglieri* were first employed in Piedmont in 1836 by General La Marmora when the advantages of light infantry, trained in marksmanship, became apparent. Prior to the First World War, elements of the *Bersaglieri* had been mounted on bicycles; after the war, they were entirely transformed into bicycle units, and in the 1930s were equipped with motorcycles. To these regiments were

assigned the men "of superior physical strength". The long plumes of black cock feathers worn on their headgear are a tribute to those worn by La Marmora's marksmen.

The *Alpini* were specialists in mountain warfare. In 1871 it was first realized that there would be an advantage in creating special units from recruits from the region of the Italian Alps, instead of merely scattering them among the regular infantry. Several *Alpini* regiments were formed before the outbreak of World War I; by 1918, 88 alpine battalions were in service. After the war, the battalions were organized into brigades and divisions, with permanent assignment of artillery and equipment adapted to mountain warfare. The distinctive cap of the *alpini* resembled that of a Tyrolean mountaineer [see the Italian illustration on Page 3 of last year's *ASL Annual*].

Under the Fascists, all Italian males were subject to military duty, and training began at an early age and continued through most of their life. The youth organizations provided the first indoctrination—the *Figli della Lupa* (birth to the age of eight), the *Balilla* (from eight to 14 years of age), and the *Avanguardisti* (from 14 to 16). The latter two presented the young men with their first formal training (target practice, military regulations, and the like), and were grandiosely patterned on the structure of the ancient Roman legionary system. The *Giovani Fascisti* (age 16 to 18) concentrated on political instruction; and compulsory military training (*Premilitari*) began at the age of 18. Actual control for military service began at the age of 11, when a *libretto personale* was issued, in which was kept an exacting record of the individual's physical, scholastic, political and military history. After service, post-military training was compulsory until the age of 32; and these reserves were periodically recalled, particularly in the case of specialists and NCOs.

Although Mussolini referred to the "eight million bayonets" he could raise, the figure somewhat exaggerated the Italian manpower available—and grossly exaggerated the number that could be equipped. Armament and equipment were to be always the limiting factor in mobilization for Italy during the Second World War. Plans for the first phase of mobilization provided for the fielding of five armies (together with zone-of-interior troops and services). This phase was completed by 1 November 1939. The mobilization reached only about 2.224 million men. This included the regular force of approximately 1.657 million, the Black Shirt battalions for service with the army, and all the various special militias.

The second phase of mobilization began almost immediately thereafter, being completed by the end of May 1941. Plans for this stage were greatly affected by the course of the war, for the character of the theater of operations in Albania and Greece had required a duplication or expansion of certain alpine and mountain formations. Units in this phase were eight field armies (24 army corps; 68 divisions). These included armored, motorized *celeri*, and *Alpini* divisions, with proportionate GHQ and service troops. In the second phase, Italian forces reached about 2.467 million. This included both the regular forces (1.885 million) and replacements for existing units, and requisite zone-of-interior elements. The mobilization was retarded chiefly by a lack of equipment; most of the men called to service must have received older weapons—at least at the beginning.

The peak of mobilization on September 1942 may have reached as high as three million. This third stage called for the mobilization of all available manpower. With it, the Italians had 11 armies and 27 corps. This last mobilization included regular forces of 2.564 million, all classes of military age (including the 18-year-olds) having been called.

By July 1943, there remained about 1.180 million first line troops, 600000 second-line troops, and

some 200,000 depot troops—a total of 1.980 million. In all, it is believed that the Italians put 91 divisions in the field, though not necessarily all at one time. Perhaps 30 divisions had been destroyed by the middle of 1943. The decline was due to the heavy losses in Russia, North Africa and the Balkans. At the time of the Armistice, there were an additional 2.765 million reservists, 1.250 million men available for training, 1.300 million in critical industries, and 1.293 million older ex-military (mainly 45-55 years of age). Mussolini had his eight million men, but he didn't have eight million bayonets to give them.

The first consideration any player will have is the "range" of the Italian squads, in part a reflection of the problems noted above. Consider that an Elite (yes, *Elite*) Italian infantry squad is only the equivalent of a 1st Line Russian infantry squad (4-4-7) in this respect, and you begin to see the problems that will beset the Italian player. Take the time to compare, if you would, the firepower available to the various Italian squads when contrasted with that of the 1st Line German and British units that will be encountered in *HOLLOW LEGIONS*:

Range in Hexes	1	2	3	4	5	6	7	8	9-12	Total
German 4-6-7	8	4	4	4	4	4	2	2	2	40
British 4-5-7	8	4	4	4	4	2	2	2	2	34
Italian 4-4-7	8	4	4	4	2	2	2	2	2	28
3-4-7	6	3	3	3	1	1	1	1	1	19
3-4-6	6	3	3	3	1	1	1	1	1	19

It should be noted that these figures represent usable firepower factors on the *Infantry Fire Table*, those factors in excess of the highest appropriate column being lost. Even a cursory glance at the above will show the Italians to be notably inferior. [Evaluation of American squads in this manner was featured in Mr. Posey's "A Nation of Workers" in the *ASL Annual '89*.] While the British 4-5-7 can muster 85% of the German fire, the best Italian squad can generate only 70%. And the 1st Line Italian units have but 48% of the German firepower/range!

Another aspect of firepower is worth mention: the effects on the Close Combat Table. In pitting the 1st Line of the Italians against that of either the Germans, Russians or British, that one extra point of FP renders it impossible for the Italian to achieve a one-on-one parity on the table. The result: the enemy will score a "kill" 27.8% of the time, while the Italian will do the same only 16.7% of the time. Matched against the American 6-6-6, it will take two Italian 1st Line squads to make the contest even. Even if the Italian manages to close with his opponent, only sheer numbers will carry the day for him.

Perhaps the greatest disparity comes in the consideration of morale. By averaging the morale of all types of Infantry squad units, one can assign a relative value to both the Good Order and Broken morale of a nationality. The Italian, when this procedure is conducted, have a 6.50 Good Order average morale, and a 5.75 Broken average morale. As a comparison, look at that of other major combatants: German, 7.42/7.42; British, 7.20/7.00; Russian, 7.20/7.00; American, 6.40/7.60. With the exceptions of the Americans, the Italians are out-classed; and the G.I.s will come back into the fight much quicker than the Italians they are facing. Even the Axis and Allied Minors fare better when faced with an MC or Rally attempt than the lowly Italians! Nor does their ELR rectify this hopeless situation. In the scenarios of *HOLLOW LEGIONS*, the average Italian ELR is 2.33; that of their opponents, 3.42.

One slight advantage the Italians enjoy over their counterparts, though, will generally be one of quantity. It takes only a quick glance at the unit costs of the British and Italians on the Nationality Capabilities Chart (A25) to realize the extent of this quantitative capacity. [For comparison, representative units of the German and Russian MMC mix are discussed in Mr. Posey's article "Man and SuperMan" in last year's *ASL Annual*.]

	Unit	BPV	Net Value
Italian	4-4-7	8	1.87
	3-4-7	6	2.3
	3-4-6	5	2.60
	3-3-6	3	4.00
British	4-5-8	13	1.31
	4-5-7	10	1.60
	4-4-7	7	2.14
	4-3-6	5	2.60

Using the total of all a unit's factors, divided by its BPV, we arrive at a "net value" which indicates its relative worth compared to other units. Thus, the higher the net value of a unit, the more "bangs per buck". With this in mind, we find the British 4-5-8 to be 42.7% more expensive than the Italian elite squad, and even the 1st Line British 4-5-7 to be 16.9% more expensive than the Italian elite. Interestingly, the Italian 3-4-6 is equivalent to the British conscripts in these terms; although in terms of the firepower evaluation conducted above, the British conscripts are better ("22" to "19").

Other attributes, if this is the proper term, serve to further differentiate the Italians from the other nationalities of *ASL*. In most cases, these are a burden to the Italian player. Only the elite units have a Smoke exponent, can deploy, enjoy the +1 CC DRM during capture attempts, are Normal/Stealthy, face only a regular PAATC (all others must take a 1PAATC), and surrender on a DR equal to "12" (rather than "10", and that's with a +3 DRM—A15.1). Truly, in comparison with the other MMC of their army, the elite squads of Italy are indeed elite. But even they, once captured (A25.63), will not attempt to escape.

SUPPORT WEAPONS

The Italian army was equipped with a variety of infantry weapons during the Second World War but, in general, the quality of its equipment never was up to the level of either Germany or, more importantly, its enemies. Some of the fault for this has to be laid upon mere circumstance—the continued usage of the 6.5mm round in the Model 1891 Mannlicher-Carcano rifle. Designed for an earlier war, and severely under-powered for the requirements of a modern battle, the weapon was scheduled for replacement in 1938 with a 7.35mm one. But the coming of war would halt this modernization; the need to equip hastily-raised troops and reservists required that the 1891 weapon be reissued, and that the majority of those 7.35mm weapons already in service be rebarreled to accommodate the weaker round. The Mannlicher was a serviceable weapon surely, but its primary limitations (in range, accuracy and impact power) were never overcome.

On the other hand, the Italian automatic weapons were effective designs. Their sub-machine guns, notably the Beretta Models 1938A and 1938/42 firing a 9mm Parabellum round, were capable of putting out 600 rounds per minute (550 rpm in the later model). Either of these compare favorably with the German-made MP38 or MP40 SMGs used by the Wehrmacht, which fired the same round at a rate of 500 rpm. Italy was, indeed, the first country to adopt a sub-machine gun (the Villar Perosa in the latter weeks of 1917, though the weapon qualified as such only by virtue of its blowback action and pistol cartridge). It was employed as a LMG by mountain troops and as an aircraft MG; in neither role was it particularly effective. But somebody at OVP (the manufacturer) realized the potential and had the mechanism incorporated into a handier weapon, after which the SMG was always part of every Italian army's TO&E.

As to machineguns, the Italian manufacturers produced a wide variety, some which were outmoded and some of which were innovative. To give an idea of the range of weapons used, we need only consider that their arsenal still included the Austrian-

made 1907/12, the M1907 F St. Etienne HMG from France and the Colt model 1914 Browning machinegun. But the standard LMG of the *Regio Esercito* was the Breda Model 1930 (6.5mm).

Based upon the earlier Breda 1924 model, this was hardly a satisfactory design. For, while it was one of the first machineguns to feature a quick-change barrel, it also required that each shell case be well lubricated in order to be ejected satisfactorily in sandy or dusty conditions. While this LMG could reach a theoretical rate of fire of 450-500 rpm, it also suffered from another major drawback other than the lubrication—it had only a 20-round capacity in a non-detachable magazine that was fed by chargers, thus effectively limiting its actual rate of fire to about 150 rpm. Range too was a problem, as noted by German analysts during desert trials.

The 8mm Breda Model 1937 HMG was reputedly the best that Italy had; yet it too had peculiar problems. It also required that the rounds be well-lubricated by means of an oil pump prior to their injection into the weapon's chamber. As to feeding rounds in, this was accomplished by inserting 20-round trays (in which the empty shell cases were reinserted prior to replacement—a tidy arrangement, but to what purpose). Also in 8mm was the Fiat (Revelli) Model 1935 HMG—known as the "knuck-lebustler". Equipped with a 300-round non-disintegrating belt, this weapon had a cyclic rate of 500 rpm; but it was not successful because of "cook-offs" (rounds set off by heat building up in the firing chamber) after a period of sustained fire. As a comparison, the German MG34 could fire at a sustained rate of 800-900 rpm using a 250-round belt.

Much of the blame for the deplorable state of Italian arms must be laid on the political system that Mussolini forged. With the concentration of the role of military procurement concentrated in the hands of the party elite during the world-wide depression, in too many cases cost, not effectiveness, became of primary importance. Nor did the Italian industrial system counterbalance this understandable tendency, for it became noted for dishonest contracts, cynicism, bribery, refusals to modernize, and the squandering of vast amount of government credit. Eventually not only did production start to decline, but quality as well. By the mid-30s, the equipment being produced for the Italian military was, at best, of questionable worth—grenades did not explode, nails fell out of shoes, and uniforms were made from second-hand fabrics that gave no

Major Traits of the Italians in ASL

Morale:

Elite: 7
First Line: 7/6 and 6/5
Conscript: 6/5
Armored Crews: 6/5
Ordnance Crews: 7

Ground Troops:

Surrender (A25.63)
Smoke Exponent (A24.1)
Non-Elite Lax (A25.64)
1PAATC (A25.65)
Elite Deployment only (A25.61)
Elite Berserk only (A15.4)

Artillery:

Radio Contact—8 (C1.2)
Chit Mix—7B/3R (A25)
AR Accuracy—1 (C1.3)
Red TO HIT Numbers (A25)
Use of HEAT—1942 (C8.3)

Die Roll Modifiers:

Heat of Battle—+3 (A15.1)
Leader Creation—+1 (A18.2)
Recon—-1 (E1.23)
Excessive Speed—+3 (D2.5)

protection from the cold. While many officers recognized these problems, no one among those in power seemed capable (or willing) of instituting the reforms necessary to correct them.

We've already looked at the disadvantages the Italian squads face in terms of firepower when pitted against other combatants in the *ASL* system. One might expect that, in fairness, this would be offset to some extent by their support weapons. But this isn't a game; it's war. If we calculate the potential useable firepower of the three types of MG (in a manner similar to that of the infantry squads used above—total FP over its entire range), we find a notable disparity:

	German	British	Italian
LMG	32	21	17
MMG	84	72	64
HMG	160	112	102

Couple this with a distressing proclivity for breakdown (B11—three times that of the Germans, British or Americans), and it almost makes capture and use of enemy SW a tactic worth consideration. Surprisingly, the scenario designers of *HOLLOW LEGIONS* have been quite liberal with the Italian MGs, there being 41 allotted to the 109 Italian squads that appear in that module—or one machinegun per 2.65 squads (compared with one per 2.36 for their opponents therein).

The other primary SW found in all the game's national arsenals is the light mortar: in this case, the 45mm "Brixia". It had a number of good points, including a high rate of fire, steadiness in action, and the fact that it folded conveniently for carrying. But its design also embodied a number of unique—and unfortunate—features: breech loading, firing cartridge, trigger fired, gas ports, etc. These drawbacks, however, translate into but one difference (in game terms) when compared with the German and British models:

	German	British	Italian
Caliber	50mm	51mm	45mm
Firepower*	2	2	2
Range	2-13	2-11	2-13
Portage	5PP	4PP	4PP
Rate of Fire	3	2	2
Breakdown	12	12	11

With the exception of its greater incidence of breakdown, the Italian 45mm MTR compares quite favorably with either. (The asterisk on the FP entry is meant to call attention to an interesting point. When using the standard "Infantry Fire Table", all three are equivalent in effect. But, take a look at the *Incremental IFT* found on Page 49 of last year's *Annual*; note the difference the halving of the 50mm and the 45mm equivalency will produce.)

In my earlier "A Nation of Workers", we constructed a comparison chart for the American and German SW allotment. Using a 15-squad force, as I did then, set in an mid-1943 DYO scenario, from the SW Allotment Charts found in Chapter H we arrive at the following SW complement:

	LMG	MMG	HMG	.50	MTR	BAZ/Pk	FP
British:	3	1	1	0	3	3	46
American:	0	2	1	1	2	2	42
German:	3	1	1	0	1	1	33
Italian:	2	1	0	0	1	0	10

The FP totals are merely the sum of the base FP of all the various weapons (using the HE Equivalency of the AT weapons, C8.31). It should be noted that the three British "BAZ" are PIATs; too, inherent German panzerfausts are not reflected. As I suspected, the Italians show a marked inferiority in support weapons. Combine this with the shortcomings of the weapons themselves, and we find a force not capable of sustaining itself on the tactical battlefield for long. Mussolini preferred to blame the soldier; he stated, "I must nevertheless recognize that the Italians of 1914 were better than these. It is not flattering to the regime, but that's how it is." As I hope we've shown, rather than any failings of the Italian

soldier, the blame most definitely should be placed on *il Duce's* regime—for it was responsible for the abysmal state of both leadership and weaponry.

ARTILLERY & GUNS

The employment of artillery by the Italians was quite traditional, and the only feature of note was their proclivity to site the bulk of their guns well forward. Italian artillery personnel earned a reputation for sharp shooting, and consistently displayed considerable courage under heavy counter-fire or direct attack. In many cases, artillery firing over open sights was used against assaulting infantry and tanks. The *Alpini* artillerymen were highly skilled in the use of pack artillery, and their methods were widely adopted by other mountain and irregular forces. In short, of the three arms of the army, the Italian artillery branch proved the most effective, efficient and steadfast—despite the limitations under which it operated.

In action, the divisional artillery commander regulated the employment of the artillery batteries—except in counter-battery and interdiction roles. Decentralization of command for these functions was designed to expedite rapid and effective action. Even when in defensive positions, roving pieces (mostly AT and INF guns) were sent far forward of the main defensive line in order to force the enemy to deploy. The artillery officers, trained at the school in Turin, were uniformly competent, exhibited quite high personal initiative, and were fired with a strong *esprit de corps*.

In those scenarios featuring the Italians (#51-#58) thus far, we find that they are allocated seven on-board artillery pieces. Considering that this sample consists of but eight actions, the designers have awarded them a field piece 88% of the time (and five scenarios allot them at least one 45mm mortar as well). Quantitatively, this is quite a bit better than even the Americans have fared—although given the Italian tendency to site their guns near or on the front lines, perhaps justified.

As to the availability of offboard artillery, the one scenario that offers this awards them a 70mm module—indicative of a battery sited just behind the line. An analysis of the Italian OBA Availability Chart (Page H86) might be more profitable:

Year	1940-7/41	8/41-8/42	5/42-11/43	12/43-1945
Bore	83.1mm	85.3mm	88.1mm	83.1mm
Cost	64.6	68.2	71.9	67.4
Cost/mm	0.78	0.80	0.82	0.81

The result of such study does bring several points to mind. As can be readily seen, there is a gradual increase in all categories from the time Italy entered the war until the 1943 armistice. At that point, while there is a sharp relative drop in average bore size for Fascist offboard artillery, there are less notable decreases in average cost and cost per millimeter. In other words, Italian offboard artillery in 1945 will be more expensive overall than it was in 1940.

To give some idea of the ramifications of the above, we need to look at how the Italians compare with other nationalities in the system. For this, we will use their "high-water" mark of mobilization, the 1943 entries. Building upon calculations done in previous articles:

Nationality	Avg Gun Size	Avg Cost	Cost/mm
American	90mm	156.6	1.57
German	109mm	107.0	0.97
Italian	88mm	71.9	0.82
Russian	103mm	61.0	0.59

Readers will find that roughly the same percentages exist throughout the war years, with the exception of 1944-45. Thus, in DYO situations, the Italians are more likely to have OBA purchased, for, although not as large as enemy OBA, it is more cost effective than any except the Soviets.

"Having", though, does not guarantee usage. With a chit selection of seven Black and three Red

(compared to the German 8B/3R or American 10B/3R), the Italians are at a disadvantage when pitted against any major combatant except the Russians. Drawing from the figures devised by Mr. Medrow (see Vol. 24, No. 2 of *The GENERAL*), the likely number of FFEs the Italian player will enjoy in a ten-turn scenario will be marginally better than the three that a Russian player can anticipate per module. What has been surprising to many players, perhaps, is the quality of the Italian radio counter, with a contact value of "8" and a B# of "12"; with a field phone, the contact value increases to "11" and makes purchase of such in DYO worth a thought.

Turning back to the onboard ordnance, let us look over the arsenal available—using a rarity factor of 1.1 as a base (anything rarer is simply unlikely to appear in designed scenarios)—and compare these with similar weapons of other nations. Scanning the Italian Ordnance Listings reveals that only four weapons fall within the guidelines specified: the Mortaio da 81/14, the Cannone da 47/32, the Cannone da 65/17, and the Cannone-mitragliera da 20/65. When compared with the bore sizes of same rarity factor available to other major countries in the system these might seem less than perfect; but they do grant the Italian player a choice in each possible category of gun.

The Mortaio da 81/14 again traces its lineage to the French Brandt 81mm mortar, from which both the American and Soviet weapons devolved. In fact, interestingly, we find in the Italian Ordnance notes mention of the fact that this particular weapon could fire, besides seven and 15-pound shells of Italian manufacture, French, American and even German rounds when available. As to range, with an extreme of 102 hexes, it far outclasses that of either the American or the Russian model (78 and 75 hexes, respectively). Those who play the Italians with regularity will find this mortar to be quite serviceable, capable of firing Smoke and illuminating rounds as well as HE, and being blessed with QSU. Given all this, the price is quite reasonable as well: 28 BPV—the same as the Russian equivalent and one less than the American. The 81mm MTR is perhaps the best weapon in the Italian arsenal of guns; yet it appears in but one scenario in *HOLLOW LEGIONS*. It should be noted, in addition, that its rarity does fluctuate; the RF can rise as high as 1.5 (Russia, March 1943).

Unfortunately, the one AT weapon the Italians are likely to acquire is not up to the same standard. The Cannone da 47/32 (with a rarity factor ranging from 0.9 to 1.6) is pitted against both German and British AFVs in *HOLLOW LEGIONS*. As players will find, this Italian copy of the Austrian Boehler had several faults when compared to AT guns available to other nations. First, and foremost, the 47/32 possesses a TK# of only "10"; while sufficient against most early-war enemy vehicles, with the advent of the likes of the Russian T34 and American Sherman and British Churchill, its value declines greatly. And, although blessed with QSU, it has no gunshield to provide protection for the crew. Unlike the Italian 37mm AT, it cannot be fired en portee; worse still, prior to August 1941, it can't even be towed. Another anomaly of the 47/32 in *ASL* is its broad RF range, causing it to see its greatest usage in scenarios set in North Africa and Russia. Still, when properly placed and sited, the Cannone da 47/32 will prove valuable, in an anti-tank or even in an anti-infantry role.

Large-bore direct infantry support is supplied by an outdated (1913) World War I mountain gun: the Cannone da 65/17. While relatively inexpensive (21 BPV), this weapon has at least one point to recommend usage—its ability to use AP and HEAT rounds. Indeed, with TK numbers of "9" (AP) and "11" (HEAT), it is less expensive than the 47/32 AT gun, and more versatile. Still, it does suffer from NT modifiers, has no gunshield, and is not a QSU

weapon. In effect, this combines to demand that, for most effective use, players must carefully site the 65/17. When properly situated, and perhaps in tandem with an 81mm MTR, it can give any opponent pause.

The final Italian piece, their *Cannone-mitragliera* 20/65, is totally unsuited for its original role of air defense. Nor, due to its small bore size, is a suitable AT weapon. But, used in the role many Italian officers adapted it to (i.e., as a heavy MG), this particular weapon can serve quite well as a deadly threat. Due primarily to its long range and IFT equivalent, placed on an elevation with a good field of fire, the 20/65 can dominate any route of advance. Particularly impressive is its ability to fire in a limbered state. Found in every theater, owners of the Italian module can try it out against the Germans in "The Battle for Rome".

Overall, once again we see that the Italians suffered from a marked lack of modern weaponry. Their most common ordnance pieces are all outdated, and hence underpowered, designs often forced into roles for which they were not designed (hence the red To Hit numbers). Only the 81mm Mortaio proves an exception. Still, if carefully handled, and the range of engagement kept within reason (preferably 12 hexes or less), these must serve. Depending on date and what is faced, they may even serve quite well.

ARMOR & TRANSPORT

Italian interest in tracked armored vehicles dates back to September 1916, when the first British tanks made their appearance on the Somme; shortly thereafter Italy succeeded in obtaining a French Schneider tank and tests were immediately begun. Although tanks were totally unsuitable for the bloodbath in the Corso region, in 1918 Italy convinced French authorities to provide three Renaults and another Schneider. In the meantime, Fiat—*Fabbrica Italiana Automobili Torino*, the major Italian automotive firm—undertook the construction of a tank of its own design, a ponderous machine weighing 40 tons. In 1918, Fiat received an order for a series production of a modified version of the Renault FT (known as the Fiat 3000, of which 100 were delivered to the army). Between the time of their delivery in 1921 and the acquisition of the British Carden-Loyd tankette in 1929, Italian tank development languished. From 1929 until 1935, Italian efforts centered on the *carro veloce*, as the Italian-built version of the Carden-Loyd was known. All of these fledgling Italian AFVs would be thrown into action during the war. But Italian actions in Ethiopia highlighted the need for a heavier tank, and the General Staff authorized design of a medium tank. An 8-ton turretless design armed with a short-barreled 37mm was built in prototype but failed to be accepted. Instead, in 1939, the 11/39 was adopted. Shortly afterwards the design of the L6/40 was also accepted for production.

During the war, Italian tank development and production suffered from a variety of faults, ranging from a critical lack of raw materials to a gross miscalculation on the advent and duration of the war. Italian officers had, as early as 1939, realized the need for a tank heavier than the proposed M13, but there was no priority given to the development of such. As a result, when the P40 was first planned, the engine as well as the chassis itself had to be designed from scratch. The time lag between design and production stages was understandably lengthy. The manufacture of German designs in Italy seemed to offer a partial solution to the problems of tank development, but plans such as that to build the PzKpfw III in Italy withered on the vine. Nor did limited use of captured equipment (notably French) supplied by Germany suffice.

Italian industry showed its ability to improvise with what was at hand at several points. But the crux

of the problem remained: at the outset of the war the Italians had only limited experience in designing their own armored fighting vehicles, and were able to draw upon their automotive industry, already hard-pressed by the war effort, only to a limited extent for the major components that were needed. The two principal areas in which Italian AFVs feel short of their German and Allied counterparts were in quality of armor plate and their horsepower-to-weight ratio. The armor plate was prone to crack and split when hit and, generally speaking, the deficiency in quality was not compensated by an increase in thickness. Italian crews improvised by sandbagging and affixing track links to vital areas in order to improve their chances of survival. Production models of Italian tracked vehicles also suffered from an unfavorable hp-to-weight ratio throughout the war. Efforts to increase horsepower, as in the case of the M15, did not significantly enhance the speed or maneuverability of the vehicles, and parity with Allied and German AFVs was never achieved in this respect.

The armament mounted on Italian vehicles was quite another story. The 47mm gun of the M13 was a satisfactory weapon, and the 75/18 gun-howitzer of the SPA was an extremely reliable and accurate weapon that, although not designed as such, was used as an AT gun with excellent results. The 90/53 gun on a self-propelled mount is another example of the occasional first-rate weapons that can be found in the Italian arsenal, and indicates the direction in which Italian efforts were being forced at the time of the armistice in 1943.

The organization of Italian armored units was modified continuously throughout the war. This was due to a variety of reasons, among them the destruction or disbanding of some armored formations and the uneven introduction of new types of armored vehicles. Italian armored divisions were never armor-heavy, but rather were an almost equal mix of armor, artillery and infantry. By the end of 1941, organization of the armored divisions had been standardized, and consisted of a tank regiment (equipped with M13s), a *Bersaglieri* regiment, an artillery regiment with six groups (two of which were self-propelled), an engineer battalion and various support service units. Strength had been increased to 8600 men and 189 medium tanks. Further organization of the divisions were somewhat elastic, the actual composition of the regiments varying from time to time, depending on the situation, availability of replacements and the phasing in of new equipment.

Of Italy's more than 70 combat-effective divisions, only three might be classed as armored—the 131st *Centauri*, the 132nd *Ariete* and the 133rd *Littorio*. A second-generation *Ariete* was organized in April 1943, and fought against the Germans on the outskirts of Rome immediately after the declaration of the armistice; it was disbanded by the Germans after its surrender. Plans were under way to convert a cavalry division to an armored formation, to be designated the 134th *Freccia* Division, but were not implemented before the armistice. The 136th *Giovani Fascisti* has at times been referred to as an armored division, but in reality it was nothing more than an infantry division with some of its artillery mounted on trucks.

Although Italian armored units fought on all fronts, from Russia to Tunisia, most of their activity was conducted in North Africa; it would have to be in the context of desert combat that the record of Italian armor personnel during World War II should be judged. On balance, the performance of the armored units (and the armored artillery as well) was at the very least adequate, but probably could be better described as having been as good as that of German armored units in the desert. Too often, accounts making reference to "Italian armor" are misleading. Reports of engagements during O'Connor's offensive furnish a prime example, when L3s were

pitted against Matildas and the actions labelled "tank battles". On the other hand, when Italian tanks were matched against comparable AFVs, such as happened at Bir el Gobi in November 1941 when L3/40s faced British Crusaders, results were far more equitable. As the war progressed, with the steady attrition of Italian armor and the simultaneous build-up of British and American forces, there was little hope in the long run. But the performance of Italian armored crews was, however, superior to the end—especially when one considers the relatively inferior equipment which they had to work with most of the time.

With only 41 vehicles listed in the Italian Vehicle Notes, it is surprising that 15% (six) are available for use under the 1.1 rarity factor parameters that we have adopted. The six vehicles that we shall turn our attention to over the next few minutes are: the L3/35, M13/40, M14/41, M15/42, Semovente M42 da 75/18, and the *Autocarretta*. Of these, one is a tankette, three are medium tanks, one is an assault gun and the last is a truck, thus giving one a well-rounded selection. As to their quality, a brief comparison of similar vehicles can provide some limited insights:

Nation	Vehicle	MF	MA	TK#	AF	BPV
Italy	L3/35	13	BMG	4	1/0	20
	M13/40	11	47	10	3	34
	M14/41	12	47	10	3	35
	M15/42	13	47L	11	3	39
British	Mark VIB	18	CMG	4	1	35
	A13 MKII	16	40L	10	3/2	43
	Crusader II	15	40L	10	4/3	46
	Grant (a)	13	37LL	11	8/4	66
Russian	T-60 M40	15	20LL	7	3/2	38
	BT-7 M37	23	45L	10	2/1	34
	T-34 M40	17	76	12	11/6	51
German	PzKpfw IB	15	CMG	4	1	30
	PzKpfw IIIG	13	50	11	3	50
	PzKpfw IVF2	14	75L	17	6/3	72

From the table above, comparing like vehicles of like dates from various nationalities, we can quickly spot both the strong and weak points of the Italian AFVs as presented in ASL. Notable among their advantages is the low cost of purchase, of prime interest during DYO computations. And certainly the MA is well matched against those of its desert adversary, the British; during the later stages of the Fascists' war, even as the Russians and Germans were progressing to larger guns and better armor (note the differences in TK— and AF), however, Italian improvements tended to be minimal. Most disagreeable for those playing the Italians might well be the relatively slow speed of their vehicles, limiting their flexibility and responsiveness. Of course, the above does not take into account other points of interest such as the relatively low MG FP of the Italian BMG, nor their use of red TH numbers, nor comparative ROF, nor a host of other factors that will influence how these vehicles might best be utilized. As pointed out by numerous AFV authorities, Italian designs lagged two to three years behind that of the common AFVs of other combatants. By the time the M15/42 came into service, it was already obsolete on the European battlefield.

The L3/35 tankette was derived from the Carden-Loyd Mark VI, 25 of which were acquired in 1929. Italian authorities showed an understandable interest in a small, light AFV suitable for use in mountainous terrain—such as that common along the northern borders; a joint venture of Fiat and Ansaldo promised just that. The Fiat-Ansaldo built version would eventually number 2500, and see action (in various guises) in virtually every theater in which the Italian army operated. The CV was never meant to be used in lieu of heavier tanks, but was instead designed according to Italian doctrine of the time for security and recon duties and elimination of small pockets of bypassed resistance. However, the outbreak of hostilities earlier than anticipated forced them to be committed as the only AFVs available. More than three-quarters of the "tank formations" encountered by the British in their desert offensives

of late 1940 and early 1941 were comprised of L3s, whose armor was not even proof against the armament of British armored cars. Although ubiquitous, the L3/35 appears in but one scenario thus far (as part of a motley force in full retreat in February 1941).

The Italian medium tanks appear in three scenarios in *HOLLOW LEGIONS*. When it became apparent that the M11/39 did not constitute a satisfactory design, the development of a suitable successor was initiated. The basic hull of the M11 was used, but the rest was much revised and took on a conventional appearance (with the MA mounted in the turret) with horsepower increased from 105 to 125 to compensate for the added weight. The M13/40 was the best known of the Italian tanks used in the war, and along with its improved (a 145-hp engine was installed) version the M14/41, was the standard AFV of their armored divisions. The M13 suffered from frequent mechanical breakdowns in the desert, but in this respect was no worse than British tanks of the period. In scenarios set in 1942 or later, expect the M13/40 and M14/41 to be outclassed by most of the Allied armor encountered. Used in mass, or against enemy infantry, they can be quite effective however. The M15/42 was an upgunned version, but chances of seeing it in *ASL* use is limited—given that the bulk of them were used to equip the new *Ariete*, and hence surrendered to the Germans in 1943 after their brief defense of Rome.

Mounting a 75* weapon, the Italian Semovente M42 da 75/18 has a TK number of only "10", despite its larger bore size over the M13/40 series of tanks. Its armor protection wins no prize either, being but "3" only. Compare this with the German StuG III, with its 75L (TK# 17) and armor protection of 8/3, and one can begin to appreciate why the Italians often referred to their assault guns as *tascabili* ("sardine cans"), which had nothing to do with similarities in appearance. However, of all the vehicles considered thus far, this one has the least opportunity of seeing use on the mapboard, due to its extremely limited time of availability—September 1943.

Only the Autocarretta of the Italian arsenal seems to function much as intended. As a specialized towing vehicle for artillery pieces, any Italian player should consider it a valuable asset (and, at 10 BPV, an inexpensive one) in mobile situations. It has, however, two real drawbacks—a PP capacity of but "9", and a speed of but "16" (making offroad travel, with or without a gun in tow, a slow proposition). Due to these limitations, beyond providing a tow for any onboard guns, I suspect that many times it will be used to transport infantry teams (HS/crews) and their heavy SW (dismantled HMGs or MTRs). As with the Russians, the rest of the fleet of trucks are rather rare and will only occasionally appear in your games but do compare favorably with similar vehicles in other TO&Es.

Let one think that it will be impossible to experience any but the limited selection above, players of *HOLLOW LEGIONS* will have five scenarios that bring in some of the more unusual Italian vehicles. Of particular interest are the intriguing *Autosahariana* and *Autoblinda*. As future scenarios are designed around the actions of the Italian army, it is very likely that these, and other special vehicles, will feature prominently—given the proclivities of *ASL* players.

SYNTHESIS

Poorly led, equipped and motivated, the Italian soldier was not generally to be feared during the days of World War II. This is not to say that he could not give a good account of himself; even in *ASL* terms, if carefully handled any enemy force can find them a tough nut to crack—defensively. Mussolini himself recognized this, for in his note of 31 March 1940 in which he defined the various

roles the Italian armed forces were to play in each theater, only on the Abyssinia front did he envision an offensive (which the Duke of Aosta promptly declared could not be carried out). A rather modest program for what *il Duce* assumed would be a short war against the decadent Western European democracies. Once involved in a modern war against nations with vast resources, both material and manpower, Italy simply was outclassed. In short order, the defeats in Africa sapped the morale of the Italian military; the horrendous losses in first the Balkans, and then Russia, only accelerated the process by filling the gaps with troops of ever more dubious conviction and ability.

Much of the above is reflected in the game system's treatment of this least of the Tripartite Pact members. Even the best of Italian troops are of but average morale; and the limitations placed on all but the elite forces can cripple the Italian player's plans. Their weaponry, with a few notable exceptions, is barely adequate. Unlike the Americans and Russians, who improve as the war progresses, Italian ELR, leadership and squad quality remain fairly constant throughout the scenarios published. All of this is not to say that these scenarios are unbalanced; it is a credit to the designers that they have crafted such exciting and challenging matches for us to enjoy. The most enjoyable of tactical actions will see the Italians on the defensive, as they were much of the time, where they can make the most of their firepower at short range while clinging to sheltering terrain as the enemy nears. With polished play and a touch of luck, the Italians can prove victorious—and victory by any means is just as sweet.

The Italian soldier has become the brunt of much unjustified ridicule since the war. The absence of a dedicated officer corps, and the distaste with which many Italians regarded the Nazi cause, naturally impaired their fighting ability. When well-led, their performance was as good as any; Gurkha regimental non-coms who encountered them in Ethiopia stated they were the bravest they had yet met—and the Gurkhas should know a bit about valor. During the war, the Italian soldier faced the best of each of the other major European combatants, in climes ranging from the snows of Russia to the deserts of North Africa. And, once the bulk of the army came under the jurisdiction of Allied command (excepting a few die-hard Fascists), it proved to be a valuable asset to their war effort. With the defection of Italy from the Axis cause and the granting of co-belligerent status to the new Italian government, a new era dawned. While training was still of dubious quality, their forces gained vast new stocks of modern equipment (as shown by the use of British counters in 1945); and there was no doubting Italian resolve. Italian units played a considerable role in the liberation of the rest of their country, occupied by the Germans and outlawed Fascists.

Whether playing a published scenario, or crafting a DYO action, those who chose to play the Italians have taken up the most daunting task yet faced in the panoply of *ADVANCED SQUAD LEADER*. With skill and tenacity, luck and experience, you will be able to say someday, *Veni, vidi, vici*.



A WORD FROM THE EDITOR

This is, for those who came in late, the second *ASL Annual*. By now, you've skimmed through it, maybe played a couple of the scenarios, had a laugh, read the letters, and are at last willing to give me a few moments to extend my greetings. The '89 *Annual* was an unqualified success. Printed ten thousand, sold out, reprinted a few thousand more, and those are high gone. (It is my understanding that, once sold out, the '89 *Annual* will not be reprinted again—making it a true "collector's item".) Numerous letters brought compliments and suggestions; to all who took the time to write, many thanks. If we but institute all the ideas received from readers, we've enough to keep the *ASL Annual* a regular event for years to come.

As before, the centerpiece of this issue of the *ASL Annual* is the scenarios—three for *SL*, three for *DASL*, and a baker's dozen for *ASL*. These were culled from the couple hundred or so that came my way over the past year. They were then, as usual, subjected to some intense playtesting and revision. For this, the gentlemen listed on the masthead on Page 3 deserve all the credit; it is due to their collective skill (and the members of their groups, whose names you'll find listed elsewhere) that these scenarios continue the tradition of fine contests that was begun last year. Of special note was the effort of Richard Eichenlaub, who—in splendid isolation—served as my troubleshooter for the odd bits (the "Mine Dog" rules, Steven Swann's "mini-campaign" scenario, Jim Stahler's "Programmed Instruction", and such). The fact that all these offerings encompass a wide range of nationalities, boards, rules and game lengths means that, hopefully, there is something for every player within these pages. Indeed, where else might one find a *DASL* scenario featuring the Japanese? It is our belief that the scenarios of *ASL Annual '90* include some of the best for the system to date, regardless of your taste.

But, don't overlook the articles. I've badgered some of our best writers to contribute their efforts to my tender mercies. These articles offer some insights for play and much food for thought. Again, we've striven to bring you the best. Mr. Posey presents a bit of history, in the same format as his articles on the American and Russian armies last issue. For those unfamiliar with Mr. Swann's series in recent issues of *The GENERAL*, we think you'll enjoy his "Reference Notes" on the First Special Service Force. The Series Replay (Scenario #37, "Khamzin") in this issue is the first of those that we hope to bring the readers, featuring play by the very best of players. And Mr. Stahler labored long hours on the "Programmed Instruction", designed to ease the transition of former *SL* players (or to introduce the new) to *ASL* with as little effort as is possible. Along with the regular columns and other bits, these make (I think) an interesting and informative package for the dedicated player of this most comprehensive of tactical wargames.

Even with all that is crammed into these 64 pages, there was a great deal more that we wanted to bring you. But, of course, everything can't fit in one issue. For instance, I was forced to put off an *SL* Commando Campaign, complete with new scenarios, until next year's *Annual*. We have just started sorting through scenario submissions, and hope to commence playtesting of those selected in the late autumn. Let this serve also as an invitation to those devoted players who might wish to try their hand at playtesting; drop me a line (or, better yet, contact one of the nice gentlemen in your locale listed on Page 62) if interested. With the help of many, I intend to see the *ASL Annual*, as good as it is now, get better. For now though, enjoy the '90 *Annual*.

Rex A. Martin
Managing Editor/The *GENERAL*

MONASTERY HILL



ASL SCENARIO A14



South of SCIALESI, ALBANIA, 9 March 1941: Mussolini's bid to dominate Greece had been a fiasco of the first magnitude; by mid-February 1941, the war which had begun in November amid much posturing had taken the lives of 500 Italian officers and over 5000 other ranks. The Greeks, far from being cowed, had gone on the offensive and driven deep into Albania itself. But now the terrible winter was over, and the snow was melting from the lower slopes of the Trebesine Mountains. *Il Duce*, fearful that the Germans might soon intervene and so deprive him of the glory of conquest, ordered another great offensive. Marshal Ugo Cavallero, hoping to oblige his master, laid down plans for an attack along a 20-mile front to clear the Desnizza Valley and thrust through the Greek lines. To accomplish this breakthrough, the peaks on either side had to be seized. Most formidable were hills 717 and 731, the latter called Monastery Hill by the Italians because of the ruins of an ancient abbey on the crest. To storm these obstacles, Cavallero committed the newly-arrived 38th "Puglie" Infantry Division. Under the watchful eyes of Mussolini himself, safely ensconced in a fortified mountain-top observation post, the 3000 men of the first assault stepped off.

BOARD CONFIGURATION:

BALANCE:

☛ Add two 4-5-7 MMC to Greek OB.

☛ Throughout play, all Italian 3-4-7 (and Elite) MMC have an ELR of "3"; all Italian 3-4-6 (and Conscript) have an ELR of "2".



9	
	2

VICTORY CONDITIONS: The Italians win immediately upon Controlling \geq five Level 4 hexes on board 9.

TURN RECORD CHART

☛ GREEK Sets Up First [112]	☛ 1	2	☛ 3	4	5	6	7	8	9	10	END
☛ ITALIAN Moves First [156]											



Elements of the 12th Infantry Division [ELR: 4] set up on board(s) 2/9, \geq six hexes from the northern edge: {SAN: 4}

4-5-7	9-2	8-1	8-0	4-11	2-8	Trench OWN, GNA: +4 Other: +2
14				3	6	18



Elements of the 71° Reggimento Fanteria [ELR: 2] enter along the north edge of board(s) 2/9 on Turn 1: {SAN: 2}

3-4-7	8-1	8-1	8-0	4-11	2-8	2-8
26			2	2	3	3

Elements of the 72° Reggimento Fanteria enter along the east edge of board 2 on Turn 3:

3-4-6	8-1	7-0	4-11	2-8
14			3	

SPECIAL RULES:

- EC are Wet, with no wind at start.
- Snow is present on all hill hexes of Level 2 or higher; rules for Ground Snow (E3.72) are enforced for these hexes only.
- Place a Stone Rubble counter in hexes 9DD3 and 9EE4.

AFTERMATH: Hill 717 was overrun by the determined infantry of the 71st Regiment (considered the better trained of the division's three) with relative ease. But as they set foot on Monastery Hill, the Greek defense stiffened. Once on the slopes, the Italians

discovered that the Greeks had dug five lines of trenches. As they neared the first trench line, the Greeks there withdrew, sprayed the attackers with boresighted machineguns from the second, and then counterattacked. The 72nd Regiment, which had pressed down the valley to swing against the hill, faced similar conditions. A bitter and bloody struggle raged among the muddy trenches of the snow-clad slope, reminiscent of the nightmarish fighting in the Carso during World War I. The ferocity of the Greeks in such close combat finally drove the Italians back. For seven days the Greeks of the 12th Division beat off repeated attacks by the "Puglie" and "Bari" divisions, until at last orders to break off the fruitless Italian offensive—which had gained not one objective of note but had cost them 12000 casualties—were agreed to by Mussolini. On 21 March he flew back to Rome to hear of Hitler's plans to settle the "Balkan Problem".

STAND FAST THE GUARDS



ASL SCENARIO A15



VICTORY CONDITIONS: The Germans win immediately when they have either cleared all hexes of Hill 11X5 of all unbroken British MMC or have Exited ≥ 45 VP off the north edge of board 11.

BOULOGNE, FRANCE, 23 May 1940: An epic of disastrous proportions was looming for the BEF as the panzers neared the French Channel ports. If they fell, the BEF would be bereft of supplies—and evacuation, if the worst should come. As the Germans cut through disintegrating French divisions, hastily made and executed plans for holding Boulogne and Calais were undertaken by the British. To Boulogne was shipped the 20th Guards Brigade. Unfortunately, these British battalions had no maps, wirelasses, mortars or grenades. Undaunted, in the best of tradition, the Welsh and Irish Guards disembarked on the 22nd of May, forcing their way through the refugees on the quay into the streets and to the countryside beyond. But the 2nd Panzer Division, despite being delayed by air attacks mounted by the French Naval Air Arm, was in sight of the towers of the city. The first clashes were inconclusive. During the night, Guderian completed his encirclement of the port. All British units stood to at first light, anticipating a dawn attack—but this did not develop immediately. Instead, the Germans were occupied reducing the French garrison at Fort de la Creche, north of town. At last, however, the expected whirlwind struck the Irish Guards, at 0730.

BOARD CONFIGURATION:

BALANCE:

- ⊙ The number of British MMC allowed MPH movement is determined by a DR (see SSR 3).

- ✦ Delete MMG from *British OB*.



6	11	17











(only hexrows R-GG are playable)

TURN RECORD CHART

⊙ BRITISH Sets Up First [224]	1	2	3	4	5	6	7	8	END
✦ GERMAN Moves First [200]									



Elements of the 2nd Irish Guards and the 69th AT Regiment [ELR: 4] set up on/north-of hexrow BB (see SSR 2): {SAN: 3}

 4-5-8	 2-2-8	 0-2	 0-1	 0-0	 7-0	 5-2 4-12	 E 1 2-7	 AT 10 40L	 Foxhole 5 DPR, DBA: +4 Other: +2
16	2		2				3	2	4



Elements of Panzer Regiment 3 and Infanterie Regiment (mot) 2, Panzer Division 2 [ELR: 4] enter on Turn 1 along the south edge of board(s) 6/11/17: {SAN: 2}

 4-5-7	 2	 2	 2	 2	 E 1 3-8	 E 1 3-8	 E 1 3-8	 E 1 3-8	 14 37L 3-8
20	2				2	4	2		4

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- A maximum of six British squads (or equivalents) and one AT Gun (plus its crew) may begin play on each board. Placement of SMC and SW is not restricted.
- At the beginning of each friendly MPH, the British player must make a dr to determine the number of MMC that may expend MF during his ensuing MPH. British MMC function normally in all other respects (including the APH).
- British units may not attempt SMOKE placement.
- If malfunctioned, British MGs and AT Guns may not be repaired.

AFTERMATH: The attack fell most heavily upon a knoll of strategic high ground held by a platoon under Lt. Sir John Reynolds. The Irishmen, supported by a pair of anti-tank guns, put up a fierce resistance. After about an hour, the AT guns had been disabled. But the Guards fought on with Bren guns and rifles; and when the Brens' barrels warped due to the intense heat they fought with rifles alone. For two hours they held off the German infantry and tanks, with small units continuing to reach Reynolds throughout the morning. Yet in the end the knoll was isolated and overrun. Still the Guards stood fast. Using the high ground, German tanks shelled the British positions with impunity. By noon the Irish battalion had been whittled down to a strength of only two-and-a-half companies. In the early afternoon, under continuous pressure, they withdrew to a perimeter near the center of Boulogne, and there they grimly prepared to make their last stand—joined by the survivors of the Welsh Guards who had fought their way back street by street from the east.

SIGNALS

Mr. Martin:

I just received my *ASL Annual* and I wanted to let you know how pleased I am with it. The articles are an excellent blend of history, game tactics, statistics and new scenarios.

I am especially pleased with the article "Piper's Lament". I am a Corporal Piper in the Calgary Highlanders (who are briefly mentioned in Scenario R222), and am well aware of the effect the pipes have had in battle. Bear in mind, however, that officially in 1940 the wearing of kilts and the playing of the bagpipes in combat were banned by the Commonwealth governments. Pipers had taken heavy losses in the trenches in 1914-18, and with the advent of new and horrible types of weapons, the kilt was deemed "unsuitable for modern war". Pipers and drummers of the pipe bands of the Highland and Scottish regiments usually acted as stretcher bearers and company runners while in combat, being ordered to leave their instruments in the rear. Some pipers did ignore these restrictions, but a widespread use of bagpipes in battle never really occurred during World War II.

As for the use of the word *Pibroch*, I wonder if Mr. Murrell is quite clear as to its meaning. The word does not mean "skill with their pipes" as he seems to imply, but rather describes a category of music. The traditional spelling is *Pibroch* and refers to the "classical" music arranged for the bagpipe including the gatherings, laments and salutes. *Pibroch* is difficult to define, but can be described as having several variations. To the uninitiated ear, *pibroch* is slow and monotonous. It was the classical war music at one time, but the music played in battle throughout the latter 1800s and the present century gave way towards the common music (such as marches, *strathspeys* and the like) that is called "little music", in contrast to the "big music" of *pibroch*. Highland regiments formally set down *strathspeys* as their regimental charge tunes. A *strathspey* is a 4/4 quicktime tune, most commonly used as a dance; but because *strathspeys* are quick and lively, they lend themselves well to keeping up the excitement of the charge. It was these *strathspeys*, and sometimes marches, that the pipers in South Africa and Flanders played in the face of danger.

The rules Mr. Murrell presents are excellent, and even if pipers didn't see much employment ahead of the rear echelon, I am going to use them anyway. I had played with the ideas of rules such as this for some time, but any attempt to introduce such "house rules" would have met with great opposition from my non-Highlander gaming partners. The rules Mr. Murrell offers are, in my opinion, quite factual. There is one documented case of a piper falling off a bridge in the middle of battle, and keeping himself afloat in the water below by continuing to inflate his bag with air. As for Airborne pipers, I have never heard of it being done. I would be very interested in hearing of an instance in which it has occurred; I imagine it would indeed be possible, although I don't anticipate trying it myself!

At any rate, Mr. Murrell has done an admirable job of bringing some flavor to the game. I would like to see some scenarios in *The GENERAL* featuring the Canadian Army (like the ones in the *Rogue* packet), and maybe one featuring the Calgary Highlanders. And would it be possible to print some Piper counters in *The GENERAL*, maybe in the near future? At any rate, I keenly look forward to next year's *Annual*, and hope that Canadian formations see more coverage in the pages. The 1st Canadian Army saw a lot of stiff fighting on the left flank of the Allied armies, and some of their actions would, I'm sure, make for interesting situations.

Michael A. Dorosh
Calgary, Alberta

★★★★★

Gentlemen,

I must start by complimenting you on your support of Bill Conner's *ASL* newsletter "In Contact." I've received a copy of it courtesy of Mark Nixon and am very impressed. Needless to say, I've joined the "ASL Players Association".

A few comments on the system are in order. First off (and I'm probably too late), I hope that you've changed your minds and have decided to

mount the map for *RED BARRICADES*. I can't speak for other players, but I'm willing to pay a few dollars extra. I've invested over \$300.00 (Canadian) in the system so far; a few extra to insure the longevity of a part is no great burden.

I recently ordered the *Deluxe ASL* modules and started playing with them. What a difference! Very impressive, to say the least. Going back to the smaller hexes of standard *ASL* is a bit of a shock, too. It doesn't matter, though, what type of board is used—*ASL* is *ASL*. The important part is the scenario; so long as they stay challenging and exciting, the game will keep its magic. (I think "Barkmann's Corner" is the only scenario of any game that I've played where one side was wiped out to a man, yet missed victory by only a hair's width!)

I've also started using the "Incremental IFT", and so far it's worked out beautifully. I've always found it annoying that a squad would use its FP and SW against different targets (or not use the SW at all)—not because they wanted to cover a larger area (i.e., in support of or to suppress an attack—something that makes sense), but because it was not worthwhile gamewise to use them together. The IFT makes the game play that much smoother, and adds much to the realism. It also fits in cleanly (although the column shifts feel a bit "fudged") and doesn't seem to affect play-balance (although its effects may just be very subtle). I find myself hoping that it becomes official, so I can stop feeling guilty about changing "the system".

Victor Lewington
Debert, Nova Scotia

To take your points in order: By now you know the maps of *RED BARRICADES* are unmounted; the cost of mounted boards would have been much more than just a "few" extra dollars and we decided that a reasonable price tag was more important than longevity. Might I suggest a sheet of plexiglass to lay over them when playing? As for the *Deluxe ASL* modules, these are being phased out. It is unfortunate that too many players disdained *DASL* without having ever tried it. Consider *DASL* an experiment that failed (saleswise, anyway). Finally, many have expressed the wish that the IFT might be made "official"; but McNamara groans due to the extensive re-writing of the rules that this would entail. Don't expect the IFT to be made official, although it remains the best "option" to enhance your play yet devised.

★★★★★

Dear Mr. Martin,

I recently finished reading the *ASL '89 Annual*, and decided I would like to take up your offer and write you a few lines about *ASL*. Let me quickly introduce myself, and then I'll get to the point.

I'm a serving Army captain. (Soon to be a Major; will that make me a 10-3? And if I make Lt. Col. will I then become a 6+1??) I've been playing AH games since I bought *KREIGSPIEL* when I was 12. I used to play a wide variety of wargames and have several boxes full of games, mostly Avalon Hill. But about three years ago, I made a very deliberate decision—believe it or not, due to a lack of time to play—to concentrate on the *ASL* system. I could not have made a better choice. I own or have ordered every *ASL* item you sell. And *ASL* is all I play now (except for an annual summer mini-season of *STATIS-PRO BASEBALL*).

I love the game for several reasons. Most importantly (without boring you with detail), it is stimulating, entertaining and diverse. The game system is so expansive I never get tired of it. And the detail in the rules, notes and counters is to me just as interesting as playing the game; for example, a couple of hours spent reviewing a certain rules segment or the capabilities of a certain weapons system can be as pleasurable as playing. Turning to the *Annual*, it provides more pleasant hours of reading. And your Forward Observer comments were enlightening; I will address the rest of my letter to them.

I haven't seen *RED BARRICADES*, but it sounds wonderful. I'm sure that it will be a bit. More historical modules sounds like a great idea. And there would be so many captivating actions to choose from.

Of course the Pacific module(s) are a natural. But I would buy the French in a second, and would hope to have the infantry and weapons systems at the same time. I would also quickly buy the Axis/Allied Minor weapons systems.

I don't do any PBM, so I'm not interested in that. I am, however, most interested in solitaire. Most of my gaming is solitaire. I might suggest though, that the system plays quite well as it is solitaire. For HIP, I simply choose two or more alternately good locations for each counter and then randomly determine the placement after a scenario-dependent "trigger" of my choosing. It works fairly well. So I have no complaints in playing *ASL* solitaire.

Finally, let me comment on the "programmed instruction" for beginners you discussed in the letters section. I had bought *SL*, but hadn't played it for about three years, when I bought *ASL*. I found the new system almost overwhelming at first. The approach I used to break the *ASL* code was this. After scanning the rules, I realized I could learn to play using only Chapters A and B. I then eliminated many of the rules to create (dare I say it) a rough set of "basic *ASL* rules." Those sections I eliminated included cavalry, snipers, heat of battle, battlefield integrity, wounds, field promotions, unit substitution, prisoners, captured equipment, PT and MOL and DC, smoke, and (of course) all references to armor and ordnance. In Chapter B I simply eliminated the sections B24-30. And at the very beginning, I didn't even use Concealment. I selected the simplest scenarios I could, played them until I thought I had the hang of the system, and then started tackling on rules—until I'm playing basically the whole system now (well, I don't take prisoners yet). I'm even playing *WEST OF ALAMEIN* and am working my way through Chapter E. When I was still learning, the "Squad Leader Training Manual" helped a lot.

I would highly recommend that you consider establishing an official set of introductory rules. These should be the simplest that will enable new players to enjoy a rudimentary version of a basic infantry combat scenario. I think this will greatly benefit new players in learning to play the game. I think most new players, unless they are thoroughly familiar with the whole *SL* system (I wasn't), will attempt something similar anyway as they stumble their way to expertise. Creating a basic rules system for beginners certainly won't keep someone from buying the system—and will probably encourage a few who might otherwise give up to stick with it and buy all the rest of your magnificent *ASL* products. Looking across my gaming table stacked with \$260+ of your *ASL* system, and with another \$70 on the way for Christmas, I must say that you should be willing to take this step to encourage others to make that type of investment.

Capt. James Whorton
Fort Polk, Louisiana

With Mr. Stahler's piece in this issue (remarkably similar in approach to yours), we have hopefully provided that springboard to help former players make the leap to *ASL*. And we still have hopes of someday expanding the "Training Manual" to cover armor and ordnance. Of course, many players first master a new game system by playing solitaire—where the onus of mistakes and defeat is not as heavy. We think that the solitaire system Charlie Kibler is now engaged in refining may bring more players yet into the ranks of *ASL* devotees. It is our fondest wish to not only encourage others, but to entice them to join the fun by continuing to expand and refine wargaming's premier tactical system.

★★★★★

Dear Mr. Martin:

Several months ago I briefly mentioned that I was writing a computer program to implement a DYO scenario generation system for *ASL*. I've now completed the program and thought that your readers might be interested in the specifics. The program is loosely based on the article by Greg Schmittgens and Charlie Kibler that appeared in *The GENERAL* (Vol. 24, No. 1). It was written for the IBM PC, and should run on true compatibles under any memory configuration greater than 64K. The program goes through the process of generating a scenario. It randomly

determines nationalities, date, initiative, ELR, board configuration, total point values, victory conditions, weather, etc. In effect, it gives the players all of the data necessary to play an *ASL* DYO scenario (except, of course, the actual purchase of forces).

I'm allowing the program to be distributed free of charge. *ASL* players can look for it on local electronic bulletin boards, or they can call the Data Comm BBS (716-271-6592) or the Plutonium Mines BBS (716-334-2305). The program is absolutely free, and I encourage users to copy and share it with everyone. I also encourage comments concerning the program.

I am now working on a program to lead a player through the DYO purchase of forces. It will follow the DYO rules of Chapter H, and will automatically determine rarity factors and other variables, providing the user with a list of vehicles and ordnance matching the time period. Thus far incorporated in the program are support weapons, offboard artillery, special infantry capabilities, SAN purchase, bonus infantry squads, leader generation, etc. All purchases are automatically subtracted from the player's point total as the user moves through the entire DYO procedure. The only major area not yet covered is optional equipment for vehicles (this seems too much effort for the reward). All relevant data for the different nationalities are contained in text files that can be added; as of the moment, I have data files for the Russians, Germans, Americans and Partisans. When complete, I plan to release this program for free distribution as well.

Tim Kitchen
Rochester, New York

★★★★★

Dear Rex:

I just received my copy of the *ASL '89 Annual*. Congratulations and condolences are in order. The former due to the publication of an excellent magazine which is a treasure to *ASL* fans. The latter because you have established a precedent of quality and content which will make for hard work to match on an annual basis. I am proud to have been involved in the creation of such a fine piece of work.

By way of initial comments on the magazine, I have only a few to pass along. First, there is a good mix of information, articles and top-notch scenarios. The broad mix of situations and combatants included is excellent. The system adjustments are really good. I am currently playing some scenarios solitaire, from the *Annual*, to try out the Incremental IFT. No verdict yet. But I am confident it will be a real improvement to the system and I believe I will be lobbying for its "official" inclusion in the future. I enjoy new items like the "Piper's Lament" piece. My wife still gets a kick out of the "broken" side of the counter.

The scenario list is very useful. I once tackled a similar endeavor. My only addition, which might be useful sometime in the future, was an indication of scenario size. I used a straight count of vehicles, ordnance (including OBA) and infantry on each side. This allows one to pick out a scenario with a lot of whatever is desired (for instance, vehicles, if that's what I'm in the mood for). I also included scenario length. You may want to simply show the BPV for both sides and the number of game turns on yours. This would provide an indication of size so that a player knows what he's getting into when he starts digging for a Russian front scenario.

Richard Eichenlaub
Eden Prairie, Minnesota

I've had numerous suggestions for "improvement" of the scenario listing, all entailing adding some "crucial" bit of scenario information (size of OB, mapboards used, length in turns, number of SSRs, adjudged balance, etc.) for potential players. But it strikes me that, if all this was tacked on, one might as well simply pile up the scenarios and comb through them individually. The "Chronology of War" was meant to be a concise check-list of our published scenarios—not an unwieldy, all-inclusive guide to every game detail. Why strip away all the delightful surprises lying therein just waiting to be uncovered by would-be players?

EIGHT STEPS TO ASL

A Programmed Instruction Approach

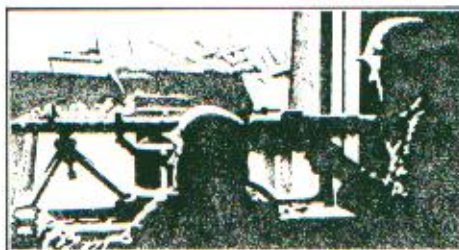
By Jim Stahler

In the beginning, there was *SQUAD LEADER*. Fourteen years ago I was a playtester for the original game, way back in 1976. After reading the rules for the first scenario, I thought that this was too complex a game system, and that it would never catch on. I admit I was wrong. It did catch on—and in a big way. *SQUAD LEADER* went on to be one of the most popular and successful titles in the history of wargaming. Part of the reason for this success lies in the "Programmed Instruction" format of the rules, which made the system accessible for most wargamers. The novice *SL* player could absorb the large mass of detail in 12 scenario-sized bits. Then along came *CROSS OF IRON*, *CRESCENDO OF DOOM* and *GI: ANVIL OF VICTORY*, which expanded and refined the original game system. All the gamettes continued the Programmed Instruction format of the rules, giving players a total of 47 small, bite-sized chunks which, when all taken together, added up to a nearly indigestible feast.

While ideal for learning an innovative new game system, the Programmed Instruction format is less than ideal for reference when you have to search the rulebook hunting for that elusive rule. Out of *SQUAD LEADER* there arose *ADVANCED SQUAD LEADER*, with its comprehensive rulebook designed as a reference to all the updated rules in the *ASL* system. With its use of color, cross-references and superb glossary/index, it is the best reference that I have seen, of any type. However, the problem with the reference format is that it made it difficult to learn *ASL*; in fact, it is a lot like taking a drink of water from a fire hose running at full blast. Luckily, most of the *ASL* rules deal with specific terrain, units, weapons and circumstances that don't appear in many scenarios. It is possible to master the system by just reading the rules needed for the next scenario, and playing the scenarios in order of difficulty. This is the approach that this article will take: how to learn to play *ASL* (in only eight easy lessons).

This article makes use of the first five scenarios from the original *SQUAD LEADER* as updated in *The GENERAL* (Vol. 22, No. 6 and Vol. 23, No. 2), the ten scenarios published in *BEYOND VALOR* and the eight scenarios found in *PARATROOPER*. The *PARA* scenarios require the counters and Board 24 that come with that module, plus Boards 1-4 (which were included with *SL*). These four boards are also required for the five updated scenarios, along with the counters from *BEYOND VALOR*. The first *ASL* module itself contains all the counters and boards needed for its ten scenarios (except for Board 8, originally in *GI*, which is required for two of the scenarios). And, of course, you must have the *ASL Rulebook* at hand.

I recommend this Programmed Instruction approach to anyone seeking to move from *SL* to *ASL*, whether they have played just *SQUAD LEADER* or kept up with the system all the way through *GI*. Even if learning *ASL* from scratch, it is a useful method—although I'd heartily recommend first approaching the system by reading Chapter K (the "Squad Leader Training Manual" found in *PARATROOPER*) which I authored. Veteran *SL*ers be warned: even though *ASL* evolved out of *SL*, and despite a strong family resemblance, there are major alterations and innovations throughout. Everyone meeting the *ASL* system is in for a lot of surprises, so read every rule carefully.



LESSON 1: The Basic Infantry System

We start with that familiar first scenario from *SQUAD LEADER*, "The Guards Counterattack", as updated into *ASL* Scenario 1 in *The GENERAL*. It is short, straightforward, and fun. It is the first scenario that I played as a playtester for *SL*, and the first scenario that I played using the new *ASL* rules. It is, in fact, the first scenario that most of us played way back when, and I think that much of *SL*'s popularity arose from this simple scenario getting people hooked on the tactical system.

It uses only half of Board 1, having only four types of terrain with which to be concerned: open ground, roads, woods and buildings. It introduces the basic infantry units: squads, leaders and machineguns (although half-squads may appear during play as a result of casualties).

I am purposely keeping this first lesson as easy as possible by temporarily ignoring some of the complexities introduced in *ASL*, but it remains the biggest chunk of rules to digest at one sitting. Even if you are a *SQUAD LEADER* expert, I suggest that you first read all the rules sections listed below. Much is familiar, but much has been changed. Then play the scenario, read the rules sections again (the rules will now make more sense, and you may note a few things that you did wrong the first time), switch sides, and play the scenario one more time. Then it is time to move on. I also strongly recommend that you really do skip the rules sections not mentioned or that I ask you to pass over; there is plenty to learn in Lesson 1 without being overwhelmed.

Start with the following rules:

Introduction

See what Don Greenwood has to say about his creation.

A.1-A.18

These are general rules about the game with a few new concepts and a few old ones. Skip A.6, which refers to Depressions not found on Board 1; A.14, which is not needed until vehicles are introduced much further down the road; A.16 and A.18, which only apply to rules which won't be introduced until later. *SQUAD LEADER* players will note that A.7, A.8, A.9, A.11 and A.15 introduce new terms and concepts.

A1.1-1.5

Meet the troops. Squads and leaders are familiar from *SQUAD LEADER*. Heroes were introduced in *COI*; but the scouts are gone. Half-squads first came with *GI*. Skip 1.123 since crews won't make their debut for a while, and skip 1.31-32 to keep things simple in this first lesson.

A2.1-2.3; A2.8-2.9

This section introduces you to the mapboard. Skip the sections relating to mapboard entry, exit and overlays—none of which apply to Scenario A. Rule A.2.8 brings an important *ASL* concept. And, regarding 2.9, to keep things simple squads may not be deployed in Lesson 1.

A3.

The Basic Sequence of Play is virtually the same as that in *SQUAD LEADER*, but pay attention to the abbreviations and to the Movement and Defensive Fire phases. These reflect the biggest changes

from the original *SL* system. No longer is there any tracking of moving units. Infantry is fired upon as it moves, the same as vehicles always were.

A4.1-4.13

Infantry movement is about the same as in *SQUAD LEADER*. I am skipping many of the sections that add detail to the infantry movement system. We will experience them in the next lesson.

A4.14

Enemy units still block movement. Ignore the exceptions for now.

A4.2

The "Mechanics of Movement" are the same as in *SQUAD LEADER*, but spelled out more precisely here.

A4.4-4.44

Portage and possession of support weapons. This is a refinement of the rules introduced in *GI*.

A4.6-A4.61

The movement modifiers to Defensive Fire replace the old -2 DRM for moving in open ground. Assault Movement was first introduced in *GI*.

A4.7

Advance Phase. Note that units no longer can advance into a building and then upstairs in one bound. Skip A4.71 since there is no armor in sight yet, and A4.72 because Board 1 has no Difficult Terrain.

A5.1-5.11; A5.4-5.5

Stacking limits are virtually the same as in *SQUAD LEADER*. Overstacking is now allowed, however, but with a penalty imposed.

A6.1-6.11; A6.2; A6.6

The Line of Sight (LOS) rules are the same as in the original system. For this first lesson, all buildings will be treated as having a ground level only, so you can ignore references to Blind Hexes. Board 1 has no half-level obstacles, depressions, or any terrain that provides for LOS Hindrance.

A7.1-7.33

Fire attacks should be familiar to any who have played *SQUAD LEADER*. Skip A7.211 and 7.307-309 since there are no vehicles introduced yet. To keep things relatively simple, I am skipping many of the fire attack options here and in the next rules section. Don't worry; we will get to them in Lesson 2. Note that Opportunity Fire and Pin Task Checks are *ASL* innovations.

A7.35-7.353

Support weapon usage is slightly different from what you may be used to.

A7.4

Target determination is the same as in *SQUAD LEADER*.

A7.5; A7.52-7.531; A7.55

These rules all concern Fire Groups.

A7.6

TEM and LOS Hindrances. TEM is the same as in *SL*, but LOS Hindrance is a new concept that will be important in future lessons; since it figures prominently and is an adjunct of TEM, you may as well assimilate it now.

A7.8-7.81; A7.83-7.831

"Pinning" was introduced with *COI*. This is expanded upon now with the possibility of a Pin Task Check (PTC) on the IFT.

A8.1-8.14

The way we handle First Fire is the most important single major change in *ASL*. This section will have the biggest effect on play of all the deviations from *SL*.

A8.2-8.221; A8.23; A8.26

Residual Fire is brand new with *ASL*.

A8.3-8.31; A8.4-8.41

Subsequent First Fire, Final Protective Fire, and Final Fire complete the new First Fire rules. This is undoubtedly the most complex, innovative, and important section in Lesson 1. It is worth a second reading, and careful examination of the examples.

A9.1-9.2

Machineguns have multiple Rates of Fire (ROF), which replaces the old Penetration rules from *SL*. Machineguns seem to keep on firing forever in *ASL*.

A9.3

Sustained Fire goes hand-in-hand with the First Fire rules found in A8. This is very different from "Sustained Fire" in *COI* and *GI*.

A9.7-9.74

Support weapons break down, but you can fix them. Nothing lasts forever.

A10.1-10.72

Morale, Rout, Rally, and Leadership. This is another involved but critical section of rules. Skip 10.533 until Concealment is introduced later. Note changes to the rout restrictions and the new ways to

become DM. There are a couple of new concepts here, including interdiction, low crawl, and a terrain bonus for Rally attempts.

A11.1-11.16

This introduces the basic infantry Close Combat procedures. More details will be added later.

A17.

A leader who is Casualty Reduced becomes wounded instead of eliminated. This concept was introduced with *COD*.

A21.1-21.12

Use this section should you capture an enemy MG in Scenario A.

A26.1-26.13; A26.4

Hex and building control Victory Conditions are what you need to do to win the scenario. Note that, if you don't win, your opponent does.

You have now read *almost* enough to play Scenario A. There are only a few remaining rules in Chapter B that apply to Board 1. These are essentially the same as the corresponding terrain rules in the first *SQUAD LEADER*:

B.1; B.2; B.7

These are some general terrain rules you should be familiar with.

B1.1-1.11; B1.2-1.3

Open Ground. Pay attention to those three lines dealing with FFMO.

B3.1-3.4

Roads. The road bonus introduced in *COI* is retained in *ASL*.

B13.1-13.2; B13.4

Woods. There are a few trees in Stalingrad.

B23.1-23.2; B23.3-23.31; B23.4

Buildings. For simplicity's sake, treat all buildings in your first playing as having a ground-level only. It will get more complicated soon enough.

Congratulations! You have now ingested the biggest block of rules in *ASL*. And you are now ready to play *ASL* Scenario A. For those of you who don't have Scenario A, simply modify Scenario 1 from *SQUAD LEADER* as follows: Remove one LMG from building F5. Remove one LMG from building I7. To "completely occupy" a building, it must be Controlled as per A26.12.

If you are using the published Scenario A, disregard the Balance Provisions, ELR, SAN and Special Rule #2. In either case, treat all the buildings as having ground levels only, ignoring the stairwells. They lead to places that will just confuse you at this point.

Play *ASL* Scenario A once; re-read these rules sections; switch sides and play it again. Then you (and your opponent, of course) will have mastered the basics of *ASL* and you will be ready for:

LESSON 2:

The Advanced Infantry System

You have at this point digested the essence of the *ASL* system. Now, onward to your next objective—the more advanced concepts that bring the flavor to it. These rules build upon the rules introduced in Lesson 1. They add more variety, options, and weird possibilities to the stew. Some of these rules are brand new with *ASL*, and others are based on rules introduced in the original system.

A.18

There is a limit on morale. A number of these advanced rules can increase a unit's morale (Commissar, Human Wave, and Battle Hardening for example).

A1.31-1.32

Deployment and Recombination of half-squads was first seen in *COD*.

A1.6

The "Unit Size Number" is needed for Concealment purposes in this lesson; and it has some other uses that you will run into later.

A4.134

Minimum Move is a handy rule to remember in some rare situations. It sometimes is needed when a tired squad is dragging that heavy Russian MMG into a building in this scenario.

A4.15-4.152

With Infantry Overrun, no longer can a solo leader block the road to victory on the last turn.

A4.3-4.34

Infantry Bypass Movement was introduced in *COD*. You should remember it well by the time you are through.

A4.5-4.52

Double Time (huff, puff) is very little changed from the days of *COD*.

A4.63

This rule makes it safer to dash across those narrow city streets. The roads in European cities and towns are rarely 40 meters wide, as on these boards. This rule partially compensates for that anomaly.

A4.72

A building can be Difficult Terrain if you are dragging a Russian MG.

A4.8

Units can be Temporarily Immobilized (TI) when searching and mopping-up, as well as for many other actions introduced in later lessons.

A6.12

Atypical LOS is traced to other points than the hex center dot. This is now needed for Bypass Movement and Snap Shots.

A6.4-6.5

Blind hexes can be formed by buildings or woods (now that our buildings suddenly have upper levels). It is possible for some units to see over woods and lower buildings. It is unlikely that 6.41, 6.42 or 6.43 will come into play in Scenario A, but they will be important later.

A6.8

This rule can apply to units on different levels in a building.

A7.34

Squad Spraying Fire can be used by German squads and the Russian Guards. This rule is a generalization of the Spraying Fire introduced in *COI* and *GI*.

A7.36

Assault Fire, introduced in *GI* for the Americans, can be used by the Russian Guards in this scenario.

A7.54

Berserk units, which you will run into occasionally (always at the least convenient times), are restricted in joining a Fire Group.

A7.7-7.72

Encirclement is another innovation in *ASL*. In Scenario A, it makes it tough if you get trapped defending the upper levels of a building.

A7.9

Cowering was first brought to us in *COD*. It doesn't often have an effect, but it provides a real reason to put an 8-0 leader on the line.

A8.15

Snap Shot (nothing to do with taking pictures) is another innovation. It can be used to nail that squad sneaking from building to building.

A8.223-8.224; A8.24

How Residual Fire interacts with the Snap Shot, Cowering and Spraying Fire.

A8.311-8.312

Triple Point Blank Fire can occur against Berserk units in this scenario, and against cavalry and vehicles in later ones.

A9.21

Some MG in some terrain have a limited Field of Fire.

A9.22-9.223

MG Fire Lanes. This rule is the real replacement for Penetration from *SL*.

A9.4

Mandatory Fire Direction for long-range MG fire is not too important in city-fighting, but can be crucial once you reach the hills and fields of the countryside.

A9.5; A9.52

MG Spraying Fire is a modification of Spraying Fire rules introduced in *COI*.

A9.8

Dismantling of Support Weapons to make them easier to transport was first introduced in *GI*.

A10.533

This rules section covers the effects of Concealed units on routing units.

A11.17

The effect of Stealth on Close Combat resolution may come into play in this scenario if a Hero is created.

A11.18

The effect of Lax on Close Combat resolution may come into play in this scenario if a Conscript unit is created (which is far more likely than Hero Creation).

A11.19

This covers the case of Concealed units in Close Combat.

A11.2-11.22

Withdrawal from Melee and Infiltration add yet more options and possibilities to Close Combat.

A11.3-11.41

Ambush is an innovation new with *ASL*. It certainly makes things more interesting. Also, the case of prisoners attempting to escape is first mentioned here (and treated in more detail later). Skip A11.31 until vehicles are introduced to your play.

A12.1-12.6

Concealment was first instituted way back in the original Scenario 2 of *SQUAD LEADER*. Mopping Up and Searching are new actions. Note that there are no "Scouts" in *ASL*.

A14.

Snipers. This procedure replaces the sniper counters introduced in *COD*.

A15.

The Heat of Battle section replaces the old rules covering Berserk.

Battle Hardening and Hero Creation (rules that seemingly changed constantly in the old system). Here, too, is one of the ways to surrender.

A18.

Field Promotions were also introduced in *COD*, but in *ASL* this rule also gives units without a leader a chance to rejoin the battle.

A19.1-19.13

Unit Substitution replaces units that roll badly enough on a Morale Check with inferior substitutes. Watch your brave troops turn into wimps before your eyes.

A19.2-19.36

These rules detail how your Conscripts will act once they are created. Skip A19.34 until the appearance of vehicles.

A20.

This covers a couple of ways of taking prisoners, and the rules covering those unfortunates. Prisoners can try to escape, and they can be massacred. The most important rules to study here are 20.21 and 20.3. Concentrate on the rest of this section only when a unit is actually captured.

A25.2

The Russians are coming.

A25.22-25.223

The Russian Commissar is an *ASL* innovation.

A25.23-25.231

The Human Wave is also new with *ASL*. The Russians are really coming! These rules grant the Russians some of their special flavor.

Now for the architecture lesson, as you master the intricacies of some of the different types of buildings in *ASL* and visit the upper floors.

B.4

It is now possible to see over buildings and woods.

B23.21-23.26

Different types of buildings. Skip B23.211 (lumberyard) and 23.24 (third-level structures), which aren't needed in this scenario's playing.

B23.42-23.422

Upper levels of buildings. This has important implications in Scenario A, as you will soon learn.

C.5-C.5C

The Vertex Aiming Point is an exception to LOS traced to the center of a hex. It applies to Bypass movement and to Snap Shots.

Play *ASL* Scenario A again, using all the rules that you have just read. You will find that it feels much different, the problems more complex and the solutions to them less obvious. You are starting to polish your tactical skills if you can come to consistently win Scenario A with all these rules in force.

If you do not have the updated Scenario A from The *GENERAL*, modify the old *SQUAD LEADER* Scenario 1 as described at the end of Lesson 1. Also, give the Germans an ELR of "4" and SAN of "6"; the Russians have an ELR of "3" and SAN of "6".

By this point, you have encountered most of the infantry rules for *ASL*. The remainder of the rulebook deals with additional terrain types, weapons, artillery, and vehicles. They all build upon the foundation that you have acquired in these first two lessons. If you are unsure of any of the procedures, re-read the lessons and rules, and play Scenario A until you are comfortable with all of the concepts.



LESSON 3:

Special Infantry and Terrain Rules

The first two lessons have introduced the fundamental *ASL* infantry rules, which are needed to play nearly every *ASL* scenario. This third lesson presents a number of rules that apply only to particular scenarios. Adding these to what you have learned from the first two lessons, you will have enough knowledge to play five more scenarios: *ASL* Scenario B from The *GENERAL*, and *ASL* Scenarios 1-4 from *BEYOND VALOR*. Taken together, these scenarios include more types of

troops—Combat Engineers, SS, Partisans, Finns—and many more types of terrain, and some additional infantry weaponry.

You can read all of these rules and then play the five new scenarios; but it is easier to pick one of the scenarios and then read just the new rules that apply to that scenario. The new weapons, troop types and scenario-specific rules are covered in Chapter A of the rulebook:

A.6

This applies to Gullies in ASL Scenarios 2-4.

A.16

SMOKE, including Smoke (yes, there is a difference), is important in ASL Scenario B.

A.1.123

Crews show up in ASL Scenario 3. The weapons that require crews will appear later.

A.2.5-2.52

Mapboard entry is necessary for the SS in ASL Scenario 2. This rule clears up some of the confusion found in the original *SQUAD LEADER* method.

A.2.6

Mapboard Exit is the key to victory in ASL Scenario 1.

A.4.131

Hexside movement costs apply to walls and hedges found on most mapboards, and in ASL Scenarios 1-4.

A.4.132

This rule applies to the road entering the building in hex 1X6 and to the road passing through the orchard on Board 20. It is important in the play of Scenarios B and 2-4. Its most significant application occurs in woods-road hexes (found on Boards 5, 19, 32 and 33).

A.4.133

Elevation change applies when leaving a Gully (which a unit may wish to do in Scenarios 2-4), as well as when going up a hill.

A.4.62

Hazardous Movement applies to stomping out fires (which a unit might attempt in Scenario 1) and to Sewer Movement (which is a distinct possibility in Scenarios 2-4).

A.5.6

Location restrictions to stacking apply to units in the Sewers and Trenches found in Scenarios 2-4.

A.6.21

Half-level Obstacles include walls, hedges and rubble (found in Scenarios 1-4).

A.6.3

Depressions include gullies (found on Board 20).

A.6.7

LOS Hindrance is an innovation in ASL that consolidates a lot of the terrain rules found in *SQUAD LEADER*. It applies to the orchards, factories, graveyards, brush and Smoke found in all five of these scenarios.

A.8.26

Note the effect of LOS Hindrance on Residual Fire.

A.9.22

Note the effect of some LOS Hindrances on Fire Lanes.

A.10.8

Fanaticism will apply in ASL Scenarios B and 2. This is essentially the same rule as found in *SQUAD LEADER*.

A.12.3-12.32

Hidden Initial Placement is little changed from *SQUAD LEADER*. It is used in the first four scenarios of *BEYOND VALOR*.

A.12.33

Trenches may be set up Hidden in Scenario 4.

A.16.

Battlefield Integrity is an optional rule very different in method from the corresponding rule in *COI*. Use it if you like, but it does complicate matters.

A.19.131

Ammunition Shortage is new with ASL. It is used in Scenarios 1-3.

A.19.132

This rule applies to the SS in Scenario 2.

A.22.1-22.5

The deadly flamethrower is little changed in usage from *SQUAD LEADER*. It first appears in Scenarios B and 4. Skip A.22.34, since there are no AFVs on the same battlefield as flamethrowers (yet).

A.22.6-22.62

The Molotov Cocktail counters of *COI* have been replaced with this method. They are used in Scenarios 2 and 3. Skip A.26.612 until you have some vehicles to play with.

A.23.

Demolition Charges blast their way into ASL in Scenarios B and 4. These rules have some significant differences from those of *SQUAD LEADER*, with a few new options introduced. Skip A.23.5 until vehicles are present.

A.24.1-24.2; A.24.4-24.8

The infantry Smoke placement rules of *GI* have been generalized and now apply to all nationalities. These rules can, theoretically, come into play in Scenario A, but smoke grenades are not very important in the play of that scenario. They are, however, very important in Scenarios B and 4. Smoke from a Blaze is present in

Scenario 1, and can play a role in Scenarios B and 4 if a Blaze results from a flamethrower attack.

A.25.1-25.12

This section presents more details on the German infantry. The SS are found in Scenario 2, and the Combat Engineers appear in Scenarios B and 4.

A.25.24-25.242

Partisans appear in Scenarios 2 and 3.

A.25.7-25.73

The Finns make their debut in Scenario 1.

A.26.2-26.3

Casualty Points and Exit Points determine victory in Scenarios 1 and 3. The concepts are unique to ASL.

A.26.5

The Balance Provisions are another ASL innovation. If you and your opponent feel that one side in a scenario has a decisive edge, or that one of you is a better player, and you wish to even up the game some, use the Balance Provision that comes with every scenario to help one nationality.

The new boards have a lot of new terrain types, which means you need to review a number of rules from Chapter B:

B.2

Cost of Terrain is important when moving in Smoke, or onto hills, or across walls and hedges. It will play a role in all five of these scenarios.

B.5

Continuous Slope applies to the hills on Board 8 (used in Scenario 3), as well as to many of the boards you will use later.

B.6

Inherent Terrain includes orchards and graveyards, found in Scenarios 1-4.

B.8

Random Direction; required by a few rules.

B.9

Artificial Terrain applies to Smoke. It is most important in Scenarios B, 1 and 4, but it can appear in any scenario now.

B.10

It isn't likely that LOS will be blocked in this group of scenarios—but it can happen (especially with the smoke from the fires in Scenario 1).

B.1.15-1.17

Bridges, walls and hedges, and smoke can negate Open Ground.

B.3.5

This rule applies to the trenches in ASL Scenario 4.

B.6.1-6.31; B.6.4; B.6.5

Bridges cross the gully on Board 20 and the canal on Board 23, but stone bridges don't burn. Bridges are found in Scenarios 2-4.

B.8.1-8.5

Sewers can be used in Scenarios 2-4. They can also be used with the Balance Provision instituted in Scenarios A and B.

B.9.1-9.4

Walls and hedges are very similar in effect to those in *SQUAD LEADER*; but pay careful attention to the Wall Advantage rule. These appear on nearly all the boards (and here in Scenarios 1-4).

B.10.31

Height Advantage applies to fire from that gully (Scenarios 2-4). The hills on Board 8 can be ignored in Scenario 3.

B.12.

Brush appears on Board 21, used in Scenario 1.

B.13.5

Kindling woods is not too common a tactic (especially in these urban fights) but here is the rule for it.

B.14.

Orchards appear in Scenarios 1-4, and there is even an orchard-road on Board 20.

B.18.

If you have just been dying to fight in a graveyard (sorry), ASL Scenario 1, set on Board 21, is for you.

B.19.1-19.4

There is a gully on Board 20, used in Scenarios 2-4.

B.20.9-20.98

Units in the gully on Board 20 can be in Crest status.

B.21.1-21.122; B.21.2; B.21.3-21.4

There is a river and a canal to deal with in Scenario 3.

B.23.5

No trenches are allowed in the house. This applies to Scenario 4, the only one with trenches thus far.

B.23.6

Now you can be a real "barnburner". This rule is especially important for play of Scenario 1.

B.23.7-23.711

Rowhouses are found on Boards 20, 21 and 23. They figure prominently in Scenario 2, but they have a role in Scenarios 1, 3 and 4 too.

B.23.74-23.742

The factory makes Scenario B very interesting, and very different from the original Scenario 2 in *SQUAD LEADER*. It is a new innovation with ASL.

B.23.8-23.86

Rooftops may be used in Scenario 2.

B.23.9-23.94

Fortified buildings are crucial in Scenarios 2 and 4.

B.24.1-24.6

Rubble is a distinct possibility whenever there are Demo Charges and buildings in the same scenario. Examples are found in Scenarios B and 3. Rubble also exists, by decree, in Scenarios 3 and 4.

B.24.7-24.721; B.24.75; B.24.8

The Clearance rules apply to rubble, fire, and set Demo Charges. Labor status is a innovation new with ASL. This rule can be important in Scenarios B, 1, 3 and 4.

B.25.

The elements enter ASL in this section, which introduces fire and wind. This meshes well with the Smoke rules in Chapter A. The Wind DR should be made in every ASL scenario. It is extremely important whenever there are flamethrowers (as in Scenarios B and 4). Buildings start the game ablaze in Scenario 1.

B.27.1-27.54

Foxholes and Trenches are similar in play to those in *SQUAD LEADER*. Foxholes can be dug in nearly every scenario (but are not likely in these urban ones). Trenches appear in Scenario 4. The foxhole rules will become very important later on (the *PARATROOPER* scenarios and the updated ASL Scenarios D and E).

Now play the scenarios; maybe even play Scenario A again. (If you wish to add the Balance Provisions to Scenario A but have only the original version, these are—

Russians: Allow Sewer Movement by Russian units.

Germans: Add one Hero to any German group.

Also, Environmental Conditions for Scenario A are "Moderate with no Wind at start."

SQUAD LEADER Scenario 2 has been converted to Scenario B as follows. The Environmental Conditions, Balance Provisions, ELR and SAN are the same as those for Scenario A. Delete the Smoke counters from Company A (these are replaced by the squad inherent smoke capability). Remove two LMGs from "Kampfgruppe Stahler". Replace the three LMGs of "Kampfgruppe Tienham" with one MMG. Replace those 27 Russian 4-4-7 squads of the 295th Infantry Division with 26 5-2-7 ones. Also, the Tractor Factory (Building X3) is considered a Factory (B23.74) now.

Enjoy these five scenarios to their fullest. When you feel ready to tackle something new, move on to Lesson 4.

LESSON 4:

The Offboard Artillery System

It is time to leave the smoking city and head into the country for a breath of fresh air. Hear the birds sing, the mortars whoosh, and the soldiers croak. This lesson brings you some rural terrain types (notably, hills). But the major focus is on Offboard Artillery. This is one of the more complex systems in ASL, encompassing major changes from the methods used in *SQUAD LEADER*. Read the OBA rules in Chapter C carefully.

Lesson 4 features only one scenario (Scenario D), but the OBA rules are used extensively in Scenarios 9 and 10 in *BEYOND VALOR*, plus many others in later modules.

A.2.4

This rule applies only to hexes 219 and 311 in Scenario D.

B.1.13; B.2.

Shellholes are found on Boards 2, 3 and 4. Their impact is essentially unchanged since the days of *SQUAD LEADER*.

B.1.14; B.10.1-10.4

Hills are crucial in the play of this scenario. Rule 10.211 is a rarely invoked option.

B.9.34

This rule section, which deals with Indirect Fire and walls/hedges, should make more sense now that there is indirect fire occurring (in the form of OBA).

B.11.

Cliffs are not too important in Scenario D, but they are found on both Boards 2 and 3.

B.13.3

Air Bursts make OBA especially deadly in the woods.

B.15.6

Grain is out of season during ASL Scenario D; but it becomes important in many other situations.

B23.32
Indirect Fire against buildings can come into play in this scenario.

B27.1-27.44
I know—you already read these rules for Lesson 3. But you didn't dig any foxholes then and have probably forgotten how. This rule is more important among the hills and fields of Scenario D. I suggest that you re-read this section, noting 27.11 especially.

C.1; C.6
Indirect Fire is getting closer.

C1.1-1.72
Indirect Fire arrives with a thump. This is a complex procedure, so take it slow. You may even want to practice calling in OBA a few times before actually playing the scenario. Set up a board, a spotter with a radio, and try getting an FFE into a hex a few times. Skip rules 1.23, 1.54-1.55, and 1.63 since there are no Field Phones, vehicles nor Offboard Observers in this scenario.

C6.4-6.44
Bore Sighting can be applied to MMGs and HMGs as well as to the ordnance that you will see later. The Germans qualify for it in this scenario, for instance.

Those are all the new rules you will need to play Scenario D. I suggest that you review the rules for Russians entrenching (A25.21), Conscripts (A19.2-19.36), Commissars (A25.22) and Human Wave (A25.23). If you don't have Scenario D from *THE GENERAL*, note the following changes from the original version:

Balance Provisions—Germans: Replace one 9-1 leader with a 9-2 leader.

Russians: Replace eight 4-2-6 squads with eight 4-4-7 squads.

Remove the 9-2 leader, one squad, one LMG and one MMG from the German OB. The Germans must set up at least eleven (not ten) hexes from the east edge. Replace the 32 Russian squads with 16 4-4-7 and 16 4-2-6 squads. German ELR is "4" and their SAN is "4"; Russian ELR of "2" and SAN of "2". Environmental Conditions are "Moderate with no Wind at start." The German radio represents one battery of 81mm MTR OBA with Scarce Ammo limitations (C1.211). These changes will allow even those without Scenario D to experiment with the new rules.



LESSON 5: The Basic Ordnance System

We return yet again to Stalingrad (not "Stahlergrad", as some might be thinking) to have our first taste of on-board ordnance—the Russian 76mm Infantry Gun in Scenario 5 of *BEYOND VALOR*. Now that crew has a real weapon to man. Ordnance usage involves a bunch of new rules, but it is very similar to the systems from *SQUAD LEADER*. There are many weapons that make use of ordnance rules (tanks, AT guns, mortars and bazookas are the most common). The only new rules you'll need from Chapters A and B are those dealing with ordnance. Note that there are often special rules concerning each specific make of ordnance. Be sure to check the weapon description in Chapter H when you first play with a new gun.

A7.51
Ordnance cannot form fire groups, just as in *SQUAD LEADER*.

A8.25
Ordnance must get a Hit to leave Residual FP.

A12.2; A12.34
Guns and their crews can start Hidden and can gain Concealment.

A21.13
Ordnance, as well as all SW, can be manned by non-qualified infantry.

B6.33-6.332
It is possible (but not real likely) to destroy a bridge with a gun.

B6.6
A trench may not be placed on a bridge.

B23.423
Guns aren't normally allowed upstairs.

So much for what you can't do. Here are the main ordnance rules:

C.2-C.4; C.9
This is some basic information about your new toy.

C3.1-3.75
The To Hit process should be familiar to those who have played *SQUAD LEADER*, but there are some important differences. Skip 3.31, 3.332 and 3.72, all of which apply to vehicles.

C4.
Your Infantry Gun in Scenario 5 has a short barrel, but can fire smoke. There are many other types of guns and ammunition that may come into play.

C5.1-5.12
Rule C5 discusses all the To Hit DRM based on the firer's status. This first case refers to the gun being turned when it fires.

C5.2
Guns can fire in the Advancing Fire Phase, but with a penalty.

C5.4-5.63; C5.8
Other cases that affect the To Hit resolution include a pinned crew, fire within your own hex, Intensive Fire, and captured guns.

C6.1; C6.13-6.14; C6.17
Rule C6 discusses the To Hit DRM based on the target's status (natural compliment to C5). The first one refers to a moving target, something you will encounter quite often.

C6.2-6.9
Other cases that affect the To Hit resolution include Concealment, point-blank fire, target acquisition, Hazardous Movement, TEM and LOS Hindrance. Skip 6.55 and 6.7, which do not apply in this scenario.

C8.5-8.52
The Russian Infantry Gun can fire Smoke.

C8.9-8.92
This applies to Smoke as well as the other types of special ammunition listed.

C10.3
It is possible, but not easy, to push a gun around.

C11.5
Gunshields serve to protect the crew of some gun types, including your Russian Infantry Gun in Scenario 5.

This is the smallest block of reading thus far. It enables you to play one more scenario (Scenario 5), which has but one gun as the object of all this new knowledge. Don't fret; these same principles are used in most *ASL* scenarios. Learn them now, while the situation is simple.

LESSON 6: The Advanced Ordnance System

The next batch of rules enable you to greet a new nationality and to play five more scenarios, all found in *PARATROOPER*. These build on the ordnance rules you have read in Lesson 5. You will meet the Americans, and learn to use their mortars and bazookas and white phosphorus. Foxholes become more important, since three of the scenarios start with some onboard. There are also a few new terrain types found on Board 24: Bocage, grain, paths, valleys and split-level buildings. Read the following rules and you will be ready to play Scenarios 11-15:

A24.3-24.32
Americans can, and do, use White Phosphorus.

A25.3-25.34
Here come the Yanks.

B9.5-9.55
Walls and hedges become "Bocage" in several of the *PARATROOPER* scenarios. If you really want to know what it was like to fight in Normandy, I recommend the deluxe module *HEDGEROW HELL*.

B13.6
Paths appear on Board 24, used in Scenario 12.

B15.
Grain was out of season when you played Scenario D for Lesson 4. It covers much of Boards 2, 3, 4 and 24 and is an important consideration in four of these five scenarios.

B16.1-16.41; B16.5
Marsh replaces the hill hexes in Scenario 14 by way of a Special Scenario Rule ("SSR").

B22.
There is a valley on Board 24.

B23.72-23.722
Building 24U4 is a split-level building. This can be important in *ASL* Scenario 12.

B27.1-27.44
I bet you need another review of the foxhole rules. You haven't really used them yet, have you?

Chapter C brings the rules for the real stars of this lesson: the bazookas and the mortars.

C5.34
Bazookas, Panzerfausts, and Panzerschrecks can fire in the Advancing Fire Phase as LATW, but with a penalty.

C8.31
BAZ, PF and PSK all use HE Equivalency when they fire at infantry.

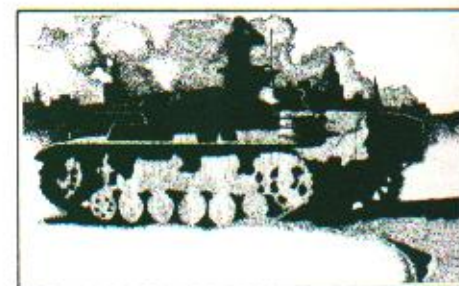
C8.6
The American bazookas and mortars can fire White Phosphorus. This can be rather nasty when it hits the target.

C9.
Mortars are used a lot in *ASL* play, including nearly every *PARATROOPER* scenario. The small mortars don't seem very effective, but they can be deadly, especially if firing White Phosphorus, or HE against a target in the woods. Don't discount them.

C11.
This rule is needed for Scenario 14, just in case a bazooka fires at the AT gun.

C13.1; C13.3-13.5; C13.8-13.9
These rules bring us the LATW (which includes the Bazooka, Panzerfaust and Panzerschreck). Note that the *PARATROOPER* scenarios all take place after September 1943 and that the Germans can use their PF. (Note also, that now the Germans can use PF in Scenario 3 of *BEYOND VALOR*; why not play it again and see how it affects play?) You can use the optional rule C13.311 if your opponent agrees.

Although this lesson has relatively few rules, it enables you to play a lot more scenarios. At this point, you can play every *ASL* scenario in any module that does not involve vehicles. Enjoy the *PARATROOPER* Scenarios 11-15. Play them until you are comfortable with the new rules learned here.



LESSON 7: The Basic Vehicle System

Vehicles add a new dimension to *ASL*, and of course require a lot of rules. This is the second largest chunk you will need to digest (after Lesson 1). With the basic vehicle rules, you can now play the other three scenarios from *PARATROOPER*. This lesson opens the door to many more *ASL* scenarios. But first, you have to go back to Chapter A and read all the rules that were skipped earlier because they only applied to vehicles. Now is the time for the tanks. Note, as with ordnance, there are often special rules concerning specific types of vehicles; be sure to check the description in Chapter H for each new one you encounter.

A.14
Collateral attacks occur when there are troops exposed on the vehicle being attacked, or in the same location.

A4.71
It takes guts to tackle a tank with your bare hands.

A5.132-5.4
Stacking limits apply to vehicles as well as troops.

A7.211
It is dangerous to stick your head out of a hatch when too close to infantry.

A7.307

On the other hand, you are pretty safe if you keep that hatch closed.

A7.82

But if you do stick your head out, this is one possible result.

A8.222

Yet, if you are buttoned up, you need not fear Residual Fire.

A9.51

And, if buttoned up, Spraying Fire has no effect either.

A9.6-9.611

Just when you were feeling safe, you find what a mere MG can do in a tank if the armor is thin enough.

A11.31; A11.5-11.8

Infantry firepower has no effect against your tank, but watch out when they get too close with their AT can-openers. Even the thickest armor can't save you. Skip A11.622 until you have a scenario with a panzer with *Nahverteidigungswaffe*.

A12.4-12.42

What happens when a vehicle enters a hex with Concealed infantry? The infantry may not like it, but they may not care.

A19.34

Conscripts and Green troops can jump enemy tanks too, but they usually won't want to.

A21.2-21.22

This explains how to use a captured vehicle (you should be so lucky).

A22.34

Flamethrowers can attack tanks in Scenario C, in the heat of Stalin-grad. You'll have your chance in the next lesson.

A23.5

Demo Charges can also be used against tanks in Scenario C.

Many terrain types in Chapter B have special movement rules for vehicles. There are a few new terrain types to meet to play these three scenarios too:

B.3

Vehicles use MP costs.

B3.41-3.42

Vehicles move faster on roads.

B6.32

Those little mortars can attack the bridge in 24F6 in Scenarios 16 and 18. Don't get too excited about the prospect though; they can't do much to it.

B6.43

Vehicles can be restricted on bridges.

B10.5-10.51

These rules apply to movement between hexes D2 and C3 on Board 24, which could occur in Scenarios 16 and 18.

B13.41-13.4212

Tanks must tiptoe through the trees.

B17.

Crags appeared on the half of Board 24 that was off-limits in Scenario 12. They come into play at last in Scenarios 16 and 18.

B21.13

There is also a pond on Board 24.

B23.211

And there is a lumberyard on Board 24, another terrain type missed in Scenario 12.

B23.41

Tanks bravely bashing through a building may end up in the basement.

B24.76

How to unblock a roadblock.

B29.

Roadblocks are used in Scenarios 16 and 18 of *PARATROOPER*. They are very similar to the ones in *SQUAD LEADER*.

There are a lot of rules in Chapter C also that only apply to vehicles. You didn't have to worry about these earlier. Now you have to worry about them.

C.8

Moving vehicles are harder to hit.

C1.54-1.55

This rule applies to mortars as well as to OBA firing at vehicles. It is possible for a small mortar to kill a tank in *ASL*. (I have never done it, but I have seen it done!)

C2.2401

Gun Duels are a new concept.

C3.31; C3.332

Vehicles can be targets too (and they usually are).

C3.72

A Critical Hit usually blows away a vehicle.

C3.8

Those little 37mm guns on the Renault tanks in Scenarios 16 and 17 can get multiple hits.

C3.9

A vehicle can be hit high or low, as well as from the front, side or rear.

C5.13; C5.3-5.35

Vehicles can fire as they move and while in motion, as well as stationary, when in the Advancing Fire Phase.

C5.64-5.72; C5.9

Other To Hit DRM that may apply when vehicles fire or are targets.

C6.11-6.12; C6.15-6.16

Some To Hit DRM may apply when firing at a moving vehicle.

C6.7

This DRM applies when firing at giant or tiny targets.

C7.

This rule is crucial once you hit your vehicular target.

C8.1-8.3; C8.8

Some AFVs have special ammunition (such as APCR and HEAT); and some AFVs can run out of HE or AP rounds.

At long last, we get to the heart of this seventh lesson. This is your first dip into Chapter D; it won't be your last.

D.1; D.3; D.4; D.6-D.7

These are general rules that apply to all vehicles.

D1.

This section describes the various types of vehicles found in *ASL*. Pay special attention to the comments on Fully-Tracked Vehicles (including tanks). These are the only vehicles to appear in the three scenarios for Lesson 7.

D2.

Vehicles move very differently from infantry. There are a number of innovations in *ASL* not found in *SQUAD LEADER* (such as MP expended in starting, stopping and turning). Read these rules carefully; then re-read them even more carefully.

D3.1-3.32

AFV combat is the whole purpose of having AFVs. Bounding Fire is new with *ASL*.

D3.5-3.54

AFV MG fire is similar to that in *SQUAD LEADER*, but there are some clarifications not found in the original system.

D3.7

AFV weapons can break down, just like any ordnance or SW.

D4.

Vehicles get some protection from terrain. They can also be Hull Down behind walls and roadblocks; but they are vulnerable to underbelly hits as they cross walls or bocage, or climb out of a gully.

D5.

Vehicles have crews, who can be affected by any enemy fire if they don't keep the hatches closed. D5.7 applies mainly to Shermans, but can also apply to the Marder I in Scenarios 17 and 18.

D7.

Vehicles are dangerous when they overrun infantry.

D8.

Vehicles can bog down if they go blundering through woods, buildings, and other inconvenient obstacles. Skip 8.23 since Mud doesn't appear in any *ASL* scenario prior to *YANKS*.

D9.1; D9.3-9.4

An armored vehicle can serve to protect its crew and friendly infantry hiding behind it.

D10.

All good things must come to an end. An AFV's end is a wreck counter.

D13.1-13.31

A number of German AFVs (Pz IVC, StuG IIIB, and StuG IIIG in these scenarios) can hide behind their own smokescreen.

Now that you have read these basic rules governing AFVs, you are equipped to play three more scenarios: 16-18 from *PARATROOPER*.

LESSON 8:**The Advanced Vehicle System**

Back to Russia. This, the last lesson, introduces some other types of vehicles, and some variations for the use of tanks. Tanks can suffer disadvantages from the lack of a radio, they can haul infantry around as Riders, or they can be dug in to become Armored Cupolas. In addition, there are the vast array of armored cars, trucks, halftracks and motorcycles. Lesson 8 also brings in two new types of fortification: barbed wire and pillboxes. And two new types of terrain: the third-level building and the stream. With these rules, now there are seven new scenarios that you can play:

A7.308-7.309

These rules apply to the Trucks in Scenarios 6 and 8 from *BEYOND VALOR*. Trucks are vulnerable to everything.

A7.821

Riders and Passengers may be pinned.

A11.622

This is an effective weapon against infantry in Close Combat. The Pz IVJ in Scenario 9 is equipped with the *Nahverteidigungswaffe*.

B13.43

The branches sweep riding infantry right off the tanks. Quite a sight to behold I'm sure, so not allowed in *ASL*.

B19.5-19.52

This applies to the gully on Board 24, in use for Scenarios 16 and 18.

B20.1-20.6

A stream is found on Board 22, found in Scenario 6. Of course, crossing at a bridge is the civilized alternative to splashing through the water. Who needs a bath in the midst of a firefight.

B23.24

There is a tall, third-level building in Scenario 9.

B24.73

Where there is wire, there is a way to clear it. This is very similar to rules on clearing rubble, flames, and roadblocks.

B26.

Wire, which was extremely common in World War II, makes its first *ASL* appearance in Scenario 9 from *BEYOND VALOR*.

B30.1-30.7

The dreaded pillbox helps the Russians defend The Citadel in Scenario 10.

C.7

This can come into effect in Scenarios E and 10 if one of those big guns (or OBA) of 100mm or more gets a critical hit.

C2.29

Several small guns in Scenarios 6, 8 and 10 have the option of using IFT resolution instead of the usual To Hit procedure.

C2.3

There is an AA gun in Scenario 10 that has a 360° mount.

C10.1-10.23; C10.31

The halftracks in Scenario E can haul around the German AT guns.

C13.7

Like PF, ATMM are abstracted in *ASL*. The Germans can use ATMM during 1944 or 1945 (Scenarios 7-9 and E).

D3.4-3.44

Armor leaders, which were introduced in *COI*, are found in Scenarios 6 and 9, one on each side.

D3.71

Low Ammo rules apply to the SU-152 in Scenario E. This is new with *ASL*.

D6.1-6.72; D6.9; D9.2

Trucks and halftracks can carry passengers, and tanks and assault guns can carry riders on top. Read all about the procedures in D6 before you play Scenarios 6-9 and E. Infantry can ride the tanks in Scenarios 16-18 and in C, but they never do.

D9.5-9.53

Armored Cupolas appear in Scenario 10, and are not to be seen again until *RED BARRICADES*.

D11.2-11.23

Various German AFV can have the added protection of Schuerzen in Scenarios 8 and E.

D13.34

This applies to that same old Pz IVJ in Scenario 9.

D14.

The lack of coordination caused by the lack of radios is simulated by this rule, which inconveniences the Russians in Scenarios 6 and C.

D15.1-15.7

Motorcycles are used in Scenario 6, very early in the war in the East.

This completes your working introduction to *ASL*. You can now play Scenarios 6-10 from *BEYOND VALOR* and Scenarios C and E from *The GENERAL*—giving you some 23 scenarios (23 separate games) in all. Equally exciting, these lessons form a firm foundation for the rest of the *ASL* system—which numbers well over 100 scenarios now. For those of you who have *SQUAD LEADER* but do not have the updates of Scenarios C and E, here is the detail for you to enjoy them: Scenario C: The Russians have three T-34 M41 and one T-34 M43. The Germans have three StuG IIIG and two StuG IIIB. Environmental Conditions are Moderate, with no wind at start. All the Russians in the Tractor Works (Building X3) get the Fanaticism benefit while in the building only, which is a Factory (B23.74). Use the Sniper numbers and ELR, and the Balance Provisions, found in Scenarios A and B.

Scenario E: Replace the 48 Russian 4-4-7s that start on Board 3 with 24 4-4-7s and 24 5-2-7s. The Russian Turn 3 reinforcements consist of six T-34 M43. Delete the LMG from the Russian Turn 5 reinforcements, and the .50 HMG starts Dismantled. The two halftracks are replaced with two ZIS-5 trucks.

For the Germans in Scenario E, start them with three LMG instead of four. Their first turn rein-

forcements consist of a 2-2-8 crew, SPW 251/1 and a 75L AT gun in tow. Four Pz IVH panzers enter as the Turn 2 reinforcements. The force that enters on Turn 4 includes an 8-0 leader, the MMG and HMG are initially Dismantled, the halftracks are SPW 251/1, and the PF counters are ignored (due to the inherent PF of the Germans). The Turn 5 reinforcements consist of three 2-2-8 crews, a Pz IIIN, two StuG IIIG(L), one SPW 251/SMG, one SPW 250/1, and a 50L AT gun. Finally, a StuH 42 arrives for you on Turn 8.

Environmental Conditions are Moderate, with no Wind at start. The German radio that starts onboard represents one battery of 81mm MTR OBA; the radio that enters with the Turn 4 reinforcements represents one battery of 100mm OBA. Russian ELR is '4' and SAN is '3'; German ELR is '3' and SAN is '4'. The Balance Provisions are straightforward (at least for you experienced fellows who have mastered all the rules)—

German: the radio that enters on Turn 4 represents 150mm OBA with Plentiful Ammo (C1.211)

Russian: add an 8-1 leader to the initial onboard forces.

Enjoy these seven scenarios. And, of course, play the previous ones too. As often as is necessary for you to feel that you have mastered the intricacies of this most marvelous tactical wargame.

LESSON X: More to Come

You have now read through most, but not all, of the *ASL* rulebook. What remains, you ask? Oh, the few odds and ends, as well as a few more modules, some offering additional specialized rules: *YANKS*, *PARTISAN!*, *WEST OF ALAMEIN*, *THE LAST HURRAH*, *HOLLOW LEGIONS* and *RED BARRICADES*. And don't forget the two Deluxe modules, *STREETS OF FIRE* and *HEDGEROW HELL*. There are also plenty of new and of updated scenarios published in *The GENERAL* and in the *ASL Annuals*, many of which you can play with just the rules you have studied here.

YANKS offers the new rules dealing with a host of special features that were in the original *SQUAD LEADER* system, but were not included initially in *ASL*: Night, Weather, Aircraft, Paratroop Drops, Gliders, Boats and much more. *WEST OF ALAMEIN* introduces the desert environment and rules to play therein, which was never seen in *SQUAD LEADER*. *HOLLOW LEGIONS* brings us a new nationality, the Italians. *RED BARRICADES* features more urban combat and brings the first campaign games (and rules). And we will soon see the warfare in the Pacific and Asian theaters, with the Japanese, Chinese, Marines, jungle fighting, pack animals, amphibious landings, and so much more. The system can truly be all things to all who may be interested in World War 2 tactical combat. A lot of rules that we have skipped over or lightly touched upon in these lessons will become important in these later modules. A brief listing might suffice:

A2.7
Overlays were introduced in *GI*. They become very important in the desert scenarios found in *WEST OF ALAMEIN* and *HOLLOW LEGIONS*, and will figure prominently in the Pacific/Asian scenarios.

A4.132; B13.31-13.32
Woods-road hexes appear only on Board 5 (used in several of the updated scenarios) and on Board 32 (which is used in several scenarios in *PARTISAN!*).

A13.
Cavalry rides again in Scenario 33 and in three scenarios in *THE LAST HURRAH*.

A22.612
Molotov Cocktails find their best use against AFVs in *STREETS OF FIRE*, Scenarios A7 and A11 (*ASL Annual '89*), and in *RED BARRICADES*. You'll probably want to review the rules when you next see them in a scenario. Then there's the Molotov-Projector (O10.) that is featured in *RED BARRICADES*.

A25.3-25.34

You will likely want to review this section when you meet the full American Order of Battle in *YANKS*.

A25.4-25.46

The British debut in *WEST OF ALAMEIN* and figure in several *HOLLOW LEGIONS* scenarios, as well as some scenarios published in the pages of *The GENERAL* and the *ASL Annual*.

A25.5-25.52

We haven't seen the French yet, but they are on their way. Look for them in the not too-distant future.

A25.6-25.65

The Italians are the stars in *HOLLOW LEGIONS*. They take on the British, the Americans, the Russians, the Germans and anyone else they can find. Just look at the scenarios in this issue of the *ASL Annual*.

A25.73

The Finnish *Sissi*, the best infantry in World War 2, appear in Scenario A11 found in last year's *ASL Annual*.

A25.8-25.82

The Axis Minors, representing the Rumanians and Bulgarians, first appear in *PARTISAN!*

A25.9-25.92

The Allied Minors are introduced in *THE LAST HURRAH*. They include the Poles, Norwegians, Dutch, Belgians, Yugoslavs and Greeks.

B1.12; B7.

Scenarios A2 and A3 from the '89 *ASL Annual* include the runway on Board 14; Scenario 22 from *YANKS* turned the canal on Board 22 into a wide boulevard.

B4.

Sunken roads appear on *DASL* Boards e, f and g in *HEDGEROW HELL* and on Board 32, which is used in several *PARTISAN!* scenarios.

B5.

Thus far, only the first scenario in this year's *ASL Annual* makes use of the elevated roads. An elevated road may also show up in Scenario A19 during the FSSF mini-campaign.

B6.41-6.42; B6.431-6.45

These rules refer to special bridge types that are rarely found. We have the rules for them, to be able to cross that river when we come to it.

B8.6-8.62

Tunnels can be very important in many of the *RED BARRICADES* scenarios, if the defender is imaginative. Also review the sewer rules (B8.1-8.5) when you get ready to play *RED BARRICADES*.

B10.211

This is an optional rule that can be used in any scenario that includes hills. Warning: this has a severe impact upon the play of the scenario.

B10.5-10.52

This is very important in any scenario making use of Boards 9, 15 or 25. Board 25 is featured in several scenarios in *WEST OF ALAMEIN* and *HOLLOW LEGIONS*.

B13.7

Forrest rules have yet to appear in any *ASL* scenario published to date. But you'll see a variation of them with the jungle scenarios in the next module.

B16.42-16.8

These are rarely used variations on the Marsh rules.

B20.7-20.82

Now we have some rarely used variations on the Stream rules.

B21.14; B21.21; B21.41-21.6

These are the variations on Water Obstacles in general. Forging (B21.41) actually plays a role in one *HOLLOW LEGIONS* scenario (#54).

B23.424

You'll need this if you take the German role in the scenario "Context in the Clouds" (#A23) in this issue of the *ASL Annual*.

B23.73

The marketplace only exists on Board 12 (hex R7). In *ASL* it makes its appearance with Scenario #55.

B23.74-23.9

When you play *RED BARRICADES*, be sure to review the rules for Factories, Rooftops and Fortified Buildings. They get a lot of use in that module.

B27.55-27.56

Trenches and vehicles mix in *WEST OF ALAMEIN*. And we finally see the effect of AT Ditches with play of *RED BARRICADES*.

B28.

Mines make a sudden appearance in *HEDGEROW HELL* and *WEST OF ALAMEIN*, as well as a number of *GENERAL* and *ASL Annual* scenarios.

B30.8

The Bunker rule is used in Scenario 49 of *THE LAST HURRAH*, and trenches can connect to all sorts of interesting things in *RED BARRICADES*.

C1.23

A Field Phone is first used in *DASL* Scenario 4 in *STREETS OF FIRE*, and then shows up occasionally in scenarios in the later modules.

C1.63

Offboard Observers appear in at least three unpublished scenarios

I have playtested. One does appear in *WEST OF ALAMEIN* (Scenario 41) and one in *HOLLOW LEGIONS* (Scenario 58).

C1.73

Pre-registered Fire can be called in by that field phone in *DASL* Scenario 4; it is used occasionally in later scenarios as well.

C1.8

The Germans are victims of a Bombardment in *DASL* Scenario 10 of *STREETS OF FIRE*, a fate they share with others in later scenarios.

C6.55; D11.1

American tanks have Gyrostabilizers in *YANKS* and in *HEDGEROW HELL*. A most useful tool at times.

C8.4

Cannister is used by several U.S. AFVs, including the Stuart (M5A1). It is also available for several British vehicles, primarily those built in the States. Stuarts appear in a few scenarios (*HEDGEROW HELL* and *WEST OF ALAMEIN*).

C8.7

Illuminating Rounds are only relevant during night scenarios (but then, you knew that). Night rules are first introduced in *YANKS* and are used in several scenarios thereafter.

C10.24

Limbered Fire is allowed for several German guns (mainly the AA guns and the 88LL AT gun), but they rarely appear in the same scenario as their transport. This rule is first used in *WEST OF ALAMEIN* (Scenario 37) for a British 40L AT gun. It could play a part for the towed German 88 AA gun in Scenario M (which appeared in *The GENERAL*).

C10.25-10.26

These rules apply only to very large ordnance, which rarely show up in *ASL*'s tactical scenarios. Nevertheless, you have the rules for them if you ever do see these RPNM/NM weapons in play.

C10.4

Trailers also are fairly unusual to see in play. A SdKfz 6/2 shows up in Scenario 26 in *YANKS*; a L3 appears in Scenario 58 in *HOLLOW LEGIONS*; and Crocodiles appear in Scenario A25 in this issue of the *ASL Annual*.

C12.

You have the rules and counters for Recoilless Rifles. Maybe some day they will appear in a scenario.

C13.2

ATRs are used extensively in *STREETS OF FIRE*, early in the war in *THE LAST HURRAH*, and in the deserts of *WEST OF ALAMEIN*.

C13.6

The PIAT was used by the British later in the war (from April 1943). Play with it in "Cold Crocodiles" and "The Island" in this *ASL Annual*.

D.2; D12.

All but the American and British armies in World War 2 were primarily horse-drawn, but wagons rarely appear in the front lines. The Poles have wagons in *THE LAST HURRAH* scenarios, and the Germans have them in Scenario G7 in *The GENERAL*. A wagon is also used by the Russians in Scenario A12, and the Finns have sledges pulled by reindeer in Scenario A11—both found in last year's *ASL Annual*.

D.5; D8.23

A Secret DR is required only in Mud or Deep Snow. These inconvenient ground conditions do not occur in any published *ASL* scenarios yet.

D3.45

This is a very little used rule. It can be found as a Balance Provision in Scenario A7 in the '89 *ASL Annual* if you want to try it.

D3.6

Luckily for the infantry, you don't see flamethrowing vehicles very often; but every major nationality had at least one type. This rule will apply to the Italian L3 Lf (Scenario 58), the German Pz III(PI) (*DASL* Scenario 7), the German SPW 251/16 (Scenario A9 in last year's *Annual*), and the British Crocodiles (Scenario A25 in this year's).

D6.8

You don't need to read up about Carriers until you play *WEST OF ALAMEIN*, since these are unique to the British Army.

D13.32-13.33

Smoke Mortars were common on U.S. and UK-built tanks. The Axis don't have them, and the Russians only had them on the lend-lease vehicles. Some American vehicles have Smoke Pots. You will use these rules in various scenarios, beginning with those in *YANKS*.

You can see that there is a lot left to experience in the world of *ASL* still, and plenty to look forward to in the future. Between the scenarios published in the modules, in the magazines, and elsewhere, there is enough to keep you gaming for a long time once you have mastered the basics in these eight lessons above. How many games offer such endless variety? And, should there be some rule that you are just itching to try (bicycles maybe, or DD tanks), you can always craft your own DYO actions. With such flexibility, I am sure that *ADVANCED SQUAD LEADER* will be played for many years to come.

KING'S CASTLE

SL Scenario A4

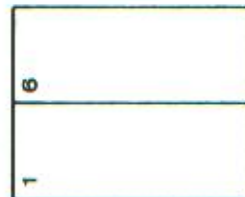


FRENZENBERG, GERMANY, November 26, 1944: The Americans continued to forge deeper into Germany, the infantry often reduced to providing support for the armored hammering of the heartland of the enemy. On this day, the town of Frenzenberg was designated as the objective for the 47th Infantry Regiment of the 9th Infantry Division. Company F was mounted on tanks of the 3rd Armored to strike frontally, while Company K was to swing southeast of the town to protect the flank of the advance. The attack got off at 1045, but accurate long-range anti-tank fire halted the armor and Company F almost immediately. However, "King" reported good progress along its route, and reached Frenzenberg at 1300. Penetrating the outskirts, the GIs suddenly encountered devastating fire from the feudal castle which dominated the "old town". The castle, a landmark in the region, was being held by the green troops of the newly resuscitated 917th Parachute Regiment. And spotters in the castle towers were directing heavy artillery fire onto the road behind Company K. The American position was untenable; it was decided to storm and take the castle at all costs, although it was a 2nd Battalion objective. With a ringing rebel battle cry, the survivors of "King" rose and charged across the open ground toward the castle moat.

VICTORY CONDITIONS

The American player at scenario end must have all hexes of building 6N4 clear of unbroken enemy squads. The German player wins by avoiding the American Victory Conditions.

Board Configuration



TURN RECORD CHART

German Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12	END
U.S. Moves First													



Elements of Fallschirmjaeger Regiment 917 set up on Board 6:

9-1	8-1	8-0	5-4-8	2-8 B12	4-12 B12	50 42-13	4 X9-
12	4	2	2	2			



Company K of the 3rd Battalion, 47th Infantry Regiment enters on Turn 1 on Hex 1I10 or Hex 1A6:

9-2	9-1	8-0	7-0	6-6-6	4-12 B12	8-20 B12	8 IPP 4 X11+
2	20	3	7				

SPECIAL RULES

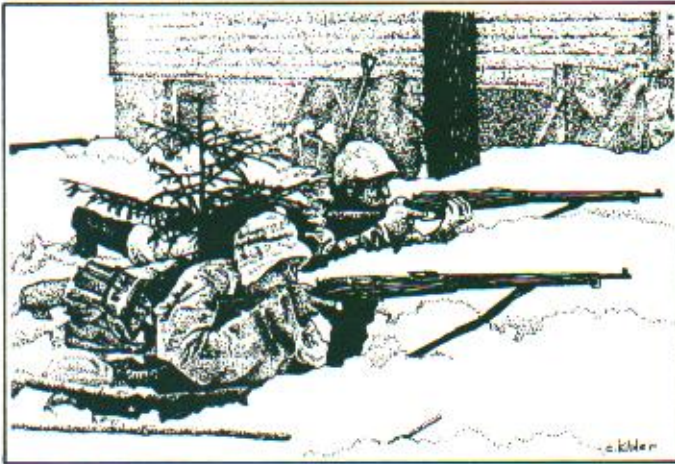
- The castle is represented by the building centered on hex 6N4; hexes 6N5 and 6O4 are 3rd-level hexes.
- The castle is surrounded by a wide moat. The road around building 6N4 (i.e., the road in hexes 6O3-6N7-6K6-6N1-6O3) is considered a gully (80.); to reflect its steep sides, movement costs for this gully (80.2) are doubled. A wooden footbridge is placed in hex 6O5 spanning the moat to represent the drawbridge.
- Regardless of level occupied, no more than one German squad (plus accompanying SMC/SW) may ever occupy each building hex of the castle.
- The German player may Bore-Sight (78.) appropriate weapons.

AFTERMATH: During the thousand-yard charge, the two buildings outside the moat were cleared and the German paratroopers holding the grounds swept away. But a fierce firefight developed between the 35 men of "King" Company—all who remained uninjured—and the castle's defenders (approximately 70 teenaged troopers). The ancient fortress was solidly constructed of stone and surrounded by a deep, muddy moat; the sole entrance to the castle was beyond a drawbridge leading to a barred oaken door. PFC Carl Sheridan, the lone surviving bazooka gunner, realized that his weapon was the only one with sufficient punch to open a breach. With complete disregard for his own safety, he dashed across the fire-swept outer yard to a wall that bordered the moat. There, under fire from the parapet above, Sheridan coolly fire two well-aimed rounds into the door. As the last rocket exploded, he drew his pistol and charged across the drawbridge; the others followed him through the splintered doorway. Sheridan was killed moments later within the castle, but the remnant of Company K now held a corner of the huge structure. Reinforced by Company G, "King" cleared Frenzenberg Castle the next morning. PFC Sheridan was awarded the Congressional Medal of Honor, the only man of the 47th Infantry Regiment to receive this highest decoration for valor.

ON THE BORDERLINE



ASL SCENARIO A16



ARTAHUHTA, FINLAND, 30 November 1939: The Soviet 139th Rifle Division—20000 troops supported by 147 artillery pieces and 45 tanks, under the command of General I.B. Belyayev—crossed the border on all available roads leading to Tolvajarvi, a key road junction defended by 4200 scattered Finnish reservists. Cavalry Reserve Lt. Toivianen was celebrating his forty-fifth birthday that grim morning at Artahuhta, near the border post of Myllyjarvi. His men had gathered to congratulate him and to present him with a new fountain pen. The lieutenant had just made his acceptance speech when the sound of heavy artillery echoed from the direction of the border. Mounting immediately, Toivianen and his squadron galloped to join the fifteen border guards defending the post.

BOARD CONFIGURATION:



BALANCE:

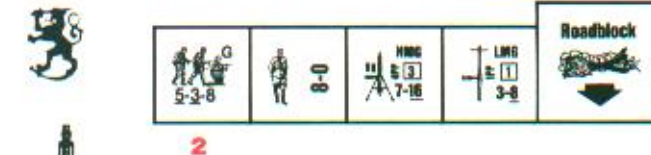
- * To claim victory, in addition to Control of four stone buildings, the *Russian* must have \geq ten Good Order squads (or equivalent) on Board 3.
- ★ Add a BA6 and a 7-0 leader to Russian OB.

VICTORY CONDITIONS: The Russians win if they Control \geq four stone buildings at game end.

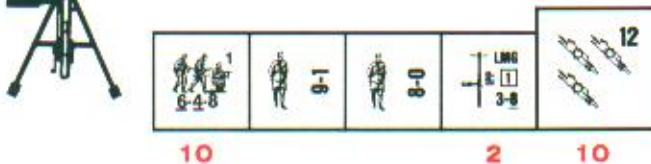
TURN RECORD CHART

* FINN Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12	END
* FINN Moves First													

Myllyjarvi Detachment, Border Guards [ELR: 3] set up within four hexes of 4X1, using HIP: {SAN: 5}



4th Reserve Cavalry Squadron sets up within three hexes of 3N1:



Elements of the 364th Rifle Regiment [ELR: 2] set up on/east-of hexrow I on Board 4: {SAN: 2}



SPECIAL RULES:

1. Weather is Ground Snow (E3.72) with Wet EC and no wind at start.
2. Treat all shellholes as the other terrain in the hex; shellholes do not exist. All hills on Board 3 are considered woods rising from level 0, with the outline of these woods conforming to the outline of the printed hill masses.
3. Hexrow N on Board 4 represents the Russo-Finnish border, which Finnish units had strict orders not to cross. Therefore, Finnish units [EXC: escaped prisoners] may not be east of Hexrow N at any point in the course of the game (they are considered destroyed immediately if they violate this rule). Finnish units may, of course, fire at targets east of the border.

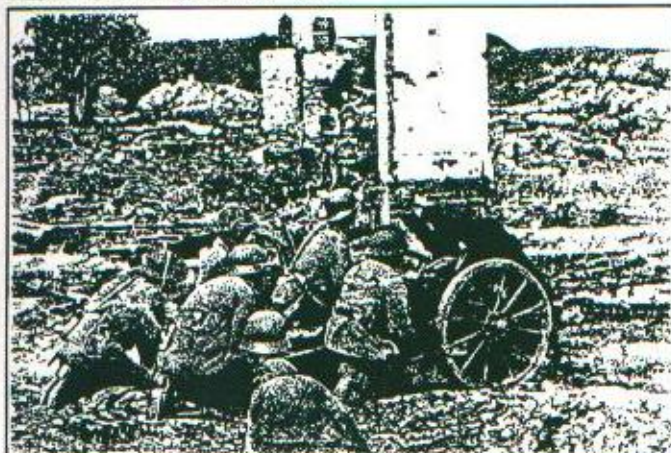
4. The Russian receives two offboard artillery modules of 100+mm OBA. Russian SRs and FFEs, however, may be directed *only* into hexes wholly on Board 4.

AFTERMATH: The Finns were unable to halt the initial onslaught and retreated to Artahuhta, out of the Russian artillery barrage. There the Finnish reservists were confronted by a solid mass of Red Army troops, ordered to seize the village with all speed. The fire was deadly, with troops often separated by only a few yards. One cavalryman infiltrated the enemy positions, killed a Soviet machinegun crew, took their place and fired the weapon at the Russians the entire night before he was discovered and overwhelmed. Artahuhta was held by the battered reservists for two days and two nights before a retreat to prepared defensive positions near Tolvajarvi was authorized.

THE PENETRATION OF ROSTOV



ASL SCENARIO A17



VICTORY CONDITIONS: The Germans win immediately upon clearing all multi-story buildings (B23.23) of all unbroken Russian MMC.

ROSTOV, RUSSIA, 24 July 1942: With the German summer offensive of 1942, "Operation Blue", Hitler hoped to force a decision on the southern front. In an attempt to complete a large-scale encirclement of the Lower Don, the city of Rostov became the natural center of operations. The initial breach of the outer city defenses had been made by panzers of the III and LVII corps, but the city's center was the battlefield for assault parties and not armored formations. To make matters worse, the NKVD garrison was determined to defend Rostov to the last bullet. Functioning as the regime's guard against possible rebellion, the NKVD troops were very familiar with street-fighting techniques. To defeat such a determined enemy, the Germans devised a careful plan of attack. The 1st and 3rd battalions, 421st Infantry Regiment were divided into three assault companies each. Each company, fighting in line abreast, was to advance down its assigned sector and secure each block therein. In this way, each company could protect its neighbors from flank attacks.

BOARD CONFIGURATION:

BALANCE:

- ★ The Russian may utilize HIP for \leq two squads (or equivalent) and all SMC/SW that set up in the same Location(s).
- ✦ Armor reinforcement enters on a dr \leq current turn number; ignore SSR 3.



TURN RECORD CHART

★ RUSSIAN Sets Up First [110]	1	2	3	4	5	6	7	8	9	10	11	END
✦ GERMAN Moves First [176]												



Elements of the Rostov NKVD Garrison [ELR: 3] set up on board 1 on/south-of hexrow BB in building Locations, with a maximum of two squads (or equivalents) per building (SMC/SW are not restricted so): {SAN: 6}



4-5-8	10-0	9-1	8-0	4-10	2-6	1-12	7 morale
10			2	4	2	18	



Assault Company of Bataillon I, Infanterie Regiment 421 [ELR: 4] enters on/after Turn 1 along the north edge: {SAN: 2}

4-5-7	2-2-8	9-2	9-1	8-1	3-8	3-8	3-8	18	75	75
16	2	2			3	2				



Elements of Panzer Division 13 enter along the north edge as per SSR 3:

14	75
2/5	

SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Russians have Level B Booby Trap capability, which can be activated only by German TC. Russians also have MOL capability (A22.6).
- The German tank may enter only if a dr of "1" is made during the German RPh.
- Kindling is NA.
- Russians may not Bore Sight any hex in hexrow GG.

AFTERMATH: The fighting was fiercest in the area around the Tagaurog road, which led straight to the Don bridge. The German attack was held up repeatedly as the infantry found it near impossible to pin-point the well-camouflaged NKVD troops. By using artillery for close support, along with a few tanks of the 13th Panzer Division, the assaulting companies began indiscriminate bombardment of suspected enemy positions. Soon they were able to work their way forward by zig-zagging along the streets, using the tanks for cover where possible. By the early morning of the next day, all of the companies of the 421st Regiment had reached the River Don. The Germans had forced the last enemy units out of Rostov. The gateway to the Caucasus had been opened.

SBEITLA PROBE



ASL SCENARIO A18



VICTORY CONDITIONS: To win, the Germans must have amassed ≥ 8 Casualty VP more than the Americans at game end. The Americans win if they amass ≥ 12 Casualty VP and the Germans do not fulfill their victory conditions.

TURN RECORD CHART

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

SBEITLA, TUNISIA, 17 February 1943: During the night of February 16th, as battered elements of the 1st Armored Division fell back westward under the onslaught of Operation *Fruehlingswind*, they met with reinforcements and set up a temporary defensive line in the olive groves and wadis west of Sbeitla. The Germans, believing that the Americans would abandon the town, followed in several columns in order to test the strength of their resistance. As contact was made and firing began, some of the exhausted Americans, unnerved by their first night action, began to flee. This movement became an uncontrolled flood of vehicles which threatened to unhinge the entire defense, but fortunately for the Allies enough of CCA held firm so that the line did not collapse at once. As the panic subsided, Battery C of the 68th Armored Field Artillery was ordered to move east into new positions astride the Sbeitla-Faid Road.

BOARD CONFIGURATION:



BALANCE:

✚ Initial Base NVR is one hex.

☆ Add one M7 HMC to American forces setting up on road 5Q6-5X7.



Elements of the 3rd Battalion, 6th Armored Infantry [ELR: 2] set up first on/between hexrows C and Q: {SAN: 3}

8-6-6	8-1	7-0	4-10	8-4	13-75	13-75	13-75
8			2		2		

Battery C, 68th Armored Field Artillery and elements of the 3rd Battalion, 6th Armored Infantry set up second on the road 5Q6-5X7 (see SSR 4):

14-105	20-105	20-105	37-105	8-0	8-4
3	2			2	



Elements of Gruppe Pfeiffer, Panzer Division 21 [ELR: 4] enter on Turn 1 along the east edge: {SAN: 3}

4-6-8	8-1	8-1	8-0	1-12	9-1
9			2		

14-75L	13-50L	13-50L	14-20L	16-15PP
2	2	2	2	2

SPECIAL RULES:

- EC are Wet, with no wind at start.
- Night Rules are in effect. The initial Base NVR is two hexes with no Cloud Cover and no Moon. The American is the Scenario Defender (E1.2); the German is the Scenario Attacker. Majority Squad Type on both sides is Normal.
- All grainfield, woods and building hexes are orchards; orchards are in season. The roads 4A6-5I9, 4Q10-4O7 and 5Q1-5R1 are gullies.
- The American vehicles that set up in the road 5Q6-5X7 must be in Motion, with VCAs facing due east.

- German units may delay entry, but must be in play by the end of Turn 3 or are considered eliminated (and VC points are awarded to the American player).

AFTERMATH: At 0115, as the American self-propelled guns were moving into position, German tanks appeared only yards away. A wild firefight ensued, with tracers and HE shells flying in every direction. The ammunition supply of the U.S. AFVs began to dwindle, but then the Germans—surprised at the resolve of the GLs—broke off contact and withdrew, leaving three wrecked tanks behind. The Americans, minus two SPGs themselves, also withdrew to prepare for the daylight resumption of Sbeitla's defense. The 68th would later receive the *Distinguished Unit Citation* for its action this night.



THE DEVIL'S BRIGADE

Reference Notes for ASL

By Steven Swann

During World War II the United States Army employed five different types of "light" infantry. The largest (five divisions) and best-known light infantry were the paratroopers. Their actions are well covered in the *ASL* system with the many scenarios featuring them, and even their own module (*PARATROOPER*) that allows one to sample the Normandy experience of the lightly-armed soldiers of the U.S. Army.

A second type of unit was the Rangers, a commando-type of formation that specialized in amphibious and night raid operations. The Rangers saw the most action in the North African and European theaters. One battalion (the 6th) was used in the SW Pacific area. The organization and history of one of these units has been studied in my article "Darby's Rangers" (Vol. 25, No. 5 of *THE GENERAL*). A scenario was included to allow players to experience the abilities of this type of elite unit (Scenario G8).

Another kind of light infantry was the American "Merrill's Marauders", an offspring of the highly successful British "Chindits", which were used in the Burma theater. Information on the organization and history of this unique formation must await the release of the Pacific *ASL* modules. Yet a fourth type of American light formation were the special "Mountain" divisions, raised and trained late in the war for operations in northern Italy, Austria, Scandinavia and southern Germany.

The one I wish to look at here is, in my mind, the most unique light infantry unit of the war. It was the only bi-national unit in the U.S. armed forces. In my opinion, it was the best trained, and its actions bore out that it was one of the hardest fighting units, in the U.S. Army. It was, of course, the 1st Special Service Force (hereafter the *FSSF*)—sometimes known as the "Devil's Brigade"—a unique Canadian-American force originally intended and trained for combat in mountainous and extreme winter conditions.

The concept for such a unit originated in the mind of Geoffrey Pike, a British scientist who believed that an over-snow vehicle was needed for commando operations in Norway. British Prime Minister Churchill and Lord Mountbatten (chief of the British Combined Operations branch) agreed with Pike, and they convinced the United States War Office to design and build such a vehicle. At the same time, the United States and Canada agreed to raise a combined light infantry force trained for raiding in Scandinavia.

The vehicle was eventually developed, and labeled the M-24 ("Weasel"). The Weasel never saw combat in Norway where it was designed to operate, but it did see limited use by the 10th Mountain Division and other units in the Alps of northern Italy. Sadly, a counter for this unique vehicle has not been provided as yet for the *ASL* system.

With the decision to raise a special force for mountain/winter warfare, the call went out for volunteers in Canada and in the United States. Lt-Colonel Robert T. Frederick of the U.S. Army was chosen to be the force's first commander.

Entry requirements for the American volunteers were rather stringent: the applicant must be unmarried, between the ages of 21 and 35, have completed at least three years of grammar school, and had training or experience as a lumberjack, forest ranger, hunter, woodsman, game warden, or prospector. Unfortunately, most of the U.S. Post Commanders viewed this call for volunteers as an advantage to rid themselves of their worst and most undisciplined soldiers. While many of these "volunteers" were returned to their original units, some were retained. They proved to have the aggressive and individualistic qualities that Frederick believed would be necessary for the type of action he envisioned. With the steady influence of the high-quality Canadian soldiers, these American misfits would help form one of World War II's toughest combat units.

The Royal Canadian Army set entry requirements that were even higher than those of the Americans. A Canadian volunteer had to be willing to undergo airborne training, be physically fit, be a trained infantryman, possess a knowledge of internal combustion engines, be NCO material (average rank of the Canadian contingent was sergeant), and have experience as a mountaineer, skier, woodsman or have extensive winter survival training. As can be imagined, the Canadian volunteers were of higher quality, had a better morale, and were under much more rigid discipline than the Americans. But as the training progressed, the influence of the disciplined Canadians mixed with the aggressiveness and originality of the Americans to form a combat unit that had its own distinct flavor, and whose record in combat was second to none. It is now believed by many military historians that the higher average age (26) of these men contributed a great deal to the formation's cohesion, morale and fighting abilities.

The Table of Organization (T/O) of the *FSSF* was determined by the original mission for which they were raised. The first conception had been that the *FSSF* would be performing large commando operations, preventing the Germans from using the hydroelectric and transportation facilities of Norway, acting behind German lines for weeks in the mountainous terrain of the country during the winter. This plan was soon quashed by the Norwegian government-in-exile, which feared for the lives of Norway's citizens in German reprisals and were horrified by the potential extensive damage to Norway's industry. Even so, while there were some minor changes and additions to the T/O detailed below, the basic form was retained throughout.

Because the mission had called for many operations by small groups, the *FSSF* was at first divided into three small regiments of 600 men each (see Table 1). Each regiment would have two battalions of 300 each, further divided into three equal companies. The Canadians filled out about one-third of the regimental personnel, and about one-half of the brigade's leadership positions; the Americans made up the remainder. Each company had a HQ section and three combat platoons. These platoons were comprised of a platoon leader and two 12-man assault sections, each lead by a staff sergeant.

Each section leader was armed with a submachine gun, and each section had a BAR and a bazooka or a 60mm mortar. All other personnel of the section were armed with the reliable M-1 rifle. When the Force's mission in Norway was canceled, Lt-Col. Frederick changed the armament to add even more firepower to the assault section. Even though the Johnson LMG was not an authorized weapon, he was able to acquire about 125 of these weapons by trading two tons of the new RS explosive to the Marine Corps. The Johnson LMG (an exclusively Marine weapon) was much preferred by the *FSSF* soldiers over the BAR, for it was lighter and "hardier". Thereafter, each section had a Johnson LMG in addition to the above armament. All officers carried a carbine and .45-caliber pistol. Throughout the force there were no organic heavy weapons of any sort.

The "Service Battalion" was in 1942 a new experiment for the U.S. Army. Its objective was to relieve the three fighting regiments from any non-combat functions that might detract from their mission. Thus, the Brigade HQ included all clerks and communications personnel, as well as a Military Police platoon and the brigade's Forward Air Controllers. The Maintenance Company included all personnel required to repair and service the weapons and vehicles of the *FSSF*. The Service Company provided food service and the personnel for transport and supply. Officially, the *FSSF* was to have 1190 trucks and 600 Weasels as its organic transport. In actual fact, the *FSSF* never had anywhere near this number of trucks, and received only a small number of the M-24 (and only then as a temporary loan from the mountain formations).

In July 1942 the Americans and Canadians arrived at Fort William Henry Harrison near Helena (Montana) to begin one of the most comprehensive and lengthy training periods ever devised by the U.S. Army. All personnel received training in cold-weather survival and combat, and in mountaineering skills such as rock-climbing and skiing with full pack and weaponry. Parachute training was completed in only six days instead of the normal three weeks received by the airborne troopers. All personnel were expected to operate all weapons that they might possibly come in contact with; this in-

cluded live-fire training and practice with captured German and Japanese infantry weapons. Demolitions training was emphasized. Many hours were spent in hand-to-hand combat and bayonet drills (which were done with bare blades). Many standard subjects—such as first aid, mountain scouting and patrolling, map reading and winter camouflage techniques were taught; navigation exercises took place both in daylight and during darkness. The brigade's superiors were somewhat surprised when the American misfits and rather reserved Canadians took to this form of warfare quite naturally.

In April 1943 the FSSF was moved to Norfolk (Virginia) for amphibious training. Again, the FSSF completed the course well ahead of time. Next they were sent to the shores of Vermont for further amphibious training from rubber boats in conditions that approximated the rough coast of northern Europe. Finally, in June 1943, the FSSF was declared ready for any kind of combat, anywhere in the world.

On 15 August 1943, the operational history of the FSSF began in the icy Arctic waters off the shores of Kiska in Alaska's Aleutian island chain. Kiska and Attu had been occupied by the Japanese in June 1942 as part of their offensive which culminated in the battle of Midway. But the men of the FSSF, who were eager for a fight, were due for disappointment it seems. The Japanese had evacuated Kiska after the U.S. Army had reclaimed Attu earlier in the year. The FSSF part of the operation went exactly as planned and, even though there were no Japanese to fight, the landing in rubber boats in arctic waters was considered a perfect training exercise.

Next, General Eisenhower requisitioned the unit for use in the mountainous Balkans—but the FSSF never made it that far. Instead, the formation was to spend most of its career on the Italian Front; in November 1943 the FSSF was assigned to the U.S. 5th Army.

The first actual combat mission was the capture of Mount Difensa as part of Operation "Raincoat". Mount Difensa was part of an inter-locking German network involving several mountain peaks. With nature, fortifications, mines and interlaced fields of fire, the Germans had stopped a 5th Army 12-day assault dead in its tracks. Lt-Colonel Frederick offered to attack the Germans at night after scaling the precipitous northeast face of Mount Difensa, hinge of the German positions. The German command, believing that no attack could possibly be mounted from that flank, had not built defensive positions there. After an incredible climb and a short, sharp firefight in freezing fog and drizzle, the FSSF commanded the ridge, pushing the veteran 104th Panzer Grenadier Regiment out of its path.

For the next six days, the men of the FSSF lived under a constant crossfire from adjoining German-infested mountains. Resupply was a weary and back-breaking job, as every item had to be backpacked by the men of the Service Battalion. Even the clerks and medical personnel and MPs were pressed into service, for in the FSSF all went into combat. Nevertheless, by 9 December, when British troops had at last cleared one of the nearby peaks, the FSSF had slowly advanced to the town of Remetanea. This first use of the FSSF as a line unit had cost Frederick 511 casualties (73 KIA).

Their next mission was to clear the area south and southwest of Mount Sammuco. As this was to be a conventional infantry operation, the 504th Parachute Battalion, the 141st Infantry Battalion, and four artillery battalions were placed under the direct command of Lt-Col. Frederick to support his FSSF. In two days of bitter combat, the FSSF took all their objectives—but suffered nearly 50% casualties in the process. Their reward was three days of rest before their next job. It was the Sammuco operation that earned the FSSF the nickname "The Devil's Brigade"—from the Germans (who called them individually "Black Devils").

After their brief R&R, the FSSF was ordered to cover the right flank of the II Corps' advance to Cassino by moving along the mountain ridges above the valley. For this, they were augmented by the 456th Parachute Artillery Battalion, an engineer company, and a Sardinian pack mule company. Moving rapidly in melting snow and enduring freezing temperatures in high wind at night, the FSSF consistently surprised and overwhelmed the scattered German outposts in their path. The typical action of this campaign would occur at night, with the troops close assaulting the enemy with grenades after approaching silently. This was the very type of mountain warfare the Canadians and Americans had been trained for, and they did it so well that they surprised both the Germans and their own divisional and corps commanders with the rapid advance. Unfortunately, the pace wore down their supporting units.

On 6 January 1944, two battalions of the 133rd Infantry, another engineer company and the 3rd Divisional Artillery were placed in support of the FSSF. With these, the FSSF was to lead the attack on Mount Majo. The ratio of attacker to defender in this bizarre action was one-to-one, yet the FSSF carried the day in their usual and efficient manner. For the next three days, as other Allied units strove to clear their flanks, the FSSF defended Mount Majo against 27 separate German attacks. Making use of captured German machineguns and a huge stockpile of ammunition there, the battered FSSF crippled a German regiment during the first few of these counterattacks.

Certainly success had crowned all of the assaults made by the FSSF, but at an ever-increasing cost. On 8 January, the combat strength of the FSSF had dropped from 1800 to only 53 officers and 450 men. The Service battalion had decreased by 50%, with many casualties evacuated due to frostbite and fatigue. From the 10th to the 30th, the Force was pulled from the front lines for rest, refit and reorganization. At this time, the 456th Parachute Artillery Battalion (75mm pack howitzers) and the 81st Recon battalion (light AFVs) were permanently attached to the 1st Special Service Force.

On 30 January, General Clark ordered the FSSF into the right flank of the Anzio beachhead along the Mussolini Canal. For the next 90 days, the FSSF would act as guard to the Anzio lodgement while the Allies built up their strength for the breakout to Rome. Opposite the FSSF was the elite Hermann Goering Division, with a strength of about 1250 and some 12-15 MkIV panzers. The Germans were organized into two small infantry battalions, one tank company, and several small independent commands. Between the Mussolini Canal and the German main lines (1500-2000 yards) the land was flat and almost barren. The high-water table made digging foxholes impossible, and only slight cover was provided by a few farmsteads, some drainage ditches, and scattered clumps of trees. By day, artillery ruled the landscape; but by night, the FSSF and the panzergrenadiers came out. They grew to know each other very well over the next few months.

On occupying their assigned position, the men of the Force began a nightly series of combat patrols. On the very first night the FSSF took the initiative from the Germans—and never gave it back. Every night during the months of February, March and April the FSSF went out on these "Cat and Mouse" missions (see Scenario A19) into the deadly night-scape of no-man's-land. The preferred tactic was to blow up any buildings that they found (so depriving the Germans of shelter), and then attack whatever German patrol came to investigate. They also became adept at probing enemy lines and at ambushing enemy patrols, who were seeking to do the same thing. The men of the Force readily took to this type of warfare, it seems. They settled in for the duration, planting crops in some areas; the

2nd Regiment even maintained a small dairy herd "liberated" from the Italians. Truly, they lived off the land.

During this extended period in a stagnant line, the FSSF received their largest batch of replacements. Canadian replacements came from several special training camps in Canada that kept to the high standards of training. And many of the American replacements were transferred from the Ranger regiment destroyed at Cisterna. The FSSF also received the Ranger's 75mm SPG company as a permanent addition to their T/O (four 75mm howitzers mounted on halftracks).

Then came the breakout from Anzio. Here again the FSSF had a leading role in covering the flank of the advance of the Allied VI Corps. Reinforced by two companies of tanks and tank-destroyers, the FSSF commenced its movement on 23 May 1944. As usual, the excellent training and morale of the FSSF showed. Moving along mountain ridges, it even outran its own armor and artillery support. For the final thrust into Rome, the FSSF was made part of a two-battalion armor heavy task force (TF Howe). By moving around German blocking positions, the force was able to capture eight of the sixteen bridges over the Tiber before the enemy could destroy them. These bridges enabled the VI Corps to continue their pursuit of the Germans north of Rome. After holding the Tiber crossings for two days, the bridges were turned over to units of the 3rd Infantry Division. Once again, the FSSF was moved back for rest, refit and training for the next planned operation.

The FSSF was at last going to be used in a role for which it had been envisioned, a nighttime amphibious landing on two islands off the coast of France believed to contain coastal guns. The Hyeres islands flanked the invasion beaches of Operation "Dragoon" and could provide the Germans with close-range fire at the invasion ships. On the night of 14/15 August, the 1st FSSF Regiment put its 650 men on the island of Port Cros, while 1350 men of the combined 2nd and 3rd regiments landed on Levant. On Levant island, the batteries turned out to be dummy emplacements, even though the German garrison resisted the FSSF onslaught throughout the night. The Germans on Port Cros meanwhile had retreated into an ancient French fort there. From its thick walls, they held off the FSSF for 48 hours. Finally, tired of waiting for their surrender, Frederick had a passing battleship place 12 15-inch shells into the fort. The Germans gave up and the white flags broke out.

After the Allies secured their beachhead, the FSSF was attached to the 1st Airborne Task Force. Their mission was to secure the French coastline from the Hyeres to the Italian border. In less than three weeks time, the FSSF worked its way 45 miles to the edge of Italy, fighting numerous small skirmishes along the coast. Their only support were their own 75mm guns.

By the autumn of 1944, the Canadian High Command was ready to shut down its FSSF training camps and disband the unit. The Canadian government believed that the special maintenance required for such a formation was now out of proportion to the benefits of a small, elite combat unit. With the end of the war in Europe in sight, there were many in both America and Canada who expressed similar views. Even though some commanders expressed their desire for the unit to be attached for action in the Alps, the two governments agreed to disband the FSSF. On 5 December 1944, the 1st Special Service Force was formally dissolved after a memorial service and one last parade of its colors. The Canadians were transferred to the 1st Canadian Parachute Battalion in France, while most of the American personnel went with Brigadier-General Erwin Walker when he formed the 474th Infantry (Separate). Ironically, the 474th finished the war in Norway.

TABLE 1: Table of Organization

Unit	Manpower	ASL Equivalent
3 Regiments (each)	600	
2 Battalions (each)	300	
3 Companies (each)	100	
Co. HQ Platoon	19	9-2 SMC 8-1 SMC 6-6-7 MMC 3-4-7 HS
3 Platoons	27	
HQ Section	1	
1st Section	13	6-6-7 LMG (British) BAZ (latest model)
2nd Section	13	6-6-7 LMG (British) M19 60mm MTR
Support Battalion	600	

TABLE 2: Standard FSSF Company OB

This would be the ASL composition of a single FSSF line company. For actions involving three or four companies, add one battalion-level SMC and one 6-6-7 MMC.

9-2 SMC
8-1 SMC
7×6-6-7 MMC
3-4-7 HS
6×LMG (British)
3×Bazooka (proper year)
3×M19 60mm MTR
3×DC

TABLE 3: Attached Units

Unit	ASL Equivalent
456th Para Artillery	
Battalion HQ	
Signals	
Supply	
Maintenance	
Security	2×6-6-7 MMC 2×HMG 2×1.5-ton Truck
AT Gun Platoon	4×2-2-7 Crew 4×37mm ATG 4×Jeep
3 ART Batteries (each)	
2 ART Section (each)	2×2-2-7 Crew 2×75mm Pack Howitzer 2×Jeep
Ranger Gun Company	4×T30 HMC Halftrack
81st Recon Battalion	
Recon Company	
AC Platoon	3×M8 AC 6×3-3-6 HS 3×Jeep (MG) 3×Jeep 3×M19 60mm MTR
Light Tank Platoon	5×M5A1 Light Tank
Sardinian Mule Company	1×7-0 2×3-3-6 4×Mule

Fitting the FSSF into ASL

In ASL terms, the organization of the FSSF (see Table 1) is very easy to simulate. Since all of the service and supply personnel were in a separate battalion, the combat battalions are readily filled with existing ASL counters. Each platoon has two sections of 13 men, one LMG, and either a bazooka (latest model) or a mortar. Since there is no generic American LMG in the countermix, I have chosen to use the British LMG (after all, one-third of the FSSF was Canadian). Since the FSSF was a light infantry unit, the M19 60mm MTR should be utilized.

The leaders of the FSSF were very aggressive, highly-trained combat veterans who insisted on leading their men personally. Oftentimes the officers and senior NCOs conducted their own recon before leading an assault or advance. Because of this trait (rare in any war), I believe that all SMCs of the FSSF should have negative modifiers. The Leadership Generation Number (LG) for the multi-national FSSF should be placed at 4.5 for DYO purposes due to the high proportion of sergeants and other non-coms serving with it.

Simulating the special characteristics of the men of the FSSF is the hardest part of this project. These men, a mixture of American and Canadian troops, do not readily fit into any category of MMC as described in the rulebook. With steadfastness and fire discipline of the Canadians, and outfitted with American weapons, it would require a 6-5-8 MMC to properly reflect the FSSF. This we don't have in either the British or American countermix, so we will have to compromise. The squad of choice is the 6-6-7. It reflects the effect of American FP, and by considering its morale as underlined and giving it an ELR of "5" we can duplicate the Canadian influence. Too, the FSSF units are not subject to Cower (A25.45), again attributable to the Canadian personnel and training methods. Finally, in all dr/DR affected by nationality—such as Recon (E1.23) or Heat of Battle (A15.1)—the FSSF player may make use of whichever (British or American) is most favorable.

With a year's training in all forms of warfare (except jungle and desert), the MMC of the FSSF can take advantage of all options allowed in the rulebook. All FSSF personnel are considered Elite, with Commando capabilities (H1.24). As such, they may also use any SW provided in the American countermix, as well as the British LMG. Highly trained in the use of German weapons, FSSF units can use German MGs without the captured use penalty, but the B# (12) becomes a X# when the MGs are fired by FSSF personnel. (Table 2 gives a quick list of ASL counters needed to form one FSSF company.)

Only the actual fighting components of the FSSF have these special benefits. Attached units do not have their morale underlined, and their ELR is "3" (1-6/44) or "4" (7-12/44). The crews of the parachute artillery have an ELR of "5", but their morale is not underscored. These attached units have no Commando abilities and, in night scenarios they would be considered NORMAL.

The FSSF had several support units attached during its career. Besides the temporary units, it acquired an artillery battalion, a SPG company, and a recon battalion (see Table 3). The FSSF arrived at Anzio with the 456th Parachute Artillery Battalion as a semi-permanent unit for fire support. This battalion had three batteries of four 75mm pack howitzers (M1A1) and an AT platoon of four 37mm ATG (M3A1). Since all its artillery support would be from these guns, the only OBA available to the FSSF is 75mm. At Anzio the FSSF inherited the Ranger Gun Company from Darby's Rangers. In ASL terms, the company would be represented by using four T30 HMC Halftracks (see U.S. Vehicle note #35). The service and support personnel (such as the Sardinian Pack Mule Company) need not be shown at all.

The 81st Reconnaissance Battalion is not shown in full on Table 3. First, there simply are not enough counters to fill out a battalion; second, the unit was split up to provide support for all the FSSF battalions and would never be in play complete. In ASL terms, there is available an AC platoon with three M8s and

six jeeps. Three of these jeeps would have MGs mounted, while the other three would carry 60mm mortars. There are six 3-3-6 HS shown for the jeeps. Too, there would occasionally be a light tank platoon of five M5A1s available for combat.

All of these benefits combine to make the FSSF very potent in ASL terms. For those readers who wish to devise DYO scenarios featuring it, you should remember that the FSSF never fought as a brigade—or even in regimental strength as such. Occasionally elements of it travelled and landed as regiments, but once in combat the FSSF fought on battalion or company levels over a broad area. It never lost a battle, even though usually outnumbered and outgunned. This unit should be used sparingly, and only in Italian or southern France settings.

This is my third article on the light infantry forces of World War II (see Vol. 25, No. 5 and Vol. 26, No. 2 of *THE GENERAL*). As with the previous ones, the accompanying scenario is intended to give players a taste of its special abilities. The accompanying scenario is intended to be the basis for a micro-campaign. It should be played five times, each playing of five turns. Each such micro-campaign must occur during one month—February, March, or April 1944. The variables of changing weather, terrain and German forces should keep it fresh throughout the five games of the campaign. At the end of five playings, the player with the most CVP is the winner in this war of attrition. I hope you enjoy it . . . and don't get lost in the dark.





VICTORY CONDITIONS: It is the intent that players should play this scenario five times (all set within one calendar month of the given time span). In each, both players amass Casualty VP normally; in addition, each building controlled at scenario end is considered the equivalent of two Casualty VP. The player with the most Casualty VP at the end of the five-scenario micro-campaign is the victor. [For a truly lengthy campaign, play the scenario 15 times, with five playings set in each calendar month, and total Casualty VP to determine a winner in this battle of attrition.]

TURN RECORD CHART

✦ GERMAN Sets Up First	☆	1	2	3	4	5	END
☆ ALLIED Moves First							

Elements of Panzer Division Hermann Goering [ELR: 3] set up on/east-of hexrow Q: {SAN: 3}

4-4-7	8-1	3-8
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(also see SSR 3)

Company Element of the 1st Special Service Force [ELR: 5] enter on Turn 1 along the west edge: {SAN: 4}

6-6-7	3-4-7	9-2	8-1	2-7	8-4	8-4	30-1
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(see also SSR 4)

SPECIAL RULES:

- Following the placement of the mapboard and prior to German setup, the Allied player determines Weather (F11) and EC (B25.5) in accordance with the rules. [Players should note that conditions in the region are best reflected by the Arid Weather Chart (F11); for those without access to Chapter F, simply substitute "Mud" for all entries reading "Snow" in Chart E3.] There is no wind at start.
- All playings occur at Night. After determination of EC and prior to German setup, the German player determines NVR (E1.11). The German is the Scenario Defender (E1.2); the Allied player is the Scenario Attacker. The Majority Squad Type for the German is Normal; for the Allied, Stealthy.
- Finally, the German player may augment his force by making a single DR (if both players agree, this may be kept secret until game end) and adds the corresponding units from the table below to his OB:

DR	Units
2	8-0; 7-0; LMG; DC; PzKpfw IVH
3	8-1; 8-0; 2x4-4-7; 50mm MTR
4	8-1; 8-0; 2x8-3-8; 2xLMG
5	8-0; 7-0; MMG; 12 factors Mine; 4xWire
6	2x8-1; 8-3-8; FT; Opel 6700 Truck
7	7-0; 6+1; 2x4-6-7; 50mm MTR; Kubelwagon
8	2x7-0; 2x4-6-7; MMG; 12 factors Mine
9	8-0; 7-0; 4-6-7; HMG; SPW 251/1
10	9-2; 8-1; 2x4-6-7; DC; Roadblock
11	8-1; 8-0; 2-2-8; 81mm MTR; 4xWire
12	8-1; 8-0; 2xLMG; StuG III

Near ANZIO, ITALY, February-April 1944: From the moment that the "Devil's Brigade" moved in to occupy a portion of the defensive perimeter around the beach-head, Lt-General Frederick instituted aggressive nightly patrols of company strength. His goal was to keep the enemy opposite—elements of the elite Hermann Goering Panzer Division—off balance by probing the lines, causing casualties and destroying any shelter that might be of use. The men of the Canadian-American FSSF proved quite adept at the game, turning the night into a time of deadly little firefights and ambushes, giving the Germans no rest.

BOARD CONFIGURATION:

Prior to setup, the German player must determine the board to be placed in play. Make a single dr: 1=board 4; 2=11; 3=13; 4=18; 5=19; 6=33. (This single mapboard is oriented with the numeral on the west edge.)



BALANCE:

- ✦ Majority Squad Type for the German is Stealthy.
- ☆ Majority Squad Type for the German is Lax.

- The Allied player may also better his force by making a single dr; a result of "1-4" allows him to make one Recon (E1.23) dr; a "5" adds one T30 HMC ht; a "6" adds one M8 AC.

- All special rules for the FSSF are enforced: underlined Morale; ability to use all SW without captured-use penalties; not subject to Cower; Commando and Assault Engineer capabilities.

- All roads are paved. Other than weather- or season-related changes, all other terrain is as depicted on the mapboards. Terrain variables (for example: stream depth) are determined randomly along with Weather and EC.

- Bore Sighting and Kindling are NA.

AFTERMATH: Until their relief at the beginning of May, the FSSF gave the Germans no rest. But the men of the Hermann Goering Panzer Division proved themselves, at times, capable and deadly opponents. Casualties among the FSSF were high, requiring a lengthy period of rest and refit for the Canadian-American unit after the capture of Rome. The final accounting in repeated playings of this grim game of "Cat and Mouse" in the dark would show the series a draw.



VICTORY CONDITIONS: The German wins if, at scenario end, he has ≥ 25 VP (calculated as Exit VP, but excluding prisoners and captured guns/vehicles) on/north-of hexline gA5-eA3. The number of VP required is increased by *twice* the number of the turn of entry of the British reinforcements.

TURN RECORD CHART

⊙ BRITISH Sets Up First [188]	1	2	3	4	5	6 [⊙]	7	8	9	10	11	12	END
✦ GERMAN Moves First [228]													


















BALANCE:

- ⊙ In the VC, change " ≥ 25 VP" to " ≥ 30 VP".
- ✦ Add a second 9-1 armor leader to the German OB.



Elements of the 1/5th Queens and the 65th AT Regiment, supported by Battery G of the 5th RHA [ELR: 4] set up on/north-of hexline hA5-fA3: {SAN: 4}
















 4 ² -5-8	 4 ² -5-7	 2-2-8	 9-2	 8-1	 8-0	 6-14	 4-12	 2-7	 5 ¹ [2-1]	 8-3	 ? 7 morale
4	12	2	2					3	2	3	8
 14 1 88 -1/-2	 14 1 88	 30 TS OPP	 76LL	 Foxhole 5 DVL OBA: +4 Other: +2							
3	2	2	8								

Elements of the 4th County of London Yeomanry enter on the north edge as per SSR 5:

 13 1 76LL -1/4	 18 1 75 2/4
	3



Elements of Panzer Division 2 and schwere SS-Panzer Abteilung 101 [ELR: 3] enter on Turn 1 on/between hH5 and hO2: {SAN: 4}

 4 ² -6-8	 4 ¹ -6-7	 9-2	 8-1	 8-1	 8-0	 7-0	 on HMG 3-8	 on HMG 3-8	 LMG 3-8	 PSK 12-4
6	15		2					3	6	3
 12 1 88L 3/5/2	 9-1 2nd LI									
4										

SPECIAL RULES:

- EC are Wet, with no wind at start.
- All marsh is brush. All hedges are bocage.
- The British Sextons may not Bore Sight.
- The German player receives one module of 150+ rocket OBA, which is resolved after all setup but prior to play. No LOS/Battery-Acces is required; the German player merely places the AR, determines error normally, and resolves the FFE:1 attack (there is no FFE:2/C) and removes the counter prior to play. Broken units are DM at the start of play.
- British reinforcements enter anywhere along the north edge during the MPH of the turn in which they make a mandatory RPh Reinforcement dr of at least

five < the current turn number. These AFV must enter, and may not be delayed.

- The last three Game Turns take place in gathering darkness, which adds a +1 LV Hindrance DRM to all LOS/fire.

AFTERMATH: The ferocity of the assault opened a hole in the perimeter, and the German panzergrenadiers began to pour through—due mainly to the confining nature of the bocage, which prevented effective use of artillery. The Royal Horse Artillery gunners were forced to engage them over open sights at point-blank range, with devastating effect. Meanwhile, the 17pdr AT guns brought the Tigers to bay, brewing up several. With that, the German attack broke down in the fading light. However, later that evening the 7th Armoured Division abandoned "The Island" and retreated four miles to more defensible positions.

COUNTERATTACK AT SIDI BOU ZID



ASL SCENARIO A20



Near SIDI BOU ZID, TUNISIA, 15 February 1943: Following the initial successes of the Allied invasion of French North Africa, the British and the Americans sent units racing for Tunis. However, the Germans quickly dispatched troops by air and halted the Allies short of their goal. The situation had reached a stalemate by the end of December 1942 after much bloody fighting; throughout January, both sides consolidated their forces as they cautiously jockeyed for better positions. Finally, in February, Col.-General Jurgen von Arnim launched his panzer divisions against the Americans, looking to crack open the front. On 14 February, fast moving *kampfgruppen* of the 21st and 10th Panzer Divisions annihilated a U.S. tank battalion, captured Sidi Bou Zid and isolated about 2000 GIs on two dominating hills, djebels Lessouda and Ksaira. Not appreciating the scope and threat of the sudden German attack until that night, Maj.-General Lloyd Fredendall, CiC of the U.S. II Corps, ordered a counterattack by the 1st Armored Division. To accomplish the task of rolling back the Germans and relieving the isolated Americans, Combat Command C and one battalion of Combat Command B were to lead the counterstroke. At about 1600 hours, the American tanks sighted Sidi Bou Zid and the imposing djebels. To reach these, the Americans had to cross a 13-mile wide plain. Almost immediately upon their appearance, the "stately" V-formation found itself under attack by German aircraft, followed by an artillery barrage. With the American formation thrown into confusion by these attacks, the Germans sprang their trap.

VICTORY CONDITIONS: The Americans win immediately upon Exiting ≥ 42 DVP off the east edge of board 31, or at game end if they have amassed more Casualty DVP than the Germans.

BOARD CONFIGURATION:



26		29	H6
27		30	
28	H3	H2	31

BALANCE:

- ☆ Delete both Armor Leaders from the German OB.
- ✦ APCR Depletion Number is increased by one (+1) for all German AFV.

TURN RECORD CHART

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



Elements of the 2nd Battalion, 1st Armored Regiment set up, in Motion, within five hexes of 26H5 (see SSR 3 and SSR 4): {SAN: 0}



Elements of Kampfgruppe Stenkoff, Panzer Division 21 enter on Turn 1 along the south edge of board 28: {SAN: 0}



Elements of Kampfgruppe Gerhardt, Panzer Division 21 enter on Turn 3 along the north edge of board 29:



SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Place overlays as follows: H2 on 28BB2-CC2; H3 on 28M3-M2; and H6 on 29U8-T7.
3. Use American M4s for the extra M4A1s needed.
4. Following initial setup, the American player must determine VCA (TCA conforming) randomly by making a dr for each of his AFV. (It is recommended that players use the eastmost vertex as "1" and proceed clockwise when determining VCA.)

AFTERMATH: German panzers struck both flanks of the 1st Armored Regiment, which was in the lead. From slight but commanding heights, the Germans poured fire into the now-motionless Shermans. Other German AFVs moved in close, 300 meters and less, to finish off crippled and disabled enemy vehicles. Within minutes smoke covered the plain, and the leading edge had been decimated. Even as other German formations maneuvered to complete the encirclement the survivors withdrew, but losses had been staggering. At the end of the day, 1st Armored Division reported the loss of 46 medium tanks, nine self-propelled guns and 130 other vehicles. And, while some of the troops on Lessouda and Ksaira managed to break out and rejoin during the night, the majority were captured. Such was the scope of the defeat that Fredendall was forced to order his corps to withdraw into the mountains of the Grande Dorsale. This in turn led to the hasty evacuation of Gafsa, captured by panzers the next afternoon without a shot being fired. The Allied line in Tunisia was in danger of being shattered.



SERIES REPLAY

Scenario 37—Khamsin

German Player: Mark Nixon
British Player: Bill Sisler
Neutral Commentator: Dave Sisler



For our first annual Series Replay, we've brought some of the best and most knowledgeable players to the board—establishing a precedent for the future of this periodical. Mark Nixon should need no introduction, being one of the most proficient and prolific writers on the system. Bill Sisler has played ASL since the first playtest back in early 1985; he's a member of that ASL elite who have won the ORIGINS tournament, has several scenario designs to his credit, and to this day delights in tasking us with the misspelling of his name on a 9-2 leader counter. Dave Sisler (Bill's brother) has also been involved in ASL since the beginning; he has a keen eye for uncovering holes and flaws in the rules, making him one of those valuable, unsung heroes of many a playtest. Together they here illustrate one of the several "styles of play" of this most demanding game system, the primary reason we have brought the Series Replay approach to the ASL Annual.

OPENING COMMENTS

German: Bill Sisler and I play a lot of ASL. Like many of you, we could tell so many "war" stories about oddball situations which have occurred in our games that we would arouse such nausea that most gamers would want to seal us up in a vault labelled: "ASL Grogards—Open only following nuclear holocaust and cessation of all Life as we know it." Suffice to say that I am still trying to repay Bill for crossing "The Czerniakow Bridgehead" directly down five open ground hexes of my firelane—and that I will likely never know revenge for those five German heroes he generated against me while "Piercing the Peel".

Bill plays the game with a keen awareness of its finer points and a healthy appreciation of what this whole thing is supposed to represent. When I try something which the rules seemingly allow, but which is totally unrealistic or ahistorical, his standard line is, "Hey, you can't do that!" (Most often with the epithet "punk" thrown in there somewhere for good measure.) Further search of the rules usually proves him right—which serves as testimony to the veracity of Bill, and the rules themselves.

One thing to watch for when pitted against Bill, especially in the desert, is that he is totally fearless in his use of Intensive Fire. True, it can burn him badly upon occasion; but more often than not it gives him that extra Kill or Acquisition which shifts the balance of the game. It certainly gives one a lot to think about when contemplating a frontal armored thrust at the eight guns under his command in this encounter.

Bill's favorite attribute of ASL is that it is a "blast to play". To this end, our practice is that if a shot looks good, we take it—and thereby save a tremendous amount of time and interruptions which would otherwise be wasted by the constant summing of TH modifiers on shots which, once the DR are known, are obviously going to be a Miss. This helps keep the game flowing at a steady pace, but can make some of our shots look a bit silly, or at least ill-advised. Sounds kind of realistic, actually. But we wouldn't play the game so much if we were overly concerned with who wins or whether or not the system is "perfect".

This is the fourth time Bill and I have played "Khamsin". The last game of it was back in October 1988, over 17 months ago. But it is still fresh in our minds as one of our favorite scenarios. For me, it was the scenario which convinced me that the desert could be a wonderful place to experience ASL and that Avalon Hill had done a remarkable job adapting the system to such a radical change in environment. True, it might take a bit of effort to master (but so did the ASL rulebook itself). This is a complex game system, but we all knew that already, didn't we? The desert simulation is no more, nor any less, complicated than the whole system; it is merely another chapter in the evolution of this tactical game—destined to be the most comprehensive in the hobby.

I would have been happy to take command of the British forces in this scenario, but in truth feel more comfortable with all these tanks to run. Because of the Heavy Winds, I won't get to utilize any of my infamous smoke tactics, so everyone will be spared that much at least. Since I've already written about this scenario extensively for *THE GENERAL* (Vol. 25, No. 6), and since Herr Sisler has certainly read that analysis, we'll see if it does any good for me to take a different tack. Hah, if he expects me to follow my own excellent advice, he doesn't know me as well as I thought. I want to keep my options open, and so will set-up in the middle of the board and go whichever way I want once the screen between our forces is down. I'd like to swing around and hit him from the southeast in order to avoid that Heavy Wind blowing in my eyes, but will not yet commit myself to that approach. No rigid game plan will be in effect for me other than to close with the enemy and demolish them at point-blank range. The dust more or less forces this upon me, coupled with the desperate need to take out all those British guns and grab the three summits in eight-and-a-half turns.

I'm not going to worry about the Sniper at all, and about the Stuart and the Crusaders only enough to deny them "cheap" shots. I'll put everything big up against his Grants, the ATG and the infantry. I'm hoping a Grant gun or two malfunctions; otherwise I'll wheel the Marder in to take them out at long range, or be forced to get the infantry in for CC, or else have to swarm over them with my tanks at close range firing for rear and side shots. My armor leaders go in the MkIIIs in order to benefit from the "2" ROF and the higher probability of keeping AP ammo throughout the battle. That MkIV with H6 and AP7 might never realize a single such shot, even though I would like his full "6" AF in the front protecting my 9-2 armor leader. But I think I'd regret such an assignment.

Keep in mind there is a maximum LOS of ten hexes due to the Heavy Dust, and that each vehicle must spend an extra MP per hex entered. Don't look for me to roll Hammada Immobilization for the half-tracks, for they won't rush through it and will spend three MP when accessible in order to avoid the DR. Too, my vehicles will all be concealed after Bill briefly sees them upon removal of the screen—but this is only a formality. Since I'll be moving into his LOS, all Concealment will be lost once I'm closer.

The last thought I want to stress to readers is the importance and power of even the threat of Overruns in this desert scene. There is no terrain in this battle—not sangars, scrub, hammada, wrecks or vehicles—which safeguards infantry from that "1" DRM for Overrun in the open. Heavy Dust doesn't help in the hex, although the Light Dust die and the TEM of sangars, wrecks or vehicles can alleviate the problem somewhat for the defender. But just imagine an Overrun directed by one of my 9-2 leaders. That would be, for any of my nine tanks or for any halftrack loaded with a squad and LMG, a 16-3 attack (12-3 from a MkII). This is why it is so tempting to keep the infantry loaded and go for a blitz. Well, I will certainly move in to Overrun and take Point-Blank and Triple Point-Blank shots as much as prudent, but I won't expose my halftracks to Bill's well-trained gunners. Life in the desert offers plenty of other challenges without asking for a thrashing like that.

British: I first met Mark Nixon (originator of the "boardedge creep") in late 1984 at a local *Ohio* convention where I entered a *CROSS OF IRON* tournament he was running. It just so happened he was looking for people to help him playtest the upcoming ASL, and my brother Dave and I latched on for the ride. What a trip it has been, through most of the modules in the ASL series, as well as several related projects, and on to our current efforts with the '90 Annual you hold in your hands now and the upcoming Japanese module *CODE OF BUSHIDO*—at last. [True ASL diehards always seem to add "at last" when they speak of the Japanese entering the system.] Mark is an expert player, a conclusion I have come to after some couple hundred matches. I find him a tenacious player whether on the attack or the defense, and have to stay awake late into the night to score a win against him. (I have to beat him pretty badly to get him to concede, so I miss a lot of sleep.)

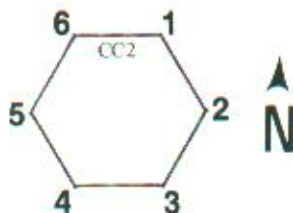
Brother Dave and I have been playing wargames for many years, and I must admit it has been quite a convenience to have a live-in opponent for most of my life. Dave himself is a very good player (better than myself, in all honesty) with a keen eye for details. On those occasions when all three of us get together to gun up the mapboard, the level of play probably goes down a bit as a result of the hilarious ad-libbing on the virtues (or lack thereof) of the game, the rules, the opponent of the moment, and so on. It is all just an indication of three grognards enjoying their game; we truly do have a great time with ASL. But we'll try to play it straight tonight, since this is a serious replay.

"Khamsin" is my favorite scenario from *WEST OF ALAMEIN*, mainly because of the Heavy Winds and Dust which free-up movement and allow the fighting to evolve into a combined-arms confrontation at close quarters. In this replay, I will try to defend the summit of 28BB6 and score as many DVP as I can. I think the key to a British victory lies in the DVP qualifier of the Victory Conditions, so I will be looking for kills wherever possible in order to outscore Mark by at least six DVP. To accomplish this, I will use a straightforward

ORGANIZATIONAL COMMENTS

Refining the system used in the two *ASL* Series Replays that previously saw print in *The GENERAL*, we decided to again chronicle each player action as it took place—in the exact order of occurrence. The "Serial Event" listings that accompany each Game Turn record each happening sequentially, and are found before the players' comments in the text. Each shows the action undertaken, any die/dice roll required, any DRM/DRM applied, and the result; as an example, Event #275 indicates a shot by a German Mk III on a Crusader taken during the Advancing Fire Phase of the fourth German Player Turn that missed (due, no doubt, to the fact of the +9 DRM applied). Throughout the Event listings, we have dispensed with items of mere bookkeeping such as "Remove DM", "Remove Pin", "Place Acquisition", "Residual Fire" and the like, which experienced players (such as the readers of this journal) will conduct automatically. (Readers should note that the '89 Errata no longer mandates loss of Acquisition when a target leaves LOS if that target's Location does not change; consider the implication with variables such as dust and smoke.) Should an entry for movement of a unit be followed by three dots (. . .), the MPH has been interrupted by some other action (usually Defensive Fire or a PAATC), and will be completed in a later entry. Whenever an attack was made against two distinct unit types in a hex, the second entry is marked with a lower case "a" and reflects the lowered firepower or higher DRM applied.

To record the information for the 21 AFVs in our replay of "Khamasin", we devised a code which, once the reader has considered a moment, quickly conveys all important information on each vehicle. The code takes the format: Hex/VCA/TCA/CE/Motion. Should the TCA be the same as the VCA, or if the vehicle is BU or stopped, no entry is made for such. The VCA and TCA codes are noted by a single digit, representing the center of that Covered Arc as per the following diagram:



Therefore, should you read "28CC2/1/3/CE/M", the vehicle is in hex 28CC2 with a VCA facing CC1/DD1, a TCA facing DD2/CC3, with its crew exposed, and is in Motion. But should you read "28CC/1", the vehicle is in 28CC2 with both CA facing "1", is buttoned up and stopped.

In many entries, readers will note that a second value is shown in parentheses under the DR heading. This represents the value rolled on the "Dust" die. The "Event Listing Legend" shows the conventional abbreviations we adopted in recording the action. The tables below list all distinct units capable of action that appear in the listings; not shown are the 21 vehicular Concealment counters, the various SW, nor the fortifications. And, of course, if the reader plans to set up his game and follow the action described, a full complement of Prep Fire, First Fire, DM, etc. counters will be necessary. There is no indicator for the condition of units while in play (broken, malfunctioned, etc.); readers playing along will must simply keep track of such status changes on their own mapboards. As in common practice, the Sniper counters were placed such that the side numbered "1" matches the hexside containing the grid coordinates. Finally, it should be noted by readers that overlay hexes are designated as per the coordinates of the board underneath.

If the reader wishes to take the time to follow the play along exactly, using his own pieces to re-create the action, we feel that he will certainly gain some insights beyond those we offer in the commentary. It may also be that he might find a rules error or two in the play or calculation that we missed. If so, no need to dash off a letter. No one (not even the bunch at Avalon Hill) can get through every game of *ASL* without a rules oversight or two. It truly is not a crisis, and arguably is part of the game—just why do you think A.2 was drafted?

GERMAN UNIT LISTING:

At Start: Type Unit	Designation
9-2 Leader	Klaus
9-1 Leader	Kubach
4-6-8	G.B.
4-6-8	G.G.
4-6-8	G.K.
4-6-8	G.N.
4-6-8	G.V.
4-6-8	G.Z.
Mk IIIH	III-A
	III-B
	III-C
	III-D
	III-E
	III-F
Mk IIF	II-C
	II-E
Mk IVF ₂	Pz IV
Marder III(F)	Marder
SPW 251/I	ht-B
	ht-D
	ht-E
	ht-AA
	ht-CC
	ht-FF

Additional: Type Unit	Designation
1-2-7	g.10
2-4-8	g.Q
2-4-8	g.P.
2-4-8	g.T.
2-4-8	g.Y.
2-4-8	g.Z.

EVENT LISTING LEGEND:

NE	No Effect
MA	Main Armament
IF	Intensive Fire
Imp Hit	Improbable Hit
Elim	Eliminated
w/	with or possessing
G.—	German Squad (letter ID)
B.—	British Squad (letter ID)
C.—	Concealment Counter (letter ID)
g.—	German HS or Crew (letter or number ID)
b.—	British HS or Crew (letter or number ID)
Malf	Malfunction

(All other abbreviations are *ASL* standard.)

BRITISH UNIT LISTING:

At Start: Type Unit	Designation
9-2 Leader	MacNamara (Mac)
8-1 Leader	Barker
8-0 Leader	Kearney
4-5-8	B.B.
4-5-8	B.E.
4-5-8	B.L.
4-5-8	B.Z.
4-5-7	B.G.
4-5-7	B.H.
4-5-7	B.I.
4-5-7	B.Q.
4-5-7	B.T.
2-4-7	b.L.
2-4-7	b.S.
2-2-8	b.2
40L OQF 2pdr.	ATG

Additional: Type Unit	Designation
? Counter	C.A.
	C.C.
	C.D.
	C.I.
	C.J.
	C.O.
	C.R.
Crusader II	Crusader-A
	Crusader-B
Grant (a)	Grant-C
	Grant-D
Stuart I(a)	Stuart
1-2-7	b.4
2-4-7	b.Q.

approach. The ATG goes right up front in 28Z7, a location which ought to offer it plenty of shots no matter where the attack hits. I expect the Germans to come right at me and hit hard at one spot, then fan out from there. Whether the 40L ATG takes the full brunt of this thrust or finds itself on one of the outside fringes, it will be used as aggressively as possible. I won't wait for Mark to show side shots that will never come, but will try for kills by the very high volume of fire put out by this 40L. My tanks will also run interference with the oncoming enemy. My plan is to disrupt Mark's attack by placing armor in front of the 28BB6 defense. This will either force him to come ahead, or sit back and exchange shots, or move to outflank me. I think any of these are to my advantage; and since the tactic seems so straightforward, it might even work.

My infantry will remain dispersed as long as possible. I don't want to present any large concentration for the enemy guns to maul. There will be plenty of time for that kind of defense at game end, should it come down to trying to hold one last summit hex. To try and make 28BB6 that kind of spot, I will plant one of the Grants there, and will move McNamara ("Mac"—the British 9-1) in with a couple of squads to try and dig foxholes. I'm not overlooking the extra +2 for entrenching in the desert, but am casting a very leery eye upon those 16 enemy AFVs, particularly the nine tanks and the enemy commander's love of the Overrun. A foxhole in 28BB6 would certainly go a long way toward making the position more defensible against such attacks. After all, Mac won't have any shots for awhile and digging foxholes would be much preferable to attempting long-range shots at targets covered by massive Dust DRMs. Sgt. Kearney (8-0) and squad Q, as well as squad L, will endeavour to remain HIP as long as possible. They are in position to attack the enemy when Mark moves units into my rear (for I know he will try it, as a method of cutting off my rout paths). Summit 27AA4 is lightly defended by a single delaying squad, just so a victory hex is not yielded without some resistance. The balance of the infantry will carry the main load of the fighting and protection of my tanks through the first several turns, until the enemy attack brings those mentioned above into play. Notice that the 51mm mortars are fired by half-squads, so that they both can fire each turn and maintain acquisition at the loss of only one squad's inherent firepower. Unfortunately, the set-up restrictions force them to both occupy the same location in this scenario when deployed in this manner; but I still think this preferable to firing the mortars with squads and either losing acquisition each time the squads fired, or else forfeiting the firepower of both squads. Of course, I can move the mortars later on.

I expect this to be a tough match, for it has been so every other time we have played it. I have tried to position the best British squads (those with a morale of "8") where I expect the greatest threat to be mounted. They are wielding my MGs, for I anticipate needing them to remain active more so than the ATRs which, at least, are both protected by HIP and might be able to spring a surprise. I will face a vigorous attack, and will likely be looking for every kind of advantage attainable. I won't rule out a counterattack; but that can't happen until I have inflicted some losses on the enemy, for they are unlikely to leave an opening so long as their force maintains its cohesion.

Neutral Commentator: "Khamasin" was one of the first *WEST OF ALAMEIN* scenarios that Mark and I tried back in the winter of 1988 during the play-test. The initial version had exactly the same infantry forces as this final draft, but the British had nine tanks and the Germans had 15. The Germans were also towing a 50L ATG, and were required to score at least 15 DVP more than the British, in addition to taking the three summits, in order to win in seven-

Figure 1: Initial British Set-Up. Hidden units are indicated with a red dot.

and-a-half turns. The problems we had with this scenario were that we ran out of Acquisition markers, Motion markers, and so forth—and that there was so much going on that it was impossible to complete in a single sitting. I tell you all this merely to reflect upon a scenario which we thought, two years ago, to be one of the last we would ever want to play; yet now we find ourselves spending uncounted hours crafting a Series Replay on it. Obviously, something went right in the playtest of "Khamsin", and the scenario has become a joy to experience.

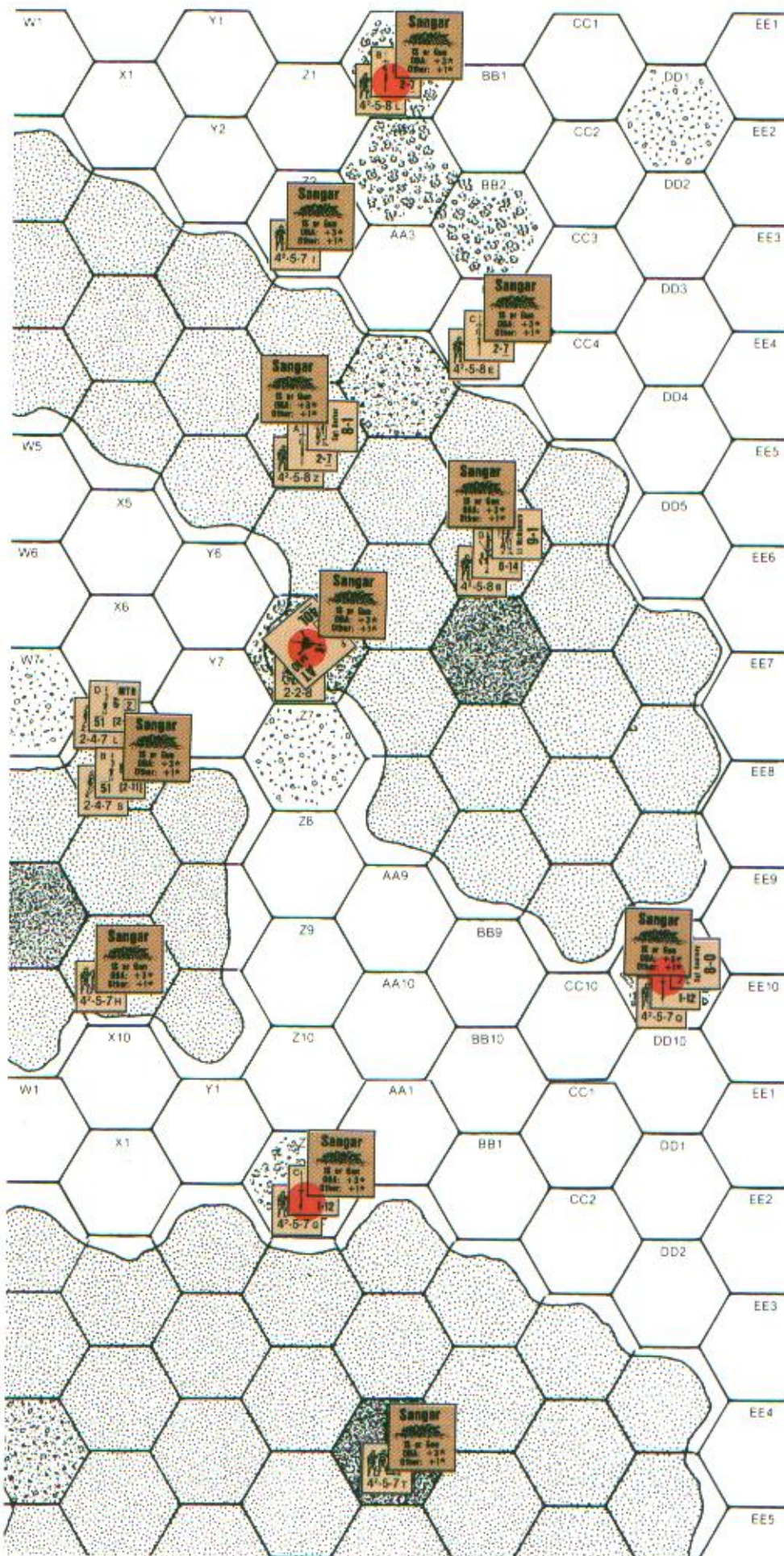
The battle opens with the Germans moving in platoon, although they will lose that status as soon as they gain LOS to any British unit. In this case, with Heavy Dust in effect (+1 DRM hindrance every two hexes [FRU] and Light Dust [+1, FRD]), that will entail moving within ten hexes of a British Concealment counter. Don't look for much Defensive First Fire at infantry targets because of these dust modifiers, especially as the Heavy Dust hindrance will negate FFMO. The only FFMO possible here will be when Triple Point-Blank Fire applies at an IN-hex target, where Heavy Dust has no effect (although the Light Dust dr would still apply). Also, because there is no FFMO, there will be no interdiction; and due to the high dust modifiers, there will be little Residual Fire placed.

It will prove interesting to see how Mark uses the special ammo of his vehicles. He has APCR, H and AP depletion numbers to consider. The Marder also has an HE depletion number, but it would only be an act of desperation (or possibly near the end of the game) for this ammo to be tried; that Marder is simply too potent versus the AFVs and its circled breakdown number ("11") too susceptible to malfunction to expect Mark to waste it against infantry unless he has to scramble for firepower. To counter the strength of those German tanks, I expect Bill to throw around some Intensive Fire shots. Naturally, there comes a time when IF is called for, but Bill won't always wait for that moment. I'll be quick to pounce on him should he break a gun or two because of this. After all, he has hammered me often enough with such rude tactics.

But the focal point of this battle will likely be the close-in fighting. How many Overruns can the British take; will their Reaction Fire save the day; will Mark's "sleaze tactic" of driving a tank into the infantry's hex so they can't fire outside the hex at German infantry moving up behind the tank to fire point blank in the AFPh deliver the telling blow? Will Mac take out MkIII after MkIII in CC; or will the panzers park adjacent and simply rip-up the British infantry with Encircling shots? This is going to be a real brawl on the desert floor.

We will be on our best behavior for this replay. No heavy "chipping", and not even any "tag-team"! [So you won't see Bill tag Dave in when he's looking for that crucial "eyes"! He's on his own this time.

As a final point, throughout this replay readers may find it difficult at times to understand some of the DRM, as there will be many in double-digits and many which seem to come from nowhere. To alleviate some of this confusion, we considered listing every single modifier which came into effect during the game, but that list grew so long I abandoned the idea. When in doubt, kindly review the Dust, Heavy Winds, vehicle/wreck/burning wreck hindrance/TEM, Motion and Movement modifiers, and the hillock rules . . . and nearly all the less obvious should be found. Bear in mind also that we delayed this replay long enough to incorporate the '89 Errata. So any reader yet to familiarize himself with its alterations should also check there, particularly for queries concerning Reaction Fire.



Simultaneous Initial Set-Up

Serial Event	Final DRM	DR	Result
1 B.T. IN sangar in 27AA4			
2 B.G. w/ATR IN sangar HIP in 27Z1			
3 B.H. IN sangar in 28X9			
4 b.S. w/MTR and b.L. w/MTR IN sangar in 28X7			
5 b.2 w/ATG IN sangar HIP in 28Z6/5			
6 Barker and B.Z. w/LMG IN sangar in 28Z4			
7 B.I. IN sangar in 28Z2			
8 B.L. w/LMG IN sangar HIP in 28AA1			
9 McNamara and B.B. w/HMG IN sangar in 28BB5			
10 B.E. w/LMG IN sangar in 28BB3			
11 Kearney and B.Q. w/ATR IN sangar HIP in 28DD9			
12 III-A w/9-1 in 28H8/2/CE/M			
13 III-B in 28H9/2/CE/M			
14 III-C in 28H10/2/CE/M			
15 III-D w/9-2 in 27H1/2/CE/M			
16 III-E in 27H2/2/CE/M			
17 III-F w/8-1 in 27H3/2/CE/M			
18 II-C in 28G8/2/M			
19 ht-B w/Kubach and G.B. w/LMG in 28G9/2/CE/M			
20 Marder in 28G10/2/CE/M			
21 PzIV in 27G1/2/CE/M			
22 II-E in 27G2/2/M			
23 ht-AA w/G.N. in 27G3/2/CE/M			
24 ht-CC w/Klaus and G.V. w/LMG in 27G4/2/CE/M			
25 ht-D w/G.G. w/ATR in 28F9/2/CE/M			
26 ht-E w/G.K. in 28F10/2/CE/M			
27 ht-FF w/G.Z. w/LMG in 27F4/2/CE/M			
28 Remove Screen			
29 German Sniper placed in 28Z7			
30 British Sniper placed in 28M10			

Following set-up of British sniper, British player places Concealment counters; C.C. in 27AA4, C.O. in 28X9, C.D. in 28X7, C.R. in 28Z4, C.I. in 28Z2, C.A. in 28BB5, C.J. in 28BB3; and the German player places vehicular Concealment counters on all of his vehicles.

TURN 1

German Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
31 Wind Change		6	NE
Movement Phase			
32 III-A from 28H8 to 27N1/2/CE/M (Platoon Disbands)			Lose ?
33 III-B from 28H9 to 27N2/2/CE/M			Lose ?
34 III-C from 28H10 to 27N3/2/CE/M			Lose ?
35 III-E from 27H2 to 27N4/2/CE/M			Lose ?
36 III-F from 27H3 to 27N5/2/CE/M			Lose ?
37 Marder from 28G10 to 27M1/2/CE/M			
38 PzIV from 27G1 to 27M2/2/CE/M			
39 III-D from 27H1 to 27M3/2/CE/M			
40 II-E from 27G2 to 27M4/2/M			
41 ht-CC w/passengers from 27G4 to 27M5/2/CE/M			
42 ht-B w/passengers from 28G9 to 28L10/2/CE/M			
43 ht-E w/passengers from 28F10 to 27L1/2/CE/M			
44 ht-AA w/passengers from 27G3 to 27L3/2/CE/M			
45 ht-FF w/passengers from 27F4 to 27L4/2/CE/M			
46 II-C from 28G8 to 28K10/2/M			
47 ht-D w/passengers from 28F9 to 27K1/2/CE/M			

British Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
48 Place Grant-C w/9-1 offboard adj. to 28CC1			
49 Place Grant-D offboard adj. to 28BB1			
50 Place Crusader-A offboard adj. to 28DD0			
51 Place Stuart offboard adj. to 28EE1			
52 Place Crusader-B offboard adj. to 28FF0			
53 Place vehicular Concealment on British AFVs			
54 Wind Change		10	NE
Movement Phase			
55 Crusader-A to 28AA5/4/CE/M			
56 Grant-D to 28Z3/4/CE/M			
57 Grant-C to 28BB5/4/CE/M			
58 Stuart to 28DD7/4/CE/M			

59 Crusader-B to 28EE6/4/CE/M			
60 C.A. from 28BB5 to 28BB6			
61 C.J. from 28BB3 to 28BB6			

Merge
w/C.A.

German: All is proceeding as planned. I notice that Bill is defending out in the X-hexrow, allowing my platoon to disband on the initial turn—but so what? Platoon Movement didn't really slow me down much since I wouldn't lead with the halftracks anyway. Instead, Bill picks the spot he wants to defend and ignores the slender advantage accrued by keeping me in platoon for another couple of hexes. With the lay of his defense showing the strong side on the north, I wonder whether the ATG might not be in 28AA1? Our last playing of "Khamzin" was a life-and-death struggle in that region; but I can't really expect to be so fortunate as to think he'd put it so far from the summits. More likely spot is 28DD9.

British: Well, Mark didn't head for the north like I expected; but that is fine, for now he will be forced to move an extra turn in order to reach my main line, or else will enter the field of fire of my ATG. My tanks all head for their assigned positions. There is no hurry to be at any one certain spot just yet, since the enemy must twice move again. I will wait around just a bit to see where they launch their attack. Mac and his boys move up to the summit and should be able to dig some foxholes before the Germans arrive. In case you're wondering why Mac didn't start the game on 28BB6, it's because he wouldn't be able to attempt to dig a foxhole while already in an entrenchment anyway; so I'll get more use out of the extra sangar in 28BB5, while Mac will be covered by a Grant at least (which is even better than a sangar)—and hopefully by a foxhole. I'll keep my troops dispersed to the north and east until the Germans indicate where they are headed.

Neutral Commentator: At this point, it is too soon to tell where those British tanks are headed, but their best positions would be HD behind the hillocks. We will keep an eye on their next moves. The Germans might be able to grab summit 27AA4 on the bounce, and then swing back to the north to get behind the British. Coupled with a move by a small force into the northwestern British rear, this could sharply hamper Bill's rout options. But, so far, Bill is keeping his infantry in position to thwart such a move.

TURN 2

German Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
62 Wind	Change	5	NE
Movement Phase			
63 III-A from 27N1 to 27T3/2/CE			
64 III-B from 27N2 to 27T4/2/CE			
65 III-C from 27N3 to 27T5/2/CE/M			
66 III-E from 27N4 to 27T6/2/CE			
67 III-F from 27N5 to 27T7/2/CE			Lose ?
68 III-D from 27M3 to 27R2/1/CE			Lose ?
69 PzIV from 27M2 to 27R3/1/CE			Lose ?
70 ht-CC from 27M5 to 27R5/2/CE, unload Klaus and G.V. w/LMG			Lose ?
71 ht-FF w/passengers from 27L4 to 27R7/2/CE/M			Lose ?
72 Marder from 27M1 to 27Q2/1/CE			Lose ?
73 II-E from 27M4 to 27Q8/2/M			Lose ?
74 ht-AA w/passengers from 27L3 to 27Q7/3/CE/M			Lose ?
75 ht-B from 28L10 to 27P2/2/CE/M, unload Kubach and G.B. w/LMG			Lose ?
76 ht-E from 27L1 to 27P3/2/CE/M, unload G.K.			Lose ?
77 II-C from 28K10 to 27Q2/1			Lose ?
78 ht-D from 27K1 to 27Q3/2/CE/M, unload G.G. w/ATR			Lose ?
Defensive Fire Phase			
79 MTR fires on 27Z4	+5	4 (3)	Miss
80 MTR ROF fires on 27Z4	+4	10 (6)	Miss
81 MTR fires on 27Z3	+4	7 (1)	Miss
82 MTR ROF fires on 27Z3	+3	6 (5)	Miss
Advancing Fire Phase			
83 III-D MA fires on C.O	+9	11 (5)	Miss
84 III-A MA fires on C.C	+12	8 (5)	Miss

85 III-B MA fires on C.C.	+12	4 (5)	Miss
86 III-C MA fires on C.C.	+18	9 (6)	Miss
87 III-E MA fires on C.C.	+10	9 (1)	Miss
88 III-F MA fires on C.C.	+9	7 (1)	Miss
89 PzIV MA fires on C.O.	+13	10 (6)	Miss

Advance Phase

90 Klaus and G.V. w/LMG into 27S5			
91 Kubach and G.B. w/LMG into 27Q2			
92 G.G. w/ATR into 27P2			
93 G.K. into 27Q3			

British Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
94 Wind Change		9	NE
Prep Fire Phase			
95 Mac and B.B. entrench	+1	8	Fail-Labor 1
96 B.E entrench	+2	10	Fail-Labor 1
Movement Phase			
97 Stuart from 28DD7 to 28CC9/4/CE			Lose ?
98 Grant-C from 28BB5 to 28BB6/4/CE			Lose ?
99 Grant-D from 28Z3 to 28Y8/4/CE			Succeeds: 27T3/3/1/CE/M
100 III-A attempts Motion	2		Succeeds: 27T4/2/1/CE/M
101 III-B attempts Motion	4		Succeeds: 27T4/2/1/CE/M
102 Crusader-A from 28AA5 to 28Z9/4/CE			Lose ?
103 III-D attempts Motion (automatic)			Succeeds: 27R2/3/2/CE/M
104 PzIV attempts Motion (automatic)			Succeeds: 27R3/3/2/CE/M
105 Marder attempts Motion (automatic)			Succeeds: 27Q2/3/CE/M
106 Crusader-B from 28EE6 to 28DD10/4/CE			Lose ?
107 C.R. from 28Z4 to 28X6			Lose ?
108 C.I. from 28Z2 to 28Z4 IN sangar			
Defensive Fire Phase			
109 Klaus and G.V. w/LMG fire on C.C.	+4	9 (3)	NE
110 III-E MA fires on C.C.	+8	9 (6)	Miss
111 III-F MA fires on C.C.	+7	3 (4)	Miss
Advancing Fire Phase			
112 Stuart MA fires on III-B	+12	8 (3)	Miss
113 Grant-D 37mm fires on III-A	+12	4 (4)	Miss
114 Grant-D 75mm fires on III-A	+13	7 (5)	Miss
115 Crusader-A MA fires on PzIV	+16	11 (5)	Miss
Advance Phase			
116 Barker and B.Z. w/LMG into 28Y7			

German: Ho-ho! Look at this strong front line! Herr Sisler is daring me to assault his front or flank around him (which would eat up an extra turn, and then he would likely shift again). I rolled for Motion because I'm not fighting from this position and want to avoid any lucky hits by British guns, plus this then saves me a MP or two. My infantry unloaded so that they will be able to run in on enemy positions next turn, a valid tactic with all this dust in addition to the confusion and uncertainty caused by all my AFVs, which will be applying pressure on Turn 3. The defense has stiffened behind summit 28W9, but during Bill's AFPh I decided to use that height as a screen to wheel the Marder into position on Grant-D while the bulk of the force continues to sweep around to the southeast. Because I decided upon this course so late in the turn, the headings taken by some of my tanks which rolled for Motion now have them faced in the wrong direction. Oh well, maybe it will all confuse Bill.

I'm going to split my attack. Perhaps it will throw the defense into some disarray, or at least provide me some benefit when the defenders are forced to commit their fire to one flank or the other. If I manage to envelope them, the British will suffer when they try to rout, so I'll be looking for prisoners. Unfortunately, I can send only one infantry leader per flank, but have no choice as I want to support my tanks and feel that I need to take two summits at once in order to still have time to get the third. I am concerned about potential enemy units in the southeast corner, but my movement during Turn 3 will quickly reveal any sangars located

there. Don't ask why the in-Motion III-C fired in my AFPh; maybe he was trying to set a record for TH DRM, or just reacted to the rest of the MkIII line firing off their better shots.

British: I have to make a move now to stop the enemy from turning a short corner on my left flank, so four tanks head out that direction—leaving my ace, Grant-C, to nail down the defense of 28BB6. If Mark comes stright in on me as the positions now stand, he'll be driving directly onto my eight guns. If he swings back to my right flank, the ATG will have a field day. If he continues around to the southeast (like I expect now), it will be yet another turn before he can bring effective fire on me. So my guns pull up and take their Acquisition shots. The two mortars also threw out a couple Acquisition shots to discourage horseplay around the summit 27AA4. Mac and his boys missed their initial rolls for foxholes, but the Labor status will help next turn.

I am moving up some of my infantry, mostly to delay the occupation of summit 28W9 (which seems to be early on the German hit list) in an effort to keep my ATG in the game as long as possible. If I can keep the enemy armor several hexes away from the gun, I have a distinct advantage. But if the panzers get in close, my gun will not last long. Too bad it appears those tanks have completely side-stepped the 28V6 region, where I had hoped to catch them in a display of unending ROF. At least by reinforcing summit 28W9, I will enhance the likelihood that Mark will beef up the attack there with panzers, thereby providing me ATG targets. Of course, I will breathe not a word of such a motive to Sgt. Barker and squad Z as they head for 28W9 to provide the bait, although there will be medals waiting for them should they distinguish themselves (and return).

Neutral Commentator: Ah-ha! Mark thought he'd slide that AFPh shot by his III-C right past everyone; but I bet he just forgot that III-C was still in Motion. How often does one get to witness a TH roll with a +18 DRM? This was your basic "Ooops" shot. But at least it added some flavor to the turn.

The British edge out to fight, and that means we will be seeing some death and destruction very soon, on one side or the other—or, more likely, on both. Mark was alert enough to roll for Motion on those tanks for which he was able. Although it seems a simple enough ploy, how many of us neglect to spot this tactic during the course of a game? The deed will gain an extra hex for those tanks come his next MPPh, in addition to making them more difficult targets for British gunners right now. It avoids that very awkward moment when, at the beginning of the next German MPPh, those tanks must spend a MP to start—at which moment they can be hit by an enemy gun which has them Acquired, and that TH DR occurs before they are considered moving targets. The Motion roll is a classic move, but an effective and valuable one.

TURN 3

German Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
117 Wind Change		4	NE
Movement Phase			
118 III-C from 27T5 to 27X5/2/1/CE...			Reveals sangar
119 Crusader-B MA fires on III-C	+8	8 (4)	Miss
120 III-C to 27Z6/2/1/CE/M			
121 III-F from 27T2 to 27Y8/1/CE			
122 III-E from 27T6 to 27X6/1/CE			
123 III-F from 27R7 to 27V6/2/CE...			
unload G.Z. w/LMG			
124 III-F to 27V6/3/CE/M			
125 Klaus and G.V. w/LMG from 27S5 to 27Z5			Place CX
126 MTR fires on Klaus and G.V.	+6	11 (5)	Miss
127 II-E from 27Q8 to 27X9/2/1/M			

128 II-AA from 27Q7 to 27V7/2/CE, unload G.N.			
129 II-CC from 27R5 to 27W10/3/CE/M			
130 III-D from 27R2 to 28U9/1			Reveals sangar
131 Marder from 27Q2 to 28O9/2/CE			
132 II-C from 27Q2 to 28T9/2			
133 Kubach and G.B. w/LMG from 27Q2 to 28U9			
134 Barker and B.Z. w/LMG fires on Kubach and G.B.—6FP	+4	7 (6)	NE
135 G.G. w/ATR from 27P2 to 28S10			
136 G.K. from 27Q3 to 28S10			
137 PzIV from 27R3 to 27R3/2...			
138 Crusader-A MA fires on PzIV	+7	9 (4)	Miss
139 PzIV to 28R9/2			
140 III-B from 27T4 to 27W6/1			
141 III-A from 27T3 to 27T4/3/1/CE...			
142 Grant-D 75mm fires on III-A	+8	7 (4)	Miss
143 Grant-D 37mm fires on III-A	+8	10 (4)	Miss
144 III-A to 27W7/1/M			
145 II-E from 27P3 to 27T8/2/CE/M			
146 II-D from 27O3 to 27S8/3/CE/M			
147 II-B from 27P2 to 27T7/3/CE/M			
Defensive Fire Phase			
148 MTR fires on Kubach and G.B.	+3	7 (2)	Miss
149 Stuart MA fires on III-B	+8	9 (4)	Miss
Advancing Fire Phase			
150 Marder MA fires on Grant-D	+11	6 (2)	Miss
151 Kubach and G.B. fires on b.S. and b.L.	+5	9 (6)	NE
152 III-D MA fires on b.S. and b.L.	+6	7 (1)	Miss
153 III-D MG fires on b.S. and b.L.—4FP	+6	5 (6)	NE
154 II-C MG fires on b.S. and b.L.—4FP	+4	3 (2)	PTC
155 b.S. takes PTC		9	Pinned
156 b.L. takes PTC		9	Pinned
157 G.K. and G.G. fire on b.S. and b.L.—4FP	+6	5 (4)	NE LOS blocked
158 PzIV MG fires on Grant-D			
159 PzIV MA fires on b.S. and b.L.	+12	8 (6)	Miss
160 III-E MG fires on C.C.—2FP	+6	10 (6)	NE
161 Klaus and G.V. fire on C.C.—1FP	+1	8 (1)	NE
162 III-F MG fires on C.C.—2FP	+5	3 (2)	NE
163 III-F MA fires on C.C.	+10	6 (3)	Miss
164 III-E MA fires on Crusader-A	+12	9 (6)	Miss
165 III-B MA fires on Crusader-A	+12	9 (5)	Miss
Advance Phase			
166 Klaus and G.V. w/LMG into 27AA5			
167 G.N. into 27V6			
168 G.Z. w/LMG into 27W6			
169 G.G. w/ATR into 28T10			
170 G.K. into 28T9			
171 Kubach and G.B. w/LMG into 28V9			

British Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
172 Wind	Change	6	NE
Prep Fire Phase			
173 B.T. fires on Klaus and G.V.—8FP	+3	9 (5)	NE
174 MTR fires on Kubach and G.B.	+3	7 (2)	Miss
175 MTR fires on Kubach and G.B.	+2	8 (1)	Miss
176 Stuart MA fires on III-B	+3	8 (1)	Miss
177 ATG fires on III-D	+5	8 (5)	Miss
178 ATG ROF fires on III-D	+5	4 (6)	Hull Hit (Multiple)
179 Final TK DR		8	NE
180 Final TK DR		7	NE
181 ATG ROF fires on III-D	+4	6 (6)	Turret Hit
182 Final TK DR		3	Flaming Wreck
183 ATG ROF fires on PzIV	+5	6 (3)	Miss
184 ATG ROF fires on PzIV	+4	3 (4)	Turret Hit
185 Final TK DR		11	NE
186 ATG ROF fires on PzIV	+3	6 (2)	Hull Hit
187 Final TK DR		11	NE
188 Mac and B.B. entrench		10	Fail-Labor 2
189 B.E. entrench	+1	9	Fail-Labor 2
Movement Phase			
190 Crusader-B from 28DD10 to 27BB1/4/CE, makes Mech Reliability DR		9	Passes
191 Grant-D starts Motion in 28Y8			
192 Marder MA fires on Grant-D	+5	4 (4)	Turret Hit
193 Final TH DR		5	Wreck
194 Grant-D crew survival		8	KIA
195 Crusader-A starts Motion in 28Z9... makes Mech Reliability DR		8	Passes
196 III-E MA fires on Crusader-A	+3	9 (2)	Miss
197 III-B MA fires on Crusader-A	+6	12 (3)	MA Malf
198 Crusader-A to 28Z1/4/CE			
199 C.O. assault moves from 28X9 to 28W9			

200 Kubach and G.B. w/LMG fire on C.O.—6FP	+2	10 (5)	NE
201 Barker and B.Z. w/LMG from 28Y7 into sangar at 28X9			
Defensive Fire Phase			
202 Klaus and G.V. w/LMG fire on B.T.—12FP	+2	7 (3)	NMC
203 B.T. takes NMC		4	Passes
204 III-F MG fires on B.T.—8FP	+5	9 (3)	NE
205 III-F MA fires on B.T.	+3	6 (2)	Miss
206 III-F MA ROF fires B.T.	+2	8 (3)	Miss
207 G.Z. w/LMG fires on B.T.—6FP	+6	7 (6)	NE
208 ATR fires on Crusader-A	+8	6 (3)	Miss
209 G.G. fires on Barker and B.Z.—4FP	+3	6 (1)	NE
210 II-C MG fires on b.2—8FP	+7	2 (4)	PTC
211 b.2 takes PTC		5	Passes
212 British Sniper activates		3	NE
213 PzIV MA fires HE on Crusader-A	+9	2 (1)	Imp Hit
214 Improbable Hit dr		4	NE
215 British Sniper activates		6	NE
216 Kubach and G.B. fire on C.O.—2FP	+1	11 (2)	NE

Advancing Fire Phase			
217 Crusader-B MA fires on III-E	+9	3 (2)	Miss
218 Crusader-A MA fires on III-C	+12	7 (6)	Miss
219 Barker and B.Z. fire on G.G.—2FP	+1	6 (1)	NE

Advance Phase			
220 B.T. into 27AA3			
221 Crusader-A buttons up			
222 Crusader-B buttons up			

German: RATS! My entire left wing drove into an ATG ambush, carefully disguised by Bill's patience in withholding his fire. Because he didn't fire the gun in his DFPh, I placed no Acquisition markers on it (since it was still HIP in my AFPh) and so would have a hard time hitting it if I thought I might want to stick around and Prep Fire at it next time. Well, I wouldn't do that anyway; and if it were my ATG, I would have fired it off in Defensive Fire. In any case, I will try to run away from it, for I certainly can't expect to withstand another six ROF from the beast. I will maneuver to take it out in Overrun, but not on Turn 4 because the distance is yet to great.

Losing III-D and my 9-2 was a severe blow. Should this tank have remained in Motion once the sangar in 28Z6 popped into view? I really didn't expect the ATG there, but perhaps the safe move would have been wisest. But I know I can't win this game with fire from in-Motion tanks, so I stopped III-D in order to gain higher IFT and TH chances. Now I have the worst situation: a burning wreck in heavy Wind, which provides absolutely no cover whatsoever, no hindrance and not even +1 TEM since it is still a burning wreck (just one with no smoke). Fortunately, the lucky nail my Marder drove into Grant-D more than evened the score. What a relief to kill one of those monsters so early! Bill doesn't realize he is ahead on points right now, for I won't mention the death of the 9-2 until game end.

I am surprised Bill came at me with infantry in 28W9 and 28X9. Perhaps he is thinking these boys will scare me away. Perhaps he thinks his ATG will convince my AFVs to back down and allow his troops to secure the summit 28W9. Perhaps he is right. I know my tanks won't challenge that ATG in any case. At least, not from this formation. It looks like another turn of movement coming up.

British: BOOOOOM!! I got six shots with the 40L ATG, scored four hits (one of which was multiple hits), but registered only one kill. It was satisfying to draw first blood, but then that kill on my Grant-D spoiled the whole turn. I figured it was hard to hit and hard to kill, even for the Marder; but for now I can't do much more than whine about it, for the battle continues. I was surprised that Mark split his force, for I thought he'd do the usual and bring everybody into my line at one point. He must have decided summit 28W9 was ripe for the picking; but I've made a few moves now, backed by the end of III-D, which make it look quite a bit more formidable. I couldn't have been happier with his positioning of the fine selection of AFVs for my ATG to pick and choose from. After the end of III-D,

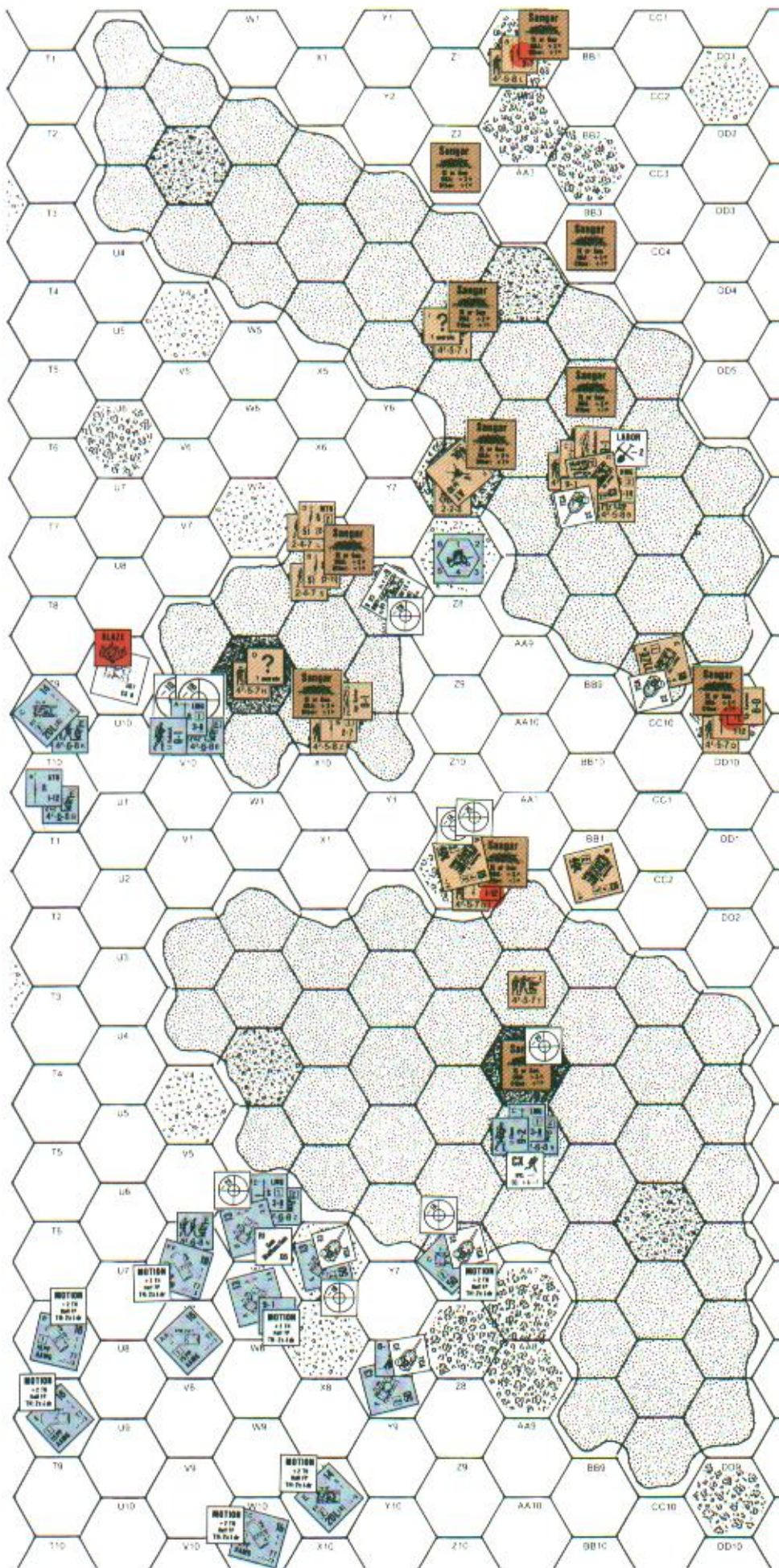


Figure 2: Situation at the end of Turn 3. Not shown is the Marder in 28O9, the PzIV in 28R9 and Ht-D in 27S8.

I might have shot up the MkII since it was, after all, one pip easier to hit. But I wanted to take out the much more valuable and potentially more dangerous MkIV. It was only misfortune that my two TK rolls for it were both "11". Maybe I can't kill it with a Final TK# of "4", but I'd like to think I can come closer than that. I'll get one more shot at it before it starts moving next turn, so we'll see what happens.

My C.O. with squad H moved to draw fire so that Barker and squad Z could move around a bit. Since the Concealment wasn't removed, I was just about to advance on Kubach when I suddenly realized the Heavy Dust doesn't apply if the range is zero, so C.O. would have been lost on the advance and my opportunity to ambush Kubach would vanish. So, instead, C.O. and squad H stay in 28W9 to give the German something to think about. Over to the southeast, the Crusaders go out to gain HD status, showing only their superior turrets to all enemy units at ground level. I hope the ROF, multiple hits and small target size of these tanks will be able to buy some time, and at least trade even for two MkIII kills. It was a tough choice, but I decided to button them up due to the strength of those enemy AFV machineguns—and also the -2 modifier of Klaus. Squad T finally received the order to fall back; he can't stop the whole German army, but he has done quite well slowing them down. I wonder whether the Germans are ready to fight? Or will they dance around yet again?

Neutral Commentator: *The British ATG was blessed with a wonderful rate of fire, but could not make much of it count. I think I would have gone for the MkII after III-D was dispatched, but that's a matter for debate. On the German side, Mark should at least be thankful the bulk of the panzers are far away from the ATG. And, of course, trading III-D for a Grant is a German victory (even with the 9-2 armor leader thrown into the equation). Now the panzers can concentrate on the second Grant, picking off the other tanks and the ATG as convenience allows. But first, they'll have to escape that ATG.*

I noticed that Event #154 was the first effect attained by fire, after a string of more than 30 misses to open the game. But that is the kind of scenario we have here. It seems at times that the players are only trying to generate Sniper attacks, what with all those double-digit modifiers applied to so many of their shots. But what they are really doing is working for Acquisition and position in order to finesse a small advantage, which might be exploited and turned into something worthwhile. I look for the match to end relatively soon, in a flurry of activity, when Mark realizes he can't waste any more time dancing around.

I may be proven wrong, but it looks to me like a MkII maneuvering to pull off some sleazy ploy down in the southwest corner. Just where is that guy headed, anyway? I think the German should keep his squads spread out with no more than one per hex at this stage of the game. I see no good reason for Mark to have two squads stacked together right now. As for the concealed British squad H, he had a wonderful idea in ambushing Kubach, but finally responded to the hand signals Barker was flashing. At the last minute, he realized his concealment would be lost were he to advance on Kubach and wisely backed himself up onto the summit again.

I think Crusader-A should have found a better target than III-C for his Advancing Fire, for that German tank will elude LOS with its very first MP expenditure in the next turn. Even more important, I would have fired Mac's 12(+3) shot at Kubach instead of trying to entrench. I may be proven wrong

274 Mac and B.B. w/HMG fire on Klaus and G.V.—8FP +4 10 (1) NE

Advancing Fire Phase

275 III-C MA fires on Crusader-B +9 5 (2) Miss
276 III-F MA fires on Stuart +10 8 (5) Miss
277 G.Z. and G.N. fire on B.T.—4FP +5 9 (6) NE
278 III-A MA fires on Crusader-B +11 9 (5) Miss
279 PzIV MA fires HE on Crusader-A +12 11 (6) Miss
280 Marder MA fires on Crusader-A +10 7 (1) Miss

Route Phase

281 B.H. routes to 28BB6

Advance Phase

282 PzIV unbuntions
283 III-A unbuntions
284 III-C unbuntions
285 III-F unbuntions
286 G.V. w/LMG into 27BB4
287 G.Z. w/LMG (Nto sangar at 27AA4
288 Klaus (Nto sangar at 27AA4
289 G.N. into 27Z3
290 G.G. w/ATR into 28V10
291 G.K. into 28V9

British Player Turn

Serial Event	Final DRM	DR	Result
Roll Phase			
292 Wind Change		6	NE
293 B.H. with McNamara	+3	5	Fails
Prep Fire Phase			
294 MTR fires on Marder		12 (5)	Malf
295 MTR fires on Marder	+2	7 (3)	Miss
296 Crusader-B MA fires on III-C	+3	9 (5)	Miss
297 Crusader-A MA fires on III-E	+3	4 (1)	Turret Hit
298 Final TK DR		7	Possible Shock
299 III-E makes Shock DR		9	Shock—BU
300 Crusader-A MA ROF fires on PzIV	+7	6 (4)	Miss
301 Stuart MA fires on III-C	+7	9 (4)	Miss
302 ATG fires on III-F	+6	4 (1)	Miss
303 ATG ROF fires on III-F	+6	7 (4)	Miss
304 ATR fires on II-C	+7	6 (4)	Miss
305 Crusader-A IF MA on PzIV	+7	4 (4)	Miss
306 Stuart IF MA on III-C	+4	11 (1)	MA Malf
307 Grant-C 75mm fires on Klaus and G.Z.	+6	2 (6)	Imp Hit
308 Improbable Hit dr		3	Hit
309 Resolve 12FP against Klaus and G.Z.		7	1MC
310 Klaus takes 1MC		4	Passes
311 G.Z. takes 1MC	-2	7	Passes
312 German Sniper activates		6	NE
313 Grant-C 75mm ROF fires on Klaus and G.Z.	+5	3 (6)	Miss
314 Grant-C 37mm fires on III-C	+7	7 (4)	Miss
315 B.T. fires on Klaus and G.Z.—8FP	+4	6 (4)	NE
316 Barker and B.Z. w/LMG fire on G.G.—6FP	+3	6 (6)	NE
317 Mac and B.B. entrench		9	Fails
318 B.I. entrench	+1	7	Fails
Defensive Fire Phase			
319 Marder MA fires on Crusader-A	+6	5 (5)	Miss
320 PzIV MA fires HE on Crusader-A	+5	6 (4)	Miss
321 ATR fires on Crusader-A	+4	12 (3)	Malf
322 Kubach, G.B. and G.K. fire on b.S. and b.L.—8FP	+2	6 (1)	NMC
323 b.S. takes NMC		5	Passes
324 b.L. takes NMC		9	Breaks (DM)
325 G.G. fires on Barker and B.Z.—4FP	+4	6 (5)	NE
326 III-A MA fires on Crusader-B	+3	10 (1)	Miss
327 III-C MA fires on Crusader-B	+4	10 (4)	Miss
328 III-F MA fires on Stuart	+4	7 (5)	Miss
329 III-F MA ROF fires on Stuart	+3	6 (2)	Hull Hit
330 Final TK DR		7	Immobilized
331 Immobilization TC for Stuart crew		7	Passes
332 Klaus and G.Z. w/LMG fire on B.T.—12FP	+2	4 (6)	2MC
333 B.T. takes 2MC		6	Breaks (DM)
Route Phase			
334 B.T. surrenders to G.N.; Interrogation Attempt	-1	9	Fails
335 b.L. routes to 28BB5, IN sangar			

German: My moves deliver me—luckily—from the ATG's kill zone, and also turned the flank to the southeast. This was tremendous good fortune for me, as Bill's gun had caught me flat-footed. The positioning of III-C and Kubach forced the surrender of the British squad T. Those four points for prisoners might well come in handy at game end. Bill must have felt the pressure during his Prep Fire, for he knew I would have two consecutive fire phases (my DFPh and my PFPh) with his Crusaders sitting in my sights and he squeezed off some Intensive Fire shots and paid the price. ("Ha-ha";

I'll laugh while I can, for he is usually very successful with his IF shots.) I can't believe that I skated through this whole turn and suffered only a Shocked tank. How long can this continue?

While the advance of the two Crusaders was an unexpected move, I can see that Bill has many ways to justify the maneuver. Most important from my perspective is that they will delay me from moving in on the true objective: 28BB6. If I run straight at them I will probably lose a couple of tanks; but if I don't, there is no guarantee I can nail the Crusaders from my present positions. I thought that I could, but my entire DFPh expired without any effect on them; the Immobilization on the Stuart was small compensation for an entire fire phase of effort. But now that I have full Acquisition out there, we'll see how those Crusaders fare in my upcoming Prep Fire; it's time to "HEAT" up this desert scene, courtesy of the MkIV (along with some APCR from the others). On Turn 5, I will mostly sit and blast away. After that, I must initiate a battle of motion which will continue until the end of the game, for it will take the remaining four turns to work through the enemy and grab summit 28BB6 from the Mac stack.

I'd like to claim that much of the target switching Bill was forced to do this turn was by design as part of my grand strategy, but actually it occurred only as a by-product as I ran from his guns, swinging the attack around to the right. But what a spot to place the Marder! I was looking at the wonderful shots hex 28T10 would offer at the Crusaders and the Stuart while shielded from the ATG and Grant-C; so I drove right into the realm of those blasted 50mm mortars. I hope the Field Marschal wasn't watching. In any case, typifying my excellent luck this turn, one mortar broke down and the other fell silent when its manning half-squad broke and ran away.

I am not at all happy about the situation on the southeastern hillock, where those darned Crusaders have jammed up my attack. Perhaps I should have run at them this turn, but it didn't feel like the time was right yet. I can accept even losses, but I have a healthy fear of their ROF and killing power against the "4" frontal armor of my MkIII turrets. Bill has stung me often enough in the past with Crusaders, so I'll try to blow them away from this blocking position. If that doesn't work, I will have to swarm in on them.

British: Too bad those panzers escaped the grasp of my ATG. I took my shot at the acquired MkIV, but once it started to move I figured I may as well wait to see where the tanks were headed in order to use my ROF shot to align my CA where it could remain fixed for my following Prep Fire. What actually happened was that everybody ran from sight, so I had to be content shooting at the MkII—which is tough to hit due to its small size, motion and distance. Chasing the enemy from this flank is a victory of sorts, but it would have been vastly more enjoyable to continue to whip 40mm high-velocity shells at them. The Marder, however, has driven into a location it has no business occupying. A few rounds of 51mm fire ought to start scoring and, due to the -2 DRM for Indirect Fire versus AFV IFT, the bloody thing ought to be Shocked or Immobilized into submission before too long. Just look at the number of shots those two mortars are due over the next two turns. (Too bad they were both put out of commission so easily.)

Mac and his command declined the 12(+3) at Kubach in Prep Fire in order to dig again. But they continue to make the attempt with blunted shovels. If they can't manage to fortify that position, I fear they may be in for a rough time when the Overruns start pouring in. Likewise, it was a bad break losing the Stuart's gun to an Intensive Fire shot—but I can't moan about that now without trying to defend the concept of using Intensive Fire itself, so I'll have to pass on that matter until some future time when

an IF shot saves the day. The end came fast and sure for my loner in the south—squad T. I feel those boys did their job well, for they singlehandedly tied down Klaus for a couple of turns.

I managed to get both Crusaders through Mark's DFPh, so now he will probably sit and shoot in his own Prep Fire. While it would have been preferable had I knocked out a tank or two of his, at least my continued presence on this line of defense is messing up his attack. If good fortune will see me past his upcoming fire, it will be time for me to start scoring some kills with these, for I need—at some point—to do better than just trade AFVs with the enemy if I am ever to take control of this game. That's why I am most worried about his panzers, and am letting his infantry run around unhindered. I still have plenty of squads to deal with his, if only enough of his armor can be stripped away. That's also why I switched targets after his III-E was Shocked. It might blow up on its own, and no matter what, it will probably be out of the battle for a whole turn. There are plenty of other, more-immediate problems out there for me to deal with than that one Shocked tank. If I can win the tank battle, my biggest fear—that of Overruns—will be gone. My sangars won't stop Overruns, and any of my positions occupied by German tanks are fire-dead against enemy infantry pouring in on the heels of the panzers. Yes—they're coming!

Neutral Commentator: This was a turn of many misses on both sides (especially for the British). The combatants must move in closer, or nothing is going to be resolved. Of course, that's what Bill would like, so I think he would have been justified in pulling back a bit this turn. But his stand has worked well so far, and that makes it difficult to fault his order to stand fast.

Notice that Barker couldn't shoot at Kubach due to his entrenched status behind the hillock; they have no LOS to each other. When the German II-C started moving, I expected him to go for an Overrun, but his point-blank Bounding Fire nailed squad H and his ROF gave him a chance at Barker. Maybe the German commander was afraid of repercussions had he ventured up onto the summit. In any case, II-C made a safe move and scored the first broken infantry of this battle. On the other pincer of that attack, Klaus finally spoke up and convinced the English to surrender. Does it look like III-C and Kubach are too well placed to believe, as they combine to force squad T to give up? Was this by design, or merely chance? We won't get a straight answer out of Mark, for he is trying to conjure up some form of mystique (I just overheard him mumbling something about "scourge of the desert").

Despite my earlier promise, I won't flay Bill for the Intensive Fire shot of the Stuart. It seems pretty obvious that this tanker was overzealous. Already down a Grant, and with his infantry starting to run from the field, this was certainly NOT the shot to try and recoup anything. Loss of the Stuart's gun will be felt over the next few turns as the enemy come in even closer. Maybe it can be repaired.

To counter the loss of the Stuart MA, Mark offers up his Marder by driving it into a position where the British mortars can unload all of their munitions onto it! This should be as easy as throwing the ammo into the tubes and placing your bets for which round will score the kill. Did Mark think the LOS blocked? It's close, but I think it looks like he was just distracted by smacking his lips over the easy pickings (those Crusaders). He was caught escaping the ATG trap and landed in another, only to dodge the bullet again as the mortar position fell apart. With all the Acquisition on those Crusaders, I can't see them surviving the German Prep Fire next turn. The question is, however, whether the German attack has been disrupted by the British actions. He could have ignored this advanced line and held fast further back (even as far as northeast

of hillock #4), but had he done so, the Germans would already be assaulting the summit at 28BB6. Perhaps this defense will prove a good one from that perspective—keeping the panzers so occupied that they fail to reach the last summit in time.

Notice that the MkIV fires HE on Crusader-A in order to acquire it without risking AP depletion for that gun. The German commander doesn't expect to score a hit yet, but he is setting the stage for his next turn of fire when the MkIV will have a -2 Acquisition and be able to lash out with AP (then H, and finally HE, should the other types be depleted). Surely something will hit with all these chances, but Mark will still fire everyone else at Crusader-A first, in order to preserve the special ammo of his MkIV if possible. It might come in handy later versus Grant-C.

TURN 5

German Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
336 Wind Change		12	Gusts—Very Heavy Dust
337 G.G. attempts Repair of ATR		1	Repaired
338 Stuart attempts Repair of MA		3	Fails
339 b.S. attempts Recovery of MTR	+1	5	Fails
340 B.H. with McNamara	-1	4	Rallies
341 III-E resolves Shock		6	flip to UK
Prep Fire Phase			
342 III-C MA fires APCR on Crusader-B		6 (1)	Deplete APCR
343 III-C MA fires on Crusader-B	+5	10 (4)	Miss
Movement Phase			
344 III-F from 27AA5 to 27AA2/1/CE			
345 Crusader-B MA fires on III-F	-7	11 (5)	Miss
346 III-F to 27AA1/1/3/CE			
347 Crusader-A MA fires on III-F	-8	9 (4)	Miss
348 III-F Stops in 27AA1/1/5			
349 ATR fires on III-F	+3	8 (4)	Miss
350 III-F MA bounding fires APCR on Crusader-A	+5	10 (4)	Depletes APCR
351 III-F MA bounding fires on Crusader-A	+4	2 (3)	Hull-CH
352 Final TK DR		5	Flaming Wreck
353 British Sniper activates		4	NE
354 III-F turns turret to 27AA1/1/3/CE			
355 III-F MA ROF bounding fire on Crusader-B	-6	5 (2)	Miss
356 III-A from 27BB9 to 27EE7/6/CE			
357 G.V. w/LMG from 27BB4 to 27CC2			
358 Klaus and G.Z. w/LMG from 27AA4 to 27CC2			
359 G.N. w/prisoners from 27Z3 to 27DD2			
360 II-E from 27AA7 to 27CC4/1/M			
361 III-B from 27Z7 to 27AA3/1/CE			
362 II-CC to 27AA9; II-FF to 27Z9; II-AA to 27Y10; II-E to 29X9; II-B to 27W10; II-D to 27V9			
363 II-C from 27V1 to 28W10/1			
364 Barker and LMG fires on II-C	+5	5 (5)	Hull Hit
365 Final TK DR		5	NE
366 II-C to 28X9/1			
367 B.Z. takes PAATC, with Barker	-1	7	Passes
368 Barker and B.Z. Reaction Fire on II-C—SCCV	-1	9	NE
369 II-C MG TPB bounding fires on Barker and B.Z.—12FP	-3	6 (5)	NMC
370 Barker makes NMC		8	Pinned
371 B.Z. makes NMC		3	Passes
372 Kubach, G.K. and G.B. w/LMG assault move from 28V9 to 28W10			
373 G.G. w/ATR assault moves from 28V10 to 28W10			
374 Marder from 28T10 to 28U10/2/CE			
375 PzIV from 27U3 to 28V9/1/CE			
Defensive Fire Phase			
376 ATG fires on III-F	+9	10 (5)	Miss
377 Crusader-B IF MA on III-F	+4	8 (1)	Miss
378 Grant-C 75mm fires on III-F	+8	10 (5)	Miss
379 Mac, B.B. w/HMG, B.H. and B.E. w/LMG fire on III-F—20FP	+6	7 (1)	NE
380 Grant-C 37mm fires on III-F	+8	8 (2)	Miss
381 Stuart MG fires on Klaus, G.Z. and G.V.—8FP	+4	7 (1)	NE
382 Crusader-B CMG fires on III-F—8FP	+6	4 (3)	NE
383 B.G. fires on III-F—8FP	+5	9 (5)	NE

Advancing Fire Phase

384 Kubach, G.K., G.G. and G.B. w/LMG fire on Barker and B.Z.—12FP	+2	8 (3)	NMC
385 Barker takes NMC		7	Passes
386 B.Z. takes NMC		11	Breaks (DM)
387 PzIV MA fires HE on b.S.	+9	7 (3)	Miss
388 PzIV Coax-MG fires on b.S.—2MP	+4	10 (1)	NE
389 III-B MA fires on Crusader-B	+6	4 (1)	Turret Hit
390 Final TK DR		8	NE
Route Phase			
391 B.Z. routs to 28AA6, Barker accompanies			
Advance Phase			
392 G.Z. takes PAATC, with Klaus	-2	6	Passes
393 G.V. takes PAATC, with Klaus	-2	3	Passes
394 Klaus, G.Z. w/LMG and G.V. w/LMG into 27BB1			
395 G.N. w/prisoners into 27DD1			
396 Kubach and G.B. w/LMG into sangar at 28X9			
397 G.G. w/ATR into 28X9			
398 G.K. into 28W9			
Close Combat Phase			
399 Klaus and G.Z. vs. Crusader-B—6CCV	-2	7	Wreck

Close Combat Phase

399 Klaus and G.Z. vs. Crusader-B—6CCV	-2	7	Wreck
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British Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
400 Wind Change		8	Heavy Dust
401 b.S. attempts Recovery of MTR		3	Recovered
402 Stuart attempts Repair of MA		2	Fails
403 Barker self-rally	+5	6	Fails
404 b.L. self-rally	+1	10	Fails
405 III-E resolves Unconfirmed Kill		1	Remove UK
Prep Fire Phase			
406 ATG fires on III-F	+4	7 (5)	Miss
407 ATG IF on III-F	+5	7 (5)	Miss
408 Grant-C 37mm fires on III-F	+2	5 (2)	Hull Hit
409 Final TK DR		5	Immobilized
410 Immobilization TC for III-F crew		10	Fails—Ball Out, g.10
411 B.G. fires on g.10—8FP	+3	6 (5)	PTC
412 g.10 takes PTC		8	Pinned
413 Grant-C 75mm fires on III-F	+2	8 (1)	Miss
414 ATR fires on III-F		7 (2)	Turret Hit
415 Final TK DR		11	NE
416 MTR fires on Kubach, G.B. and G.G.	+4	7 (6)	Miss
416a Same on II-C	+7	same	Miss
417 Mac, B.B. w/HMG and B.E. w/LMG fire on Klaus, G.V. and G.Z.—16FP	+6	7 (6)	NE
418 Mac, HMG and LMG ROF fire on Klaus, G.V. and G.Z.—8FP	+3	10 (1)	NE
419 Stuart BMG and AAMG fire on Klaus, G.V. and G.Z.—4FP	+4	8 (3)	NE
420 Stuart CMG fire on G.N.—4FP	+5	6 (6)	NE
Movement Phase			
421 B.L. w/LMG from 28AA1 to 28DD4			Place CX
422 B.I. from 28Z4 to 28BB4			Lose ?
423 B.H. from 28BB6 to 28CC8			
Defensive Fire Phase			
424 Kubach, G.B. w/LMG and G.G. fire on b.2—12FP	+7	11 (6)	NE
425 II-C MG fires on b.S.—4FP	+4	6 (5)	NE
426 PzIV MA fires HE on b.S.	+6	12 (6)	MA Malf
427 PzIV CMG fires on b.S.—4FP	+4	10 (3)	NE
428 Klaus, G.V. w/LMG and G.Z. w/LMG fire on b.2—12FP	+6	5 (6)	NE
429 Klaus and two LMG fire on b.2—6FP	+6	4 (6)	NE
430 G.K. fires on b.S.—4FP	+3	5 (2)	NE
431 III-E MA fires on b.S.	+8	2 (3)	Imp Hit
432 Improbable Hit DR		4	Miss
433 British Sniper activates		2	Target DR = 5/2 for hex 28K1 Stun—BU
434 British Sniper moved onto Marder			
435 III-E MA ROF fires on b.S.	+6	6 (1)	Miss
436 III-B MA fires on Grant-C	+4	10 (2)	Miss
437 III-B MG fires on Mac, B.B. and B.E.—8FP	+6	3 (1)	PTC
437a Same on Grant-C	+7	same	NE
438 McNamara takes PTC		9	Passes
439 B.B. takes PTC	-1	4	Passes
440 B.E. takes PTC	-1	5	Passes
441 III-C MA fires on Stuart	+5	6 (4)	Miss
442 III-C MG fires on Stuart—8FP	+6	9 (2)	NE
Route Phase			
443 g.10 voluntary breaks and routs to 27BB1			

Advance Phase

444 B.H. into 28CC9			
445 B.L. w/LMG into 28DD5			
446 B.I. into sangar at 28BB3			
447 B.G. w/ATR into 27AA1			
448 Flip Stun on Marder to +1			

German: VERY Heavy Dust! At first I was perturbed, for it appeared my tightening hangman's noose around those Crusaders had been loosened into no more than a poorly tied three-year-old's shoelace. Suddenly, thanks to the +1 Hindrance per-hex, Bill's Crusaders were out of LOS—or at least extremely difficult to hit. I still thought III-C might score, but was obviously mistaken. But it all turned out to be a blessing in disguise, for the extra dust forced me to run right at the enemy . . . and that's what worked. The 8-1 in III-F radioed that both Crusader turrets were faced away from him, buttoned-up, and that he had a clear path to run between them for some heavy-duty death dealing. Oh what a medal we will pin on his chest, if only he recovers and manages to get back in his tank. He drew the fire which might have stopped half my force cold, and knocked out a Crusader to boot. Klaus lived up to my expectations, taking out the other one. Together, the actions of these two leaders have given me a quite definite advantage.

The long-shots my tankers have been cranking out caught up with them this turn, and an "eyes" finally gained no result on the British target but signalled the enemy sniper to stun my Marder while a "box-cars" broke down the MkIV main armament. Both of these shots were on that lousy British half-squad S. (Grrrrr!) This is the price to be paid when "firing from the hip" as we do; I turned my boys loose, so they aren't calculating percentages in advance of each shot but instead are just shooting their shorts off. Certainly not the most cautious or technically perfect way to run an attack, but a lot more fun and fast-paced. (I'd argue that it's more realistic too; but don't tell Bill—he'll think he has made a convert.)

I think Bill will take some heat for putting his Crusaders out in front like he did, but I think he is to be commended for successfully using tanks of marginal quality to halt a superior force for more than a complete turn—and even then succumbing due only to some unusual circumstances (including a desert storm and an enemy AFV driving unscathed between the two to deliver a Bounding Fire CH). I personally cannot condemn his move with those Crusaders, for he has forced me to do something which I declared at the outset I would not—I had to attack them head-on. All I really planned to do at the start was to slip past the Crusaders to nail the Grants and score a victory. Bill didn't let that happen.

Now I must deal with the ATG and that remaining Grant. Bill has moved his reserves forward since it is clear I haven't the time or inclination to swing anyone around the north flank. He still has nine squads in my path; I am most concerned about Mac, his HMG and that Grant. As for the ATG, we'll see how it fares against several tons of good *Deutsch* steel and iron hurled down its pipe!

British: What can I say? The dust kicked up and the enemy came in on me. I could have used better luck with the dice. (Maybe a little more whining would do well.) The ironic note on the sudden increase in dust density was that it forced Mark to adopt an attack which not only brought him better results than the Prep Fire he had surely planned, but also, because he moved, brought his army closer to the summit 28BB6 than it otherwise would have been. The matter I am most curious about now is whether I can rally my boys up to fight well enough to get back into this game. It's suddenly slipping away in the dust.

I was delighted to see the MkIV's MA go down; and the Stun on the Marder and immobilization of III-F were an indication, at least, that the 21st Panzer

Figure 4: Situation at the end of Turn 6. Not shown are the in-Motion German halftracks (27EE6-AA9).

boys are not invincible. But the recovery of his III-E and the fact that Mac continues to miss with his shots leave me looking in sad shape. Coupled with the loss of the Crusaders, it's forced me to decide to bring forward the reserves to see if they can stiffen the manner in which their comrades are waging this battle. They are also needed to protect Barker and squad Z, who were finally flushed out of their sangar. The return of the enemy on my right flank was unexpected. Perhaps the ATG did not quite get its message across on the first go-round. I'm looking forward to a repeat performance.

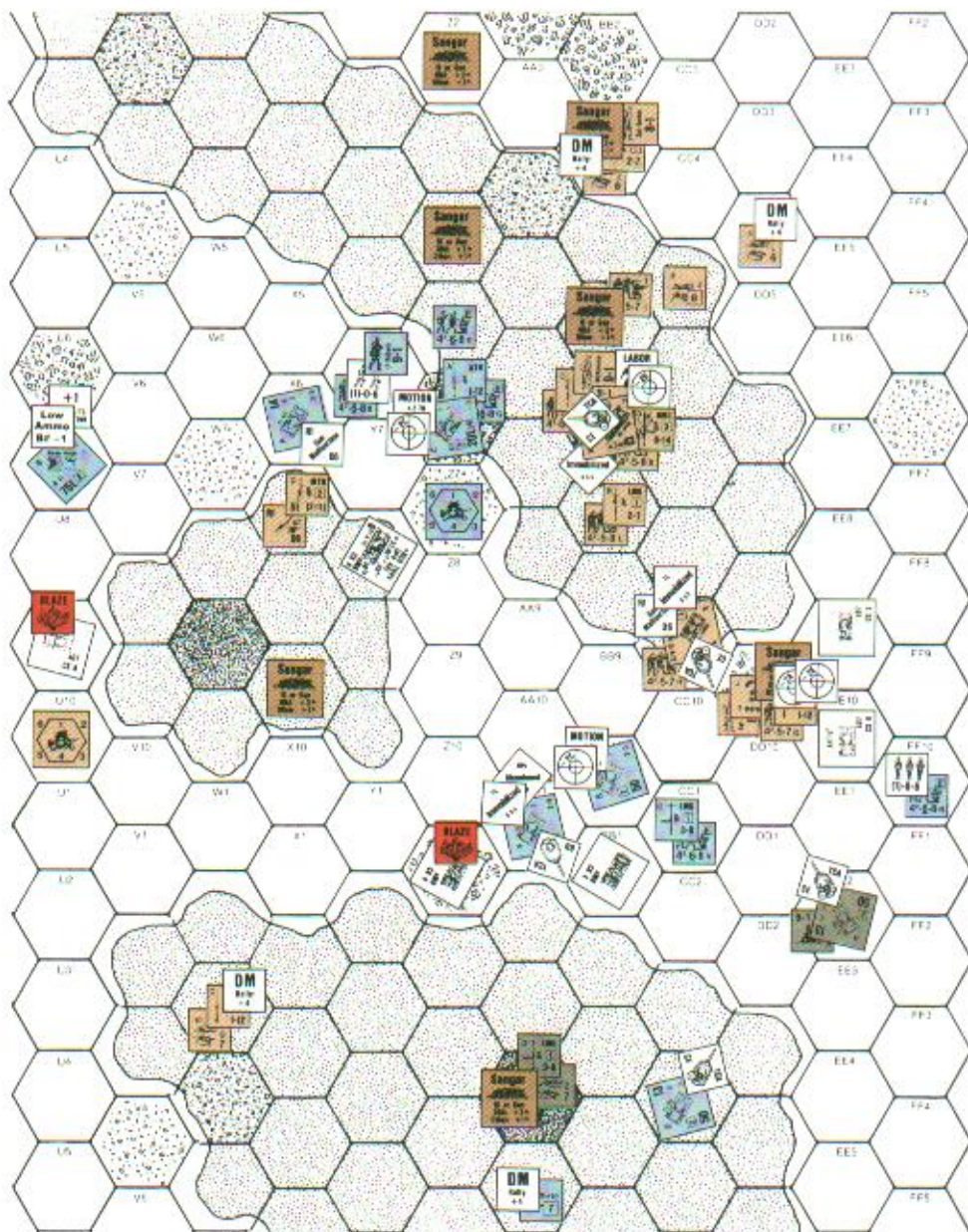
Neutral Commentator: What a turn! If that 8-1 armor leader from the MkIII can ever be dug out of the sand, he should be rewarded by a meal with Erwin. Sometimes this game can be infuriating when your opponent manages to drive his AFV up adjacent to yours and your shots miss (even though you see him coming all the way), yet he nails you. But then, that is part of what makes it so enjoyable. If this sort of thing couldn't happen, no one would ever try such a move and we ASLers would all die of boredom—or move on to some other game. So the Crusaders commit their fire, yet fail to land a hit. All the other fire at III-F was to be with massive modifiers, and Bill was probably correct to withhold it until he saw who else might be feeling brave and come in even closer than the III-F did. But I would certainly have taken that Stuart MG shot on Klaus when he moved up. It would have been an 8(+2), and such fire simply has to be made.

British squad G might have tried a Deliberate Immobilization shot with his ATR, although the TH modifiers would have been enormous. But right now, with III-F abandoned, this squad might be in position to pull a tremendous coup if only he can survive some fire. At least, Mark will have to expend some effort on these fellows; and squad G offers Bill the hope for the kind of action he needs right now—something brave with enormous implications. Perhaps Bill should have opted for a "Piper" SMC counter when he sat down to play!

There is no doubt the Very Heavy Dust greatly aided the Germans this turn. Look how the Marder angles up for an even better shot. But I think this AFV should have moved up even more. True, this spot shields him from both the Grant and the ATG, but Mark should have expected Klaus to KO that Crusader (or at least remain in its hex and, more or less, force it to leave in its following MP). With that Crusader handled one way or the other, the Marder's only target from 28U10 is the Stuart... the one with no main armament. I wouldn't have been so cautious. And, look what happens after Mark's statement that he wouldn't worry about the British Sniper. The Marder has been exposed out here by the Sniper for quite some time, and finally takes a hit—although only a mild one this time around.

Any rookies out there who want to learn how to clear those enemy positions when you have both armor and infantry at your disposal need look no further than Events #366-#373 (followed up with the AFPh #384-#386). There can be about a billion variables thrown into this kind of situation, but this is how one does it, plain and simple. The tank runs into the enemy location, even remaining in Motion in order to help turn back those Reaction Fire attacks; and then the infantry moves up adjacent. The defenders cannot fire outside their hex when the tank locks them in, so the attacking infantry are able to use Advancing Fire point-blank. Very efficient, and very effective.

For that matter, look also at the Bounding Fire of III-F. Had Mark's first shot (#350) used normal AP ammo, following that miss his only chance to



squeeze off another would have been to claim Intensive Fire. But it would have been a tough decision: taking an IF shot with this tank already enjoying a rear view of an adjacent target. Why risk malfunction of a gun so well placed? Mark would likely have done it; but, his first shot was with APCR since the TH modifiers dictated he needed to roll low enough to have the special ammo in order to obtain a hit anyway. This also nearly doubled his chances to get a hit by virtue of allowing him to follow up with a regular AP shot once the APCR was depleted. Note too, all this happened nigh instantaneously; our German tanker didn't stop to calculate all the modifiers, but simply drove his AFV into position and fired. Mark already knew what he wanted to do, for he is a seasoned veteran and has made this sort of move many times before. A prime reason experience with the system can't help but increase enjoyment of it.

Looking back over Turns 3-5 now, after the demise of the Crusaders, it might appear that Mark was overcautious with some of his tanks (notably III-A and II-E). At this point, it may be difficult to explain why they skirted so far around to the southeast. I think the reasons they did so—fear of the high ROF and TK# of the Crusaders which we have seen in games past—fully justify his hesitation. It's an indication of how successful the German Turn 5

MPH was that these tanks were caught out-of-position, not prepared to exploit such a breakthrough. But hindsight must not cloud our thinking; had the dust storm not kicked up and had the German PFPh or MPH not nailed the Crusaders, those German tanks would have been well-positioned. Finally, notice that a BU AFV must spend an extra MP to enter a hex during Very Heavy Dust; since the MkIIs opted to remain so, their movement was somewhat curtailed.

TURN 6

German Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
449 Wind Change		8	NE
450 Stuart attempts Repair of MA		4	Fails
451 b.S. attempts Repair of MTR		2	Fails
452 g.10 self-rally	+2	8	Fails
453 Barker self-rally	+1	5	Rallies
454 B.Z. with Barker	-1	10	Fails
Movement Phase			
455 PzIV from 28V9 to 28X7/2			
456 PzIV Overruns b.S.—12FP	+2	6 (4)	IMC
457 b.S. takes IMC		10	Breaks (DM)—sangar Elim
458 PzIV to 28X6/1			
459 II-C from 28X9 to 28Y7/1			

460	ATG fires on II-C +5	7 (1) Miss	
461	ATG ROF fires on II-C		
462	II-C declares Overrun of ATG	+4	9 (2) Miss
463	ATG Overrun Prevention fire on II-C		
464	II-C Overruns b.2 w/ATG—12FP	-2	10 (2) NE—sangar and ATG Elim
465	II-C to 28Z6/1/M		
466	Marder from 28U10 to 28U7/2/CE		
467	G.K. from 28W9 to 28Y6		
468	G.G. w/ATR from 28X9 to 28Z7		
469	G.B. w/LMG from 28X9 to 28Y7		
470	Kubach from 28X9 to 28Y7		
471	III-C from 27EE4 to 28BB10/6		
472	III-A from 27EE7 to 27EE2/6/CE		
473	II-E from 27CC4 to 28DD9/1		
474	Reveal HIP C.J. in sangar in 28DD9		
475	C.J. takes PAATC		
476	II-E TPB bounding fire on C.J.—6FP	+2	5 Passes
477	II-E ROF TPB bounding fire on C.J.—2FP		
478	II-E to 28EB9/1/5/M	+2	11 (3) MA Mail
479	III-B from 27AA3 to 27AA1/1, Overruns B.G.—16FP		
480	B.G. takes 2MC		7 (1) 2MC Breaks (DM)
481	III-B to 28BB10/1/M		
482	G.N. w/prisoners assault moves from 27DD1 to 27EE1		
483	G.Z. w/LMG from 27BB1 to 27CC2		
484	Stuart MG fires on G.Z.—8FP	+3	5 (4) NMC Passes
485	G.Z. takes NMC		
486	G.Z. w/LMG to 27CC1		
487	G.V. w/LMG assault moves from 27BB1 to 27CC1		
488	Klaus assault moves from 27BB1 to 27CC1		
489	III-E from 27X6 to 27CC4/1/CE		
490	II-CC from 27AA9 to 27EE6/1/CE/M		
491	II-FF from 27Z9 to 27EE7/1/CE/M		
492	II-AA from 27Y10 to 27DD7/1/CE/M		
493	II-E from 27X9 to 27CC8/1/CE/M		
494	II-B from 27W10 to 27BB8/1/CE/M		
495	II-D from 27V9 to 27AA9/1/CE/M		
Defensive Fire Phase			
496	B.H. fires on Klaus, G.V. and G.Z.—4FP	+1	5 (1) NMC
497	Klaus takes NMC		12 Wounded
498	Klaus Wound Severity		5 KIA
499	G.V. takes NMC		8 Pinned
500	G.Z. takes NMC		9 Breaks (DM)
501	G.V. takes LLMC	+2	5 NE
502	G.Z. takes LLMC	+2	7 Reduced—becomes g.Z.
503	Grant-C 37mm fires on III-C	+6	6 (1) Miss
504	Grant-C 37mm IF fires on III-C	+7	3 (3) Turret Hit
505	Final TK DR		5 Wreck
506	II-C crew survival		10 KIA
507	Grant-C 75mm fires on III-B	+6	9 (5) Miss
508	ATR fires on II-E	+5	4 (3) Hull Hit
509	Final TK DR		7 Immobilized
510	Immobilization TC for II-E crew		8 Passes
511	Mac, B.B. w/HMG and B.E. w/LMG fires on Kubach and G.B.—16FP	+1	7 (1) 1MC
512	Kubach takes 1MC		5 Passes
513	G.B. takes 1MC	-1	6 Passes
Advancing Fire Phase			
514	Marder MA fires on Grant-C	+12	7 (6) Miss
515	G.K., G.G. w/ATR and G.B. w/LMG fires on Mac, B.B. and B.E.—8FP	+4	12 (2) NE LMG Mail
516	Random SW Malfunction DR		
517	III-A MA fires on B.Q.	+7	8 (2) Miss
517a	Same on C.J.	+9	same Miss
518	III-A MG fires on B.Q.—4FP	+5	6 (5) NE
518a	Same on C.J.—2FP	+5	same NE
519	III-E MA fires on B.Q.	+9	11 (3) Miss
519a	Same on C.J.	+11	same Miss
520	III-E MG fires on B.Q.—4FP	+5	7 (3) NE
520a	Same on C.J.—2FP	+5	same NE
Rout Phase			
521	g.Z. routs to 27AA4, IN sangar		
522	g.10 routs to 27AA5		
523	b.s. surrenders to G.B.; Interrogation Attempt		7 Fails
524	B.G. routs to 27W3		
525	b.2 routs to 28CC5		
526	B.Z. routs to 28BB5, Barker accompanies		
Advance Phase			
527	G.K. into 28Z5		
528	Kubach and G.B. w/LMG & w/prisoners into 28Y6		
529	G.G. w/ATR into 28Z6		
530	G.N. w/prisoners into 28FF10		

British Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
531 Wind Change		11	NE
532 Stuart attempts Repair of MA		4	Fails
533 G.B. attempts Repair of LMG		6	LMG Elim
534 II-E attempts Repair of MA		6	Disabled—Recall
535 B.G. self-rally	+5	4	Fails
536 b.L. with Barker	+3	11	Fails
537 B.Z. with Barker	+3	8	Fails
538 b.2 self-rally	+5	8	Fails
539 g.10 self-rally	+5	8	Fails
Prep Fire Phase			
540 ATR fires on II-E	+2	4 (5)	Hull Hit
541 Final TK DR		6	Wreck
542 II-E crew survival		10	KIA
543 B.Q. fires on G.V.—4FP	+2	9 (1)	NE
544 Grant-C 75mm fires on III-B	+4	9 (4)	Miss
545 Grant-C 37mm fires on II-C	+7	4 (4)	Miss
546 Grant-C 37mm IF fires on II-C	+6	7 (5)	Miss
547 B.H. fires on G.V.—4FP	+2	9 (3)	NE
548 Mac, B.B. w/HMG and B.E. w/LMG fires on Kubach and G.B.—16FP	+2	10 (3)	NE
549 Stuart MG fires on G.V.—8FP	+3	7 (5)	NE
Movement Phase			
550 B.L. w/LMG from 28DD5 to 28CC7			
551 B.I. assault moves from 28BB3 to 28BB4			
Defensive Fire Phase			
552 Marder MA fires on Grant-C	+9	11 (6)	Low Ammo
553 ATR attempts Deliberate Immobilization of Grant-C	+6	3 (1)	Hull Hit
554 Immobilization TC for Grant-C crew		6	Passes
555 G.K. and G.G. fires on Mac, B.B. and B.E.—8FP	+5	6 (4)	NE
555a Same on Grant-C	+6	same	NE
556 Kubach and G.B. fires on Mac, B.B. and B.E.—4FP	+5	7 (6)	NE
556a Same on Grant-C	+6	same	NE
557 PzIV MG fires on B.I.—8FP	+4	8 (4)	NE
558 II-C MG fires on b.L.—4FP	+4	7 (5)	DMs
558a Same on Barker and B.Z.	+3	same	DMs
559 III-E MG fires on B.Q.—8FP	+4	8 (6)	NE
559a Same on C.J.—4FP	+4	same	NE
560 III-E MA fires on B.Q.	+5	4 (4)	Miss
560a Same on C.J.	+8	same	Miss
561 III-E MA ROF fires on B.Q.	+5	7 (6)	Miss
561a Same on C.J.	+9	same	Miss
562 III-A MG fires on B.Q.—8FP	+4	9 (2)	NE
562a Same on C.J.—4FP	+4	same	NE
563 III-A MA fires on B.Q.	+2	7 (2)	Miss
563a Same on C.J.	+5	same	Miss
564 III-B MA fires on B.H.	+8	7 (2)	Miss
565 III-B MG fires on B.H.—4FP	+5	10 (6)	NE
565a Same on Stuart	+6	same	NE
566 G.V. w/LMG fires on B.Q.—6FP	+2	9 (1)	NE
566a Same on C.J.—2FP	+2	same	NE
567 II-E CMG fires on B.Q.—8FP	+4	9 (3)	NE
567a Same on C.J.—4FP	+4	same	NE
Advancing Fire Phase			
568 B.I. fires on G.K.—2FP	+1	6 (1)	NE
Rout Phase			
569 B.Z. routs INto sangar in 28BB3, Barker accompanies			
570 b.L. routs to 28DD4			
Advance Phase			
571 B.I. INto sangar at 28BB5			
572 B.L. w/LMG into 28BB7			

German: Yikes! Klaus, III-C and II-E all bite the dust on my right flank! Coupled with the way British squad Q and the still concealed leader in 28DD9 are laughing off my fire, this would have been a disaster of a turn for me were it not for the gallant efforts II-C visited upon that ATG crew (and the continued poor marksmanship of Mac's boys in 28BB6). The inherent weakness of sangars works to my benefit, as both it and the gun are lost following any Overrun which leaves my fully-tracked AFV mobile.

But I royally screwed up in my Rout Phase when I sent that crew to 27AA5. Had they instead gone to 27Z3, the enemy squad G would have been eliminated for failure to rout. Will B.G. pose a threat? Now I must keep it under DM to guard against an untimely return to Good Order in my rear.

I didn't even try to repair the armament of the MkIV, for I need his MGs in close at 28BB6. I can't

afford to risk a Recall on a MA repair dr of "6". There are still six British squads out there which I must now hammer with point-blank fire. There is no time left to be polite about this. Only the Grant is left to bother my tanks, so I will swarm in—and even move the halftracks around. These will be employed to chase any broken enemy. And I want them close now, just in case I need them to help with the final assault. Losing Klaus cost me my #1 hammer, and while I hope my battle won't deteriorate to that point, I may need to substitute for him with these six. With the immobilization of III-F included, my right flank has been reduced to three tanks, while the left hobbles in with three (featuring a Low Ammo'd and +1 TH Marder, a MkIV with no MA, and—fortunately—the heroes in II-C). But at least the left flank still has Kubach and three full squads, while the right can only draw on those halftracks (shudder) as they follow the lead of a squad (G.N.) which just happens to be guarding prisoners.

British: There is Life after Death! The 9-2 is through; the 9-2 is through! Doesn't it always seem to be that lousy 4(+1) shot that always inflicts the most damage? I was delighted to finally rouse the Grant crew with the kill on III-C; and Kearney's lads save the day with some expert ATR marksmanship. Well, that's only to be expected from the "Sarge"; that's why he is the one holding the flank and not just some no-name who has yet to earn a reputation. Unfortunately, the ATG crew must be a whole bunch of no-names, for they fail to hit the charging MkII-C despite three attempts. The last shot breaks the gun, but it matters not a bit since the sangar is crunched and buries the gun anyway. I think the gun was more of a threat than anything else in this playing, despite its outstanding beginning; after Turn 3, it did not contribute any German losses to my total. It is difficult to accept what amounted to a "joy ride" for this MkII, but I just plain missed.

However, this turn was a tremendous victory for me—and I stand some chance of accomplishing a total recovery. If I can have another turn similar to this one, then I would have the advantage. That's a lot to ask for, but it's what I must try for. I still have a sound firebase around 28BB6, Kearney is holding off the attack from the southeast (although some Germans are bound to slip through), and I need just another kill or two out of my Grant...

An ATR immobilizes the Grant? Really now! That's the same ATR which was broken a few turns back. How come none of my weapons can be repaired? By rights, those Germans should have thrown that antique away instead of dragging it around in this heat. But no, right in the middle of a battle, they fix the bloody thing, haul it up to the line, and shoot a lock-washer off a 28-ton tank.

Neutral Commentator: Have the British pulled this one out? The German losses this turn certainly make things look grim for Mark. I'm not sure he can knock out the remaining enemy with what he has left, unless he can somehow avoid losses for awhile. At this point, he needs just about everything he has to wipe out the stalwart British. Should Bill score just a couple more kills, he might even go over to the attack. But first, Bill must get some of his "Tommys" to rally.

Yet the battle has not completely reversed itself. For one thing, the hero commanding MkII-C puts his pedal to the metal, turns his glassy gaze on that ATG, and says, "Outa my way, or you'll be feeling the toe of my iron boot!" Whereupon he promptly carries out that threat. The sangar collapses, the ATG breaks into little pieces, and the Germans—led by a MkII and a MkIV with no gun—are knocking on Mac's door from the west. The ATR shot immobilizes the Grant; and you can be sure Mark will contrive to avoid the CA of that 75mm gun for the rest of the battle now. Bill is left spinning his turret

around, trying to land a shell on all important targets, and hitting nothing. He should have settled upon one and stuck with it; he needs the Acquisition to get a hit, and he is just wasting time firing at the MkII in motion.

Off to the southeast, any of you readers who have played against Mark will delight in seeing him forced now to break up that infamous Board-edge Creeping halftrack column. Those three-FP AAMGs are yet going to add their bit of grief to this donnybrook; and don't forget they can also conduct a six-FP Overrun. Have you ever been the recipient of six consecutive halftrack Overruns? Nothing to laugh at. But Klaus is gone, so these flimsy vehicles must be put to some use.

Since this is supposed informative as well as entertaining, let's take a moment to consider the details of the Overrun of that ATG. To set the stage, the MkIV overruns hex 28X7 in order to completely free II-C to run to 28Y7. The gun changed its CA to conduct Defensive First Fire, but missed, although it retained ROF. It then First Fired again, since II-C spent two MP to enter 28Y7; but this also missed and ROF was failed, leaving a "First Fire" counter on the gun. Then, Mark announced an Overrun of 28Z6 by II-C, whereupon the ATG was able to declare an Overrun Prevention shot, despite the two previous shots and the First Fire counter. Notice, this was not a Reaction Fire shot, for it occurred before the Overrun took place and used the +2 DRM for TH Case E. The crew then broke due to their required MC (with the Overrun Prevention shot DR), which also voided the shot and caused the gun to malfunction to boot (due to the +2 breakdown DRM for Intensive Fire). Despite the failure of the Overrun itself to obtain a result (DRM=+2 emplaced, +1 Light Dust, -1 Open Ground Overrun), the sangar and gun were eliminated due to Overrun by a still mobile fully-tracked AFV.

Now where, you might ask, does Reaction Fire (D7.2) fit into all that? Had the crew survived the Overrun unbroken, they would have rolled a PAATC at that point—and might have conducted a FPF CC Reaction Fire attack against the MkII. For the gun to be able to get off such a Reaction Fire shot, it must fire either at an in-hex target which is not fully-tracked, or one which was not mobile after its Overrun. Assuming one of these conditions were met (or that there was no sangar in that hex to collapse upon the gun) and the crew held in good order with only a First Fire counter on the gun, its CA would change to match the VCA of the overrunning vehicle (to 28Z6/1 in this case) and could fire a shot at the AFV's rear. There is a fair chance to hit—but don't think it's all as simple as this brief sketch appears, for there are many variables. Of course, in this instance, Bill knew that II-C would eliminate the 40L with a successful Overrun and so tried to stop the tank before it got that far. With a "No Fire" counter on the gun, the only option remaining to a surviving crew would have been FPF CC Reaction Fire.

TURN 7

German Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
573 Wind Change	9		NE
574 Stuart attempts Repair of MA	6		Disabled—Recall
575 g.Z. self-rally	+1	11	Fails
576 g.10 self-rally	+1	3	Rallies
577 b.2 self-rally	+1	8	Fails
578 B.Z. with Barker	+3	9	Fails
Prep Fire Phase			
579 Murder MA fires on Grant-C	+3	7 (2)	Miss
580 G.K. and G.G. fires on Mac, B.B. and B.E.—8FP	+5	3 (6)	NMC
580a Same on Grant-C	+6	same	PTC
581 McNamara takes NMC	8		Passes
582 B.B. takes NMC	-1	11	Breaks (DM)

583 B.E. takes NMC	-1	6	Passes
584 Grant-C crew takes PTC	4		Passes
Movement Phase			
585 III-E from 27CC4 to 28DD10/6/CE			
586 ATR fires on III-E	+6	8 (6)	Miss
587 III-E MG bounding fires on B.Q.—8FP+4	8 (5)	NE	
587a Same on C.J.—4FP	+4	same	NE
588 III-E MA bounding fires on B.Q.	+6	4 (5)	Miss
588a Same on C.J.	+8	same	Miss
589 III-E MA ROF bounding fires on B.Q.	+7	11 (6)	Miss
589a Same on C.J.	+9	same	Miss
590 III-A from 27EE2 to 28DD9/6/M			
591 III-A Overruns C.J.—8FP	-1	7 (1)	1MC
591a Same Overruns B.Q.—16FP	-1	same	2MC
592 Kearney takes 1MC	7		Pinned
593 B.Q. takes 2MC	3		Passes—sangar Elim
594 B.Q. takes PAATC		5	Passes
595 B.Q. CC Reaction Fire—4CCV	+2	10	NE
596 III-B from 28BB10 to 28CC7/6/5			
597 Grant-C 37mm fires on III-B	+4	9 (3)	Miss
598 III-B MA bounding fires APCR on Grant-C	+5	9 (5)	Deplete APCR
599 III-B MA bounding fires on Grant-C	+5	6 (5)	Miss
600 III-B MG bounding fires on Mac, B.B. and B.E.—8FP	+3	9 (2)	NE
600a Same on Grant-C	+4	same	NE
601 III-B MA IF bounding fires on Grant-C	+8	5 (6)	Miss
602 II-C from 28Z6 to 28CC6/3/5			
603 II-C MA bounding fires on Grant-C	+3	10 (1)	Miss
604 II-C CMG bounding fires on Mac, B.B. and B.E.—4FP	+3	7 (2)	NE
604a Same on Grant-C	+4	same	NE
605 PzIV from 28X6 to 28BB5			
606 B.I. takes PAATC	9		Pinned
607 PzIV MG TPB bounding fires on B.I.—12FP	+2	7 (2)	NMC
608 B.I. takes NMC	5		Passes
609 G.V. w/LMG assault moves from 27CC1 to 28DD10			
610 G.N. w/prisoners assault moves from 28FF10 to 28EE10			
611 g.10 from 27AA5 to 27BB1			
612 bt-D from 27AA9 to 27Y6/6/CE/M			
613 bt-B from 27BB8 to 27Y4/6/CE/M			
614 bt-CC from 27EE6 to 28FF9/6/CE/M			
615 bt-FF from 27EE7 to 28FF10/6/CE/M			
616 bt-AA from 27DD7 to 27FF2/6/CE/M			
617 bt-E from 27CC8 to 27FF3/6/CE/M			
618 Kubach and G.B. w/prisoners from 28Y6 to 28Y5			
619 Mac and B.E. w/LMG fires on Kubach and G.B. w/prisoners—6FP	+2	6 (5)	PTC
620 Kubach takes PTC	4		Passes
621 G.B. takes PTC	-1	9	Passes
622 Kubach and G.B. w/prisoners to 28BB4			
623 Mac and LMG ROF fires on Kubach and G.B. w/prisoners—2FP	9 (3)		NE
Defensive Fire Phase			
624 B.L. w/LMG fires on G.G.—6FP	+3	7 (4)	NE
625 Grant-C 75mm fires on III-F	+4	8 (2)	Miss
626 B.H. fires on G.V.—4 FP	+3	7 (2)	NE
627 Stuart MG fires on g.10—8FP	+6	10 (5)	NE
Advancing Fire Phase			
628 G.V. and G.N. fires on Kearney and B.Q.—8FP	+3	5 (4)	NMC
629 Kearney takes NMC	6		Passes
630 B.Q. takes NMC	6		Passes
631 Kubach and G.B. fires on B.I.—4FP	+3	3 (3)	NMC
632 B.I. takes NMC	7		Pinned
Route Phase			
633 b.L. routes to 28FF3			
634 b.2 routes to 28DD2			
635 B.Z. routes to 28BB1, Barker accompanies			
636 B.B. eliminated for failure to rout			
637 Mac attempts immediate Recovery of HMG	6		Fails
Advance Phase			
638 G.V. w/LMG into 28DD9			
639 G.N. deploys into g.T. and g.Y. w/prisoners			
640 g.T. into 28DD9			
641 g.Y. into 28EE9			
642 g.10 into 27AA1			
643 G.G. w/ATR into 28AA6			
644 G.K. into 28AA5			
645 G.B. deploys into g.Q. and g.P. w/prisoners			
646 g.P. w/prisoners into sangar at 28BB3			
647 Kubach and g.Q. into 28BB5			

Close Combat Phase

648 B.I. attacks Kubach and g.Q. at 1-2	5		NE
649 Kubach and g.Q. attacks B.I. at 1-2	-1	4	B.I. KIA
650 Kearney and B.Q. attacks G.V. at 1-1	7		NE
651 G.V. and g.T. attacks Kearney and B.Q. at 1-1	6		NE
652 III-A CMG attacks Kearney and B.Q. at 1-4	5		NE
653 mark 28DD9 with MELEE counter			

British Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
654 Wind Change	10		NE
655 B.E. attempts Recovery of HMG	3		Recovered
656 PzIV attempts Repair of MA	2		Fails
657 B.G. self-rally	+1	5	Rallies
658 B.Z. with Barker	+3	9	Fails
659 b.2 self-rally	+5	6	Fails
Prep Fire Phase			
660 Grant-C 37mm fires on III-B	12 (4)	37mm	Malfunction
661 Grant-C 75mm fires on III-F	+3	7 (2)	Hull Hit
662 Final TK DR	9		NE
663 Grant-C 75mm IF fires on III-F	+4	3 (6)	Turret Hit
664 Final TK DR	6		Wreck
665 Mac and B.E. w/HMG fires on Kubach and g.Q.—20FP	+2	7 (3)	1MC
666 Kubach takes 1MC	5		Passes
667 g.Q. takes 1MC	-1	9	Breaks (DM)
668 B.L. w/LMG fires on G.G.—6FP	+4	9 (4)	NE
669 ATR fires on bt-B	+5	4 (1)	Upper Hit
670 Final TK DR	5		Shock
671 B.H. fires on G.G.—4FP	+4	8 (2)	NE
Movement Phase			
672 Barker assault moves from 28BB1 to 28BB2			
673 crew abandons Stuart, becomes b.4			
Defensive Fire Phase			
674 Marder MA fires on Grant-C	+5	8 (5)	Miss
675 III-B MA fires on Grant-C	+2	4 (4)	Turret Hit
676 Final TK DR	6		NE
677 III-B MA ROF fires on Grant-C	-2	7 (1)	Hull Hit
678 Final TK DR	10		NE
679 TC for Grant crew	6		Passes
680 G.G. fires on Mac and B.E.—8FP	+4	4 (2)	NMC
680a Same on Grant-C	+5	same	PTC
681 McNamara takes NMC	7		Passes
682 B.E. takes NMC	-1	4	Passes
683 Grant crew takes PTC	11		Pinned & BU
684 III-B MG fires on Mac and B.E.—16FP+3	5 (2)		1MC
685 McNamara takes 1MC	4		Passes
686 B.E. takes 1MC	-1	5	Passes
687 ATR fires on Stuart	+5	8 (4)	Miss
688 III-E MG fires on Mac and B.E.—16FP	+5	5 (6)	NMC
689 McNamara takes NMC	7		Passes
690 B.E. takes NMC	-1	7	Passes
691 PzIV MG fires on Mac and B.E.—16FP	+4	9 (5)	NE
692 III-E MG fires on B.H. and b.4—8FP	+4	4 (3)	NMC
693 b.4 takes NMC	9		Breaks
694 B.H. takes NMC	9		Breaks
694 III-E MA fires on B.L.	+2	7 (1)	Miss
696 G.K. fires on Barker—4FP	+3	8 (3)	NE
Route Phase			
697 b.4 and B.H. eliminated for failure to rout			
698 g.Q. routes to 28AA5, Kubach accompanies			
Advance Phase			
699 Barker into 28BB3			
700 B.G. w/ATR into 27X3			
701 Mac and B.E. take PAATC	-1	7	Passes
702 Mac and B.E. into 28CC7			
703 B.L. w/LMG into 28BB6			
Close Combat Phase			
704 Mac and B.E. attacks III-B—6CCV	-1	10	NE
705 III-B CMG attacks Mac and B.E. at 1-2	6		NE
706 Barker attacks g.P. at 1-2	7		NE
707 g.P. attacks Barker at 1-1	7		NE
708 mark 28BB3 with MELEE counter			
709 B.Q. attacks G.V. at 1-1	7		NE
710 Kearney attacks g.T. at 1-2	7		NE
711 G.V. and g.T. attack Kearney and B.Q. at 1-1	5		Casualty
712 Casualty Reduction Random DR	3 & 3		reduce B.Q.
713 Kearney Wound Severity	6		KIA
714 III-A CMG attacks b.Q. at 1-2	-1	11	NE
715 mark 28DD9 with MELEE counter			

German: This was a disturbing turn, reflecting my losses suffered on Turn 6. Mac shrugged off three consecutive 16-FP attacks despite being encircled, and then counterattacked to put the game on the line by challenging III-B. Had Bill taken out that tank, the advantage would have swung solidly over to him—especially given the antics being played out to the southwest, where British squad G self-rallied and then Shocked my halftrack-B. I left the door of opportunity open by screwing up my halftrack's move, erroneously thinking it would readily DM squad G with Advancing Fire, having forgotten the AAMG fire would be halved twice for Motion fire in the AFPh (and so not even get a shot at B.G.). Had I used Bounding Fire, or stopped or moved adjacent to G, or simply remained adjacent to halftrack-D to form a firegroup, I would have DMed it. The only reason I didn't move adjacent to the broken British squad was that it would have entailed taking one Hammada Immobilization check (a "12" to immobilize). Such caution didn't seem to matter when I thought the vehicle would be able to fire for the DM; but now B.G. is running rampant and will be able to move to either summit on the next turn, which forces me to cover them both.

To the north, I had saved half-squad P to fire on the broken B.Z., thinking Barker's charge merely a decoy; but then forgot to shoot in all the excitement over the resistance put up by Mac in 28BB6. I was shocked when Barker actually came in for CC, although he may have as good a chance with that move as a rallied squad Z would have had of causing any meaningful disturbance.

Just a few odd comments on some of the events of this turn: #621—Prisoners aren't subject to pinning directly; if its Guard were to pin, then so would the prisoner. #622—This was a very dangerous move, for had Kubach and squad B broken in this position, they would have had to surrender; but it was against only a two-FP shot, and I felt the risk justified. #639 and #645—Guarding units deploy at any time. #714—Since CC with a vehicle in the Location is not simultaneous, III-A does not roll for its attack on B.Q. at 1-3 odds, but at the already reduced b.Q. with the attack still a 1-2 (2.5-3).

Looking ahead, I can only say that I'm worried about Mac, B.G. and the Grant now. Everybody else dies this turn (or surrenders). But since point-blank fire couldn't harm him, we'll have to see what triple point-blank fire can do—although I also still need III-B to shoot up the Grant. Is the Marder crew sleeping? The best thing to happen for me on Turn 7 was the malfunction of the Grant's 37LL.

British: Well, well, well. What happened to the "slinking" German halftracks? Looks like they will have to come out and play after all. Mark does what I had feared and starts driving his AFVs into my positions for the final fight. The CC in 28DD9 is working to my advantage by tying up more of his forces than mine, but I cannot stop all these moves. He comes straight onto my positions, and now all my boys can do is hang tough.

Aaarrrghhhh! The Grant 37LL malfunctions. (Copious whining.) Now it is left to Mac to take out the MkIII. I've decided he can't remain in place and take this pounding while encircled. It's incredible he has survived this long. Mac hasn't dealt out much death and destruction (although he did finally break someone), but at least he and squad E have held their ground through a great deal of fire. So I move them out, wiping out the encirclement penalty prior to re-entry of the hex by squad L.

The move by Barker may not have been a wise decision, but I'm going for the glory here and hoping to spring the prisoners. This was an easier choice to make than it might at first appear, because I figured my squad Z wouldn't be able to supply any real help anyway—even if he rallied. In any case, the real celebration is going on to the south, where squad G is causing turmoil among the halftracks.

I didn't even think twice about moving directly on one of the two summits this turn, for I'm blood-thirsty to charbroil one of those halftracks. This might have worked to my advantage, for now Mark will have to worry about both summits instead of concentrating against only the one I would have occupied had I chosen that option. But none of it will matter unless Mac and his fellows can hold. Too bad they botched the CC. Could have used a campfire for the cold night ahead.

Neutral Commentator: This turn played like an ASL highlight film. I won't heap any more abuse on Mark for botching the attack on the broken British squad G, other than to point out that he did do a fine job in assigning blame to the way he handled halftrack B. So, of course, British B rallied and Shocks the hit. That oughta show them! I also enjoyed the move by Barker—the first brave thing I ever saw him do. The loss of the Grant's remaining gun was a key event, but none of it will matter if Mac's marauders are going to pass every attack the Germans throw their way. Encircled, they ignore the drove of 16-FP attacks. No wonder Mac hasn't hurt any of the enemy this game; he's got to be hugging the ground. But I can't be too cruel, for he did break a German half-squad this turn.

The other move I particularly liked this turn was when the German guards remembered to deploy so they could build up the odds in CC without taking the prisoners into combat with them (which is always a dangerous act). The move of Kubach and half-squad Q into 28BB5 would seem odd under different circumstances; but this close to the end of the match and with British squad I pinned, and with the need to protect the MkIV in the hex, Kubach had to go in. Look what happened too—it worked like a charm.

The refusal of Kearney to break held up a major portion of the German manpower. It is interesting to note that the only three positions which have held fast for Bill have been the ones with leaders. In the early going, Barker held back the German left wing; Mac continues to hold out; and Kearney has only just given in to overwhelming pressure (and it took a CC random roll followed by a mortal wound to stop him). At this point, Mac must win the game for Bill, for I can't see squad G gaining either summit. Not with two German movement phases to go. Mac could have stayed in 28BB6, but he would have died there. This would have been as sure as three point-blank AFV MG shots coming right back at him in Prep Fire, followed by MA shots on the Grant, followed by III-A driving into their hex . . . and so forth. Too bad for Bill that his CC DR continues to disappoint him. Elimination of III-B would have made things interesting, as we would have witnessed Mark throwing some furious attacks against the British positions holding the summit 28BB6.

One other occurrence of note this turn was the attack which forced the Grant to button up (#683). Had the crew passed that check, the Encirclement counter on 28BB6 would have remained in place when Mac departed the hex, because the still CE crew would have locked it in place—and they could not button up until after squad L entered the hex.

TURN 8

German Player Turn

Serial Event	Final DRM	DR	Result
Rally Phase			
716 Wind Change	8		NE
717 B.L. attempts Recovery of HMG	3		Recovered
718 Grant-C attempts Repair of 37mm	4		Fails
719 g.10 attempts Scrounging of III-H	4		Fails
720 g.Z. self-rally	+1	3	Rallies
721 g.Q. with Kubach	+3	3	Rallies
722 b.2 self-rally	+1	10	Fails
723 bi-B resolves Shock	4		Flip to UK

Prep Fire Phase			
724 PzIV MG fires on B.L.—16FP	+4	11 (5)	NE
725 II-C MG fires on B.L.—16FP	+3	2 (2)	3MC
726 B.L. takes 3MC		6	Breaks (DM)
727 British Sniper activates		5	NE
728 II-C MG ROF fires on Mac and B.E.—8FP	+3	8 (1)	NE
729 III-B MG TPB fires on Mac and B.E.—24FP		4 (1)	1KIA
730 Random DR for KIA		3 & 3	Mac and B.E. KIA
731 Random SW Destruction		3	NE
732 III-B MA fires on Grant-C	+2	7 (6)	Hull Hit
733 Final TK DR		4	Flaming Wreck
734 British Commander Surrenders			

German: The defense in and around 28BB6 finally succumbs to the point-blank hammering. The position absorbed a tremendous amount of firepower during my Turn 7 DFPh and Turn 8 PFPh, which finally overwhelmed Mac. Now my III-A and III-E, as well as the Marder and some of the infantry, are all freed to move on British squad G . . . so it would be pointless for Bill to continue. Until this turn, it was a very close game, which seems typical for this scenario (at least the way Bill and I have played it).

British: I have yielded the field to my enemy. All I have remaining are squad G and my troops locked in Melee. I can't expect Mark to let anyone live under these circumstances, and will avoid the sorry spectacle of total annihilation in print. The end was quick, but not totally unexpected. I was close in points; in fact, we were separated by only a single DVP until this Turn 8 bloodbath—and the unconfirmed kill on halftrack-B kept me hopeful. Mark was certain to gain more points at scenario end for the prisoners he would collect in the northeast; but I held open the hope that Mac and Grant-C would survive, or that squad G might grab one of the other summits, or that perhaps Mark would be forced to split his force between all three summits and that I could sneak out with a win. But for any of that to happen, the defense in and around 28BB6 would have to withstand even more firepower than it already had—and that was hoping for too much. What a slugfest it was, though!

DICE ROLL SUMMARY

German:

DR	CC	IFT	MC/PTC	Rally	TH	TK
2	0	2	0	0	3	0
3	0	6	0	3	2	0
4	1	6	2	0	6	1
5	2	7	4	0	4	2
6	2	9	1	0	12	1
7	1	10	2	0	13	1
8	0	7	2	2	7	1
9	0	11	3	0	9	0
10	0	6	0	0	7	1
11	1	4	0	1	5	0
12	0	1	1	0	3	0
AVG:	6.29	6.89	7.07	6.00	7.28	6.42

The German player made 175 rolls, with a 6.99 average.

British:

DR	CC	IFT	MC/PTC	Rally	TH	TK
2	0	0	0	0	1	0
3	0	0	2	0	5	1
4	0	1	5	2	12	0
5	1	3	6	3	2	4
6	0	7	5	2	10	2
7	4	10	6	0	17	3
8	0	4	3	3	16	1
9	1	6	6	2	9	1
10	2	4	2	3	5	0
11	0	0	3	1	5	3
12	0	0	0	0	2	0
AVG:	7.75	7.35	6.81	7.38	7.04	7.06

The British player made 196 rolls, with a 7.11 average.

Note: The CC column also reflects CC Reaction Fire.

CLOSING COMMENTS

German: I think a review of the dice rolls will clearly show I had the advantage of better luck; and I also feel my luck on Turn 4 when I escaped the ATG and on Turn 5 when the dust kicked up were major contributors to victory. But surely the key to the entire game was that early kill of Grant-D. That was a lucky shot . . . but Bill had put him out front where I was able to squeeze in a low-odds Marder round.

Beyond the element of luck, I felt that Bill played a sound game. I can't fault a thing about his set-up; the move of the Mac stack and a Grant onto 28BB6 has always made a tough position in past playings (just as it did in this game). The single on summit 27AA4 slowed my attack enough to make his loss worth the price; and even summit 28W9 held out longer than I expected. Typical of this scenario, the only way the Germans were able to get anywhere was by forcing things to happen during the Movement Phase. This, I think, is why the encounter is so appealing. There are only a few scenarios of this size in which there is so much close action with AFVs. It is a game of motion, and all of Bill's defensive moves were well-planned to force me to make moves directly under the sights of his guns. His gamble with the two Crusaders very nearly locked my panzers in place on Turn 5; and looking at the end of the game, it is easy to see that I didn't have that extra turn to spare. Had the *Khamsin* not increased, how might the match have been affected once the German tanks sat still to Prep Fire on Turn 5?

I think it interesting to note that we actually only traded tank for tank, although it could be argued that the Germans will pick up the Stuart as well. On the infantry ledger, there was only one German half-squad lost and the 9-2, but the British lost nine squads and two leaders. This is the price paid for pitting infantry against tanks. None of Bill's Reaction Fire or CC attacks were successful. It should be obvious that, if Herr Sisler had enjoyed a bit more success with the dice, we would have seen the Germans forced into a much more reckless attack.

I felt my own play was uneven. I was able to run the kind of fluid attack I wanted, in which Bounding Fire, Overruns and point-blank fire from my AFVs ruled the battlefield. But that's no great achievement in this scenario which is tailor-made for such gyrations. The risks I took and the mistakes I made were numerous, but every time it seems I was able to escape catastrophe. I was disappointed on the four occasions I tried the APCR ammo. But on the shot that mattered most, the Bounding Fire of III-F on Turn 5, at least the APCR attempt allowed me to burn a DR of "10" and then come back with "eyes" to burn the Crusader. Viewed from this perspective, I have to admit that the APCR served me well by allowing me that extra non-IF shot.

British: I want to take a brief look at why I lost, but first will mention that Mark played an excellent game with no major mistakes. He made some slip-ups and was fortunate to escape them without added losses; but the point is that whenever he made a bad move, he seemed to realize it almost instantly and quickly reacted to address the problem. He doesn't carry around with him the "killer" reputation that some of the other ASL grognards seem to, but as this playing shows he will find an opening and put the hammer down. And you will find yourself wondering just where in the western desert did all that come from? But I will have to give him some grief about that Marder that drove into my 51mm "kill zone". Maybe I'll tell Erwin about it.

My initial set-up was, basically, a bad guess, for I expected a massed attack in the north. But I was happy that it didn't hamper me in any meaningful way since the ATG and ATRs were in the right

spots, and the British infantry located in the north were easily able to move and reinforce my line once my front had crumbled. The problem I did have was that once my troops were established on the front line, they mostly failed to deliver. I was happy the ATG knocked out III-D (and even happier at game end when I discovered the 9-2 armor leader had died in that blaze), but looking at the number of shots taken by that weapon—especially those six in its initial fire and the three against the overrunning II-C, shots which somewhere along the line should have scored—I have to conclude that the gun failed its role. Likewise, Mac and the HMG did not contribute their fair share, which helps explain why the German infantry of this battle appear to be nearly unscathed. I was not able to repair any weapons, and got precious little assistance from my Sniper, who certainly had some chances to make his presence felt.

During the struggle, I tried to show a bit of resolve (have to live up to what's expected of the British soldier, ol' chap) and put some pressure back on the German on three separate occasions. One was on Turns 3-4 when I moved Barker and squad Z to defend the summit at 28W9. Their position in the sangar held for some time; and I'd call that a successful move, for Mark had to expend a lot of time and effort to force them out. My second counterstroke also came on Turn 3 when I moved the Crusaders forward. This probably will be the most questioned of my moves, if for no other reason than because it turned out so badly for me. Frankly, until the *Khamsin* kicked up even more dust, I felt my decision to be sound, for I still held the position and was successfully delaying Mark's advance. Finally, the last gamble I took was on Turn 7 when Mac and Squad E went after III-B. But that was a foregone decision, for my boys were doomed to die standing where they were. They had a much better chance of taking out III-B in Close Combat than of surviving Mark's Turn 8 PFPh, MPPh and CC.

As mentioned often, the wind increase on Turn 5 hurt my position; and I registered a great many AFV hits that failed to kill (15 hits, four kills); and my CC, IFT and rally rolls were pathetic. Fortunately, the British MC rolls were excellent (mostly by Mac and Kearney's lads) and that kept me in the game. But I was not able to get the early AFV kills I needed and in the end was simply overwhelmed. That was one reason it was easy for me to take those eight Intensive Fire shots. The Overrun Prevention shot by the ATG was a must; the Crusader-B shot on Turn 5 was forced since Klaus was coming in anyway; and only the Turn 4 shot by the Stuart bit back. The two kills scored by Grant-C on Intensive Fire probably did me more good than the loss of the Stuart 37LL did harm—but it is really only a judgment call. Looking back, it's easy to say that the Stuart should have held its fire; but then, should the Grant have taken those two shots which did score? Where would my chances have stood without the elimination of III-C and III-F, both of which were brought to their end by Intensive Fire?

Neutral Commentator: With that final shot, German victory becomes inevitable. There have been too many British casualties, and not nearly enough early German losses. For a moment on Turn 6 it looked as though the British would come back. Even into Turn 7, when Mac and Kearney held tough and squad G self-rallied, it appeared as though Bill could pull it out. In fact, this was a typical "Bill-style" defense, recalling past games (and one in particular—although I can't recall the scenario—in which his lone Commissar held off several of Mark's platoons which had him surrounded). But this was also a typical "Mark game", as he never let the pressure ease. First on one side, then the other, and finally on both simultaneously. There is

INTENSIVE FIRE SUMMARY

Serial	Turn	Event	DR	Result
305	4	Crusader-A fires on PzIV	5	Miss—NE
306	4	Stuart fires on III-C	11	Miss—MA Malf
377	5	Crusader-B fires on III-F	8	Miss—NE
407	5	ATG fires on III-F	7	Miss—NE
463	6	ATG fires on II-C	10	Miss—ATG Malf
504	6	Grant-C 37mm fires on III-C	3	Turret Hit
546	6	Grant-C 37mm fires on II-C	7	Miss—Acquisition
601	7	III-B fires on Grant-C	5	Miss—NE
663	7	Grant-C 75mm fires on III-F	3	Turret Hit

a fine line between an attack which is reckless and bold, and one which is relentless and bold. Probably no one can walk that line on its edge with perfect leanings to one side or the other as needed in every game, but I feel this replay showed a fine split between what is reckless and what is relentless. Mistakes there were, on both sides, but that is part of the game after all. Maybe some will gain new insights from our discussion of those mistakes as they occurred.

In addition to the deliberate efforts of both Bill and Mark, there were two random variables which influenced the play to a degree. First was the *Very Heavy Dust* which was generated on Turn 5. This caused two dramatic changes to their plans, and I'm not sure which was the most influential. First, and most obvious, it altered the Hindrance modifiers. But in my opinion, that was less important than the effect that prompted the second—which was Mark's decision to run right at the British Crusaders since the TH modifiers were suddenly so high he couldn't hit them during his Prep Fire Phase. That was a simple enough decision to take; but how many of us would have sat and fired all guns which still had LOS? Maybe every player is too smart for that; but either way, I think it must be accepted that the panzer attack which KOed those Crusaders was a key moment in the game.

The other aspect which neither player could control was the fall of the dice. I won't go into any long-winded statistical analysis, but Table 1 shows Mark rolling average results and Bill rolling high. Bill failed all his CC and Reaction Fire rolls, and even on his TK rolls (which were near average overall) could claim only four kills from 15 hits. Compare that with Mark's three kills from seven hits (the fourth British tank fell to Klaus' CC attack).

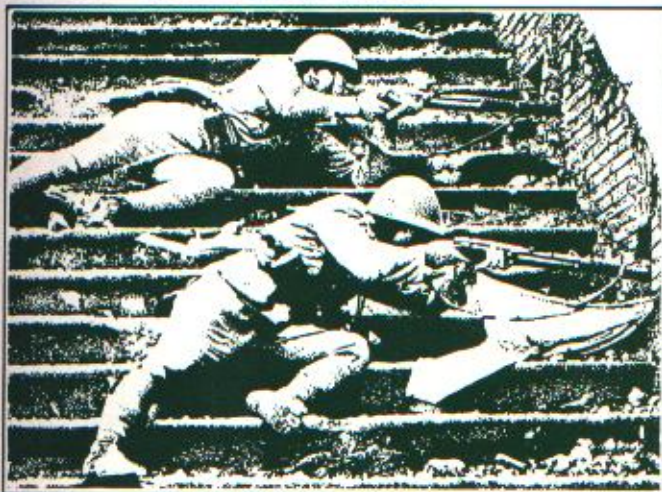
The "Intensive Fire Summary" indicates to me that Bill made but one counter-productive shot—that one with the Stuart—but he also made three which accomplished nothing significant; and his total of eight such shots might have caused him more grief than he did, in fact, suffer. But those two kills do lend credence to his claim that IF is a legitimate ploy. It might be an accurate assessment to label every non-forced Intensive Fire shot a "potential mistake". But there are certain unquantifiable truths to ASL, such as player morale and confidence or the experienced gamer knowing when he needs a break to pull him through a rough spot. And since Intensive Fire brings a much greater chance of an extra, "free" shot than of a malfunction and can often salvage a lost situation, I have to agree with Bill more than disagree. After all, since a hit might be obtained and a kill scored, and because statistical analysis of the massive number of variables depresses this observer, I find it enough to conclude that Intensive Fire in the desert is a matter of doing what "feels" right.

And, after all, isn't that what this system is all about?

INTIMATE WAR



DELUXE ASL Scenario A5



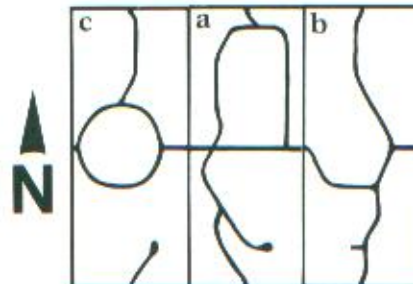
VICTORY CONDITIONS: The Americans win if they Control \geq three Locations on *each* Level of Building aK2 at game end.

MANILA, THE PHILIPPINES, 12 February 1945: With the Americans closing in on the capital city, General Yamashita had no intention of allowing his forces to be trapped fighting there and so ordered a withdrawal eastward. But Rear-Admiral Sanji Iwabuchi, in command of some 17000 naval troops stationed in Manila, was not subject to Yamashita's control and, despite the general's expressed wish to evacuate the city, was determined to fight to the end. He planned no specific strategy other than widespread demolitions and the all-out defense of formidable strong-points in and around ancient Intramuros, the original walled settlement built by the 16th-Century Spanish. As the American 37th Infantry Division attacked south along the waterfront, one of the fiercest fights occurred at the New Police Station, a multi-story concrete fortress on the corner of San Marcelino and Isaac Peral streets blocking the route to Intramuros. The 200 Japanese there had installed machineguns inside and out, and surrounded the building with obstacles that the men of the 129th U.S. Infantry Regiment—veterans of the vicious fighting on Bougainville—called the most formidable they had ever seen. Moving howitzers into position to soften up its defenses, the GIs prepared to storm the Police Station on the morning of the 12th.

BOARD CONFIGURATION:

BALANCE:

- The Japanese have Booby Trap Level B on Board a.
- ☆ Extend Game Length to $7\frac{1}{2}$ Turns.



TURN RECORD CHART

● JAPANESE Sets Up First [256]	1	2	3	4	5	6	7	END
☆ AMERICAN Moves First [215]								

Elements of the 31st Naval Special Base Force [ELR: 3] set up within two hexes of aK2: {SAN: 5}

4 ¹ -4-8	3-4-7	2-2-8	9-1	8-0	8-14	4-11	2-6	50 ¹ -1-10 ¹	 MPh/HPPh: dr = INF CC: +1/-1	
6	12	4	2	2		3	6	3	8	

Reinforced elements of the 129th Infantry Regiment [ELR: 4] set up on/north-of hexrow G on board(s) c/a/b: {SAN: 3}

6 ¹ -6-7	6 ¹ -6-6	2-2-7	9-2	9-1	8-1	6-12	4-10	60 ¹ -3-45	 ART M-3 +155L		 ART M-7 105
6	10	3				2	2	2			2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Orchards are in season; all rules apply.
3. Prior to initial setup, the Japanese and the American player each place four Rubble counters in any appropriate building hex [EXC: none may be placed in building aK2]. Alternate the placement of these counters, one at a time, commencing with the Japanese player.
4. The Japanese player may record any three Locations of building aK2 as Fortified (A23.9).
5. Kindling is NA.

AFTERMATH: As the guns lifted their fire to the upper stories, the GIs rushed in under the falling dust and debris, pushing through the tangled barricades at doors and windows. "Our mistake," wrote one, "was in starting at the bottom and working up. By the time we reached the first floor, we had a firefight on our hands . . . In one room alone, we had to wipe out three machinegun positions. By the time we had cleared the first floor, the Japanese were on the second floor, destroying the stairways so we couldn't climb up, and then cutting holes in the floor to drop grenades on us." Frustrated in the attempt to reach these last defenders, Maj.-General Robert Beightler at last ordered the 129th to withdraw. A few days later they re-entered, only to be driven out again. Not until 20 February, after eight days of shelling and fighting had reduced the station to rubble, were the Japanese overcome. More bloody fighting followed; it was 3 March, one month after the 37th Division had entered the capital, before the Americans silenced the last strongpoints. The liberation of Manila had been a brutal, costly affair. The Americans lost over 1000 killed and 5500 wounded; 16000 Japanese troops died in the street-fighting. And in Manila's sprawling ruins lay the bodies of more than one hundred thousand Filipinos who had perished during the battle for the city—at least six for every fighting man killed.

COUNTERATTACK ON THE VISTULA



ASL SCENARIO A21



Near WOLA CHODKOWSKA, POLAND, 6 August 1944: As the Russian 8th Guards Army was expanding its bridgehead on the Vistula, they met with stiff German resistance. Using the Hermann Goering Division, which had just been brought up from Warsaw, in the lead the Germans mounted a number of counterattacks in an effort to eliminate the Russian toehold on the west bank. After six German attacks failed to achieve the needed breakthrough, a seventh assault supported by Tiger tanks forced the situation to its inconclusive end.

BOARD CONFIGURATION:



BALANCE:

★ Shorten Game Length to 8 Turns.

♣ Increase allowable German losses in VC to ≥ 22 Casualty VP.

VICTORY CONDITIONS: To win, the Germans must Control building 4P6 and both 5Y8 and 5Z9 at scenario end, provided they have not lost ≥ 19 Casualty VP.

TURN RECORD CHART

★ RUSSIAN Sets Up First	★ 1	2	3	4 ★	5	6	7	8	9	END
♣ GERMAN Moves First										

Elements of the 220th Guards Rifle Regiment, 79th Guards Rifle Division [ELR: 4] set up on/east-of hexrow N: {SAN: 4}



Elements of the 3rd Tank Corps enter on Turn 4 on/between 5GG6 and 5Y1, having already expended six MP:



Elements of Panzer Division Hermann Goering [ELR: 4]: enter on Turn 1 along the west edge: {SAN: 2}



SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. The woods in hexes 5W9, 5X8 and 5Z8 are considered Open Ground, although the gully therein exists normally. Building 4P6 is stone.
3. Foxholes may not be set up nor constructed in Gully hexes.
4. Russian squads have a PF availability number of "2" (HS/crew: "1"). Such SW are considered Inherent (as per C13.31); however, the +2 TH DRM of A21.12 applies normally. No more than four PF may be fired by the Russian player during the course of the scenario. All other rules for PF-usage apply normally.

AFTERMATH: With this last attack, the German tanks moved right up to the Russian positions and fired at point-blank range. Having few heavy anti-tank weapons available, the Russians countered with grenade bundles, mines and previously-captured panzerfausts left behind by retreating German troops. Soon the Guards found these were no match for the combined arms assault and called for support, which arrived in the form of heavy Stalin tanks. By the end of the day the Germans had been halted and the bridgehead secured, but each side had suffered heavy losses.

THE CRUX OF CALAIS



ASL SCENARIO A22



VICTORY CONDITIONS: The German must have more Good Order squads (or equivalents) north of the canal at game end than the British. Vehicles, mobile or not, with functioning MA are considered the equivalent of two squads.

CALAIS, FRANCE, 25 May 1940: The 10th Panzer Division was closing in on Calais, the most important port on the north coast of France. To hold it, the British High Command hurriedly dispatched the 3rd Royal Tank Regiment and the 30th Infantry Brigade (comprising the 2nd King's Royal Rifles and the 1st Queen Victoria's Rifles). But in the face of overwhelming numbers and unchallenged Luftwaffe bombardment, the defenders were soon forced back into the streets of the city. Now followed a true tragedy, as Churchill and his commanders wrangled over evacuating the trapped troops. Orders came for evacuation, only to be countermanded at the last minute. Calais, and all the troops in it, was doomed to fall—it was only a question of time. The 2nd KRR was given the task of holding the three bridges over the Marck Canal separating the old and new towns. It had but a handful of light tanks and scout cars for support, for most of the 3rd RTR's vehicles had been disabled upon receipt of the evacuation orders. Throughout the 25th, the British were subjected to a terrific barrage, causing many casualties and setting fire to a number of buildings until the whole of the battalion's front was obscured by smoke. The British replied with their only two remaining mortars, deriving scant comfort from the explosions across the waterway. Then, at 1900 hours, the barrage lifted and enemy infantry, led by tanks, stormed toward the three bridges simultaneously.

BOARD CONFIGURATION:



	23
	20

BALANCE:

⊙ Add six "7" to the British OB.




⊕ Add three 4-6-7s to the German OB.

TURN RECORD CHART

⊙ BRITISH Sets Up First [154]	1	2	3	4	5	6	7	8	9	END
⊕ GERMAN Moves First [170]										

Elements of the 2nd King's Royal Rifles and 229th AT Battery [ELR: 4] set up north of the canal on board 23: {SAN: 3}



 4'-5-7	 2-2-8	 9-1	 8-0	 7-0	 6-14	 4-12	 2-7	 51 [2-11]	 1-12	 40L	 75* [3-30] 12+
13	3						3		3	2	



Elements of the 3rd RTR set up north of the canal on board 23:

 18 15 (8) ~4	 18 ★ CMC ~7/10	 37 BMC 2/-
	2	



Elements of Infanterie Regiment (mot) 69 and Panzer Regiment 7 [ELR: 4]: set up on board 20: {SAN: 2}



 4'-6-7	 9-1	 8-1	 8-0	 7-0	 7-16	 5-12	 3-8	 14 75* 3/8	 14 37L 3/8
17			2			2	5		5

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze blowing to the Northeast at start.
- The bridge in hex 23BB5 does not exist. The canal is Deep and may not be crossed other than at the remaining bridges.
- Place a Blaze counter in each of the following hexes: 23W6, 23O6, 23H5. Place Drifting Smoke accordingly.

AFTERMATH: On two of the bridges, the German infantry retreated when their supporting tanks were knocked out. But they managed to get across the third bridge and overran some of the 30th's forward positions. German panzers sought out and blasted the thin-skinned British AFVs, although at least one panzer fell victim to British AT fire here. Brigadier Claude Nicholson, in command of the British defenders, personally ordered the KRR to rally and counterattack. In vicious close-range fighting in the streets and buildings of the Old Towne, the Germans were driven back across the canal. But it was the last victory. The next afternoon, Nicholson surrendered—3500 British soldiers going into captivity. Two battalions of first-class troops and one battalion of armor had been sacrificed at Calais. Was it worth it? Churchill would later write of the miracle at Dunkirk, "Calais was the crux . . . it is certain that the three days gained by the defense of Calais enabled the Gravelines waterline to be held, and that without this . . . all would have been cut off and lost."

THE PROFESSIONALS

SL Scenario A5



PIROT, YUGOSLAVIA, April 9, 1941: On April 8th, the Wehrmacht erupted across the Yugoslavian borders. Von Kleist's armor, striking along the River Nisava out of Bulgaria, swiftly drove a wedge between the enemy "Tropica" and "Drina" divisions. The Yugoslavs repeatedly performed individual acts of heroism—attacking the panzers with grenades and Molotov cocktails—but collectively the Yugoslavian army was outclassed and scattered, its actions haphazard and disorganized. However, along the Nisava, the wooden bridges were invariably in flames that first day when German troops reached them. Desperate for bridges to link his divided command, von Kleist formed an armored advance detachment consisting of a battalion of the 15th Panzer Regiment and two battalions of the 23rd Infantry Regiment. He ordered this ad hoc battle group to fan out ahead of the main force and seize bridges along the river. Early the next morning, after driving through the darkness, an element under command of Major Teege reached Pirot to find the bridge there still standing. With infantry dismounted from the tanks, he swept forward to capture it.

VICTORY CONDITIONS

The German player wins immediately by having one Good Order squad and one AFV with functioning MA on the east side of the river. The Yugoslav player wins by avoiding the German Victory Conditions.

Board Configuration



	6	7
11		

TURN RECORD CHART

Yugoslav Sets Up First	1	2	3	4	5	6	7	8	END
German Moves First									



Cadets and Staff of the Vardar Tactical Training College set up on Board 6:



9-2	8-1	3-4-7	2-2-7	MMG 4-11 B11+	1	AT 47L
		10	2		6	2



Elements of Panzer Regiment 15 and Infanterie Regiment 23 enter on Turn 1 on Road Hex IIII:



9-1	8-0	4-6-7	LMG 2-8 B12	14 75*HS 4/2	18 15/5PP
		8	4	4	2

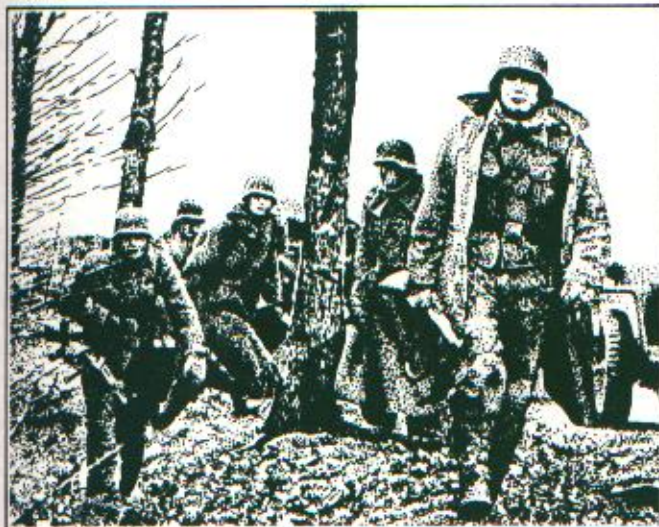
SPECIAL RULES

1. The River Nisava is deep, with a slow current to the north. A two-lane, wooden bridge extends from hex 7Q3 to 7Q10.
2. To represent the Italian-made 47mm AT guns, use the French 47mm counters shown.
3. All Yugoslavian units may utilize Hidden Initial Placement (42.).
4. The Yugoslavian MMG and AT guns may be Bore-Sighted (78.).
5. Neither side may intentionally set fires (102.2).

AFTERMATH: The bridge lay just beyond the grounds of the Vardar Tactical Training College, a military school of some repute. As the armor entered the grounds of the college, the lead tank was hit by shells from a pair of Italian-made AT guns manned by students. The tank blew up, blocking the gateway. Despite the courage of the infantry, who overran the enemy guns in the face of murderous fire, the Germans were unable to dislodge the cadets from the main building. A stalemate developed as the cadets—armed with a variety of weapons—defended the road to the bridge with surprising fanaticism. But they themselves were pinned down by the Germans, who had surrounded the school buildings. It was not until the early afternoon, when more armor and another German infantry battalion arrived to launch an assault from the north, that the surviving students surrendered. Teege's exhausted men could finally reach the water, and they had—throughout the contest—managed to keep the bridge intact. The professionals, though bloodied, had taught the students a lesson in tactics.

A MEETING OF PATROLS

SL Scenario A6



HOFEN, BELGIUM, December 26, 1944: In early December, the U.S. 47th Infantry Regiment was moved back to "Camp Elsenborn" for refit and final training of a large replacement cadre. But training and reorganization were still incomplete when the storm struck; on the afternoon of December 16th came confused reports of a terrifying German offensive in the V and VIII Corps sectors. The regiment, one of the few in reserve nearby, was immediately trucked to the vicinity of Eupen and assigned the role of preventing an enemy penetration past the lines held by the 38th Cavalry Squadron. Defensive positions were established along the Monschau-Hofen-Kalterherberg ridge. The 47th's battalions installed barbed and concertina wire, mines, booby traps and remote flares in front of their positions. And all company commanders instituted vigorous patrolling to counter anticipated enemy probes. On the morning of December 26th, one such patrol from Company L of the 3rd Battalion encountered a German force which had infiltrated during the night.

Board Configuration



13	5
----	---

VICTORY CONDITIONS

The first player to exit six Good Order squads and one unwounded leader off the board edge opposite his point of entry wins immediately. Should neither be able to do so, the scenario ends in a draw.

TURN RECORD CHART

First Move Randomly Determined (see SSR 2)

★1
☆

2

3

4

5

6

7

8

END



Elements of SS-Begleitbataillon "Luetzow" enter on Turn 1 on Hex 5GG6:



9-1	8-1	8-0	6-5-8	LMG 2-8 B12
-----	-----	-----	-------	-------------------

10

2



Elements of Company L, 47th Infantry Regiment, 9th Infantry Division enter on Turn 1 on Hex 5A6:



8-1	7-0	6-1	6-5-6	44a 8 1PP [4] X11+
-----	-----	-----	-------	--------------------------

12

2

SPECIAL RULES

1. Snow Rules (111.8), not deep, are in effect. All water and marsh hexes are considered frozen over (111.84).
2. Immediately prior to play, the German player must randomly determine, by a single die roll, which player moves first. A roll of "1-4" allows the German player first move; a roll of "5-6" allows the American player first move.
3. All German units are SS, and are equipped with snow smocks (114.2).

AFTERMATH: The American lieutenant in command of the patrol, one of the newly arrived 90-day wonders, had unwisely split his force when he became aware that there were enemy in the area. He then compounded his error by leading the main element of the patrol down a frozen stream where the advance scouts were ambushed and the little column fired on by SS troops hidden above. Luckily, the SS formation had been hastily thrown into the battle, and was consequently armed with a variety of weapons and thus unable to muster the normally high firepower of most Waffen SS units. The Americans took a number of casualties while frantically scrambling for cover. Total disaster was averted only when the other element of the patrol, led by an experienced sergeant, attacked the flank of the German force. With this, the SS troops faded away into the snow-clad forest. Quickly gathering their own dead and wounded, the GIs did likewise. And, it was discovered, the American lieutenant had paid for his inexperience; he had been killed on the stream during the first burst of fire.

GIVING IT YOUR BEST SHOT

A Checklist for Direct Fire in SL

By Ron Shirtz

"Aim for the hatches!" became the rallying cry of the German 37mm AT crews during the battle for France when they met the heavily-armored French Char Bs. In *SQUAD LEADER*, maintaining fire discipline for AFVs and guns while factoring the many DRMs can be as challenging. Does target type, range, movement, ammo depletion, etc., etc. all rattle in your mind like a "Crescendo of Doom"? Do you become "Cross" figuring out all those "Irons" in your fire? If you've made your MC for these puns, you truly belong to the grognards of the original *SQUAD LEADER* system. The decision of Avalon Hill to reprint the *SL* gamettes indicates there is still a strong attachment to the original game system, notwithstanding its crazy-quilt system of layering on more complex rules with each succeeding gamette.

The last gamette of the system, *G.I.: ANVIL OF VICTORY*, tried my faith though when I discovered that (along with a host of other rules) a new, revised system for the To Hit/To Kill procedure had been instituted. It was a much improved and realistic method, but required me to "unlearn" most of what I had struggled to master in the preceding gamettes over the years. So, in defense, I devised a checklist to help organize all the latest and pertinent rules concerning direct fire for AFVs and ordnance.

The checklist (facing page) was created to help in three ways: first, as a memory aid in utilizing the revised rules for direct fire; second, as a "paper computer" to assist in resolving such fire; and third, as a record to keep track of those firing units involved in combat. The "Direct Fire Checklist" covers those rules concerning direct fire combat involving AFVs and guns as provided in the *SL*, *COI*, *COD* and *GI* rules manuals, with the latter taking precedence. Due to space restrictions (I wanted it to fit on one page) the effects of Vehicle Bypass Movement (*COD* 112.) were left off. Also, the Supplement Rules contained in *CROSS OF IRON* have not been included, since most were revised and incorporated into the later rules manuals. The abbreviations in the checklist correspond with those found in the *GI* manual. [Those wishing to review the rules on the To Hit/To Kill procedure might wish to turn to Mr. Mishcon's "Comprehensive Index" found in last year's *ASL Annual*.]

From left to right, the checklist is divided into three columns. The first states the modifying action/situation that affects the unit firing and the unit being fired upon. The second column shows the resulting DRMs caused by this, a brief explanation of the rule concerning any major limitations/exceptions, and the rule reference number. In the situation of Case A and Case B, both DRMs have been placed side-by-side in the "DRM Modifier/Result" column for the purposes of conserving space. By no means are the rules referenced in this column meant to do anything more than "jog" the player's memory, helping him remember the basic concepts. For example, the "Smoke, White Phosphorus" entry requires that the player be well versed in the specifics, exceptions and modifiers of its effect on play. The main purpose of these entries on the "DRM Modifier/Result" column is to outline all the revised rules to encourage the gamer in using them to add greater realism to his play of *SQUAD LEADER*.

The last column (far right) provides space for recording up to five of the player's AFVs and/or Guns. It is here that the DRMs that apply are checked off under the firing unit as they occur. The

player then goes back and adds/subtracts the DRMs to obtain the required To Hit/To Kill value. Individual characteristics (such as BoreSighted Hex, One-Man Turret, Limbered Fire, etc.) would be circled or marked under the firing AFV/Gun as they apply. Lines in this column divided by "/" or "/" denote that two or more AFV characteristics may be written (such as "11/11" for the Gun Malfunction values of the main and secondary armament of a Grant, or "2/2/-" for bow, co-axial and AA MGs). A BoreSighted gun should have both the DRM and the hex-grid coordinate written in the appropriate box.

All the boxes that do not reflect the characteristics of the firing unit should be crossed out. This will assist the player to skip past those as he checks the DRMs during his To Hit/To Kill calculations. It may take some time during initial set-up to record these characteristics, but certainly saves some time during play.

Vertically, the checklist is organized into several major sections divided by thicker horizontal lines. The first section deals with special ordnance rules (such as Infantry Firepower Equivalent, Flame-thrower, Cannister and Vehicular MG) that do not invoke the To Hit procedure (save in the rare case where such DRM may affect their results on the IFT). The next deals with the DRM for the To Hit procedure, followed by a section that gives the possible outcome of certain select TH dice rolls (such as Critical Hit and Hit Location). To Hit dice

rolls that result in Ammo Depletion, Gun Malfunction, and so on for the firing AFV/Gun would be noted in that unit's column. Finally, there is the To Kill section, with again a section following describing possible results of the final TK dice roll that would affect the target or the firing AFV/Gun should it be subject to such a result.

The checklist should also be used by players prior to play to decide which To Hit/To Kill rules will be used for the scenario they have chosen. For instance, if both players agree not to use the To Hit Location rule during the game, this box would be crossed out on each of their sheets. In the case of the player who is the attacker, he would cross out the BoreSighted box on his sheet since this applies only to an established defensive unit.

I hope *SQUAD LEADER* players will find this checklist a boon in operating their AFVs and Guns, as well as encouraging them to use all the rules scattered among the four rulebooks that add greater realism to the action. I feel this checklist will also prove a useful aid to those less experienced or new to this marvelous game. While it will not take the place of intensive study required to become proficient in playing *SQUAD LEADER*, the "Direct Fire Checklist" might help them come to grips with the last revisions of the system without them having to learn, unlearn and relearn as each progresses through the "Programmed Instruction" of the scenarios. Good luck . . . and may all your shots "go down the hatch".

Squad Leader Direct Fire Checklist		Firing AFV/Gun			
Action/Situation:	DRM Modifier/Result:	HT (a)	HT (b)	HT (c)	HT (d)
Infantry Firepower Equivalent (IFE) and ROF	Case A & B affect HT DR, MG fire added (144.48)	4/7	1	10/18	1
Flamethrower if armaments	TH DRMs affect IFT, TK DR (144.47)(147.6)				
Vehicular MGs	FP 1/2 if move to new hex; Case A affects HT (144.5)	2/3/1	1/2/1	1	1
Cannister (ammo depletion # per counter)	12 FP 1/2 if AFV is moving HTs in 2nd hex (148.4)	C3			
BASE TH	Per To Hit Table 145.1				
Gun/Ammo type	Range, "L", LL, APDS, APCR, Smoke per TH table	75/39	26/11	40/1	1
Llimbered fire	Reduce range level by 1, ROF reduced to 1/103.31				
BoreSighted hex	-2 Case M (78.4)	1	1	-2/84	1
Firing outside CA	Bounced up (1MT)	+1 Case I (64.47)			
per hexide change, Case A	T (360° gun)	+1 +1 +1			
Firing in APH after changing CA in MPH, Case B	ST (2MT)	Case A (144.41)	+2 +1 +1 (144.41)	Case B (144.42)	+1
	NT (1MT, non-360° gun)	+3 +1 +1 (144.43)			+3
TST lines in APH after move into hexation, vehicle DF	+5, (+3 GyroStabilizer), Case G (135.51) (144.44)	+3 G			
Fire is pinned	+2 Case D (144.44)				
Fire within own hex at moving target	+2 Case E (144.45)				
Intensive fire	+2 Case F (78.2) Check listings for AFV limitations			No IF	

Example: Individual characteristics for an M3 Grant, Sherman Firefly and Bofors 40mm AA Gun have been entered. Note that the Bofors is BoreSighted at hex R4, and has "Llimbered Fire" and "Loss of Concealment" indicated as possible situations that could apply during the course of fire resolution. Crew survival and morale values for both the Grant and Firefly have been written in their respective boxes, with a "+1" in the AFV/Vehicle on Fire box for the Firefly due to its red Crew Survival rating.

Loss of concealment/HP for AT gun	IF TH 42 B (+167.2 table drms, 167.1-3)				
Missile hits vs. AFV's: IFT or 1/2 TH	For guns 40mm @less, ATRs, Roll 2 TK DRs (130.5)	3/7			
AP vs. Guns	Treat as Area fire with no gunshield drms (145.30.332)				
AP vs. Infantry in buildings	Area fire, KIA, GIs and -MCs = NMC +1 (134.12-13)				
Ammo depletion: HE/HEAT	Per HE, H depletion #	4	WE7/	1	1
Ammo depletion: AP/APDS or APCR	Per AP, D and A depletion #	1	D6/1	1	1
Ammo depletion: Smoke, White phosphorus	Per S, SM, WP depletion #	58/1	SM9/1	1	1
Ammo depletion: AFV guns of 150mm @ up	TH DR 11, 12 (84.9)				
Gun malfunction (Main and secondary armaments)	TH DR 12 (2 captured ord., intensive fire, per B)	11/11	12/1	12/1	1
BASE TO KILL ROLL (not for FT vs. CI, OT or AS; AFV's)	Per APHE Table (FT's 102.13)				
Armor fading (no effect vs. flamethrower 02.12)	Per front, side, rear, and turret armor fading DRMs				
Hull down armor DRMs	□ -1 ○ +1				
Height advantage	-1 closed topped, -3 open topped AFV's (77.3)				
Range penetration	AP/APDS/APCR: Case E: Use Case E and -2/ Case F	AP	APDS		
AFV/Vehicle on Fire	TK DRs 1/2 TK # (87.1), 1/2 TK # 1 if red CS #		+1		
Crew survival	Per CS # on counter	57	56		
Random immobilization (if not hull down and hull is hit)	TK DR = TK # vs. side, rear & utility, dr 4, 5, 6 (60.1)				
Shock, partial armor penetration	TK DR missed by 1, Crew MC (131)	7	7		
Sun, fire vs. exposed crew	Crew MC (86.44, 144.14), OT AFV's (144.1-13)	7	7		

Squad Leader Direct Fire Checklist			Firing AFV/Gun				
Action/Situation:		DRM Modifier/Result:					
Infantry Firepower Equivalent (IFE) and ROF		Case A & B affect IFT DR, MG fire added (144.46)	/	/	/	/	/
Flamethrower /Flameguns		TH DRM's affect IFT, TK DR. (144.47)/(147.6)					
Vehicular MG's		FP 1/2 if move to new hex. Case A affects IFT (144.5)	/	/	/	/	/
Canister (Ammo depletion # per counter)		12 FP 1/2 if AFV is moving. Hits in 2nd hex (148.4)					
BASE TH		Per To Hit Table 145.1					
Gun/Ammo type		Range, *, L, LL, APDS, APCR, Smoke per TH table.	/	/	/	/	/
Limbered fire		Reduce range level by 1, ROF reduced to 1 (103.31)					
Boresighted hex		-2 Case M (78.4)	/	/	/	/	/
Firing outside CA per hexside change, Case A	Buttoned up, (1MT)	+1 Case I (64.47)					
	T (360° gun):	Case A (+1 +1 +1)					
	ST (2MT):	Case A (144.41) +2 +1 +1 (144.414)					
	NT (1MT, non-360° gun):	Case A (144.41) +3 +1 +1 (144.413)					
Firing in AFPh after changing CA in MPh, Case B		Case B (144.42) +1					
T/ST fires in APPh after move into hex/motion, vehicle DF		+5, (+3 Gyrostabilizer) Case C (135.5) / (144.43)					
Firer is pinned		+2 Case D (144.44)					
Fire within own hex at moving target		+2 Case E (144.45)					
Intensive fire		+2 Case F (70.2) Check listings for AFV limitations.					
Deliberate immobilization		+3 Side/Belly, +5 Rear Case G (66.2)					
Captured ordinance		+2, B# -2; use Red TH #'s Case H (90.13)					
Moving vehicle (DF or Motion target)		+2 Case J ¹ (135.3)					
Moving infantry not using Assault Movement		-1 Case J ² (145.1)					
Moving infantry in Open		-1, (-2 hazardous movement, 142.7) Case J ³					
Concealed		+2 (rain, snow 6+range; 111.44,53) area fire, Case K					
Adjacent		-2, (-1 if 2 hexes away) Case L					
Acquired		-1 per fire phase, maximum of -2, Case N (69.1)					
Using 1 or less MP's or MF's in firer's LOS		+1 Case O (69.8)					
Using 3 or less MP's in firer's LOS		+1 Case P (69.8)					
Target Size (vehicles, buildings/bridges)		Per vehicular counter (64.6) Case Q. Bldgs. (145.4)					
Terrain in target hex		Per TEM, Case R.					
Target (Gun) is emplaced		+2 (145.3)					
Gun in transit, not emplaced; Gun size ≤ 40mm or less:		+2 (145.31) Treat as vehicle type target. (107.2-23)					
Gun size ≥ 40mm but not 'V':		+1 " "					
Gun size 'V':		0 " "					
Smoke, White phosphorus		Per dr affecting LOS. (24.6, 148.5-66)					
LOS crosses vehicle/wreck same level/cont.slope		+1 TH or IFT per hex. (exc. +2 size vehicles) (144.2)					
FINAL TO HIT DR:							
Possible AP critical hit - TH DR 2 and:		dr 1 or < 1/2 TH # (68.1) = -1 AFV rear w/armor DRM					
HE critical hit - TH DR 2 and:		If TH # needed is 8 (145.6) = TEMs reversed (109.4)					
Possible HE critical hit - TH DR 2 and:		If TH # needed is ≤ 7 (or bldg.) 2 + dr 1 or ≤ 1/2 TH #					
Hit location (130.1-4) Turret (Underbelly- 144.6):		DR colored die > white die. (+ CH for underbelly hit)					
Hulldown (145.2, limitations- 77.2):		DR colored die ≥ white die to hit HD turret or CH.					
Hull:		DR colored die < white die, Random Immobilization.					
Loss of concealment/HIP for AT gun		If TH # ≥ 6 (+ 167.2 table dr m's. 167.1-3)					
Multiple hits vs. AFV's: If DR ≤ 1/2 TH #,		For guns 40mm @ less, ATR's. Roll 2 TK DR's (130.5)					
AP vs. Guns		Treat as Area fire with no gunshield dr m. (145.32,332)					
AP vs. infantry in buildings		Area fire. KIA, CH's and - MC's = NMC +1. (134.12-13)					
Ammo depletion: HE/HEAT		Per HE, H depletion #	/	/	/	/	/
Ammo depletion: AP/APDS or APCR		Per AP, D and A depletion #	/	/	/	/	/
Ammo depletion: Smoke, White phosphorus		Per S, SM, WP depletion #	/	/	/	/	/
Ammo depletion: AFV guns of 150mm @ up		TH DR 11, 12 (64.9)					
Gun malfunction (Main and secondary armament)		TH DR 12 (-2 captured ord., intensive fire, per B #)	/	/	/	/	/
BASE TO KILL ROLL (x2 for FT vs. CE, OT or Adj. AFV's)		Per AP/HE Table (FT's 102.13)					
Armor facing (no effect vs. flamethrower 102.12)		Per front, side, rear, and turret armor facing DRM's.					
Hull down armor DRM's		□ -1 ○ +1					
Height advantage		-1 closed topped, -3 open topped AFV's. (77.3)					
Range penetration AP/APDS/APCR:		Case E/ Use Case E and -2/ Case F.					
FINAL TK ROLL:							
AFV/Vehicle on Fire		TK DR's 1/2 TK # (67.1), 1/2 TK# + 1 if red CS #.					
Crew survival		Per CS # on counter.					
Random immobilization (if not hull down and hull is hit)		TK DR = TK# vs. side, rear & u/belly. dr 4,5,6. (66.1)					
Shock, partial armor penetration		TK DR missed by 1, Crew MC. (131)					
Stun, fire vs. exposed crew		Crew MC, (66.44,144.14). OT AFV's (144.1-13)					

CONTEST IN THE CLOUDS

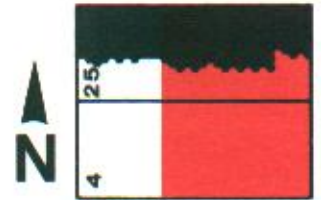


ASL SCENARIO A23



PLATEAU GLIERES, FRANCE, 26 March 1944: Early in 1944, to escape a Vichy dragnet, hundreds of Maquis took refuge on the imposing Glieres Plateau, a natural citadel in the Alps protected by sheer cliffs and accessible only along narrow, twisting footpaths. The Maquis soon found themselves under siege by the Milice and Gardes Mobiles. They managed to beat back the first attack on 20 March. There followed several small, unimaginative probing attacks by the Vichy troops. Finally on 26 March, the Germans, tired of waiting for results, decided to take a hand in a new assault on the plateau. The battle opened at dawn with a protracted artillery and Luftwaffe bombardment of the Maquis' positions. While some 500 Milice stormed one side, skilled German Alpine troops began clambering up the steeper approaches.

BOARD CONFIGURATION:



(only hexrows L-GG are playable)

BALANCE:

- ⊖ Shorten Game Length to 7 Turns.
- + Partisan units are *not* Fanatic (see SSR 4).

VICTORY CONDITIONS: At game end, the German must have more unbroken squads (or equivalents) on Level 4 hexes than the Partisan.

TURN RECORD CHART

⊙ PARTISAN Sets Up First	1	2	3	4	5	6	7	8	END
⊙ PARTISAN Moves First									

Elements of Theodore Morel's Maquis Battalion [ELR: 5] set up on hill hexes on board 25: {SAN: 5}

 5-2-7	 3-3-7	 8-1	 8-1	 8-0	 7-0	 5-12	 2-7	?	 7 mines	 OVR, OGA: +4 Other: +2
7	9					4	14	24 factors	10	

Elements of Gebirgsjaeger Regiment 144, Reserve Division 157 [ELR: 4] set up on board 4: {SAN: 2}

 4-6-8	 5-4-8	 8-2	 8-1	 8-0	 7-0	 7-18	 5-12	 3-8
12	5	2	2			2	6	

SPECIAL RULES:

1. Weather is Ground Snow (E3.72) with Wet EC and no wind at start.
2. All roads are Tracks (F9.1). The bridges along the tracks are considered wooden foot bridges; such a bridge has the capacity and TEM as given for a pontoon foot bridge (B6.44) but may be Kindled (B6.331 & B6.5).
3. All non-gully, non-road hill Crest hexsides are considered cliff hexsides (B11.1); the highest hill depiction of each such hex bordered by a Crest hexside is considered to extend to the hexside [EX: hex 25M9 is considered completely covered by level 3 hill artwork]. All scrub hexes are woods, and Inherent Terrain (B.6).
4. All Partisans are Fanatic (A10.8). All Partisan units, and SW in the initial Partisan OB, suffer from Ammunition Shortage (A19.131).
5. 5-2-7 squads (and their half-squads) retain their printed Strength Factor [EX: treat their morale # as underlined] and Broken morale level, but otherwise are treated as Partisans in every way (including Replacement by two 2-2-7 HS for exceeding ELR). Partisans may neither Deploy [EX: A20.5]

nor form multi-Location FG. The Partisans use British LMG; SW captured-use penalties apply only when using German SW (including the MMG in the partisan's original OB).

6. German units, being trained Alpine troops, are considered Commandos (H1.24, B11.433) despite their ELR of 4.

7. Board 25 is subject to a pre-game Bombardment (C1.8).

AFTERMATH: Despite losses, the German assault from this unexpected avenue made progress and a foothold on the peak was gained. Some sharp fighting took place around the newly-won German positions, as they sought to expand their hold and the partisans sought to shove them back. Drawn by the combat, partisans from other parts of the plateau appeared—but in the process so weakened their lines that the French Milice were also able to battle their way onto the heights. The bitter fighting continued throughout the day. Finally, the partisan leadership realized that they lacked the manpower and resources to hold the plateau against such odds, and ordered the survivors to fight their way out that night. Of the 458 Maquis on the Glieres at dawn, only 42 were killed in the battle and subsequent retreat. But 83 more were captured and eventually executed.

WAR IN THE SHADOWS

The Partisans in ASL

By Charles Markuss

Partisan warfare is largely neglected in simulations of World War Two; but thanks to the *PARTISAN* module, this fascinating dimension of combat can now be recreated on the tactical level. This article attempts to set the scene for scenarios featuring them by providing an overview of the partisans' war, with a look at their peculiar abilities (in terms of ASL). Their story is rarely told, except in the romanticized way of movies and novels, whose Robin Hood characters can even find time for weddings under trees and helping lost missionaries. In reality, where male and female partisans operated together, persistent violations of the strict celibacy rules were usually punishable by death. And as for aiding wandering priests, well . . .

For the purposes of this article, we must distinguish between "partisan" warfare on the one hand and "resistance" on the other. In practice, the two merge together since the former is merely one ingredient of the latter. But, for ASL, "partisan" warfare is deemed to be armed resistance in the narrowest military context—i.e., combat by paramilitary formations against the enemy's military or security forces. "Resistance" is taken to mean all those other activities undertaken against the occupying enemy, ranging from the production and distribution of "subversive" literature, defacing enemy propaganda and recruiting posters, gathering and dispatching vital intelligence, assisting escaping Allied POWs and others attempting to flee, to acts of sabotage, assassination, and similar mischief-making that falls short of actually engaging the enemy in combat on an organized scale. In certain cases, of course, some of this "resistance" could be simulated on the level of ASL (for example, the ambush of German SS General Heydrich by London-controlled Czech patriots, or the attack on the Soviet General Vatutin by partisans of the Ukrainian Insurgent Army). But these, and other less violent acts, need not concern us here. This is no reflection on their individual importance to the course of the war, but rather a question of their relevance to "partisans" in ASL.

Partisan activity is, to coin a phrase, as old as the hills. The earliest surviving account of it dates from the year 15 BC, when the Hittite king Mursilius complained that hostile irregulars only dared attack his forces at night (i.e., on terms favorable to them). There are also biblical references to guerrilla tactics being used by Gideon and by David, while history abounds with records (or legends of varying authenticity) of such activity (for example: by Hereward le Wake in Norman England, by William Wallace in medieval Scotland, and then by Owen Glyndwr in Wales, by the 14th century Swiss and their descendants). More recent instances include the forces of Francis Marion and Thomas Sumter in the War of Independence, the Portuguese and Spanish and Russian partisans during the Napoleonic wars (the Spaniards coined the term "guerrilla"), the Civil War-spawned John Hunt Morgan and John S. Mosby and William Quantrill, the hard-riding Boer commandoes (a war which first brought the soon infamous policies "scorched earth" and "concentration camps" to the military mind), the exploits of T.E. Lawrence "of Arabia" and the more obscure Kosta Pecanac in western Serbia during the Great War, and more recently the deeds of Mao Tse Tung. Certainly both Lawrence and Mao achieved considerable fame and influence from their writings on the subject, although the credit for producing the first major published work on the subject belongs

to the French officers Grandmaison and de la Croix. Indeed, it can be argued that both Lawrence's and Mao's own exploits have been exaggerated (the pen is mightier than the sword after all). Certainly Lawrence was not in the same league, when it came to practicing guerrilla warfare, as the German Lettow-Vorbeck (who ran rings round the Allies in German East Africa during WWI and was never defeated before the Armistice). And when it came to fighting the Japanese invaders, at least, Mao's reputation also appears to be at variance with the facts.

Whatever the historical achievements of the partisan soldier or leader, he has never been popular with (or respected by) the regular soldiers—even by his own allies. While General Eisenhower paid tribute to the French resistance, General Montgomery showed no interest in nor respect for them (doubtless remembering his own handiwork against Irish insurgents during the 1920s). British liaison officers in France thought 90% of the partisans had merely joined to avoid the Germans rather than to fight them. New Zealand troops in Italy were initially scathing in reports on the partisans operating there.

Events were to show that these were over-hasty assessments. British commandos deployed on raids against German-held island garrisons in the Aegean and on the Yugoslav mainland fought alongside the partisans and came to admire their stamina, toughness, and ability to move skillfully at night. The Soviet view of the partisans depends completely on whose side the guerrillas fought; many partisans in Russia and the Baltic states fought against the Soviets, while those in the Ukraine fought the Germans and the Soviets with equal enthusiasm. The Ukrainian partisans were not crushed by the Soviets until 1950, the Lithuanians not until 1952. The Polish "Home Army" also traded shots with the Russians at times, and all the Polish guerrillas of whatever political persuasion were either suppressed or forcibly absorbed into the Red Army as it moved westwards. Stalin once taunted the leader of Yugoslavia's communist partisans, Josip Broz (alias "Tito"), about their inexperience as soldiers, yet was horrified by their extremism and over-zealousness. Before the hostilities, Stalin himself had been reluctant to approve plans for any Soviet guerrilla warfare in the event of conflict with Germany, probably because of the threat that these forces might pose to his regime and long-term interests once proven successful.

Certainly some of the disdain that leaders of the Western armed forces felt for partisans stemmed from arrogance and the feeling that these scruffy quasi-soldiers were inferior and unwanted rivals, with often distasteful political views, and were, after all, "just civilians". The British Chief of Air Staff, Sir Charles Portal, probably spoke for many when he said in February 1941 that "the dropping of men dressed in civilian clothes for the purpose of attempting to kill members of the opposing forces is not an operation with which [the RAF] should be associated." He tried (in vain) to make agents wear military uniforms. (Ironically, Portal was one of the architects of Britain's controversial "area bombing" policy.) But while many Allied officers criticized the inefficiency of partisans, their own regular soldiers sometimes made bigger blunders. Many British SAS personnel sent into France in 1944 had no battle experience, carried only .45 calibre pistols, and adopted a careless, high-profile posture which led to most being captured alive by the Germans.

So much for the "experts" in irregular warfare. Now let's look at the practitioners.



LEADERSHIP

The partisan Leader Generation number of "7" is among the worst of any force represented in ASL to date; only the Soviets, Italians and Finns are inferior. The partisans were generally burdened with poor tactical leadership for various reasons.

Firstly, the often highly political nature of resistance organizations usually had a hand. Most (but not all) of the more effective groups were communist: Tito's AVNOJ, the French FTP, the Italian CLNAI and, of course, those on the Eastern Front operating as an appendage of the Red Army. On the other hand, most regular army officers outside the USSR were traditionally conservative or believed strongly that armed forces should be politically inert. As a result, good leaders with previous military experience hardly flocked to join the partisans, wherever located. If anything, they were as often as not likely to support the right-wing (i.e., fascist) cause, or at least maintain an ambivalent "neutral" position (usually, sullen hostility). There were undoubtedly able leaders among the Soviet partisans (despite the Red Army's desperate shortage of such men generally), and the horrendous casualty-rates among junior officers did not affect the partisans quite so much since they were usually less exposed to the full German military might, so more were able to survive to become experienced tactical commanders. By the end of 1941, the three-to-four hundred thousand Red Army stragglers behind German lines provided a pool of experienced leaders, but there was an unfortunate tendency to favor the politically reliable and obedient types. In other regions, the successful leaders tended to be the more determined and ruthless archetypes. As "failure" or disobedience usually meant death at the hands of one side or the other, the environment of the occupied areas ensured that partisan leaders put their own interests (survival, and prestige) above that of their men. This did little to weld leaders and men into a supportive unit.

Secondly, because the difference between plain banditry and guerrilla warfare was subtle (if not totally absent) in areas like Greece, Yugoslavia, Albania, parts of France and Italy, and even in Russia, legions of high-caliber recruits (those who would become officers and NCOs in regular forces) were not won over to it. In many parts of the Balkans, there was actually a long tradition of resorting to banditry when times were hard. The French FTP alienated large sections of French society through its ruthlessness towards alleged "collaborators"; they certainly had too few leaders

with any previous experience of command and were probably typical of most partisan "armies". Excesses were too often the norm for the guerrilla forces, none of which boosted the image of the partisans in the eyes of the conservative and traditionalist elements that were a rich potential pool of good leaders. To these, the Axis occupation was often the lesser of two evils (especially where the perceived alternative was Communism). Consequently, large segments of society shied away from the armed partisans, since joining them promised no tangible gains but merely risked the loss of too much that was too precious. Better to channel one's resistance into more palatable courses of action.

Thirdly, those regular or specially-recruited officers sent to assist the guerrillas were too scarce, untrained, and often lacking in the peculiar qualities that were needed to command men in this ruthless type of warfare however good they may have been as explosives experts, instructors, linguists or spies. Although the Soviets apparently set up some 15 training centers for partisan leaders and their staffs around Voronezh (behind the German lines) alone, dwelling on the finer points of infantry tactics was not, we can be sure, on the curriculum. Certainly British agents rarely attempted to lead partisans in action, and only ever used their own weapons in self-defense. What leadership the partisans enjoyed in combat situations had to come from their own ranks.

Fourthly, there was the deliberate policy on the part of occupying powers to try to eradicate potential resistance by killing or imprisoning proven enemy leaders, and this further depleted the available pool of leadership material for the partisans. Both the Axis powers and the Soviets dealt with the intelligentsia of occupied territory in this manner (and even cooperated for a time, in the case of Poland). Of course, the western European powers did the same in their Southeast Asian colonies before the war to curb the rising nationalistic sentiments there. In some cases, they then tried to repair the damage at the 11th hour to combat the Japanese, but by then it was often too late; the Japanese were, naturally, keen to keep such potential guerrilla leaders behind the bars where the democracies had placed them.

Fifthly, those individuals who did become partisan combat leaders often owed their position to their political skills within the party hierarchy, or simply to their own luck in surviving the initial fighting in their lands. Such men were not necessarily the best leaders when the shooting started. But the partisan organizations took what they could get in the way of recruits. Then there were the competing organizations. The factionalism (outside Russia at least) so common among the rival partisan groups hardly made for the efficient pooling of human resources.

Lastly, all these problems of effective leadership were compounded by the shortage, if not total absence, of radios; there was no safe, quick and reliable means of communication. In mid-1942, just 10% of the Soviet partisan bands were in radio contact with the Soviet High Command, and by 1944 it was still only about 45%. It is safe to assume that at the lower, tactical levels the partisans used crude and dangerous methods. An example of how this affected leadership can be shown by the large number of Polish insurgents killed while attacking the Okęcie airfield near Warsaw in August 1944. Recall orders failed to arrive in time to stop some understrength formations from attacking alone without the planned support of other units which were delayed en route. When the countermarching orders did arrive, even more partisans were lost in the ensuing confusion.

In the final summation, it may be that the LG number, and quality of leadership in published scenarios, for the partisans may even be higher than justified.



MANPOWER

Although partisan "squads" are, typically, represented by the 3-3-7 counters, some *ASL* scenarios have used the 5-2-7 Soviet squad type to represent the "elite" partisans with the pick of the weapons (automatic, presumably). Mostly, however, only 3-3-7 MMC will be deployed onboard. The partisans' low firepower is a symptom of three characteristic shortcomings: equipment, ammunition, training.

Despite the portrayal of partisans in wartime propaganda as armed to the teeth (bent double under the weight of weapons and belts of ammunition wrapped around them), they were usually anything but. Initially, most weapons came from the flotsam of defeated regular forces, themselves equipped with largely obsolete weapons. The bulk of the early partisan TO&E was made up of bolt-action rifles of 1914 vintage that had escaped the round-up by victorious Axis forces. Those supplied by the partisans' allies and those captured (gradually) from their enemies were often cast-offs too. Although Tito believed that "if you need something, go out on the road and get it from the Germans", his own forces could not meet all their needs from this source and eventually manufactured some of their own weaponry in a factory at Uzice. The Polish Home Army (despite making some weapons right under the noses of the Germans) had to send some of its troops into battle during the Warsaw Uprising without firearms; they were to take captured weapons or those of fallen comrades. Indeed, the Poles even made grenades from explosives salvaged from unexploded bombs, shells and "Goliaths". When officers in Burma belatedly organized partisan forces among the hill tribesmen to fight the Japanese, their only weapons were a few Italian rifles captured by Britain in North Africa, and the local blowpipes, bows and crossbows. The partisans of Europe also received captured Italian stocks in 1942-43 because the British War Office refused to release anything better.

The 3-3-7 squads represent men armed with these scrapings from the military barrel, while the 5-2-7s depict the more fortunate armed with "cheap and nasty" weapons like the British Sten or its foreign equivalents. The British did eventually drop vast numbers of these automatics to the partisan forces they supported, primarily because they were cheap (about 16 times less expensive than the US-made Thompson SMG) and because they could use Axis-made ammunition. The Sten was the ideal partisan weapon, being easy to conceal, operate and maintain (to the extent that the Danish resistance, the Chinese and even the Germans made copies), but the SMG lacked range. And the Sten, despite all, was in constant short supply. Although the French partisans received almost 76000 of these (plus 27025 pistols, 9420 rifles, 2538 Bren LMGs, 285660 grenades, and 183 tons of explosives) before D-Day, the bulk of their half-million partisan fighters carried just two grenades and a Model 1914 French army rifle each.

Another reason for the low firepower factors of the partisans is the fact that they were generally very short of ammunition. All partisan formations

experienced logistical problems, for there were few regular supplies to amass large stockpiles or replace those captured by the enemy. Too, transport for ammunition was scarce, unreliable and dangerous. Most of what was used in combat was carried by the soldiers themselves. Despite all the Allied airdrops before D-Day, the French partisans suffered a chronic shortage of munitions because so much had to be left unrecovered (or had fallen into German hands). Upon rising in Paris, most of the FFI troopers had just one magazine of SMG ammunition. The Polish insurgents began the Warsaw Rising with just three days supply of ammunition (but in the event they fought on for 63 days) since the condition of their secret caches of 1939 had deteriorated considerably by 1944. Elsewhere, in Russia, the partisans' need to remain mobile and undetected cancelled out whatever logistical support that the Red Air Force could offer, and there is no reason to suppose (despite propaganda) that shortages were any less severe.

Third, a lack of firearms training aggravated the ammunition shortages and caused other troubles. All partisans wasted ammunition, and led one French commander to complain that his men shot too much, without aiming, and often without even a target. Shooting from the shoulder was not practised and weapons were fired well beyond their effective ranges, even though ammunition was scarce. Although the French FTP in the region of Tulle (scene of Scenarios #27 and '89-D1) had received a flood of weaponry from the Allies in the first six months of 1944 (compared to the trickle sent previously), they had no instructors so training was by trial and error. It proved to be expensive in lives and resources, and obviously inefficient. Even allowing for the ammunition shortages, live firing practice was understandably difficult (if not impossible) in many areas due to the dangers of discovery. Many, if not most, partisans learned to shoot only against a live (enemy) target rather than by more conventional and safe methods. Inevitably, many casualties were caused by inexperience (unwittingly getting in the line of "friendly" fire or by using the wrong drill when using explosives or grenades); the attack on Tulle is a prime example.

The generally poor weapons training apart, the miserable range factors of the partisan MMC in *ASL* stems from poor or non-existent tactical leadership, little or no unit cohesion, and an over-zealousness based on an ignorance of their own shortcomings. The absence of communications of the type available to most regular troops merely compounded these weaknesses and made coordinated maneuvers impossible (or at least hazardous). The partisan leaders often displayed a marked lack of confidence in overcoming such foul-ups, and this too tended to adversely affect their performance. T.E. Lawrence observed that "guerrilla warfare is far more intellectual than a bayonet charge"; the partisans learned this the hard way. Their fire discipline was so poor that their best and most common tactical advantage—surprise—was often thrown away (according to British ex-soldiers who liaised with French partisans). The success of the Warsaw Rising was partly compromised by some Polish troops opening fire well before the planned time and by foolishly attacking German strongpoints in broad daylight. British officers fighting alongside the Yugoslav partisans also observed that they would shoot at any Germans whatever the range, rather than wait to lure them closer; in ambushes, the Yugoslavs showed "an irritating lack of restraint". However, the Poles in Warsaw eventually adopted a painfully-acquired fire discipline due to their dire ammunition shortages, and the British would come to praise the skill of the Yugoslav partisans in their determined night assaults.

Even in Russia, most of the partisan troops had little or no previous military experience. Early in the fight, most Soviet partisans were Red Army

stragglers; but thereafter their replacements mostly came from the peasantry. By the summer of 1942, 60% of Soviet partisans were ex-Red Army men, but a year later the figure was only 40% while the number of peasant draftees (or other unwilling "volunteers") increased in proportion to a peak of 80%. In such circumstances, training was fairly basic (where there was any) and military skills were learned the hard way—by survival. Lastly, individual initiative was not a strong point among the partisans, since the organizations could not afford to be too fussy about the quality of available recruits nor take pains to train them. Strict obedience, as the lesser of two evils, was therefore mandatory. The Soviet partisans, increasingly dependent on unwilling draftees in an already regimented social order, were kept under close supervision and any signs of unreliability earned the offender a bullet in the head and the massacre of his family. Even trivial misdemeanors could be fatal, and such an environment did nothing to encourage personal initiative, much less tactical élan.

With an unbroken Morale level of "7" and a Rally number of "6", the partisans of ASL do quite well under fire, and compare favorably with most regular troops. This can be explained by their superior level of motivation (especially when facing rear-area 2nd-rate security troops), their political convictions, and their great hatred for the foe—the latter often fueled by an escalating spiral of reprisals on both sides. In addition, the chances of survival if captured were abysmal (most of the time, neither would accommodate prisoners beyond those few needed for interrogation or to act as guides/informers). This obviously hardened the resolve of even the most unwilling recruit under fire, as well as explaining the partisans' specific inclusion in the Massacre rules (A20.4) and why they never surrender by the RtPh method. On the Eastern Front, however, the partisan organizations gradually came to go to great lengths to persuade non-German Axis security troops to change sides.

However, the morale of the partisans, for all their fervor, was fragile; and the Rally number reflects this. Their lack of military experience meant that their eagerness to fight and settle old scores was not tempered by the caution that comes through training. They usually displayed the inherent human optimism before battle (i.e., thinking only about what they were about to do to the enemy rather than contemplating what they might receive in return). Add to this their frequently poor intelligence of enemy abilities and it is not surprising that the baptism of fire was often traumatic. Lacking the psychological hardening that regular troops undergo, their reluctance (in relative terms) to rally is understandable. As partisans had little hope of winning any stand-up fight against seasoned soldiers, they displayed a marked preference for withdrawal, even on a personal level, especially as their greater knowledge of the terrain gave them an advantage over any pursuers.

The niggardly allocation of support weapons to the partisans in ASL, especially the heavier equipment, is obviously somewhat stereotyped, albeit necessary to capture the "feel" of irregular warfare. There were certainly exceptions. The Yugoslavians received generous Allied air, ground and naval support at times, as well as their own armored cars and light tanks from the British, but by then Tito's army was operating almost like regular troops (in what Mao identified as the third and last stage of guerrilla war). Some Soviet partisan formations also had a number of tanks or heavy guns at some point, especially in the early months when there were plenty of left-overs littering western Russia in the wake of the panzers. Some Greek and Yugoslav partisan bands acquired tanks, mortars and field guns (complete with crews) after Italy sued for peace. But for the most part, the partisans possessed neither the requisite training, logistics nor transport

to deploy heavy weapons effectively, and their possession was of dubious benefit due to the partisan need for mobility and concealment. As such, heavy weapons were an additional tactical liability that merely increased the hazards already faced.

The benefits of "Stealth" and the "+1" Night Recon drmm given to the partisans in ASL are reflections of their eagerness to come to grips with the enemy in close combat, demanded by their poor firearms training and indifferent weapons. Partisans were particularly active at night, and their usual familiarity with the local terrain (together with their need for surprise and concealment) explains why they are given these particular benefits in the game system. Weak firepower might encourage stacking or use of fire-groups where allowed, but the partisan's fragile rally factor make stacking unwise, while the creation of fire-groups is easier said than done. Despite this, they are handicapped in ASL's DYO system by their relatively high BPVs. Although their ELR of "5" does mitigate this to some extent, as does the fact they cannot be "Disrupted", those players who only ever play to win will avoid using them I expect. What a mistake.



ACHIEVEMENTS

Because of the extent of the subject, we must confine ourselves to a brief overview of the accomplishments of the partisans in World War Two. Despite the use of guerrilla tactics throughout history, there was little expectation that such activity would play any part in a future conflict before the war began (probably because of the loud and over-optimistic claims of the airpower theorists and the more solid example of the *blitzkrieg*). Even today, the precise contribution made by the partisan movements to the defeat of the Axis is open to debate, though most historians agree that the claims made by the partisans as to the damage and the casualties that they inflicted on the enemy "are often ridiculously high". The same can be said for their alleged numbers. Soviet partisans in the Orel region claimed to have killed 167835 Germans, whereas the total number of Axis soldiers killed in all of Russia by partisan activity was about 35000 (of whom no more than half were German). Soviet sources also claim that by the winter of 1941-42 some 90000 partisans active, but the true number is nearer 30000. The Soviets later claimed the partisans to have been the "Fourth Arm" in their eventual victory. But actually the partisans were founded on bands of stragglers, deserters and others who wished only to survive rather than fight the Germans or rejoin the Red Army. Until German behaviour towards the civilian population crystalized opinion, these bands were usually merely bandits. Tito's partisan propagandists claimed that in early 1942 he faced 616000 enemy troops (rising to 830000 later that year), of whom they killed 450000. In reality, the total Axis strength in the whole of the southeast Balkans never exceeded 467000, and many of these were never in Yugoslavia, much less died there. There were actually more German troops in Norway (thanks to Allied deception) than were ever used against the Russian and

Yugoslav partisans combined. But the claims of the guerrillas grew in the telling in an environment where detailed, critical and objective analysis was impractical (even undesirable), and where any kind of "evidence" of success was essential for continued support from skeptical and cynical governments and the local population. Axis security forces also had a vested interest in magnifying the threat, and suffered similar problems when compiling estimates of enemy strength or the success of anti-partisan operations. Attempts to evaluate such claims were not made until the mid-1950s, by which time myths had become "facts".

All this aside, attacks on the Axis railway network were probably the most obvious of partisan activities. The importance of the railroads to Axis logistics lay in the fact that whereas rail transport demanded only coal and iron (both in plentiful supply in Europe), road transport needed oil and rubber (both being scarce). Just one double-track rail route equalled the carrying capacity of 1600 trucks built to 1939 technology, and over distances exceeding 200 miles the railway was more efficient on all counts (demanding just 20% of the fuel, 10% of the land, and one-seventh of the personnel). Nazi Germany had little choice but to rely heavily on the railways, especially as the attrition rate for trucks was as much as 50% even on Poland's relatively good road conditions. In Russia the effective range of road transport was just 60 miles.

Road transport could not hope to meet the logistical needs of the Axis military, so great pains were taken to protect the railways from partisan attack. The ground on both sides of the tracks was cleared of tress and undergrowth to a distance varying from 400 yards to nine miles, and "unnecessary" buildings were leveled. Isolated sentry boxes gave way to a system of strongpoints containing small fortresses on tall towers. German security battalions were each responsible for guarding 62 miles of track with, at the lowest level, four men to patrol every 1.5 miles; the rest of the battalion constituted a mobile "fire brigade" reserve. Empty cars filled with sand were coupled ahead of locomotives to detonate prematurely explosives (which the Soviet partisans countered by using remote-control charges), while in Greece and Yugoslavia hostages replaced the cargo of sand. It became policy to dispatch trains in convoy so as to be mutually supporting, and all trains carried heavily-armed troops. Special trains, some armored, patrolled the railways carrying cavalry and obsolete light AFVs to pursue any partisans located, while infantry patrols swept the ground astride the rails.

The resources expended on Axis security measures were considerable, and the fight to keep the trains rolling was compounded by the generally poor state of the eastern (especially the Soviet) railway system. While most of Europe used "standard" gauge (4 foot, 8.5 inches), the Soviet lines were a five-foot gauge. (Readers familiar with the headaches that mixed gauges caused the Confederacy in the Civil War can appreciate the disruption that transshipment caused the Germans.) So the Axis attempted to convert all the captured lines to standard gauge, but this only made things worse. Innumerable problems—ranging from the fact that Soviet rails were lighter and could bear only a 17-ton axle load (as compared to the European 24-ton), to the fact that water points were farther apart in Russia due to Soviet locomotives having a greater water tank than European engines, to inferior local fuels, to the destruction of signalling and other equipment by both military action and the dreadful Russian winter—plagued the German transport authorities. Further, the German railway construction battalions followed poor policies that put quantity (track mileage) before quality (coal/water facilities, workshops, depots, roundhouses, etc.). And they overlooked the fact that rebuilt double-tracked routes could carry more traffic than two separate single-track lines

(since the problem of "passing" trains is eliminated). Unfortunately, only about 25% of western Russia's trackage was doubled, and even here poor trackbed limited speeds to an average of but 20 mph.

Given all these handicaps, one can be forgiven for thinking that the partisans played havoc with the Axis railways and made a significant contribution to the outcome of the fighting. They certainly claimed to have done so, alleging some half-million operations undertaken against Axis railways (whereas the Germans were aware of only 200,000). The partisans claimed that throughout all of Europe some 15,000 German-operated locomotives were destroyed, but the Germans ended the war with more engines than they had started (building some 12,962) so this claim appears dubious. Some sources claim that the partisan attacks on Axis railways had a significant military effect. As an example, they held up the "Battle of the Rails" that preceded the 1943 Kursk offensive. However, more recent research indicates that, despite a massive intensification of partisan attacks on Axis communications in the Kursk/Orel region, the Soviet plan to sever the links of the 2nd Panzer and 9th armies failed. Large amounts of explosives were certainly used, but the secondary routes were destroyed rather than the vital primary rail lines. Axis energy and resourcefulness kept the trains running sufficiently well to minimize the effects of the damage caused by the partisans.

In France, too, there were great hopes that the partisans could help prevent the speedy transportation of German reinforcements and supplies to the site of the Allied landings. Certainly the *résistants* played their part, but the most valuable saboteurs were the French railway workers themselves. Their expert knowledge of bottle-necks enabled them to achieve better results than either the partisans or the Allied air-raids, whose explosives often did more harm than good. Tampering with a locomotive turntable, for example, delayed dozens of locomotives in a roundhouse; "adjusting" an engine's lubricants let it do immense untraceable damage to itself; gelatine in the water supply or abrasives in axle-boxes were economic ways to render equipment useless after a little running. Despite some 960 attacks by French partisans on the railways in the week after D-Day, Allied plans for them were only partly successful. The Germans managed to keep some trains running on important routes in spite of all the efforts of the Allied air forces and the resistance. Perhaps the greatest contribution made by French partisans was to goad the German Command into a misguided attempt to stop resistance activity by conducting brutal reprisals and, in so doing, delay the dispatch of the 2nd SS Panzer Division to Normandy for some 10 days.

Western Europe as a whole saw little partisan activity due to the sort of geographical limitations that also confined it to but certain areas on the Eastern Front. The absence of suitable terrain, the high level of urbanization, the proximity and concentration of Axis forces, and the relatively less-brutal behavior of the occupiers all robbed the resistance movements of the opportunity and support they needed to operate on a large-scale until after D-Day, when German reprisals did begin. In France there were few remote, heavily-wooded regions, so the partisans tended to congregate in the "havens" of the Massif Central, or even in upper Italy. But they were vulnerable here to German operations, such as those in March and June/July 1944, which cost them dear. And these areas were badly situated for launching raids on German communications and installations in any case. Prior to May 1943, there was no unified French resistance movement, just various scattered groups which committed acts of varying heroism and usefulness (none were militarily significant). Only Nazi blunders over the introduction of forced labor/deportation induced Frenchmen to join the ranks of the underground.

And then, often as not the various factions preferred to fight or obstruct each other rather than the enemy, until the communist FTP gradually gained dominance and brought about a semblance of cooperation. After the war, more than 20,000 murders by ex-members with old scores to settle took place against "collaborators" or individuals from rival groups.

In Yugoslavia too, an untold number of people fell victim to revenge-motivated killings, swelling that sad country's death toll to about 1.75 million (or one-in-nine of the pre-war population). One source states that as many as 1.5 million of the Yugoslavians killed in the war were murdered by fellow-countrymen. In the early stages of the Yugoslav campaign, Colonel Mihailovic's "Chetniks" fought the Germans and earned some inflated praise from the British; but savage Axis reprisals led to a "wait-and-see" policy being adopted for the most part by these patriots in order to protect civilians. Mihailovic decided that his forces would only fight the Germans again when the Allies invaded Yugoslavia, and to all intents and purposes concluded an armistice with the Germans that was rarely violated. He came to see partisan provocations as "criminal irresponsibility". The Allies ended their active support for his forces in 1943, but his men continued to assist Allied personnel evading the Axis powers and, like the communists of Tito, did engage the brutal and detested Croatian *Ustashi* forces in open combat. The latter practiced wide-spread genocide against any non-Croats in their territory (to such an extent that even the Germans were sickened by their handiwork). But the "Chetniks" also fought Tito's communist partisans; as in Russia and Poland, a three-cornered struggle developed between the Axis and competing guerrilla factions.

As for Tito, even he negotiated cease-fires with the Axis when it suited his aims. But on a political plane, he stands head-and-shoulders above other 1939-45 partisan leaders in that he liberated Yugoslavia with relatively little outside help, and earned grudging praise even from his foes. Beginning with just a cadre of dedicated communists with little knowledge of partisan tactics or strategies, his forces survived seven enemy offensives and ended the war as a potent military force. Intelligent leadership by middle-class individuals was combined with a tough, largely peasant-based rank and file supported by a relatively liberal supply of weapons from various sources. Although later to receive generous Western aid, his forces first had to prove themselves in action. The Soviets, his restwhile sponsors, supplied only advice of dubious value until late in the war. Despite never facing the full might of the Axis (who did?), Tito's guerrilla victory was a considerable achievement.

The Balkans were also the scene of the Soviet-inspired Slovakian Uprising, which foundered on bungled and badly-timed operations. In Albania, there was a guerrilla-bandit heritage dating back to medieval times. Axis control in Albania was limited, but as in Yugoslavia deep ethnic and political differences made it impossible to establish a unified partisan movement; the communists under Enver Hoxa eventually prevailed over the Axis and the Albanian *Balli Kombetar* conservatives. The German leadership never regarded Albania as vital to the cause, and in November 1944 withdrew their troops there for more profitable use elsewhere. Most Italian troops deployed there previously had been sent to guard against an Allied invasion rather than fight partisans. Although Hoxa's guerrillas received aid and advice from Tito, they violently turned against his forces later; and Albania became the last Stalinist bastion in Eastern Europe (it still is).

In Greece, Soviet Russia did little to support the communist partisans, while Britain "expended what some have regarded as a disproportionate amount of men, material and gold [on them]." Many other historians have concluded that the Greek partisans

also spent more time fighting each other than their Axis foes. After 54 months of political suppression by the pre-war Metaxas regime, it took the various factions some time to organize a resistance movement, and the first operation of any note did not occur until mid-1942 (and then against the despised Italians). Also, the German conduct in Greece had been conciliatory, and not until the Bulgarians and Italians arrived was there much Greek resentment at being occupied. Although the Greek partisans scored some notable successes, the deep-rooted rivalries and some very effective counter-insurgency operations by the Germans and Bulgarians (with Greek help) late in the war limited their impact. The fiery Greek partisans sometimes made the mistake of trying to fight like conventional forces when resisting these German sweeps, and the Axis achieved an "exchange rate" as high as 19-22 partisans killed for every Axis soldier lost. As in France, the Greek partisans' brutality towards fellow Greeks lost them much popular support; and, as in China, fighting the Axis took second place to husbanding strength and resources for the coming civil war.

In Italy, the partisans made the same mistakes as the French in attempting to establish "liberated" areas when German power was still strong, and they suffered heavily for it. As in France, the Italian partisan movement grew slowly, but then mushroomed dramatically in size, coming however too late to contribute significantly towards victory. It did give some valuable help to Allied ground forces. The Brazilians used partisans as a forward screen, and after some initial disdain other Allied units used them (for example, the Canadians received considerable partisan help at Ravenna for scouting and screening. Many escaping Allied POWs also had good cause to thank them.

In China, the forces of Japan were never defeated by either Chinese regulars nor by Chinese guerrillas, and Mao's partisans were never a threat to the Japanese occupation area. There was little fighting between them after 1940 since Mao's policy was to conserve and increase his forces for the coming post-war showdown with Chiang Kai-shek's KMT (who had a *de facto* ceasefire with the Japanese). Thus, 70% of the partisan activity went into expansion, 20% saw fighting the KMT, and just 10% was aimed at the Japanese. Even Mao's vaunted "Long March" saw, despite the myth, only sporadic contact between the KMT (and local warlords) and the guerrillas—and was certainly not the daily series of skirmishes that the communists later claimed it to be. The toughest opposition to Mao's forces apparently came from non-Chinese Lolo tribesmen in south-west China.

In other parts of SouthEast Asia, partisan activity against the Japanese was slow to develop due to the speed of the Japanese conquest, the lack of Allied preparations for the creation of embryonic guerrilla forces, and the initial belief held by many Asians that the Japanese represented liberation from the "White Man". The pre-war imprisonment of many Asian nationalists did not help matters. And the geography of the Pacific theater also conspired to localize guerrilla activity. But there were some notable partisan forces with which the Japanese had to deal: the fierce tribesmen under loose British control in Burma, the Australian/Dutch stragglers on Timor, the cannibal tribesmen of New Guinea, and the Philippine partisan groups on Leyte, Luzon and Mindanao. These all made some contribution to the liberation of their own homelands in the fighting, and sometimes helped rescue Allied POWs in the final stages of war.

THE SQUAD LEADER'S GENERAL

Together with the *ASL Annual*, the following articles comprise the growing body of literature on the system to date. All have appeared in recent issues of *The GENERAL* (available for \$4.00 each plus 10% shipping direct from Avalon Hill). For each, the entry gives: title, author, issue, type, pages. Type of article is indicated by a letter-code: A=analysis; D=design; P=play; SR=series replay; V=variant. Too, many scenarios—both remakes and originals—have seen print in our pages (see the "Chronology of War" elsewhere in this issue). Future issues of *The GENERAL* will continue our tradition of coverage for the expanding system.

Assault on Round Top (Charles Kibler) Vol. 22, #5 (V) 42-44.
First Impressions: Infantry Training (Robert Medrow) Vol. 22, #6 (A) 5-14, 16.
Squad Leader Clinic: "I Met My Old Lover . . ." (Jon Mishcon) Vol. 22, #6 (P) 15-16.
Design Analysis (Don Greenwood) Vol. 22, #6 (D) 17-18.
First Impressions: Armor Training (Robert Medrow) Vol. 23, #2 (A) 5-15.
Squad Leader Clinic: Point Defense (Jon Mishcon) Vol. 23, #2 (P) 16-17.
Series Replay, ASL Scenario 8 (Don Chappell, Jim Blick, Charles Kibler) Vol. 23, #2 (SR) 18-24, 43.
Squad Leader Clinic: Reserves (Jon Mishcon) Vol. 23, #3 (P) 21-22.
Series Replay, ASL Scenario 8 (Don Chappell, Jim Blick, Charles Kibler) Vol. 23, #3 (SR) 30-36. [Cont'd from previous issue]
Squad Leader Clinic: How to Kill Tigers (Jon Mishcon) Vol. 23, #5 (P) 43-44.
Going All Out (Greg Schmittgens & Charles Kibler) Vol. 24, #1 (V) 5-9.
Series Replay, DASL Scenario 1 (Darryl Burk, Bill Conner, Mark Nixon) Vol. 24, #1 (SR) 10-18.
Squad Leader Clinic: Night Moves (Jon Mishcon) Vol. 24, #1 (P) 19-20.
First Impressions: Offboard Artillery (Robert Medrow) Vol. 24, #2 (A) 5-9.
Series Replay, DASL Scenario 1 (Darryl Burk, Bill Conner, Mark Nixon) Vol. 24, #2 (SR) 10-15. [Cont'd from previous issue]
Squad Leader Clinic: 1987 ASL Tournament (Joseph Suchar) Vol. 24, #2 (P) 16-17.
ASL Armor Studies (Lorin Bird) Vol. 24, #4 (V) 23-25.
Squad Leader Clinic: Armed & Armored Halftracks (Jon Mishcon) Vol. 24, #4 (P) 43-44.
Squad Leader Clinic: No Hollow Threat (Jon Mishcon) Vol. 24, #6 (P) 25-26.
Coming Attractions: The Last Hurrah (Rex A. Martin) Vol. 25, #1 (D) 51, 55.
Squad Leader Clinic: Achtung Minen! (Jon Mishcon) Vol. 25, #2 (P) 47-48.
Squad Leader Clinic: Guns versus Tanks (Jon Mishcon) Vol. 25, #3 (P) 27-28.
Gunned-Up in the Desert (Mark Nixon) Vol. 25, #3 (P) 29-33, 34.
Darby's Rangers (Steven Swann) Vol. 25, #5 (A) 27-29.
Tommy Atkins at War (Charles Markuss) Vol. 25, #6 (A) 6-12.
Desert Winds (Mark Nixon) Vol. 25, #6 (P) 13-21.
Broken Swords (David Meyler) Vol. 25, #6 (V) 22-23, 24.
Coming Attractions: Red Barricades (Charles Kibler) Vol. 25, #6 (D) 23-24.
Squad Leader Clinic: Man versus Tank (Jon Mishcon) Vol. 25, #6 (P) 25-26.
Desert Sands (Mark Nixon) Vol. 26, #1 (P) 37-45.
Squad Leader Clinic: Mortars (Jon Mishcon) Vol. 26, #1 (P) 53-54.
Desantniki (Steven Swann) Vol. 26, #2 (A) 34-37.
Squad Leader Clinic: Massed Armor Assault (Jon Mishcon) Vol. 26, #2 (P) 39-40.

Subscriptions to the bi-monthly, 64-page *GENERAL* are \$15.00 for one year; \$24.00 for two years. (Canadian/Mexican subscribers must add \$15.00 to a one-year run and \$30 for a two-year run to cover 1st-class postage; overseas, \$25 and \$48 respectively.) For up-to-date news on releases for the system, info about conventions and changes, calls for playtesters, and the latest scenario, any true ASL-fanatic will want *The GENERAL* on his game shelf.

Mine Dog (LATW) C13.10

Movement Factors C13.102

Weapon Type



Notes for usage of this weapon

Firepower-Range

A DOG'S LIFE A New LATW for ASL

By Rex A. Martin



(C) 13.10 MINE DOG (MD): A Mine Dog is a special Russian LATW with very unique capabilities.³⁸ In any scenario set from 8/41 through 8/43, the Russian player may add one Mine Dog counter to his force for every twelve 1st Line or six Conscript squad-equivalents in his OB.

13.101 USAGE: Each Mine Dog must be assigned to a single MMC or SMC, and may not be transferred; this "handler" may not possess more than one MD. Each MD is kept hidden (record the ID of its handler) until Released. MD may be Released voluntarily at the beginning of any friendly MPH or APH. If the assigned MMC/SMC is KIA or loses Good Order status, his MD is Released automatically (i.e., appears onboard) in its present Location. Release of a MD does not expend MF, nor is it considered any form of fire. Released MD may never be concealed.

13.1011 Upon release, a Mine Dog must take the shortest route possible (in MF) towards the currently closest (in hexes) vehicle in Motion (i.e., marked with a Motion counter, regardless of nationality) [EXC: motorcycle, bicycle, wagon/sledge] during each friendly MPH. (Hence, should the original target Stop, or should another vehicle have moved closer, the dog will change targets.) If there is no such target at present, the MD will not move. Once Released, a MD may never be "possessed" by any Personnel unit, including its original handler.

13.102 MOVEMENT: Until Released, a Mine Dog moves as an Inherent part of its handler. A MD has eight MF available. Upon Release, a MD moves as a separate Infantry unit [EXC: it has no APH]. A Released MD must always expend the *lowest possible* MF per hex as it moves, and must expend its full MF allotment each MPH (unless it reaches a valid target). A MD may not utilize Double-Time (A4.5) movement.

13.103 Fire attacks versus a Mine Dog are resolved in the normal manner on the IFT [EXC: FFMO/FFNAM does not apply to a MD]. However, MD have no morale—disregard any MC or PTC results. A K/KIA result immediately eliminates it.

13.1031 CC with a Mine Dog is not possible; a MD may enter an enemy-occupied Location during its MPH and undergoes all Defensive First Fire normally, but it may not be captured and may freely exit that Location in the same MPH if it retains sufficient MF to do so.

13.1032 An onboard Mine Dog is a valid Sniper target, but can be affected only by a "1" on the Sniper dr (which immediately eliminates that MD).

13.104 RESOLUTION: Once in a vulnerable Location (as per 13.1011) with any moving/Motion vehicle and after all Defensive First Fire prompted by its preceding MF expenditure has been completed, a surviving Mine Dog is removed from play and a single Placed DC is resolved (after making

a Position DR as per C7.346) against the vehicle (Random Selection applies if more than one MD/vehicle is in the same Location).

13.1041 The +2 DRM for a "Non-Stopped or Motion or concealed AFV Target" does not apply to the Position DR made by a MD. Note also that the Case B modification will never be applied. Finally, "Target Facing" is determined for the MD immediately upon entry of the hex.

13.1042 For both AFVs and Unarmored Vehicles, a Specific Collateral Attack (A14.A) is conducted if the vehicle is not destroyed.

³⁸ Dogs have long been used in warfare, mainly for carrying messages and supplies. But their most unusual role was as mobile anti-tank mines, a function only the Soviets could have thought up. The concept was simple: to strap a 22-lb. explosive charge to the back of a dog trained to run under enemy vehicles, where the charge was exploded by means of a contact trigger. Despite the simplicity of the idea, the Russians found there were some problems. To encourage the dogs to go under tanks with their motors running, they were fed only underneath idling engines, thus making the association between food and engine noise. However, in practice, the dogs when released by their handlers made for Russian vehicles rather than German because the smells and sounds were more familiar. Another snag was that the Germans soon learned about the *Minenhund* and so came to shoot any dogs on sight. By late 1943, with the tide of the war reversed and massive Lend-Lease supplies of conventional AT weaponry available, the practice of training dogs in such a manner was halted.

YES, here it is . . . Errata for C13.10

13.1011 ADD "Should there be two equidistant vehicles in Motion, the MD will move toward whichever of the two is friendly; if neither/both are friendly, use Random Selection to determine the MD's target."

ADD **13.1021** Mine Dogs may never be Passengers/Riders. If their handlers wish to ride/mount any transport, the MD must be Released immediately (and, of course, might head for the vehicle just mounted once it is in Motion).

13.103 ADD "A +1 DRM is applied to all fire against a MD which is determined to be a small breed (Dachshund, Poodle, Pekinese, Pomeranian, etc.). However, because of their shorter legs, small-breed MD have only 6 MF. At the time of Release, make a dr; a result ≤ 2 indicates that the Mine Dog is of a small breed."

13.103 ADD "Should a MD be eliminated and Random SW Destruction (A9.74) not occur, flip the counter to display an unpossessed Russian DC in its current Location. Such a DC, since they were not equipped with timers, may be "thrown" (A23.6) only."

13.104 Clarification: Should a vehicle enter a Location with a Released MD, the same procedure is applied.

REGALBUTO RIDGE



ASL SCENARIO A24



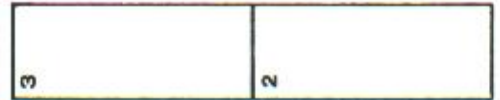
VICTORY CONDITIONS: Victory is determined by the number of Good Order squads (or equivalent) on hill hexes on Board 2 at game end. Each unit on level 3 counts double. The player with the greatest number is the winner; any other result is a draw.

TURN RECORD CHART

⊙ BRITISH Sets Up First [190]	1	2	3	4	5	6	7	8	END
+ GERMAN Moves First [286]									

REGALBUTO, ITALY, 31 July 1943: Since the 12th the British 30th Corps had been battling through the hills and valleys of central Sicily, protecting the flank of the 13th Corps' advance on Catania. Instrumental in that scheme was the clearing of Agira and Regalbuto. Finally, after days of bitter combat in the barren countryside, the Canadians had seized Agira on the morning of 29 July. Now it was up to the Devonshire and Dorsetshire battalions of the 50th Infantry Division to take Regalbuto; but dominating the town was the massive ridge that ran southwest of it, and that was held by the grenadiers of the Hermann Goering Division. In a brilliant night march and attack, elements of the Devons swept up and took the heights. But early next morning, as the British had come to expect from their tenacious German counterparts, the weary Tommies had to face a sharp counterattack, spearheaded by combat engineers.

BOARD CONFIGURATION:





BALANCE:

- ⊙ Shorten Game Length to 7 Turns.
- + Delete two LMG from the *British* OB.



Elements of the 50th Infantry Division [ELR: 3] set up on Hill 621: {SAN: 4}













 4-5-8	 2-2-8	 9-2	 9-1	 8-1	 8-0	 4-12	 2-7	 51 [2-11]	 76* [2-40] MTR
14			2				6		



Elements of Panzer Division Hermann Goering [ELR: 4] set up on board 3: {SAN: 2}



 8-3-8	 4-6-8	 2-2-8	 9-2	 9-1	 8-1	 8-0	 5-12	 3-8	 81* [2-40] MTR
6	14		2	2	3			5	

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. All woods are brush.
3. German 8-3-8s are Assault Engineers (H1.22).
4. One German 8-0 and Radio *must* set up using HIP to direct the fire of a single offboard 75* leG 18 INF gun. Radio Contact must be established and maintained, but Battery Access is not necessary. All rules for Spotted on-board Indirect Fire apply, except that the gun will not malfunction.
5. Kindling is NA.

AFTERMATH: The Germans had managed to reach the foot of the slopes untroubled, and now boiled up from ravines and gullies covered by smoke placed by their engineers. The action quickly became one of close quarters, and a fierce struggle ensued among the rocks and scrub. For a time, the position looked critical for the British. But, with great courage and dash, Lieutenant E. Helps—a Dorset officer in the brigade support group attached to the Devons—organized and led a platoon-sized counterattack at a crucial moment, turning the tables on the Germans. The German survivors retreated; thanks to the actions of Lt. Helps, the Devons had firmly re-established their hold on Regalbuto Ridge. Unfortunately, Helps was killed leading the attack, another unsung hero of the invasion of "the soft underbelly of Europe".

TURN RECORD CHART

[illegible]A
N

24	23
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 5 ² -4-8	 2-2-8	 9-2	 1-8	 8-8	 HNG 8 2 7-16	 HNG 8 2 5-12	 LNG 8 1 3-8	 ? 7 mondo	 AT M ⁵ 2 88LL
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13
11
3
75L 1/-



 4 ¹ -5-8	 4 ² -5-7	 10-2	 9-1	 8-0	 das HING = 20	 LONG 2-7	 das NITS 2-1	 PIAT 8-3	 9-2 1st U	 76LL -4	 75 2/4
4	4				2	2	2		2	2	



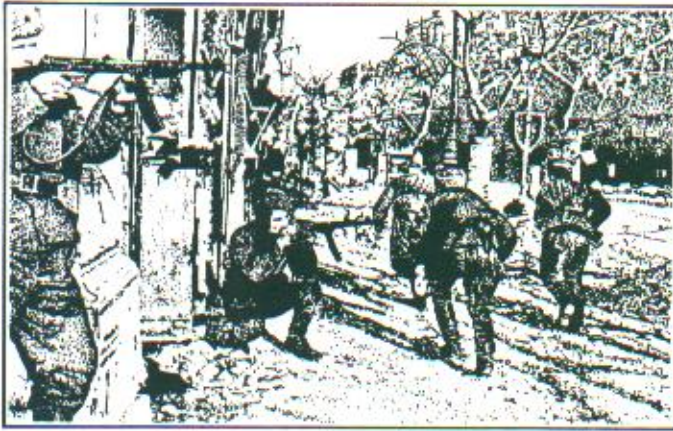
			
4 ² -5-7	1-6	LMG E: <input type="checkbox"/> 2-7	7 14 11 75 BF39 14
4			2

AFTERMATH: The attack was met with furious opposition. Gone was all hope of a walk-over and reaching the Roer in 24 hours. From the village came a terrific din, where the infantry were forced to fight house-to-house along either side of the main road. Some men of Company I did manage to reach a grass-covered square about 300 yards into the village, but casualties had been severe (the left platoon being more or less wiped out). The armor had been punished too; the leading tank of No. 2 Troop was burning and the second hit, while so exposed was the right that the Germans were able to knock out two tanks among the reserves parked on the Hingen-Schilberg road to the east. But the Crocodiles and their infantry support lumbered through the back gardens on the western edge of St. Joost and cut in behind the enemy-held houses. In the exceptionally close and hard fighting that followed, the British at last managed to clear about half the village before dusk, taking some 60 prisoners. These were certainly not the reservists that had been expected, but men from the notorious Huebner Parachute Regiment, who had unquestioningly obeyed the "No-Retreat" order from their colonel.

BREAKOUT



DELUXE ASL Scenario A6



VICTORY CONDITIONS: The Germans win immediately upon Exiting ≥ 25 VP off the west edge (see SSR 4).

BALANCE:

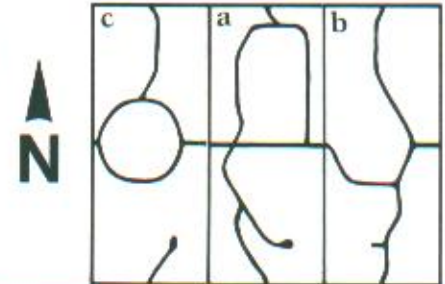
- ✦ Russian sets up first (ignore SSR 5).
- ★ German sets up first (ignore SSR 5).

TURN RECORD CHART

SIMULTANEOUS Setup	1	2	3	4	5	END
✦ GERMAN Moves First						

BOBRUISK, RUSSIA, 29 June 1944: In what was to become known as the "Destruction of Army Group Centre", the city of Bobruisk was one of the primary objectives for the Soviet summer offensive. Deemed a "fortified locality" by OKW, the defenders were to stand fast and sacrifice themselves to slow the enemy advance. But less than a week after the opening of "Operation Bagration", the Soviet 65th and 3rd Armies linked up west of Bobruisk, trapping some 100,000 German troops in the city and on the east bank of the River Berezina. With a fearlessness born of desperation, the Germans tried repeatedly to hack their way out of the encirclement; but their "mulish stubbornness" was of no avail. Meanwhile the Russian grip tightened, and orders were at last given to clear and secure Bobruisk. A final German relief effort was launched on the same day and some success achieved, as the 20th Panzer Division made a breach in the encircling ring of Soviet forces. Orders went to the commanders of the German troops trapped in the pocket to withdraw westward immediately, in an attempt to save what they could. At dawn on the 29th, numerous ad-hoc battlegroups of mixed units sought to disengage, even as Soviet forces pressed in from the north and south to eradicate the pocket.

BOARD CONFIGURATION:



Mixed units of the Bobruisk Garrison [ELR: 3] set up on board b, west of the bA3-bO3 road (see SSR 3): {SAN: 5}

5-4-8	4-6-7	4-4-7	2-2-8	0-2	0-1	0-1	0-0	6-3-16	4-5-12	3-8	12-4
3	4	8		2				2		3	

75L

Elements of the 80th Rifle Corps [ELR: 3] set up on board b, east of the bA3-bO3 road: {SAN: 2}

6-2-8	5-2-7	4-4-7	0-0	0-0	0-0	6-3-16	4-5-12	3-8	24-1	122L 1-4
3	3	6						3		2

Elements of the 80th Rifle Corps enter on Turns 1 and 2 as per SSR 2:

Group 1:

4-4-7	0-0	2-6	122
4		2	

Group 2:

6-2-8	0-0	2-6	76L -/4
3		2	

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. Prior to the German setup, the Russian player must secretly record the entry hex (aA3, cA3, aO3 or cO3) for each of his two reinforcement groups. At the start of the Russian MPh of Turn 1, the Russian player makes a dr to determine which group enters that turn: with "1-3", Group #1 enters play on/adjacent-to its secretly selected entry hex; with "4-6", Group 2 enters play on/adjacent-to its secretly-selected entry hex. The remaining group of Russian reinforcements enters play on Turn 2 on/adjacent-to its selected hex.
3. The German may use HIP for \leq two MMC and all SMC/SW that stack with them.
4. German units exited off the west edge of board c between hexrows A-F (inclusive) and J-O (inclusive) are worth their normal Exit value; those Exited off hexrows G-I are worth 1.5 times their usual value. However, no VP are granted the Germans for Exit of Russian prisoners.

5. Setup is simultaneous. Stand an extra board across the playing area so neither player can see the other's setup. When both sides have finished setting up, remove the extra board, place the Sniper counters and begin play.

AFTERMATH: Small German groups repeatedly tried to fight their way through the advancing Russians, even as rearguards of volunteers stymied Russian advances from the east. Soon, German and Russian units were intermixed throughout the city, and bitter little battles raged during the day and night. In places, the Germans cut through the Russians and raced for safety; in others, they were massacred in the rubble-strewn streets. In the final accounting, some 30,000 German soldiers succeeded in escaping across the Berezina River to the west; but behind they left some 20,000 comrades dead and 50,000 more as prisoners-of-war. Bobruisk was the fourth "fortified locality" to be taken by the Soviets in as many days. Hitler's insistence on defending these towns to the last man in an effort to retard the enemy advance had once again proved to be no more than disastrous meddling in military affairs.

DEBRIEFING

The following are questions that have appeared on the ASL system this year past in "The Question Box" (found in each issue of *The GENERAL*) along with some heretofore unpublished ones recently received. Note that in some cases, further refinement of the game rules has caused changes to the answers previously published in the magazine. At the end of the section is a listing of recent Errata for various elements of the system; it is recommended that players make corrections to their copies, although further printings of these will incorporate the changes.

A4.12 & A13.3 May a Cavalry leader provide a MF bonus to Infantry in his Location? May a leader who is a Passenger/Rider?

A. Yes, so long as the provisions of A4.12 are not violated. However, since the leader and Infantry must move as a stack, the leader in the second case would have to be on an AFV using Armored Assault with that Infantry.

A4.15 & B30.44 Can a MMC use Infantry Overrun to enter a pillbox occupied solely by an enemy SMC?

A. No.
A4.7 & A4.72 Can an Infantry unit advance one hex during its APH if its MF allotment (after deducting for PP in excess of IPC) is zero?

A. No.
A5.11 & A10.51 When determining the closest (in MF) building/woods hex that a broken unit can retreat to, is the MF cost for entering an overstacked hex included in the MF calculations?

A. Yes.
A5.132 Suppose German vehicles have exceeded the vehicular stacking limits in a hex which also contains a Russian T-34. If a Russian weapon other than the T-34 fires on a German target in the hex but misses, does this mean that the Russian T-34 can be hit as a secondary target even though it is not overstacked?

A. Yes.
A5.5 & A16. Can Battlefield Integrity rules be used in a scenario where one side has less than ten squads but more than ten squad-equivalents?

A. Yes.
A7.301 If a hex containing a HS, a broken squad and an unarmed unit is attacked and the IFT result is "IKIA", and Random Selection results in the elimination of the HS, do the broken squad and unarmed unit suffer Casualty Reduction, just like berserk/heroic units would?

A. Yes.
A8.15 May a Snap Shot be made versus a unit that is exiting the playing area?

A. No.
A8.16 Residual FP with an Air Burst is increased by one column; but when it is resolved versus Infantry, does the +1 TEM for woods apply too?

A. Yes, the +1 TEM for Air Burst is already accounted for by the increase of Residual FP by one column.

A9.22 May a MG counter suffering from Ammunition Shortage create a Fire Lane?

A. No, since A9.22 states that it must be in Good Order to do so (see the definition of "Good Order" in the Index).

A11.31 & C13.7 Can a player make his ATMM available before declaring the order of his CC attacks versus a vehicle?

A. No.

A11.41 Can't Ambush Withdrawal be made to another Location within the CC hex that is Accessible?

A. Yes.

A11.52 How does Infantry capture an armed and manned unarmored vehicle?

A. Assuming the vehicle is Stopped, the attacking unit applies a +1 Capture Attempt DRM to its CC DR (in addition to other applicable DRM). If it captures the vehicle, it may man it as per A21.22; the captured crew becomes unarmed, and a prisoner if the captor side can Guard it. (If that vehicle is not manned, it may be captured as per the second sentence of A11.52.)

A11.81 & B8.4 May a concealed unit that qualifies for Ambush Withdraw into a sewer Location?

A. No, because withdrawal occurs during the CCPH, while sewer movement occurs only during the MPh (which means that the sewer Location is not Accessible as defined in the Index).

A11.15 & B8.41 If you have a concealed unit in the same building Location with an enemy unit (not in CC), can the concealed unit enter the sewer in that hex without suffering Defensive Fire (since it expends no MF)?

A. Yes.
A12.11 If a concealed stack is already in an Open Ground hex, and an enemy unit moves within 16 hexes of it and gets it in LOS, is that stack automatically revealed if it is a Dummy stack?

A. No. A "?" can exist in Open Ground in LOS of enemy units provided they perform no concealment-loss activity.

A12.11 & A12.2 If a scenario OB gives a side a number of "?" counters, can the player choose 5/8-inch "?" counters even if the OB pictures only a 1/2-inch "?" counter?

A. Yes.
A12.12 When one side begins with all its forces offboard, the opponent may conceal all his on-board units. In this situation, may he place a "?" on an already-concealed unit (including a Dummy stack)?

A. No.

A12.12 & A12.122 If an Infantry unit possessing a Gun/Horse counter makes a Concealment dr, which US#—the Infantry's or the Gun/Horse's—applies as a dr?

A. The Gun/Horse's. However, if the Infantry is Stealthy or Lax, that dr would apply as well.
A15.432 May a berserk MMC conduct an Infantry OVR (A4.15)?

A. Yes, and A4.152 applies automatically. That is, the MMC is subject to neither the NTC nor the increased MF expenditure normally required for an Infantry OVR, and the SMC does not have the option to enter another Location. If it eliminates the SMC, the MMC returns to normal (A15.46) and may continue its MPh if otherwise able and allowed to do so.

A20.54 If a Guard and its prisoner both undergo a MC, what are the possible outcomes of Pin results?

A. A prisoner is not subject to pinning directly. However, if its Guard pins, then the prisoner automatically becomes pinned too. A non-prisoner, unarmed unit is subject to pinning in the normal manner.

A23.71 How does a Set DC (not in a bridge Location) affect an AFV?

A. It doesn't attack the AFV itself, but does attack any Vulnerable PRC in/on it. Otherwise, it can affect the AFV only via Rubble-creation.

A24.31 If a MMC takes a NMC due to WP SMOKE placed in its Location and the NMC causes a Heat of Battle DR that creates a hero, does the hero have to take a NMC for the WP too?

A. No.

A25.23 May a wounded Good Order leader help form or participate in a Human Wave? If he may, is his MF allotment "3" or "8"?

A. Yes (and such a Hero could participate in the same manner). His MF allotment remains three, but this does not slow the movement of any other participating unit. Once he has expended all his MF (or has become broken or entered an enemy-occupied hex) and undergone all ensuing Defensive First Fire, his MPh ends just as would any other participant's in the same situation.

A25.231 May a Human Wave participant declare a Dash (A4.63) or attempt to place SMOKE (A24.1)?

A. No to both.
A25.231 May a Human Wave participant conduct an Infantry OVR (A4.15)?

A. Yes. And A4.152 applies automatically; that is, the MMC is subject to neither the NTC nor the increased MF expenditure normally required for an Infantry OVR, and the SMC does not have the option to enter another Location. If it eliminates the SMC, the MMC may continue its MPh (still in Human Wave mode) if otherwise able and allowed to do so.

B25.4 Why must a berserk/heroic unit die in a Blaze if it is unable to exit the Location prior to the RPh?

A. If caught in a Blaze during the RPh, a unit that cannot break voluntarily (A10.41) may be moved at that time by its owner into an Accessible Location just as if it were Withdrawing from Melee (A11.2-21). A berserk unit may be moved thusly even though it is not normally allowed to Withdraw from Melee, but any unit that is pinned or actually in Melee may not (even if berserk). Since this occurs in the RPh, such units are vulnerable to Interdiction (as well as minefield/OBA attack) and ATTACKER units must still be moved first.

B27.11 If a squad makes a successful Entrenching Attempt during its PFP, can a leader who applied his leadership modifier to the attempt DR be immediately placed under the squad's Foxhole counter in that PFP?

A. Yes.
B28.41 Would Infantry changing Location within an A-P minefield hex undergo a minefield attack in that hex?

A. No.
B30.6 & J2.31 May Hand-to-Hand CC be declared (or conducted) by/versus a pillbox occupant?

A. No—even by a berserk unit.

D5.341 Can a Recalled vehicle attempt ESB?

A. No.

D6.5 May you only unload infantry in Bypass if they have sufficient remaining MF to enter the obstacle?

A. No.

D6.63 If a Passenger fires during its APH from an armored halftrack that has moved, is its FP halved for Bounding Fire and then halved again for firing during the APH?

A. No.
D7.2 Can an Infantry unit attack an enemy AFV in its Location (after passing a PAATC) during the Infantry unit's PFP?

A. No—not with Reaction Fire anyway.

D7.21 If an AFV moves into a road hex that is ADJACENT to building hexes on both sides of the road, can Infantry units on the ground level of those buildings who have Final Fire counters on them attack the AFV using Reaction Fire as their PFP?

A. No.
E1.2 Are the HIP and Dummy allotments given in this rule based on the number of squads only, or on squad-equivalents as per A5.5? Must these units be simply part of the Scenario Defender's OB, or must they be part of his on-board-setup OB?

A. Squad-equivalents based on the number of squads and HS only [EXC: the Japanese include crews also, as per G1.631]. They must be part of his on-board-setup OB for HIP—but not for Dummy—allotment purposes. Note that the number of Cloaking counters allotted by E1.411 uses all MMC and SMC to determine squad-equivalents. In addition, whenever a player receives Dummy/Dummy-Cloaking counters as per E1.2/E1.411, he may allot them to the setup/reinforcement elements of his OB as he sees fit.

E1.21 If a side's two best leaders are, for instance, a 9-0 and an 8-1, which would be considered the "best" for purposes of this rule?

A. For all such determinations, the "best" or "highest quality" leader is the one having the currently highest morale (ignoring all berserk leaders). If more than one leader has the same morale, the one among these which has the best leadership modifier counts as the "best" one. The one exception to all this is that Commissars are always considered superior to non-Commissar leaders (A25.221).

E1.21 Is making a Freedom of Movement dr a concealment-loss activity as per A12.141?

A. No.
E1.31 If a unit sets up in non-Concealment Terrain using HIP at night, how will enemy LOS affect its hidden status?

A. For all concealment-loss purposes, treat the unit as if it is set up in Concealment Terrain.

E7.421 If a bomb attack versus an AFV results in a Near Miss (thus halving its Basic TK#), is its IFT FP for the Specific Collateral Attack versus the AFV's Vulnerable PRC halved too?

A. Yes.

Rules Errata:
O11.6194: The last sentence of the rule should read: "The listed cost of Infantry/AFV RG can be altered in up to three ways:"

Russian Reinforcement Group Chart: For the MOL-P Pltn, change "x2" to "x3", and the CCP Cost to "2".

Reinforcement Group Charts, Footnote P: Last two lines should read, "... allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain alignment (E12.11-2).36 See also SSR CG6 (11.4)."

ASL Annual '89, Incremental IFT: The entry for DR "10" on the 16-PP column should be "NMC", not "PTC".

Scenario Errata:

ASL G7: On the Wagon counter illustration, "M ≥ 61S/5PP" should be "T6 15PP" and there should be two stars (not one).

ASL G9: The DVP values (F.3) should be printed in red, not black.

DASL 89-D2: There are, of course, 11 two-story buildings. Change the references to "seven" in the VC and American Balance Provision to "eleven".

ASL 89-A6: "12/3 PP" on the Sidcar counter illustration should be "M9 3PP -1".

ASL 89-A11: Finnish OB text should read: "27th Sissi Company [ELR: 5] enters on Turn 1 on any/all board edge(s), expending no more than half their MF allotment."

ASL 41: Change the British Balance Provision to read, "In the Victory Conditions, change '≥ 7' to '≥ 8'." The Class on the German HS counter illustration should be "E", not "1".

ASL 47: "1 0/2PP" and "1 2/3PP" on the Motorcycle counter illustrations should be "M1 00PP -1" and "M9 3PP -1" respectively.

ASL 50: On the Wagon counter illustration, "M ≥ 6 1S/5PP" should be "T6 15PP" and there should be two stars (not one).

ASL 52: "1 0/2PP" on the Cycle counter illustration should be "M100PP -1".

ASL 54: The Class on both Russian HS counter illustrations should be "I", not "1".

ASL 56: The DVP values (F.3) are missing from the gun and vehicle counter illustrations. Rules D13.3 and D13.32 of the 1989 Errata supersede SSR 5.

ASL 58: The DVP values (F.3) are missing from the British gun and vehicle counter illustrations. "1 2/3PP" on the Sidcar counter illustration should be "M9 3PP -1".

Counter Errata:

• On the two Wagon/Sledge counters provided in *HOLLOW LEGIONS*, "M ≥ 6 1S/5PP" and "M ≥ 7 1S/5PP" should be "T6 15PP" and "T7 15PP" respectively, and each should contain two stars (not one).

THE NON-COMS OF COMPANY A

The unsung heroes of the immense effort expended on *ADVANCED SQUAD LEADER* are those who act as unpaid playtesters. With every new module or Annual, in groups large and small, scattered across the globe from Montana to Cheshire, there are some accomplished players repeatedly testing and stressing the rule and scenario offerings others have penned. In the past, we've been able to list only the "Playtest Coordinators" who oversee their activities and serve as our conduit to them. To honor and thank some of those whose names don't appear in print, below is a listing of the members of playtest groups which have been involved in recent projects. If you've ever wanted to participate in an *ASL* playtest, consider contacting the coordinator (listed first) nearest your home. Or, if there are none within reasonable distance, and you've a few friends who are also *ASL* buffs (and are each willing to undertake the 20+ hours of playtesting required each month), drop a line to Bob McNamara or Rex Martin at Avalon Hill and ask about becoming involved in upcoming projects. Any system with the scope of *ASL* is the final result of contributions from dozens of able and dedicated players. So long as they continue to unselfishly offer their time, *ASL* will continue to be the best tactical wargame on the market.

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PRICES DROP

Those fans of *ASL* who have yet to experience the joys of the *Deluxe* version of this popular game system might be interested to learn that the retail price of each of these modules—*STREETS OF FIRE* and *HEDGEROW HELL*—have been dropped to \$20.00. Given all the challenge of the scenarios, the beauty of the mapboards, and the information found on the AFV cards in these titles, this is a rare bargain. After three printings, no more are planned for these *ASL* modules; once current stocks are depleted, you won't be able to find either again. If your local store doesn't have these, they may be ordered direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214) at the price quoted above. Please add 10% shipping and handling (20% for Canadian orders; 30% for overseas orders); Maryland residents please add 5% state sales tax. For faster service, with use of a major credit card, you may wish to take advantage of our toll-free number [1-800-999-3222] in placing your order.

HOW TO ENJOY AN ASL TOURNAMENT

By Mark Nixon

In the 1989 *ASL Annual* there appeared a brief article by Jon Mishcon which offered some excellent advice on "How to Win an *ASL* Tournament". Jon wisely recommends that the gamer aim to reach one of the four top spots, as first place is a bit much to expect every time out. All is well and good with this, but what about the rest of the pack? What do the rest of us losers have to look forward to in such a tournament? My contention is that you don't have to win to have a good time—and having a good time is the #1 attraction of wargaming, particularly *ASL*. Knowing Jon, I imagine he would agree with that statement as well had I given him the opportunity to address the matter. What follows here, with tongue firmly planted in cheek, is a bit of home-grown wisdom on having a fun time at your next *ASL* tournament.

It's true enough that one of the greatest rewards of watching tournament play of the "pros" lies in the basic thrill of experiencing expert play, of seeing the game played at its best. Where better to pick up some free pointers? But the best place for some free laughs is to watch, or better still participate in, some of the less-than-expert play. Believe me, this is the voice of experience from one who has contributed his fair share to the mirth. There is nothing funnier than some bonehead move resulting in a stack of totally-trashed dudes, blasted beyond all recognition into an unidentifiable mass of conscripts, wound counters and other semi-useless riff-raff, all at the whim of the ELR reduction rate. But, after all, that same bonehead move on another occasion might win the day for you. Of course, we all know from experience that the most bizarre events seem to happen at the oddest of times; so what better way to enjoy some truly bewildering events than to witness two *unter-pros* go at it?

Point-by-point, let's take a look from the other side at Jon's eight headings:

1) Don't bother reading the rules. If you've ever played against one of those "pros", you've probably noticed they spend most of the game telling you the things you can't do. Hey, if reading the rules is only going to teach me what I *can't* do, then I don't need it! I want to get away with as much as possible without suffering a guilty conscience. Let the other guy worry about what I'm doing. He'll likely suffer a nervous breakdown if he truly intends to watch every move I will pull on him. How could anyone ever hope to catch all the abuse my style of play puts these rules through? As for reading about odd vehicles, there is an obvious line to use about those scenario designers who delight in such "odd" vehicles . . . but let's not get ugly here!

2) Don't play those published scenarios. I know the people who helped playtest and balance them. I worry about it, especially late at night. I lose a lot of sleep. ("Tag-team with the Sislers"—really now!)

3) "Be prepared to lose?" Very sound advice to watch the winners play. True, you may learn a lot by looking over the shoulder of Bill Conner as he pulls yet another victory out of his hat. But, after all, "Fish" has plenty of room under his hat for victories, as there is little else occupying that space between the hat and his skull. But . . . forget about learning anything by peering over his shoulder as he pulls out victories. You can learn a great deal more by peeking into his wallet to see if he will be able to pull out enough money to buy the pizza later on.

4) If your goal is to reach the "top four" in a tournament, I have to seriously question your motivation in reading these words. You should be reading Jon's article instead. In fact, why don't you drop me a line so I'll know who to avoid at the next tournament? I've run into some real buzzsaws at the last few conventions. I could probably run copies of the list and turn a fast dollar selling them. Hmmm . . .

5) "Listen to your body?" More sound advice, this time regarding diet—especially profound coming as it does from Dr. Mishcon. Although I wouldn't go so far as to actually "listen" to my body (heck, my ear doesn't even reach the parts I'm most concerned with), Jon wisely tells us to avoid excessive intake of evil things such as junk food and coffee. I concur; what you want is Jack Daniels. Probably a fifth will do very well for the weekend, although a couple of six-packs are good to fill in the late-afternoon and early evening hours, since you will be staying up all night to get in as many games as possible. (You're bound to win one sooner or later, but the key here is that you'll be having fun; never mind that you may never remember it.) I guarantee you will be fatigued by the end of each game, so take that long walk Jon recommends between matches. That will give you the opportunity to pick up a couple more six-packs, and maybe another fifth if things are really going down the dumper. You will probably work up a healthy sweat lugging it all back to the tournament site. By the time you sit down for the next round, you will be such a physically scary sight that your opponent will beg for an early end to the game.

6) Jon is absolutely correct about DYOs, and I won't even make jokes about this one. This is the ideal medium to learn the truth about tactics. What better way to expose our misconceptions than to yank from us the security of a professionally-balanced scenario and force upon us a situation of our own making? It's like living out your nightmares. Here, in the DYO, experience will really pay off and the novice will be left in a sorry state, victim of his own unfortunate purchases. But guess what? It is the ideal environment to learn the game, and that novice will pick it up quick enough. I believe a fair share of future tournament play should be based on DYO encounters. Be looking for them.

7) Despite what Jon says, plan on winning in one-third of the allowed time. In a six-turn scenario, you should shoot for a win on Turn 2. If unsuccessful, you can still use Plan B and go for a win in two more turns; and if you still haven't wrapped it up, you can use the last two turns to try again. Thus, instead of one chance to win in six turns, you now have three chances. I think Bob Medrow could program his computer to generate statistics which would indicate that a comparison between three chances to win and one chance to win means that you can expect to win three times as often as the schmuck who continues to use all six turns to try only once for a win. Unfortunately, as the *Annual* is only 64 pages long, we don't actually have the space for Dr. Medrow to explain all this. Just don't get carried away and try to win in one-quarter the allotted time.

8) As Jon says, "When you're hot, you're hot!" So you should always complain about the dice. Even when everything is going your way, you should cover any future turn for the worse with comments such as "I know this won't last"; or "Oh nuts, I wasted that snake-eyes on a lousy 8 IFT attack"; and my favorite, "You'll start getting your rolls soon, because the odds are really stacking up in your favor!"

I hope Jon and Joe come to Baltimore in 1991, and that we all get to play in their tournament. I advise everyone who can get there to do so, for there are no better scenario designers—and tournament scenarios are their forte. And if you will all just follow my advice above, I'll be glad to sit across the table from you.

CHRONOLOGY OF WAR

The Scenario Survey

To date, some 146 "official" scenarios (including those printed herein) have been published by Avalon Hill for *ADVANCED SQUAD LEADER*. To act as a checklist, the following is a complete listing of these—by date, location, title, number and combatants. By spending a few minutes with it, a player can readily spot any scenario that may deal with a particular campaign, region or people he is interested in. The survey can even be used to give an *ASL* tournament a unified theme or provide the basis for a "campaign" of scenarios.

Date	Location	Title	Number	Combatants
1 Sept 1939	Krojanaty, Poland	Into the Fray	ASL-43	German vs Polish
27 Sept 1939	Przemysl, Poland	Age-Old Foes	ASL-50	Russian vs Polish
30 Nov 1939	Kuhmo, Finland	The Borders are Burning	89-A10	Russian vs Finnish
30 Nov 1939	Artahubta, Finland	On the Borderline	90-A16	Russian vs Finnish
9 Dec 1939	Aittajoki, Finland	Silent Death	89-A11	Russian vs Finnish
9 April 1940	Elverum, Norway	The Gauntlet	ASL-44	German vs Norwegian
10 May 1940	Witry, Belgium	Toujours l'Audace	ASL-48	German vs Belgian
10 May 1940	Gennap, Holland	Piercing the Peel	ASL-49	German vs Dutch
10 May 1940	Coevorden, Holland	Bring Up the Guns	GEN-G7	German vs Dutch
11 May 1940	Briedgen, Belgium	Birds of Prey	ASL-46	German vs Belgian
23 May 1940	Boulogne, France	Stand Fast the Guards	90-A15	German vs British
25 May 1940	Calais, France	The Crux of Calais	90-A22	German vs British
7 Feb 1941	Siddi Saleh, Libya	Ci Arrendiamo	ASL-58	Italian vs British
9 March 1941	Scialese, Albania	Monastery Hill	90-A14	Italian vs. Greek
31 March 1941	Mersa el Brega, Libya	Turning the Tables	ASL-39	German vs British
7 April 1941	Derna, Libya	Escape from Derna	ASL-38	German vs British
9 April 1941	Alibunara, Yugoslavia	Rude Awakening	ASL-47	German vs Yugoslav
20 May 1941	Kastelli, Crete	Revenge at Kastelli	ASL-45	German vs Greek
20 May 1941	Maleme, Crete	Tavronitis Bridge	89-A1	German vs British
20 May 1941	Maleme, Crete	Bofors Bashing	89-A2	German vs British
20 May 1941	Maleme, Crete	Descent into Hell	89-A3	German vs British
22 June 1941	Zhabinski, Russia	Red Packets	ASL-6	German vs Russian
24 June 1941	Seirijai, Lithuania	A New Kind of Foe	ASL-34	German vs Russian/Partisan
25 June 1941	Brest-Litovsk, Russia	The Citadel	ASL-10	German vs Russian
25 June 1941	Raseiniai, Lithuania	First Crisis at AG North	GEN-M	German vs Russian
3 July 1941	Lipki, Russia	Lan Leviathans	GEN-O	German vs Russian
11 July 1941	Shklov, Russia	Shklov's Labors Lost	GEN-T4	German vs Russian
12 July 1941	Gomel, Russia	Timoshenko's Attack	GEN-G1	German vs Russian
12 Aug 1941	Yasnaya Polyana, Russia	Bridge to Nowhere	ASL-51	Italian vs Russian
17 Aug 1941	Panikovo, Russia	Slamming of the Door	89-A7	German vs Russian
2 Sept 1941	Terijoki, Finland	Fighting Withdrawal	ASL-1	Finnish vs Russian
14 Nov 1941	Peipsk, Russia	The Hedgehog of Peipsk	GEN-D	German vs Russian
19 Nov 1941	Gabr Saleh, Libya	Balzin' Chariots	ASL-35	German vs British
19 Nov 1941	Bir el Gubi, Libya	Half a Chance	ASL-56	Italian vs British
23 Nov 1941	Sidi Rezegh, Libya	Point of No Return	ASL-42	German vs British
23 Nov 1941	Sidi Rezegh, Libya	Sunday of the Dead	GEN-G9	German vs British
3 Jan 1942	Gribovo, Russia	Grab at Gribovo	GEN-G10	German vs Russian
29 March 1942	Rhodopes, Greece	Ambush!	ASL-28	Bulgarian vs Partisan
13 June 1942	Tobruk, Libya	Kahman	ASL-37	German vs British
24 July 1942	Rostov, Russia	Penetration of Rostov	90-A17	German vs Russian
28 July 1942	Rostov, Russia	Storming the Factory	DASL-3	German vs Russian
23 Aug 1942	Ischbuchenskiy, Russia	Savoia!	89-A12	Italian vs Russian
14 Sept 1942	Stalingrad, Russia	In Sight of the Volga	ASL-5	German vs Russian
6 Oct 1942	Stalingrad, Russia	The Guards Counterattack	GEN-A	German vs Russian
6 Oct 1942	Stalingrad, Russia	The Tractor Works	GEN-B	German vs Russian
6 Oct 1942	Stalingrad, Russia	The Streets of Stalingrad	GEN-C	German vs Russian
7 Oct 1942	Stalingrad, Russia	First to Strike	DASL-4	German vs Russian
17 Oct 1942	Stalingrad, Russia	One Down, Two to Go	HASL-1	German vs Russian
22 Oct 1942	Stalingrad, Russia	Blood & Guts	HASL-2	German vs Russian
25 Oct 1942	Stalingrad, Russia	Berserk!	DASL-2	German vs Russian
25 Oct 1942	Stalingrad, Russia	Bread Factory #2	HASL-3	German vs Russian
26 Oct 1942	Stalingrad, Russia	To the Rescue	HASL-4	German vs Russian
27 Oct 1942	Stalingrad, Russia	Guryev's Headquarters	DASL-1	German vs Russian
9 Nov 1942	Stalingrad, Russia	The Commissar's House	ASL-4	German vs Russian
11 Nov 1942	Stalingrad, Russia	The Last Bid	HASL-5	German vs Russian
15 Nov 1942	Stalingrad, Russia	Turned Away	HASL-6	German vs Russian
5 Dec 1942	Stalingrad, Russia	The Red Horse	HASL-7	German vs Russian
12 Jan 1943	Leningrad, Russia	The Paw of the Tiger	GEN-F	German vs Russian
12 Jan 1943	Velikiye Luki, Russia	Escape from Velikiye Luki	GEN-H	German vs Russian
18 Jan 1943	Warsaw, Poland	Mila 18	ASL-2	German vs Partisan
4 Feb 1943	Stanichka, Russia	Back to School	89-D3	German vs Russian
15 Feb 1943	Sidi Bou Zid, Tunisia	Counterattack, Sidi Bou Zid	90-A20	German vs American
17 Feb 1943	Sbeitla, Tunisia	Sbeitla Probe	90-A18	German vs American
26 Feb 1943	Medjez el Bab, Tunisia	Fort McGregor	ASL-40	German vs British
22 March 1943	Wadi Zigzaou, Tunisia	A Bridgehead Too Wet	ASL-41	German vs British
20 April 1943	Takrouna, Tunisia	The Taking of Takrouna	ASL-51	Italian vs British
5 July 1943	Cherkassoye, Russia	With Flame and Shell	DASL-7	German vs Russian
9 July 1943	Ponyri, Russia	The Schoolhouse	DASL-8	German vs Russian
10 July 1943	Syracuse, Italy	A High Price to Pay	ASL-53	Italian vs British
11 July 1943	Palma d'Montechiaro, Italy	Retribution	ASL-55	Italian vs American
16 July 1943	Porto Empedocle, Italy	Recon in Force	GEN-G8	German/Italian vs American
31 July 1943	Regalbuto, Italy	Regalbuto Ridge	90-A24	German vs British
8 Aug 1943	Cesaro, Italy	Able at Cesaro	90-A13	Italian vs American
13 Aug 1943	Draconian Measures	Too Little, Too Late	DASL-6	German vs Russian
9 Sept 1943	Parma, Italy	Beyond the Blue Beach	ASL-52	German vs Italian
9 Sept 1943	Pesstum, Italy	The Battle for Rome	89-A4	German vs American
10 Sept 1943	Rome, Italy	The Battle for Rome	ASL-57	German vs Italian
11 Sept 1943	Persano, Italy	Holding the Rear	89-A5	German vs American
14 Sept 1943	Salerno, Italy	Ranger Stronghold	GEN-T3	German vs American
12 Nov 1943	Leros, Greece	Rachi Ridge	ASL-36	German vs British
12 Jan 1944	Kerch, Russia	Subterranean Quarry	ASL-32	Romanian vs Partisan
30 Jan 1944	Cisterna, Italy	Six Came Back	GEN-G5	German vs American
14 Feb 1944	Novaya Buda, Russia	Little Stalingrad	DASL-5	German vs Russian

FORWARD OBSERVER

Date	Location	Title	Number	Combatants
Feb-April 1944	Anzio, Italy	Cat and Mouse	90-A19	German vs American
26 March 1944	Plateau Glieres, France	Contest in the Clouds	90-A23	German vs Partisan
11 May 1944	Santa Maria Infante, Italy	Taking the Left Tit	ASL-20	German vs American
20 May 1944	Bessarabia, Russia	Sylvan Death	ASL-30	German vs Partisan
6 April 1944	Buchach, Russia	Hube's Pocket	GEN-G	German vs Russian
6 June 1944	La Fierre, France	Le Manoir	ASL-13	German vs American
6 June 1944	Foucarville, France	Silence That Gun	ASL-14	German vs American
6 June 1944	Ste. Mere-Eglise, France	Lost Opportunities	ASL-17	German vs American
6 June 1944	Neuville-au-Plain, France	The Roadblock	ASL-18	German vs American
6 June 1944	Pont-du-Hoc, France	Backs to the Sea	ASL-19	German vs American
6 June 1944	Copenhagen, Denmark	The Globus Raid	ASL-29	German vs Partisan
6 June 1944	Chef-du-Pont, France	Gavin Take	GEN-T1	German vs American
7 June 1944	Ste. Mere-Eglise, France	Confusion Reigns	ASL-12	German vs American
7 June 1944	La Fierre, France	No Better Spot to Die	ASL-16	German vs American
7 June 1944	Tulle, France	The Liberation of Tulle	ASL-27	German vs Partisan
8 June 1944	Pont l'Abbe, France	Defiance on Hill 30	ASL-11	German vs American
8 June 1944	St. Come-du-Mont, France	Trapped!	ASL-15	German vs American
8 June 1944	La Cambe, France	Buying the Farm	DASL-14	German vs American
8 June 1944	Cressensac, France	The Price of Impatience	89-A6	German vs Partisan
8 June 1944	Tulle, France	L'Ecole Normale	89-D1	German vs Partisan
14 June 1944	Villers-Bocage, France	The Island	90-D4	German vs British
16 June 1944	Les Foulons, France	Repulsed	DASL-12	German vs American
28 June 1944	Lepel, Russia	The Puma Prowls	GEN-T2	German vs Russian
29 June 1944	Bobruisk, Russia	BreakOut	90-D6	German vs Russian
1 July 1944	Minsk, Russia	Hill 621	GEN-E	German vs Russian
8 July 1944	Pont Herbert, France	Ripe Pickings	DASL-11	German vs American
10 July 1944	Haut Vents, France	King of the Hill	DASL-18	German vs American
11 July 1944	Dufayel, France	Clay Pigeons	DASL-16	German vs American
11 July 1944	St. Jean-de-Daye, France	They're Coming!	DASL-17	German vs American
15 July 1944	La Luzerne, France	Bogged Down	DASL-13	German vs American
27 July 1944	Le Lorey, France	Barkmann's Corner	DASL-15	German vs American
6 Aug 1944	Wola Chodkowska, Poland	Counterattack, Vistula	90-A21	German vs Russian
12 Aug 1944	Warsaw, Poland	The Old Town	ASL-31	German vs Partisan
16 Aug 1944	Ostrowiec, Poland	Preparing the Way	DASL-9	German vs Russian
17 Aug 1944	Palesnik, Yugoslavia	The Cossacks are Coming	ASL-33	Croat/German vs Partisan
23 Aug 1944	Cannes, France	The Cannes Strongpoint	GEN-K	German vs American
12 Sept 1944	Warsaw, Poland	Dash for the Bridge	ASL-7	German vs Russian
15 Sept 1944	Urfeld, Germany	Midnight Massacre	89-A9	German vs American
20 Sept 1944	Nijmegen, Holland	Gavin's Gamble	ASL-25	German vs American
22 Sept 1944	Warsaw, Poland	The Czerniakow Bridgehead	ASL-3	German vs Russian/Partisan
10 Oct 1944	Radzymin, Poland	Soldiers of Destruction	GEN-N	German vs Russian
11 Oct 1944	Barndenburg, Germany	Tanks in the Streets	ASL-26	German vs American
17 Oct 1944	Aachen, Germany	Among the Ruins	ASL-21	German vs American
18 Oct 1944	Aachen, Germany	Kurbau's Clash	ASL-22	German vs American
8 Nov 1944	Vic-sur-Seille, France	First Action	GEN-G4	German vs American
6 Dec 1944	Singling, France	Last Act in Lorraine	GEN-G2	German vs American
6 Dec 1944	Singling, France	Last Act in Lorraine II	89-D2	German vs American
16 Dec 1944	Buchholz, Germany	Buchholz Station	GEN-I	German vs American
18 Dec 1944	Wiltz, Belgium	The Road to Wiltz	GEN-P	German vs American
22 Dec 1944	Cheneux, Belgium	Rocket's Red Glare	GEN-G6	German vs American
25 Dec 1944	Champs, Belgium	Under the Noel Trees	ASL-23	German vs American
3 Jan 1945	Longchamps, Belgium	The Mad Minute	ASL-24	German vs American
13 Jan 1945	Budapest, Hungary	To the Last Man	DASL-A	German vs Russian
14 Jan 1945	Bitche, Germany	The Bitche Salient	GEN-J	German vs American
17 Jan 1945	Warsaw, Poland	To the Square	ASL-9	German vs Russian
20 Jan 1945	St. Joost, Holland	Cold Crocodiles	90-A25	German vs British
9 Feb 1945	Hennebont, France	The Forgotten Front	GEN-G3	German vs American
12 Feb 1945	Manila, the Philippines	Intimate War	90-D5	Japanese vs American
14 March 1945	St. Goar, Germany	The St. Goar Assault	GEN-O	German vs American
6 April 1945	Hildorf, Germany	Hildorf on the Rhine	GEN-L	German vs American
19 April 1945	Muncheberg, Germany	The Agony of Doom	89-A8	German vs Russian
28 April 1945	Berlin, Germany	The Final Battle	DASL-10	German vs Russian
3 May 1945	Berlin, Germany	The Fugitives	ASL-8	German vs Russian

Date: The abbreviations used for the months should be recognizable to most readers; but for those confused by these: Jan = January, Feb = February, Aug = August, Sept = September, Oct = October, Nov = November, and Dec = December.

Location: Many of the scenarios place the action "near" a city or town. To simplify matters, and since this column is meant merely to place the scenario within the context of the war, we have noted the most recognizable geographic location mentioned in the historical commentary.

Number: All scenarios listed have appeared either in the modules (denoted by the prefix ASL, DASL or HASL) or in the pages of *THE GENERAL* (denoted by the prefix GEN) or the *ASL Annual* (as indicated by the prefix 89 or 90). To further specify:

Modules:

Scenarios ASL-1 through ASL-10: BEYOND VALOR
 Scenarios ASL-11 through ASL-18: PARATROOPER
 Scenarios ASL-19 through ASL-26: YANKS
 Scenarios ASL-27 through ASL-34: PARTISAN!
 Scenarios ASL-35 through ASL-42: WEST OF ALAMEIN
 Scenarios ASL-43 through ASL-50: THE LAST HURRAH
 Scenarios ASL-51 through ASL-58: HOLLOW LEGIONS
 Scenarios DASL-1 through DASL-10: STREETS OF FIRE
 Scenarios DASL-11 through DASL-18: HEDGEROW HELL
 Scenarios HASL-1 through HASL-7: RED BARRICADES

Magazine: (all have appeared in issues from Vol. 22, No. 6 to date)

Scenarios GEN-A through GEN-Q: Revisions of scenarios originally published for the SL system
 Scenarios GEN-G1 through GEN-G10: New scenarios designed for the ASL system
 Scenarios GEN-T1 through GEN-T4: Tournament scenarios from ORIGINS '87
 Scenarios DASL-A: The only supplemental scenario published thus far in DASL format

Annual: (that's this—second of the series)

Scenarios 89-A1 through 89-A12: New ASL scenarios designed for the *ASL Annual* '89
 Scenarios 89-D1 through 89-D3: New DASL scenarios designed for the *ASL Annual* '89
 Scenarios 90-A13 through 90-A25: New ASL scenarios designed for the *ASL Annual* '90
 Scenarios 90-D4 through 90-D6: New DASL scenarios designed for the *ASL Annual* '90

Combatants: This information has been provided so that readers can determine which countermix may be necessary to play the scenario. Note that the *Axis Minors* encompass Hungarian, Bulgarian and Rumanian units, and that the *Allied Minors* encompass Polish, Norwegian, Dutch, Belgian, Yugoslav and Greek units. Note also that all Commonwealth units are listed as British.

To bring this issue to a close, I wanted to again give readers a brief peek at our doings here at *ASL-GHQ*. Despite expectations, and due in large measure to the selfless efforts of a host of folk, the pace quickened. *RED BARRICADES* was released in January, and has proven popular. A number of other projects are under consideration or development. And, although we fully anticipated a two-year effort, the Japanese are ready to leap into the fray.

The long-awaited inclusion of the Japanese, and the potential for exploring the fighting in the Far East through new rules and scenarios, comes with the impending release of *CODE OF BUSHIDO*. Four new mapboards—densely cluttered with woods, streams, marsh, orchards, grainfields—will serve both for scenarios set in European locales, and in Asian. Through new terrain rules converting familiar features into the likes of jungle, swamp, palm grove, bamboo and kunai grass, any of the mapboards of *ASL* can readily reflect the close-in nature of the war between the Japanese and the Allies. Further, several large overlays will provide scenario-specific terrain. Also in the new module will be, of course, the full Japanese OB, along with rules and equipment notes for use. Whether playing with or against the Japanese, we promise you an unique experience. The rules will encompass half (G1-G10.) of what will eventually comprise the chapter on the Pacific Theater (the other half will see release with *GUNG HO*, which will bring the US Marines and Chinese into the system). And, of course, eight scenarios pitting the Japanese against the forces of America, Great Britain, Australia and Soviet Russia round out the event. *CODE OF BUSHIDO*, like *WEST OF ALAMEIN*, opens new vistas for the gamer who has taken the time to master this most intricate and comprehensive of tactical simulations.

Upon the release of *CODE OF BUSHIDO*, and continuing the intensive research effort we've undertaken for this, Bob McNamara will be laboring on *GUNG HO*. As *HOLLOW LEGIONS* was for *WEST OF ALAMEIN*, it will be a complement to this year's release. Eight scenarios will feature the actions of the Chinese and of the U.S. Marines in their struggle against the Japanese. Chapter G will be completed with the extensive rules for simulating beach landings. Two new mapboards, and more overlays, will be included. So, before you've even shaken the North African sand out of your boots, you'll be able to slog across the beaches of Iwo Jima and Tarawa. Or across the hills and rice paddies of China, if that's more to your taste. A Summer '91 release is planned for *GUNG HO*.

As I stated earlier, with the exception of the scenarios, I've already got next year's *ASL Annual* in hand. Besides the aforementioned campaign game for SL fans, there is an in-depth analysis of the scenarios of *LAST HURRAH* by Mark Nixon, an intriguing replay of *RED BARRICADES* by Charlie Kibler and friends, a couple of fine articles on minor combatants by Charles Markuss, and a few other "goodies".

So, what won't fans of *ADVANCED SQUAD LEADER* see this coming year? Well, you won't see the French, nor the Axis/Allied Minor vehicles and guns. You won't see a PBM system. Nor an all-inclusive set of rules for devising Campaign Games. You won't see any further *DELUXE ASL* modules. But I suspect that, with *CODE OF BUSHIDO* and the scenarios found in this *Annual* and *THE GENERAL*, players won't lack for something to do. And 1991 should prove even more exciting.

Rex A. Martin
 May 1990