ASL annual '96

THE WEATHER OUTSIDE IS FRIGHTFUL...

By Tim Hundsdorfer

I love winter, which is good, because Nederland, Colorado is at 8,500 ft (2575 m) and the only month we don't get measurable snow is August. I love skiing. I love hiking in the snow. Heck, I even love unbogging the Pontiac. So it stands to reason that I enjoy winter scenarios. The Finnish David taking on the Ursine Goliath. Hetzers chugging through the snow of the Ardennes. Winter weather brings with it, of course, a number of new rules to address.

While winter weather transforms the ASL battlefield less profoundly than, say, the Night Rules or PTO terrain, it nonetheless introduces a wide array of little known effects. Two key factors make up the bulk of rules (E3.7) on winter warfare: mobility and visibility.

Despite the relatively minor changes in the winter game, however, Chapter E rules prove daunting to many ASL players. Moreover, not all winter rules are captured under E3.7; some are scattered throughout the ASLRB. I hope that by putting the rules together, I will simplify their use and encourage more players to

take the plunge and try out some of the winter scenarios out there.

LET IT SNOW...

Snow has two varieties in ASL: falling and ground. These may or may not occur together. Falling Snow hinders visibility. Ground Snow (including Deep Snow and Drifts) reduces mobility. Falling Snow and Ground Snow each permit use of Winter Camouflage (more about that later).

Falling Snow (E3.71) occurs by SSR and (just like Rain) is always accompanied by Overcast conditions. Falling Snow can be of two intensities. At the start of a scenario in which the EC are listed as Falling Snow, a Mist Low Visibility (LV) hindrance is created, causing a +1 hindrance at a range greater than six hexes and for each six hexes thereafter (unless completely inside buildings). However, if the wind change DR is ≥ 10, a heavier snow begins to fall and the LV hindrance increases by one for each range. This heavy mist-like condition cannot be increased by any further wind change DR, but a wind change DR of three or less stops Falling Snow, regardless of the level. A subsequent wind change DR of ≥ 10 would then start the snow again at the lower intensity.

Winter Camouflage (E3.712) is most effective when moving at long range to the enemy. All ski-capable designated Infantry possess Winter Camouflage, which provides a +1 LV hindrance for all fire directed against them from a range greater than 8 hexes, provided no other positive TEM can be applied (EXC: SMOKE). The same applies to a vehicle at a range greater than 16 hexes. Winter Camouflage also allows Infantry to maintain concealment while using Assault Movement or Advancing in otherwise Open Ground, regardless of range. Like all other LV Hindrances (including Falling Snow), Winter Camouflage "does *not* by itself negate FFMO, Interdiction, or Residual FP (A8.26)" (E3.1).

Ground Snow (E3.72) has mild effects on movement. For Infantry, this amounts to an extra MF per nonstairwell elevation change. Further, the Road Bonus does not apply unless using a plowed road.

EXAMPLE: Moving from 2L1 to 2L2 costs a 9-0 leader 5 MF, rather than 4. If using bypass, it would cost 3 MF.

Non-tracked vehicles, on the other hand, must pay an extra movement point for each hexside crossed or bypassed (excepting, of course, sledges). All vehicles (even if tracked) must pay 1 MP per road hex, regardless of CE status or plowed roads. Add to this the 1 MP for towing and it is easy to see why Ground Snow will really slow down a truck towing a Gun and emphasizes the importance of towing with tracked vehicles. Both the Germans and the Russians made extensive use of sledges for their towed artillery, although this is not covered in any scenario I know. All the sledges appearing in scenarios to date belong to the Finns.

EXAMPLE: A PzVG spends 1 MP to move down the road from 5EE4 to 5EE5 in Ground Snow, regardless of whether it is BU or CE. An Opel Blitz spends 2 MP, but if towing a Gun would spend 3. Assume the Blitz leaves the road and moves on to 5DD5. It now must spend 6 MP towing the Gun.

Any time Ground Snow rules are in effect, marsh and mudflat terrain become Open Ground and a +2 DRM applies to all entrenchment attempts. Since fire is less likely to spread across snow-swept ground, Blazes cannot spread except to adjacent, directly connected building, woods or brush hexes, though gusts and Heavy Winds spread blazes normally.

Deep Snow (E3.73) is much the same as Ground Snow, though in addition to the terrain changes caused by Ground Snow, brush becomes Open Ground. Deep Snow also creates more mobility problems.

Infantry and Cavalry pay an extra 1/2 MF for every hexside crossed—in addition to the elevation-change penalty for Ground Snow. Thus, the 9-0 in the example above must pay 5.5 MF to move from 41T3 to 41S3 in Deep Snow. Gallop (A13.36) is only allowed on plowed roads.

Vehicles are likewise impeded in Deep Snow. Except along plowed roads, tracked vehicles must pay an additional 1MP per hexside crossed or bypassed in Deep Snow, and non-tracked vehicles (EXC: Sledges) pay an additional 2 MP per hexside. Along a plowed road, non-tracked vehicles pay only 1 MP extra per hexside (as required in Ground Snow).

Conditions are Ground Snow. There is a Russian 2-3-7 with a MMG in 41BB3. A German 5-4-8 ski squad (in ski mode) enters GG10 using 1MF. A +1 is applied to the 2-3-7's MMG shot which would be 4 FP(-1) [FFNAM -1, FFMO -1, Winter Camouflage +1]. If it were snowing, a +1 Falling Snow LV would also apply, for a net +0 DRM. Note that the 5-4-8 could have assault moved and maintained concealment. Instead, it places Smoke in GG9 and then declares Double Time and moves to GG9 (5 MF). It is now within 8 hexes, and the +1 for Winter Camouflage does not apply. If the 2-3-7 were one hex farther away, both the +1 for camouflage and the +2 for Smoke would apply.

THE ROAD TO GORA

ASL SCENARIO A91

West of GORA, RUSSIA, 15 December 1941: During the summer and autumn of 1941, the Finns had progressed back towards their original 1939 border with Russia. Shortly after reaching this objective and establishing a buffer area beyond to protect it, Marshal Mannerheim, the Finnish Commander-in-Chief, halted the Finn advance and ordered the commencement of defence preparations for the coming stationary war that was expected by both sides. The Finnish 7th Division, located south of Lake Onega, had gained a bridgehead on the eastern side of the Svir River at the Tetoimäki village group. The four villages of Tetoimäki lay along a solitary road in the otherwise desolate wilderness, with Gora being the westernmost village of the group. The 1st Battalion of the 9th Jäger Regiment (I/JR 9) took up a position along the road several miles west of Gora, and on the morning of the 14th its reconnaissance detachment overtook a Russian strongpoint located to the south. The Soviets quickly counterattacked to retake their lost strongpoint. The strength and speed of their assault gave the Soviets enough momentum to reach the road at a point east of I/JR 9. By the 15th, the Battalion's commander, Captain Hahtela, realized that his position was being surrounded and that the vital supply road between it and Gora had been severed.

VICTORY CONDITIONS: The Finns win immediately upon having ≥ 3 Victory Points of Good Order Finnish units from Group Keinonen on board 36 on/east-of hexrow FF.

BOARD CONFIGURATION:

(Only hexrows R-GG on both boards are playable)

BALANCE:

★ Exchange one Russian 7-0 for an 8-1.

☃ Delete one 7-0 from the Russian OB.

TURN RECORD CHART

		1	2	3	4	5	6	7	8	END
★ RUSSIAN Sets Up First [136]										
☃ FINN Moves First [217]										

Elements of the 763rd Rifle Regiment, 114th Rifle Division [ELR: 3] set up on/west-of hexrow GG but east of the 34W1-V8-W10 stream (see SSR 2): [SAN: 4]

4-5-8	4-4-7	9-1	7-0	HMG 6-12	LMG 2-6	? 7 morale	Foxhole 5 ... 1S OVR. OBA: +4 Other: +2
6	10	2	2	2	4	16	2

Elements of the 7th Division Ski Detachment [ELR: 5] set up on board 36 on/east-of hexrow DD (see SSR 3): [SAN: 4]

8-3-8	3-3-8	9-1	LMG 3-8	DC 30-1
7		3		2

Elements of Group Keinonen, 1st Battalion, 9th Jäger Regiment [ELR: 4] enter on Turn 1 along the west edge of board 34:

6-4-8	9-0	MMG 5-12	LMG 3-8	MTR 50* [2-13]
6				

Sissi Squad [ELR: 5] enters on Turn 2 along the north or south edge (see SSR 3):

8-3-8	8-0	LMG 3-8	DC 30-1

SPECIAL RULES:

1. Weather is Deep Snow (E3.73), with no wind at start. All streams and ponds are frozen (B20.7 and 21.6). The road running 34R5-36R6 is plowed (E3.733). Entrenching is NA.

2. Both Russian HMG must set up in the OB-given entrenchments.

3. All units of the Finn Ski Detachment and Sissi Squad are ski-equipped (E4.); they may commence play in Ski mode at the Finnish player's option.

4. Despite being outside their country's 1939 borders, all Finn units receive the benefits of A25.7. Any unit of the Sissi Squad may declare Hand-to-Hand CC provided that unit is the ATTACKER or has Ambush status.

5. All Russian and Finnish units have Winter Camouflage (E3.712) and are exempted from making ski-use dr (E4.21).

AFTERMATH: Captain Hahtela ordered a company from I/JR 9, led by Lieutenant Yrjö Keinonen, to break out through the Russian line along the road. Meanwhile, a battalion from the 30th Jäger Regiment, reinforced with the 7th Division's ski detachment attempted to open the road from the other side to save the cut off jägers. The Russians proved too strong for Keinonen's troops, who met with initial success but eventually had to break off their attack. On the other side of the Soviet lines, the Finns fought fiercely to reach their comrades but encountered heavy resistance. Although a lone Sissi squad—also sent into the skirmish—managed to penetrate the enemy's lines and harass the Russians from within, the Finns failed to open the road to Gora. During the fighting, sounds of battle coming from the direction of I/JR 9 gave the would-be rescuers the impression that the men of I/JR 9 had gone down fighting against the Russian stranglehold. The next morning 7th Division HQ prepared to halt all breakthrough attempts; I/JR 9 was thought lost. The exhausted battalion, including Lt. Keinonen's company, however, soon sprung up from the woods on the Finn-controlled side of the frontier—Hahtela, had ordered it to infiltrate away when the Russian attack proved too strong and threatened to overwhelm the battalion.

FALLING SNOW HINDRANCE CHART

Range	Light Falling	Heavy Falling
0-6	+0	+1
7-12	+1	+2
13-18	+2	+3
19-24	+3	+4
25-30	+4	+5
31-36	+5	blocked LOS
37+	blocked LOS	blocked LOS

SKI USAGE CHART

dr	result
1	May Use Skis
2-6	May Not Use Skis

GOT SOME FREE TIME?

If you have a few face-to-face opponents and are tired of playing the same old scenarios, you should consider playtesting for Avalon Hill. With little fame, no monetary reward, and a lot of work, you can see that there will be a huge demand to fill our few available playtest slots. If you are interested in dedicating a little of your time to making the ASL game system just that much better, drop us a line.

If you have access to email, send a note to Stevemm@erols.com with a subject of "ASL PLAYTEST". Otherwise, just mail a request to The Avalon Hill Game Company, 4517 Harford Road, Baltimore, Maryland 21214 attn: ASL PLAYTEST. Due to the expected huge demand for this position, we will be unable to contact everyone who replies.

Thanks in advance for your participation and dedication.

The Editors

BABY, IT'S COLD OUTSIDE...

To some, it's easier to follow the game sequentially. Therefore, a listing of how all the winter rules interact with the sequence of play may be useful.

Rally Phase

● Place Drifts if heavy winds or gusts during last Player Turn

● Wind change: ≤ 3 stops Falling Snow, ≥ 10 starts/intensifies Falling Snow

● Rally attempt ≥ 11 Casualty Reduces in Extreme Winter (April, 1941 for Russians; April, 1942 for non-Finnish Axis) if not in building or Pillbox

Prep Fire Phase

● Falling Snow: LV hindrance +1 at range 7-12, +2 at 13-18, etc.

● Heavy Falling Snow: LV hindrance +1 at range 0-6, +2 at 7-12, etc.

● Winter Camouflage: +1 at ranges >8 for Infantry, >16 for AFV

● Deep Snow: HE TEM +1

● Extreme Winter SW malfunction: (April, 1941 for Russians; April, 1942 for non-Finnish Axis) +2 to both B# and X# (EXC: DC); +1 for Russians

● Entrenchment: +2 DRM (Entrenching NA in Extreme Winter)

Movement Phase

Infantry/Cavalry

● Road MF bonus NA (EXC: Plowed road) Ground Snow: +1 MF per non-stairwell elevation change (EXC: Skiers, sledges)

● Deep Snow: Ground Snow applies, plus 1/2 MF per hexside crossed (EXC: Skiers, sledges)

● Drifts: All MF to cross; may be cleared

● Manhandling Guns: +3 DRM in Deep Snow

● Minefield attack/clearance modifier: +1

● Skiers may go into ski mode (2 MF) and foot mode (0 MF)

● Units in Winter Camouflage may Assault Move in Open Ground without losing concealment

Vehicles

● Extreme Winter start dr for Axis vehicles (Pre-April, 1942): 6 immobilizes vehicle

● Ground Snow: No road rate; Non-tracked pay extra 1 MP per hex

● Deep Snow: Ground Snow applies, plus secret Bog Dr (D8.23), *plus:*

Tracked: +1 MF per hexside crossed/bypassed (EXC: Plowed Road)

Non-tracked: +2 MF per hexside crossed/bypassed (EXC: Plowed Road)

● Drifts: All MP; Bog

● Ice may break under the weight of a vehicle

Defensive Fire Phase
See Prep Fire Phase

Advancing Fire Phase
See Prep Fire Phase

● Blazes only spread to connected terrain or per Gusts/Heavy Winds

Rout Phase
See Movement Phase

● Units may change ski/foot mode

Advance Phase
See Movement Phase

● Units may change ski/foot mode

● Units in Winter Camouflage may advance in Open Ground without losing concealment

Close Combat Phase

● -2 applies to all CC attacks vs Skiers

● +2 applies to all CC attacks by Skiers

● -1 applies to all attempts by units in Winter Camouflage to gain concealment

Weather is Frightful...*continued from Page 4*

EXAMPLE: A T34/85 moving from 5EE5 to 5DD5 would pay 2 MP in Deep Snow. A PSW 222 would pay 5 MP. A deuce-and-a-half would pay 6 MP, or 7 MP if towing a Gun.

Bogging in Deep Snow is a considerable danger. Any snow incurs a +1 on the Bog Check DR, but in Deep Snow, moving vehicles (EXC: Sledges) are subject to the secret (D.5) Bog Check DR. The non-moving player makes a DR, along with a subsequent dr. If the DR is sufficient to cause a Bog (usually a 10 for Deep Snow, assuming normal Ground Pressure) the vehicle will Bog when it moves the number of hexes on the subsequent dr. Note that this refers to hexes, and not MP.

EXAMPLE: A PzVIB moves from 5EE5 to 5DD5 in Deep Snow. The opponent rolls three dice for a DR and a dr. The DR is a 9 and the dr a 1. The PzVIB bogs in 5DD5 (+1 for snow, +2 for high ground pressure). If the subsequent die had been a 2 and the PzVIB had elected to remain in DD5, it would not have bogged. All secret (D.5) Bog Checks are in addition to Bog Checks for other purposes (e.g., leaving a stream, entering a woods hex, etc.).

The rule regarding High Explosive attacks in Deep Snow (E3.731) is a bit confusing. It states that +1 is added to the TEM of units in Open Ground, due to the cushioning effects of the Deep Snow, with certain exceptions. Therefore, when using the Infantry Target Type, the +1 applies to the TH roll, whereas the +1 is applied to the effects DR if using the Area Target Type. This +1 does not apply to Infantry Firepower Equivalent attacks, specific collateral attacks, fire vs a vehicle (including PRC), or fire vs a pillbox (including its occupants). Take careful note that this +1 applies only in Open Ground (E3.65) and does not negate FFMO.

Attacks by minefields also apply a +1 DRM to their resolution (E3.732), as do any minefield clearance attempts made in Deep Snow. Infantry SMOKE in a building hex and blazes are the only SMOKE which may exist with Deep Snow (E3.734).

Most obstructive of all the ground snows, however, is the Snow Drift (E3.75). Snow Drifts exist by SSR or in the rally phase *after* Heavy Winds or Gusts have been in effect (when, of course, there is snow on the ground). If Drifts are in effect at the start of a scenario, take all the drift counters out and place them in a cup. Each counter is marked with one of the hexrows A-GG. Then, for each mapboard, draw six counters and place them on the fifth hex of the proper hexrow. Random Direction is then used. If the drift is placed in a hex that already has a drift, or in a building hex, disregard and repeat the random selection. If the drift lands on another board, it is placed on the other board normally. If the drift goes off all boards, it is not placed. Only one drift is created per board in the rally phase (as a result of Heavy Winds or Gusts being in effect). There

is no rule for handling Drifts on a half board, so you will have to figure it out for yourself.

Drifts only affect one hexside and are always positioned to face the initial wind direction. Regardless of subsequent wind change, the drift remains as it was initially placed. If there is no wind at scenario start, roll for direction (B25.64) and all drifts start out facing that direction.

Drifts are similar to hedges, but require all of a unit's MP/MF to cross. Additionally, vehicles must take a Bog Check to cross a drift (the +1 snow modifier applies), in addition to any Secret Bog DR for Deep Snow. If Bogged, the vehicle is considered in the Drift hex. Drifts cannot be bypassed, but can be cleared. A drift is treated as a hedge, conveying a +1 TEM and blocking same-level LOS.

Ground Snow (including Deep Snow or drifts) also activates ice rules (B21.6) in all Water Obstacles, which then become Open Ground (usually at Level -1). Streams also become frozen (effectively making them dry) per E3.722 and B20.7. Wire and non-hidden mines are the only fortifications which may be placed on ice. An HE KIA result on ice breaks it up, clearing that hex of ice and returning it to the original status of Water Obstacle. The rule book suggests marking such hexes with a coin (B21.6), though other blank counters provided can easily be used for this purpose. (While we have a dozen different Turn marker counters and enough Italian heroes to man a T-35, the cost to include a few broken ice counters in the system is, apparently, prohibitive.)

Ice may collapse under the weight of an AFV of ≥ 5 tons (B6.42), and though the rule book does not say whether the ice is removed in this process, logic dictates that it should be. If a vehicle over 5 tons enters an ice hex, a DR is made, modified by +1 for every 5 tons above the limit (FRU). Five tons is considered the initial weight limit. However, the weight limit of the ice is increased to equal the weight of any vehicle which successfully crosses it, reducing the modification for heavier vehicles which come later. I believe this successfully represents the idea that a good armor leader would send his lightest vehicles first, gradually working his way up to the T-34s and KVs.

EXAMPLE: A T43 enters a river hex. At 32 tons, it must now roll for the ice, modified by +6. A result of 6 or more collapses the ice and eliminates the AFV and any other unit in that hex. However, if a T-34 M40 had already entered the same hex and successfully passed the DR, the weight limit has been established at 26.2 tons, and the DR is now only modified by a +2 for the 5.8 tons difference, requiring only a 9 or less to support the T43.

Falling Snow (E3.173) (and the occasional SSR) make a stream hex frigid (B20.7) rather than frozen. Infantry and Cavalry units may enter a frigid stream, but suffer Unit Substitution (A19.) for doing so, or (in the case of Inexperienced units) are broken and disrupted,

while vehicles may not enter at all. Boats may be used normally in such cases.

Extreme Winter (E3.74) comes into play only by SSR. The winters of Russia and Finland were legendary for their brutal cold, and rules for Extreme Winter only apply to Russian and non-Finnish Axis troops. Other nationalities which fought in the frigid climes of the Aleutians, Norway, or Manchuria would, where appropriate, have to be included by SSR, and Allied breakdown penalties would have to be devised by the scenario designers (keeping in mind that they may have been better prepared than the Axis was). Under Extreme Winter conditions prior to April 1942, the breakdown and elimination numbers of non-Finnish Axis support weapons [EXC: DC] are reduced by 2. Before April 1941, the breakdown and elimination numbers of Russian equipment is reduced by 1.

EXAMPLE: In a 2/41 scenario, German LMG breakdown would occur on a 10. The MA of a Russian KV-I would malfunction on an 11.

Entrenching is always NA in Extreme Winter. Furthermore, any Personnel subject to Extreme Winter penalties which rolls an original 11 attempting to rally suffers Casualty Reduction unless in a building or pillbox.

Axis vehicles struggled enormously during their first winter in Russia, and Axis vehicles which do not set up in Motion (doing so requires an SSR; D2.4) must make a dr before starting (3.744). On a 6, the vehicle is immobilized. This rule applies in all scenarios when Extreme Winter applies before April 1942. This dr is made only once per vehicle.

HAKKAA PAALLE

...the Finnish battle cry of the Winter War. The Finns excelled at ski and winter warfare, though Germany (various Gebirgsjaeger divisions), Italy (Alpini), Spain (Phalangist volunteers), France (Chasseurs Alpines), Great Britain (Scots Highlanders), the United States (10th Mountain Division), Norway (almost all units), the Soviet Union, and Canada all had trained ski units. Ski troops provided a degree of mobility on a winter battlefield which could not be achieved in any other way. Anyone who has ever cross-country skied knows that the mechanics of ASL ski troops are a little messed up. One can ski across level ground much faster than one can normally walk (even without snow). On the other hand, going downhill with a full pack on cross-country skis is difficult and expends a lot of energy, and thus is unlikely to yield two extra movement factors.

Nevertheless, the ski rules are successful and, on the whole, well thought out. Not everyone can be ski-equipped and capable. Cross-country skiing is not as easy as it looks, and learning in the line of fire would be a real trick. Thus, in order to use captured skis, a

player must make a dr of 1 to be successful; any other result eliminates the skis.

Troops with skis are considered either in ski mode (if they are on top of the ski counter), or normal Infantry, portaging their skis at a cost of 1PP (if the ski counter is on top of them). To switch to ski mode costs 2 MF, but to take the skis off costs none. Either action can be done during the MPh, RtPh, or APh. A skier (a unit on top of the ski counter) is prohibited from entering certain terrain: building, rubble, pillbox, entrenchments, and IN shellholes. Skiers may not enter, nor be transported by, vehicles. Skiers may not cross cliff depictions or barbed-wire fences (P3.2) and never benefit from Road Bonus. Again, experienced cross-country skiers know that it is much easier to ski on a tracked road than in powder, and I don't think the road bonus needs to be eliminated for snow troops, but the rules are clear. Units using skis may utilize Leader Bonus (A4.12) and may declare Double Time (A4.5).

Troops on skis do not pay extra MF for snow/Deep-Snow/drifts. Skiers receive two additional MF when crossing a Crest Line to a lower elevation and an additional 1/2 MF for crossing a Down-Slope hexside (P2.51). This bonus applies per Crest Line crossed and can be used to increase the MF of even broken, berserk, or wounded ski units, but cannot be used in the Advance Phase. Skiers rout and advance normally, subject to the same movement restrictions as above. This includes switching from ski mode to normal Infantry (and back) paying normal MF costs.

EXAMPLE: Deep Snow is in effect. An 8-3-8 in 41AA4 is portaging skis at the beginning of its movement phase. It declares Double Time and puts the skis on for 2 MF (placing the ski counter under the 8-3-8). It then moves to BB4 for one more MF; in crossing the Crest Line, it gains 2 MF. It goes on to BB5 where it gains another 2 MF. It has now expended 4 MF, but it still has 6 MF remaining. It enters AA6 for 2 MF, goes on to Z6 (bypassing AA7 and Z7) for another MF, removes its skis (no MF) and enters Y7 for 3 MF. The unit has expended all ten of its MF.

There are, of course, restrictions to and trade-offs for being able to buzz around the winter battlefield on skis, the most important of which occur in Close Combat. Not only do skiers in CC add two to their CC DR, their opponents subtract two from theirs. Skiers can remove their skis once locked in Melee. Skiers cannot use Guns, "ordnance support weapons," or medium and/or heavy machine guns. Skiers must follow all movement rules when routing and must remove their skis to Low Crawl. Berserk skiers cannot switch their ski mode until they reach their "target."

GENERAL WINTER

I would like to briefly wrap up by showing how knowledge of and appreciation for winter rules can be used to your advantage. The keys here are to remember the two basic changes: visibility and mobility.

Visibility: If Falling Snow is in effect, this generally favors the attacker. If you are the attacker, staying outside a range of 6 hexes can add the protection you need to get your troops to their objectives. As the defender, you may have to spread out more. Long range shots will be less effective, so keep a good picket of troops to prevent any gaps.

Keep in mind that SMOKE cannot be placed in Deep Snow (except Infantry SMOKE in buildings). This creates problems in crossing open ground, particularly if there is no Falling Snow. The corollary is to remember that SMOKE may ordinarily be used with Ground/Falling Snow, providing extra cover. Don't forget to combine the Winter Camouflage LV hindrance with the Falling Snow LV hindrance. While the former cannot be combined with non-SMOKE TEM, the latter is not a TEM. Remember that LV hindrances neither negate FFMO nor reduce Residual FP.

Mobility: Mobility can be a big factor. You must guard against bogging down on the attack or becoming surrounded on defense. The British troops involved in the fighting at Narvik never really engaged the Germans, due to their lack of mobility in the deep Norwegian snow. Plan to make necessary troop movements earlier (especially if changing elevation) and don't hesitate to forego a Prep Fire shot that will put an important unit out of position for the rest of the game. Always take into account the effects of snow on routing units when setting up.

When defending, if you've got mobility, you can keep a reserve and apply it when your opponent reveals his schwerpunkt. If attacking, you can use your mobility to keep the defender off balance and to probe for weaknesses. When the opportunity presents itself, run (ski) like heck. Keeping vehicles moving is important, and taking unnecessary Bog Checks is like playing with fire.

If your opponent has vehicles, you must keep track of the Deep Snow Bog. Don't let your opponent run those tanks all over the board. Bogging can be just a minor annoyance, but with a little luck it can become a major pain. In a scenario where an attacker must move a long way without plowed roads, there is a real possibility that Bogging may prevent him from exiting sufficient points.

Learn the ski rules and always use skis when they are available. Not bothering to change from foot to ski mode can make a scenario impossible (but don't forget to take them off when CC is imminent). The rules are not really that

difficult and it's sometimes safer than regular movement (because of the Winter Camouflage and Falling Snow). Sledges are also among the better means of conveyance in Deep Snow—don't forget you can gallop those babies for extra MF.

Fire Attacks: The situations vary widely, but there are a few generalities. Your troops are cold, so scenarios should show a lower ELR for troops fighting in Extreme Winter. Low quality troops fighting in the cold may well melt away and disrupt. Again, when routing, accounting for extra MF can save you, as can taking advantage of skis. Falling Snow and Winter Camouflage won't help, as LV hindrances don't negate Interdiction.

Remember that HE attacks get a +1 in Deep Snow. On the other hand, HE equivalency does not suffer this penalty, nor do HE attacks vs vehicles. Likewise, take advantage of Winter Camouflage and falling snow benefits whenever possible, in all their forms. Vehicular camouflage is especially difficult for me to remember to use, since I am usually not shooting at ranges greater than 16 hexes.

Winter combat was among the more horrible of WWII actions (or any war—ask Napoleon). There was rampant disease, frostbite, exposure and hunger, all to go along with ordinary combat casualties. In ASL, however, it can be good fun, and I recommend it. **ASL**

GUIDE TO THE FROZEN NORTH

Scenarios using the E3.7 and E4 rules:

SCENARIO	DATE	CONDITONS
The Borders Are Burning [A10]	11/30/39	DS,WC
Silent Death [A11]	12/09/39	DS,EW,WC,S
Surprise Encounter [A88]	12/12/39	GS,O,EW,WC
The Raate Road [A54]	12/13/39	DS,EW,WC,S
Hakkaa Paalle [G17]	01/12/40	DS,D,EW,WC,S
Burzevo [R]	12/02/41	GS,EW
The Road To Gora [A91]	12/15/41	DS, WC, S
The Dead of Winter [T6]	12/29/41	DS,EW,WC
Grab at Gribovo [G10]	01/03/42	DS,EW
Wintergewitter [A70]	12/13/42	GS,WC
Escape from Velikiye Luki [H]	01/12/43	GS,WC
The Paw of the Tiger [F]	01/12/43	GS,WC
Avalanche! [G12]	02/06/43	GS,WC,S
Tiger, Tiger [G14]	02/11/43	GS,WC
Under the Noel Trees [23]	12/25/44	GS,WC
Meeting of Patrols [A29]	12/26/44	GS,WC
Goya [G18]	01/07/45	GS,O,WC
A View from the Top [G13]	02/23/45	GS,WC,S
Valhalla Bound [A74]	04/01/45	GS,FS,WC

GS=Ground Snow;DS=Deep Snow; D=Drift;EW=Extreme Winter;FS=Falling Snow;O=Overcast (snow may fall);WC=Winter Camouflage;S=Ski-Capable

ASL ACTION PACK #1

June 29th, 1941... As Operation Barbarossa unfurls and the German army drives east, Army Group South finds itself up against stiff opposition. Von Kleist's 16th Panzer Division drives a wedge between the Soviet 5th and 6th Armies, only to find six full mechanized corps attacking its flank in accordance with Timoshenko's Directive No. 3. If the Soviet armor can breakthrough, perhaps they can stem the tide.

July 11th, 1943... With the Allied invasion of Sicily on July 10th, the liberation of Europe has begun. As American troops and vehicles unload at Gela, Darby's Rangers stand guard over the beach. Backed up by the awesome firepower of the fleet offshore, and with the added punch provided by several captured Italian guns, the Rangers are confident that they can handle any counterattack made by Italian infantry. The armor of the Herman Goering Division might be another story, however.

August 7th, 1944... Bradley's First Army, having finally broken out of the Cotentin Peninsula after Operation Cobra, is threatening to turn the corner with a major encircling move. The German counterattack towards Avranches, designed to reseal the peninsula and blunt Bradley's breakthrough, sweeps past Mortain and scatters several of the lightly manned roadblocks outside of town. Time is of the essence; progress must be made now while the Americans scramble to regroup.

January 2nd, 1945... As Patton's Third Army counterattacks in the Ardennes, its former positions in France are stretched thin. Operation Nordwind, Hitler's followup to Wacht am Rhein, threatens to punch through the U.S. Seventh Army. As Jagdtigers and Flammhetzers swarm around them, the dug-in American infantry prepare to repulse the SS panzergrenadiers. As always, in the end it all comes down to the foot soldier.

Boards 42 and 43—the newest geomorphic mapboards for wargaming's best tactical-level World War II simulation—are the centerpieces of this latest innovation for the *ASL* game system: the ASL Action Pack. Designed to get you right into the action, these Packs consist of boards and scenarios that further expand the *ASL* game system without requiring new rules sections. Board 42 depicts a small village crossroads: stone buildings, walls, hedges, and orchards are complimented by ponds, grainfields, and woods. Board 43 has the feel of a farm compound surrounded by large grain fields; the open terrain is sure to provide great fields of fire for your marauding armor. Eight new scenarios were specifically designed for use with these new boards. The actions in these battles span the length of the war—from 1939 to 1945—and the length of Europe—from Poland to Sicily, from Russia to France. Also included in the package is a color-coded flow chart to help you through the somewhat complicated OBA section of Chapter C.

ASL Action Pack #1 is not a complete game. Ownership of ASL, BEYOND VALOR, YANKS, and THE LAST HURRAH is required. Additionally, one of the eight scenarios requires Italian Infantry (HOLLOW LEGIONS) and board 10 (PARTISAN!), one requires board 35 (CODE OF BUSHIDO), and one requires board 38 (GUNG HO!).

Suggested retail is $19.95 at better hobby, and game stores everywhere (product #8003-APS). If not available locally, please contact us direct at: **1-800-999-3222.**

The Avalon Hill Game Company
DIVISION OF MONARCH AVALON, INC.
4517 Harford Road • Baltimore, MD 21214

HIGHWAY 5

ASL SCENARIO A92

BALIUAG, LUZON, THE PHILIPPINES, 31 December 1941: By late December it was obvious to MacArthur that the time had come for the retreat to Bataan. For the Philippine Army's 71st and 91st Divisions, assigned to hold the Baliuag-Plaridel-Calumpit area, the order to withdraw came not a moment too soon. The 91st withdrew during the morning of the 31st. By 1330, the 71st had hastily withdrawn out of Baliuag just as General Sonoda's 7th Tank Regiment was moving at full speed down Highway 5 towards the town. Sonoda's tanks and advanced infantry took up positions around Baliuag to allow the remainder of the force's infantry to catch up and to prepare for an assault on Plaridel and Calumpit. Fearing that the green 51st Infantry Regiment, positioned between Calumpit and Plaridel, would not be able to stand up to the Japanese attack, Brigadier-General Jones sent two tank platoons, supported by a self-propelled artillery battery, to intercept Sonada's tanks.

VICTORY CONDITIONS: The Americans win at game end if they have amassed at least 35 Casualty Victory Points more than the Japanese; this required total is reduced by 5 CVP for each turn prior to Turn 4 that the Japanese reinforcements arrive. The Americans lose immediately upon the elimination/Recall of ≥ 6 *M3*s.

BOARD CONFIGURATION:

BALANCE:

● Delete the 9-1 Armor Leader from the American OB, and add six "?" to the Japanese OB.

☆ Exchange the Japanese 9-1 for a 9-0, and in the Victory Conditions, change "≥ 6" to "≥ 7".

TURN RECORD CHART

	☆	1	2 ● ②	3 ④	4 ⑥	5	6	END
● **JAPANESE Sets Up First**								
☆ **AMERICAN Moves First**								

Elements of the 1st Infantry Battalion, 47th Infantry Regiment and the 7th Tank Regiment "Sonada Force" [ELR: 3] set up on board 24 on/north-of hexrow J: {SAN: 2}

4'-4-7 **1**	2-2-8	9-1	MMG 2 4-11	DC 4-11 38-1	? 7 *marais*
4					**6**

Set up on board(s) 24/38 on/north-of hexrow Q (see SSR 4):

57 **14** 2/–87	37 **15** 2/–82★
3	**6**

Enter along the north edge of board(s) 24/38 per SSR 7:

57 **14** 2/–87	37 **15** 2/–82★
3	**3**

Elements of Company C, 192nd Tank Battalion enter on Turn 1 along the south/west edge(s) of board 24 on/between 24A6 and 24I1: {SAN: 0}

37LL **18** 4/4/2	9-1
10	

SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1) [EXC: all bamboo hexes are brush hexes; all printed roads/bridges on board 24 exist].

2. Place overlays as follows: **1** on 38N8-N9; **X14** on 24R5-R4; and **X11** on 24U4-V3.

3. The valley does not exist; the other terrain in these hexes exists normally at Level 0 [EXC: non-gully cliffs do not exist]. All buildings are wooden.

4. Bore Sighting is NA. Japanese AFV may not set up IN buildings/huts. Japanese MMC are not exempt from taking PAATC (i.e., they must take a PAATC in all situations where a non-Japanese MMC would be required to do so).

5. Vehicles may utilize VBM in non-Collapsed Hut hexes at a cost of 1 MP per hexside traversed; for each such hexside traversed at this reduced expenditure rate, a dr must be made—a result ≥ 4 collapses the huts in the by-passed hex with no effect on the vehicle.

6. American AFV have no HE available. Use *M3A1* counters as *M3*s for the extra *M3*s needed.

7. Begining on Turn 2, the Japanese must make a reinforcement dr at the start of each friendly RPh. If the dr is ≤ the circled number on the current turn of the Turn Record Track, all AFV must enter in the upcoming MPh.

AFTERMATH: As Lieutenant William Gentry led two platoons from Company C, 192nd Tank Battalion into Baliuag, the S-P guns of the 71st Provisional Field Artillery Battalion fired into the town. At 1500 hours, as dusk was nearing, the 71st FA ceased it's fire and Gentry's tanks raced into the town. A short, crazed melee ensued as Company C chased the Japanese tanks through narrow streets, smashing grass huts along the way. The Japanese infantry scattered, vainly firing their small arms at the American tanks. By the time Gentry halted the attack, eight Japanese tanks had been destroyed with only minor damage to Company C. This successful delaying action, one of the few bright spots in an otherwise tragic campaign, allowed the 51st Infantry to narrowly escape toward Bataan.

STOP AND GO TRAFFIC
Moving, Motion, and Non-Stopped Status
by Ole Boe

Most ASL scenarios include a vehicle or two. Although the vehicle rules add complexity to the game, vehicles really spice up a scenario. To get enjoyment out of this, however, it is important to understand the basics of the vehicle rules. Among the most important is vehicle movement. In this article I'm not going to discuss how a vehicle moves from one hex to another. Instead I will try to explain the effects of starting, stopping or moving a vehicle.

Starting and Stopping

The first thing you need to know is how to start and stop your vehicle. You need to start it to get somewhere, and you need to stop it if it is going to fire effectively.

A vehicle has two ways of starting. The usual way is during the vehicle's MPh when the vehicle is started by expending one MP, a *Start MP* (D2.12), while declaring that you're starting your vehicle. When paying this Start MP, the vehicle is assumed to be in forward movement unless you state that the vehicle starts in Reverse Movement. In certain situations the vehicle doesn't start automatically. The most common of these situations are Bog Removal (D8.3), or if the vehicle must make a Mechanical Reliability DR (i.e., its MP are printed in red; D2.51) or a Stall DR for PzKpfw VG or JgdPz V. The second way of starting is during the opponent's MPh. If an enemy unit which started the MPh out of your vehicle's LOS moves into its LOS, you may try to start the vehicle by making a Motion Attempt (D2.401) as discussed in more detail later.

To stop, the most painless way is to expend a *Stop MP* (D2.13) during your vehicle's MPh, but there are other, more unpleasant ways to stop as well. If an enemy attack vs the vehicle obtains *any* result (other than Pin) against the vehicle or its Crew (but not if only its Passengers/Riders are affected), the vehicle stops *immediately* without the expenditure of any MP. Such attack results include Immobilization, Shock, Stun, Break, K/#, KIA, and, of course, (Burning) Wreck. In addition, the vehicle stops immediately (without the Stop MP) if it becomes Bogged due to driving somewhere it shouldn't (D8.2) or Immobilized for trying to go too fast (Excessive Speed Breakdown; D2.5).

(Non-) Stopped and Motion

A vehicle is always in one and only one of three possible states: *Stopped* (D2.13), *Non-*

Stopped (C.8), and *Motion* (D2.4). Thus a Non-Stopped vehicle is never in Motion or Stopped at the same time, etc.

A vehicle that begins a scenario onboard must set up Stopped unless otherwise specified by SSR. During play a vehicle is considered Stopped if it started the scenario onboard and has not yet started, or if it has stopped since the last time it started.

If the vehicle is not Stopped, it is either in Motion or Non-Stopped, depending on the current phase. If it currently is the vehicle's MPh, the vehicle is Non-Stopped, but at all other times the vehicle is in Motion. A vehicle that sets up offboard always sets up in Motion and remains in Motion (or Non-Stopped) until it stops. These two states are identical for most purposes, but as discussed later there are a few differences between them.

EXAMPLE: A vehicle is in Motion at the beginning of a Player Turn. As soon as the vehicle's MPh starts, the vehicle changes from Motion to Non-Stopped. If the vehicle doesn't stop during its MPh, it changes back from Non-Stopped to Motion at the end of its MPh. It then remains in Motion until it stops, or until the start of its next MPh, whichever happens first.

Moving Target

In addition to being in one of the three states described above, a vehicle is sometimes a *Moving Target* (C.8 and C6.1), which makes it harder to hit. A Motion vehicle is always a Moving Target; a Non-Stopped or a Stopped vehicle may or may not be a Moving Target.

A vehicle is a Moving Target under the following circumstances:

● It begins a Player Turn in Motion.

● It uses Vehicular Bypass Movement or moves to a new hex.

● It ends the MPh in Motion.

● It gains Motion status in the opponent's MPh.

Note that a Moving Target remains one for the remaining fire phases of that Player Turn, even if the vehicle later stops.

EXAMPLE: A Stopped vehicle makes a successful Motion Attempt during the opponent's MPh. It immediately becomes in Motion and therefore also becomes a Moving Target. If later in the opponent's MPh it becomes Immobilized due to Bounding First Fire, it then immediately becomes Stopped and thus is no longer in Motion, but it remains a Moving Target because it had been in Motion during that Player Turn.

EXAMPLE: A Stopped vehicle expends a Start MP during its own MPh. It immediately becomes Non-Stopped, but is not a Moving Target. If it enters a new hex, then it becomes a Moving Target. If the vehicle stops during its MPh either as the result of an enemy attack or by expending a Stop MP, it becomes Stopped, but remains a Moving Target since it has entered a new hex during that Player Turn.

EXAMPLE: A Stopped vehicle expends a Start MP during its own MPh and immediately becomes Non-Stopped, but this time it neither moves to a new hex nor stops, but uses its remaining MP to change its VCA. This does not make the vehicle a Moving Target. As soon as its MPh ends however, it becomes in Motion and a Moving Target.

EXAMPLE: A vehicle begins the opponent's Player Turn in Motion, and is therefore also a Moving Target. If it is Immobilized, it immediately becomes Stopped and no longer in Motion, but it remains a Moving Target for the remaining fire phases of that Player Turn.

Motion Attempt

A Mobile vehicle can be started during the opponent's MPh by making a Motion Attempt (D2.401). If successful, the vehicle starts and can also change its VCA freely. The Motion Attempt is made by making a dr ≤ the number of MF/MP expended in the vehicle's LOS by an enemy unit. *Any* enemy unit, even an unarmed Infantry unit or a dummy stack, qualifies for triggering a Motion Attempt as long as the unit started its MPh out of the vehicle's LOS. There is, though, one exception: a vehicle may not make a Motion Attempt based on the MF expenditure of a Tank-Hunter Hero (G1.423). A vehicle can make a Motion Attempt only once per enemy MPh. A vehicle marked with any fire counter, an Immobile vehicle, or a vehicle in a Convoy (E11.24) cannot make a Motion Attempt at all, and a vehicle with Red MP must also roll for Mechanical Reliability (D2.51) (and a Panther G or Jagdpanther must roll for possible Stall). If a vehicle Stalls after a Motion Attempt, it simply fails to start, no Delaying-MP DR is made. A radioless Platoon makes a Motion Attempt with only one dr for the entire Platoon, but is subject to a positive drm equal to the number of AFV in that Platoon (D14.21). A lone radioless AFV need not pass a NTC before making a Motion Attempt, but must add a +1 drm to its Motion Attempt dr (D14.23).

EXAMPLE: A stopped PzKpfw IVJ is in 24AA7 and a U.S. squad carrying a BAZ is in X7, out of the AFV's LOS. During the U.S. MPh, the squad moves to Y7 and then to Z7 where it ends its MPh. The PzKpfw is afraid of the BAZ, so it makes a Motion Attempt. Since the squad expended three MF in the PzKpfw's LOS, it succeeds and gains immediate Motion status if its dr is ≤ 3.

Note that a Motion Attempt can be made anytime during the enemy's MPh. If an enemy unit expends three MF/MP in your vehicle's LOS, you can make the Motion Attempt immediately based on this MF/MP expenditure, or you can wait either until you have seen the movement of other enemy units, or even until the end of the enemy MPh, and still make a Motion Attempt based on the MF/MP expenditure of the first (or later) enemy units.

A Motion vehicle can make a Motion Attempt even though it's already in Motion. In addition to putting a vehicle in Motion, a successful Motion Attempt allows the vehicle to freely change its VCA, which has several possible benefits.

EXAMPLE: A Motion Panther is in 23J7 with both its VCA and TCA pointing towards J8/K8. During the U.S. MPh a Sherman moves from H6 to I6 and then to J6 where it stops after expending 4 MP in the Panther's LOS, hoping to get a rear shot. Rather than turn and fire, the Panther chooses instead to make a Motion Attempt. If it rolls ≤ 4, it succeeds and can then turn its VCA/TCA towards I7/I6, getting its almost invulnerable frontal armor towards the Sherman before the Sherman can fire, without committing itself to an attack or engaging in a Gun Duel it may well lose. If it fails its Motion Attempt, it can try to fire then.

EXAMPLE: A Motion Sherman is in 20M5 with its VCA towards L4/M4. During the German MPh a BU Panther moves to L3 where it stops after expending 6 MP in the Sherman's LOS. Although the Sherman has its frontal armor towards the Panther, you know that the Panther will probably penetrate the Sherman's armor, so it makes a Motion Attempt which automatically succeeds since the Panther has expended 6 MP in the Sherman's LOS. The Sherman also uses the Motion Attempt to change its VCA towards M4/N4. During its AFPh the Panther has a total To Hit DRM of +6 [+4 [Case C] +1 [I] +2 [J] -1 [P]] meaning that it will probably miss with the shot. In the U.S. MPh, before the Panther gets another shot, the Sherman can move directly to N4 which is out of the Panther's LOS without having to change its VCA first, so that the Panther does not get the opportunity to Defensive Fire vs the Sherman. If the Sherman had not changed its VCA before its MPh, it would have to expend one MP to change it before it could move. This would give the Panther a Defensive First Fire opportunity, with a high probability of hitting and destroying the Sherman.

Keeping Motion Status

Unlike an Infantry unit, a vehicle normally has to expend *all* of its MP before its MPh is considered to have ended. You cannot say "that's it, I'm finished" if the vehicle has MP left. This doesn't mean that a vehicle with lots of MP has to keep on moving forward forever; there are three ways of throwing away the "unneeded" MP.

The first, Delay (D2.17), is used when the vehicle is Stopped. The vehicle then expends as many MP as you want while it remains Stopped in its present Location. If a Stopped vehicle wants to end its MPh while it has MP remaining it can do so, but is considered to be expending these MP as a Delay in that Location. Delay MP cannot be used by a Non-Stopped Vehicle, unless the vehicle is using Platoon Movement (D14.21).

The second way of expending extra MP is based on a sentence in F11.74. This rule says: "Since a vehicle is not prohibited from expending more MP to enter a hex than the minimum required, it may, as it enters a new hex, declare a higher-than-necessary MP expenditure...." This means that if you want your vehicle to move to a Location which requires one MP and end its

MPh in Motion there, but it has two MP left, it must declare that it expends two MP as it enters that Location. The third way of expending extra MP is to turn the VCA back and forth a little, since each hexspine changed normally costs 1 MP. This can be difficult if in Bog terrain and is not possible if currently in Bypass, since a vehicle in VBM can only turn its VCA as part of continuing VBM along another hexside (D2.33).

EXAMPLE: A U.S. 7-4-7 is in 23S5. An Italian M13/40 is in R5 with its VCA towards R4/S5. It has 2 MP left and wants to end its MPh in the 7-4-7's Location to stop it from firing at other targets (A7.212), but doesn't want to stop since it will then be more vulnerable in CC. The M13/40 can accomplish this by expending 2 MP as it enters S5 instead of the 1 MP it normally costs to enter the hex. Alternatively, the M13/40 could first expend one MP in R5 by changing its VCA to S5/S6, before moving to S5.

A stopped Sherman is in 24T5, a German squad is in R4 and a Panther is in V2. During the German MPh the squad moves to S5, expending two MF in the Sherman's LOS. The Sherman may make a Motion Attempt now, which will succeed on a dr of ≤ 2, but the Sherman chooses to wait since it can make only one Motion Attempt during a MPh. If the Panther uses its last 3 MP to move to U3 and T3 and stop, the Sherman will now succeed with the Motion Attempt by rolling ≤ 3. If the Panther expends only one MP in the Sherman's LOS, or doesn't enter its LOS at all, the Sherman may still make a Motion Attempt based on the squad's movement.

If you want to end the vehicle's MPh in Motion, you can do so only if it is Non-Stopped, and has expended all of its MP or has insufficient MP remaining to enter the next hex it wishes to enter (D2.4), in which case these MP are considered expended in this Location (D2.1). This constraint is easily overcome, however, if you remember to Delay or use the higher-than-necessary MP expenditure earlier in the MPh so that your vehicle has no MP left where it wishes to end its MPh. If it has two or more MP left where you want it to end its MPh, the vehicle can stop and then expend Delay MP until it has one MP left before it starts again. If your vehicle starts its MPh in Motion and you want to remain in Motion in that same Location, there are two

possibilities. If the vehicle is not using VBM and you want it to remain Non-Stopped, it can turn it's VCA back and forth until all MP are expended. This should be harmless unless there is enemy ordnance on both sides waiting for a side shot or the vehicle is in Bog terrain. If it doesn't matter if the vehicle stops for a while, the vehicle can pay a Stop MP, use Delay until all but one MP are expended and then pay a Start MP. This should also be mostly harmless, but has two drawbacks. First, if there is enemy ordnance (other than LATW) at a one-hex or two-hex range, it may use the Point Blank (Case L) -1 or -2 DRM when firing at your vehicle. Second, if there are enemy Infantry capable of using CC Reaction Fire (D7.21) vs your vehicle, they no longer have to add the +2 DRM for a Motion/Non-Stopped vehicle (A11.51).

Another use of Delay/slow-movement is when you want to move your vehicle into the LOS of an enemy vehicle to engage that vehicle in a fight. If the vehicle moves directly to its intended position and stops with some MP left, these MP are considered expended in this Location. With these extra MP expended in the enemy vehicle's LOS, the enemy vehicle is often guaranteed a successful Motion Attempt since your vehicle may well have expended at least six MP in the enemy vehicle's LOS. If your vehicle uses Delay/slow-movement before it enters LOS, it can expend a minimum number of MP in the enemy vehicle's LOS. The enemy vehicle will then be less likely to succeed with its Motion Attempt.

EXAMPLE: A Stopped T-44 is in 23I6 with its CA towards I5/J5. A JgPz IV/70 is in L4 with its CA towards K5/L5. During the German MPh, the JgPz starts (1 MP), moves to K5 (1 MP), and stops (1 MP), declaring its MPh as over. Its remaining 8 MP is then considered expended in K5, giving the T-44 automatic success with its Motion Attempt. If the JgPz instead started its MPh by expending 8 delay MP in L4 before starting (1 MP), moving to K5 (1MP), and stopping (1 MP), only the last 2 MP would be considered expended in the T-44's LOS. Now the T-44 will only succeed with its Motion Attempt on a dr of ≤ 2.

Fire During the MPh

Unlike Infantry, a vehicle may fire its weapons during its MPh. This fire is called Bounding First Fire. Bounding First Fire may be used both when the vehicle is Stopped or Non-Stopped. If a vehicle fires one weapon during its MPh, it must fire all of its weapons from that same hex or forfeit their use for that Player Turn (D3.51) [EXC: Multiple OVR; D7.14], although if the vehicle fires its MA and retains ROF, it may later fire its MA (only) from other hexes.

EXAMPLE: A Crocodile moves to 23F5 where it fires its flamethrower before it moves to G5. A Hidden German 88LL is then revealed in H5, but the Crocodile can not fire any more weapons this Player Turn since it has already fired a weapon from another hex. If the Crocodile had also fired its MA and retained ROF in F5, it could fire the MA again from G5, but could still not use its CMG.

A vehicle can normally not fire in more than one phase of a Player Turn, but there is one exception to this, too. If the only weapon the vehicle fired during its MPh was the MA which retained ROF, it may fire the MA once during the AFPh (D3.32). It cannot fire any other weapon in the MPh nor the AFPh if it wishes to fire the MA in both phases.

Firing on the Move

A Motion vehicle cannot fire any of its weapons in the PFPh, since it has to expend at least one MP during its MPh (D2.4).

The FP of all non-ordnance weapons (even FT) of a vehicle is halved when firing from a Non-Stopped/Motion vehicle (D2.42). This halving also applies in Close Combat (A11.62)[EXC: Nahverteidigungswaffe], but not during Overrun (D7.11). The FP from non-ordnance weapons (except FT and Gyrostabilized CMG vs an acquired target) is also halved when firing as Bounding First Fire, even if the vehicle is Stopped (D3.31). Therefore, the FP of most weapons on a Non-Stopped vehicle is *quartered* due to both Non-Stopped and Bounding First Fire (see the D2.42 errata in this issue's "Debriefing"). If a vehicle is in Motion or using Bounding First Fire, its ordnance weapons cannot use the Area Target Type (C3.33) and cannot gain or retain Acquisition unless equipped with a Gyrostabilizer (C6.55). So after moving to a new position where you want to acquire a target, it is often wise to wait until the AFPh to take the shot. You lose the possibility to retain ROF, but gain Acquisition since the shot is no longer Bounding First Fire.

A Stopped vehicle firing an ordnance weapon as Bounding First Fire must add Case C, C¹, or C² depending on how long it has seen the target. Any vehicle (regardless of phase) which is Non-

Stopped/Motion when firing an ordnance weapon must add Case C⁴. Also note that Case L (Point Blank Range) is not available if the firer *or* the target is Non-Stopped/Motion (C6.3). Case C⁴ is a little confusing since it uses Case C (and therefore Case B), and possibly even Cases C¹ or C².

Target Consequences

● An attack vs (or from) a Motion/Non-Stopped vehicle never gets the benefit of Case L Point Blank Range (C6.3). As soon as a vehicle expends a Start MP or performs a successful Motion Attempt, it is too late for the adjacent enemy Gun to get the -2 DRM vs the vehicle since it is now Non-Stopped/Motion.

● A RCL cannot acquire a Moving Target (See "Moving or ..." sidebar) or use previous acquisition against it (C12.24). Any previous acquisition counters from RCL are removed as soon as the vehicle becomes a Moving Target.

● All To Hit attempts vs a Moving Target must

add Case J, J¹ or J² to the To Hit DR, so a Moving Target is harder to hit (C6.1). Cases J¹ and J² can only apply during the MPh, while J applies to a Moving Target regardless of phase.

EXAMPLE: A Stopped Tiger is in 23W7 with its VCA/TCA towards V7/W8. A T-70 which has already expended 12 of its 14 MP moves from W10 to W9 where it uses its last MP to Stop. If the Tiger defensive fires at the T-70 based on the T-70's Stop MP, it must pay To Hit Case J¹ since the T-70 has expended only two MP in its LOS. If it waits until the DFPh, it must pay Case J since the T-70 is still a Moving Target, but not J¹ which applies during the MPh only. In both cases the Tiger gets a -1 DRM for Point Blank Range since the T-70 is Stopped.

Assume that the T-70 is still alive during its next MPh, and expends a Start MP, becoming Non-Stopped. If the Tiger chooses to fire, it does not pay any Case J since the T-70 has

not yet become a Moving Target, but the Tiger loses the benefit of Point Blank Range since the T-70 is Non-Stopped.

● If a Motion/Non-Stopped vehicle is attacked in Close Combat, the attacking Infantry must add a +2 DRM to its CC DR (A11.51). Infantry may not attempt to capture any Motion/Non-Stopped vehicle (A11.52). A Motion vehicle does not hold enemy units in Melee, so the units are free to move in their next MPh if the vehicle was in Motion during the last CCPh (A11.7).

● If a Motion/Non-Stopped AFV is attacked by a Placed/Thrown DC, there is a +2 DRM to the DC Position DR. If a DC is Thrown from a Motion/Non-Stopped vehicle (See "Moving or ..." sidebar), the DRM for a Thrown DC is increased from +2 to +3 either directly to the IFT DR if vs an unarmored target, or to the DC Position DR if vs an armored target (A23.6, C7.346). An attempt to throw a DC into a Cave receives a +1 drm to its Thrown-DC dr (G11.833) if Thrown from a Motion/Non-Stopped vehicle.

● A vehicle Hull Down due to Height Advantage loses its Hull Down status (the HD counter

PHASE AND MOVEMENT DEPENDENT FIRE MODIFIERS

	MG	FT	Ordnance	Notes
PFPh - Stopped	Full FP	Full FP	No DRM	
PFPh - Motion	Can not fire any weapon			
MPh - Stopped	1/2 FP	Full FP	C, C¹ or C²	1,2
MPh - Non-Stopped	1/4 FP	1/2 FP	C⁴	1,2,3
DFPh - Stopped	Full FP	Full FP	No DRM	4
DFPh - Motion	1/2 FP	1/2 FP	C⁴	1,3,4
AFPh - Stopped	1/2 FP	Full FP	B or C	5,6
AFPh - Motion	1/4 FP	1/2 FP	C⁴	1,3,6
CCPh - Stopped	Full FP	NA	NA	
CCPh - Motion	1/2 FP	NA	NA	7,8

Notes:

1: Area Target Type NA (C3.33), Acquisition is lost unless using a Stabilized Gun (C6.55)
2: To Hit DRM Case A NA (The CA must be changed by expending MP instead) (D3.51)
3: To Hit DRM Case L (Point Blank Range; C6.3) NA
4: This line also applies to Defensive Fire during opponent's MPh
5: Ordnance use Case B if the vehicle has not moved to a new hex during that Player Turn or used VBM (C5.2). If it has moved, the vehicle uses Case C (C5.3)
6: Multiple ROF & Intensive Fire NA (C5.2 & C5.6)
7: Enemy Infantry is not held in Melee (A11.7)
8: The FP of Nahverteidigungswaffe (sN) is not halved (A11.622)

is removed) immediately upon becoming Motion/Non-Stopped (D4.221).

● If a Motion vehicle is overrun, the OVR DR receives a +2 DRM (D7.12).

● The Basic TK# of a MOL (A22.612) is reduced by 2 vs a vehicle which is a Moving Target (see this issue's "Debriefing").

● A Sighting TC vs a vehicular target receives a -1 DRM if the vehicle is a Moving Target (E7.3), so the vehicle is easier to see if it has moved (although it is still harder to hit).

Other Consequences

● A Motion vehicle does not have to expend a Start MP in its next MPh before it moves to a

new Location since it is considered Non-Stopped as soon as its MPh begins (D2.4). Only a Stopped vehicle may load/unload PRC or (un)hook a Gun. The vehicle may freely expend MP before or after (un)hooking a Gun (C10.11-.12) or unloading Passengers/Riders (D6.5), but a vehicle cannot expend any MP before loading Passengers/Riders (D6.4) unless the unit that is being loaded is the crew of a Gun that is being hooked up (C10.11). Thus a vehicle which begins its MPh Non-Stopped cannot load any Passengers that Player Turn. A crew that wants to abandon its vehicle can do so only from a Stopped vehicle, and the vehicle cannot move at all that Player Turn (D5.41).

● A Moving Target vehicle is neither a Hindrance nor a TEM to any fire unless using Armored Assault (D9.31) or for units unloading or Bailing Out from that AFV (D9.3). This is true even if the vehicle has become a wreck: the vehicle does not stop being a Moving Target until the end of all fire phases for that Player Turn. Note that an Armored Assaulting AFV remains TEM into the DFPh for the Infantry that moved with it only if it is Stopped. Per the '95 Debriefing, a vehicle which is a Moving Target but not in Motion any longer *does* become a TEM as per D9.3 after the AFPh of that Player

Turn (i.e., if Stopped, a vehicle may be considered a TEM during the RtPh, APh & CCPh even if it is a Moving Target). This can be useful since the vehicle's Location will no longer be Open Ground, so that friendly units can rout through the Location without suffering Interdiction, or Advance into the Location without losing Concealment. (Per this issue's "Debriefing," it also becomes a Hindrance.)

● A vehicle which wants to use a Smoke Mortar (sM) must add a +2 DRM to its usage DR if it is in Motion or a Moving Target (see D13.32 in this issue's "Debriefing").

● A vehicle in Motion, changing its VCA, or entering a new hex is treated as being within a viewing unit's NVR at up to 1.5 times (2 times if tracked) the current NVR (E1.14).

● Infantry can transfer/recover a SW/Gun in a vehicle only if the vehicle is Stopped. If the vehicle is Non-Stopped, only Passengers/Riders of that vehicle can do this (A4.431).

● A vehicle in LOS of a Good Order enemy ground unit loses its "?" if it is in Motion or expends MF for any reason, as does a vehicle which changes its TCA/VCA within 16 hexes of such a unit.

Conclusion

By focusing on how a vehicle starts and stops, and what that means for the player during the course of the game, this article has tried to enhance your understanding of how a vehicle

moves. Remember to pay particular attention to the difference between Non-Stopped, Motion, and Moving Target.

There are lots of excellent scenarios involving vehicles. I hope this article will encourage you to try some out. With a few more vehicle scenarios under your belt, there is no reason you Squad Leaders shouldn't become Armor Leaders as well.   ЛSL

Moving or...

The definition of a Moving Target can be found in C.8, but unfortunately the word "moving" does not necessarily mean "Moving Target" when used in the rules. "Moving" has at least three different meanings in the rules.

The first use of "moving" is: "currently executing its MPh." This is the one used in A8 [EX: A8.1: "... Defensive First Fire ... can be used only vs a moving unit(s)..."]. This clearly means Defensive First Fire may only be used vs a unit currently executing its MPh. More important, this is the meaning of the "moving" in lines 6-7 of C.8 and the Non-Stopped Index entry. Thus a Non-Stopped vehicle is: "a vehicle [currently executing its MPh] that has not expended a Stop MP since its last Start MF expenditure" (Index), which is why Non-Stopped status applies only during a vehicle's own MPh.

The second use of "moving" is: "Moving Target", only that the word "target" is missing. This is clearly the meaning of "moving" in line 5 of C.8 and in To Hit DRM Cases J, J' and F (C6.1-.12).

The third use of "moving" is "Non-Stopped." As an example, look at the C7.346 DC Position DRM Chart. At page C13 it says "+3 if Thrown from moving/Motion conveyance" while in the chapter divider it says "+3 if Thrown from Non-Stopped/Motion Conveyance."

How does one know which meaning "moving" has in each place? Try to read the meaning from the context. The uses of the first meaning (executing its MPh) are easiest to pick out. Try to put "Moving Target" or "Non-Stopped" instead of "moving" in the Index entry of Non-Stopped, and you'll probably find that neither makes any sense. It is much harder to distinguish between "Moving Target" and "Non-Stopped," however. Below is a list of the uses of "moving" where I believe "Moving Target" or "Non-Stopped" should be substituted, and why.

● A22.612 line 17 & C7.34 HE & Flame TK Table: This is clarified in this issue's "Debriefing"; "moving" here means "Moving Target."

● C5.35 line 2: According to the C5 Firer-Based To Hit DRM Chart, Case C⁴ applies to a Motion/Non-Stopped vehicle, so the "moving" in line 2 of C5.35 clearly means "Non-Stopped." Actually the rule would be clearer if one just changed the two first lines to "A Motion/Non-Stopped vehicle."

● C6.11 line 2 & C6.12 line 2: These are target-based DRM based on Case J, so "Moving Target" makes most sense.

● C7.346: The second line of the DC Position DRM chart says "moving/Motion," but this is cleared up on the Chapter C divider, which says "Non-Stopped/Motion."

● C12.24 line 1: This is clarified in this issue's "Debriefing"; "moving" here means "Moving Target."

● D2.41 line 3: This says that the Case J (Moving Target) +2 DRM applies "to a Motion/moving vehicle when attacked by DC (C7.346), MOL (A22.611), OVR (D7.12) or CC (A11.5)." The DC and CC rules make clear that this applies to Non-Stopped/Motion vehicles–not Moving Targets–and the OVR DRM applies to Motion vehicles only.

● D13.32 line 10: This is clarified in this issue's "Debriefing"; "moving" here means "Moving Target".

● G11.833 line 10 & Thrown-DC chart: The Thrown-DC dr has a +1 drm if the "Thrower is in moving/Motion vehicle." Since this is a dr based on much the same case as C7.346 discussed above, "Non-Stopped/Motion" is the meaning here, too.

CX

IPC: –1

CC: +1/–1

RUN FOR THE MONEY

by Steve Petersen

5PP

"Okay, these guys are gonna Double Time...."

It seems like nine times out of ten I begin a scenario in which I'm the attacker with this phrase. Even in scenarios where my attacking force sets up onboard, I usually start with no Prep Fire—I just pick up a half squad and Double Time it into enemy territory. The guys I play against never give me any decent Turn 1 Prep Fire shots, so I might as well start off moving rather than taking low odds shots at concealed guys. Certainly, declaring Opportunity Fire—in the hopes of blasting enemy units that may drop their concealment to fire at my moving troops—is a valid tactic. Still, I prefer to use the threat of maneuver from *all* of my units to force some difficult First Fire decisions onto my opponent. Should he shoot the little half squad as it runs to a better forward position? Or would that shot be better used against the 9-2 which because it hasn't Prepped looks like it's going to be moving? Yes, having fallen victim to the Goetz Motion Offense more than once, I can say that ASL is a game of maneuver. It's also, among other things, a game of details and this article is about one of those details: The result of Double Timing—Counter Exhaustion (CX).

To begin with, squads and half-squads on the go aren't the only ones who can Double Time and become CX. Crews (and other Infantry) can use it to push Guns a little farther than normal (C10.3). Horses and their Cavalry Riders (A13.36), and Wagons and their Passengers (D12.4) call it "Galloping." Skiers and Bicyclists can also Double Time since they are not riding a "form of conveyance" (A4.51).

Besides Double Time, there are several other ways that a unit can become CX. Advancing versus Difficult Terrain (A4.72) is one. One of the frustrations faced by the Japanese in "Cibik's Ridge" is that if they want to get into CC with the Leathernecks, they more often than not must Advance uphill through the Jungle, and a good Marine commander will seek to maintain this arrangement for as long as possible. Similar to Advance vs Difficult Terrain is the Infantry Minimum Move (A4.134) which occurs during the MPh and not only

makes the moving unit CX, but Pins it to boot. A few other ways to get yourself exhausted are Climbing (B11.434), entering a Deep Stream (B20.43), and Wading in Heavy Surf (G13.447).

CX is used in ASL to represent the lowered combat effectiveness of a unit immediately after it has performed a task requiring a large amount of physical exertion. After running a distance, a soldier's limbs are too tired and he's breathing too heavily to steady his weapon as well as he could, or dig as fast as he could—that sort of thing. The upside of being CX is that your unit got somewhere that it could not have, or got there faster or safer (by taking the long route) than it otherwise could have using normal movement. The downside is that as long as your unit is CX, its performance will be hindered in various ways.

The most obvious result of being CX is that a unit must add a +1 DRM to any fire attack it makes or directs. Something to consider here would be whether is it worth CXing a squad in order to get it into position to take an Advancing Fire shot. When making this decision you have to weigh the amount of First Fire the vulnerable (non-Assault Moving) squad will take against the reduced effectiveness of its Advancing Fire while CX. Often it will be better to move and then Advance into position *without* CXing, waiting to take your shot during the next DFPh, especially if the move can be made out of enemy LOS.

As if the effects of CX status on a unit's normal combat abilities weren't bad enough, they're greatly compounded in CC/Melee. You should have a darn good reason to Advance a CX unit into CC in a woods/building Location or (worse) vs a concealed unit. The -1 Ambush drm for being CX will put you at a disadvantage right off the bat. You certainly don't need to risk giving your opponent's CC attack a "-1 by Ambush" DRM, especially considering you'd already be giving him a "-1 vs CX" DRM. Since each DRM on the CC Table equals a one column shift, your impatience to jump into CC may significantly increase the chances of your getting whacked, while also decreasing the effectiveness of your own units. For instance, a 4-4-7 attacks two 4-6-7s at 1:2, needing a 4 for Casualty Reduction; a CX 4-4-7, meanwhile, attacks a lone 4-6-7 at 1:1 (+1), still needing a 4 for

CR. Reinforcing a Melee with a CX unit is mostly pointless or even detrimental (even though the +1/–1 CC DRM only applies to the CX unit). Also, don't be fooled into thinking an enemy's Pinned status will negate the effects of your unit's being CX. If you don't knock him out in the initial CC, his Pin counter will be removed at the end of this CCPh, but your unit's CX counter will still be there at the beginning of the next CCPh.

Even if you don't plan on jumping your CX guys into CC, make sure they're not in a position where the enemy can close in on them. Having a CX Marine squad in a jungle hex is an open invitation to any nearby Japanese squad to get up close and personal, since the Marines' CX Ambush drm will negate the effects of the "Advance into jungle" drm. Think about it: A 4-4-7 moves up next to a CX 7-6-8 in the jungle. The Marines defensive fire and reduce the Japanese to a 3-4-7. The 3-4-7 then Advances in. For the Ambush roll, the Japanese have a 0 drm (-1 Stealthy, +1 Advance into jungle); the Marines a +1 drm (CX). No Ambush will occur 64% of the time, while the Japanese have a 28% chance for Ambush, with the Marines' chances of Ambush a mere 8%. This means 92% of the time the boys of the Rising Sun will get to declare Hand-to-Hand (and get their -1 CC DRM) on the 1:4 column, which, in turn, means the "weak" 3-4-7 will only need a 6 [42%] (or 7 [58%] if it gets the Ambush) to wipe out the poor exhausted Marines. Like Root Boy Slim sang: "Don't let this happen to you." Conversely, always look for opportunities to hit your enemy's CX troops in CC.

Rule A4.51 lists various other ways that being CX affects a unit. A +1 DRM is added to any labor task (e.g., attempting to entrench, manhandle, or clear roadblocks) it makes or directs. Likewise, a +1 drm is added to a CX unit's search/recovery dr. Inherent SW, such as PF, MOL or ATMM, as well as SMOKE grenades are harder to employ when CX. If you only need one extra MF and want to use a smoke grenade, make the smoke grenade attempt first and *then* declare Double Time. (This tactic may be useful in avoiding the +1 CX DRM/drm on a Placed DC detonation or recovery, too.) Along these lines, anytime you only need one extra MF, wait until you've expended all of your normal MF allotment before declaring Double Time. This way, if

you're Pinned *en route*, you won't be CX. Of course, one easy way to lose CX status is to become Broken, but that's not a recommended tactic.

In addition to receiving these various dr/DR modifiers, being CX precludes a unit from doing a few things. If it begins it's MPh CX, a unit may not declare Double Time. Likewise, if it begins it's APh CX, it may not make an Advance vs Difficult Terrain. (On the other hand, a unit may make a Minimum Move if it is already CX.) Units can't declare Double Time to move beneath wire, and CX units may not cross a Barbed-Wire-Fence hexside (P3.2). Also, Personnel may not Double Time if they were or will be Passengers or Riders in the current MPh, or if they are Wounded (A17.2; though they may still make an Advance vs Difficult Terrain and become CX), or Berserk (A15.431). An apparently less obvious effect of being CX is its effect on a unit's normal IPC (three for MMC, one for SMC). More than once I've caught honest opponents simply forgetting that being CX reduces their IPC by 1. This has happened to me often enough that I'm now in the habit of asking, "Are they carrying any heavy weapons or stuff?" whenever the other guy Double Times a large stack and moves it the full six or eight MF. The same goes for Inexperienced Infantry. People tend to forget that these guys don't have the full 4 MF that real soldiers do. But these are honest mistakes; I know because it took me a heck of a long time to get these two items stamped into my brain when I was learning the system. Like I said, this is a game of details and it's little ones like this that get missed. So follow Root Boy's advice by not just watching where your opponent is moving to, but by paying attention to how he's getting there as well.

The reduction of a unit's IPC (one less than normal; A4.52) is pretty straight forward and it's usually easy enough to calculate what 3 minus 1 equals. Where it gets tricky is when you throw an SMC into the equation. Per A4.42, an SMC can add his IPC to that of another Infantry unit. Usually that SMC is a Leader and he's adding his IPC to that of an MMC, as well as giving the MMC a 2 MF Leader bonus, too. But if the SMC is CX, his IPC of 1 is reduced to 0 and he can't help carry anything. The decision that requires the most number crunching is: "Should my SMC Double Time along with the MMC that's carrying my cool SW?" The chart at right helps answer that.

One seeming anomaly on the chart is where SMC are trying to hump heavy equipment around by themselves. Without an MMC to do the grunt work for them, SMC aren't going anywhere carrying three or more PP. Rule A4.42 says, "A SMC may never portage more than two PP...." Although the next part of that sentence goes on to relate how a SMC can add his IPC to that of another unit, the fact remains that even if his IPC is increased to more than two, "A SMC may never portage more than two

PP...." Only one unit may possess and thus portage a particular SW at a time.

To sum up, we play a game of details. Knowing and paying attention to the details of being CX (as well as the many, many other details that make up ASL) will allow you to develop and utilize tactics that will ensure that you can give any opponent a run for his money.

Don't let this happen to YOU!

MF/PP CROSS REFERENCE CHART

		0PP	1PP	2PP	3PP	4PP	5PP	6PP	7PP	8PP	9PP	10PP
SMC	[1]	6	6	5	—	—	—	—	—	—	—	—
CX SMC	[0]	8/7	7/6	6/5	—	—	—	—	—	—	—	—
SMC w/SMC	[2]	6	6	6	—	—	—	—	—	—	—	—
MMC	[3]	4	4	4	4	3	2	1	0	0	0	0
CX MMC	[2]	6/5	6/5	6/5	5/4	4/3	3/2	2/1	1/0	0	0	0
MMC w/Hero	[4]	4	4	4	4	4	3	2	1	0	0	0
CX MMC w/Hero	[3]	6/5	6/5	6/5	6/5	5/4	4/3	3/2	2/1	1/0	0	0
MMC w/Leader	[4]	6	6	6	6	6	5	4	3	2	1	0
CX MMC w/Leader	[3]	6/6	6/6	6/6	6/6	6/6	6/5	5/4	4/3	3/2	2/1	1/0
CX MMC w/CX Leader	[2]	8/7	8/7	8/7	7/6	6/5	5/4	4/3	3/2	2/1	1/0	0

The first unit in a row possesses *all* PP. The number in brackets, "[ ]," is the stack's total IPC (SMC's plus MMC's). The cross-indexed number is the number of MF for that stack; with split MF the first number represents the number of MF where the designated CX unit(s) declare(s) Double Time at the beginning of its MPh; the number after the "/" is the number of MF when Double Time is declared *during* its MPh. All MF shown are one less if the unit suffers Inexperienced penalties (A19.31).

FOR ST. GEORGE AND ST. JOAN

Atlanticon '93 ASL Team Tournament Scenarios

by Jim Stahler

For my fourth ASL Team Tournament, I drew on scenarios featuring the British, who have been with us for a while, and the French, only recently available in ASL with the publication of *Croix de Guerre* (CDG). The four scenarios used in the tournament, updated from scenarios originally published as part of the SL/COI/COD/GI system, cover a wide variety of time and terrain. They range from the debacle in France in 1940 to the bitter fighting in Italy in 1944, and even include a little-known skirmish between the French and British in Madagascar during 1942. "Faugh A'Ballagh" is a fine example of street fighting, featuring a combined arms British force attacking battered German troops tenaciously holding on to a pile of rubble that once was an Italian town. "The Last Defense Line" takes place among the fields of France. It focuses on weary German infantry, supported by offboard mortars, assaulting dug-in French troops supported by a couple of infantry guns. By contrast, "The Long Road" takes place amid the forests of Madagascar. British infantry, accompanied by a couple of armored cars, bludgeon their way past a blocking position manned by their former allies. Finally, "In Rommel's Wake" depicts a mobile German force composed of armored cars and infantry on bicycles making a lightning grab for a pair of bridges over the Meuse, either of which could be wired with explosives. Despite their small size, these four scenarios pack a lot of variety.

Unfortunately I could not be in two places at once. Due to a terrible result on my Calendar Dice Roll, I had a family obligation the same weekend as Atlanticon '93. However, Winston Forrest did a fine job running the tournament in my absence. Congratulations to the winning team of Guy Chaney and Ray Wolozyn. The number two team comprised Jim Turpin and Kevin Meyer. The 1990 and 1991 winners, Perry Cocke and Chuck Goetz, finished third in 1993.

Unlike the three previous years, all four scenarios came out very even, so there was no "OOOPS" factor, and no need to perform a post-tournament balancing act. These are the scenarios as played in the tournament. They will be as challenging for you as they were for the teams competing at Atlanticon.

FAUGH A' BALLAGH

This was originally published as Scenario N in the General. A company of the elite Irish Brigade, whose battle cry was *faugh a' ballagh* (clear the way!), supported by three British tanks, are on the attack in Sinagoga, Italy, as part of the offense to gain the approaches to Monte Cassino. This scenario takes its unique aspect from the rubbling of the town from a preliminary bombardment. The majority of the town's buildings, chosen at random, are completely rubbled, and the rubble can even form roadblocks in the streets. Since the pattern of rubble and roadblocks are different every game, every game is a unique situation.

The German defenders consist of a weak company, supported by a lone JagdPanzer IV. In the initial playtesting the Irish infantry won consistently and decisively. The Germans needed help to make this a balanced contest. I kept the Irish force the same as in the original scenario, except for requiring the MMG to begin dismantled. To balance the scenario, I boosted the Germans with an additional squad, a MMG, a PSK, and an elite HS which can be used to fire it. Also, the victory conditions are now a bit stiffer for the Irish. Originally they could win by either having a 3:1 ratio of unbroken squads on the board at the end of the game, or by controlling five of the seven multihex buildings. It is much too easy for them to get a 3:1 ratio of squads, so I dropped this option completely. I also required the Irish to capture six of the seven multihex buildings. This is a lot of territory to take in 8 turns, but with their high morale they have the advantages of both quantity and quality.

The British tanks in the original scenario were Valentine XIs, which, according to ASL Chapter H, did not appear until October, 1944. I replaced them with the Churchill VI, which made its appearance in Italy in May, 1944, the very month of this scenario. The Churchill VI mounts the same gun as the Valentine XI, is even slower, but has somewhat heavier armor. Also, the original scenario has the Irish units enter on southern hexes B10 through O10. Unfortunately, hexrow 10 is at the northern edge of the board, not the southern. Since the Allies fought their way up the Italian boot from south to north, I took the direction as being correct over the hexes listed. The Irish entry is now between A1 and O1, on the southern board edge.

Using the normal ELR in 1944 for both sides, I assigned the Germans an ELR of 3, and ELR of 4 to the Irish. The Irish have the minimal SAN of 2; the Germans, being defenders in the remains of a town, have a more generous SAN of 4. As a balance condition, to help the British, remove the MMG that I added to the Germans. To help the Germans, allow them to use HIP for one squad-equivalent. If the PSK is HIP, the British player must worry about it until it is found, probably at the cost of a tank.

The scenario is otherwise very little changed from the original. The board is the same, grain is in season, and the buildings are still single story and stone. I retained the interesting SSR that rubbles many of the building hexes and allows roadblocks to randomly appear, based on the pattern of the rubble. In the original scenario smoke grenades were ruled out; I eliminated this SSR and allow the Irish troops to use their inherent smoke grenades. The Germans have a smoke grenade capacity as well, but they are not likely to use it. Of course, the PF counters from the original system are replaced with ASL's inherent PF capability of German units during this period of the war.

Analysis

In scenarios that contain armored vehicles, it is important to determine how vulnerable they are to the various armor piercing weapons that threaten them. Let us begin with the Churchill VI. Its hull armor is 11 in front and 8 in its side and rear; its turret armor is 8 all around. Armor of this strength need not worry about MG. This tank must be concerned with just three weapons: the JgdPz IV, the PSK, and the inherent PF. Barring a dud, if a PF or PSK hits, it kills. Since the Churchill is a large target, it has a good chance of being hit. These tanks had best stay at least two hexes away from any German unit, and at least four hexes from the PSK, with some friendly infantry nearby to

FAUGH A' BALLAGH!

ASL SCENARIO A93

SINAGOGA, ITALY, 16 May 1944: The Allied approach to Monte Cassino was agonizingly slow. The commanding heights gave the Germans superb observation and fire positions. In the valleys, small rearguard groups ensured that each hamlet had its price in blood. For the Allies, the extreme narrowness of the battlefield ensured the maximum support for each assault. The Irish Brigade's attack on Sinagoga was preceded by a full divisional bombardment. In the thunder of the barrage, many of the small stone houses of the picturesque village were quickly destroyed. Sinagoga's defenders, however, were not.

VICTORY CONDITIONS: The British win if they Control six of the seven multi-hex buildings (see SSR 2 and 3) at the end of any Game Turn.

BOARD CONFIGURATION:

N

10

BALANCE:

✚ The Germans may use HIP for one squad-equivalent (and any SMC/SW stacked with it).

☉ Delete the MMG from the German OB.

TURN RECORD CHART

✚ GERMAN Sets Up First	☉	1	2	3	4	5	6	7	8	END
☉ BRITISH Moves First [130]										

Elements of Infanterie Division 305 [ELR: 3] set up on/between hexrows U and EE: {SAN: 4}

4¹-6-7 2-4-8 — — MMG 5-12 LMG 3-8 PSK 12-4 75L

6 3

Elements of the 38th (Irish) Infantry Brigade, and the 16/5th Lancers Regiment, 26th Armoured Brigade, 78th Infantry Division [ELR: 4] enter on Turn 1 on/between A1 and O1: {SAN: 2}

4²-5-8 9-2 9-1 8-0 MMG LMG 2-7 75

10 2 3

SPECIAL RULES:

1. EC are Moderate, with no wind at start. Grain is in season.

2. All buildings are single-story stone structures. Connected Rowhouses are considered one building for victory purposes, but otherwise are treated as Rowhouses.

3. Prior to setup, the British must make one DR for every building hex on/between hexrows Q and EE. A DR ≤ 6 reduces that building hex to rubble; such a rubbled hex is still considered part of its building for victory condition purposes.

4. Place a roadblock on each road hexside that connects two non-adjacent rubble hexes (the roadblock counter can be placed in either hex at the German player's option). EX: If X6 and W8 are rubbled, then hexside W7-X7 has a roadblock; if only hexes BB1, BB2, BB3, AA4, AA5 and BB5 were rubbled, no roadblock would be placed. If only hexes BB1 and

DD2 were rubbled, then there is no roadblock. If only hexes BB5, DD4, and DD5 were rubbled, hexside CC5-CC6 would have a roadblock.

5. The Germans may not Boresight.

AFTERMATH: Soon after the barrage lifted, the 'Faughs' (so-called for their battle cry "Faugh a' Ballagh") stormed the shattered village. The bombardment had knocked out all of the defender's mines and fixed antitank weapons, as well as spilling mounds of stones from Sinagoga's buildings into the town's narrow streets. The German troops and armor, though, were left unaffected, and their fire and the ubiquitous piles of rubble severely slowed the Irish assault. The attackers were thus held back to the extent that it was more the orderly German retirement rather than the Allied advance which left Sinagoga in Irish hands at the end of the fighting.

LAST DEFENSE LINE

ASL SCENARIO A94

Scenario Adaptation: *Jim Stahler*

BOUVELLEMONT, FRANCE, 15 May 1940: By dusk on the 14th, the Germans had established three bridgeheads across the Meuse River. The 15th brought the next stage: The breaking of the last major elements of resistance which stood between them and the great plains of France. One point in this last line of defense was the village of Bouvellemont. Here, one regiment of the 15th Division was to "hold at all cost." Being one of France's finest units, the defense put up by the 15th Division proved too much for the German 1st Infantry Regiment and the attack soon bogged down. With more than half of their officers killed and many of the companies at half strength from fatigue as well as losses, the regimental commander, Colonel Balck, realized that for the attack to continue, he would have to lead the final assault himself.

VICTORY CONDITIONS: Prior to play, game length and the German's Victory Conditions are determined randomly. The Germans secretly draw one chit or card numbered 1-4 (Ace-4) to determine the scenario's VC and game length (see below). The chit (card) drawn need not be revealed to the French player until the end of the game.

Chit 1: Amass ≥ 12 Casualty Victory Points by game end. The game ends at the end of Game Turn 8.

Chits 2 and 3: Control any three of the buildings 3S3, 3U6, 3X3, 3Y8, or 3CC5 at game end. The game ends at the end of Game Turn 9.

Chit 4: Exit ≥ 12 Victory Points off the west edge of Board 3. The game ends at the end of German Player Turn 10.

BOARD CONFIGURATION:

(Only hexrows A-P on board 4, and R-GG on board 3 are playable)

BALANCE:

◉ Delete the German 8-1.

✚ Exchange the German 10-2 leader for a 10-3.

TURN RECORD CHART

✚ FRENCH Sets Up First	1	2	3	4	5	6	7	8 ①②	9 ③	10 ④	END
✚ GERMAN Moves First [120]											

◉ Elements of the 152ème Régiment d'Infanterie, 15ème Division d'Infanterie **[ELR: 3]** set up on/west-of any board 4 hex numbered ≤ 3: {SAN: 3}

4-5-7	2-2-8	9-1	8-1	8-0	MMG 4-11	LMG 2-6	MTR 60* [3-42]	INF M10 65*	Foxhole
8	2				2	2		2	2

✚ Elements of Infanterie Regiment 1, Panzer Division 1 **[ELR: 3]** enter Turn 1 along the east edge of Board 4: {SAN: 2}

4¹-6-7	10-2	9-1	8-1	8-0	MMG 3-8	LMG 3-8	Radio 8
12					2	4	

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. Grain is in season.

3. To represent the exhausted condition of their troops, no German unit may declare Double Time.

4. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke).

AFTERMATH: The presence of Colonel Balck carried the day for the Germans. By nightfall, the French had abandoned Bouvellemont and were falling back towards Rethel with the loss of over a third of their men. For his leaderhsip that day, Balck was awarded the *Ritterkreuz* (Knight's Cross). Even though the stiff resistance at Bouvellemont did help check the advance of the 1st Panzer Division, the 2nd Panzer Division smashed through the French 53rd Division to the north and linked with the XLI Panzer Corps at Montornet. What used to be three isolated bridgeheads on the 14th became one continuous pocket on the 15th. The route westward now lay open.

keep the Germans from getting too close. In this scenario, the role of the tanks is fire support, not overrunning the enemy.

The JgdPz IV is slightly less lethal than the infantry AT weapons. Its 75L gun has a basic TK# of 17. Firing against the front of the Churchill VI's hull, the target tank is wreckage on a DR less than 6, and against the side or rear or turret, the magic number is 9. There is a small chance that ACPR is available, which would increase the basic TK# by 3 to 20. The tanks must treat the tank destroyer with respect, and they should not get in its way without some protection from smoke.

The German infantry in Close Combat is another threat to the tanks. Don't forget that ATMM are available in this period of the war. Thus, a German squad has a 50-50 chance of having an ATMM in CC, and a squad with an ATMM destroys the tank with a DR of 7 or less, with a DR of 8 causing immobilization. A squad with a leader is that much more dangerous. This is another reason for the tanks to keep a couple of hexes between them and the enemy.

The JgdPz IV is designed to keep its front to the enemy. It is a small target with healthy armor of 11 in the front, but the side/rear hull armor factor is only 3, with the only slightly stronger armor factor of 4 on the upper superstructure. This armor is still strong enough to be safe from enemy machine guns; the JgdPz IV must worry only about the enemy tank guns. The 75 of the Churchill VI has a TK# of only 14. With a measly Final TK# of only 3, a 75 is not likely to scratch the front of the JgdPz IV. The Germans will win any face-to-face confrontation. The British tanks are a real threat only against the side or rear of the German AFV. However, as in so many actions in World War II, the Allies have a big advantage in numbers. With three tanks, the British can maneuver so as to get a flank shot if the JgdPz IV is so foolish to be placed in an exposed position.

At least as great a worry for the German AFV is the Irish infantry, especially when led by the 9-2 leader. The 9-2 with one squad in CC can destroy the JgdPz IV on a DR of 7 or less, and immobilize it with an 8. Since it doesn't have a turret, being immobilized makes this AFV extremely vulnerable to the tanks. Also, note that CC with armor is sequential rather than simultaneous, and the infantry get the first shot. On top of that, there are lots of possibilities for street fighting in the town, and if the Irish infantry catch the JgdPz IV in woods or a building, they have an excellent chance of ambushing it, especially with a leader helping out. In general, the JgdPz IV should keep away from the enemy infantry, watch its flanks and rear, keep its front toward the enemy, and be not ashamed to use reverse movement to get out of a tight spot.

Having discussed the vulnerabilities of the scenario's armor, let us look at their assets. The 75L gun of the JgdPz is very effective against the British tanks. HE fire against the Irish infantry is another story, because the gun only has HE7. It should get maybe a couple of HE shots against the Irish squads. It also has a smoke number of 7. Smoke is thought of as mostly an offensive weapon, but a smoke round landing amid a huge British fire group can neutralize their fire in both their upcoming DFPh and also their next PFPh, encouraging them to change their position before they really want to. Since this is May, 1944, the JgdPz does not yet have sN7. The JgdPz IV does have a one-factor BMG. This is not enough to strike fear in the heart of the enemy, but it does void the -1 CC DRM for an AFV having no MG, and it can discourage foolhardy enemy infantry moving in the open. The main weapon of the Churchill VI is its gun. Unlike the JgdPz IV, it has unlimited HE, making it effective against infantry. When a location becomes acquired by the tank's gun, it is time for its occupants to move on. The gun also has a good chance of having smoke, with a depletion number of 8. Smoke can be very effective in blocking German fire, and allowing the Irish infantry to close up to the German positions. Unfortunately, it is one month away from having WP as well as smoke. The Churchill VI also has 6 factors of machine guns, which have a small chance of affecting the Germans in their stone buildings and rubble. The CMG and BMG allow the tanks to overrun on the 12 column of the IFT. Of course, with the constant threat of PF and the prevalence of buildings and rubble, the opportunities for overrun are very slim in this scenario.

"When a location becomes acquired by the tank's gun, it is time for its occupants to move on."

The Churchill VI is unusual in that it has both a smoke dispenser *and* a smoke mortar, although it can only use one or the other in each turn. The smoke dispenser can place smoke only in the tank's own hex, while the smoke mortar can place smoke up to three hexes away. However, if the tank is in Motion or considered a Moving Target, it must add 2 to its smoke mortar usage DR: this DRM does not apply to the smoke dispenser usage. Note that the +2 DRM does not apply if the smoke mortar is fired before the tank becomes a Moving Target. This leads to the tactic of moving to a position three hexes away from the Germans, which is out of PF range. On its next turn, the tank holds its fire during the PFPh. At the start of its MPh, it fires its sM. Even if BU, which it should be with the German firepower so close, it still places smoke with a DR of 7 or less. If it fails it can still move, or fire in the AFPh with only a +2 DRM, and it can try to use its sM on a later turn. The smoke dispenser can be effective while on the move. For example, on Turn 1 a tank can move up the I1-U7 road and try for a smoke dispenser. If the smoke is placed, it serves to protect the infantry following behind. With three tanks, the chances of getting at least one smoke counter is very good, and the dispersed smoke placed by a smoke dispenser conveniently dis-

appears in time for the next British turn.

Before the German player can place his troops, he must examine carefully the results of the random placement of the rubble and roadblocks. Only then can he set up his forces. One very important factor to consider is the effects of the rubble and roadblocks in blocking the movement of the British tanks. Fortuitous places for roadblocks are U7/V6, W6/X5, Z5/AA6, and AA6/BB6. Any of these would block the direct east-west road and help to protect the last two multi-hex buildings. However, the rubble rarely falls conveniently, and the German player must make the best of what he gets.

Despite the variety introduced by the fall of rubble, there are a number of general principles that guide the German setup, and that apply regardless of the distribution of rubble. Note the importance of hex V7. It is an ideal place for a machine gun. From V7, a fire lane can be traced down the road towards 11, a prime route for the Irish advance. Also, from V7 a fire lane can extend south to V0, blocking the enemy advance once they capture the first buildings in hexrow U.

It is almost required for the Germans to start their MMG in U1. From there it can place a fire lane to K1, across the main Irish entrance of the board. This fire lane can be partly negated by smoke from the tanks, or by infantry smoke, but it will force the Irish infantry to either enter the board very slowly, using Assault Movement and the APh to move just two hexes on the first turn; or to risk a two factor attack from the Fire Lane with a -1 DRM due to FFNAM. Once the Irish infantry is safely on board, this position had better be abandoned, with the gunners falling back to W1 and then W3.

Other key locations are the buildings in U3, U5, and U6. These hexes are the Germans' first line of defense. Building U5/U6 is the most important, since it has a secure line of retreat via V5, which also serves as a safe hex to sit out the enemy DFPh during the German turn. A unit in U3 can be easily cut off by enemy fire threatening V2 and V3. Note that three machine guns can seal the approaches to these buildings with three fire lanes, one from V3 to N3, a parallel fire lane from W5 to O1, and a third from W3 to Q6. Also, if a German unit with a LMG can sneak forward to the stone building in T8, it can place a fire lane right down hexrow T, further protecting the positions in hexrow U.

When the buildings on hexrow U fall, as no doubt they will, the second line of defense lies along hexrows W and X. This position can be covered by a fire lane from V7 to V0, but it should not be expected to hold very long, since the Irish infantry will be protected by the stone buildings in hexrow U. With the terrain even, the Irish have the advantages of firepower, numbers, morale, and leadership with their 9-2.

The third and final defense line consists of buildings AA4, Z6 and Z1, and the stone wall between AA4 and Z1. Once again note that a fire lane from Z6 to Z2 can cover the approach to building AA4. Also, a fire lane from DD7 to

Y5 can inconvenience the Irish, as can a more subtle fire lane from BB7 to X1. At this point the German force can expect to be very thin, and the question is, will the Irish run out of time before the Germans run out of buildings to hold and squads to hold them?

As discussed above, even though all German units have AT capability with their inherent PF, the prime German anti-tank weapons are the PSK and the JgdPz IV. The JgdPz IV should begin play in a location that cannot be easily outflanked. U2 and U4 are fine candidates. It must also have a secure route of retreat. For example, from U2 it can back up into W2. It can also position itself behind a convenient roadblock, should one appear, where it is hull down. At some point later in the game it just has to occupy Y5, that delightful hex completely surrounded by a wall, in which any AFV is hull down to all fire, regardless of its source. The main mission of the JgdPz IV is to keep the tanks away from the German infantry, and to destroy one or two as the opportunity presents itself. Since it has such powerful frontal armor relative to the British guns, it can stand and trade shots with the tanks, provided that the enemy infantry is not too close, and the tanks cannot maneuver to attack its vulnerable side and rear.

That is where the PSK comes in. Give the PSK to the 2-4-8, accompanied by the 8-1 leader, and the British tanks must beware. This little force can even become a bit aggressive. Suppose that a tank is stopped adjacent to a building. The 2-4-8/PSK/8-1 can move into that building, and fire at the adjacent tank during the AFPh with a hit on a DR of 7 or less (9 To Hit # with a net +2 DRM [-1 Leadership, -1 Large Target, +2 AFPh, +2 Case C3 to avoid backblast]). If the Germans are willing to risk backblast, a DR of 9 is a hit. And with a PSK firing on a Churchill, a hit is a kill.

Thus the role of the PSK is to protect the flank and rear of the JgdPz IV, while the JgdPz IV hunts, or at least discourages, the enemy tanks. The PSK can also be deadly against the tanks, with a good chance of a hit up to three hexes away. However, the PSK operator is vulnerable to incoming firepower, and especially vulnerable to Close Combat with the Irish infantry. It is generally best to stay in the second line to keep the tanks from getting too frisky, until the end game, when everything is needed on the line to make the last ditch stand.

The British force is very powerful, with lots of assets. The Irish infantry has the advantage of numbers and high morale and ELR. Perhaps its strongest weapon is its 9-2 leader. The Irish have infantry smoke and the support of three tanks, which have guns and MG effective against infantry as well as three ways to place smoke. The main challenges faced by the British player are the open ground that must be crossed in the approach to the town, the strong defensive terrain occupied by the Germans, the rubble and roadblocks that can block the movement of their tanks, and the strength of the German AT weapons, coupled with the near invincibility of the JgdPz IV's frontal armor.

The first task of the British player is to get his Irish infantry onto the board. There are three practical ways to do this. One is to head up the road from I1 towards U7. This is certain to face enemy fire from V7, probably with a fire lane, and fire from U1 as well. The German fire can be partly neutralized by smoke from the tanks' smoke dispensers, and the squads can also use armored assault to avoid FFMO and neutralize FFNAM.

A popular alternative is to enter the board between O1 and L1 and brave any enemy fire lane to reach the woods around P3. This maneuver can also be protected by smoke from tanks placed in Q1 and Q2. These tanks must beware of fire from the JgdPz IV should it be set up in either U2 or U4, both excellent positions for it to begin the game.

The third way is to use assault movement, or even the advance phase, to enter the board from O1 to J1. This tactic has the lowest risk, but it loses a full turn and hurts the pace of the game. An alternative, entering the board via the woods east of hexrow I, is not practical as it will take too long to reach the Germans in the town, and it gives the Germans time to occupy the buildings in hexes Q7/R6/R7. There is a lot of open ground in front of these buildings, despite the hindrance offered by the grain.

Once on board, the infantry should head for the P3 woods or the R6/R7 buildings. Then they must spend some time trading fire with the Germans, with the tanks helping out with their 75s and machine guns. When the German defense is softened up a bit, it becomes time to attack. This is where infantry smoke, as well as smoke from the tanks' guns, smoke mortars, and smoke dispensers, is crucial to give the infantry some protection in the open ground. The Irish must trust to their own high morale, broken Germans, and protection from smoke to get across the killing ground. They can also use the hindrance of the grain to work their way toward U3.

Once they take buildings U3 and U5 their task becomes much easier, since they too get the +3 TEM from the stone buildings. From there, it is a matter of taking building after building, and maneuvering to trap the threatened German units by blocking their retreat routes as their positions become untenable.

The handling of the 9-2 leader and the tanks are the key to victory. The 9-2 leader should be used to direct a fire group of three squads, with the two LMG or the MMG, or both. This results in a dangerous fire group of 16 (or 20) factors, with only a net +1 DRM when firing at a target in a building. The 9-2 can also lead an attack through smoke on a German position or against the JgdPz IV, but only if it becomes exposed. Don't carelessly risk the 9-2; he is too valuable to throw away.

The tanks use their smoke and hindrance to protect the advance of the infantry. They should plant themselves three hexes from the Germans (in range of their smoke mortars), or even two hexes away (yielding a -1 TH DRM for point blank fire), but still out of range of the deadly PF. Always keep at least one open ground hex between the tanks and enemy-held buildings, and make sure that this open ground

has plenty of firepower on it to keep the German infantry from being too aggressive. Also beware of the PSK and the JgdPz IV. Expect to lose a tank or two during the course of the game, but also expect the tanks to lend some critical help to the Irish.

LAST DEFENSE LINE

The Germans have crossed the Meuse and their spearheads, though exhausted, have reached the French "Last Defense Line." This scenario was originally published as Scenario 205, part of the "Series 200" packet, shortly after *Crescendo of Doom* came out. This is the only scenario of the tournament without vehicles, and it is the only scenario with OBA. It is unique in that it has a variable game length and variable victory conditions, known only to the German player.

In the early playtesting of this scenario, the Germans had the worst of it. They couldn't get near any of their victory conditions. They were stopped dead by the French. To turn it into a fair contest, I weakened the French, strengthened the Germans, and eased up on a few of the three possible victory conditions.

To weaken the French, I removed one squad, one 9-1 leader, and one LMG. To strengthen the Germans I promoted one 8-0 leader to a 9-1. The Germans are also helped by some of the changes from SL to ASL—their MMG and LMG are more effective than in the original system, and OBA tends to be more effective in ASL than it used to be because an FFE lasts two player turns and the two-level height of a SR and FFE makes it much easier to direct artillery onto its target. In ASL, smoke and harassing fire are OBA options that may be very useful in this scenario. However, OBA is more risky than in Squad Leader because of the Battery Access card system, which allows the Germans as many as 8 fire missions, or as few as none.

The first victory condition was originally the elimination of seven French squads without losing more than 6 German squads, plus taking one of the five objective buildings. This is very hard, especially in only 8 turns. I translated the 7 French squads to only 12 CVP, and I removed the requirement that the Germans keep their losses down and take a building. It is difficult enough to eliminate the French in this scenario.

The second victory condition is the same as in the original scenario, simply taking three out of five buildings in nine turns. It is not easy, but it is helped by the fact that the French don't

know if the Germans are going after French troops or the board edge.

The third victory condition originally required the Germans to exit 6 squads off the board in ten turns. I converted this to 12 CVP. This actually makes it easier for the Germans, because their leaders also count towards the CVP exited, and the Germans have 9 CVP worth of leaders. Note that captured French units that are exited also count double towards the German victory.

There are a couple of rule changes from COD to ASL that directly affect the French. In ASL, only one squad can occupy a foxhole, while in the original system, an Entrenchment counter could hold as many as three squads. This reduces the number of French units that can start in foxholes. In another rule change, guns in ASL can set up HIP. Thus the two French infantry guns with their crews begin the game hidden, which should help the French cause significantly. To man the two guns, I replaced the two COD crews of the original scenario with two ASL crews. Their resulting increase in morale should benefit the French.

I assigned both the French and the Germans their standard ELR of 3. The SAN are low, 2 for the Germans and 3 for the French, higher because they are on the defense. For balance provisions, allow the Germans to promote the 10-2 to a 10-3 (OK, so I am trying to get Major Stahler included in another scenario). For the French balance provision, delete one German 8-0 leader.

The rest of the scenario is unchanged from the original. This includes the boards and all the SSR. Note that even though the Germans cannot Double Time, they may still become CX, allowing them to make a Minimum Move or advance versus difficult terrain.

Analysis

The Germans have the edge in numbers and a small advantage in range. The support weapons of both sides are about even, counting the French mortar and infantry guns. The Germans have a big advantage in leadership, with their 10-2 directing the battle. Also, their OBA is extremely important. The biggest French advantage is terrain. The Germans have to cross open ground to get to their objectives, and for the most part, their best defensive terrain is merely grain and woods. The French hold the high ground, and they have a mortar, machine guns, and infantry guns to place there. In the low ground, there are a lot of alleys between the trees suitable for French fire lanes.

The Level 2 hilltop in 3DD2 is begging for a foxhole with something in it. I like to put the mortar there, perhaps with a -1 leader, where it can fire at most of the woods hexes on board 4, and do lots of damage with its air burst and multiple ROF. Other alternatives for this position are a MMG or an infantry gun. I prefer, though, to place the infantry guns where they can use their HIP benefit, and to position the machine guns where they can put down fire lanes.

Speaking of fire lanes, there are many opportunities for them in this scenario. I like to place the second foxhole in 4P3 with a squad and an MMG. This position can place a fire lane to 4E9, slicing across the front of the German advance. Other good fire lane possibilities are from 4H2 to 4N5, 4K2 to 4P4, 4M2 to 4B7, and from 4G3 to 4A6. With four machine guns, the French can take advantage of most of these possibilities, and seriously hinder the Germans' movement.

The Germans are most vulnerable on board 4, where they have lots of open ground to cross. The French squads should be in the woods on board 4, picking off the Germans as they advance in the open. The French should make maximum use of concealment, leaving one squad to gain concealment while another squad contests the German advance, and then switching roles on their next turn. The French must avoid German defensive fire by leaving the Germans' LOS in their MPh, and returning in their APh. The French had better watch out for the enemy OBA and a strong fire group led by the 10-2. The French should avoid stacking, and if threatened, the French troops can defend the front somewhere else.

Eventually, the Germans can be expected to reach the woodline near the edge of board 3 and 4. The French survivors can fall back to the four wooden buildings between 3S1 and V1, but these can be dangerous. The Germans have a protected approach through the woods, and it is too easy for broken units in these buildings to be cut off and forced to surrender. It is safer to retreat across the road to buildings 3S3, T3, and V3. Now the Germans must cross the road to reach the French.

There are a lot of possibilities available for the placement of the two 65mm infantry guns. They can be placed in the woods on board 4 to help with the initial defense. The problem with this is that they can be captured fairly easily, and each captured gun is worth four CVP to the Germans, important if they have chit 1. Also, the longer the guns are HIP, the longer the Germans must be careful about running into them. I have seen them placed on the ridge of Hill 522 on board 3, but this was not too successful because their LOS from there is not too good. I prefer to place them farther back, for example, in 3Y6 and 3S3, where they form part of the final French line, and can open fire at the Germans when they least expect it. The gun in 3Y6 is especially well-placed, since it has a LOS all the way to 4I5, and can discourage the Germans from using the road between 4I3 and 3Y5.

Playing the Germans in this scenario gives the ASL player a new appreciation for the benefits of using Double Time. It sometimes feels like the Germans are crawling through mud. This is especially true if the Germans draw chit 4, requiring them to exit 12 CVP off the board. The German player must be constantly aware of this, and plan to reserve more turns than usual at the end of the game for movement to the edge of the board.

The strongest German assets are the 10-2 leader and the radio. The biggest challenge is the open ground on board 4 that must be crossed. The biggest threats are the French mortar, if placed on Hill 498, and the French fire lanes. The fools on the hill can be best dealt with by the OBA. Give the radio to an 8-0 leader, who advances onto the board into the building in 4I10. Get the radio working as quickly as possible, and either place HE or Smoke on 3DD2. That should neutralize the fire from anyone on that hill. Then shift fire to the woods between 3L0 and 3O1. You have your choice of smoke, HE, or harassing fire, all of which are useful in allowing the infantry to advance. When the targets are all gone, this leader can serve to rally units in the rear and speed them back to the front.

The Germans have three possible axes of advance: left, right, and middle. The advance to the left crosses the most open ground, but it is unexpected and may face the fewest French defenders. Move one squad at a time, avoid residual fire, and halt before reaching a fire lane. Use the advance phase to enter the hexrow of the fire lane, and then move out of it on the next turn. For example, if there is a potential French MMG in 4M2, move only as far as hexes C8 to G6. In the APh advance one hex, and the fire lane is defeated.

The route up the middle is very popular. It has the protection of the grain around 4J7 and then the woods around 4I6. The grain and the woods do not offer a lot of protection, but they are better than open ground. From the woods, the Germans can advance to the northwest, where there are more woods, or to the northeast, or both.

To the right lies the safest terrain, but it has narrowest front, it is slow going, and it is likely to be the best defended. The first objective is the wooden building in 4P6. From level 1 of that hex, a fire group can see over the grain in P5 and P2 and fire away at the French in 4P1. Once building 4P6 is reached, there are some woods and open ground to cross, and then the town has been reached. However, there are bound to be lots of French contesting this axis of advance, and they can move laterally faster than the tired Germans can move forward.

Whichever route the Germans choose, they will have to use their leadership and form large fire groups to break the French before it is safe to cross the open ground. This scenario requires classic fire and maneuver tactics. The 10-2 should lead three squads with either three LMG or a LMG and the MMG, comprising a force that attacks on the 20 IFT column. The 9-1 should lead a similar fire group. One or two of the other squads should deploy into HS that can draw fire or infiltrate the French positions. The remaining squads are the maneuver element that will absorb the brunt of the French fire. The remaining two leaders will have key rally responsibilities.

If the French are concealed during the German PFPh, which is likely, it is a good idea to use Opportunity Fire for the large fire groups, while the squads and HS serve to draw the French fire. If enough French units break, it becomes time for everyone to move forward as fast as their exhausted legs can carry them, to gain their objectives.

The variable victory conditions are the spice of this scenario. During the first three or four

turns they are not of too much importance. The Germans struggle to get across board 4 regardless of their victory conditions, and the French fight to stop them. If the German attack bogs down, it doesn't matter what their victory conditions are, for they cannot achieve any of them. Conversely, if the French line shatters, the Germans win regardless of the details. However, if the game is close, the exact victory conditions are crucial. The French must decide whether it is worthwhile to sacrifice a unit or two to slow the German advance. It could be a game winning ploy if the Germans have chit 4, but it could cost the game if the Germans have chit 1. Do the French pull back into a compact perimeter to reduce their casualties and hold three of the objective buildings, but at the risk of allowing the Germans to rush off the board if they hold chit 4? Do the French spread out and block the Germans from exiting, but at the cost of allowing them to grab three of the objective buildings and risking defeat if the Germans hold chit 2 or 3? In a close game, the German player must not tip his hand too soon; he must keep the French guessing. The French player must guess right.

THE LONG ROAD

We think of the British and French as being Allies, and indeed they have been, more or less, for most of the last couple of centuries. However, from the Battle of Hastings in 1066 to the Battle of Waterloo in 1815, they were bitter enemies more often than not. In World War II, they fought on the same side for most of the war, but there were notable exceptions once France surrendered and Vichy France was established. They were enemies in Syria, where Moshe Dayan got his eyepatch; at Dakar and Casablanca, where the Royal Navy attacked French ships in port in Operation Catapult; and in North Africa, where British troops landing in Algeria wore U.S. uniforms in hopes that the French were less likely to fire on Americans than on British. The former Allies also clashed in Madagascar, where the British wanted to secure their long supply line around Africa to Egypt and the Middle East. One action of this little-known campaign is the subject of this scenario.

The British landed initially on Madagascar on May 5, 1942, and seized the port of Diego Suarez in the north of the island, which they converted into a major air and naval base. On September 9, the British made another landing at Majunga on the west coast, and advanced on

the capital, Tananarive. On September 18, yet another landing was made on the east coast, at Tamatave. On September 23, the British took Tananarive. They spent the next month completing their conquest of the island, with the fighting ending on November 5. The British handed over the island to the Free French on January 8, 1943.

This scenario was pretty well balanced when I started updating it; it didn't require nearly as much tinkering as "Faugh a' Ballagh" and "Last Defense Line." I subtracted one turn from the game length, to put a little more time pressure on the British. However, I felt that the British troops needed a little boost in strength so I gave them an additional LMG, and promoted an 8-0 to a 9-1.

The MH-I armored car had to be translated into ASL terms. The closest equivalents are the MH-II ME and MH-III ME, both lightly armored and both with ATR as the main armament. Since the MH-III ME was the more common, and was used in Madagascar, that is the armored car that the British drive down "The Long Road."

The French are virtually unchanged from the original scenario; only the sniper counter is replaced by a relatively high SAN of 5. Also, the original SSR that reduced the breakdown number of the Vichy MMG to 10 was replaced by the Ammunition Shortage SSR that afflicts the entire Vichy force.

The ELR of both sides are low, with the British ELR being 3 and the French ELR only 2. The Vichy French forces were isolated and discouraged at having to fight their former allies. The British were not using their best forces, and they were not happy to be fighting the French. The British have the minimal SAN of 2.

To help the French, upgrade one of their MMG to a HMG. Its higher ROF and firepower should shift the balance toward the French. To help the British, lower the quality of one third of the French squads from first line to green. This should definitely boost the British chances.

The last two of the original SSR are dropped. There are no scouts in ASL, so there is no need to limit them to two. Since the British enter from offboard, bore sighting is automatically allowed; no SSR is needed. Also, in ASL, armored cars are allowed to enter wire hexes, a change from the original system that is important for this scenario.

The Victory Conditions are still stated in terms of units exited from Y10 and its two adjacent hexes. However, instead of requiring the British to exit five squads, one leader, and one armored car, I put the victory condition in terms of ASL Exit Victory Points. The British have a total of 35 victory points worth of units in this scenario; they must exit 16 VP to win. This is slightly less than half their total, which is about the same ratio as in the original scenario. Note that the British cannot win by exiting armored cars alone, but to win without exiting an armored car the British must now exit about two thirds of their infantry.

Analysis

Since this scenario has armored cars, both players should be interested in what can harm them. If their crews prudently button up, there are only three likely threats (assuming that the armored cars don't do anything stupid like go charging through the woods): the machine guns, the infantry in Close Combat, and the Wire. The frontal armor is a puny 1, but the Basic To Kill # of a machine gun is merely 4. It is possible but very, very difficult for a machine gun to take out an armored car from the front at a range of 7 hexes or more. A DR of 3 is required to do damage. However, if the range closes to six hexes, the chance of a hit increases, and a TK DR of 4 is needed. If the armored car is adjacent to the MG, the required DR goes up to 5, which starts to get dangerous. If the shot is against the rear hull from an adjacent hex, the magic number goes all the way up to 7! The armored cars can deal with them head on from a distance, but they must avoid getting too close or presenting a rear shot to the French machine guns.

In Close Combat, the armored car is just as vulnerable as the Tiger, and less vulnerable than the mighty Elefant! A leader with a squad immobilizes an armored car on a DR of 6, and eliminates it with any lower roll. It is even more dangerous if the leader is the 8-1 or if the armored car is CE. This is the biggest threat to the armored car, but it can be countered by keeping some distance from the French infantry, and by keeping some British infantry nearby.

It is very likely that the armored cars will have to negotiate some Wire to exit the board. They would then have to risk Bog, with modifiers of +1 for having normal ground pressure, +1 for not being fully tracked, +1 for moving as a truck, and +2 for entering wire. With modifiers of +5, an armored car bogs on a DR of 7 or greater when entering Wire, making Wire truly dangerous. However, the risk must sometimes be taken to win the game. Also, Bogging does not necessarily mean immobilization. A vehicle has a much better than even chance to remove the Bog and continue on its way in a turn or two.

Now that we have seen what the enemy can do to the armored cars, let us see what the armored cars do to the enemy. Not much. They have three weapons, their ATR, CMG, and AAMG. Of these, the ATR is practically useless against infantry, having only 1 firepower. The AAMG can only fire if the crew is exposed, and only through the rear turret covered arc, exposing its vulnerable rear to enemy machine guns. This leaves the CMG, with its firepower of 2. Since the French are most likely to be in woods, this results only in a 2 (+1) attack, which is hardly impressive. Given enough shots it should produce a morale check before the gun breaks, but that is the best that we can say for it. If the French dare to move in the open, the armored cars can attack with a 2 (-2), which spells danger. If the French are caught in the open or in a non-woods gully, the armored cars have overrun possibilities. Unfortunately, they only overrun with a mere five firepower factors, unless they are CE, in

which case their AAMG ups their firepower to 11. An overrun can be effective against enemy in the open, with the -1 DRM for open ground, but it would be foolish against enemy positioned in the woods or a building, since the risk of Bog is so great and the chance of doing damage so slim.

The armored cars can be used indirectly to get behind the French to prevent rout, make broken units DM, and to encircle French units. This can be a bit risky since they must distance themselves from their infantry escort. In an even more risky move, an armored car can be used to enter a French location, generally using bypass, and ending its move in Motion to prevent the defenders from firing out of their location, while the British infantry move up unhindered. The infantry moves adjacent to the hex and uses advancing fire to break the defenders. If that doesn't work, they can advance into the hex and engage in Close Combat. The problem with this approach is that the defenders can use Reaction Fire against the armored car, and in Close Combat they qualify for Street Fighting advantages, which includes automatic Ambush. However, if the defenders are pinned, or if the British just have to take the chance, this can be a very effective tactic.

The French force is small and of medium quality. They have two MMG, which is a lot for only six squads, but they are restricted by Ammunition Shortage, which negates the use of fire lanes. They must prevent the British from exiting 16 VP via either X10, Y10, or Z10. It is almost required that the French use three of their four Wire counters to block these three hexes.

The French must set up to halt the three possible British axes of advance. The British must enter the board within two hexes of one of the three north board edge roads, either I1, Q1, or Y1. If they enter on I1, they are forced to use the road from I1 to Y10. This can be blocked by the fourth Wire counter in either Q6 or R6. Of these two hexes, I prefer R6 since it can be covered by fire from a number of locations to prevent the Wire from being cleared too easily.

If the British enter on Q1, the armored cars are almost certain to use the gap in the woods in U4. The fourth Wire counter could be placed here to slow down the armored cars, but would be useless if the British use either of the other two roads. Squads could be placed along the northern edge of the woods in Q4, R4, S4, and T4. Squads in these hexes can cover all the British entrance hexes with fire, and they can also be moved quickly to block the road should the British enter on I1. Also, the woods to their rear form a convenient escape route.

The last possible entrance is Y1. Wire is not useful here because there is lots of open ground and the attack is not channelized as it is along the other roads. On the other hand, the open ground makes this route deadly for infantry. Good locations to block this attack route are crest units in the gully Y3, AA3, and CC3. Unfortunately, these units cannot setup HIP. An alternative are units in the woods in W3, to block a thrust through the woods, and in Y4, to cover the open ground approaches to the

gully. The problem with these positions is that they can easily become traps, with only open ground through which to rout or retreat.

It is a good idea to place a squad with a MMG and the 9-1 leader in the stone building in FF6. Not only does this position have excellent protection with a +3 TEM, but it has a good retreat route through the gully in FF7. It can cover the open ground approaches to the gully, and in the end game it can cover the three exit hexes, X10, Y10, and Z10. The only trouble with this position is that it doesn't have very effective LOS to the west, and cannot hinder an advance from either I1 or Q1.

An alternative approach for the French is to let the British come on the board, but to oppose them near Y10. They can set up Wire on the bridges in Y8 and Z9, and in X10 and Y10 to block the British exit. They can put units in the woods from T8 to Z8, in crest status in the woods/gully hexes. This will keep the British player worrying about where the French are for the first few turns of the game.

In general, the French must oppose the British advance by firing at the British when they are vulnerable, moving in the open. Because of their ammunition shortage, they must shun low odds pot shots, especially with their valuable but fragile machine guns. The French squads must avoid becoming cut off,

"A bypassed enemy is almost as good as a dead enemy."

and pull back when the British can amass a lot of fire against them. They must make their last stand in the woods and gully near Y10, and halt the British advance with a combination of firepower, Wire, and guts.

The British have a much larger force, with decent leadership, some LMG to boost their firepower, and armor support. Because of the high French sniper number, they must shun pot shots as much as the French and only shoot when there is a real chance of doing damage. The British have just one mission: exit the board. It is not necessary to eliminate the French. A bypassed enemy is almost as good as a dead enemy.

The British have three roads to enter the board. The French setup, being entirely HIP, does not give them a clue. They must decide based on knowledge of the French player and the British player's style of play. I1 is the most cautious approach. The British units are guaranteed to safely enter the board, but they have the farthest to go to reach the objective. Using leadership, Double Time, and the Advance Phase, a platoon can enter K1 and reach O4 on the first turn. The other two leaders, with three squads each, can reach N3 and M3. One tail-end-Charlie squad can only make it to L3, using the road bonus. The armored cars can go as far as they dare, probably only to O4.

This move should awaken a flurry of French activity, as they reposition their HIP units to

deal with the British thrust. The British force must then battle through the woods, removing any Wire on the road to allow their armored cars to move forward. The game will probably end after a long struggle with the British fighting along the woods from S8 to W9, and then making a dash for the exit on the last turn or two.

An attack in the middle is very dangerous if the French have prepared for it. All five possible entrance hexes are open ground, and there is nowhere to rout if units should break. This approach can be taken by a risk taker. Start with a couple of HS, and deploy another squad or two, and use the HS as scouts. If the French are present in force, the squads can enter using assault movement, armored assault with the two armored cars, or they can even wait until the advance phase and enter safely. The first task is to place a strong fire group in the building in R1, and spread everyone else out. The first goal is the woodline, and then the clump of woods in U6 and V5. Then head for W7, and the gully in W9 and X8. Finally, the board must be exited via Y10.

Y1 is the trickiest approach. If the French have deployed to block the other two avenues, this can be relatively safe. The armored cars can enter along the road and overrun any French at crest status in a gully hex. The infantry can move through the woods by entering at W1 and X0. Alternatively, they can make a mad dash to the gully and advance into crest status, where they have strong +2 TEM. They can afford a turn or two to trade shots with the French in the woods. With their superior numbers, leadership, and TEM, the British can expect to win this exchange. With a few French squads broken, the British can move out. Most likely, they will make for the woods in X4 and Y4, and then the woods in U6 and V5. Their next objective is the trees in W7. Finally, it is across the gully and off the board at Y10.

Although the armored cars do not have any type of smoke (other than Vehicle Smoke Grenades [F.10]), they can offer protection by placing themselves between the infantry and the French positions. Also, they are mobile +1 TEM, as effective as the forest, and they can be usefully positioned in exposed hexes such as X3 and W4, or W5 and W6, to provide a covered route of advance.

A crucial element of this scenario is the Wire, which will inevitably be placed so as to be as inconvenient as possible for the British player. He may wish to have his troops to remove it. To remove Wire, a unit must first be beneath the Wire. The good news is that Wire removal can be attempted during both player turns, and is not hazardous movement. This can be a surprisingly quick operation. Suppose that three squads and a 9-1 leader move beneath the Wire. On the next player turn they can declare a Wire removal attempt during their DFPh, becoming TI. At the end of the turn, provided that they are all Good Order and unpinned, they have a -6 DRM, which removes the Wire on a DR of 8 or less. If that doesn't work, they can remove it on their subsequent turn on a DR of 9 or less. If *that* doesn't work, they can remove the Wire on the

following French turn on a DR of 10 or less, and that is the best that it gets in this scenario. Wire is not forever, but it definitely gets in the way, and can significantly slow down the British journey down "The Long Road."

IN ROMMEL'S WAKE

"In Rommel's Wake" is a scenario with several unusual elements. In fact, it is plain weird. It is the first ASL scenario (and the only scenario of the original system) to include bicycles. It is one of the few ASL scenarios to include bridges over anything wider than a canal, stream, or gully. To complement "Last Defense Line," which has variable victory conditions, "In Rommel's Wake" has a variable French order of battle. Both scenarios also have the Germans attacking the French in May 1940.

"In Rommel's Wake" was originally published as Scenario 29 in COD. The Germans have a company of nine squads mounted on bicycles accompanied by two armored cars, facing a variable French infantry force. As the French get stronger and stronger, the Germans have more and more time to win the game. The playtesting indicated that this was a balanced scenario from the start, and the results of the tournament confirmed this. All of the original units translated directly into ASL units. Even the vehicles, the PSW 222s, fairly common at this stage of the war, exist in both COD and ASL.

I assigned both sides an ELR of 3, which is standard at this period of the war. The Germans have SAN of only 2; the French, being on the defense, have a higher SAN of 4. The game length is the same as in the original scenario, ranging from five to ten turns, depending on the draw of the French chit.

In the original scenario, the Germans had to have five squads on the south bank of the river to win, with at least one bridge intact, with an armored car counting as two squads. I converted the five squads to 12 VP. Each armored car with functioning main armament is worth five VP; as in the original scenario, the two armored cars are not sufficient to win the game alone. Some infantry must cross a bridge for a German victory.

The French balance provision is the addition of two one-squad foxholes. This gives the French some needed extra protection from the German firepower. To help the Germans, one of their LMG becomes an MMG, giving them some extra range and extra firepower.

The SSR are virtually unchanged. I added the standard SSR giving the environmental conditions as moderate with no wind. I also added a few rules clarifications on the detonation of Set DC, which can be critical to this scenario, and are not clear from A23.7. I removed the SSR dealing with bicycles entering the board sequentially. This is not needed in ASL because of the rules regarding board entry (A2.5), which solved a lot of problems and eliminated the need for a lot of SSR that existed in the original system.

Analysis

Let us begin our examination of this scenario from the German point of view. The Germans must go through the woods and over the river (they must be going to Grandma's house!). Basically, the Germans must secure a small bridgehead over the Meuse to win the game. The only way across the river is via a bridge and there are two bridges to choose from. The German player can either put all his strength on one bridge or he can split his forces and threaten both bridges. The danger of splitting his forces is that neither half is likely to be strong enough to force a crossing by itself, and this strategy guarantees that all the French forces get into the fight from the start. The danger of concentrating everything on one bridge is that that bridge could be the bridge that is wired with demolitions, and if it blows, the Germans have to backtrack to change bridges. They would have lost a lot of time and would be in real trouble. Worse than that, while they are attacking one bridge, the French could be setting their other DC to blow the second bridge; if both bridges blow, the game would end right there.

However, it isn't as bad as all that. There is only a 50-50 chance that the French have an order of battle with a set DC, and even if they do, the German player has a 50-50 chance of picking the wired bridge. And if the French do have a set DC, and have wired the bridge that the Germans are attacking, the French leader must still pass a NTC, which can be easily failed (28% of the time), and there is still the slim chance that the set DC is a dud or fails to destroy the bridge (on a DR of 10 or greater, or one chance in six). This amounts to a 15% chance that a wired bridge will actually blow up, provided that the German player makes sure that the leader with the plunger doesn't get a second chance.

The good news is that if the French have a set DC, the game is at least 8 turns long, and the Germans have time to switch gears and try for the intact bridge. To make sure that this bridge remains intact, one armored car should be sent there to prevent the French from setting a DC or becoming adventurous and sallying across the bridge to cause trouble in the German rear. In this situation, a lone PSW 222 should be safe because the only weapons that can hurt it are the machine guns, which have a Final TK # of only 3, and the infantry, who must be very close to do damage. The machine guns and IFE of the armored car can sweep the length of the bridge. The French won't get close.

Once the Germans pick their bridge, they have two tasks. First, they must get on board and get to the desired bridge. Second, they must cross the bridge and remain alive and unbroken. The Germans are required to enter the board via hex 5Y10, which is out of range of all French weapons. Since it is more than 16 hexes away from the French setup, the German units don't even lose their concealment if in LOS of French units. The only French weapons that can reach the Germans in their first few hexes on board are MMG placed on the ridgetop, in hexes 2J4 or K5. They can reach the road in hexes 5Y8 and X7, but their firepower is halved due to long range. Since they are firing at greater than 16 hexes range, Mandatory Fire Direction comes into effect, and their firepower is halved again. Also, an MMG must have leader direction at this range, and since it sets up in non-concealment terrain, it may not setup HIP. Consequently one MMG can get only a 1 firepower attack; it can possibly nail one unit, but it cannot leave any residual fire. Two MMG can get a two firepower attack, leaving one factor of residual fire, but they would have to give away their MMG positions on the first turn, and don't even get two MMG with chit 1.

If the French set up a few concealed units on ridgetop hexes 2J4/K5, the Germans can counter by using the smoke dispensers on the armored cars to mask the bicycles from the machinegun fire. The bicycles can also take the safe route to 5S9 and then the troops can march through the woods in S8 to get on the board if they are heading toward the eastern bridge. If they have chosen the western bridge as their objective, they can accept an attack on one unit, and move the rest around the residual fire.

Assuming that the French units are all out of sight and cannot interfere with the German entrance, how far can the bicycles get? Units on bicycles cannot advance, but they do get leadership benefit, road bonus, and (per this issue's "Debriefing"; A4.5) can Double Time. Thus a stack of three squads on bicycles with a leader can get as far as 5K3 or 5Y1 on Turn 1. The bicycle troops can reach the western bridge on Turn 2, and the eastern bridge on Turn 3.

Of course, the speedy armored cars can reach either bridge on Turn 1. It is a good idea to send one armored car to each bridge to keep the French off the bridges. Meanwhile the infantry pedals as hard as it can to reach a bridge. Either bridge will do; the eastern bridge, being shorter, is easier to capture, but it consequently is more likely to be wired with the set DC, and it is also farther to reach than the longer western bridge. The objective bridge is your choice; they are both likely to be defended.

When the troops reach the bridge, the bicycles can be abandoned; they have done their job. A half squad or two can cross the bridge to scout ahead and draw French fire, while the remainder of the troops form strong fire groups, using the armored car as protection. After a turn or two of trading shots and breaking all the French in sight, it comes times to cross the bridge. Here again, the armored car

can be used for protection via an armored assault, or it can move ahead and fire its smoke discharger. Either way, expect the French to still have a few surprises left, and be prepared to accept some losses. If your troops are brave, they can make a strong attack in the AFPh, and a stronger one in their DFPh. With luck, they will break the remaining French units, and clear the way. When the Germans reach the south bank of the river, they should take up defensive positions and await reinforcement from their fellows who have provided supporting fire, or who have broken and rallied to rejoin the fight. Once the bridge is secure, and you are sure that it is not wired with a set DC, it is time to move the second armored car to your bridgehead.

When the Germans have committed themselves to a bridge, it is certain that most of the French troops defending the other bridge will rush to the defense of the threatened bridge. It behooves the Germans to interfere with this movement as much as possible. Most of the length of the road between the bridges is protected by trees, but three hexes—2P1, 2Q1, and 2R1—are vulnerable to fire. Note that a LMG squad or two in 7Q3 can place a fire lane straight across the river to 2Q1, forcing the French to make a detour over the hills, and slowing them down enough to cost them a turn or two.

The French player has the duty of halting the Germans at the bridges. He has four possible orders of battle to do this. Since most of the French forces set up HIP, the German player does not know what he is up against and how much time he has, and the French player should keep him in the dark as long as possible. One way to do this is to carefully select the Bridge Guard (i.e., an 8-0 leader should generally be selected instead of an 8-1, because an 8-1 cannot be available if chit 1 is picked).

The French can make the more aggressive defense by placing a MMG or two, if available, on 2J4 or K5, to fire at the Germans soon after they enter the board. This fire is not likely to be too effective, and it exposes your troops at the beginning of the game. Also, the armored cars, with their long range IFE, can fire effectively against exposed units on the ridgetop. This is an interesting tactic, but I don't think that it is too likely to be effective.

I believe that it is more effective to set up as many units HIP as possible, and for them to remain HIP as long as possible. With luck, the German player will contract a bad case of HIP-phobia and spend a couple of turns firing at empty locations that he fears contain hidden French troops. With more luck, a sniper attack or two will result from this misguided fire.

The French units must be split between the two bridges. If the French have chit 1 or 2, the forces should be split about evenly, because you don't know which bridge the Germans will attack; they could split up and go after both bridges. There should be a DC at each bridge. If one bridge is ignored, a squad should set a DC there and blow the bridge, to make sure that the Germans can't backtrack and take it.

Meanwhile, the rest of the defenders of that bridge rush to help out at the bridge under attack.

If chit 3 or 4 is picked, either bridge can be wired with the set DC. Generally, the shorter eastern bridge is considered easier to cross, and therefore is the most popular bridge to blow up, but it doesn't pay to be predictable. Whichever bridge is wired, be aware that it is not guaranteed that the bridge will blow up. The leader can easily fail his TC, and the bridge can survive the explosion. This bridge must be defended as well, but the troops should be positioned to reinforce the other bridge. Also, be careful that the leader with the plunger is set up where he can see the Germans if they attack the other bridge, so that he can blow his bridge regardless of which bridge is being attacked.

Let us examine the defense of each of the bridges. The western bridge is only two turns away from the Germans' entrance hex, but it is seven hexes long and therefore more difficult to cross. The most obvious position to defend this bridge is 2I3, from where a unit can fire straight down the length of the bridge. Since it is a level one location, a machine gun here cannot place a fire lane. Any unit crossing this bridge must enter 7I9 as it leaves the bridge, and this hex can be made most deadly. Good defensive positions are the woods in 7G10 and H10, with the building 2G1 as a rally point; and the woods in 7J10, K10, and L9, with good places to hide during the German DFPh. The best place is the wooden building in 7K9, with its +2 TEM. The worst place is the wooden building in 7D7, which is too easy to cut off, and too far west to reinforce the eastern bridge. There is a very subtle LOS from 7G10 to 5DD1 and EE2. A MMG here can surprise some Germans on their bikes on the way to the bridge.

In general, French units should remain HIP until the Germans start crossing the bridge. They should only fire at the Germans when in their normal range, they should attempt to place residual fire on the bridge, and they should attack the Germans when they are moving in the open.

The eastern bridge is shorter but farther; it takes the Germans one more turn to reach this bridge, but it is only three hexes long. The most obvious location to place a machine gun is 2AA1. From here a LMG fire lane can extend all the way across the bridge to 7AA4. This is so obvious that it is certain to be fired upon even if it contains no counters on board. Other good locations for defenders are 7Z10, 2BB1, and 2CC1. Machine guns in 7Z10 and 2CC1 can place alternate hex grain fire lanes in 7AA8 and AA9. Of course, 7Y9 and Z8 are prime spots for the bridge defenders, but they too are so obvious that they are likely to be attacked even if apparently empty. A unit in 7V9 has LOS to the bridge, but more important, it has LOS to 7AA5 unhindered by the bridge, and can interfere with the Germans before they even reach the bridge.

There are a lot of places to put the French units defending either bridge. The key idea is to mix it up, and not put units in the same hexes all the time. Also, avoid the obvious locations, but not all the time. Keep the Ger-

man guessing as long as possible, both as to French strength and the exact locations of the HIP units.

Depending on the chit, the French have one or two demo charges to use as they wish. In this scenario, the best use of these DC is to blow up bridges. Of course, this is not easy. First, an infantry unit, say a squad, would have to move to the desired detonation hex on the bridge. On its next turn it would attempt to set the DC by rolling its US# or less. The best chance to set a DC requires a squad directed by an 8-1 leader; the DC would be set on a dr of 4 or less. If it fails it can try again on its next turn. Labor status does not apply, and it cannot be set during the enemy Player Turn. There had better be no Germans in sight, because setting a DC is Hazardous Movement. If the DC is set, on the next turn the unit moves away, to a location between two hexes and six hexes from the set DC, and in sight of it. The DC can be detonated in any subsequent friendly fire phase, presumably the AFPh of the turn that it moves away. The earliest that a DC can be set and detonated is the French Turn 3, and there is lots that the Germans can do to prevent this. The unit can be fired on when it moves to the bridge hex, as it tries to set the DC, and as it moves away. It can also fail its NTC and not detonate the DC when it should. However, if the Germans ignore this threat, a bridge will soon be blown and the French would have to defend only one bridge.

The demo charges also have a couple of other uses. They can be placed against the German infantry, but this is not likely in this scenario. With the strong German firepower, the French infantry is not likely to stay in good order for very long if adjacent to the Germans. However, the DC can be thrown and detonated during Defensive First Fire. For example, a HIP squad in 7Z8 with a DC can throw it to hex 7AA8 against a unit crossing the bridge. This could be a nasty surprise.

The DC is also the most effective weapon that the French have against the armored cars. If the armored cars cross the bridge without infantry support, they can be very vulnerable to a DC. For example, suppose that a DC is thrown by a HIP unit at the side of a moving CE PSW 222. The modifiers would be +2 (moving) +2 (thrown DC) +1 (CE) -2 (OT) for a net +3. On a DR of 2 it is optimally placed and resolved against the aerial AF with a To Kill # of 16. On a DR of 3-5 it is successfully placed with a To Kill # of 15, which is just as deadly. On a DR of 6-8, the armored car itself is unaffected, but there is a 30 factor attack with a +2 DRM resolved against the poor crew of the armored car. This is just an example of what a DC can do. It is even deadlier if the armored car is not CE, or if it is stopped, or if the DC is placed instead of thrown, or if it is placed/thrown through the rear target facing. Of course, the German player is extremely unlikely to move an armored car adjacent to a French unit with a DC, if he knows that it is there. That is why it is important for the French to retain HIP as long as possible.

A combination of clever placement, good fire discipline, and good shooting can turn back the Germans and hold the key bridges

over the Meuse. But the French player must be careful that "In Rommel's Wake" does not become a wake for the French. **JSL**

ASL OKTOBERFEST

As many ASL players know, last year was the tenth anniversary of the ASL Oktoberfest (ASLOK), that annual gaming weekend where ASL fanatics meet, compete, and sleep on their feet while playing the best game in the land. During ASLOK '95, it was announced that Bill "Fish" Conner (a.k.a., the Grofaz) and his loyal assistant, Darryl "Action" Burk, were stepping down after ten years of running this event and turning the reins over to Mark Nixon. Mark has forwarded a flyer for ASLOK '96 to the Annual staff and we're pleased to pass on this information to the greater ASL community.

ASLOK '96 will take place over October 16-20, 1996 at the Holiday Inn in Middleburg Heights, Ohio (a suburb of Cleveland). Open gaming will actually begin on Tuesday, October 15, when Mark has arranged for a large suite to be available for early arrivals to gather for pre-tourney action. No tournament events will be scheduled for Wednesday, October 16, although the hotel's major ballroom will be available 24 hours a day starting at 8:00 am until noon on Monday, October 21. The actual tournaments will start on Thursday, October 17, with the return of the Theme Tournaments (Special Forces, Winter Wars, DASL, Night, Paratroops, General "T" Series, Blitzkrieg Years [1939-41], and 1943). Players who opt not to play in a theme tournament may open game or play up to two games in GROFAZ, the main tournament (named in honor of ASLOK's founder). Saturday, October 19, will feature additional theme tournaments focusing on the Far East, Mediterranean, East Front, and North-West Europe theaters of the war. The GROFAZ trophy will be presented late Sunday, October 20, or early Monday, October 21, depending on how the tourney plays out.

The registration fee for ASLOK '96 is $20.00 ($15.00 if registered before July 1, 1996). As always, T-shirts are available at $10.00 for sizes M-XL, $12.00 for XXL. Checks should be made payable to Mark Nixon and mailed with a registration form to: ASLOK '96, 1419 Willshire Road, Lyndhurst, OH 44124. The hotel room rate is $69.00 for one to four people provided reservations are made by October 5, 1996. Call the Holiday Inn at (216)243-4040 and specify "ASL Oktoberfest" to get the special rate. A complimentary airport shuttle (from Cleveland Hopkins International Airport) is available 24 hours a day for air travelers, plus Mark has arranged for Noble Travel (800)332-4882, a discount travel agency, to handle airline reservations (guaranteed 5% discount off lowest fare and 10% off full fare tickets).

Any questions should be mailed to Mark at the address above. Alternatively, you can call Mark at (216)442-9127 or email Rick Troha at: rickt@nwsup.com

Those of us here on the Annual staff can't say enough about what a great tournament ASLOK has been in the past—good gaming, knowledgeable and friendly support staff, fun for all. We know that Mark will continue this tradition and encourage every ASL player to attend.

A Note From The Editors

Time marches on, as do the ranks of those editing this magazine. With Gary Fortenberry logging time working on the historical module *Kampfgruppe Peiper II*, Avalon Hill has contracted us, Multi-Man Publishing, to work with Gary to produce and edit the Annual and some other projects. Multi-Man Publishing (MMP) consists of Perry Cocke, Chuck Goetz, Steve Petersen, Curt Schilling, and Brian Youse. Having started out as playtesters for Avalon Hill, we had lately been producing a fanzine, *Backblast*, when the opportunity to work on the Annual for Avalon Hill appeared. With the six of us (Gary and MMP) working on ASL, we hope to be able to increase the flow of ASL products. The near future and beyond look well taken care of with a lot of exciting projects in the pipeline.

Although they were not involved in the publication of this Annual, Bob McNamara, Charlie Kibler, and Rex Martin remain the primary influence on our ASL lives. While any problems in this issue must rest squarely on our shoulders, much of the credit belongs to them, as well as to the contributors listed on the masthead and to others too numerous to mention. We stand on the shoulders of giants.

As Gary promised last time around, this Annual concentrates on playing the game rather than the history of WWII. We at MMP agree that this is the direction the Annual should take. While the occasional history article will appear, our hope is that the tips and tactics found in the Annual will make you a better player. We would have liked to have published some letters but couldn't find any in the vault, so please be sure to drop us a line about what's on your mind and we'll catch up next time out.

One thing we know that has been on ASLer's minds is that many would like to know who designed the scenarios they are playing and want to see designer's names printed on the scenario cards. Some of the scenarios we publish are mostly unchanged (except for formatting and minor balancing considerations) from the version submitted to us, while others undergo radical changes (such as using different boards and units to tighten historicalness) before being printed. To accomodate both this disparity and the requests we've received, we are using the terms "scenario design" and "scenario concept" on the scenario card to indicate, respectively, which scenarios underwent lesser or greater changes during development. A third term, "scenario adaptation," is being used for scenario updates from the old *SL* system.

The comprehensive Index Gary mentioned in the last *Annual* is in the works, while *Solitaire ASL* and *KampfGruppe Peiper II* are already in the stores. While we have plenty of ideas in mind, the projects we are sure of right now are the HASL module *Pegasus Bridge*, the *coup de main* attack by the British to secure the north flank of the Normandy invasion by capturing this vital bridge over the Caen Canal, and a scenario pack centered around boards 42 and 43. Both of these are slated to appear in 1996. Add to this the continued coverage of ASL in the General, and Joe ASLer should have plenty of new things to keep himself busy. Other HASL possibilities include Tarawa, Arnhem, Stonne, and Central Stalingrad, all of which are in various stages of submission. Work continues on the elusive *Armies of Oblivion*, containing the vehicles and ordnance of the Allied and Axis Minor powers.

We want to encourage designers to submit their scenario and mini-module designs (with historical references) for possible publication; we know there is plenty of talent out there. We'd also like our readers to consider playtesting. If you have a group of knowledgeable guys who can regularly playtest scenarios or campaigns, drop us a line. As longtime playtesters ourselves, we understand the importance of playtesting to a quality product. Finally, article submissions are always welcome.

In the meantime, you can be assured that MMP and Gary Fortenberry will be working hard to bring ASL fanatics around the world well-written and informative articles, interesting yet balanced scenarios, and modules exploring new battlefields and nationalities.

The Editors

THE LONG ROAD

ASL SCENARIO A95

ANJIAJIA, MADAGASCAR, 16 September 1942: The Nyasalanders of the King's African Rifles, with a detachment of South African armored cars, had worked their way from the port of Majunga halfway to the Madagascan capital, Tananarive. The Vichy defenders were handicapped both by the limited means at their disposal and the mixed emotions of many of their men. The Commonwealth troops simultaneously represented both the best hope for a revived France and the invaders of French soil. After a number of false starts and a series of minor demolitions, the Vichy decided to block the major road to the capital as a matter of honor.

VICTORY CONDITIONS: The British win immediately upon exiting ≥ 16 Victory Points (excluding prisoners) off the south edge on/adjacent-to Y10.

BOARD CONFIGURATION:

N ↑

BALANCE:

◉ Exchange one French MMG for one French HMG.

◉ Exchange two French 4-5-7s for two 4-3-7s.

TURN RECORD CHART

◉ FRENCH Sets Up First	◉	1	2	3	4	5	6	7	8	END
◉ BRITISH Moves First [100]										

Elements of les forces de l'Afrique Orientale Francaise [ELR: 2] set up on/east-of hexrow Q in hexes numbered ≥ 3 with the option of using HIP if in Concealment Terrain (see SSR 3): {SAN: 5}

4-5-7	9-1	7-0	MMG 4-11	MPh/RtPh: ☆ = MF CC: +1/−1
6			2	4

Elements of Company C, 1/1 King's African Rifles Battalion, 22nd (East Africa) Brigade Group, with support elements of Squadron A, 1st Armoured Car Commando [ELR: 3] enter on Turn 1 ≤ 2 hexes from any *one* north edge road hex: {SAN: 2}

4²-5-7	9-1	8-1	7-0	LMG 2-7	★26 ATR −/2/4★
10				3	2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. No bridges exist.

3. French units may also set up HIP IN non-woods gullies, but are placed on board concealed immediately upon any British unit gaining LOS INTO their hex(es).

4. The French suffer Ammunition Shortage (A19.131).

AFTERMATH: In the face of substantial fire from Vichy positions to the left and to the right the Commonwealth troops attacked "with gusto." Gusto notwithstanding, the combination of hastily constructed abatises and fire from the European and Senagalese defenders forced the K.A.R. into a series of flanking assaults. As one platoon attempted to flank the left Vichy position, its leader, Lieutenant R.K.J Frazer, was killed by heavy machine gun and rifle fire. An African platoon sergeant, Sgt. Odilo, quickly took command and continued the flanking maneuver, eventually capturing the machine gun position. A second platoon, under Second-Lieutenant Palmer, simultaneously seized the Vichy position on the right. Afterwards, the men of the K.A.R. had little trouble mopping up the remaining enemy troops. With the way cleared of defenders, the Commonwealth troops continued their advance toward the capital the next morning.

IN ROMMEL'S WAKE

ASL SCENARIO A96

Scenario Adaptation: *Jim Stahler*

ON THE MEUSE, 17 May 1940: In the confusion following the 7th Panzer Division's breakout, isolated French units still held crossings across the Meuse while the German infantry struggled to catch up. Now elements of XIV Panzergrenadier Korps, on the basis of Fieseler Storch reconnaissance, hoped to grab another bridgehead into France from what appeared to be a platoon strength guard before French reinforcements could arrive. In this heavily wooded region air reconnaissance reports were unreliable, but time was of the essence.

VICTORY CONDITIONS: The Germans win if they have ≥ 12 Victory Points (calculated as Exit VP and including broken units) south of the river at the end of any Game Turn *and* at least one bridge is still intact.

BOARD CONFIGURATION:

N (arrow pointing up)

Boards: 5 / 7 / 2

BALANCE:

⊙ Add two 1S Foxholes to the French OB.

✠ Exchange one German LMG for one dm German MMG.

TURN RECORD CHART

		1	2	3	4	5 ①	6 ②	7	8 ③	9	10 ④	END
⊙ **FRENCH Sets Up First**	✠											
✠ **GERMAN Moves First**												

⊙ Elements of the **12ème Régiment, 3ème Division d'Afrique** [ELR: 3] set up south of the river with the option of using HIP if in Concealment Terrain [EXC: a *Bridge Guard*, consisting of one squad, one SMC and one SW, must set up unconcealed]. See SSR 3 and 4: {SAN: 4}

CHIT 1:

4-5-7	8-0	MMG 4-11	LMG 2-6	DC 30-1
6	2	2	2	2

CHIT 2:

4-5-7	8-1	8-0	MMG 4-11	LMG 2-6	DC 30-1
7	2	2	2	2

CHIT 3:

4-5-7	8-1	8-0	MMG 4-11	LMG 2-6	DC 30-1
7	2	2	2	2

CHIT 4:

4-5-7	8-1	8-0	MMG 4-11	LMG 2-6	DC 30-1
8	2	2	2	2

✠ **Aufklärungs** elements of **Regiment 71, Panzergrenadier Division 29** [ELR: 3] enter on Turn 1 on 5Y10 with all Personnel as Riders; see SSR 6: {SAN: 2}

4¹-6-7	9-2	9-1	8-1	LMG 3-8	20L *33 (4) -/5/*	M10 OPP -1
9		4		4	2	9

SPECIAL RULES:

1. EC are Moderate, with no wind at start. The river is deep with a Moderate current flowing west. All marsh hexes are mudflat hexes (B16.7).

2. A One-Lane (B6.431) stone bridge exists in hexes 7I2-7I8 and a One-Lane wooden bridge exists in hexes 7AA6-7AA8. Each bridge hex is considered Inherent Terrain (B.6) [EXC: A LOS into/through a bridge hex does not incur that hex's bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex].

3. Prior to play, the French player randomly draws one chit or card, numbered 1-4 (Ace-4), to determine game length and French OB; the chit/card drawn need not be revealed until game end, which is at the end of the Game Turn that contains a circled number on the Turn Record Chart equal to the number of that chit/card.

4. If the French player draws chits 3 or 4, he also receives a second DC which must be Set (A23.7) prior to play in a bridge hex. This Set DC may only be detonated by an 8-0 that has been secretly predesignated by the French player, and a detonation attempt cannot be made until that 8-0 has had

LOS to ≥ 1 enemy unit. A detonation attempt is not a concealment loss activity, but if HIP, the leader must be placed on board concealed. A detonation attempt may be made during any enemy MPh as First Fire, as well as during any friendly DFPh, PFPh, or AFPh, but only one detonation attempt may be made per Player Turn.

5. The French may not Bore Sight.

6. The German cycle counters represent bicycles (D15.8).

AFTERMATH: Only French command blunders had prevented the bridges from being blown earlier. Certain French elements remained north of the river and there was a question as to exactly when the bridges should be destroyed. The bridges were held very lightly due to the presence of heavy reserves nearby, but even so the bridges were in the process of being wired for demolition when an audacious rush by German scout cars and a lead platoon of bicycle-mounted infantry captured a wooden bridge intact. Supported by German machine gun fire from the north side of the Meuse, the German troops held the bridge until divisional reinforcements arrived.

TASIMBOKO RAID

ASL SCENARIO A97

Scenario Design: *Bill Sisler*

VICTORY CONDITIONS: The Americans win at game end if they Control all non-Blazing hut hexes on board 35.

TASIMBOKO, GUADALCANAL, 8 September 1942: With the U.S. Marines now firmly established on Guadalcanal, and with the earlier failure of the Ichiki Detachment at Alligator Creek, the Japanese landed more troops at Taivu Point, 18 miles east of the Marine held Henderson Field. The Japanese commander, Major-General Kawaguchi Kiyotake, planned to attack the Marine positions (exceeding his orders to simply reconnoiter the airfield) after having his engineers cut a trail through the dense jungle toward Henderson Field. Native scouts had reported this build up to the Marines, who discounted this information in favor of previous reports indicating a small Japanese contingent in the Tasimboko area. Colonel Edson was dispatched with the reorganized forces of the 1st Raider Battalion to eliminate this supposedly small enemy force. In the early morning, the first wave of Raiders came ashore at Taivu Point where they found signs of recent landings. Edson quickly deployed his men to attack with two companies along the coast while a third curved inland to strike the Japanese flank from the south. At mid-morning the Raiders made contact with the defenders near Tasimboko.

BOARD CONFIGURATION:

BALANCE:

☆ Delete the 37ᵉ INF and its crew from the Japanese OB.

● Decrease the game length from 8 1/2 Turns to 8 Turns.

N

37 Oc3 Be3	Oc2 Be2	Oc1 Be1
	G1 O2	
	1	
SE	S£	�34

TURN RECORD CHART

	1	2 ●	☆ 3	☆ 4	5	6	7	8	9	END
● JAPANESE Sets Up First [154]										
☆ AMERICAN Moves First [205]										

● **Elements of the 35th Infantry Regiment "Kawaguchi Force" [ELR: 4]** set up on Hinterland hexes, between the printed paths that run 37N5-P5-X5-GG6 and 34T5-Q6-P5-J5-H6-A6: {SAN: 5}

Set up on board 35 Hinterland hexes, with each Gun set up ≤ 2 hexes from at least one other Gun; all CA must face north-west (see SSR 3):

Enter on Turn 2 along the south edge of board 35:

☆ **Elements of Companies B and C, 1st Raider Battalion [ELR: 5]** enter on Turn 1 along the east edge of board 34: {SAN: 3}

Elements of Company A enter on Turn 3 along the west/south edge(s) of board 37 on/between o311 and GG6:

SPECIAL RULES:

1. EC are Wet, with no wind at start. PTO Terrain (G.1) is in effect. Beach Slope is Slight (G13.21).

2. Place overlays as follows: G1 on 35P6; Be1 with hexes 101-102 on 34U1-U2; Be2 with 201-202 on 35U1-U2; Be3 with 301-302 on 37M10-M9; Oc1 with 1001-1002 on 230-231; Oc2 with 2001-2002 on 328-329; Oc3 with 3002-3003 on 322-323; 1 on 35N8-N9; and O2 on 35oN9-O10.

3. The Japanese 75ᵉ INF Guns may not set up Emplaced (they may, however, utilize HIP); these Guns may not Bore Sight and may not change CA until they have LOS to ≥ 1 enemy ground unit. The 4-4-8 Japanese reinforcements are Assault Engineers (H1.222).

4. The Marines receive Air Support, which arrives automatically on Turn 4 in the form of one FB with no bombs. All Marine 5-5-8s may use Assault Fire and all Marine units are Stealthy.

AFTERMATH: Soon the Marines felt the concussion of muzzle blasts against their faces, and heard the whizzing "furry whistle" of shells as the field guns fired from point blank range. As the bulk of *Kawaguchi Force* continued westward, a half-company of infantry and a battery of field guns remained to meet the Marine raid. The field pieces had just arrived the previous night and were set to face expected attacks from the Marine positions to the west. Their initial blasts killed two Marines and severely wounded a third. Despite this initial shock, the Raiders pressed their attack into the Japanese position. Having flanked the enemy, Company A of the Raiders burst upon the Japanese from the rear leaving clumps of defenders sprawled around their field pieces and machine guns. By 1230 hours, opposition ceased and Edson's men entered Tasimboko to find it deserted. By 1700 hours, Edson had his command re-embarked. This most successful raid cost two Marines killed and six wounded; Japanese dead numbered twenty-seven.

CROSSING THE GNILOI TIKITSCH

ASL SCENARIO A98

Scenario Concept: *J.D. Frazer*

LISSJANKA, UKRAINE, 14 February 1944: By 28 January, the First and Second Ukrainian Fronts had succeeded in surrounding XI and XLVII Korps through a series of bold maneuvers. The encircled force, centered at Korsun, was placed under the command of Lieutenant-General Stemmermann and directed to break out toward Field Marshal Manstein's III Panzerkorps which was slowly working its way toward the pocket from the southwest. After two weeks, during which Stemmermann grew increasingly low on fuel and ammunition, it became apparent that his surrounded army would not be able to effect a breakout—III Panzer's relief effort would have to break through to him. On 14 February, after three days of hard fighting, the 1st Panzer Division was within half a mile of capturing the bridge that crossed the Gniloi Tikitsch thirty miles southwest of Korsun. Stemmermann's relief was near.

BOARD CONFIGURATION:

BALANCE:

★ Add one 8-1 and one Russian HMG to the Russian OB.

✠ Increase the game length to 9 1/2 Turns.

VICTORY CONDITIONS: The Germans win if they Control building 22P8 by the end of Turn 3, or at game end if they have exited ≥ 16 VP (excluding prisoners) off the north edge of Board 40 *and* there is a continuous path of road hexes running from the south edge of board 22 to the north edge of board 40 that has no Good Order Russian MMC/vehicle on/adjacent to it. The Germans lose immediately upon the Russians amassing ≥ 43 Casualty VP, prisoners *do* count double during play.

TURN RECORD CHART

★ **RUSSIAN Sets Up First [152]**	✠ **1**	**2**	✠ **3**	**4**	**5**	**6**	**7**	**8**	**9**	**END**
✠ **GERMAN Moves First [198]**										

Elements of the 6th Guards Motorized Rifle Brigade and the 22nd Guards Tank Brigade [ELR: 3] set up on board(s) 40/22 north of the 22GG6-Y6-S7-S6-P2-I2-A6 road: {SAN: 4}

Elements of Kampfgruppe Frank, Panzer Division 1 [ELR: 3] enter on Turn 1 along the south edge of board 22: [SAN: 2]

Enter on Turn 3 along the south edge of board 22; all Personnel must enter as Passengers:

SPECIAL RULES:

1. Weather is Mud (E3.6; A24.6), with no wind at start. The river is deep with a Heavy current to the east. The board 22 stream is Dry.

2. A stone bridge exists in hexes 40Q2-Q3. Each bridge hex is considered Inherent Terrain (B.6) [EXC: A LOS into/through a bridge hex does not incur that hex's bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex]. All roads are paved.

3. The Russian force is Elite (C8.2). Russian vehicles may ignore any Recall effects; a Recall due to attack effects (D5.341-.342) suffered by a Russian Inherent crew is always treated

as a Stun result only. The Russians receive one module of 100+mm OBA (HE only).

4. No Quarter is in effect for both sides.

AFTERMATH: Following days of frustration as their tanks churned through the thick Ukrainian mud, panzer crews were finally able to engage the Russians. After a solid day of hard fighting with no mercy shown on either side, German armor rolled across the Gniloi Tikitsch and, with the aid of a Pioneer platoon, secured a bridgehead. The village of Lissjanka was in ruins—burned-out hulks of German tanks and Russian guns littered the streets. But as two more major Soviet defensive positions blocked the way to the beleaguered pocket commanded by Stemmermann, the 1st Panzer Division prepared itself to continue slogging through the ubiquitous mud.

TO CLEAR A ROADBLOCK

ASL SCENARIO A99

Scenario Design: *Bob McNamara*

16 miles east of CAMPOBASSO, ITALY, 5 October 1943: As the British XIII Corps advanced up the eastern half of the Italian peninsula past Foggia, it was opposed only by small numbers of German *fallschirmjäger* conducting delaying actions. One such group of paratroopers, holding a blocking position astride a mountain road, drew the attention of Italian partisans led by Nicola Sernia, a former NCO in the Frontier Guard. Determined to help rid their country of the hated Nazis, the partisans decided that they must attack the Germans to clear the way for the British.

BOARD CONFIGURATION:

N

2

(Only hexrows Q-GG are playable)

VICTORY CONDITIONS: The partisans win immediately when the roadblock has been eliminated and the *road* in hex V5 (from hexside V5-V4 to V5-U6) is devoid of mines (via Clearance/OBA), or when there are no unbroken German MMC in play.

BALANCE:

Add one 2-3-8 to the German OB.

Add one 7-0 to the partisan OB.

TURN RECORD CHART

		1	2	3	4	5	6	END
GERMAN Sets Up First								
PARTISAN Moves First [72]								

Elements of Fallschirmjäger Division 1 [ELR: 4] set up as indicated (see SSR 2 and 3): {SAN: 2}

Within 4 hexes of V5; no MMC may set up with/adjacent-to another non-Crew MMC and all entrenchments must contain ≥ 1 MMC:

5⁴-4-8	2-3-8	9-1	8-0	LMG 3-8	PSK 12-4	Radio	Foxhole	Hex V5 Minefield
4	2	3		3		4		12 factors

| Hex S9 (CA: T7) | 2-2-8 / *40LL AT M11 | Hex T5 (CA: U7) | 2-2-8 / *40LL AT M11 | Hex V4 (hexside V4-V5) | Roadblock |

Italian partisans [ELR: 5] set up ≥ 3 hexes from all German units and out of all German LOS, and/or enter on Turn(s) 1/2 along any edge(s) of the playing area (see SSR 5 and 6): {SAN: 2}

3-3-7	10-2	9-1	LMG 2-5
12		3	

SPECIAL RULES:

1. EC are Dry, with no wind at start.

2. The Germans may not place "?" prior to the Turn 1 German Player Turn, nor may the AT Guns use HIP (although they may set up Emplaced). The German 9-1, 8-0, and Radio must set up stacked with any German MMC, but may set up using HIP regardless of whether or not they do so in Concealment Terrain. The minefield in V5 is a Known minefield (B24.74). The AT Guns may Bore Sight.

3. After German setup, but prior to partisan setup, the Germans must secretly and randomly draw, one at a time for each Location containing German MMC, one counter from a pool that initially contains 5 Final Fire and 5 Pin counters. Each German unit begins play either Pinned or having already used Subsequent First Fire (no Residual FP counters are placed) according to the counter drawn for its Location; regardless of their determined status, however, German SMC begin play Hidden. Each counter drawn is placed *beneath* all units of its Location and need not be revealed to the partisan player until a unit in that Location conducts an attack, or the beginning of the CCPh, whichever occurs first.

4. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke)

with scarce ammo; Radio Contact may not be attempted prior to Turn 2.

5. Partisans use Italian LMG but are not subject to Captured Use penalties when doing so. Partisans may neither Deploy [EXC: A20.5] nor form multi-Location FG. The partisan 10-2 begins the game Heroic.

6. Although not in play, hexes west of hexrow Q are considered to contain their terrain features as printed for purposes of partisan offboard movement/entry.

7. No Quarter is in effect for both sides.

AFTERMATH: At dawn the partisans crept as close to the German positions as they dared. Then they attacked, catching the Germans by surprise, and vicious close-quarter fighting ensued. Sernia became wounded but fought on. Eventually he and his compatriots got the better of the paratroopers and began clearing the mines from the road—but by now the position was being pounded by mortar fire, and Sernia, assisting in the mine-clearing even though wounded, was killed by an exploding mortar round. He would never see the British advancing peacefully along that mountain road, and they would probably never learn of the sacrifice he and his partisans had made for them. Nicola Sernia was posthumously awarded the *Medaglia d'Oro* (Gold Medal—Italy's highest decoration for valor) for his deeds on this day.

DORSET WOOD IN THE RAIN

ASL SCENARIO A100

Scenario Design: *Pat Jonke*

VICTORY CONDITIONS: The Germans win immediately upon exiting ≥ 25 VP (excluding Prisoners) off the south edge of board 10.

TRIPSRATH, GERMANY, 19 November 1944: Despite days of intermittent rain, by the evening of the 18th the Allies' XXX Corps had completed the encirclement of Geilenkirchen with the British 43rd Wessex Division to the north and the U.S. 84th Division to the south. As the GIs attempted to penetrate into the strongly held city, the Wessex's 214th Brigade moved to secure its northern suburbs, with the 1st Worcestershire Battalion gaining the village of Tripsrath by nightfall. With the 15th Panzergrenadier Division nearby, however, a counterattack was expected. The 19th dawned soggy, overcast, and generally miserable—more of the same. The poor ground conditions had prevented any hot food from getting through to the men of the Worcesters and more importantly had held up the battalion's antitank guns. Nevertheless, by 1100 hours the Worcesters were in position to support the American action at Geilenkirchen as a prelude to advancing on Straeten and Waldenrath.

BOARD CONFIGURATION:

10	24

BALANCE:

⊙ Add one 4-5-7, which may enter as Infantry (having already expended 2 MF), and one British LMG to the British reinforcement group.

✠ Increase the game length to 9 1/2 turns.

N ↑

TURN RECORD CHART

⊙ **BRITISH Sets Up First [108]** ✠ **GERMAN Moves First [160]**	✠ **1**	**2**	⊙ **3**	**4**	**5**	**6**	**7**	**8**	**9**	**END**

⊙ Elements of Company C, Worcestershire Battalion, 43rd Wessex Division [ELR:4] set up on boards 10/24, ≤ 5 hexes from 24N5: {SAN: 4}

4²-5-7	2-2-8	9-2	8-1	8-0	HMG 6-14	MMG 4-12	LMG 2-7	PIAT 8-3	MTR 51 [2-11]	? 7 morale	MTR 76* [3-63]
10							2	2		8	

Elements of the 59th Antitank Regiment enter on Turn 3 along the south edge of board 10, Guns in tow and all Personnel as PRC; all vehicles have their printed MP allotment halved, and all PRC have 2 MF, during their Turn 3 MPh:

2-4-7	5	76LL	51 T30	T30	AT 57L
2			2		2

✠

Elements of the 104th Panzergrenadier Regiment and Schwere Panzer Abteilung 506 [ELR: 3] enter on Turn 1 along the north edge of board 10; all vehicles have their printed MP allotment halved, and all PRC have 2 MF, during their Turn 1 MPh: {SAN: 3}

4¹-6-7	8-1	8-1	8-0	7-0	HMG 3-8	MMG 3-8	LMG 3-8	PSK 12-4	88L	75L
16		2		2	5		2	2	2	2

SPECIAL RULES:

1. Weather is Overcast (E3.5) with Wet EC, and a Heavy wind from the northeast at start. The valley does not exist; other terrain in these hexes exists normally at Level 0 [EXC: non-gully cliffs do not exist]. All buildings are single story. All roads are paved.

2. Ground is Soft, and all vehicles must pay 1/2 MP extra per non-road open ground hexside crossed/traversed.

3. Should Rain (E3.51) start, at the end of the fourth Player Turn in which rain has fallen (these Player Turns need not be consecutive), SSR 2 is cancelled, and Mud rules (E3.6; A24.6) are in effect until game end.

4. All British units that set up on board must set up TI. Each unit retains TI status until it has a LOS to a Known enemy unit (free LOS checks are allowed for this

purpose), at which time its TI counter is removed, allowing it to function normally; during the CCPh of the first Player Turn in which ≥ 1 unit has thus removed its TI counter, all British units may remove their TI counters.

5. The inherent HS of each *Carrier* is a 2-2-8 Infantry crew.

AFTERMATH: When the expected German counterattack emerged from the woods to the west of Tripsrath, it demonstrated forcibly that the Worcesters were in an exposed position. Seemingly unaware of C Company's presence in Tripsrath, however, the Germans advanced south toward the suburb of Rischden. The Germans opened up with machine guns and mortars, stripping off the infantry, but without AT guns to stop them the German tanks rumbled onwards. Fortunately, the battalion's six-pounders and some TDs had just arrived in Rischden and they immediately opened fire—3 tanks went up in flames. As a wounded Tiger limped back into the forest nicknamed "Dorset Wood" by the Worcesters, it was obvious that any Allied advance would have to wait until those dismal, dripping trees were in British hands.

THE DRIVE FOR TAIERZHUANG

ASL SCENARIO A101

Scenario Design: *Kevin Meyer*

North of TAIERZHUANG, CHINA, 23 March 1938: The Japanese offensive in early 1938 was designed to link their northern force from Beijing with their central force from Nanjing. The two forces were to meet west of Xuzhou, thus severing the Lunghai corridor and the railroad which ran from the coast to Xian. Alert to this threat, Chinese leaders massed their forces in the Xuzhou area to counter the coming Japanese attacks. The offensive steadily ground forward, with the Chinese delaying the enemy as long as possible and in some places resorting to guerrilla tactics to harass the advancing armies. In mid-March, the Japanese 10th Division, commanded by Lieutenant-General Rensuke Isogai, launched an attack from Yihsien to take Taierzhuang in preparation for the southward drive on Xuzhou. Supported by armor and bolstered by their earlier successes, the Japanese pushed on toward Taierzhuang expecting an easy victory. Standing in their way, however, was General Chih Feng-cheng's 31st Division.

VICTORY CONDITIONS: The Japanese win immediately upon exiting ≥ 50 Exit Victory Points (excluding prisoners) off the south edge of board 11.

BOARD CONFIGURATION:

BALANCE:

🔲 In the Victory Conditions, change "≥ 50" to "≥ 58".

🔴 Exchange one 37L for a second 37* ART.

(Only hexrows A-Y on board 11 and I-GG on board 19 are playable)

TURN RECORD CHART

Elements of the 31st Infantry Division [ELR: 2] set up on/south-of any board 19 hexes numbered ≤ 6: {SAN: 3}

3-3-7	2-2-7	9-1	8-0	MMG 4-10	LMG 2-7	MTR 45*[2-13]	? 7 morale	AT M12 37L	ART M12 37* [80]	Foxhole 5 1S
20	4	2		3		3	8	3		12

Roadblock	

Elements of the 10th Infantry Division [ELR: 3] enter on/after Turn 1 along the north edge of board 19: {SAN: 4}

4*-4-7	2-2-8	10-1	9-1	9-0	MMG 4-11	LMG 2-6	MTR 50*[1-10]	57*	+14 CMG	+19 CMG
18	3		2		3	4	2	2	4	2

15 CMG 2FP*	9-1
2	

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. Place overlay X11 on 19AA5-Z4.

3. All buildings are wooden.

4. The Chinese may use HIP for ≤ 3 squads (and any SMC/SW stacked with them).

AFTERMATH: Isogai's men encountered the dug-in Chinese line north of Taierzhuang. Armed with German *Pak 37* antitank guns, the Chinese took a toll on the lightly armored Japanese tanks and armored cars. Repulsed the first day, the Japanese tried again the next day, successfully breaching Chih's line and occupying three-fourths of Taierzhuang. Acting on plans developed by their German advisors, the Chinese conducted an envelopment attack several days later, which encircled the Japanese 10th Division. Exhausted from a week of heavy fighting in and around the rubble of Taierzhuang, the Japanese attempted to break out from the encirclement and retreat to the north. The Chinese did not pursue their enemy, having already destroyed the majority of one brigade of the 10th Division, along with the some 70 tanks and 40 armored cars. The failed drive for Taierzhuang marked the first time in modern history that a Japanese Army had suffered a great military disaster.

ON SILENT WINGS

ASL SCENARIO A102

South of CANEA, CRETE, 20 May 1941: Lt. Alfred Genz's 1st Company had two objectives in the airborne assault on Crete. First, to neutralize the anti-aircraft battery located south of Canea and second, to capture a nearby wireless station. Losing one glider over the sea, and with three more landing at Canea itself, the rest successfully touched down near their first target. One glider, in fact practically landed on top of the guns of the 234th Heavy Anti-Aircraft Battery. The Germans swiftly scrambled from their gliders and rushed towards the gun positions.

VICTORY CONDITIONS: The Germans win at game end if they Control building 11I6 and all four AA Guns are captured/eliminated.

BOARD CONFIGURATION:

BALANCE:

✚ Add a 5-4-8 and a Glider to the German OB.

◉ Add one *Carrier A* to the Turn 5 reinforcement group.

	19
	18
N	11

TURN RECORD CHART

		1	2	3 ◉	4	5 ◉	6	7	8	9	END
◉	BRITISH Sets Up First [0]										
✚	GERMAN Moves First [130]										

Elements of the 234th Heavy Anti-Aircraft Battery [ELR: 2] set up in non-road hexes ≤ 3 hexes from 19Y6; see SSR 3: {SAN: 2}

2-4-7	2-2-8	7-0	LMG E 2-7	94* AA M①	76* AA M③
2	**4**			**2**	**2**

Ad hoc elements of the Mobile Naval Base Defense Organisation, and the 1st Rangers Regiment [ELR: 2] enter on Turn 3, along the south edge of board 11:

Elements of the 1st Welsh Regiment enter on Turn 5 along the west edge of board 19 (see SSR 5):

4-5-7	2-4-7	9-1	8-1	dm HMG	LMG 2-7	dm MTR
6	**2**	**2**		**2**	**2**	**3**

16 Z 4PP T8** BMG	16 1 4PP T10** BMG
2	

Abteilung Genz, Bataillon 1, Luftlande-Sturm-Regiment 1 [ELR: 4] enter on Turn 1 by Glider (BS); see SSR 6: {SAN: 2}

5-4-8 E	9-1	8-1	8-0	dm HMG 3-8	LMG 3-8	dm MTR	GL ☆19PP ◐29PP ✚14PF
10					**2**		**10**

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze from the southeast at start.

2. All buildings are stone. All grain and orchard hexes are olive grove hexes (F13.5).

3. Each AA Gun must set up in AA mode (E2.52) manned, unhidden, and Emplaced. The AA Guns may not Bore-sight, but may they fire, change CA or have their AA counters removed during German Player Turn 1. The two British HS (and 7-0, if stacked with a HS) may set up concealed in suitable terrain.

4. The initial HFFI ES.22 of all Gliders must be on Board 19.

5. The British carriers inherent HS (D6.82) are 2-2-8s.

FLIGHT SCHOOL

Glider Scenarios Made Simple

by Curt Schilling

"This one?"

"Nope, that's a night scenario."

"This one?"

"No way! That's in the desert."

"OK. How about this one?"

"Absolutely not! Caves."

"Oh yeah, right. OK, how about this one?"

"Its got gliders for cryin' out loud!"

"What's wrong with gliders?"

"They're in the same chapter as night stuff."

"Oh yeah. Too difficult to learn, huh?"

"We wouldn't finish Turn 1 of a glider scenario tonight."

Is this an all too familiar situation for you and your playing buddies? Delving into new areas of ASL such as Caves, Night, Desert, and Gliders can be a very trying and frustrating experience to new ASLers as well as old grognards. The key is to keep it as simple as you can. So we are going to learn, as simply as possible, how to fly, land, and shoot at gliders. No more, no less. We don't need to deal with the other Chapter E rules, just parts of pages E14 to E18. That's it, barely two total pages of text. Add a little bit of effort and you'll be piloting gliders (or shooting them down!) as smoothly as any other ASL action you've mastered before.

The planned course of instruction will take you through the pre-game steps of assigning occupants to their corresponding gliders (E8.1) and determining wind direction (B25.64). Next we'll deal with placing the glider in its Intended Landing Hex (ILH; E8.2), and then on to making the actual Landing DR (E8.22), followed by the Crash dr (E8.23)—the two determining factors in whether or not your aircraft lands safely. The next step will be resolving Defensive Fire against your gliders (E7.5-.51-.511 & 8.21). Within the Defensive Fire section we'll also cover Evasive Action (E8.211), Final Fire (E8.3), and Damage (E8.41). Lastly, you will learn how to unload gliders (E8.4) once they have landed and survived Defensive Fire, and how to bring glider passengers back into play if they land offboard (E8.5 and A9.41). There will also be periodic examples for you to set up and simulate. (In all examples, the following assumptions apply: you are the glider player; the glider player is moving first during the scenario's initial Player Turn; the wind is blowing south; north is the direction of hexside 1; the glider is not Damaged; and the board configuration has the board number in the lower left hand corner. Since a glider must land against the wind [E8.1], any landing performed will face hexside 1.) So let's get going. If you follow along

closely, the Chapter E glider rules will be yet another section of ASL rules you can play with confidence and, hopefully, some success.

PRE-GAME PREPARATION

Barring any unusual SSR, there are only two pre-game preparation steps to take in a glider scenario: the glider owner must assign his units to specific gliders and the players must determine (even if there is no wind force at the start of a scenario) the at start wind direction using the Chapter B rules (B25.64).

Each nationality's glider is represented on the generic glider counter by that nation's symbol, with the Portage Point capability of that particular glider listed next to the symbol. Rule D6.1 provides the portage point values of squads, half-squads, crews, and SMC. Incidentally, there are only three nationalities with glider capability: Americans, British, and Germans. For those playing DYO, the '90 Chapter E Clarifications state that German gliders become available for DYO use in 5/40; U.S. and British gliders in 7/43 (E8.11). Only the U.S. and British gliders may transport vehicles and Guns on 5/8" counters, using U.S. Vehicle Note 51 to compute the portage point cost. Infantry support weapons on 1/2" counters must be loaded on gliders in their dismantled state, if possible (E8.1), using their normal portage point costs. The recommended way to keep track of glider contents is the Cloaking Counter Display boxes on the Chapter E/K dividers.

THE APPROACH

OK, you've loaded your gliders, determined wind direction, and your opponent has set up his stalwart glider defense. What's next? Since all of your forces are glider borne, you will not have any Prep Fire and we'll move right into your Turn 1 Movement Phase.

First, place each of your gliders (with the blue side of the counter face up) in the hex where you want it to land (the glider's ILH). Your glider must land against the wind (E8.1), e.g., if the wind is blowing south, your glider must be pointed north.

Second, at the moment you place your glider in its ILH, you've determined that glider's Avenue of Approach (E8.2)—"the five hexes that directly precede your glider's ILH." For

example, on board 4, one of your gliders (facing north) has hex S4 as its ILH. Hexes S5, S6, S7, S8, and S9 thus constitute that glider's Avenue of Approach. Since the number and height of obstacles in a glider's Avenue of Approach detrimentally affect the glider's Landing DR, a lot of foresight is recommended when selecting an ILH. Simply put, you want the clearest five hex path possible for your glider's Avenue of Approach so it has the best chance of landing in its initial ILH and not crashing when it does! Your glider is considered an aerial target at this time and will continue to be so until the resolution of its Crash dr (E8.23).

Now your opponent has an opportunity to conduct Defensive First Fire vs your gliders. The mechanics of Defensive First Fire against gliders are discussed below in the section entitled Firing At Gliders.

LANDING YOUR GLIDER

Let's assume your glider has made it through all Defensive First Fire unscathed. Now you have to set it down. To land your glider (even if it is landing outside the playing area) you must make a Landing DR (E8.22), followed by a Crash dr (E8.23).

The Landing DR

For a glider to land in its ILH, it must make a Landing DR (Δ) and roll ≤1 on the Final colored dr. The colored dr of the Landing DR is modified by -1 for each consecutive hex counting back from the ILH along the Avenue of Approach that doesn't have an obstacle whose topmost height is ≥ one level higher than the base level of the ILH (half-level obstacles and SMOKE don't count). Basically, this means that to claim a -1 colored drm for a hex you must be able to trace a path of clear hexes from that hex to the ILH, and you'll receive a -1 for each hex that can do so.

The colored dr is also modified by +1 for each *full* level above the Base Level of the ILH of the highest Obstacle within the Avenue of Approach. Note that only the single, highest obstacle affects the colored drm, and only if that obstacle is at least one level higher than the ILH (so walls and hedges don't count). Thus, if there are four obstacles along the Avenue of Approach that are one level above the base level of the ILH, the modifier is still only +1.

Example: A glider's ILH is 4S4, making its Avenue of Approach S9 to S5. The final colored drm is -5 (-1 for each of the five consecutive clear hexes along the Avenue of Approach). By the way, that -5 guarantees an accurate landing. If the glider's ILH was instead 4R2, with an Avenue of Approach of R7 to R3, the final colored drm is -1 (two consecutive clear hexes, R4 and R3, connected to the ILH [-2], and a Level 1 obstacle in R5 [+1]). An ILH of 4R3 with an Avenue of Approach running R8 to R4 has a colored drm of +0 (-1 for R4 since it is the only clear hex and +1 for having at least one Level 1 obstacle along the Avenue of Approach). If the R5 woods hex was on a level one hill, the net drm would be +1 since the highest obstacle along the Avenue of Approach would be two levels above the base level of the ILH.

If you cannot trace five consecutive hexes on the mapboard along the Avenue of Approach, the terrain on the edge of the playing board is used in a mirror image to generate the terrain in the offboard hexes of the Avenue of Approach.

Example: A glider's ILH is 4H8 so its Avenue of Approach would be H9, H10, H11 (which in reverse order is represented by H9), H12 (represented by H8) and H13 (represented by H7). The Landing colored drm would be 0 (-1 for H9 and +1 for H10).

One important tip to remember about reverse terrain: when choosing an ILH for a glider, pay attention to clear hexes near board edges. By landing a glider on or near a board edge hex, you can open up a landing zone that appears constricted and, perhaps, surprise your opponent.

So what happens if your glider blows its Landing colored dr? It doesn't land in its ILH, instead landing short (white dr ≤ 3) or long (white dr ≥4) by one hex for every number > 1 on its Final Landing colored dr. This isn't an immediate disaster, but does give your glider a +1 drm on its Crash dr (see next section).

The Crash dr

Upon the completion of the Landing DR, flip the glider counter over to its green side, roll one die, add all appropriate modifiers (E8.23), and you'll know whether or not your glider made it down in one piece. The Crash dr must be ≤6 to avoid a crash. A Crash dr of 7 results in Damage (destroying a previously Damaged glider), while a die roll ≥8 means the glider has crashed, eliminating all passengers (replace the glider with a truck wreck counter).

The Crash drm table lists the conditions which modify the Crash dr. These conditions are cumulative (EXC: vehicles, wrecks, and other gliders only add +1 no matter how many are actually present in the landing Location). For example, landing under gusty wind conditions in a Location containing a building, a wreck, and a tank would incur a +5 drm (+3 building, +1 tank and wreck, and +1 for gusty wind conditions). All hexside terrain in the landing hex (such as hedges, cliffs, bocage, walls, roadblocks, and crest lines) only modify the Crash dr if the terrain is located on the hexside the glider crossed when entering the hex. Gliders that land in a Wire hex land *beneath* the Wire counter (E8.232, p. E26⁹⁰), with all passengers exiting beneath the Wire counter in the AFPh. A glider landing in a minefield hex suffers an attack as if it were an entering truck.

Example: A glider landing in 4Z7 adds one to the crash dr only if it crosses hexside 3, 4 or 5; crossing hexsides 6, 1, or 2 does not incur the +1 hedge modifier. A glider landing in 4BB7 suffers the +1 hedge modifier if the Avenue of Approach traversed hexside 1, 3, 4, or 6, but not if it runs through CC7 or AA8.

Don't forget that additional Crash dr modifiers are found in Chapter G. A brief summary of these include:

● Landing in a hut Location incurs a +1

Crash drm and causes that hut to collapse (G5.43).

● Landing in a swamp receives a +4 Crash drm (G7.32).

● A glider landing in a paddy hex lands IN that paddy and receives a +1 Crash drm if it lands across a bank hexside (G8.22).

● A glider landing across a covered hexside of a Panji Location suffers a +1 Crash drm; surviving glider passengers unload beneath the Panji counter (G9.47).

● Landing in shallow OCEAN is treated as if landing in a fordable river (i.e., +1 drm, plus an extra +1 to the Crash drm if Heavy Surf is in effect in that hex) (G13.492); wading rules apply to unloaded passengers (G13.447).

● Landing in a tetrahedron hex adds a +1 to the Crash dr (G14.51).

If your glider lands in a Blaze or a non-fordable water obstacle, it and its contents are eliminated. For you glider pilots trying to assault a bridge, you can live on the wild side by making your glider's Avenue of Approach track the roadway entering the bridge and attempt to actually land *on* the bridge itself. It also must be a normal bridge—can't land that tub on a foot bridge, fellas. In general, as long as your glider landed in its ILH, isn't Damaged, and isn't landing in bad terrain, it should land safely.

OK! You've made the Landing DR and set the glider down. You then made your Crash dr and survived that, too. What next? Well, now you have to sit tight as your opponent fires at your gliders on the ground during his Defensive Fire Phase (see next section).

FIRING AT GLIDERS

A glider can be fired on during both your MPh (Defensive First Fire) as an aerial target and in the Defensive Fire Phase (Final Fire) after it has landed. During both phases a concealed unit firing at a glider *does not* lose concealment to any glider or to the contents of any glider (E8.21, p. E26⁹⁰). These phases are discussed separately as they differ in a couple of

ways. Also reviewed in this section are Evasive Action and the effects of Damage.

Defensive First Fire

A glider is considered to be out of range until it is placed in its ILH (E7.51). In addition, a glider can only be attacked while an aerial target by Light AA weapons that have an Aerial LOS (E7.25) to it, which include the following:

• An AA Gun *with IFE* (examples include the German FlaK 30 [German Ordnance Note 25], the Russian 25mm ZP obr. 40 [Russian Ordnance Note 24], and the American M1A2 37mm AA Gun [U.S. Ordnance Note 23]);

• An Infantry-manned HMG (pretty self-explanatory, though leadership DRM is NA);

• Vehicular AAMG (the crew must, obviously, be CE); and

• AA-capable Main Armament and Coaxial Machine Guns (examples include, for MA, the German 37 FlaK/Pz IV [German Vehicle Note 87], the Russian ZIS-42-AA [Russian Vehicle Note 44], and the French Ac de 25 CA [French Vehicle Note 22]; CMG examples include the French AM Dodge(a) [French Vehicle Note 15] and the British Humber AA [British Vehicle Note 62].

Any weapon used versus an aerial target must be placed under an AA ROF -1 counter (except vehicular AAMG which fire at both aerial and ground targets without consideration of AA mode) to show it is in AA mode. An AA counter can or *must* be placed on a weapon under the following circumstances:

• An AA capable weapon can set up in AA mode;

• An AA counter *must* be placed on a weapon that attacks an aerial target while not in AA mode; and

• An AA counter can be placed on any AA capable weapon at the end of any fire phase (not MPh) that weapon is eligible to change its covered arc (see C3.22 and A9.21 if you aren't clear which units meet this requirement).

Conversely, an AA counter can/*must* be removed in these situations:

• An AA counter *must* be removed from any weapon that fires on a ground target while in AA mode;

• An AA counter can be removed in any friendly fire phase (except during the MPh) in which that weapon is eligible to change CA (see above); and

• An AA counter *must* be removed if that weapon gets (or becomes) (un)limbered, pushed, hooked up, dismantled, portaged, loaded, removed, or scrounged (basically if you use a weapon in any way other than shooting at an aerial target it loses its AA counter).

An AA marker's major effect is to reduce a weapon's ROF by one for the initial AA shot only (EXC: a HMG loses its multiple ROF capability when it fires at an aerial target). Some other limitations also apply to AA fire. You cannot Opportunity Fire a weapon already in AA mode, although an AA capable weapon marked with an Opportunity Fire counter can be placed in AA mode by removing the OF counter and placing an AA counter. You cannot fire Light AA at an aerial target from within a building or pillbox. Firelanes, Subsequent First Fire, Intensive Fire, and Sustained Fire are not allowed vs aerial targets, nor are any of these firing methods allowed against ground targets during the Player Turn that the weapon was marked with an AA counter. You can form a FG vs an aerial target only if such a FG is mandatory (A7.55). AA fire never leaves residual fire nor can it affect more than one aerial target with a single shot. A unit that exhausts its ROF while in AA mode is marked with the appropriate fire counter and retains its AA marker.

OK, now that we've gotten you into AA mode, how do you actually shoot something down? Light AA fire vs a glider is conducted on the ★ Vehicle line of the IFT. No TEM or hindrance modifications apply other than SMOKE and LV (Dust, Night, etc.). The glider does receive a +1 modifier as indicated by the 1 contained in the small black star on the blue side of the counter. Aerial range is double the normal range in hexes to the target. Thus, a target four hexes away would be at an aerial range of 8. A weapon can only fire at a particular glider once in each ILH—a glider must move to a new ILH (generally because of Evasive Action [see next section]) before a weapon that has already First Fired on it as an aerial target may do so again. Therefore, if 5 different weapons fire at one glider, and all five miss but retain ROF, they cannot fire at that same glider again as Defensive First Fire if it stays in the same ILH.

There are four possible results when firing on an aerial glider:

• A Final DR ≥ 2 more than ★ number is a miss;

• A Final DR one greater than ★ number is still a miss, but the glider must take Evasive Action after all other Light AA against it in its present ILH is conducted (8.211);

• A Final DR equal to the ★ number results in Damage—place a Wound counter on the glider and roll for Evasive Action at the end of

Defensive First Fire vs the glider in this ILH (a glider Damaged a second time is eliminated); and

• A Final DR < the ★ number eliminates the glider and all occupants.

Evasive Action

Evasive Action is no more than a random location DR to determine a new ILH for the glider. Remember, though, that the Evasive Action DR is not made until after the resolution of *all* Defensive First Fire vs that glider while in that particular ILH. Once the glider moves to its new ILH, any weapons that remain to be fired (including any that have already First Fired at this particular aircraft but retained ROF) may now do so. A glider makes only one Evasive Action DR per ILH, regardless of the number of near misses a glider suffers in one ILH (in addition to any one Damage result). Evasive Action can result in a new ILH that is not within the playing area. A glider that lands offboard (and the reentry of its occupants) is dealt with in a separate section below.

Defensive Final Fire

Once landed, gliders can be fired on during the Defensive Fire Phase by any unit eligible for Final Fire that has LOS to the glider. The +1 aerial modifier no longer applies and the glider has no TEM (if destroyed, replace it with an unarmed truck wreck which has its usual +1 TEM). The glider is still attacked by small arms, MG, or IFE on the ★ vehicle line, but now if the glider is eliminated all passengers make a crew survival DR with a cs# of 7. (See Rules A7.308, D5.6 and D6.9 if you're rusty on how crew survival works.) Note that any attack which fails to eliminate or Damage the glider can still affect the Passengers on a NMC or PTC result. Ordnance treats a landed glider as a stopped truck (Normal Target Size) using the Case J To Hit modifier (Moving Target) and rolling on the appropriate unarmored TK Table for Direct Fire and the ★ Vehicle Line for Indirect Fire. A landed glider is eliminated on a Final DR < the ★ Vehicle Kill Number and sustains Damage on a Final DR equal to the ★ Vehicle Kill Number (and can be Damaged infinite times during Defensive Final Fire, as opposed to outright elimination if Damaged a second time while an aerial target or as a result of a failed crash dr). Each Damage result does, however, incur the Casualty-Reduction/Bogged-vehicle/malfunctioned-weapon/NMC result during the AFPh when the occupants of the glider are placed onboard (discussed in detail in the Damage section below).

Damage

As previously noted, you place a Wound counter on a glider that is Damaged. If Damaged as an aerial target, the glider also takes Evasive Action after all Defensive First Fire in that particular ILH is finished. An already

Damaged aerial glider is eliminated with all occupants if Damaged again, as is an already Damaged glider that makes a Crash dr of 7. A Damage result inflicted in the Defensive Fire Phase never causes an outright elimination of a glider (even if Damaged two or more times), but each Damage result causes the glider's occupants to undergo another Damage effect during the AFPh.

Damage results are resolved at the beginning of the AFPh, before glider occupants are placed onboard. All SW/Guns aboard a Damaged glider are considered to have malfunctioned (subject to normal repair), or are eliminated if incapable of repair. Any vehicle in a Damaged glider is Bogged and can subsequently become Mired or immobilized. The occupants of a Damaged glider undergo Casualty Reduction (based on Random Selection), with all other passengers taking a NMC (ELR failure possible). Inherent AFV crews are immune to both of these effects.

Example: A Damaged glider containing two 4-5-8 squads, a 9-1 leader, a LMG, a DC, and a PIAT has landed during its MPh and in the ensuing Defensive Final Fire is Damaged twice more. Since it is not an aerial target, it is not eliminated by the subsequent Damage results. During the Advancing Fire Phase, though, the glider's occupants must undergo three different Casualty Reduction results, plus the concurrent NMC and SW/Gun malfunction results.

EXITING THE GLIDER

After resolving all Damage effects at the beginning of the AFPh, all occupants (even if Pinned, but not Vehicles/Guns and PRC/manning-Infantry) must be placed on board in the glider's hex. Eligible onboard glider units may conduct Advancing Fire (but Opportunity Fire is NA). Such units also may advance out of the glider's hex during the Advance Phase if able to do so (broken units can rout during the Rout Phase). Vehicles and Guns, as well as their PRC/manning-Infantry, may not exit until the next friendly Movement Phase, and then only by following the unloading rules set forth in U.S. Vehicle Note 51 (i.e., unloading a vehicle costs one movement point to start and 1/4 MP plus COT to enter the glider's hex). Overstacking movement penalties apply only if any vehicles have previously exited the glider and are currently in the hex (i.e., the glider itself doesn't count). Overstacking target penalties apply to any ordnance shots using the vehicle target type, with the glider as a possible target (D2.14). Unhooked Guns are unloaded as if (un)hooking a Gun from a towing vehicle (C10.11 and .2). A Gun may be (un)hooked from a vehicle while both are still in the glider, with the (un)hooking MMC suffering applicable TI penalties. While not technically related to the exit of glider occupants, this is a good spot to mention that the Sniper counter for glider troops may not attack until the Game Turn that side starts with Infantry onboard (usually the Game Turn after your glider troops land).

OFFBOARD LANDING AND REENTRY

As mentioned above, a glider and its occupants can land offboard, and undergo the normal landing procedure when doing so. Assuming the glider lands safely and one or more passengers survive, how do you get them back into the action?

Rules E8.5 and 9.41 govern glider units that land offboard. Use reverse terrain to determine the terrain in the Avenue of Approach and landing hex for any gliders landing offboard. Passengers that survive an offboard landing are placed onboard during the AFPh using an extra map board butted against the playing area. Offboard units can only move one hex per turn during the friendly Movement Phase. An offboard unit cannot advance, unless that advance would move it onto the playing area. Thus, once an offboard unit reaches the "live" board edge in a friendly MPh, it has the choice of advancing or waiting until the next friendly MPh to move onto the playing area. Units that are broken while offboard may rally normally, but may not move or rout until rallied. SW/Guns that land offboard may be recovered normally, but only by units that also have landed offboard. Units that remain offboard do not count toward CVP unless eliminated by the glider landing.

CONCLUSION

Well, there ya go. Those are the basics to flying, landing, and shooting at gliders. A few tips from your humble instructor on strategic and tactical considerations might be in order here before you head out to the wild blue yonder.

Choosing your initial ILH can decide whether you will win or lose before a scenario begins. Make sure you choose the clearest possible Avenue of Approach allowable by both board terrain and defensive setup—if you can get five clear hexes for your Avenues of Approach, you'll have a 100% guarantee (barring Evasive Action) of landing in the hex(es) you've chosen. Scout the board edge for ILH possibilities that allow your troops to land safely, yet get into the fray ASAP. Board edge hexes can be the most surprising tactic a glider can use—your opponent can't defend everywhere so if he misses a board edge ILH that is clear, take advantage of it. Similarly, make sure the terrain inside your ILH is not detrimental to your Crash dr. If you think you may over or under shoot your ILH, try to arrange it so you have safe landing terrain in the two hexes surrounding each ILH.

Of course, you have to balance terrain considerations against possible defensive fire from your opponent's units. So review beforehand what weapons in your opponent's OB are Light AA capable and either avoid them or make them change CA to get a shot at your gliders. Take notice of any weapons that set up in AA mode as well as those that do not. Make sure your opponent pays the AA -1 ROF penalty on any weapons that do not set up in AA mode yet do conduct AA fire.

Pay attention when you allot your forces to their gliders. Do you stack your best leaders together in one glider and bring that glider down where your opponent can't hit it, but where your leaders are perhaps separated from the men they should be leading? Or do you disperse your leaders over several different aircraft where more of them will be vulnerable to fire, but where they can start to lead their troops right away? German Gotha gliders can only carry one squad so having more than one leader in a glider might not be a useful tactic. The British Horsa, on the other hand, can carry two squads (and a bit more) so grouping two leaders might be more viable. It all depends on personal preferences, the scenario Victory Conditions and OB, and your grasp of the glider rules.

I hope this article has given you some help in that last area. Good luck and many safe landings. **ɹSL**

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http://access.digex.net/~jappel/ASL.html

and go from there. There are more than a few ASL web pages and several archive sites containing archived discussions and various player aids. There is lots of neat stuff out there. Don't be bashful, dive right in.

Still confused? Need help? Send email to:**owner-advanced-sl@list.pitt.edu**

BRITISH AFV CARDS

The British AFV cards, similar to those for the Germans, Soviets, and Americans in *STREETS OF FIRE* and *HEDGEROW HELL*, are now available. Not part of a *DELUXE ASL* module, they may be ordered direct from The Avalon Hill Game Company and cost $5.00 (plus the usual shipping and handling fees). Each of the 24 cards carries all the pertinent information (game stats, notes, depiction, etc.) for a vehicle on each side. Here are all the common British vehicles—the Churchills, Matildas, Valentines, Crusaders, the many American-built tanks in British service, and the supurb armored cars. The AFV cards represent the easiest method of keeping track of the many special rules for the most common vehicles in the ASL armory. The German, Russian, and American sets of AFV cards can also be ordered for $5.00 each.

KAMPFGRUPPE PEIPER II ERRATA

Oops, it seems that some gremlins have been busy with our newest product, KGPII. While it was too late to get these entered in the Comprehensive Q&A insert, we wanted to let our readers know about these as soon as possible. Initial reports indicate a great deal of satisfaction with the play of the game, and we hate to see anything detract from your enjoyment. On behalf of everyone involved with ASL here at The Avalon Hill Game Company, we apologize for these errors (and for the slight purplish tint of the German counters). A top quality game remains our primary goal.

Counters

The German PSK should have a FP value of 12 not 8, and a range of 4 not 5.

The US 5-4-6 second-line squads should have a broken side morale of 7 not 8.

The US M4 18-Ton High Speed Tractor should have a towing value of "T–4" not "T4".

Scenarios

KGP5: The Jeep with the 4FP AAMG should have a ROF of 2 on the scenario card.

KGP6: Replace one US dm MMG with a US dm HMG in the US OB.

KGP10: The German SAN for KGP10 should be 2.

Maps and Chapter Divider

CH MAP:
- Delete the slope in hex FF8 on the FF8/FF9 hexside.
- Hex AA10 should contain a Steeple Location, making 14 LVP on the map.
- Hex A10 arrow should be green, not blue.
- Hex S29 arrow should be green, not blue.

LG MAP:
- SS29 is a Pine Woods hex.
- Hex K57 Arrow, entry time should be "19PM" not "19AM."
- Hex R0 Arrow, blue half should be grey, should read 19PM with a German cross.
- Hex R0 Arrow, the 23AM half of arrow should be brown (tan), not red.
- Hex E1 Arrow, blue half should be grey, should read 19PM with a German Cross.

- Hex E1 Arrow, the 23AM half of arrow should be brown (tan), not red and should contain a US star.

DIVIDER:
- LG Hex R0, Kampfgruppe Peiper should have entry time of 19PM not 19AM.
- LG Hex E1, Kampfgruppe Peiper should have entry time of 19 PM not 19AM.

Rules

8.53 In the "INITIAL-SCENARIO VICTORY CONDITIONS:" replace "bridge Location R46" with "hex R46."

8.61421 After "≤4, that SW" add "or mounted FT of a manned, mobile AFV."

8.6198 Add 'and "HW"' after "I" in description of Objective Hex.

SPELUNKING 101
Tips on Cave and Cave Complex Setups
by Dade Cariaga

"Where are they?"

This question must have been at the forefront of the American commanders' minds as the aerial reconnaissance at places like Iwo Jima, Peleliu, and Okinawa failed to pinpoint the location of the Japanese defenses. Preliminary reports at all those battles were vague and uncertain, and in the last analysis gravely underestimated the strength of the enemy. As the war progressed, the Japanese became masters of the cave complex as a means of obscuring their strength and defending a fixed strategic location against a foe that generally had them outgunned with overwhelming naval, land, and air support.

Avalon Hill has done an admirable job of incorporating this unique Japanese strategy into the ASL system via Cave rules (G11). This article attempts to outline some basic premises for constructing a defense that uses these fortifications effectively.

An Overview of Caves and Cave Complexes

In any scenario that uses caves the defender is usually terribly outgunned. For example, take a look at the respective OB for ASL Scenario 72, "Sea of Tranquility." The Japanese OB, consisting of a total of 10 squad equivalents with marginal leadership and ordnance, is set against 12 Marine squad equivalents (7-6-8s, for goodness sake!), a ton of SW, great leadership, and four M4A1 tanks. How can the Japanese hope to withstand this blistering attack? Simple: caves.

In game terms, caves/cave-complexes are a form of fortification that combines many of the features of pillboxes, trenches, and entrenchments, with some added features as well. Caves offer many advantages over these other "traditional" fortifications, and when used in conjunction with them (particularly pillboxes), comprise the most difficult defensive obstacles an attacker can face. As you read through the cave rules, though, it becomes apparent that caves and complexes have their own distinct set of attributes (both advantageous and otherwise) that must be considered when you use them in a defense.

Caves are always considered to be Concealment Terrain, regardless of the actual terrain present in the hex, and the units within them always set up HIP. Any HIP conferred on your forces by being within a cave or cave complex is in addition to the 10% of Japanese forces allowed to set up HIP via G1.631. Further, a cave in jungle/kunai/bamboo is not revealed unless the enemy successfully searches its hex, or if the units within the cave perform some concealment loss activity while in the LOS and within 16 hexes of a Good Order enemy ground unit (G.2).

Caves can "see over" the crest (but not cliff) hexside of their entry hex to take advantage of any LOS conferred by their elevation and any continuous slope that may exist, making for some nice fire lane opportunities.

Another advantage of caves is the formidable TEM: +4 versus direct fire, +6 versus indirect fire. That's nearly as good as a concrete pillbox! Better yet, units inside the cave complex are completely immune to enemy fire. Finally, upper cliff caves are perfect for establishing a machine gun base that is beyond the reach of infantry (unless that infantry wants to risk climbing up after you).

A cave complex (G11.2) is a network of caves connected via subterranean passageways. You can specify up to 25% (FRD) of the caves in your OB as primary caves (and thus, may have that many cave complexes). The number of cave complexes you decide to use in your setup is largely dependent on the objectives for your defense (usually defined in a large degree by the scenario Victory Conditions). In general, however, several cave complexes that are adjacent will provide more flexibility with regard to how you place the caves. The stacking capacity for a cave complex is a number of squad-equivalents equal to twice the number of caves that comprise that complex. Remember, all caves in a complex must be within two hexes of the primary cave.

Perhaps the most distinct advantage cave complexes offer is their ability to hide your forces from the attacker—ideal skulking terrain! You can avoid a big Defensive Fire attack by moving your exposed units from a cave to the complex, then advance them back to the cave during the APh. They'll get hit with the big Prep Fire attack, but at least they'll prevent the firing units from moving that turn.

Cave complexes also hide your movement from the enemy. You can move to and from a complex and its caves in the MPh/APh without giving up HIP. You can move (but not advance) units between adjacent cave complexes and into or out of pillboxes connected to the complex via tunnels. Units entering a cave out of enemy LOS from within a cave complex retain their hidden status. Also, caves offer a way for an onboard unit to gain HIP status once play has started: when you move a unit into a hidden cave outside the LOS of all enemy units, remove that unit from the board and place it in the Cloaking display box that corresponds to that cave. Instant HIP!

In addition to the HIP aspect of cave movement, cave complexes are a fast way to traverse terrain that is difficult. You don't need to worry about counting MF to get up a crest or through jungle.

You can place many caves in a single hex, each at a different level and/or with a different facing. A sort of multi-level pillbox with multiple covered arcs, if you will. Caves in the same hex and within one level of each other are termed "Accessible caves" (G11.6) and allow you to move or advance units from one to another without having to leave the caves or go through the cave complex.

And another, perhaps minor, advantage of caves is that Japanese units in them tend to keep their heads a little more. Any Heat of Battle roll that would normally result in a Berserk unit (an all too common occurrence with Japanese) causes Battle Hardening instead (G11.97).

Caves do, however, have several limitations. Fire against units in caves is not halved for any concealment those units may enjoy and Infantry Target Type acquisition against a cave can be maintained regardless of the presence of infantry within that cave.

Although you can have several caves in a single hex, doing so incurs some risk. A flamethrower attack affects not only the units in the cave that is its target, but also any units that are in Accessible caves (albeit at quartered strength), even if those caves are hidden. White phosphorous placed in one cave will expose all Accessible caves, plus all caves and above-ground tunnel entrances/exits connected to the same cave complex, provided they are at a higher level than the cave in which the grenade was originally placed (G11.851). And (perhaps the most severe limitation of caves) it is possible for units in the cave hex to attack the cave without being subjected to defensive fire from that cave.

Upper cliff caves offer a relatively inaccessible location for your units to shoot from, but they come at the cost of two additional caves from your original OB. This is an exorbitant price, and upper cliff caves should be used only if there is a distinct and overwhelming advantage to doing so.

If you keep in mind the weaknesses of caves and cave complexes and take them into account as you prepare your setup, you can establish a defensive zone that can withstand attacks from a vastly superior foe.

Figure 1: Sample "Sea of Tranquility" partial setup. Cave Z is in 34E2 with a covered arc of E1.

Cave Complexes in a Defense

As the defender in a cave scenario, your setup is crucial. You need to set up to take full advantage of cave benefits, while minimizing the disadvantages. Your setup needs to be comprehensive enough that the enemy can't void your defense by taking an unexpected approach, but strong enough to inflict punishment without being overwhelmed piece by piece. Definitely a challenge!

The most important thing to remember in constructing a cave complex defense is that, to be most effective, caves must be set up in mutually supportive positions. The attacker is going to need to get direct fire (lots of it) on a cave to be able to effectively reduce the units therein. The DC attacks he describes involve placing the charges from the cave entry hex or dropping it in from above. Naturally, the former method works best when the cave occupants have been suppressed. The latter, although less likely to result in the destruction of the cave, is immune to defensive fire from the cave. Therefore, in order to really make it tough for those DC-toting Marines, your caves should be set up such that they can not only protect their own entry hexes, but the hexes of other caves as well.

Due to their static nature, cave complex defenses require very careful consideration when you set them up. You have to be sure that you have at least some coverage along all possible avenues of approach. If your opponent chooses an attack path that is unguarded, you will be forced to come out of your caves to try and stop him. If this happens, you're usually in trouble.

When defending from caves, choose your shots carefully. You're usually outgunned. Try to be sure that your target is something worth shooting at before you give up HIP. In most cases, you're better off letting your enemy get up close before you reveal yourself. If he stumbles into the middle of your "kill" area, a well-timed ambush from several angles could be devastating.

Although caves are stationary, your units in the cave complex are not. Keep your forces moving from cave to cave. Movement is easy, and, as long as you don't move into a cave in enemy LOS, you retain HIP status. Try to anticipate where your enemy is going to move, and position your troops in caves that cover his approach. Once revealed, don't stay in a cave and try to slug it out with the assaulting forces unless it is absolutely necessary. Use the cave complex to back out of a bad situation and pop up somewhere else.

If the Japanese OB includes pillboxes (as it does in "Sea of Tranquility") place them in hexes where they can provide flanking fire on the enemy as he attempts to approach cave sites, or where they can target potential enemy rally locations.

Remember that units in cave complexes are completely immune to enemy fire. If you have a leader that's not doing machine gun duty, keep him inside the complex where he's safe even from snipers.

In order to illustrate these points, let's take a look at a specific example from ASL Scenario 72, "Sea of Tranquility."

In "Sea of Tranquility," it's a little more difficult to obscure your forces since board 25 doesn't have a lot of Concealment Terrain. But you can still set up in such a way as to keep the Americans guessing.

Figure 1 shows a partial setup for the Japanese fortifications. The goal is to prevent the American from controlling hex 25BB5. To achieve this, the Japanese employ two cave complexes in conjunction with some pillboxes, mines, and two single caves. These caves are set up so that the American player can't "see" them from his setup area. This keeps him guessing as to where you've placed your muscle.

The cave in Y8 is vulnerable, but this is an important position to the defense of the hill: it covers the northern approach through the Y6/Y7 gully. Since this is a single cave, you should view the unit you place here as sacrificial. Don't put a big MG or leader in there. The Americans will wax this unit eventually with that awesome firepower, but if the cave unit slows down the assault, it's done its job.

Cave K also covers the northern approach. But this cave has the added advantage of retaining HIP, even when the Americans gain LOS to its location. This cave is part of Cave Complex A. Leave this cave unoccupied until

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"Caves do, however, have several limitations."

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it becomes apparent that the Americans will use that approach. Then, move a unit (preferably with a machine gun) into it, to give them a nasty surprise as they jump off from X3 or W5.

Cave E (part of Cave Complex B) provides another opportunity to greet the Americans coming from the north as they climb out of the gully in Y6. This cave also helps protect the pillbox in Z4.

To protect the northeastern approach, open up with units in cave A (the primary cave for Cave Complex A) as soon as the Americans come off the minefield in Z2. This cave provides possible flanking fire on American units working their way up the slopes from the AA3-AA4-BB3 area and may also be a good position for a Gun, since tanks coming from Z2 would be subject to a side shot at one hex range. The mines in Z2 will slow the enemy advance, but probably won't do much in the way of casualties. The pillbox in Z4 can add some fire to hex AA4 and also support the caves in AA5 and BB5. Don't put a Gun in the pillbox, since the tunnel connection to Cave Complex B won't allow you to reposition it. Don't reveal the pillbox until you get something juicy to shoot at (broken Americans looking to rally in the AA4 crag would qualify).

The southeastern approach seems to encourage an advance up the CC3-DD2-EE2 gully; Cave D IN CC3 (Cave Complex A) will make this a little less inviting. Start with a unit in

this cave, since any Americans entering from the southern board edge could reach this position on Turn 1. Caves I and C (Cave complexes B and A, respectively) support Cave D. Collectively, these caves will nullify any respite the American hopes to gain by exiting the gully into CC2, DD1, DD3, or EE3. The single cave in 36E2 can also offer some long range shots on the Level 1 hexes of the southeast slopes.

The southwestern approach is probably the most vulnerable in this setup. Cave J (Cave Complex A) guards the EE6-FF6 gully and is supported by the pillbox in FF7. Both of these positions should be manned at start to slow down any entering Americans. Mines in bamboo hex EE10 will also blunt the American momentum along this route.

Hex BB5 contains a total of four caves with CA that cover all adjacent hexes except CC5 and AA5. These caves are all positioned so that their HIP status won't be lost solely due to the American setup. Cave H covers the adjacent crag hex and, when the Americans reach the top of the hill, should probably be the last stand for your big MG and 10-1 leader. The other caves (B, G, and F) cover those hexes with the approaches that are otherwise the least covered. Be wary of loading up these caves when the Americans get close. As previously noted, FT attack all Accessible caves in the hex, and it would be a terrible thing to lose all your units to a single DR. There will probably come a time when your alternatives are narrowed to the point of a last desperate stand, come hell or high water. The IJA can only hope that the Americans will be whittled down by that point.

The key to this scenario (like most cave scenarios) is to keep your forces moving within and between the two cave complexes: taking those shots that have good potential, then skulking back into the complex to reappear later.

In Conclusion

Caves offer a unique and effective method of constructing a defense in ASL. In fact, there is simply no better terrain for employing the infamous "skulking" tactic. However, as the defender in a cave scenario, you usually face a vastly superior foe. Remember, avoid a toe-to-toe slug out except in the last extreme. Use your advantages: stay hidden, skulk, and get yourself into positions that offer chances to surprise your enemy.

As the defender in a cave scenario, the biggest challenge you have is constructing a comprehensive defense. Make sure to cover all your bases. If you're successful, the actual play becomes an exercise in anticipating where your opponent is going on his next Movement Phase, then putting the right units in the right places to meet him.

The enemy may have you outgunned and outnumbered, but he still has to dig you out of your caves. With some careful decisions about when to give up concealment, when to fire, and when to skulk, you can make him pay as he tries to do so. **ASL**

MAYHEM IN MANILA

ASL SCENARIO A103

Scenario Design: *Rick Troha*

MANILA, LUZON, THE PHILIPPINES, 16 February 1945: In the contest for Manila, many bitter battles took place throughout the city. One such contest occurred throughout the medical complex at the University of the Philippines. In large, well-fortified buildings the Japanese defenders fought desperately to stem the American tide. After several days of fighting around the Medical School, the Science Building and the Nurses' Dormitory, the American 148th Infantry Regiment had made little headway. On the 16th, the 148th's 2nd Battalion once again prepared to cross Taft Street and take the university.

BOARD CONFIGURATION:

(Only hexrows A-H on boards a & b, and H-O on boards c & d are playable)

VICTORY CONDITIONS: The Americans win immediately when they have at least twice as many Good Order squad-equivalents (excluding American vehicle crews) as the Japanese in either building aC3 *or* aG2.

BALANCE:

🔴 Add one 2-4-8 HS and one Japanese LMG to the Japanese OB.

☆ Exchange the Japanese 10-1 for an 8-0.

TURN RECORD CHART

		☆ 1	2	3	4	5	END
🔴 **JAPANESE Sets Up First**							
☆ **AMERICAN Moves First [112]**							

🔴 Elements of the Manila Naval Defense Force [ELR: 3] set up on/north of Hex Grain cL5-dL0: {SAN: 5}

4²-4-8 E	4¹-4-7 1	2-2-8	10-1	9-1	HMG 3 6-14	MMG 2 4-11	LMG 1 2-6	MTR 50* [1-16]	DC 30-1	? 7 mersls
	4	4				2			3	6

*12.7 (12) AA M ⑦ 3	*25LL (12) AA M* 3

☆ Reinforced elements of the 2nd Battalion, 148th Infantry Regiment [ELR: 4] enter on Turn 1 along the south edge of board c: {SAN: 2}

6³-6-6 1	3-3-7 E	10-2	9-1	8-1	7-0	HMG 3 8-16	MMG 2 4-10	BAZ45 WP6 8-5	DC 30-1	FT 24-1
8	4						2	4	2	2

105 14 ③ ~/~/4	75 15 4 2/4/4

SPECIAL RULES:

1. EC are Wet, with no wind at start.

2. All Orchard hexes are Palm Tree (G4.) hexes.

3. Rooftops (B23.8; O.5) are in effect.

4. The Japanese may predesignate ≤ 2 building Locations as Fortified (tunnels are NA). Contrary to Japanese Multi-Applicable Ordnance Note D, the *Type 96 Twin* may not set up in a Fortified building Location.

AFTERMATH: Although they were ill-trained for ground combat, the men of Admiral Iwabuchi's *Manila Naval Defense Force* (consisting of various units, including the 1st, 2nd and 5th Naval Battalions) made good use of the heavily fortified buildings and the inordinate amount of automatic weapons at their disposal. Against this the troops of 2nd Battalion were pressed into building-to-building and room-to-room fighting in order to force their way into the hospital-university strongpoint. Despite the abundance of close-support shellfire used against the Japanese defenders, clearing individual buildings could only be done by riflemen who found flamethrowers, demolitions and hand grenades to be essential for success. But success was denied to the men of the 2nd Battalion as they were forced to withdraw from a weak foothold they had managed to gain into the Science Building. By the end of the day, the 2nd's only achievement was to occupy a small part of the Nurses' Dormitory—a disappointing achievement in view of the 45 casualties suffered during the day's fighting. It would not be until 23 February that the 5th Cavalry Regiment, having relieved the 148th, would clear the last Japanese from the University of Manila.

IN FRONT OF THE STORM

ASL SCENARIO A104

AESSAN, FRANCE, 10 MAY 1940: The *blitzkrieg* in the West had begun. German forces, following massive aerial bombardments and strategically planned air drops, were pouring into France at breakneck speeds. Bridges—some destroyed, others held intact—were the objects of the day. Many of these key points had to be held to allow the onrushing forces access beyond the rivers they crossed. Bridges on the Moselle had been captured undamaged and the advance elements of the 34th Infantry Division started to cross as soon as the obstacles installed on the bridges had been removed. One such bridge lay on the outskirts of the French town of Aessan. The job of holding this key objective was given to Oberleutnant Werner Hedderich and his specially trained and equipped glider troops. *Luftlandekommando Hedderich* landed at Aessen with the objective of holding the nearby bridge while awaiting the *vorausabteilung* (advance battalion) of the 34th. As these arrived, Hedderich's group was joined by elements of Vorausabteilung A which had brought up a 37mm anti-tank gun. As the airborne troops set about establishing a defensive perimeter, civilians began to gather, standing around like inquisitive tourists, watching what they were up to, while the Germans set up their machine guns, erected road blocks and sowed mines right before their eyes. At midday the 4th Spahis Regiment, supported by Hotchkiss H-35 tanks, counterattacked the bridge at Aessen.

BOARD CONFIGURATION:

(Align boards such that hex 42I1 abuts hex 40I1; only hexrows A-Q are playable)

VICTORY CONDITIONS: The French win at game end if they Control hexes 40I1, I2, I3 and I4.

BALANCE:

✚ Add one 4-6-7 to the German OB.

◉ Exchange one French 8-1 for a 9-2.

TURN RECORD CHART

		1	2	3	4	5	6	7	END
✚ **GERMAN Sets Up First**									
◉ **FRENCH Moves First [120]**									

Elements of Luftlande Kommando Hedderich and Voraus Abteilung A, Infanterie Division 34 [ELR: 4] set up east of the 42A6-D4-G4-Q4 road; see SSR 3: {SAN: 2}

5¹-4-8 (4)	4¹-6-7 (4)	2-2-8 (4)	9-2	8-1	8-0	MMG 5-12 (2)	LMG 3-8	ATR 1-12	Minefield 8 factors	AT Mine 4 factors

AT 37L (3)	Foxhole 5 1S	Roadblock

Elements of 4ème Régiment de Spahis with armor support [ELR: 3] enter on Turn 1 along the west/north edge(s) on/between 42A6 and 42Q10: {SAN: 3}

4-5-8 (6)	4-5-7 (6)	8-1 (2)	7-0 (2)	MMG 4-11 (2)	LMG 2-8 (3)	37* (3)

SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the northeast at start. The river is deep with a moderate current flowing to the south.

2. A One-Lane stone bridge exists in hexes 40I2-I3. Each bridge hex is considered Inherent Terrain (B.6) [EXC: A LOS into/through a bridge hex does not incur that hex's bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex].

3. No mines may be set up in road hexes.

4. All French MMC [EXC: crews] have their broken-side Morale Level increased by one.

5. Civilian (only) Interrogation (E2.4) is allowed. The French are considered to be in a friendly, and the Germans in a hostile, country.

AFTERMATH: Early on, the 37mm proved timely and valuable as Panhard armored cars of the 3rd Armored Car Regiment assaulted the bridge. The lead Panhard was knocked out by the AT gun, while the second was disabled by the newly planted mines. Hedderichs' group had anticipated the early French response, but expected the action to shift away from their sector after the initial rebuff. When the Spahis' attacked again, proving that the French were intent on reclaiming the bridge, the small group of Germans fought doggedly, with the 37mm finding the hides of Hotchisses much thicker than the earlier Panhards'. Despite the stubborn resistance offered up by Hedderich's *kommandos* and the men of the 34th Division, by the end of the second counterattack, the bridge had been retaken by the French. As the German force was pushed back, Hedderich himself, along with four survivors of his group, fled through a nearby wood. The Spahis would continue their advance that day, only to find German forward areas massed with troops and tanks—an unmistakable sign of the coming storm.

VIVE LA FRANCE!

Croix de Guerre Scenario Review (Part I)

by Mark C. Nixon

Many of my most enjoyable hours with war games have been while playtesting for various ASL products. *Croix de Guerre* (CDG) provided to be no exception. As a playing member of Rick Troha's group, I was able to sneak in my "two-cents worth" during playtest (PT) while leaving those bothersome chores of record keeping and communicating with "The Hill" in Rick's capable hands. During such a PT, each scenario travels a ritual path of repeated play in the hands of many diverse groups across the country, which is an absolutely vital process for a quality product since there are various styles of ASL play; different PT groups play in distinct ways and each will discover peculiarities of each scenario which other groups overlook.

With such divergence, the pace and direction of scenario alterations can become controversial. For example, during this PT I found myself applauding most changes but not happy with alterations to "Encounter At Cornimont" and not pleased with how sluggish improvements were in coming to "Strangers In A Strange Land." My opinion on "Cornimont" is that it alone of these eight scenarios emerged from PT in worse shape than when it entered. "Strangers In A Strange Land" was a case of never enough changes coming to help the Germans.

Another scenario, "Fratricidal Fighting," was so disliked I have yet to find a playtester who voted to keep it in the final production run of CDG. Forget the issue of balance, none of the playtesters I have met seemed to enjoy playing this one, absolutely the most powerful criticism possible. However, instead of playtesting at least two extra scenarios, as was the custom, CDG included only one extra, "Swan Song," eventually published later in the *ASL Annual*. "Swan Song" went through more changes than most scenarios and our local group put a lot of effort into it as well, yet by the end of the CDG PT this one was still not ready to run. Rather than print it despite some problems a decision was made to withhold it and continue to make improvements, which meant "Fratricidal Fighting" was *in* for CDG. Maybe that rendered the selection process all worthwhile if you feel "Swan Song" is now a worthy piece.

So far most of this must sound negative, but now I have exhausted my only gripes. They are actually insignificant compared to the hundreds of hours of enjoyment derived from this PT, from these published scenarios and even

from writing what follows about these scenarios. Heavens, I even enjoy playing those scenarios I may not happen to particularly enjoy; this game is simply *that* much fun! Though I would list none of these eight CDG scenarios among my top ten of all time, as a group I believe they are a solid assortment and equal to those of any other module.

In an attempt to retain some of that PT flavor in the articles which follow, I have added a NOTES section to each which briefly lists changes made during CDG PT as well as some of my own thoughts on these. An EXCITEMENT RATING is also given for each scenario. Especially with these EXCITEMENT RATINGS, keep in mind these are merely my own personal opinions. Another new section is labeled ERRATA which should be self explanatory. However, I do recommend you make copies of those original scenario errata from the *ASL Annual*, cut them out, and tape or glue each onto its respective scenario card. That is what I have done and is the best way I can imagine to always ensure when you select a scenario for play you are not missing something important.

As has always been the case in these articles, what follows will not tell you how to set up any perfect defense or attack. That concept of a perfect setup is a bad joke, a myth; show me your perfect setup and I will show you the location where a SAN "1" or a single "eyes" attack will change your opinion. None of my plans are attempts to suggest you play any certain scenario in any certain manner. It is unlikely I even know the best setup for any scenario; that has never been one of my desires or goals, it is not even one of my cares. If you are reading this article in search of those sorts of perfection you are sadly and completely missing the point.

Setup and attack plans are a dime a dozen. The point is that every one of these scenarios can be played many different ways and I am merely using each scenario as a vehicle to display a few ideas and some tactical applications of the ASL rules. My hope is you will read what follows to fathom the heart of this work rather than merely to skim those surface features which list, by example, meaningless and temporary specific locations of units.

For example, I certainly do not recommend the only way to set up the U.S. in "Play Ball" is as I have shown. Rather, I am suggesting something which *can* work, but which I bet many players have not considered. Maybe it will work in some other scenario, too. The setup, defense, and attack plans are completely incidental elements of these articles made necessary only to enable us to consider in a recognizable environment what *is* important—the whys and wherefores of ASL play.

STRANGERS IN A STRANGE LAND (ASL 75)

BALANCE RATING: 65% pro-French
EXCITEMENT RATING: 3
SCENARIO ERRATA: None

ATTRACTION: A very quick playing conflict with all the action keyed into one victory building. French Legionnaires rush in against an outnumbered and outclassed Gebirgsjager contingent clinging to faint hope of timely relief. A solid display of elan threatens a sweep to victory ahead of that relief and therein lies the appeal: can these German invaders delay that French attack long enough to matter?

NOTES: There is just not enough here to jiggle my excitement rating above "poor." Germans defend a building and overwhelming French troops rush in to take it. Legitimate yes, exciting no. Nevertheless, many other players seem to like this one and because of size it sees plenty of activity.

My initial playtest rating was 75% French; obviously something has happened to entice my rating closer to "balanced." Number one on that hit list is the addition of the second sentence to SSR 5 which limits initial French MF

and MP. That brings German reinforcements almost a half turn closer, time-wise. Number two changed the VC from "Good Order" to "unbroken" (it is a *big* difference). All other changes lend aid to German chances: they gain HIP (replacing six ? counters from the initial version); a 9-1 and 8-0 in place of one 8-1 at start, while the reinforcing 9-1 took a demotion to an 8-1; added one LMG at-start and one DC to the reinforcements; added SSR 4 and 6; and deleted one French 4-5-8 and 8-0. German Balance fails to address the inequity of French numbers.

German Advantages:
HIP; MMG; Wooden Buildings; Scaling

In this situation HIP is nice to have, although I will argue the reality of an overwhelming number of French attackers will soon enough force these Germans to open up with all weapons at their command to try and stop or slow the enemy in open ground. Add to this the fact that these French know where the German defense must be centered, most likely with their only key weapon—that MMG—in building 22F4 itself, and no defense will fool anyone for very long. Early success or failure of that German MMG will be as a measuring tape for German chances in this battle and it will prove quite fortunate the defenders can fend off hostile fire with the +2 TEM of wooden buildings while the French must suffer an abundance of -1, -2, and even some -3 fire.

Scaling capability may be something never used in play, but thanks to the A7.72 Debrief-

ing in the *93b ASL Annual* this can occasionally void Upper Level Encirclement for German defenders in building 22F4. Nothing outstanding, but not to be overlooked in this situation where the defense is counting any visible blessing.

German Disadvantages:
Outnumbered Initially; Pinned Down To Building 22F4

These Germans are brutally outnumbered as this action begins. The French would easily dispatch them were there not fourteen hexes separating their start line from building 22F4.

Once in range, however, French FP might just blow away any defense despite +2 TEM for wooden buildings, for their at-start FP advantage controls a tremendous 71% of initial FP. It is the combination of this French power and VC which must give the German pause should he contemplate defending building 22F4 from anywhere other than that building itself. There are two ways to prevent a French win: keep French infantry out of building 22F4 or maintain at least one unbroken German MMC therein. Obviously, any defending Germans too far from that building to make a run back into it if needed could seriously jeopardize German attempts to maintain at least one unbroken MMC in building 22F4. The next section will examine several "cute" remote defensive locations, but the German player must ask himself whether these buy him more than he could gain merely by moving such remote units into the bastion of building 22F4 itself.

GERMAN DEFENSE:

A conservative approach will often provide the best defense. Begin with the 9-1, MMG and 4-6-8 in 22F3.2; a 2-4-8 in 22G3, 22F6 and 22E4 each; put the 8-0 and a 4-6-8 with two LMG in 22D5.1. When French infantry enter 18CC9 they will first take a hit from a LMG Firegroup 2 (-2) and face a 1 Residual Fire counter in that hex. A 1 (-2) attack might be as much a weapon of psychology as any real threat, but I have faced plenty of opponents bullheaded enough to run their entire armies through such locations and suffer severe casualties, so why not offer that chance here? Of course this is just a warning shot, after all, for it notifies your opponent you can throw FP into his favorite avenue of approach without even showing your big hitter yet, that 9-1 directed MMG. Not only does this leave open a threat of a 4 (-3) attack vs any moving target, but somewhere someone is facing a 4 (-5) attack in the Bore Sighted (BS) location, making this the equivalent of a 36 column attack in terms of obtaining a K or 1KIA result. This is the value of using those two LMG to lay 1 RFP in 18CC9. Had your MMG been used right off the bat to hit this hex and missed ROF, the French would have been able to run their tanks forward to void MMG SFF and follow with their infantry moving freely. The threat of that 4 (-3) or 4 (-5) shot still lurking, however, ought to prevent any French from moving forward at will in stacks with leader assistance. If they insist on trying it anyway, you will get a chance to make them pay for it. Not a bad deal, actually.

Some careful thought about SSR 5 tells us exactly how far French Infantry can move on Turn 1 and might reveal an optimum location to BS the MMG, unless obvious 18-CC9 is chosen after all. Notice how SSR 5 curtails only Inherent MF, but not CX/Leader Bonus MF. Put this all together and a squad has 2MF on its own, 4MF moving CX and 5MF when CX and moving with a

STRANGERS IN A STRANGE LAND GERMAN SETUP AND INITIAL FRENCH MOVE. All Germans are HIP and the MMG has Bore Sighted 18CC9. All French enter concealed. Some units may still retain that concealment. French positions shown are after French Turn 1 Advance Phase. Note one HS was broken in hex 18CC9 and Routed. No other French infantry moved through that Residual Fire. Other French infantry might have broken elsewhere but are not shown in that state. The tanks failed their Vehicle Smoke Grenade (VSG) attempts and so Buttoned Up again. Leaders remain stacked with full squads to deploy more on French Turn 2. The French right wing is without leaders so one may have to move there later if units are broken.

leader (limited to 5MF because that is all a CX Leader could move). Turn 1 "hot" locations 5MF away from the board edge where we might expect French infantry are: 18AA8, BB8, BB6, CC6 and DD6. Bore Sight any of these and you will have a fair chance your BS

(-2) will see some use, but to reach any of the latter three the French must move through 18CC9 anyway so that location would probably remain the best choice. It is pretty much a guessing game and any of these locations might prove worthwhile. One word of caution: planning a BS advantage for use in later turns runs a risk other game events might render your MMG unmanned or inoperable by the time French units reach that BS target location. It is usually better in any scenario to plan an early BS. Also, any BS capable weapon usually needs to be firing early and often, even when HIP. Be assured, the closer French infantry get to building 22F4, the more fire that MMG will attract.

These Germans plan to fight during French Movement Phase and pull back out of the line of fire during their own Movement Phase (the popular and devious "back & up" or "skulking" defense). We have seen it plenty elsewhere; delay is the name of the game, for reinforcements arrive on Turn 4 if only those French can be held off that long. A quick French win is a serious enough threat should they manage to slice tanks into your rear and impede your reinforcements. Those two tanks, however, will not be able to completely block your relief but will require support from both flanks of building 22F4 to keep fresh German troops away. This is why your ability to stop or slow enemy infantry will be the decisive ingredient of the early battle even if those tanks do make it into your rear. Preserving your own infantry during enemy Defensive Fire Phases so you will be on hand in force to fight during their Movement Phase is the surest way to keep their squads off your flanks and away from the victory building. With their meager 4FP MA attack and 2 CMG, the French AFV aren't likely to break many, if any, of your elite units. Moreover, thanks to that special provision of SSR 6, you need not be overly concerned that the tanks might actually harm your cause by driving into your troops' hexes to lock their FP. Expect those tanks, instead, to attempt to thwart your reinforcements as mentioned, bring Encircling fire on you, and position themselves to deny Rout. While these actions might cause you concern, they also ought to leave you free to concentrate on enemy infantry.

Make no mistake: it is the enemy infantry you must defeat. Inconvenient and irritating as those AFV might be, any temptation to go after them is usually not worth much effort. Oh sure, that ATR might crack off a shot now and then and there are going to be times when Reaction Fire might work, but normally you will be better off using your strength to stop opposing squads, for those are the lads who will have to enter building 22F4 and out slug your own squads for victory. The fewer of them who get that far the better, whereas those tanks will be of only very limited use to the French at game end.

Though I do not recommend placing units away from the victory building, there are a few spots you may wish to contemplate if you would like to try something different. The most obvious must be that ATR in 22G1 where it can draw a bead on any tank crossing the wall for a possible Underbelly Hit. Well, not much advantage is gained even on such a hit, but I bet you will see it tried if you play this scenario against enough different opponents. In my opinion, 22G1 would be better for a HIP unit to wait and see if French infantry move in a stack through the gully into 18AA1 where your Point Blank (-2) fire might cause some real harm. One very devious (meaning I like it!) spot for your 50*mm MTR is 22P5 where it enjoys LOS to both 22H0 and 22J0, just missing a +1 bridge hindrance to the former. Bore Sight 22H0 and you are practically guaranteed targets. Once discovered the French will no doubt decide to avoid this key jump-off location or maybe they will even spend energy to nail this mortar, but you must ask yourself whether or not it is worth leaving this 2-4-8 beyond the immediate defense range of 22F4; much as I like this slick location, overall I think it is not worth it.

Also, it seems Level 1 locations of building 22M2 ought to be useful for some sort of Firelane onto Level 1 hills (like a LMG firelane from 22M2.1 to 18Y5 covering 4 hexes of that hill) but I just do not see it as worthwhile. Sure it would catch the French by surprise but then they would simply move around it and here would be another of your MMC out of position and isolated from building 22F4. Finally, 22I6 would be a good spot to HIP a squad with the intent of trying to use Reaction Fire when tanks roll by. Despite low odds, such an attack could be effective (pass PAATC and roll 4 to Immobilize for a 6% chance, or roll 2 or 3 to KIA for another 6% chance). This position also offers a nice view down the I row of board 22 and Y row of board 18, while still allowing access to building 22F4 for any squad placed here. Personally I would still choose to use this squad to fire at attacking French infantry rather than leaving it HIP until Turn 3 for such a low odds attack, but you will find players doing it and need to consider all possibilities when setting up your defense, especially when repeated play calls for some variation vs a repeat opponent.

French Advantages:
Firepower; Tanks; 9-2 Leader

These French begin with a tremendous advantage in Firepower (71% at start). This is by design, of course, since they will spend most of their first few turns moving and not firing. By the time building 22F4 is gained, however, there still should be plenty of punch left to carry through a solid attack. Exactly how much French FP gets in close will depend mostly on how well the German player makes use of FFMO and FFNAM DRM, how crafty the French are moved forward, and the luck of those DR.

Two H39s are about as immune to fire in this one as they come in ASL. Keep them in Motion and it is nearly impossible for the ATR even to manage a Deliberate Immobilization. One enemy DC seems the single most frightening German SW but there is only slim chance it could be brought to deliver an effective attack vs an AFV. On the minus side, these tanks do not pack much punch and cannot charge into building 22F4, so their role seems limited mostly to running interference on German reinforcements, denying Rout, and so on as mentioned previously. Okay, that is not so bad I guess, and they can also draw in close to enemy units during the MPh to cut their SFF capabilities against infantry targets. That alone is no small advantage since it can mean the difference between taking or not taking another 4 (-3) SFF shot from a 9-1 directed MMG and squad.

Not much to be added here about that 9-2 leader. He is the ultimate weapon in ASL, King Kong of the battlefield, mighty warrior, and all-nite guru. Mine always seem to die fast and painful but, no matter what, a 9-2 is a heavy weapon and a thrill to employ. A 9-2 always seems to be a tiger whenever my opponents are blessed with one; I suspect my own must normally do more for me than I credit them. Loss of a 9-2 is valid justification for ten seconds of level B whining.

French Disadvantages:
Open Terrain; Ground Snow

There is the matter of those fourteen hexes from board edge to victory building. Running at full speed, no French infantry will reach building 22F4 until Turn 3 and those speedsters (with bullseyes tattooed on their foreheads) will be the most inviting targets. The faint of heart might try some Armoored Assault Movement in conjunction with Platoon Movement (legal, but sure to bring out a rulebook or two when tried), but this will slow the tanks and can be used for only a couple squads. Most troops will be moving singly in the open or in platoons with leaders behind hills and through gullies. All those who do not take a direct route across the open will take longer to reach their destinations and thus play into the hands of the enemy who is watching the clock bring those reinforcements nearer while French infantry dawdle. All movement over hill and dale will be slowed by Ground Snow just enough to prove mighty irritating for the French, though admittedly not really a very large problem.

FRENCH ATTACK:

One of the best friends any attacker can have is smoke and you do not have much chance of it. Still, why not run those tanks out to 18CC6 and CC7, pop them up CE and try for VSG? It *is* a low odds chance but will work sometimes. To benefit from something which will work only sometimes you must try for it quite often so I would give VSG a go most of the time here. On Turn 2 you might pause a split second to acknowledge that crossing the wall at CC4-BB4 provides a chance for an Underbelly Hit (UH), but there is no need for alarm here; a UH would still resolve with an AF of 3 to yield an ATR Final TK# of 3. ASL players who evince immoderate concern over numbers such as these tend to find their AFV failing to perform up to spec. On the other hand, a smart

player must realize when he does not need to drive over this wall because he can reach his destination via a more circuitous route through an open gate, and thereby minimize his risk while still driving his tanks into position. Common among French tanks, these H39s offer excellent side armor, making them a lot safer to twist and turn around a battlefield than most other AFV. Among the faults of these tanks, their armor is a delightful luxury.

Before charging onboard with your infantry there are three things to do. Most important is to determine which hexes are out of LOS from 2nd level locations of building 22F4. Does 18X19 look safe? It is not; 22H4.2 sees it and your 9-2 and three 4-5-8 stack might take a 2 (-3) hit there. Hex 18V9 is safe but cannot be reached except through U10, W10, or bypass in V10, thereby exposing yourself to the same fire from HIP locations, although movement through the V10 woods would be out of such LOS. Of course, once the location of that single MMC in building 22F4 is revealed you will also know which of these hexes are now safe. Or maybe not. Be wary of one extremely devious German trick using two HIP leaders to man that MMG from 2nd level. The German fires off a squad and LMG from 22F3.2 and then, when you think it is safe and move your 9-2 stack through 18X9, out pop two leaders with the MMG at 2nd level to hit you with a 2 (-2) with both leaders manning the weapon or a 1(-3) with his 8-0 manning it and directed by Mr. 9-1. Well, this is actually a fine trick and might totally thrash a big French stack. I will give it a try if I believe my opponent might be caught off guard by this trick. In future turns, once the surprise is gone a 4-6-8 will be able to reclaim that MMG easy enough.

Your second pre-game decision is whether or not to bust down into a flood of HS for a charge at building 22F4. This scenario is ideal for such a tactic since you already have more squads than German defenders can engage and you are throwing yourself at him in a situation in which you will likely not be able to harm him those first few turns anyway. That is, loss of one hex in range (from 4-5-8 to 2-4-8) will not amount to much of a detriment for your sea of bodies running east since enemy infantry will be in buildings covered by +2 TEM during your own player turns when you will be moving anyway. This momentarily forfeits some of your "1" smoke exponent which you were not planning to use anyway and gains the advantage of so many targets your opponent cannot hope to contend with them all. In addition, any KIA result will eliminate only a HS instead of a squad while any K will still eliminate just one HS and not also have any chance to break (and possibly ELR fail) a second HS. And, of course, any time a HS fails a MC or Pins means somewhere the other half of its original squad is still pushing on towards victory. This HS swarm attack can be so devastating against an outnumbered opponent there is no good reason to forego it here unless the French player feels he already has such an overwhelming advantage he simply does not want to bother with it (for it is true such an HS attack does take careful movement of those leaders to initially deploy the squads and,

tougher, to recombine them later on once their destination is reached). These inconveniences do not amount to much in this battle, however, for the game begins with three HS, four more can be deployed freely, and those three leaders can try to make six more HS offboard during the French Turn 1 Rally Phase. If successful, the French will swarm on board with 19 MMC (6 squads and 13 HS) instead of merely 14 MMC as listed on the OB. An additional advantage occurs on Turn 2 when you manage to deploy your 14th and 15th HS, for then you will be forced to buy another French counter sheet from Avalon Hill; the Parts Department will surely crack a smile at that.

Still working in pre-game, the third consideration to dwell upon is use of your 9-2. This "cat" can rip through +2 wooden buildings and first thought is to set him up somewhere with those two MMG and challenge whoever shows themselves in building 22F4. Stacking with two squads in a building or behind the stone wall would allow Mr. 9-2 to hit Germans in the 2nd level with 8 (even) or 12 (even) shots depending on the range, but the trick is getting to such cover. A brave/foolish player might trot him straight up the 18CC row using Armored Assault and risking a 4(-3) BS hit at CC9 or CC8 in an attempt to reach the wall. I

> ## "Loss of a 9-2 is valid justi-
> ## fication for ten seconds of
> ## level B whining."

would not do it but there are players who would try, and threat of it is exactly why you can usually expect a MMG BS location in one of those two hexes.

I think it is much better to set up the 9-2 to enter at AA10, run everyone else at the Germans first and then determine how that big hitter will move. At this point, the defense may have already spent their fire and you can pick from three avenues leading to building BB7 (HINT: Pick the one with no Residual Fire in it!). Your coming DFPh will still be spent reassembling MMG, but come Turn 2 Prep you will be able to hit any Germans braving your fire in 2nd level. Because of 4-5-8 and MMG ranges building 18BB7 offers an interesting array, for you can hit units in 22F3.2 with 12 (even), 22G4.2 with 8 (even) and 22H4.2 with 4 (even). Any German player who thinks about it will be in H4.2 though, so this whole firebase option is probably not of very great value. Making it to the wall at 18BB5, which offers 12 (even) shots at all three German Level 2 locations would obviously be preferable. No matter what, if you are going to form this FG, the +2 cover of either BB7/BB5 is far better than simply moving up onto Y7 or Z7 and challenging the enemy at 2nd level with no TEM of your own, not to mention risking that German Turn 1 Prep Fire in which your own dm MMG cannot even return fire vs a potential 6 (-1) (plus ROF) from building 22F4.

An alternative approach with this 9-2 uses him to hustle a platoon of squads with dm MMG to 18X7 and then into 18V3 (Advancing CX on Turn 2) with MMG already assembled to threaten 12 (+1 for CX) attacks on all three prime 2nd level hexes of building 22F4. Here Mr. 9-2 and his boys are exposed for a 6 (even) return shot, although your opponent might have reinforced his upper level positions by now and be able to put additional shots on your 9-2 FG. Just as important, however, the mass of French infantry have by now moved within effective range and defenders who expose themselves will be threatened by one of the smartest attacks in ASL: massive multi-hex firegrouping from individual squads/HS in adjacent locations. This might be enough to convince German defenders to continue hiding during their Player Turns rather than face such a sea of fire (take a good look—you can reach the 30 column) as well as your 9-2 killer stack. In the meantime, you have moved that 9-2 stack as far forward as possible before exposing it to fire and then when it does show itself you have assured the enemy will likely pay if he shoots at it or else will actually run away from such a powerful threat.

Maybe that seemed a lot to think about in pre-game, but that is only an illusion created by having to read so much; this amount of thought is probably a mere two or three minutes worth of actual game time and represents thoughts each player considers as he begins every game. Eventually the whistle blows, two H39s roar into battle, and French infantry rush forward. German defenders lay out their small amount of fire and all following French conveniently avoid the scant Residual Fire. With everyone pushing forward singly and as HS as much as possible there simply will not be many casualties to sparse German defensive fire. French leaders sweep up from the rear to collect broken stragglers, while the favored 9-2 pulls glory duty again leading hand picked veterans to their pre-selected firebase position. Forward pressure is what this attack is all about. The wall, the gully, crest status, and all TEM available will be utilized to its fullest, but the strength which pulls these troops up close to the victory building is their strength of overwhelming numbers. German defenders simply will not be able to handle them all. While a few VSG here and there and that 8 morale will help, it is the large number of attackers which allows the French to take all hits and still swarm into building 22F4 with enough to knock three and one half German squads out.

There is another clear path forward. A leader led platoon can bypass 18S10, pass through 18S9 (LOS from 22P1 just clips the hill in 18R2!) and jump into 18S8 for an Advance out to 18T7 on Turn 1. Coupled with another platoon is 18X7, this move could put a lot of French strength in this area behind the hill. As French commander, you merely need to ask whether or not this is what you want. This angle of approach leaves you further from building 22F4 at the end of Turn 1 than if your infantry started the game offboard adjacent to 18CC10, although from a safer route. Germans HIP in 2201 might even try to come forward to slow your next MPh, although any such enemy

moves might be welcome since you could move on an individual squad/HS and take it out easier here than later in building 22F4. To surprise any such German move from 2201, whenever my lead tank makes it to 18CC5 (which it will on those occasions when both tanks fail to get VS) I leave its TCA facing direction 5. Even while in Motion the CMG can hit a bypassing German in 18S1 with a 1 (-2) shot, sure to draw a call for LOS check, but one which you can count on being clean. A squad with LMG stationed at 18Y7 also helps curtail enemy moves behind that 18T4 hedge, at least until the German MMG knocks this guy off the hill.

When German reinforcements enter on Turn 4, there should be two tanks between them and building 22F4, as well as French infantry in that building and on both sides of it. Any lesser result for the French suggests their attack was lacking resolve. If those reinforcements are allowed easy access into 22F4, the German will have escalated his chances of victory to near EVEN. French infantry asked to eject seven and one half squads from building 22F4 might wonder to themselves (or even aloud) why their commander had not pushed to reach that building when it was defended by less than half that force, for preventing fresh troops from entering the backside of this building would be a lot easier than forcing them out once there. That is what it will come down to, after all, for those German units in upper levels will not simply go away. It will be Point Blank fire and CC time to rid this building of unbroken enemy MMC. Locking them in Melee will be no answer for they are still unbroken at that point. Those Melees must be won, which means you must enter them with time enough to resolve them and with troops still able to hold off any later German charges from outside since victory is determined only at the end of a Game Turn and the Germans move last.

TIPS FROM THE TRENCHES

Try not to invoke No Quarter at the beginning of the game: not only is Mopping Up now NA and the enemy no longer surrenders via the Rout Phase method, but that final "12" HOB DR now sends the enemy Berserk instead of Disrupting them. Don't, however, take Prisoners right before that last crucial CC to capture the Victory building.

END OF THE NINTH
(ASL 76)

BALANCE RATING: 65% pro-German
EXCITEMENT RATING: 6
SCENARIO ERRATA: The French armored cars should *not* have AAMG

ATTRACTION: A lead-off AC duel is a real hit. The Home Nine (leaders) try to stay in this ballgame for nine innings, with visiting power hitters entering play in the top of the third. It is a clash between French leadership and German firepower at that point during the middle innings. In the bottom of the 8th, French leaders can make a run for Home or remain on the field of play to score more.

NOTES: This scenario took a fairly clean ride through playtest. Most testers seemed to feel it would be pointless and dangerous to tamper with a design already in such fine shape and in which any changes might damage an exquisite balance between such highly contrasted forces. Two French 7-0 leaders were changed to 6+1s, French SAN changed from 3 to 4, and the HT were changed from two 250/1 and a 250/sMG to one 251/1 and one 251/sMG. A casual glance might scare off many but give this one a try—you will be delighted. Be creative with those French leaders. The AC contest alone is a must. French Balance improves this one to 60% German.

French Advantages:
Leadership; HIP; Stone Buildings

Nine French leaders with a total -6 DRM available make this a most unique scenario. Those leaders are fighting amongst themselves to direct the actions of a mere five 4-3-7s and one crew, and in some cases might even opt to take matters into their own hands to use various SW themselves. HIP will keep their German adversaries guessing and probing, and might even be used to keep some French leaders hidden until game end when they could run offboard for Exit VP. Once HIP is lost, their stone building +3 TEM ought to help these French stand tall long enough to hurt, or at least slow, the German attack.

French Disadvantages:
Number of Squads; Game Length

It is true that squads do not count for VC purposes but also true that your shortage of squads limits your options considerably. The range of what you do have is your biggest

problem, provided these Green boys endeavor to remain stacked with leaders to cancel Inexperience shortcomings. However, even leadership does not cancel Disruption for ELR failure and a few Disrupted squads might quickly place your leaders in desperate shape. It all amounts to a problem for you only because this strange combination of high class leaders and low class troops must survive the final 7 turns during which German infantry in overwhelming numbers are on board. If these guys get into your rear areas it will become impossible to exit and without that option the German player will know you must play for building 41V7.

FRENCH DEFENSE:

Because it is an intriguing and rare little beginning to this scenario, the majority of what is most interesting about this battle involves those two AC forces, so let us spend extra time on this portion of "End Of The Ninth." The AC battle which kicks off this scenario will be a fairly EVEN cat-and-mouse affair. Your four AMD35s are outnumbered 6 to 4, but hold several advantages which ought to give the German PSW commander some reason for caution. Your plus side includes better armor with a frontal 2 AF and boxed side/rear 1 AF, better MA with a 7 TK#, a chance to roll for HD status during setup, and you get to Bore Sight (BS). Here the hope is those PSWs will tool up the road and come straight onto your HD positions to offer a chance for you to hit their frontal turret and roll for a Final TK# of 6 (or 7 or 8 if close enough to gain Case D Range Modification). You get first crack in this case and can at least gain Acquisition on the enemy. Intensive Fire (IF) is not out of the question for your quality-made French Guns malfunction on a 12 (10 with IF) unlike those poor, unfortunate German AC commanders with B11 Guns.

That, however, is the extent of your AC advantage, for German PSW 231(8R)s have better speed, ROF, sD6, IFE (9 FP when coupled with the CMG, and that is 18 FP PB, 27 at TPBF), and even Low Ground Pressure thrown in to help near marsh. Both AC types get Multiple Hits (MH), although coupled with that 2 ROF a PSW might gain the singular advantage of both MH and ROF on a roll of "2,2." Also, German PSWs have radios in them, an advantage your opponent will be quick to mention when four PSWs gang up on one AMD and you attempt a Motion Roll rather than fight (see D14.23—there is a +1 drm).

What it all means is that you can expect your initial HD positions to deny some lanes of approach to the enemy or, if they choose to confront you, allow you a good chance to draw first blood. You cannot expect a face-to-face duel with yourself HD vs PSWs stopped and in the open, for no competent enemy commander would drive into that situation. Instead, your first shot opportunity will most likely be at a moving PSW's frontal AF—hopefully in your BS lcoation. If that first PSW gets through unscathed it might be best to wait till it draws up adjacent (or at least until it stops) before trying an IF shot. Withholding IF altogether is

END OF THE NINTH FRENCH SETUP AND GERMAN INITIAL ATTACK (after entry of German Turn 3 reinforcements): All French Infantry are HIP. AMDs A,B,C, and D have Bore Sighted, respectively, 41I6, 17V6, 41T5, and 17Q7. The HMG has Bore Sighted 17G6 and the MMG 17J9. German Infantry have entered concealed on Turn 3, although French moves or setup might have forced some of their concealment to be removed. This Turn 3 depiction is merely a very broad generalization, as there may have already been a large AC battle with losses to both sides.

It is unlikely these AMDs will be moving much. Some games will see those PSWs content merely to hide around a corner and allow both AC forces, or at least parts of them, to effectively check each other during this battle. While these AMDs began CE in order to improve their pre-game HD chances, they will take their first opportunity to BU in order to avoid that potent PSW IFE. This does not mean foregoing Prep Fire at any target in order to BU, for CE risk is not deadly enough to miss such a chance to wreck a PSW. Best hope for these AMDs is that HD status was gained, will force a few enemy missed shots, and that a few ROF and MH will assist superior Gun and AF numbers to overcome PSW numerical and other superiorities. If your 37*mm and MG SW can help out as well, good. Those MG positions, though, will probably be better off retaining HIP until the German infantry arrive (other than the 10-2 and HMG in 41V7.1 which might open up since that positon is so obvious).

Two 6+1 leaders do not expect to survive or contribute much to a battle and so have aligned themselves to exit for points. On Turn 2, units in 41AA7 plan a move to 41BB8 where they command western approaches to Hill 513 and around the north side of this hilll as far as 17I6. This detail cannot hope to hold this position, but its mere presence facing German Turn 3 entry will at least slow some of their infantry. Sould they enter in force across the west flank, I may even move that MMG over from 41Z7, although more likely these lads will either sit tight to hammer enemy troops as they emerge at the top of Hill 513 if minimal force appears to be coming in the lead, or will withdraw if Germans are coming across in strength. These two 9-1 lead stacks will keep their eyes on 41Y5 and 41Z4 for this anticipated retreat, positions from where they will be able to hamper the flank of German attempts to move on building 41V7 while still keeping their own option to exit offboard. Another option would be for these units to move to 41V7 itself in search of those doubled VP—what France really wants to see, after all.

Having arranged those contingencies to delay German moves west of Hill 513, I am actually most worried about German infantry heading straight for 17I8 and then busting into Le Catelet at 41X9, which explains why my heavy weapons are aligned to plaster hexes in this area. We begin with a LMG in 41Y8 guarding the road to 17I10. Take a hard look at LOS from that MMG in 41Z7 to 17J9 as well as the HMG in 41V7.1 to that same hex. They both hit it without wall or tree interference. They both hit 17I10 and 17J8 as well, while that 37*mm in 41N6 can nail 17I9 in the open. That last one may not sound like much but a 9-2 directed 37*mm shot at infantry moving FFNAM and FFMO here will score a CH on a DR on 7 or less (TH# = 7, DRM = -4, so an Original DR of 7 yields a Final TH DR of 3 for a CH!) and then resolve on the IFT as an 8(-2) attack. That is a 16% chance for at least a K. If German infantry simply charge right at you here they just might sustain severe casualities for their effort.

However, I do not really hope for that to hap-

also legitimate, although if a PSW positions itself for an adjacent/rear shot I would not be able to hold my fire.

If nothing else, do not overlook the absolutely vital tactic that with such an IF shot you can take the opportunity to change your entire VCA in order to face your frontal armor against the worst threat. You also can (but are not *forced* to) change VCA on a CMG shot. These are vital defensive moves to employ in a fluid armor confrontation, often more important than gunnery. When facing an adjacent PSW, a rear hull hit on your AMD would enjoy an 8 TK# (7 TK# on the turret), but only a 6 TK# on any frontal AF hit. Generally this means that an AFV commander in this predicament who manages to align his AF to his best advantage will save his vehicle about 20% more often than a commander who fails to appreciate these finer points of armored warfare.

The initial setup shows one possible AC

deployment; there are certainly other worthwhile locations. Of the eight available setup positions which offer hill crest HD possibility the three shown seem best. An AMD in P7 is another good one because it covers the rear of those other two AMDs in this vicinity, but in this particular setup a HIP 37*mm lurks ready to take advantage of any PSWs skirting around in that area. Take note that as a SW this 37*mm can neither BS nor gain acquisition. Fortunately, Mr. 9-2 can direct its fire from a stone building with 2 ROF and a 7 TK#. From 41N6 it can fire east or west and also covers the 17H8 region where German infantry are expected to appear. Stacked with Mr. 9-2 this weapon is a lot tougher for those PSWs to deal with than your AMDs and ought to prove a rude awakening should a strong contingent of enemy armor park itself in LOS. An 8-0 is HIP nearby to provide assistance should the unthinkable happen, as it usually does in ASL, and this 9-2 goes down.

pen very often. A wise German player will first lay in a smoke FFE either in this 17J10 area or directly on 41V7 itself. He will also come in across a front from about 41BB6 through 41T10 and may even run all his HT around the east flank to hit from that side as well. Such an eastern attack would work only if he had already resolved your AMD and 37*mm threat, though. Should those HT attempt this run, it would make the sort of situation deserving an AMD foray (depending on positons of any remaining PSWs, of course).

Once HIP is blown you will stand naked and revealed before vastly superior enemy infantry. Only +3 TEM, high morale, and leadership DRM will be left to pull you through at that point. Abandoning building 41V7 would be a tough decision to make, but if Germans are pouring in and it looks hopeless, you should get out if you have a path. If there is no reasonable escape path available, it would be better to go down fighting than go down while running away. Before you get this desperate, however, look for a flank where you might counterattack in order to throw the enemy off balance for a moment in order to make a good escape. Try to anticipate this—not an easy task.

Also, when enemy FFE smoke comes in, turn it to your own use as a screen and make your escape before German infantry run in to nail you. Sometimes it might be necessary to leave a 5PP SW behind in order to get away. Avoid the mindset of becoming married to such a SW. At the point where hauling it around will get your 10-2 KIAed, it has become a liability. Drop that SW or leave an MMC behind with it to cover your withdrawal, but save your leader points and head for an exit road instead. Make this move before it is too late. Because of the bizarre nature of your force, you have strange options such as simply running away from a fight or throwing all your MMC at the Germans in order to save your leaders. Remember that combination of a -2 leader directing another leader in CC vs a stopped PSW need take no PAATC, wields a CCV of 3 with a -2 DRM, and make that -3 if Street Fighting and -4 if also CE. Leaders are all that matter, so play it that way.

One interesting French option which might seem a bit novel (or extreme?) occurred to me, perhaps it was on a sleepless night. This goes back to a tactic which was quite common back in old SL days when high quality leaders were often stacked together. In fact, I did play "End Of The Ninth" at Oktoberfest several years ago with both -2 leaders working together in one location. Actually, there were six leaders in one location! The HMG was manned by two 9-1 leaders and directed by the 10-2 while the MMG was manned by two 8-0 leaders directed by Mr. 9-2. Everyone loaded into 41V7.1 and dared the Germans to knock them out. Of course the point was any MC on this Location would first have to be taken by Sir 10-2 who, after passing on anything less than a final 10, would help everyone else pass their own MC. Even if "Sir" failed a MC or Pinned, "Mr." would be there (final 8 or less to pass) and then at least help the two 8-0s with his own -2 support.

Well, if you are going to try something to see how well it works you should do it against an able opponent and in this game the Germans were handled by an excellent player and good friend, Robbie "Warboy" Weissbard. Warboy shot everyone he had at this French "Death Star" to no effect but, of course, all the while was working to angle in one weapon ideally suited for neutralizing this tactic, an FFE smoke concentration. All French eggs lay in that one basket which make it a very tough basket indeed, but once smoke hit, Warboy was able to rush in with his superior infantry, push aside a few leaderless Green French squads and resolve the matter in CC where impressive French leadership DRM were insufficient to convince enough German squads to go away. My SMC gambit worked well before smoke hit (and before French SW rolled malfunctions—whine!) but the point is, it was that very thing which made this such an unbeatable stack (mutual support combined to generate nearly unbreakable strength) which also proved its own undoing when Warboy solved the riddle and nullified LOS from that location. There was not enough in the French arsenal outside that perimeter of smoke to stop his German infantry surge which followed and those French leaders failed to bail fast enough when it was obvious what was coming. Maybe try this against an opponent who has yet to discover the advantage of smoke.

German Advantages:
Firepower; OBA; SPW251/sMG

I have called the AC duel EVEN but if you manage to arrange enough trades to dispatch or confine all four AMDs and end with a free PSW or two this would give you another big advantage. Each PSW freed for use against French infantry enhances your already impressive FP edge (a massive 68%), but more important allows you to block those exit roads and circle behind French infantry to cut their rear area movement and rout. Remember on Turns 8 and 9 a PSW parked in each of those road exit hexes 41I1, Q1 and Y1 precludes any French leaders from moving through those Locations to exit during the MPh.

One of the most devastating weapons in ASL to often go unused, OBA in this situation is best brought in as smoke in order to get the main German strength, those 11 squads, across some fairly open terrain. Value of that FFE smoke tactic in this scenario is high for a rather unusual reason; simply because there are so few enemy squads out there it would be unlikely any FFE HE Concentration could be placed to harm more than one unit or stack. In addition, most French units either have morale of 8, 9 or 10 or else enough leadership DRM to get them there, so chances of breaking them with 16(+3) FFE attacks are lower than usual.

Make no mistake: PSWs are fun and OBA might sometimes be lethal, but to win this battle those squads are the men for the job. Still, the single most valuable piece in this attack is that SPW251/sMG. Get it to cover fast and keep it protected from a possible AMD raid. Notice that ERRATA for D6.631 has clarified

that a passenger on this HT can remove the AAMG as part of normal D6.5 unloading at a cost of merely 4 MP, a procedure which makes unloading this weapon one ton of a lot easier than many of us used to think. Officially now, it does not require Abandoning the HT which would consume a whole MPh to extricate this weapon. Strange as it seems, let us just verify one more time here that yes, it is the AAMG which removes as a dm HMG and leaves a 7 FP CMG on this vehicle. This is why an SPW251/sMG is so valuable: it supplies *two* HMG (and do not overlook the special 16 hex range of its CMG).

German Disadvantage:
Open Ground

Nothing should stop German infantry from getting into town. There might be a few casualties out in the open but everyone moves individually to preclude any low French DR from causing too much damage. Otherwise there is nothing which puts these Germans at a disadvantage. They have the muscle and time to get the job done and need not even worry about their own casualties. There are some minor deficiencies manufactured into those PSWs as discussed previously, but nothing substantial enough to brand the AC confrontation weighted against them. After all, German armor gets to pick where and when to fight and have only themselves to blame if they choose poorly and find themselves outnumbered after initial exchanges. Even then, it is unlikely the AMDs would charge out to counterattack any remaining PSWs, for doing so would relinquish most of their own positive attributes such as HD and defensive first shot opportunities.

GERMAN ATTACK:

The AC attack can develop in many different schemes which I will generalize into three types. First, and most fun, is a direct confrontation with enemy AMDs in their initial setup locations. This allows the advantage of knowing where they are and, therefore, knowing how to approach and engage them there, denying their own freedom of movement. It yields advantages of first shot to the enemy and allows them any HD status benefit. One thought on this subject though, at least their HD status is a known commodity since ASL rules specifically state "the owner places an appropriate HD counter" (D4.22), thus avoiding any thought of "secret" HD status. Look for positions which can hit those HD vehicles from outside their HD hexsides. For example, if the 41N5 AMD is HD on hexsides 6/1 you can hit it non-HD from hexes such as 41H6, F6 and E7. The vehicle could not be HD across a non-crest hexside. Not much is perfect in ASL (as in war), and this is one example of it. However, you might expect a cagey French player who knows you are aware of this gap in his HD cover to BS one of these hexes!

A brave way to engage this AMD is to run one PSW right up the road to take position in 41M2 or 41Q3. Well, LOS from 41Q3 to 41T2

is blocked on my board but is so close it may mean a dr on yours. The former provides HD status while the latter provides LOS to both AMDs in this area across non-HD hexsides but, of course, both enemy vehicles can return fire as well and, in fact, would enjoy first shots. Both these locations assume this PSW survives any AMD MA and CMG fire on its charge in, but if it does not you can then swarm in with two or three more PSWs and try to make the enemy pay for their good shooting. The biggest problem with a swarm attack in this situation is not loss of that initial sacrificial AC but the risk your opponent may get hot and take out several PSWs once you park a fleet of them in his LOS. There is also danger of other HIP enemy units nearby, and in this case we know that French 37*mm is set up and hoping for a chance to engage as many PSWs as we care to park in the area. Also, because of French AF superiority, there is no guarantee even a single AMD will be destroyed on Turn 1. Nevertheless, the best way to find out how all this works together is to do it yourself. Therefore, even if for no other reason than to go through this sort of confrontation as a learning experience, I encourage you to go after that AMD at 41N5 with at least 3 PSWs in a friendly game. In a tournament game, take one of the following two options instead.

Second choice for these PSWs, and an improvement over Option 1 above (though not as much fun), is to move into blocking positions and lock those AMDs in place as a means of clearing a path for your infantry and HT to get into battle free from their menace. This can be something as simple as stopping just around a corner from an AMD and waiting for it to try a move. In the meantime, bring up some infantry to close on that vehicle for some CC action, or simply ignore it so long as your opponent is willing to accept status quo.

Third choice, and maybe best of the lot, is to pour these PSWs into battle right where your infantry plan to follow. Parking a few PSWs in that open region around 17J9 will ensure your infantry need not cross those hexes as Open Ground. Firepower support and sD6 will provide valuable assistance while infantry and armor in mutual support will find they both enjoy the company of one another.

In fact, a combination of Options 2 and 3 is what will usually occur in games following that initial playing in which Option 1 was probably too tempting to resist. This is what is illustrated. Following some general romping around during Turns 1 and 2 in attempts to bring those AMDs out to fight and assuming no PSW losses in the process, two PSWs have pulled "AMD watch" near 17V8 while all other AFV park around 17H8 to help usher forward a German infantry attack. That sMG HT has already unloaded its inherent 2-4-7 with dm HMG.

Turns 4 and 5 will bring this infantry assault into town. Once this infantry storm passes beyond their AFV park and into city TEM, all 8 vehicles will be freed to penetrate throughout Le Catelet. A Smoke FFE will be called in for cover, followed by direct and heavy infantry pressure on building 41V7. If OBA fails, these Germans will not sit around waiting for

another try—they go for 41V7 right then and there. PSWs will go for encircling positions and bypass moves into enemy locations to lock their Defensive Fire. German losses are meaningless provided they are spent to yield French losses in return. Four locations—three road exit hexes and building 41V7—are the only things which warrant any worry.

German infantry and PSW strength must make itself felt during Turns 6-8. This is when all French positions and all of Le Catelet must be completely infiltrated and overrun. All three exits must be covered and building 41V7 ought to fall. These turns will set up the end game and should see Germans in command across the battlefield. At this point French hopes should be limited to attempts to run off-board through hexes containing German units or running into building 41V7.

Any French escaping offboard on Turns 8 and 9 should have to involve elimination of German units in that road hex, survival during the following German Player Turn, and then moving offboard in the French MPh. Not likely! However, watch one desperate trick in which a French leader mounts an AMD as a rider and drives through your units to get offboard in his MPh. Careful reading of D6.2 does state "...a vehicle not otherwise granted Rider capability can always carry one SMC as a Rider...." Sure, that rider will have to survive your fire, some of which will be TPBF, but because he is a rider it will be unmodified fire and this guy is likely to be a 9 or 10 morale SMC. A desperate but viable tactic.

Also, watch building 41V7 in order to prevent French from charging back into it for double leader VP. They do not need to control this building for these double VP, merely to place Good Order leaders in it at game end. To prevent this, both ground level hexes should be occupied by German units. If there are still HIP French leaders make sure you have checked nearby buildings as well, especially those upper levels of 41V6 and 41V7!

LE HERISSON
(ASL 77)

BALANCE RATING: Even
EXCITEMENT RATING: 6
SCENARIO ERRATA: None

ATTRACTION: Those three sIG IBs scream for action against stone buildings hiding tough French troops who seem to have enough men and material to make life difficult for the attacking Germans, for once.

NOTES: I rated the initial version of this one 65% German and most playtesters must

have been in agreement for changes were made to help French forces. Game length changed from 10 to 7 1/2 turns (!) and five French 4-3-7s changed to 4-5-7s. French additions included a HIP squad-equivalent, a CVP ceiling in VC (there was none at all initially), one LMG and four ? counters. Germans gained one 2-4-7 and their MMG switched to a HMG. I call this one a playtest success for it all has come together well to yield a scenario which is popular, balanced, and fun to play.

French Advantages:

Stone Buildings; Concealment; MG; HIP; Fortified Hex; Time; Roadblocks

This lengthy list of advantages might read as though the French have plenty enough to hold their enemy at bay indefinitely, but let me clarify why that would be an unfortunate inference. No doubt we are all familiar with their inherent advantages, but HIP and a Fortified Hex are limited to only one squad-equivalent and one hex respectively, concealment is but an evanescent strength, Roadblocks can be avoided once seen, and French MG are under Ammo Shortage (AS) restrictions in addition to a B11 base (B10 after AS) for two of them. French troops must certainly maximize these fleeting strengths while they last (a recurrent theme in many an ASL scenario), for otherwise those stone buildings and the time limit of this encounter are about all they have to carry them through. Nevertheless, the sheer weight of all this is enough to give the French an even chance for success.

French Disadvantages:

Ammo Shortage; Anti-Tank Weapons; Space; Number of Squads and Leaders

Ammo Shortage is one of those things which might mean a little or might mean a lot. No doubt most of us have played games with AS when there was not even a single occurrence, or at least none perceived by the combatants. Nevertheless, with four MG desperately needing to rattle away at approaching Germans, chances are high AS will hamper these French a little and at the very least it does preclude any use of Firelanes, by Good Order definition. Lack of specific anti-tank weapons is a more substantial limitation and the practice of employing MG in this role will not only draw some firepower away from German infantry targets but also contribute to the likelihood AS will come into play due to the volume of fire normally requried to hit and harm even thinly armored vehicles with such light weapons.

Lack of room to maneuver or retreat combined with a meager French squad allotment are the most consequential problems for this defense. It is true even though a quick glance might suggest those 10 1/2 squads ought to stack up nicely against 12 1/2 attacking German squads. In actual practice, however, French set-up is necessarily spread a bit thin whereas the German attack is free to concentrate and close quickly to hit one spot hard enough to immediately begin mangling French

LE HERRISON INITIAL SETUPS FOR BOTH SIDES: Both Roadblocks and the French 2-3-7s in 20V7 and 20CC7 are HIP. Hex 20FF6 is Fortified. The French show 11 of 12 Concealment Counters, but that double HS position at 20Z2 is a bluff as well. The German attack ignores the southeast initially (will this pay off?). Check how the LOS from the HMG in 20FF6 covers the northern board edge from 20GG2 to 22A4!

infantry. Here is the great inherent advantage of attack by mobile forces in ASL on display as French defenders can readily become trapped and destroyed in buildings swarmed by enemy troops who control surrounding streets. Three French leaders might seem plenty for the number of squads involved here, but if that 9-1 is planning to direct HMG fire we are left with only two leaders to keep all other troops in Good Order. Put one on each side of the Y row road and it is easy to see neither of these leaders can adequately support troops dispersed amongst all these buildings and divided by wide open streets which will often enough be controlled by German gunners.

FRENCH DEFENSE:

All those stone building positions, especially Level 2 locations, can be used along with French Concealment to inhibit the German attack. Showing a wealth of initial targets notifies German infantry you can hit them as

they move on you. In addition, the more targets facing that opening German Prep Fire the safer your key MG posts will be; avoid the temptation to always locate your best units in the utmost advantageous positions where your opponent might expect them. A few Dummy stacks scattered amongst your solid front line in Level 2 ought to discourage much German Prep Fire in any case. Should your Dummy positions attract attention from any of those sIGs or the 10-2 you can laugh to yourself; distracting such fire would be an outstanding little achievement. For that matter, such fire even at your concealed *real* units probably would be no catastrophe, for that reliable ASL adage applies: "At least enemy units who fire at you will not be moving closer to you." Stacked one squad per location, concealed, and in +3 TEM, your men are as safe as you can make them while in LOS of German units.

Usually the setup shown in these articles is merely one of a myriad of feasible options. However, in this case I believe my suggested setup is a bit unique in that either it, or some-

thing nearly identical to it, must surely be the way to go, based mainly on all those units in the strong front line of this narrow battlefield who are there to slow the German attack. Those Level 2 stone buildings and several hexes for the enemy to cross almost dictate this defense. The alternative of allowing Germans into those very same stone buildings without a fight hardly bears mention.

Whenever I have things like Roadblocks, HIP and Fortified locations, I begin developing my defense based upon how I intend to use these static items. They cannot be moved, so let us see where they might be placed such that mobile defensive units might gain the greatest advantage. Of course, Roadblocks are useful for their obvious effect on enemy AFV movement but can also be used in a spot like 20EE2/6 to throw a screen across this road to provide cover and allow initial defenders in building 20FF1 to escape across that street free of FFMO/Interdiction once things get too hot in that building. Elsewhere, maybe it would be wise to interrupt that long LOS from 20V10 to

2216. A Roadblock at 20Y4/1 seems ideal and is probably the spot chosen by many, myself included on occasion, along with the second Roadblock at AA5/2.

However, consider a Roadblock at 20Y9/1 with an MMG in 20Y9 commanding the deliberately open road. Although hindrance from the sIGs and their smoke potential might eventually provide enemy cover along this clear stretch of road, a Roadblock here would, in any case, draw their attention away from the buildings for a little while. More likely, the battle will evolve into a struggle for those six multi-hex buildings in the northeast corner. A Roadblock deployment as illustrated may hold those sIGs out of this region and also screens French rear areas from German fire prior to the time when enemy units finally gain those Roadblocks themselves. To help solidify this line and to maximize the Fortification advantage, I would like to Fortify all three locations of hex Z7 but because this is not a VC building, I would relinquish the advantage of using a Fortified location in one of those buildings to physically keep Germans out, and so, instead, will Fortify FF6. Other hexes could be chosen just as easily.

I generally avoid using HIP for things I hope to use a lot such as HMG and/or good leaders. These weapons need to be pounding enemy troops, not hiding and forfeiting their firepower and modifiers. Instead, I will HIP two HS in abnormal locations in hopes of catching some worthy enemy units moving adjacent in the open (one 2-3-7 at 20DD2.1) or of hiding till near Turn 7 when they might pop out to grab back some building control (2-3-7 at 20V7.1 can reach any of all five VC buildings south of the Y row road in one MPh). If my opponents begin to grow accustomed to this manner of subterfuge, then I will occasionally HIP a killer firegroup just to keep them on their toes, but the rule will be to HIP lesser forces I can afford to leave out of the main contest for several turns.

This plan calls for those Level 2 positons to throw as much caution into and bring as much harm as possible on the enemy assault in the early going, while maintaining enough strength in Good Order to eventually retire into the NE stronghold for a final stand. A lot has been written to guide every ASL attacker away from moving his units in stacks but each defender still must show enough strength to preclude an alert opponent from optimizing a MPh with several leader-led platoons charging 8 or 9 hexes around a flank. In the situation at Hangest, the threat also exists of the entire body of German squads possibly charging forward in a line to close a gap which a better defense would have forced them to waste two or three turns crossing. French troops must be on the front line. Even though the German knows they are there, dispersal, concealment, and stone buildings make a tough veneer to penetrate; your front-line troops will get the job done.

Buying a few turns in this manner should consume enough game clock that your final positions in the NE will have a fair chance to hold onto the four buildings needed for a win. When it comes right down to controlling buildings, the defender with Good Order squads in those buildings has a remarkable advantage over an attacker still facing the challenge of crossing a street, knocking out those defenders and controlling the building. It will consume some effort for Germans to control those buildings lightly defended on the southern half of this battlefield as well, so here is another welcome, though small, drain on German manpower.

German Advantages:
10-2; SMOKE; Firepower; sIGs

I wrote earlier in the analysis of "Strangers in a Strange Land" about the benefits of a 9-2 leader. Well, the same goes for a 10-2, only he is even just a wee bit superior to Mr. 9-2. Him we can call "Sir."

Three vehicles with s9 are destined to come in mighty handy, although the temptation to use them to launch 30 FP column shots in lieu of smoke might denote a tough choice. Still, smoke is more dependable than trying for hits on stone buildings: smoke lasts longer, is a more reliable way to usher ground troops forward, and, above all, if you deplete s9 you can still try for HE (whereas this convenient selection process does not work the other way around). German firepower advantage is most conspicuous at 70% of all FP so long as those 150mm Guns are included, although it dips to a pittance at 51% without adding in three 30 FP attacks from those Guns. This emphasizes how vital these vehicles are for the Germans; the sIGs must either blast French infantry into oblivion, screen an attack well enough with smoke that German infantry can clear some French at low cost to themselves in order to gain a manpower advantage, or else use some combination of their vehicular attributes (like providing Hindrance or Armored Assault, driving into French hexes to lock enemy fire, moving behind the French to deny Rout or inflict DM status, etc.) to generate favorable conditions for German infantry to win this battle. All told, these German advantages are less numerous but vastly more meaningful than the advantages wielded by the French troops.

German Disadvantages:
Open Spaces; Building Control; Low Ammo B⑨

About the only tactical situation in which your French opponent can expect to have a fighting advantage is when German infantry must cross open areas and streets to press their attack. Once into those stone buildings themselves, +3 TEM returns German infantry atop this battlefield situation. However, those streets must be entered again and again and this disadvantage is only at its most meaningful when brandished by French infantry who wisely withdraw across each street before enemy infantry put it into their sights. At that moment there will be French infantry controlling that same street from buildings on the far side denying German infantry the same easy stroll across its crosswalks.

Even once across those streets, these Germans face a sometimes daunting task to Control buildings, familiar enough to all who play ASL. When the French win in Hangest it will usually be while Germans are in the midst of struggling to wrest Control of those last few buildings needed to claim a win. Even having more troops in those buildings does not turn the trick; the Germans must knock the French completely out to gain Control, and that is no easy task at the end of a tough scenario against a determined and skilled defender.

Low Ammo B⑨ for the sIGs is indeed a bother, but I suspect that is why we have three of these beasts featured in this scenario. How often have we seen a scenario with some rare and exciting vehicle represented by a single unit which, sure enough, falls victim to some sleaze-ball Sniper shot or Gun Malfunction or other disgraceful event? Too often, I bet we all agree! "Le Herisson" demonstrates how to mitigate that eventuality. Here we have not just one, but three gangbuster building crushers—have at it! When all three remain in service throughout the duration of this scenario it will likely be a German win. However, between combat losses and the Low Ammo situation there will usually be less than three sIGs available throughout.

GERMAN ATTACK:

The German setup area is cleverly defined on this scenario card to deny stone buildings and 2nd level locations for opening Prep Fire. No matter, the French have little to pester Germans who set up fire bases in lesser terrain and, after all, there is probably more to be gained by moving forward on Turn 1 than Prep Firing. In fact, when the whistle blows, only those sIGs are going to fire with all three trying for smoke to screen an infantry rush along the north flank. Targets for initial smoke are 22B1, 22C1 and 22D1. These ought to provide plenty of cover for an immediate assault on building 20FF1 (57% chance for all three smokes to land here), destined to become the German toe hold and avenue of access into Hangest. After this smoke lands and those two German platoons with the 10-2 and 7-0 sweep up through it (moving singly of course, not in leader-topped, platoon-sized, bullet-attracting stacks), wise French troops in building 20FF1 might best simply pull back across the street rather than face what is coming.

Meanwhile, 6 1/2 squads with an 8-1 pressure their way up to the hedge line before them to begin a duel with French infantry in buildings 20AA3 and 20U2. No one moves in the open; at the worst single units might be seen moving adjacent to the hedge itself to suffer some unmodified fire. After gaining the hedge during the MPh, single units will be able to Advance into street hexes E2, F1, G2, and maybe even H1 to threaten the next step—occupation of G1 and 20AA1 with all the control of the street out to the NE behind building 20FF1 that promises. I expect French retaliation here and we will likely see some broken Germans. Okay, so some German may break, but they will have succeeded in forcing French

defenders to drop concealment to fire at non-moving targets and/or targets moving in cover. Three sIGs roll forward, the 10-2 speaks, we see more smoke and Germans crossing more streets and soon enough there are plenty of broken French units as well. There is no big secret here, just plenty of hard fighting on both sides.

The end game will find these Germans pushing into the northeast corner of the battlefield to claim as many buildings in that area as possible. This attack has undeniably allowed French units in building 20U2 to remain unmolested in the early turns and will have to eventually send some of the 8-1 led force that direction not only to deal with these troops but to grab some of those buildings as well. It will be a hard fight; these Germans are relying on those sIGs and their 10-2 to pull them through.

ENCOUNTER AT CORNIMONT
(ASL 78)

BALANCE RATING: 65% pro-German
EXCITEMENT RATING: 5
SCENARIO ERRATA: None

ATTRACTION: An entertaining layout of terrain is a big hit with Germans charging into Cornimont from a unique angle and aided by some interesting Armored Cars. Meanwhile, French infantry are tough in even tougher terrain while three bizarre 75mm Gun Trucks offer touch-and-go fire support (touch them and they go away).

NOTES: This was my favorite in playtest but the majority of playtesters kept rating it strongly French and their opinions won out. Germans were strengthened continuously during PT and French were depleted to such a degree I now must rate it strongly German. I have not a clue how those other playtesters were calling this one pro-French in the first place. Maybe they were running their troops into fire while mounted on motorcycles or were challenging those 75*mm Gun trucks head-on with PSWs. Germans are too tough now.

This is unfortunate, and this unbalance generates my lowered Excitement Rating above. I believe this scenario should have been at least a 7 and had a shot to make it to 8 or better. However, playtesting deleted *five* French squads, an 8-0 and 3 Foxholes. Two of four PSW 221 were exchanged for three PSW 222s! Other German additions were one 4-6-7, two ART, and one MMG. The German VC requirements diminished from 18 to 14 stone buildings, while the CVP cap increased from

22 to 35 and reinforcements moved from Turn 3 to Turn 2. Game length went from 9 to 9 1/2 turns (so the French no longer move last!). There was also a change made in SSR 7, for in the original those Autocanons had to take a Recall NTC when they first gained LOS to any German unit instead of the published version based on Germans reaching hex 205.

Overall I thought the original scenario was about EVEN before these changes. After all, my Germans had won that original playtest version while mistakenly playing with only *three* PSW 221s in lieu of the four on that original OB; now the Germans have a total of *five* PSWs, three of which are superior 222s! In fact, the Germans won all three PT games in which I participated. While I would be willing to listen to argument that maybe some slight adjustments were advisable, there is no way the wholesale changes which *did* occur should have come to pass. Nevertheless, though I believe playtesting did "Cornimont" more harm than good, even in its current format I recommend playing this one because there is still plenty to enjoy. Though it does not really mean anything, had Cornimont published in an improved format this scenario card (with "For Honor Alone" on the flip side) would have been in the running for best ASL scenario card of all time, front and back. Give French Balance with no concern; it will not be enough anyway.

French Advantages:
TEM; Stream; Concealment; 75mm Guns

As often happens the greatest French strengths in Cornimont are little more than prevailing virtues common to many defenses: ability to perch in high TEM locations, universal concealment, and a seemingly impassable natural barrier (the stream) astride the swath of attack. These meager attributes must be made to count for all they are worth in order to stop a vastly superior German fighting force moving on Cornimont.

I bet those antique 75mm Gun trucks have outlived the Frenchmen who first dreamed them up. Perhaps their original design which envisioned use against biplanes was an astounding development some 25 years earlier. Regrettably their role in this land battle cannot be expected to be decisive; these Germans are not attacking in biplanes. These vehicles are so fragile they cannot even face-off against German infantry, which often makes them, in this role, basically "one-shot" cannons. (The original SR which called for their NTC was probably a valid reflection of this fact.) Nevertheless, having three 75mm Guns is better than having none and some careful infantry screening and avoiding confrontations ought to keep these weapons around for a few turns. If you get a chance to move them, try to find a spot which offers TEM (behind a wall, in woods, Hull Down, etc.) where they can sit and wait for targets to present themselves. Initially, though, they are desperately needed to control German opening assaults. Even though such placement likely ensures their early

demise, there is nothing else a faithful French commander can throw into his front line to intimidate his opponent.

French Disadvantages:
Range; SW; Green Troops; ELR

Perhaps the story here is surprise at what are *not* French Disadvantages. There are some solid infantry, leaders of mixed ability, and plenty of room behind cover as well as time to react to German moves. While not enough to be advantageous, the French can rest easy knowing these would be sufficient to get the job done if only they enjoyed a bit more support. Unfortunately, lack of SW, inferior squad inherent range, and 53% Green squads are crippling problems which cannot be rectified. Toss that 2 ELR slap in the face into this equation, plus a slight SAN handicap, and it becomes clear there is trouble waiting to reveal itself in the French camp.

FRENCH SETUP:

This French defense will be fought in four stages: control of opening German moves; defense of Cornimont south of the stream; defense of the stream crossing; final battle north of the stream to hold onto seven stone buildings. Priority number one is to cover that stretch of road leading to 2Y2. Just to be certain we are all on the same book, Hill 538 has become overgrown with woods yet remains a hill as well, so it blocks almost all LOS from Hill 621.

French defense centers on that HMG in 4108 directed by an 8-1 leader. These hit the first unit into 2DD3 with 2 FP and leave 1 Residual FP (RFP). That first target will likely be a CE PSW (infantry would take a 2 (-3) shot and motorcycles a 2 (-2)!), but I will shoot a 2 (+1) rather than allow this AC an opportunity to discharge its sD6 to screen my shots at following infantry and/or motorcycle riders. I want RFP on that road and a 1 (-1) vs pesky enemy troops on motorcycles might break some and then Casualty Reduce some on Bail Out MC. If, instead, the German is clever enough to move his BU PSWs through here to spots such as 2Y2 and 41Y10 and then pop out CE to use his sD6 (or try it while still BU) he will get away with it (nice move!). Once smoke shrouds French fire, RFP is out of the question and German infantry will storm forward, hence the urgency in hitting that very first target through as a means to lay RFP.

There are also two 4-5-7s aided by an 8-1 in 41Y7.1 ready to lay 2 FP into both 2CC3 (this one leader directed) and 2BB2 to leave 1 RFP in each, excluding Cowering on the non-leader directed shot. As above, these shots will be taken immediately in order to be sure of RFP. One LMG in this location is with that leader directed 4-5-7 and will bide its time for a juicy target moving through 2EE5 or bypassing 2EE4. A 1 (-2) shot here just might get lucky with a killer DR. Hex 2Z2 is covered from 2U1 and 2Y2 covered from 2V1. There will be no free moves up that road!

ENCOUNTER AT CORNIMONT FRENCH SETUP AND INITIAL GERMAN MOVE (Turn 1) All units of both sides are initially concealed and all PSWs are CE. The Foxholes are HIP. The French in hexrow Q on board 41 push forward during the French Turn 1 MPh to the stone buildings in hexrows R and S. The French squads in 41V7 will either push into the southern end of the town or skip back across the stream to the north.

Of course every German commander will immediately infer what that cluster of 5/8" concealed counters threatens around 2W1. Like it or not, here are all three 75 to support this defense against an outright Turn 1 romp by enemy AC. If enemy units are serious about forcing this road, well, here is a message which communicates how serious these French are about defending it! This actually signifies a challenge to the German commander: will he hold back in the face of fire from all three 75mm Guns or will he defy them and charge forward regardless? If he comes, there will be ample chances for 75mm gun play, as we can always hope for ROF and even expect Intensive Fire from French Guns which anticipate no tomorrow. Who knows, perhaps those vehicles in 41V10 and 41U10 might even burn and light some woods afire to create a blazing barrier to impede German infantry.

Additional French infantry are scattered around as can be seen in the illustration.

Because this road leading to 2Y2 is the only immediate avenue of German attack, this sort of a defense is bound to be somewhat standard fare. However, once faced with such a block we, as conscientious French defenders, would be foolish to actually expect German infantry/passengers to obligingly tool up this road into so much fire. Instead, all we have done so far has been to provide a pike upon which a foolish German might impale himself, but one which a clever attack might easily avoid, although possibly to our benefit in the expenditure of time required to do so. In other words, a smart German will either enter his PSWs BU in order to deny any laying of French RFP, or will leave this road and cut through the trees towards Hill 513, spending an extra turn but avoiding needless casualties proffered by that road.

Initially, it is mostly just a matter of how well those 75mm Guns and the German sD6 fare. If those Guns fail while sD6 succeeds

there will be Germans pushing to cross the stream around 2W1 as early as Turn 2 and the Gun trucks will pull out in French Turn 1, although they cannot get far and those in woods are not moving at all. If sD6 fails, the Guns win out, or the Germans decide to cut across towards Hill 513 without even trying that road, there will be Germans pushing to cross the stream around 41T6 by Turn 4. There is not a great deal of difference between these if we consider both game turns and relative positions painted across a backdrop of an ample 9 1/2 turns for German aggression. I see an attack straight up the road as quite transparent and predictable (65% German win) and would rather spend our time here considering the more interesting attack through Hill 513 which I expect to bring German victory just as often, roughly 65%, though without that reckless AC challenge vs those ganged 75mm Guns.

With that board 2 road under heavy fire, I

expect German infantry to sometimes choose the option to filter up onto Hill 513, through 41Z10 and also along the 41AA5 road if permitted. In the case of this latter, it is possible to move the French HMG into 41N6 to help control that road should German infantry make a strong move upon it. There are also positions such as 41R5, S5, and S4 able to hit that road leading up to the bridge. Nevertheless, there will not be a strong fight offered by French troops south of the stream, merely a delaying action by a few units supported by long range fire originating from north of the stream. This decision to not fight hard south of the stream is not due to any inability to defend there, it is just that defending from the north bank will offer such a superior position I am not willing to sacrifice too much strength before that particular confrontation develops. No need to jeopardize my defense of the stream itself in a gamble to defend the city while my troops have their backs to the stream, for it will be so much better to defend that stream when enemy infantry attempt to traverse it. Therefore, those lads in 41V7.1 will extricate themselves immediately, having succeeded in their initial assignment to slow any German assault up the board 2 road. That leader and LMG, in particular, will prove useful later on. They beat a hasty retreat across the bridge or stream, as allowed by enemy positions.

On about Turn 4 the main battle for the stream will begin. Oh, some enemy units might already be pressing across the 41V10 area but those have a long way to travel yet and plenty of French troops to fight before they might threaten Hill 520 or the other stone building clusters needed for a win. I expect the big push from building 41V7, the bridge and graveyard area. A casual glance at this event may appear to feature a German assault into the teeth of a stout French defense but these French will not be fooled. French squads in stone buildings make for an imposing defense, but it all pales in comparison when this German contingent pulls its muscle into a tight knot on the far bank. A certain German 9-2 leader is still dishing out murderous fire and still too many of those PSWs are throwing sD6 all over the place; these Germans will find or make a soft spot and begin to pour through. The only thing to do about it is to hang tough and continue to make them pay as high a price as you can demand. Hope that once they are across the stream (and they will get across) there will be too little time or too few Germans remaining to grab those 14 stone buildings.

Normally those front 11 buildings south of row P will be first to go and the final acts of this one will find Germans trying for 3 more buildings on Hill 520. At this point minimal French manpower should be able to block any moves towards 41M1 and the enemy must throw all their strength into moving uphill and into buildings or else moving in the open in their assault on Hill 520. French squads will also be badly depleted by now and it can lead to a very exciting last ditch effort to hold onto that last building or two.

German Advantages:
Leaders; Armored Cars; Truck Killing Capacity

They don't call it Squad Leader for nothing; having a force with better leaders is one of the greatest advantages any player can field. With squads nearly even in numbers it is no surprise to find five good German leaders opposing two good and two not so hot French leaders. Of course, Mr. 9-2 commands his due respect, needless to say.

Without a commanding FP advantage (only 54% German) there has to be some way for these Germans to carry out their attack and those 5 PSWs in conjunction with what I have called "Truck Killing Capacity" provide an answer. In a typical turn, these PSWs will flit around Cornimont's city streets firing off their sD6 to create a screen for what follows, an infantry attack—what a surprise! With 33 and 34 MP available, even bypass movement uphill is a possibility for these fleet vehicles. In addition, their FP is nothing to sneeze at and once they start parking in these city streets there will suddenly materialize a covered avenue leading across the bridge for German infantry. These PSWs are vastly superior to those French Autocannons so it may seem odd I mention how important it is to avoid a direct confrontation with those antiques. The reason should be obvious; the only way a French 75mm Gun could harm a PSW (one in working order, that is) would be if the PSW came at it in such a manner the 75mm had first shot. There is no need to allow that chance; let the infantry handle those relics.

Another big potential advantage offered by these PSWs will be utilized only after some of that Truck Killing Capacity has been employed. Everything in the German arsenal is able to knock out those French trucks. My weapon of choice is infantry packing MG and ATR, preferably with some negative leadership aid. Those enemy 75s might threaten to break some infantry, but it is plenty clear what IFT shots against trucks on the 12 and higher column threaten in return, particularly with some negative DRM. As those Gun trucks begin to crumble, two things happen. First, we see how terribly inflated was French FP at start as loss of 75mm HE from this equation reveals Germans with a 65% FP advantage. Second, the remaining PSWs are suddenly freed of their biggest worry and can become even more aggressive. Finally, though not really a significant advantage, it is worth noting that a German SAN of 4 is better than a French SAN of 2. A bit odd for the attacker, but sure to come in handy on occasion.

German Disadvantages:
Slow Entrance; Tough Victory Conditions; Motorcycles

There is a fast way to get into this battle and there is a slow way. I believe a good French defense makes a fast approach dangerous (depending on initial 75mm shots and sD6 luck), thereby often convincing the smart German player to choose a slower path through the 2FF3 woods and on across Hill 513. It will

devour some game clock, but it is better than taking killer losses on that road when the smoke fails. Even after working through all the terrain and enemy delaying tactics plus negotiating that troublesome stream, these Germans still face a bit of a chore to capture 14 stone buildings. It is always tough winning such terrain from good troops and coming at the end of this nine and one half turn torture test it will be the most common reason for any French victories. The other end of this VC forces the Germans to monitor CVP losses, sure to work against their desire to allow those PSWs free reign on French positions (although this CVP level is so high there is probably no realistic need to worry need to worry much about it). These PSWs have little to fear from French MG (with only two present) and not even too much from Reaction Fire so long as they remain in Motion when that threat is nearby. However, there is no need to expose these valuable AC to fire from any 75mm Guns. As I said before, let the infantry handle that menace.

As for those motorcycles, they can offer quick passage to Valhalla. Here the scenario is offering every German player a chance to skewer himself by riding these death machines into the face of enemy fire, but those choppers cannot harm you if you refuse to ride them, which is what I recommend. Purists might suggest (whine!) those Motorcycles must be ridden on board because Rule A2.5 demands all "forces" must enter (groan!), but none of them could point to an ASL definition which concludes the word "forces" must undeniably include equipment such as Motorcycles (touche!). Back here in the real world I think an option to not ride in on those Motorcycles is a valid one which any commander ought to be permitted to choose for himself. Any player who insists they must enter will delay the attack by a half turn while German personnel are forced to dismount and cancel plans for Double Time movement on Turn 1 or, more likely, simply convince the German to go up that board 2 road no matter what. Even if sD6 fails, he can still get on board, dismount and make a highly successful assault up the roadsides on foot. The one thing we will not see is Germans riding motorcycles into RFP and/or the face of enemy live fire. No way. There is no time crunch at Cornimont which would require such recklessness.

GERMAN ATTACK:

By now it must be clear my German infantry would rather pursue an attack through Hill 513 and so will not be moving up that board 2 road. Of course, this is assuming a strong French defense of that road. If your opponent has failed to strongly defend that road, it would be honorable to ask him whether he might rather play something else. Right off the bat let us also toss aside any thought of sending troops through or around the west of Hill 538. Such a move would consume too much of the game clock to be of any practical value in an attack on Cornimont proper, and would be seen from afar by French units easily able to move into blocking positions should they even care to

spend their time doing so. Oh, a move in this direction and on towards 2O5 might pay off by chasing those Gun Trucks from the field, but I do not favor such an enterprise for several reasons. First, those trucks are already easy enough to deal with. Second, there is no guarantee any Germans would actually reach 2O5. Third, I believe all units will be more useful in the main assault. Fourth, with all attention directed on Cornimont itself, there may develop an opportunity at some point to dash a single PSW up to 2O5 in a single MPh and get the job done in a bit of a coup.

Since my attack will go through Hill 513, the turn my reinforcements arrive is not critical. Wherever they enter they will do so on foot and follow along behind the initial push. Those trucks and the Kfz1 will simply hide their inherent CVP on the southern board edge unless by some unforeseen miracle the French have neglected to cover their telegraphed approach, which might actually see these trucks hauling passengers forward, but that would be very rare.

This version of attack on Cornimont opens with PSWs charging up the road but cutting across at 2CC2 and DD1. To avoid enemy fire while on those two hill hexes (check that "cool" LOS from 2U1 especially!), these PSWs could instead opt to cut through via bypass of 2DD2 and 2EE2; with so many MP available it would not be too terrible a restriction. The infantry leave their motorcycles off-board and enter on foot, heading to positions shown in the illustration. French fire which manages to do any harm this first MPh will have to be lucky fire, for nothing more than a few long range shots at CE PSWs are offered. After reaching those positions in the illustration it may appear there is plenty of opportunity for a French counterattack or at least for a French forward push to move their front lines southward. Indeed, I would not discount such a move by the French but neither would I be overly concerned by it. Any French who choose to defend south of the stream are doing the Germans a favor by coming to meet troops who otherwise would have faced another two turns before any significant French forces were within range to be dispatched. It would be no more difficult and likely even a bit easier nailing them here than while crossing the stream or in those final stone buildings.

Beginning on Turn 2, standard operating procedure will send all five PSWs forward to lay sD6 smoke and usher forward my squads. I am after the staging area around building 41V7 from where the surge to cross the stream will be mounted. All along this advance every opportunity to put fire on those Gun trucks will be taken, for they are the easiest enemy units of value to eradicate. Likewise, that French HMG is a prime target for Mr. 9-2, while all those other French units in stone buildings ensure the effort to cross the stream and grab VC buildings will be no tiptoe through the tulips.

At some point, the French might weaken their defense of the 41V10 area. German infantry and PSWs will be quick to turn their attention that direction, particularly if this opening allows a couple AC to make an easy sweep across that bridge. Any of those Gun trucks which came into LOS should have been eliminated and the time for some rampant PSW action in French rear areas must be near. A couple uncontested PSWs in the late stages of this one will be big trouble for French infantry. Pity the French player facing four or five of them at this late hour.

[The second half of "Vive La France!" will be presented in the next ASL Annual. Eds.]

ASL AREA NEWS
by Russ Gifford

Many tourneys have fewer than 10 people. Only a handful have more than 50, and only one or two tournaments push past the 100 player mark.

The listing you are looking at is the result of another competition. This one, however, has over ELEVEN HUNDRED participants!

There are currently over 1100 active players in the ASL AREA ranks. As each report the results of their games, win or lose, their rating changes. When they win, it moves up. Sometimes only a little, because how much your rating changes depends on the quality of your competition.

The big difference in this competition, though, is it is open to everyone who plays ASL, no matter where they live. So, whether you're an East Coast player with humdreds of nearby opponents, or in the more sparsley populated regions of the world, you can belong to ASL AREA and report all your games for AREA rating. Just as the real value of a tourney is not to see if you can win, but to give you a reason to play numerous other people so you can learn new insights. And, just as a tourney provides you with feedback so you know how you faired, AREA provides you with a results list everytime you play—if you report your games for rating.

If you think AREA promotes competition, well, you're half right. Of course, so does the NFL, the space race and the Olympics. Let's face it—100% of the people involved in ASL want to win, and only 50% of them will in any given game. However, there is more to ASL and to AREA: Let competition be the spur that promotes an effort not just toward winning, but better play. Not just toward *your* success, but a *shared* success because in playing more people, both you and your opponent share the tricks you've learned in your other games. And as you seek out new opponents, you create new opponents for other players as well. I see the successes of the various groups that report their games, and the growth in the games they play. Massachusetts, Minnesota, Illinois, Winnipeg, Quebec, South Dakota. New groups, new players and new tourneys. This is the goal of AREA.

It must be working. At this time last year, we had the names of 169 AREA players. This year, we have over 1100, and the numbers continue to swell. Since last year, monthly game reports have grown from 20 a month to 120, with players all over the world.

Obviously, it has taken time to deal with an increase that huge. And I still have a ways to go. But it is growing, and it is succeeding.

The prototype of the WWW AREA page is being tested as you read this. This page will have automatic AREA chit filing, feedback on your current rating, and articles on organizing and running tourneys for ASL. Someday I hope to also offer a search service for players seeking nearby opponents, and PBM/PBEM opponents. But for now, that's all in the future. Thanks to the tremendous interest in AREA, its all I can do to keep up with the games you file!

If you'd like to join ASL AREA, just send me your name and address—preferably with a game to be rated. You can also send your infomation via email:

Shangri@pionet.net

or

Shangri@genie.geis.com

AREA Top 25 Active ASL Players
As of April 1996

Rank	Name	Rating	Rated Games	Diff Opps	No of PB(e)M	Prev Rank
1.	McGrath, Michael VA	2307	67	48		1
2.	Fortenberry, Gary VA	2279	72	54	5	2
3.	Pleva, Steven NY	2103	44	35	20	11
4.	Summers, Richard WI	2083	51	44		3
5.	Jeddaoui, Omar FRA	2078	14	13		4
6.	Bendis, Bob IL	2068	28	28		7
7.	Cocke, Perry MD	2063	74	47		5
8.	Tielemans, Yves BEL	2055	14	14		6
9.	Drane, Scott IL	2050	81	61	20	9
10.	Cummings, Chad DC	2005	11	11		—
11.	Woloszyn, Raymond NC	1961	58	54	2	10
12.	Tokarz, Louie IL	1960	48	46		8
13.	Petry, Phil TN	1946	164	35		12
14.	Rinehart, Bruce SD	1909	65	23		13
15.	Youse, Brian MD	1890	109	43		15
16.	Chaney, Guy VA	1888	17	17		14
17.	Crawley, James ALB	1883	14	8		19
18.	Robin, Andrew PA	1877	24	24		16
19.	Givler, Eric PA	1875	45	43		17
20.	Banozic, Robert IL	1874	26	23		18
21.	Gifford, Russ NE	1841	152	69	12	20
22.	Driscoll, Phillip NC	1829	33	19	33	21
23.	Droesche, John MA	1817	13	13		22
24.	Ingram, Fred IL	1812	14	12	1	23
25.	Feinstein, Robert CA	1800	14	14		

CHRONOLOGY OF WAR

The Scenario Survey

To date, over 300 "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
10 Mar 37	Brihuega, Spain	Italian Brothers	95-A72	Italian vs Italian
23 Mar 38	Taierzhuang, China	The Drive for Taierzhuang	96-A101	Japanese vs Chinese
24 Mar 38	Taierzhuang, China	The Grand Canal	95-A87	Japanese vs Chinese
5 Jul 39	Nomohan, Manchukuo	Red Star, Red Sun	ASL-65	Japanese vs Russian
1 Sep 39	Krojanty, Poland	Into the Fray	ASL-43	German vs Polish
2 Sep 39	Mlawa, Poland	Rattle of Sabres	92-A46	German vs Polish
27 Sep 39	Przemysl, Poland	Age-Old Foes	ASL-50	Russian vs Polish
30 Nov 39	Kuhmo, Finland	The Borders are Burning	89-A10	Finnish vs Russian
30 Nov 39	Artahuhta, Finland	On the Borderline	90-A16	Finnish vs Russian
9 Dec 39	Aittojoki, Finland	Silent Death	89-A11	Finnish vs Russian
12 Dec 39	Tolvajarvi, Finland	Surprise Encounter	95-A88	Finnish vs Russian
13 Dec 39	Raate, Finland	The Raate Road	93-A54	Finnish vs Russian
12 Jan 40	Vetko, Finland	Hakkaa Paalle	GEN-G17	Finnish vs Russian
9 Apr 40	Elverum, Norway	The Gauntlet	ASL-44	German vs Norwegian
22 Apr 40	Balberkamp, Norway	Action at Balberkamp	93-A63	German vs Nor/British
24 Apr 40	Dombaas, Norway	On the Road to Andalsnes	91-A31	German vs Norwegian
10 May 40	Witry, Belgium	Toujours l'Audace	ASL-48	German vs Belgian
10 May 40	Gennap, Holland	Piercing the Peel	ASL-49	German vs Dutch
10 May 40	Coevorden, Holland	Bring Up the Guns	GEN-G7	German vs Dutch
10 May 40	Aessan, France	In Front of the Storm	96-A103	German vs French
11 May 40	Briedgen, Belgium	Birds of Prey	ASL-46	German vs Belgian
13 May 40	Elvegardsmoen, Norway	Strangers in a Strange Land	ASL-75	German vs French
13 May 40	Houx, Belgium	The Dinant Bridgehead	93-A65	German vs French
13 May 40	Jandrain, Belgium	The Mailed Fist	95-D13	German vs French
15 May 40	Stonne, France	Counterstroke at Stonne	93-A66	German vs French
15 May 40	Bouvellemont, France	Last Defense Line	96-A94	Germans vs French
17 May 40	On the Meuse, France	In Rommel's Wake	96-A96	German vs French
18 May 40	Le Catelet, France	End of the Ninth	ASL-76	German vs French
21 May 40	Beaurains, France	Ad Hoc at Beaurains	92-A40	German vs British
23 May 40	Boulogne, France	Stand Fast the Guards	90-A15	German vs British
25 May 40	Calais, France	The Crux of Calais	90-A22	German vs British
29 May 40	Villers-sur-Mareuil, France	Swan Song	93-A52	German vs French
3 Jun 40	Les Sep-Planetes, France	Bridge of the Seven Planets	ASL-79	German vs French
5 Jun 40	Hangest, France	Le Herisson	ASL-77	German vs French
5 Jun 40	Conde-Folie, France	Chateau de Quesnoy	93-A64	German vs French
16 Jun 40	Nezvet Ghirba, Lybia	Across the Wire	93-A61	Italian vs British
20 Jun 40	Cornimont, France	Encounter at Cornimont	ASL-78	German vs French
20 Jun 40	Saumur, France	For Honor Alone	ASL-82	German vs French
11 Aug 40	Tug Argan, Somaliland	Showdown, Tug Argan Pass	92-A39	Italian vs British
9 Dec 40	Bir Enba, Egypt	Camp Nibeiwa	GEN-G20	Italian vs British
7 Feb 41	Sidi Saleh, Libya	Ci Arrendiamo	ASL-58	Italian vs British
9 Mar 41	Scialesi, Albania	Monastery Hill	90-A14	Italian vs Greek
31 Mar 41	Mersa el Brega, Libya	Turning the Tables	ASL-39	German vs British
7 Apr 41	Derna, Libya	Escape from Derna	ASL-38	German vs British
7 Apr 41	Pirot, Yugoslavia	The Professionals	91-A28	German vs Yugoslav
9 Apr 41	Alibunara, Yugoslavia	Rude Awakening	ASL-47	German vs Yugoslav
5 May 41	Habbaniya, Iraq	Habbaniya Heights	GEN-G23	Iraqi vs British
20 May 41	Canea, Crete	On Silent Wings	96-A102	German vs British
20 May 41	Kastelli, Crete	Revenge at Kastelli	ASL-45	German vs Greek
20 May 41	Profitillas, Crete	The Akrotiri Peninsula	GEN-T15	German vs British
20 May 41	Maleme, Crete	Tavronitis Bridge	89-A1	German vs British
20 May 41	Maleme, Crete	Bofors Bashing	89-A2	German vs British
20 May 41	Maleme, Crete	Descent into Hell	89-A3	German vs British
21 May 41	Maleme, Crete	Gambit	GEN-T14	German vs British
28 May 41	Babali Hani, Crete	Probing Layforce	92-A43	German vs British
20 Jun 41	Damascus, Syria	Fratricidal Fighting	ASL-81	French vs British
22 Jun 41	Zhabinaki, Russia	Red Packets	ASL-6	German vs Russian
24 Jun 41	Seirijai, Lithuania	A New Kind of Foe	ASL-34	German vs Rus/Part
25 Jun 41	Brest-Litovsk, Russia	The Citadel	ASL-10	German vs Russian
25 Jun 41	Raseiniai, Lithuania	First Crisis at AG North	GEN-M	German vs Russian
28 Jun 41	Leipaja, Latvia	Commando Schenke	95-A80	German vs Russian
3 Jul 41	Lipki, Russia	Land Leviathans	GEN-Q	German vs Russian
3 Jul 41	Borisov, Russia	Blocking Action at Lipki	92-A44	German vs Russian
11 Jul 41	Shklov, Russia	Shklov's Labors Lost	GEN-T4	German vs Russian
12 Jul 41	Gomel, Russia	Timoshenko's Attack	GEN-G1	German vs Russian
12 Aug 41	Yasnaya Polyana, Russia	Bridge to Nowhere	ASL-54	Italian vs Russian
17 Aug 41	Panikovo, Russia	Slamming of the Door	89-A7	German vs Russian
25 Aug 41	Qasr Shaikh, Iran	Mtn Comes to Mohammed	GEN-G24	Iran vs British
2 Sep 41	Terijoki, Finland	Fighting Withdrawal	ASL-1	Finnish vs Russian
22 Sep 41	Grigorievka, Russia	They Fired on Odessa...	95-A81	Rumanian vs Russian
14 Nov 41	Peipsk, Russia	The Hedgehog of Piepsk	GEN-D	German vs Russian
19 Nov 41	Gabr Saleh, Libya	Blazin' Chariots	ASL-35	German vs British
19 Nov 41	Bir el Gubi, Libya	Half a Chance	ASL-56	Italian vs British

Date	Location	Title	Number	Combatants
23 Nov 41	Sidi Rezegh, Libya	Point of No Return	ASL-42	German vs British
23 Nov 41	Sidi Rezegh, Libya	Sunday of the Dead	GEN-G9	German vs British
2 Dec 41	Burzevo, Russia	Burzevo	GEN-R	German vs Russian
15 Dec 41	Gora, Russia	The Road to Gora	96-A91	Finnish vs Russian
19 Dec 41	Halfaya Pass, Egypt	Cutting Out a Strongpoint	95-A90	German vs British
22 Dec 41	Bauang, the Philippines	The Cat Has Jumped	93-A55	Japanese vs American
27 Dec 41	Vaagso, Norway	Vaagso Venture	GEN-G27	German vs British
29 Dec 41	Staritsa, Russia	The Dead of Winter	GEN-T6	German vs Russian
31 Dec 41	Baliung, the Philippines	Highway 5	96-A92	Japanese vs American
3 Jan 42	Gribovo, Russia	Grab at Gribovo	GEN-G10	German vs Russian
11 Jan 42	Menado, Celebes	Airborne Samurai	95-A85	Japanese vs Dutch
16 Jan 42	Morong, the Philippines	Ramsey's Charge	GEN-G28	Japanese vs American
22 Jan 42	Mauban, the Philippines	KP 167	ASL-70	Japanese vs American
21 Feb 42	Koepang, Timor	Fighting Sparrow	95-A86	Japanese vs Dutch/Brit
2 Mar 42	Soebang, Java	Defeat in Java	91-A30	Japanese vs Dutch/Brit
6 Mar 42	Payagyi, Burma	Bungle in the Jungle	ASL-62	Japanese vs British
26 Mar 42	Toungoo, Burma	The Tiger of Toungoo	92-D10	Japanese vs Chinese
29 Mar 42	Rhodopes, Greece	Ambush!	ASL-28	Bulgarian vs Partisan
29 Mar 42	Toungoo, Burma	Today We Attack	ASL-69	Japanese vs Chinese
6 May 42	Corregidor, the Philippines	The Rock	ASL-68	Japanese vs American
13 Jun 42	Tobruk, Libya	Khamsin	ASL-37	German vs British
24 Jul 42	Rostov, Russia	Penetration of Rostov	90-A17	German vs Russian
28 Jul 42	Rostov, Russia	Storming the Factory	DASL-3	German vs Russian
7 Aug 42	Gavutu, the Solomons	Grabbing Gavutu	93-H3	Japanese vs American
7 Aug 42	Tanambogo, the Solomons	Tanambogo Nightmare	93-H4	Japanese vs American
8 Aug 42	Tanambogo, the Solomons	Take Two	93-H5	Japanese vs American
9 Aug 42	Deniki, New Guinea	On the Kokoda Trail	ASL-60	Japanese vs Brit/Part
18 Aug 42	Varengeville, France	Commando Raid at Dieppe	GEN-T13	Germans vs British
21 Aug 42	Guadalcanal, the Solomons	Alligator Creek	GEN-G16	Japanese vs American
23 Aug 42	Ischbuchenskiy, Russia	Savoia!	89-A12	Italian vs Russian
8 Sep 42	Tasimboko, Guadalcanal	Tasimboko Raid	96-A97	Japanese vs American
12 Sep 42	Tamparan, the Philippines	Hazardous Occupation	ASL-64	Japanese vs Partisan
14 Sep 42	Stalingrad, Russia	In Sight of the Volga	ASL-5	German vs Russian
16 Sep 42	Anjiajia, Madagascar	The Long Road	96-A95	French vs British
22 Sep 42	Timor, the Lesser Sundas	Commando Hunt	92-A42	Japanese vs British
6 Oct 42	Stalingrad, Russia	The Guards Counterattack	GEN-A	German vs Russian
6 Oct 42	Stalingrad, Russia	The Tractor Works	GEN-B	German vs Russian
6 Oct 42	Stalingrad, Russia	The Streets of Stalingrad	GEN-C	German vs Russian
7 Oct 42	Stalingrad, Russia	First to Strike	DASL-4	German vs Russian
17 Oct 42	Stalingrad, Russia	One Down, Two to Go	RB-1	German vs Russian
20 Oct 42	Stalingrad, Russia	Pavlov's House	GEN-T	German vs Russian
22 Oct 42	Stalingrad, Russia	Blood & Guts	RB-2	German vs Russian
25 Oct 42	Stalingrad, Russia	Berserk!	DASL-2	German vs Russian
25 Oct 42	Stalingrad, Russia	Bread Factory #2	RB-3	German vs Russian
26 Oct 42	Stalingrad, Russia	To the Rescue	RB-4	German vs Russian
27 Oct 42	Stalingrad, Russia	Guryev's Headquarters	DASL-1	German vs Russian
27 Oct 42	Stalingrad, Russia	Fire on the Volga	91-H1	German vs Russian
27 Oct 42	El Alamein, Egypt	Here We Damned Well Stay	92-A50	German vs British
31 Oct 42	Stalingrad, Russia	Ghosts in the Rubble	HASL-A	German vs Russian
8 Nov 42	Mehdia, Morocco	Play Ball	ASL-80	French vs American
9 Nov 42	Stalingrad, Russia	The Commissar's House	ASL-4	German vs Russian
9 Nov 42	Stalingrad, Russia	The Commissar's House II	92-H2	German vs Russian
11 Nov 42	Stalingrad, Russia	The Last Bid	RB-5	German vs Russian
15 Nov 42	Stalingrad, Russia	Turned Away	RB-6	German vs Russian
5 Dec 42	Stalingrad, Russia	The Red House	RB-7	German vs Russian
13 Dec 42	Verkne-Kumsky, Russia	Wintergewitter	95-A70	German vs Russian
1 Jan 43	Giropa Point, New Guinea	A Tough Nut to Crack	GEN-G19	Japanese vs Aus
12 Jan 43	Leningrad, Russia	The Paw of the Tiger	GEN-F	German vs Russian
12 Jan 43	Velikiye Luki, Russia	Escape from Velikiye Luki	GEN-H	German vs Russian
18 Jan 43	Warsaw, Poland	Mila 18	ASL-2	German vs Partisan
4 Feb 43	Stanichka, Russia	Back to School	89-D3	German vs Russian
4 Feb 43	Glebovka, Russia	Beachhead at Ozereyka Bay	91-A26	Rumanian vs Russian
6 Feb 43	Nalchik, Russia	Avalanche!	GEN-G12	German vs Russian
11 Feb 43	Chernichevo, Russia	Tiger, Tiger	GEN-G14	German vs Russian
15 Feb 43	Sidi Bou Zid, Tunisia	Counterattack at Sidi Bou Zid	90-A20	German vs American
17 Feb 43	Sbeitla, Tunisia	Sbeitla Probe	90-A18	German vs American
20 Feb 43	Warsaw, Poland	Paole Zion	93-A62	German vs Partisan
26 Feb 43	Medjez el Bab, Tunisia	Fort McGregor	ASL-40	German vs British
16 Mar 43	Mareth, Tunisia	A Good Party	93-A56	German vs British
22 Mar 43	Wadi Zigzaou, Tunisia	A Bridgehead Too Wet	ASL-41	German vs British
20 Apr 43	Takrouna, Tunisia	The Taking of Takrouna	ASL-51	Italian vs British
29 May 43	Chichagof Harbor, USA	First Banzai	93-A57	Japanese vs American
27 Jun 43	Leskovic, Albania	Best-Laid Plans	92-A48	German vs Partisan
5 Jul 43	Cherkassoye, Russia	With Flame and Shell	DASL-7	German vs Russian
9 Jul 43	Ponyri, Russia	The Schoolhouse	DASL-8	German vs Russian
9 Jul 43	Ponyri, Russia	Hill 253.5	GEN-T7	German vs Russian
10 Jul 43	Syracuse, Sicily	A High Price to Pay	ASL-53	Italian vs British
10 Jul 43	Gela, Sicily	Gruppo Mobile	91-D8	Italian vs American
10 Jul 43	Biscari, Sicily	Niscemi-Biscari Highway	GEN-T9	German vs American
11 Jul 43	Palma d'Montechiaro, Sicily	Retribution	ASL-55	Italian vs American
12 Jul 43	Prokhorovka, Russia	Clash Along the Psel	93-A51	German vs Russian
16 Jul 43	Favara, Sicily	Sicilian Midnight	93-D11	Italian vs American
16 Jul 43	Porto Empedocle, Sicily	Recon in Force	GEN-G8	Ger/It vs American
16 Jul 43	New Georgia, the Solomons	Munda Mash	93-A58	Japanese vs Americans
31 Jul 43	Regalbuto, Sicily	Regalbuto Ridge	90-A24	German vs British
8 Aug 43	Cesaro, Sicily	Able at Cesaro	90-A13	Italian vs American
13 Aug 43	Kharkov, Russia	Draconian Measures	DASL-6	German vs Russian

Date	Location	Title	Number	Combatants
9 Sep 43	Parma, Italy	Too Little, Too Late	ASL-52	German vs Italian
9 Sep 43	Paestum, Italy	Beyond the Blue Beach	89-A4	German vs American
10 Sep 43	Rome, Italy	The Battle for Rome	ASL-57	German vs Italian
11 Sep 43	Persano, Italy	Holding the Rear	89-A5	German vs American
14 Sep 43	Salerno, Italy	Ranger Stronghold	GEN-T3	German vs American
5 Oct 43	Campobasso, Italy	To Clear a Roadblock	96-A99	German vs Partisan
1 Nov 43	Bougainville, the Solomons	Hell or High Water	ASL-73	Japanese vs American
12 Nov 43	Leros, Greece	Rachi Ridge	ASL-36	German vs British
22 Nov 43	Bougainville, the Solomons	Cibik's Ridge	ASL-67	Japanese vs American
15 Dec 43	San Pietro, Italy	The T-Patchers	GEN-G25	German vs American
10 Jan 44	Kantau, Burma	Totsugeki!	93-A60	Japanese vs Chinese
12 Jan 44	Kerch, Russia	Subterranean Quarry	ASL-32	Rumanian vs Partisan
30 Jan 44	Cisterna, Italy	Six Came Back	GEN-G5	German vs American
7 Feb 44	Maungdaw, Burma	The Eastern Gate	ASL-63	Japanese vs British
14 Feb 44	Lissjanka, Ukraine	Crossing the Gniloi Tikitsch	96-A98	German vs Russian
14 Feb 44	Novaya Buda, Russia	Little Stalingrad	DASL-5	German vs Russian
Feb-Apr 44	Anzio, Italy	Cat and Mouse	90-A19	German vs American
6 Mar 44	Walawbum, Burma	Orange at Walawbum	95-A82	Japanese vs American
15 Mar 44	Cassino, Italy	The Kiwis Attack	DASL-B	German vs British
26 Mar 44	Plateau Glieres, France	Contest in the Clouds	90-A23	German vs Partisan
26 Mar 44	Warong, Burma	Smith & Weston	93-A53	Japanese vs American
6 Apr 44	Bucbach, Russia	Hube's Pocket	GEN-G	German vs Russian
17 Apr 44	Mawlu, Burma	OP Hill	92-A41	Japanese vs British
11 May 44	Santa Maria Infante, Italy	Taking the Left Tit	ASL-20	German vs American
12 May 44	Castelforte, Italy	First Day of Diadem	95-A89	German vs British
16 May 44	Sinagoga, Italy	Faugh A Ballagh!	96-A93	German vs British
20 May 44	Bessarabia, Russia	Sylvan Death	ASL-30	German vs Partisan
21 May 44	Charpate, Burma	Last of Their Strength	95-A83	Japanese vs American
24 May 44	Sarmi, New Guinea	The Bushmasters	ASL-66	Japanese vs American
6 Jun 44	Cauquigny, France	Night Drop	95-A76	German vs American
6 Jun 44	Courseulles-sur-Mer, Fr.	Mike Red	95-A79	German vs British
6 Jun 44	Hiesville, France	Strayer's Strays	GEN-T16	German vs American
6 Jun 44	La Fierre, France	Le Manoir	ASL-13	German vs American
6 Jun 44	Foucarville, France	Silence That Gun	ASL-14	German vs American
6 Jun 44	Ste. Mere-Eglise, France	Lost Opportunities	ASL-17	German vs American
6 Jun 44	Neuville-au-Plain, France	The Roadblock	ASL-18	German vs American
6 Jun 44	Pointe-du-Hoc, France	Backs to the Sea	ASL-19	German vs American
6 Jun 44	Copenhagen, Denmark	The Globus Raid	ASL-29	German vs Partisan
6 Jun 44	Chef-du-Pont, France	Gavin Take	GEN-T1	German vs American
6 Jun 44	Benouville, France	Pegasus Bridge	GEN-G11	German vs British
6 Jun 44	Pouppeville, France	The Pouppeville Exit	GEN-T5	German vs American
6 Jun 44	Langrune-sur-Mer, France	Royal Marines	92-D9	German vs British
7 Jun 44	Ste. Mere-Eglise, France	Confusion Reigns	ASL-12	German vs American
7 Jun 44	La Fierre, France	No Better Spot to Die	ASL-16	German vs American
7 Jun 44	Tulle, France	The Liberation of Tulle	ASL-27	German vs Partisan
7 Jun 44	Ningthoukhong, India	White Tigers	92-A47	Japanese vs British
7 Jun 44	Franceville-Plage, France	A Day by the Shore	GEN-G22	German vs British
7 Jun 44	St. Come-du-Mont, France	Hide & Seek	95-A77	German vs American
8 Jun 44	Pont l'Abbe, France	Defiance on Hill 30	ASL-11	German vs American
8 Jun 44	St. Come-du-Mont, France	Trapped!	ASL-15	German vs American
8 Jun 44	La Cambe, France	Buying the Farm	DASL-14	German vs American
8 Jun 44	Cressensac, France	The Price of Impatience	89-A6	German vs American
8 Jun 44	Tulle, France	L'Ecole Normale	89-D1	German vs Partisan
8 Jun 44	Brettville L'Orgueilleuse, Fr.	Cat's Kill	GEN-G21	German vs British
11 Jun 44	Carentan, France	Death at Carentan	93-A59	German vs American
14 Jun 44	Villers-Bocage, France	The Island	90-D4	German vs British
14 Jun 44	Lingevres, France	Lehr Sanction	91-D7	German vs British
16 Jun 44	Les Foulons, France	Repulsed	DASL-12	German vs American
28 Jun 44	Lepel, Russia	The Puma Prowls	GEN-T2	German vs Russian
29 Jun 44	Bobruisk, Russia	Breakout	90-D6	German vs Russian
1 Jul 44	Minsk, Russia	Hill 621	GEN-E	German vs Russian
7 Jul 44	Ste-Jean-de-Daye, France	Prelude to Breakout	95-A78	German vs American
8 Jul 44	Pont Herbert, France	Ripe Pickings	DASL-11	German vs American
10 Jul 44	Haut Vents, France	King of the Hill	DASL-18	German vs American
10 Jul 44	Foret de Mont Castre, France	Not Out of the Woods Yet	95-A73	German vs American
11 Jul 44	Dufayel, France	Clay Pigeons	DASL-16	German vs American
11 Jul 44	St. Jean-de-Daye, France	They're Coming!	DASL-17	German vs American
13 Jul 44	Chakila, New Guinea	Chakila Sunrise	92-A45	Japanese vs American
15 Jul 44	La Luzerne, France	Bogged Down	DASL-13	German vs American
21 Jul 44	Guam, the Marianas	Bloody Red Beach	ASL-75	Japanese vs American
27 Jul 44	Le Lorey, France	Barkmann's Corner	DASL-15	German vs American
6 Aug 44	Wola Chodkowska, Poland	Counterattack on the Vistula	90-A21	German vs Russian
12 Aug 44	Warsaw, Poland	The Old Town	ASL-31	German vs Partisan
16 Aug 44	Ostroviec, Poland	Preparing the Way	DASL-9	German vs Russian
17 Aug 44	Palesnik, Yugoslavia	The Cossacks are Coming	ASL-33	Croat/Ger vs Partisan
23 Aug 44	Cannes, France	The Cannes Strongpoint	GEN-K	German vs American
31 Aug 44	Rouen, France	Bone of Contention	GEN-G15	German vs Partisan
12 Sep 44	Warsaw, Poland	Dash for the Bridge	ASL-7	German vs Russian
15 Sep 44	Unfeld, Germany	Midnight Massacre	89-A9	German vs American
17 Sep 44	Zon, Holland	Zon with the Wind	91-A32	German vs American
18 Sep 44	Arnhem, Holland	Tettau's Attack	91-A33	German vs British
18 Sep 44	Aalst, Holland	Guards Attack	91-A35	German vs British
19 Sep 44	Schijndel, Holland	Lash Out	91-A34	German vs Amer/Br
19 Sep 44	Nijmegen, Holland	Devil's Hill	GEN-T10	German vs American
20 Sep 44	Nijmegen, Holland	Gavin's Gamble	ASL-25	German vs American
21 Sep 44	Nijmegen, Holland	Medal of Honor	95-A75	German vs American
22 Sep 44	Warsaw, Poland	The Czerniakow Bridgehead	ASL-3	German vs Rus/Part
22 Sep 44	Veghel, Holland	Oy Veghel	91-A36	German vs American
22 Sep 44	Driel, Holland	Driel Team	91-A37	German vs British
24 Sep 44	Oosterbeek, Holland	North Bank	91-A38	German vs British
7 Oct 44	Peleliu, the Palau Islands	Sea of Tranquility	ASL-72	Japanese vs American
10 Oct 44	Radzymin, Poland	Soldiers of Destruction	GEN-N	German vs Russian
11 Oct 44	Bardenburg, Germany	Tanks in the Streets	ASL-26	German vs American
15 Oct 44	Aachen, Germany	Aachen's Fall	GEN-T8	German vs American
17 Oct 44	Aachen, Germany	Among the Ruins	ASL-21	German vs American
18 Oct 44	Aachen, Germany	Kurhaus Clash	ASL-22	German vs American
26 Oct 44	Libau, Lithuania	Delaying Action	92-A49	German vs Russian
8 Nov 44	Vic-sur-Seille, France	First Action	GEN-G4	German vs American
19 Nov 44	Tripsrath, Germany	Dorset Wood in the Rain	96-A100	German vs British
24 Nov 44	Damulaan, the Philippines	Shoestring Ridge	ASL-61	Japanese vs American
26 Nov 44	Frenzenberg, Germany	King's Castle	91-A27	German vs American
6 Dec 44	Singling, France	Last Act in Lorraine	GEN-G2	German vs American
6 Dec 44	Singling, France	Last Act in Lorraine II	89-D2	German vs American
9 Dec 44	Bhamo, Burma	Jungle Citadel	ASL-71	Japanese vs Chinese
12 Dec 44	Gaggio Montano, Italy	Monte Castello	93-A67	German vs American
16 Dec 44	Buchholz, Germany	Buchholz Station	GEN-I	German vs American
18 Dec 44	Wiltz, Belgium	The Road to Wiltz	GEN-P	German vs American
20 Dec 44	Stoumont, Belgium	Shadows of Death	KGP-1	German vs American
20 Dec 44	La Gleize, Belgium	Marechal's Mill	KGP-5	German vs American
20 Dec 44	La Gleize, Belgium	Probing the Villas	KGP-6	German vs American
20 Dec 44	Cheneux, Belgium	Carnage in the Night	KGP-9	German vs American
21 Dec 44	Cheneux, Belgium	The Bridge at Cheneux	KGP-7	German vs American
21 Dec 44	Stoumont, Belgium	Festung St. Edouard	KGP-2	German vs American
21 Dec 44	Stoumont, Belgium	Panthers in the Mist	KGP-3	German vs American
21 Dec 44	Stoumont, Belgium	Chapelle Ste. Anne	KGP-4	German vs American
21 Dec 44	Trois Ponts, Belgium	Attempt to Relieve Peiper	GEN-T11	German vs American
22 Dec 44	Cheneux, Belgium	Rocket's Red Glare	GEN-G6	German vs American
22 Dec 44	La Gleize, Belgium	Peiper's Last Gasp	KGP-10	German vs American
23 Dec 44	La Gleize, Belgium	Beast at Bay	KGP-11	German vs American
23 Dec 44	Baraque de Fraiture	Parker's Crossroads	GEN-G26	German vs American
23 Dec 44	Warnach, Belgium	Patton's Prayers	95-A71	German vs American
24 Dec 44	La Gleize, Belgium	Les Montis	KGP-8	German vs American
25 Dec 44	Champs, Belgium	Under the Noel Trees	ASL-23	German vs American
26 Dec 44	Hofen, Belgium	Meeting of Patrols	91-A29	German vs American
3 Jan 45	Longchamps, Belgium	The Mad Minute	ASL-24	German vs American
7 Jan 45	Rochelinval, Belgium	OOYA	GEN-G18	German vs American
13 Jan 45	Budapest, Hungary	To the Last Man	DASL-A	German vs Russian
14 Jan 45	Bitche, Germany	The Bitche Salient	GEN-J	German vs American
17 Jan 45	Warsaw, Poland	To the Square	ASL-9	German vs Russian
20 Jan 45	St. Joost, Holland	Cold Crocodiles	90-A25	German vs British
9 Feb 45	Hennebont, France	The Forgotten Front	GEN-G3	German vs American
12 Feb 45	Manila, the Philippines	Intimate War	90-D5	Japanese vs American
16 Feb 45	Manila, the Philippines	Mayhem in Manila	96-D14	Japanese vs American
18 Feb 45	Thomashof, Holland	Tussle at Thomashof	93-D12	German vs British
23 Feb 45	Bologna, Italy	A View from the Top	GEN-G13	German vs American
27 Feb 45	Breslau, Germany	Acts of Defiance	95-A68	German vs Russian
2 Mar 45	Broich, Germany	Broich Bash	95-A69	German vs American
14 Mar 45	St. Goar, Germany	The St. Goar Assault	GEN-O	German vs American
24 Mar 45	Hamminkeln, Germany	Hunters from the Sky	GEN-T12	German vs American
1 Apr 45	Somewhere in Hungary	Valhalla Bound	95-A74	German vs Russian
6 Apr 45	Hitdorf, Germany	Hitdorf on the Rhine	GEN-L	German vs American
18 Apr 45	Aschaffenburg, Germany	The Whirlwind	GEN-S	German vs American
19 Apr 45	Muncheberg, Germany	The Agony of Doom	89-A8	German vs Russian
28 Apr 45	Berlin, Germany	The Final Battle	DASL-10	German vs Russian
3 May 45	Berlin, Germany	The Fugitives	ASL-8	German vs Russian
13 Aug 45	Mutanchiang, Manchukuo	Smertniki	ASL-59	Japanese vs Russian
4 Feb 46	Turia Velyka, Russia	Endless Struggle	95-A84	Partisan vs Russian

KEY

Date: The date of the action depicted in the scenario.

Location: Many of the scenarios place the action "near" a city or town, or on a specific island in a chain. 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.

Title: The name of the scenario.

Number: All scenarios listed have appeared either in the modules (denoted by the prefix ASL, DASL, RB, or KGP) or in the pages of The GENERAL (denoted by the prefix GEN) or the ASL Annual (denoted by the prefix showing the year of publication).

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 Croat, Hungarian, Bulgarian, Rumanian, Iranian, and Iraqi units; and that the Allied Minors encompass Polish, Norwegian, Dutch, Belgian, Yugoslav and Greek units. Note also that all Commonwealth and Free French units are listed as British; Filipino and Brazilian units are listed as American.

DEBRIEFING '96

Comprehensive ASL Q&A/errata

Questions & Answers and Addenda

A.15 Since the MPh and DFPh are considered one phase for Defensive Fire purposes, can an AFV (e.g.) its CMG as Defensive First Fire and later fire its MA in the DFPh?

A. Yes (and if it changed CA to fire the MG, the appropriate Case A DRM would still apply to its MA shot: D3.51). {95w}

A1.11 Is a leader without a functioning SW considered "armed" for all purposes?

A. Yes, unless he is *currently* being held as a prisoner. {92}

A1.32 & A10.8 If a Fanatic HS Recombines with a HS that is not fanatic, is the resultant squad Fanatic?

A. No. {89}

A2.3 If a piece is set up in a half-hex between two allowed boards, does it count against scenario-specified setup limitations on *both* of those boards?

A. Yes. {92}

A2.8 The rule says that a leader on one level cannot affect the performance of units on another level, but I am not sure what is meant by "performance" since A2.8 is not given as an exception to rules A10.2, A10.21, A10.6, A10.63, A10.71 or A15.41. Thus, if a leader is on one level of a depression hex and there is a MMC on another level of that hex, can the leader: Assist the MMC with a MC/TC; cause the MMC to take a LLMC/LLTC; cause the MMC to become berserk, rally the MMC if it breaks IN the Depression and the leader is at Crest level?

A. No to all. {23/2}

A2.9 & A6.11 If his side sets up first, may a player check the LOS from his units to "empty" hexes, including for Bore-Sighted/Pre-Registered Hex purposes? What if he sets up second, or setup is simultaneous?

A. LOS may be freely checked only by a Scenario Defender who sets up first [EXC: the player who sets up first may always check LOS for Bore-Sighted/Pre-Registered Hex purposes]. {91}

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. {'90}

A4.12 & A4.7 Does a leader's bonus MF apply in the APh too?

A. Yes. {93b}

A4.134 & A4.15 Can a Minimum Move be used by a MMC to conduct an INF OVR against an adjacent SMC?

A. Yes {22/5}

A4.134 Suppose a squad is carrying six PP, leaving it with one MF, and it uses a Minimum Move to move into an adjacent building hex. For Defensive First Fire purposes, is it considered to have spent only one MF in that building hex—or two MF?

A. Two MF. {89}

A4.15 & A4.134 SEE PRIOR ENTRY

A4.151 If a SMC is being attacked by an INF OVR, can it choose the option of being moved to an Accessible Location if it already has a First Fire counter on it?

A. No,—"otherwise incapable of movement." {22/5}

A4.151 If a MMC is attacking a SMC by INF OVR and the option to move the SMC to an Accessible Location is chosen, can the SMC be moved into the hex from which the MMC is entering the SMC's location?

A. Yes. {22/5}

A4.151 If a MMC enters a Location expending twice the normal MF in order to conduct an Infantry OVR, is Defensive Fire versus it emanating from some other Location conducted before or after the SMC enters an Accessible Location? Before or after the Infantry CC attack (if any) is resolved?

A. After. Before. {91}

A4.2 If a stack of units are moving together, and a unit in the stack expends MF to place a SMOKE grenade/DC or to Recover a SW, then must the other units in the stack also expend the same MF if they are to continue to move together as a stack?

A. Yes. {89}

A4.31 Can an Infantry unit that is using Bypass expend MF to place a SMOKE grenade (A24.1) or DC (A23.3) while still in Bypass (as long as it has sufficient MF to leave the hex)?

A. Yes. {89}

A4.4 & A4.44 If a unit Recovers the SW at the *end* of its MPh (i.e., it expends no MF after gaining possession of the SW), is the portage cost assessed?

A. No. {22/6}

A4.4 Is the PP cost for a SW deducted from a unit's IPC if the unit begins its MPh with the SW and drops it *after* expending a MF in its hex (such as to place a SMOKE grenade or to Recover a different SW) but *before* moving one hex with it?

A. Yes. {89}

● **A4.42** May two SMC together portage a 3PP weapon?

A. No. One SMC must possess the weapon and, even though the other SMC raises the first's IPC by one, the possessing SMC "may never portage more than two PP."

A4.43 If an unbroken unit wishes to do nothing during its MPh except drop a SW, can it do so at the cost of one MF?

A. It could do so at no MF cost—but it could then become the (non-moving)target of Defensive First Fire. {89}

A4.431 Can units who transfer SW perform other actions (e.g., Recombining, Scrounging, etc.) in the same RPh?

A. No. {22/5}

A4.431 The rule permits SW to be transferred among Riders on the same vehicle while it is in Motion. Can SW really be transferred between Riders of the same motorcycle while it is in Motion?

A. Yes. {89}

A4.44 & A4.4 SEE PRIOR ENTRY

A4.44 How many SW/Guns may be Recovered per phase by a Good Order, unpinned SMC from > one unit eliminated/surrendering/routing in his Location?

A. One. {'95w}

A4.44 & A10.6 If a SMC attempts to Recover a SW from a broken MMC in the RPh, may another leader still attempt to Rally that MMC?

A. Yes. {95w}

A4.5 If Infantry enters terrain that requires "ALL" of its MP allotment, may it then declare Double Time to gain an extra MF?

A. No. {92}

● **A4.5** May Bicycle Riders (D15.81) and Skiers (E4.3) Double Time?

A. Yes. They are not riding a form of conveyance.

A4.6 The rule states that units in Trenches are not subject to FFNAM. Would units that are attacked as they move from outside the Trench to inside the Trench be considered "units in a Trench"?

A. No. {23/2}

A4.63 & A15.43 Can a berserk unit use a Dash move to enter an enemy occupied hex?

A. Yes—provided it meets all the requirements for both Dash and Berserk movement. {'89}

A4.63 May a Dashing unit expend an extra MF in the road Location (e.g., to Recover a SW) and still receive Dash benefits if it otherwise qualifies for them?

A. A Dashing unit may expend no MF in the road beyond the minimum required to enter it. {'91}

A4.63 If a unit Dashing across a road becomes berserk, does it charge in that same MPh?

A. Yes, using eight MF (three MF if wounded) minus whatever MF it has already expended. {91}

A4.63 & B7.4 May a unit declare a Dash in order to cross a runway (or "boulevard") hex?

A. No. {93b}

A4.63 & D9.31 May Infantry use Dash and Armored Assault simultaneously?

A. No. {'95w}

A4.7 & A4.12 SEE PRIOR ENTRY

A4.7 May Infantry advance if they are marked with a CC counter, or if they have no available MF after deducting

for PP > their IPC?

A. No to both. {'95w}

A5.11 & A10.51 When determining the closest (in MF) building/woods hex that a broken unit can rout to, is the MF cost for entering an overstacked hex included in the MF calculation?

A. Yes. {90}

A5.132 Suppose German vehicles have exceeded the vehicular stacking limits in a hex which also contains a Russian T-44. If a Russian weapon other than the T-44 fires on a German target in the hex but misses, does this mean that the Russian T-44 can be hit as a secondary target even though it is not overstacked?

A. Yes. {90}

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. {'90}.

A6.11 & A2.9 SEE PRIOR ENTRY

A6.21 & A6.4 Does a Level 2 have a LOS over a Level 1 1/2 obstacle six hexes away to an enemy unit at Level 1 in the hex directly behind the obstacle?

A. Yes. {'95w}

● **A7.21** Is the FP of MG and/or SW ATR doubled (tripled) for PBF (TPBF) attacks?

A. Yes.

A7.212 If a unit's Location is occupied by an enemy unarmored vehicle, is it still free to attack other targets. Is this true even if the vehicle has vulnerable PRC?

A. No. {22/5}

A7.212 If a Bypassing friendly AFV occupies a hex that contains an enemy unit at a higher level, do the firing restrictions of this rule apply to that enemy unit? Do they apply if a BU friendly AFV, regardless of whether or not it is in Bypass or is OT, occupies a Location that contains an enemy unit?

A. Only if the AFV is CE/OT. Yes. {92}

A7.24 If the attacking unit is firing a SW, is that SW's FP halved?

A. Yes, unless the SW is a FT, DC, or MOL, or is being fired as ordnance. {'93a}

A7.301 If a hex containing a HS, a broken squad and an unarmed unit is attacked and the IFT result is 1KIA, suppose 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. {'90}

A7.301 & C3.74 If Random Selection due to a CH on multiple units chooses > one of those units, but fewer units than the KIA# for that CH's FP and Final IFT DR, must Random Selection be used again among the non-CH units in order to bring the number of CH units up to the KIA's #?

A. No—the number of units chosen by the original Random Selection is the number the CH is resolved against. {'93a}

A7.301 & A22.4 How is a K/# result resolved vs a stack of three Personnel units, two of which possess a FT? What if all three possessed a FT?

A. Each of the FT-bearing units suffers a 1KIA, and the third unit suffers the K/#. Each of them would suffer a 1KIA. (The -1 FT DRM is unique in that for attack resolution purposes it applies in this separate, individual manner to each possessing unit). {'93b}

A7.302 If a SMC is wounded by a K/# result, must he also take the resulting MC?

A. No (e.g., see the A.9 example). {'93b}

A7.34 & A9.52 May Spraying Fire be used versus two adjacent "empty" hexes/Locations during the enemy MPh (e.g., in order to place Residual FP therein)?

A. No—at least one of those hexes/Locations must contain a moving enemy unit. {'91}

A7.353 & A22.611 If a HS fails a MOL check dr during the Defensive First Fire, can it still use its inherent FP for Subsequent First Fire in that same phase?

A. Yes, halved. {22/5}

A7.353 & A8.31 If a HS uses a LMG during Defensive First Fire, can it use *both* the LMG and its inherent FP during Subsequent First Fire/Final Protective Fire in the same phase?

A. No. It can use its LMG or its inherent FP in Subsequent First Fire; for FPF, it must use its LMG and cannot use its inherent FP. {'89}

A7.4 Which side resolves an attack into a Melee first?

A. The side that did not conduct that attack. {93b}

A7.52 & A9.5 If multiple units/weapons in the same Location wish to use Spraying Fire as a FG, must each of them attack the *same* two Locations or is it sufficient for the target Locations to merely overlap such that each firer shares one target Location with ≥ one other firer?

A. All units and weapons firing must attack the same two Locations. {'95w}

A7.53 If a leader uses his leadership modifier to direct a FG in Defensive First Fire, then later on in that same phase can he direct a FG in which some units are using Subsequent First Fire and some are using Defensive First Fire?

A. Only if all the units/SW involved are the same ones he had directed in that previous First Fire attack. {89}

A7.53-.531 & A10.72 These seem to imply that leader direction and the application of a leader's DRM can be declared independently of each other. Is this true?

A. No; the two are synonymous in *all* cases. However, if leader direction is used for an attack/action to whose DR/dr 'Δ' applies, that leader's DRM/drm cannot apply to that DR/dr. {'92}

A7.531 & A15.24 If a squad is ADJACENT to a friendly hero and those two units fire as a FG, may a Good Order leader stacked with the squad direct the attack?

A. No—because the hero is not in the same Location as the leader. {'93b}

A7.7 Can an ordnance hit on the Area Target Type be considered a hit for Encirclement purposes (as opposed to one on the Infantry Target Type)?

A. Yes. {'89}

A7.7 Disregard the second A7.7 Q&A in the Annual '89 "Debriefing." (An attack cannot cause Encirclement during the MPh). {'89}

● **A7.7** Does the one level drop in morale suffered by encircled Personnel against any attacks also apply for other purposes, e.g., PAATC, Rally, etc.?

A. No.

A7.72 If all the stairwells of a multi-story building have been rubbled, are units on the upper level(s) of that building Encircled?

A. Yes—except for units immune to "upper-level" Encirclement. {'93b}

A7.72 & B23.424 Is a unit with Scaling ability immune to "upper-level" Encirclement?

A. Yes, provided the unit is in Good Order and would not have to Scale to(past a Location containing a Blaze or unbroken, armed, unconcealed enemy unit. {93b}

● **A7.8** Can a broken unit ever become pinned by any cause other than Interdiction (e.g., via minefield or FFE attacks)?

A. No, and even during Interdiction the condition only lasts until the end of the RPh.

A8.1, A24.31, C3.33 & C3.4 If ordnance Defensive First Fires WP at a Location that contains moving and non-moving units both friendly and enemy, which of them can be affected by a hit?

A. Only those that are both moving and hit, but regardless of whether they are friendly or enemy. {91}

A8.11 If the DEFENDER declines to use Defensive First Fire at a unit after it moves into a certain hex and the ATTACKER subsequently announces that he has finished moving that unit, can the DEFENDER then change his mind and use Defensive First Fire (before another unit has physically moved)?

A. Yes. {'89}

A8.14 If a unit expends two MF to enter a Location during its MPh and is First Fired on by a squad, must/can the latter use Subsequent First Fire vs that target before any other DEFENDER unit may use First Fire vs it?

A. The order of such attacks is up to the DEFENDER. {'93b}

A8.15 & A23.3 Would a unit placing a DC across an Open Ground hexside be subject to a Snap Shot?

A. No. {89}

A8.15 May a Snap Shot be made versus a unit that is

exiting the playing area?

A. No. {90}

A8.15 If hexes G7, H7, and I7 in the illustration comprised a Level 1 hill, would both Snap Shots described in the example be subject to Height Advantage TEM?

A. Yes. {92}

A8.15 & B27.54 If Infantry is moving from beneath one Trench counter to directly beneath an adjacent one, does Trench TEM apply to any Snap Shot vs it?

A. Yes. {93b}

A8.2 & B23.741 Does an attack from outside a Factory vs a Location of that Factory leave the same Residual FP as an attack of the same type and strength made from within the Factory, considering the different TEM applicable to the attacks? Which TEM applies to a Residual FP attack in a non-rooftop Factory Location?

A. Yes. Building TEM applies if the moving unit/stack is entering the Location by crossing a non-building hexside or Bypassing in the hex; otherwise, Factory TEM applies. [EXC: J2.23.] {95w}

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collateral Attack leaves no Residual FP—true or false?

A. False. The Small Arms Attack is actually made versus the entire *Location*, and does leave Residual FP. The accompanying General Collateral Attack (vs. the PRC) caused by that attack does not leave Residual FP, see the last sentence of A.14B. {89}

A8.26 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. {90}

A8.26 Is Residual FP lowered by one IFT column if the firer is CX or being directed by a 6+1 leader?

A. Yes. {91}

A8.3 & A9.21 If a MG's restricted CA prevents it from participating in its squad's Subsequent First Fire attack, must its use be forfeited as per A8.3?

A. No, because the MG was not "useable" in that Subsequent First Fire attack. {95w}

A8.31 & A7.353 SEE PRIOR ENTRY

A8.31 If a FG of ≥ two units rolls an Original 2 (or 12) for its FPF attack, does each of those units make a Heat of Battle DR (or suffer a Casualty MC)?

A. No—use Random Selection. {91}

A8.312 Does "immediately" mean before any Residual-FP/minefield/OBA attack vs that ATTACKER? Before any DEFENDER in another Location fires in that ATTACKER? Before any attack vs any ATTACKER in another Location in the Impulse?

A. No. No. Yes. {93b}

A9.21 & A8.3 SEE PRIOR ENTRY

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). {90}

A9.22 May a Fire Lane be placed along a(n Alternate) Hex Grain that at the time of placement contains no moving enemy units?

A. Only as per E1.71 (Bore-Sighted Fire Lane at night). {91}

A9.5 & C8.4 If Spraying Fire (regardless of its source) or canister used vs > one Open Ground Location yields a 1KIA result, does the 1KIA apply separately in each such Location?

A. No—use Random Selection once for all targets eligible to receive the 1KIA in those Locations. (Each such target that Random Selection exempts from the 1KIA suffers a break result). {92}

A9.5 & A7.52 SEE PRIOR ENTRY

A9.52 & A7.34 SEE PRIOR ENTRY

A9.72 & D10.5 Can a MMC attempt to Repair a SW and Scrounge a vehicle in the same RPh?

A. No, see A3.1. {25/6}

A9.8 May even one SMC dismantle or assemble a weapon?

A. Yes. {95w}

A10.2 If an attack results in a 1MC and this causes the elimination of a leader, do the other units in the target Location take the 1MC before taking the required LLMC?

A. Of course. {22/5}

A10.2 Suppose an attack that causes a leader to break also causes his morale/leadership modifier to be lowered by one due to ELR replacement (A19.13). For purposes of determining which other Personnel units must take the LLTC and what DRM (based on the negative leadership modifier being reversed) to the LLTC will be, is the leader's "current" morale level and leadership modifier considered to be those he had before being Replaced/wounded?

A. No. {25/6}

A10.21 Re the last sentence of this rule: would a unit subjected to a LLMC/LLTC still have its Morale Level raised (A25.221) by an unbroken Commissar (or Japanese leader) currently in its Location?

A. Yes. {93a}

A10.31 If a berserk/unarmed squad or an already-wounded hero suffers a Casualty MC, is it eliminated?

A. Yes. {25/6}

A10.31 If an unbroken 4-6-7 squad suffers a Casualty MC that also exceeds its ELR, does it undergo Replacement before or after Casualty Reduction?

A. It is first Replaced, then it suffers Casualty Reduction, then it becomes Broken. {25/6}

A10.31 & A19.13 If an unbroken 6-5-8 SS squad (with its normal 5 ELR) suffers a Casualty MC that also exceeds its ELR, is it Replaced by a broken 3-4-8 SS HS?

A. Yes. {25/6}

A10.41 Can a Hero voluntarily "break" to be able to move during the RtPh (such as to escape a Blaze hex)?

A. No, that would simply result in a Wound which is a form of Reduction. It would not leave it broken and therefore unable to rout. {22/5} {See B25.4 90.}

A10.5 Assume two broken enemy units are ADJACENT at the beginning of the RtPh. If the ATTACKER routs, must the DEFENDER rout even though it's no longer ADJACENT to an enemy unit?

A. No. {25/6} {Note, however, that broken units do not force other units to rout.}

A10.5 If a broken unit starts its RtPh in Open Ground in the LOS, but beyond the Normal Range, of a Known enemy unit that possesses a functioning SW or Gun, is that broken unit still forced to rout if it is within the Normal Range of that SW/Gun?

A. Yes—provided the unit possessing it is neither broken nor in Melee. For the Gun's Normal Range, see also A10.532. {93a}

A10.5 May a Minimum Move be made during the RtPh?

A. No—Low Crawl must be used. {95w}

A10.51 ROUTING: In any scenario, a broken unit forced to rout but unable to reach a woods/building hex in that RtPh may rout to any terrain hex consistent with A10.51 but is not required to rout to the nearest woods/building hex. {F.1C p.F1*}

A10.51 & A5.11 SEE PRIOR ENTRY

A10.51 If a DM broken unit that must rout is within six MF of the nearest woods/building, must it attempt to reach the woods/building in a *single* RtPh?

A. Yes, unless it uses Low Crawl, but it need not take the shortest route (in hexes/MF) to do so. Even if it uses Low Crawl, however, it must still do so *toward* that woods/building (i.e., at no time may it increase the hex range between itself and that woods/building, and must end that RtPh closer to it than it was at the start of the phase). {92}

A10.51 & A10.61 Are the rubble Locations of a *partially* rubbled building still considered building Locations for rout/rally purposes?

A. No. {92}

A10.531 Does an Infantry unit lose its "?" if it Assault-moves/advances into Open Ground (into a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) in the LOS and within 16 hexes of a Good Order enemy ground unit, even if beyond the normal range of all such enemy units? Even if all those enemy units are CX? Even if out of the CA of all Guns/AFV manned by those units?

A. Yes to all. The viewing unit's Normal Range, CX status and Gun CA are irrelevant to "?" loss/gain. {27/3}

A10.531 May an Infantry unit in Open Ground (in a hex devoid of TEM and SMOKE, with no intervening Hindrance and no Height Advantage) three hexes away from a 6-2-8 declare a Dash across an ADJACENT road to another such Open Ground hex since, per A10.531, those two hexes would be considered non-Open Ground due to their being beyond the 6-2-8's Normal Range?

A. No. The 6-2-8's Normal Range is irrelevant to the determination of whether or not those hexes are Open Ground. {27/3}

A10.532 May a MTR Interdict using Spotted Fire?

A. No. {92}

A10.532 If a unit's/weapon's FP was halved in the preceding AFPh, does this prohibit it from Interdicting?

A. No, such halving does not carry over into the RtPh. {92}

● **A10.532** May a unit which has per A7.352, 7.353 or 9.11 "lost" its inherent FP until the CCPh (or the end of the Player Turn) still interdict in the RtPh?

A. Yes.

A10.6 & A4.44 SEE PRIOR ENTRY

A10.61 & A10.51 SEE PRIOR ENTRY

A10.62 DESPERATION MORALE: Units also become DM if they start a RtPh in Open Ground in the LOS and Normal Range of a Known enemy unit. {p. K20}

A10.64 If a squad's Rally DR is an "Original 12", can that DR (given sufficient negative DRM) still rally the surviving HS?

A. No—an Original 12 DR never rallies a unit. {92}

A10.71 May a leader who is rallied by another leader then attempt to rally others in that same RtPh?

A. Yes. {95w}

A10.72 & A7.53-.531 SEE PRIOR ENTRY

A10.8 & A1.32 SEE PRIOR ENTRY

A11.14 If two SMC combine their inherent FP (without a MMC) in CC, do they automatically defend together as

a single stack? Or can their opponents single out one of them for an individual CC attack?

A. They defend together as a single stack. {22/5}

A11.14 & A18.12 If a MMC both attacks and is attacked in simultaneous CC, and in its own CC attack it rolls an "Original 2" and creates a leader, what effect does that leader have on those two CC attacks?

A. Unless one or both sides Withdraw(s) due to Infiltration (A11.22), both attacks must be resolved using both of the same Original DR *and* the new leader's Inherent FP/leadership just as if he had been present all along. Note that if the "2" DR that allowed leader creation was made for > one MMC engaging in a combined attack, Random Selection must be used to determine which MMC that leader will defend with. {92}

A11.14 If ≥ two SMC attack/Withdraw together, must they defend together?

A. Yes. {95w}

A11.141 May a leader direct the CC attack of ≥ one other SMC only?

A. Yes. {95w}

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. {90}

A11.15 If a concealed unit in a Melee Location loses its "?", is it immediately in Melee?

A. Yes, after resolving all effects of the action that caused it to lose its "?". {92}

A11.16 Does a Disrupted unit in Melee remain in Melee or is it eliminated for Failure to Rout?

A. It is eliminated for Failure to Rout if still Disrupted and in Melee at the end of that CCPh. {92}

A11.17 If a Stealthy unit (regardless of type or nationality) loses Good Order status, is it still stealthy?

A. No (i.e., not until it is in Good Order again). {93a}

A11.18, A15.4 & E1.53 BERSERK: A berserk unit is always Lax (even in daytime) but is not subject to Straying. {E1.533 p.E3}

A11.2, A11.22 & A19.12 May a Disrupted unit attempt to Withdraw from CC/Melee?

A. No. {92}

A11.31 & C13.7 Can a player make his ATMM availability dr *before* deciding the order of his CC attacks versus a vehicle?

A. No. {90}

A11.4 & A15.432 If a Russian Berserk MMC enters into CC in an enemy-occupied building Location during its MPh, can Russian units who advance into the CC Location that same Player Turn cause an Ambush to possibly occur (since they are *not* reinforcing a Melee)?

A. Yes. {22/5}

A11.4 AMBUSH: ...whenever a hidden unit is placed onboard as per A11.19, an Ambush can occur. {G.4 p.G1}

A11.41 If a force qualifies for an Ambush, can part of the force decline CC (by Ambush Withdrawal), while part of the force attacks the enemy units in CC?

A. Yes. {22/5}

A11.41 Can't Ambush Withdrawal be made to another Location within the CC hex that is Accessible?

A. Yes. {90}

A11.41 & 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). {90}

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). {90}

A11.622 May a unit being attacked by a Nahverteidigungswaffe claim a TEM?

A. No. {93b}

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 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. {90}

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. {90}

A12.11 May a concealed stack comprising a "?", MMG and MMC split into two concealed stacks, one containing the MMG and the other the MMC?

A. No—an unpossessed SW cannot gain/retain a Concealment counter. {93a}

A12.11 May a Dummy stack comprising three "?" be split into two stacks of two "?" each? If yes, what hap-

pens when they recombine into one stack?

A. Yes. One stack loses one of its "?". {93a}

A12.12 When one side begins with all its forces offboard, the opponent may conceal all his onboard units. In this situation, may he place a "?" on an already-concealed units (including a Dummy stack)?

A. No. {90}

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 drm?

A. The Gun/Horse's. However, if the Infantry is Stealthy or Lax, that drm would apply as well. {90}

A12.12 If a player's OB contains a number of "?", may he place ≥ one of them *beneath* a Personnel/vehicle unit during his setup?

A. No. {93b}

A12.12-.121, A12.2, B13.31 & B14.6 Is a vehicle that sets up in a woods-road (or orchard-road) hex considered to be in Concealment Terrain?

A. Yes, for the purposes of placing OB-designated "?" (A12.12) and of using SSR-allowed HIP—but thereafter it is considered to be on the road (B13.31) and thus in Open Ground to a clear LOS traced to it along the road. {95w}

A12.122 & A12.12 SEE PRIOR ENTRY

A12.14 Can a Sniper attack cause loss of concealment to all units in its target Location or just to the unit(s) actually attacked therein?

A. To the unit(s) actually attacked, and to any that break due to a LLMC caused by that sniper attack. {25/6}

A12.14 This rule says that a player may remove any concealment from a friendly unit(s) at any *time*. In this context, would it be legal for him to reveal a hidden unit in order to "draw off" a sniper attack that otherwise would have occurred vs. some other unit?

A. No. A unit may not be voluntarily revealed in the time between when a Target Hex DR (A14.2) is made and the Sniper counter is relocated. {91}

A12.14 For the purposes of "?" loss, is a concealed unit moving/advancing from one rowhouse hex to another via "rowhouse bypass" (B23.71) considered to be in Open Ground at the vertex?

A. Yes, via a clear LOS to that vertex. {95w}

A12.141 Is dropping a SW or taking a NTC to detonate a Set DC a concealment-loss activity? Is Placing a DC (or attempting to place SMOKE grenades) a "?"-loss activity even if the unit is using Assault Movement?

A. No. Yes. {95w}

A12.15 & A15.431 Suppose an Infantry unit attempts to enter a Location containing a hidden enemy unit and is therefore returned to the previously occupied hex, but then goes berserk during Defensive First Fire. Can it then charge back into the previously hidden unit's hex during its MPh?

A. Yes—as long as the unit is subject to Defensive First Fire it has not ended its MPh, so it can become berserk in the hex it was returned to and consequently continue movement with any remaining MF. {91}

A12.15 In a night scenario, would zero NVR affect detection?

A. Only in that whenever the moving ATTACKER's NVR is zero (regardless of the concealed DEFENDER's NVR), that ATTACKER unit/stack would not be returned to its just-exited Location—thus making it vulnerable to TPBF from that DEFENDER unit/stack. If attacked by the DEFENDER in the latter's Location, that ATTACKER unit/stack cannot leave that Location in the current MPh (unless the unit was with a CC counter). {93b}

A12.151 & B23.922 If a unit/stack is forced by Detection to return to the hex it was attempting to exit, but cannot end its MPh in this hex (e.g., because it had Bypassed a Fortified building therein that contains a hidden/concealed enemy squad), what happens to it?

A. It is considered to be in Bypass (on the *last* hexside it Bypassed along) in the hex it is returned to, and is there subject to Defensive-First/Residual-FP/mines, etc. (if any) in the normal manner—after which Detection applies again, forcing it back yet another hex. {95w}

A12.152 May a unit *in* an A-P minefield Location conduct a Search?

A. Yes, but the presence of the minefield allows the DEFENDER to make a Casualty dr (A12.154). {25/2}

A12.152 May a unit Search its own hex?

A. A Search automatically includes its own hex. Moreover, the Searcher's hex cannot be counted as a hex that may not be Searched. {26/1}

A12.152 Can Searching reveal tunnel entrances?

A. No. {26/5}

A12.152 & O6.1 If a building hex with a *RB* cellar is Searched from ground level, is that *RB* cellar Location considered Searched too?

A. Yes. {93a}

A12.153 Are units attempting to Mop Up a building required to be within two hexes of any completely rubbled hexes of the building? Of any Blaze hexes of the building?

A. No. No. {22/5} {Originally listed as A12.53, but there is no rule A12.53.}

A12.154 If a leader applies his leadership factor to a Search, is he vulnerable to the effects of a Search Casu-

alty should the Search reveal a Concealed unit?

A. Yes. {25/6}

A12.154 If more than one Searched Location contains anything that can cause Search casualties, is one Search Casualty dr made for *each* such Location?

A. No; only one such dr can be made per Search dr. {92}

A12.2 If a Location containing a concealed AFV in LOS of a Good Order enemy ground unit is subjected to a non-ordnance attack that results in at least a PTC on the IFT, does the AFV lose its "?"?

A. Only if the attack is OBA, and/or if the AFV is CE. {26/5}

A12.2 & A12.11 SEE PRIOR ENTRY

A12.2, A12.12-.121, B13.31 & B14.6 SEE PRIOR ENTRY

A12.2 If a concealed vehicle becomes abandoned, may it retain (or later regain) concealment?

A. It may retain its "?" (if otherwise allowed to), but once unconcealed cannot regain a "?" while abandoned. {95w}

A12.33 & B9.21 Since LOS is reciprocal, B9.21 seems to imply that a hidden entrenchment directly behind a wall/hedge cannot be seen across that wall/hedge by a non-adjacent, same-level unit. Is this correct?

A. No—the required LOS to the entrenchment's Location is all that is necessary to reveal it. {93b}

A13.3 & A4.12 SEE PRIOR ENTRY

A13.31 May Infantry mount a Horse counter that has already moved during that MPh?

A. No. {91}

A13.7 May broken Infantry "lead" horses during the RtPh?

A. No. {95w}

● **A14.1** For SAN purposes, which Player makes MC/TC/Entrenchment DR for prisoners?

A. No Player is considered to control the prisoners, and no Sniper Activation will occur.

A14.2 If some/all of the possible targets of a sniper attack in a Location are concealed, how does the sniper player determine its target(s)?

A. First, if the eligible possible targets include both concealed *and* unconcealed units, treat the concealed stack as *one* possible target (regardless of how many units it actually contains) for Random Selection purposes. Then, *if (or whenever)* a concealed stack is chosen as the sniper's target, the sniper player's opponent must declare the number (only) of eligible possible targets the stack contains. If it contains none (i.e., is a Dummy stack), it is automatically eliminated (14.3). If it contains one, that unit is attacked. If it contains two or more, the sniper player rolls for Random Selection accordingly. {92}

A14.21 If two building hexes/Location of the same wooden or stone construction type are equidistant possible sniper targets but, unknown to the sniper player, one of them is Fortified, can/must the opponent declare that Fortified status to increase its TEM?

A. He *may* do so. {92}

A14.22 & A15.42 Since Berserk units can't be pinned or broken, are they still eligible targets for Sniper attacks?

A. Yes—they will ignore pin results, but if broken they will suffer Casualty Reduction instead. {91}

A15.2 & A20.54 If a hero or an unarmed MMC enters a Frigid Water Obstacle without a bridge, would this cause it to suffer Casualty Reduction since such units never break?

A. Yes. {25/6}

A15.2 May a Hero rout with broken troops?

A. Only if it is also a leader. {91}

A15.2 This rule says a hero *never* goes berserk. Rule A15.41 says that when a leader goes berserk he must attempt to change *any* friendly units in his Location to berserk status; and A25.223 says that if a Commissar goes berserk, *all* friendly Infantry in the same Location automatically becomes berserk. Can any type of leader who goes berserk cause a hero to become berserk?

A. No. Nor can they cause any other unit (including inherent and Temporary crews) that is immune to Heat of Battle to go berserk. {91}

A15.2 & A17.11 If an already wounded Hero fails a MC, is he eliminated or only wounded again?

A. He is eliminated. {91}

A15.2 If a pinned unit creates (or becomes) a Hero, is that Hero pinned?

A. No. {92}

A15.2 If a broken leader becomes Heroic, does he automatically rally too?

A. Yes—a Hero can never be broken. {95w}

A15.21 & A18.2 If a hero/leader is created from a Fanatic unit, is that SMC Fanatic too?

A. Yes. None, however, that a Heat of Battle DR that results in both the Battle Hardening of, *and* the creation of a hero from, a non-Fanatic MMC does *not* create a Fanatic hero (because the hero was not created from a Fanatic unit; rather, the Fanaticism and Hero Creation occurred simultaneously). {95w}

● **A15.22 & A17.2** Does the A15.22 penalty (being Pinned if wounded during its MPh after having expended > 3 MF) apply to non-Heroic SMC?

A. Yes.

A15.23 Does a hero using a SW that normally requires two men to operate fire it at full FP (aside from PBF, Long Range, etc.)? If yes, could he instead opt to fire it using Area Fire and the -1 Heroic DRM but *not* the extra +1 DRM?

A. Yes. No. {95w}

A15.24 Can the -1 Heroic DRM be used to modify a FT/DC attack?

A. No. {92}

A15.24 & A7.531 SEE PRIOR ENTRY

A15.3 According to this rule, a Finnish First-Line 6-4-8 that Battle Hardens becomes neither an 8-3-8 nor Fanatic—so what (if anything) happens to it?

A. It does become fanatic. {93a}

A15.3 Does a Russian 4-2-6 Battle Harden to a 4-4-7 or a 5-2-7? Does a Russian 2-2-7 HS Battle Harden to a - 2-4-8 or to a 3-2-8?

A. To a 5-2-7 (since the 2-2-6 HS of a 4-2-6 Battle Hardens to the 2-2-7 HS of the 5-2-7). To a 3-2-8. {93b}

A15.4, A11.18 & E1.53: SEE PRIOR ENTRY

A15.41 A 9-2, 8-1 and 4-6-7 are in the same Location, and the 8-1 becomes berserk. What happens to the other units?

A. The 9-2 must take his NTC next, using the berserk leader's -1 DRM (but not his own -2 DRM; A10.7). If the 9-2 becomes berserk, the squad then takes its NTC using his -2 DRM. If he does not become berserk, the squad still takes its NTC but is subject to the DRM of the 8-1 only. {25/2}

A15.42 & A17.3 Rule A15.42 states that a berserk unit's Morale Level is never lowered for any cause; A17.3 says that a wounded SMC has his Morale Level lowered by one. Does a berserk, wounded leader have a Morale of 10 or 9?

A. 10. {25/6}

A15.42 & A14.22 SEE PRIOR ENTRY

A15.42 Regarding the last sentence of this rule, may a Good Order leader direct the IFT attack of a berserk unit? Even if the latter is part of a same-Location FG containing a Good order unit?

A. No to both. {92}

A15.42 May a Good Order leader apply his leadership drm to an Ambush dr in conjunction with a berserk unit? Even if another Good Order friendly unit is part of that Ambush attempt?

A. No to both. {92}

A15.42 May a Good Order leader apply his leadership DRM to a CC attack made in conjunction with a berserk unit? Even if another Good Order friendly unit participates in that attack?

A. No to both. {92}

A15.43 If a berserk wounded leader and a friendly berserk MMC begin their MPh in the same Location, must they move together as a combined stack even though the wounded leader has only 3 MF?

A. No. {22/5}

A15.43 & A4.63 SEE PRIOR ENTRY

A15.431 & A12.15 SEE PRIOR ENTRY

A15.431 If a berserk unit is already in Melee at the start of a friendly MPh, must it at that time drop all excess SW it possesses?

A. No. {92}

A15.432 & A11.4 SEE PRIOR ENTRY

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. {90}

A15.5 If a unit is subject to No Quarter (and therefore will not surrender via the RtPh method), what happens if it rolls a Heat of Battle surrender result?

A. It becomes berserk. {91}

A16 & A5.5 SEE PRIOR ENTRY

A16.2 Does the DRM for "Unopposed Armor or Air Support" apply if the AFV/aircraft in question is under Recall?

A. No. {95w}

A17.11 & A15.2 SEE PRIOR ENTRY

● **A17.2 & A15.22** SEE PRIOR ENTRY

A17.3 & A15.42 SEE PRIOR ENTRY

A18.12 & A11.14 SEE PRIOR ENTRY

A18.2 & A25.22 May an 8-0 or 8-1 generated by Leader Creation be changed for a Commissar?

A. No. {91}

A18.2 & A15.21 SEE PRIOR ENTRY

A19.12-.13 If a Finnish 8-0 leader suffers Replacement, is it replaced by a German 7-0?

A. No; it becomes disrupted. {89}

A19.12, A11.2 & A11.22 SEE PRIOR ENTRY

A19.12 If a Disrupted Infantry unit is in/ADJACENT-to both enemy Infantry/Cavalry and an enemy vehicle, does it still surrender? Can a Disrupted unit surrender while in Melee?

A. Yes, to both. {22/5}

A. Yes—unless in Melee. No. {92}

A19.13 & A10.31 SEE PRIOR ENTRY

A19.13 & A25.61 Is an Italian 4-4-7 Replaced by a 3-4-7 or by a 3-4-6? Is an Italian 2-4-7 HS Replaced by a 1-3-7 or a 1-3-6?

A. By a 3-4-6. By a 1-3-6. {93b}

A19.131 What happens to a squad with underlined morale and a 5 ELR if it rolls an "Original 12" IFT DR while afflicted by Ammunition Shortage?

A. It is Replaced by its two unbroken HS. {92}

A19.131 If a lone MMC on a side suffering from Ammunition Shortage attacks with only a non-captured SW and rolls an Original 12 IFT DR, does the MMC itself suffer Replacement?

A. No—only the SW is affected (i.e., eliminated). {93b}

A20.21 If during its RtPh a broken Infantry unit is ADJACENT to a Known, Good Order and armed enemy Infantry/Cavalry but for any reason is unable to rout away from it, does the broken unit surrender or is it eliminated for Failure to Rout? Assume that No Quarter is not in effect.

A. It surrenders. {93a}

A20.21 When a stack of units must surrender during the RtPh, do they do so simultaneously or one at a time?

A. Simultaneously, and they must be accepted or rejected as a stack. {93b}

A20.3 If No Quarter is in effect and a broken unit *must* rout but cannot, may the opponent opt to accept it in surrender?

A. No—it is eliminated for Failure to Rout. {95w}

A20.5 If a Guard forces a prisoner to attempt Entrenchment or to clear rubble/Flame/roadblock, is the Guard automatically considered to be TI? Is the Guard automatically considered to be using Hazardous Movement if it is forcing the prisoner to attempt to clear rubble/roadblock? Does the Guard have to expend MF to force a prisoner to attempt rubble clearance?

A. Yes. Yes. Yes. {22/5}

A20.5 If a crew is captured, an unarmed HS counter is substituted for it. However, doing so makes it impossible to tell whether the unit is worth one or two VP. Should an unarmed HS counter's ID be noted on a side record if it represents a crew?

A. Yes. {92}

A20.54 & A15.2 SEE PRIOR ENTRY

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. {90}

A20.551 If an unarmed unit attacks in CC and its target survives the attack but a different enemy unit is eliminated in that same CC (by another attacker), is the unarmed unit immediately rearmed?

A. Yes, provided no other enemy unit is in that Location. {89}

A21. CAPTURED EQUIPMENT: [See F.9 p.F2⁰ for U.S./British/Free-French applications/exemptions.]

A22.34 & A22.612 For a FT/MOL attack vs an armored target, does "?/CX/SMOKE/Hindrance/TEM/AFPh use affect the TK DR?

A. No. {95w}

A22.4 & A7.301 SEE PRIOR ENTRY

A22.611 & A7.353 SEE PRIOR ENTRY

A22.612 Is a MOL TK attempt negated if the Original colored dr of the TK DR is a "6"?

A. Yes—and the A22.611 effects if the "6" dr apply too. {93a}

A22.612 & A22.34 SEE PRIOR ENTRY

● **A22.612** Does the -2 reduction to the basic TK# for MOL vs. a Moving/Motion vehicle apply to a Stopped vehicle that qualifies as a Moving Target per C.8? To a Non-Stopped vehicle that is not a Moving Target?

A. Yes. No.

A23.1 When a DC detonates in a hex, does it attack its hex or its Location?

A. Its Location. {92}

A23.3 If a placed DC is detonated, does the TEM of a wall hexside in the target Location affect the attack?

A. No. {22/5}

A23.3 & A8.15 SEE PRIOR ENTRY

A23.4 If a unit operably Places a DC, and *then* declares Double Time to gain one MF, does the +1 CX DRM still apply to the DC's attack? If a DC is openly placed on a concealed target, but that target loses its "?" prior to the DC's detonation, is the DC attack still resolved as Area Fire?

A. No. Yes. {91}

A23.4 & C7.346 If a CX unit Places/Throws a DC versus an AFV, does the +1 CX DRM apply to the DC's Position or TK DR?

A. To the Position DR only. {93a}

A23.6 If a DC is thrown across a wall hexside, can the wall's TEM affect the DR of the attack on the target Location?...of the Thrower's Location?

A. Yes, to both. {22/5}

A23.6 May a DC be Thrown from an upper building level to the in-LOS, ground level Location of an adjacent hex? Can either/both Effects DR for a Thrown DC cause its malfunction?

A. Yes. No—only the first such DR. {93b}

● **A23.6** May a unit Throw a DC into an upper-level Location of an adjacent building hex? Across a cliff hexside to a higher Location?

A. Only if ADJACENT. No.

A23.7 Assume a squad, assisted by a leader, Sets a DC. Is that leader qualified to detonate it? If that squad later Deploys, will both of its HS be qualified to detonate it?

A. No. No—when the squad Deploys, record on side record the ID of one of the HS that retains the ability. {92}

A23.7 Is the FP of a Set DC halved versus a concealed unit?

A. Yes. {92}

A23.7 May a Set DC be detonated during the opponent's MPh? If yes, does it leave Residual FP?

A. Yes, versus a moving target (A8.1). Yes—12 FP. {95w}

A23.71 How does a Set DC (not in a bridge Location) affect an AFV?

A. It doesn't affect the AFV itself, but does attack any Vulnerable PRC in/on it. Otherwise, it can affect the AFV only via Rubble-creation. {90}

A24.1 & B20.93-.94 Since SMOKE grenades may be placed into (and a FG may be formed with a unit in) an ADJACENT Location, may a squad on a Wire counter or in Crest status place SMOKE grenades into—or form a FG with a unit in—an adjacent hex?

A. Yes, if a unit under that wire or IN that Depression could advance into that adjacent (actually thus ADJACENT) hex. {93b}

A24.3 Does this rule's prohibition on pre-'44 use of WP by the British apply only to grenades or to all WP ammo?

A. Only to grenades. {93a}

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. {90}

A24.31, A8.1, C3.33 & C3.4 SEE PRIOR ENTRY

A24.4 Is conventional smoke in a -1 level a level 2 LOS Hindrance?

A. No, level 1 (i.e. two levels above level -1). {22/5}

A24.4 Does "Level 2" (as printed on the counter) Smoke placed at Level 0 rise (i.e., up to but excluding Level 2, or through Level 2 (i.e., up to but excluding Level 3)?

A. Up to but excluding Level 2. {93a}

A24.4 Since, as part of the A24.4 Q&A in the Annual '93a Debriefing, Smoke placed at Level 0 rises up to but not through Level 2, would a LOS traced from Level 2 to < Level 2 be affected by Smoke placed at Level 0 in that Level 2 unit's hex? If yes, would that unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?

A. Yes. No. {93b}

A24.61 If an Original SMOKE source is on a level 4 hill hex and it drifts due to a mild breeze, to a level 1 hex, is the drifting gray SMOKE a levels 2 and 3 LOS Hindrance? A level 4 LOS Hindrance? A levels 5 and 6 LOS Hindrance?

A. No. Yes. Yes. {22/5}

A25.22 & A18.2 SEE PRIOR ENTRY

A25.222 Is a Commissar immune to DM when attempting Self-Rally?

A. No, a leader cannot affect his own performance (A10.7). {89}

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 units. Once he has expended all his MF (or has become broken or entered an enemy occupied hex) and undergoes all ensuing Defensive First Fire, his MPh ends just as would any other participant's in the same situation. {90}

A25.23 Can a Human Wave be declared on the basis of having a LOS only to an enemy concealed stack?

A. Yes—a concealed/Dummy stack is still an enemy "unit". {91}

A25.23 Although an already-pinned unit cannot move, may it be declared part of a Human Wave in order to help satisfy the "multiple MMC per hex" prerequisite for such an attack?

A. No. {91}

A25.23 Must the multiple MMC and the leader mentioned in the first sentence be Infantry?

A. Yes. {95w}

A25.231 May a Human Wave participant declare a Dash (A4.63) or attempt to place SMOKE (A24.1)?

A. No to both. {90}

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 increase 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. [90]

A25.231 Does a Human Wave's morale-increase affect units of that Human Wave for the entire turn?

A. Yes, provided they remain in Good Order. [92]

A25.5 FREE FRENCH: (See F.8-F.9)

A25.52 & C1.211 FREE FRENCH: Free French OBA (including Accuracy and Draw Pile) is always treated as if British [EXC: DYO purchase; F.8D]. [F.8 p.F2^o]

A25.61 & A19.13 SEE PRIOR ENTRY

A26.12 Does "which can be verified only by..." mean that a side must Mop-Up/occupy all Locations of a building (thus proving that no enemy unit exists therein) before it can claim Control of the building?

A. No—this statement is just a "hint on play", telling you how to verify sole occupation should you wish to. [93b]

● A26.12 & B23.71 Is each hex of a Rowhouse also considered a separate building for Control purposes?

A. No.

A26.21 If captured Personnel/equipment count as double their normal VP only at the end of play, what is their value during play?

A. They count as their normal VP value during play. For example, a captured squad is worth two VP during the game (even if Exited); only at the end of play is its value increased to four points. [89]

A26.21 If a Gun has been captured but is currently possessed by neither side, does it still count towards the captor's Casualty VP total during play? And as doubled VP at game end (assuming it has not been recaptured)?

A. Yes to both questions. [91]

A26.21 & D6.82 Is a Carrier HS worth one or two VP when eliminated?

A. Two if it is inherent, or one if in counter form. [92]

B2.4 & B19 GULLIES & SHELLHOLES: Shellholes occur only IN a depression—not at its Crest level. The MF cost to enter a gully-shellhole location is as per B19.4. [O.3A p.O1]

B3.4 & B24.121 ROAD NEGATING TERRAIN: Infantry may not claim the extra-MF road bonus during a MPh in which they expend extra MF to derive protection of shellholes/woods—nor may they claim it if they choose the non-Open Ground cover of an orchard in preference to the Open Ground of a road. A road covered by rubble/debris is treated as non-existent [EXC: for Street Fighting (A11.8) purposes; if Cleared (B24.71)]. Therefore, Dash (A4.63), road bonus (B3.4) and the 1/2-MP road rate are not allowed in a road hex covered by rubble or debris except via TB. [O.1 p.O1]

B3.4 If a MMC enters a shellhole hex through a road hexside, can it retain the extra MF for crossing only road hexsides if it enters the shellhole hex by expending 2MF (in order to gain the shellhole's terrain benefits)? By expending only 1MF?

A. No. Yes. Note too that the extra MF is also negated if the unit enters SMOKE/Deep-Snow/woods as it moves on the road. [89]

B6.2 How is a non-pontoon Bridge counter treated for LOS purposes?

A. As per B6.2, but each such counter is also Inherent Terrain (B.6) [EXC: a LOS into/through its hex does not incur the bridge Hindrance/TEM if it crosses only the road hexside(s) (exclusive of vertices) of that hex]. In addition, all non-pontoon Bridge counters and printed bridges are one-and-a-half level LOS Hindrances rising from one level < that of the bridge Location [EXC: no bridge Hinders LOS drawn either along the bridge's road depiction or from end to end to Locations that are lower than the bridge's Location; no LOS exists from a bridge Location to any other Location beneath that bridge, even if that bridge is multi-hex in length]. [92]

B6.33 & B6.45 Is an underwater pontoon bridge's +2 TEM (for purposes of bridge destruction) in addition to its having a +1 TEM for being a pontoon bridge—a cumulative +3 TEM?

A. No, +2 cumulative. [89]

B6.44 Can a bicycle be ridden onto/across a foot bridge?

A. No. [89]

B6.45 & B6.33 SEE PRIOR ENTRY

B7.4 & A4.63 SEE PRIOR ENTRY

B8.4 & A11.81 SEE PRIOR ENTRY

B8.41 The rule states that a unit in a Sewer hex must move during its MPh. But what if the unit is completely surrounded and thus unable to move, is it eliminated?

A. Yes. [89]

B8.41 & A11.15 SEE PRIOR ENTRY

B8.44 & B23.922 SEWERS AND FORTIFIED BUILDINGS: A unit may not exit a sewer to enter a Fortified Building Location if it could not enter that Location from outside the sewer. A sewer Location may never be Overstacked. [0.2 p.O1]

B8.44 If a unit in a sewer Location attacks an enemy unit in an ADJACENT sewer Location, is the PBF also halved for Area Fire?

A. Only during the AFPh—not Final Fire. [89]

B8.6 If a SSR lists one Fortified building Location by hex coordinate (as opposed to merely specifying the capability of Fortifying 2 one building Location), may that Location's Fortified status be traded for a tunnel?

A. No. [93a]

B8.61 & B23.922 TUNNELS & FORTIFIED BUILDINGS: Only a unit of the side that constructed the tunnel may use that tunnel to enter a Fortified Building Location and may do so even if that Location is enemy-occupied. [0.2A p.O1]

B9.21 & A12.33 SEE PRIOR ENTRY

● B9.31 & B9.521 Can an in-hex TEM of zero (e.g., Open Ground, Brush, etc.) be claimed as "applicable TEM to use against incoming fire" instead of the hexside TEM?

A. No.

B9.32 & B23.93 WALL ADVANTAGE & FORTIFIED BUILDINGS: A Gun in a Fortified Building (or Pillbox) Location may never claim Wall Advantage. Its manning Infantry could claim it by first dropping possession of the Gun. Such a Gun can, however, have a LOS to non-adjacent same-level Locations over the wall hexside(s). [0.2B p.O1]

B9.32 May a unit on a bridge claim Wall Advantage?

A. No. [93a]

B9.32 & C13.8 If a unit claiming Wall Advantage in a building hex fires a BAZ/PF/PSK, is it subject to the backblast penalty?

A. Yes, unless it uses the Case C' TH DRM or Opportunity Fire. [93b]

B9.34 Versus Indirect Fire, is moving Infantry claiming a +0 hedge TEM in a hex that is otherwise Open Ground subject to FFMO?

A. Yes [EXC: a mortar whose LOS enters the target hex via a hedge hexside]. [93b]

B9.34 Versus a mortar attack, is moving Infantry claiming a +1 wall TEM in a hex that is otherwise Open Ground subject to FFMO?

A. No (nor would it be subject to RtPh Interdiction in that hex by that mortar), even if the mortar's LOF does not cross the wall hexside; however, FFMO would still apply for "?"-loss purposes vis a vis the mortar firer's LOS (as well as for an Interdiction attempt by that unit possessing the mortar, but not by the mortar itself). [93b]

B9.35 HILLSIDE WALLS & HEDGES: (See F10.-10.3 pp.F11-F12.)

B9.4 If a halftrack or armored car bogs due to crossing a hedge, is it left in the hex it was exiting or the one it was entering?

A. In the hex it was exiting. [95w]

● B9.521 & B9.31 SEE PRIOR ENTRY

● B9.55 Since Bocage is not listed as Concealment Terrain on the Chapter B divider, how does a unit in an Open Ground hex behind Bocage gain concealment?

A. If all enemy LOS crosses (without benefit of Wall Advantage) Bocage hexsides of a unit's hex, that unit is considered out of LOS and in Concealment Terrain, thus automatically gaining concealment at the end of the CCPh (if in Good Order).

B11.21 Given a unit at Level 2 and a Level 1 cliff 5-9 hexes away, does the cliff hexside create one or two Blind Hexes along that unit's LOS to a Level 0 Location?

A. Two. [93b]

B13.31, A12.12-.121, A12.2, & B14.6 SEE PRIOR ENTRY

B13.41 When a fully-tracked AFV on a woods-road moves into the woods portion of the hex, where is the partial-TB placed?

A. From the center dot to either hexside in its current VCA (or "rear" VCA if using Reverse movement). [91]

B13.41 May a fully tracked vehicle expend "all" of its MP to enter woods, thereby obviating use of the extra +3 Bog DRM, even if it ascends across a Crest Line to enter that hex?

A. Only if it declares a Minimum Move. [95w]

B13.421 If a fully-tracked AFV sets up in woods, may it place a TB? If the answer is "No", then if it exits the hex without changing its VCA, must it undergo a Bog DR for "exiting the woods without using a TB"?

A. No to both questions. [91]

B13.4211 If a vehicle in a woods-road hex bogs while attempting to move from the road to the woods portion of that hex, is a partial TB counter placed? Is the bogged vehicle considered to be in the woods or still on the road?

A. No. On the road. [95w]

B13.4212 & B13.43 May Infantry/Cavalry enter woods by using an existing TB in that hex?

A. Yes—the cost for Infantry to do so is ¼/2 MF, while that for Cavalry is 3 MF. [91]

B14.2 Assuming such orchards are in season (or are palm trees), would an LOS from 36CC1 to CC3 or vice-versa be hindered by the CC2 orchard, as per the first sentence of B14.2—or, as per the second sentence of B14.2, would it be blocked by the orchard obstacle in CC2?

A. The orchard would be a LOS hindrance along the Continuous Slope. [93a]

B14.6, A12.12-.121, A12.2, & B13.31 SEE PRIOR ENTRY

B18.43 The rule says that ordnance in the form of a 5/8" counter can enter a graveyard only via a graveyard road hexside. If such ordnance wishes to leave a graveyard hex, must it do so through a graveyard road hexside?

A. No—unless of course it is also entering another graveyard hex. [25/1]

B19. & B24.2 GULLIES & RUBBLE: A combination gully-rubble hex is a LOS obstacle at both its Crest and Depression levels [EXC: rubbled hedge; B6.33)]. A unit IN such a hex must expend four MF to enter Crest status in that hex (B20.91). A Crest unit in such a hex always receives rubble TEM—not entrenchment benefits. All other Crest rules apply unchanged. (O.3 p.O1 & 93a)

B19. & B2.4 SEE PRIOR ENTRY

B19.1 GULLIES: Whenever brush or woods are depicted on both sides of a gully depiction in a gully hex, they are considered part of that gully depiction (thus for example, hindering or blocking LOS along the level -1 gully depiction). (p. K10) [This does not apply in streams; P4.1]

B20.43 If cavalry enters a deep stream, does its horse become CX too?

A. No. [93a]

B20.8 & D4.3 Is an AFV vulnerable to Underbelly Hits as it exits a ford via a non-Depression hexside?

A. Yes. [93b]

B20.92 Does a unit in Crest status receive entrenchment benefits from fire that enters its hex through the vertex of a protected Crest hexside and a non-Crest hexside?

A. Yes. [89]

B20.93-.94 & A24.1 SEE PRIOR ENTRY

B21.6 Is a frozen Water Obstacle treated as Open Ground land? If it is, may Fortifications be placed in it?

A. Yes. Yes, except for entrenchments, pillboxes and hidden mines. [93a]

B23.424 & A7.72 SEE PRIOR ENTRY

B23.71 If an Infantry unit moves directly from one Rowhouse hex to another Rowhouse hex (at ground level), would it be attacked by any mines present at ground level of either hex?

A. Yes, unless moving through a Breach. [89]

● B23.71 & A26.12 SEE PRIOR ENTRY

B23.74 & B23.86 If a rooftop can never be rubbled, is there any way an Interior Factory Location can be rubbled by Indirect Fire or by any attack made from a height ≥ that of the roof?

A. For any such (including Aerial Fire) HE attack versus any playable rooftop, check for rubble as if the rooftop Location were a non-rooftop building Location. If rubble occurs, the building level directly beneath that rooftop Location is considered rubbled (check for falling rubble also). Note that OBA can cause rubble only during the PFPh/DFPh (C1.51). [92]

B23.741 FACTORY TEM/HINDRANCE: Normal building TEM (usually +3) applies to Indirect Fire vs. a non-Rooftop Factory Location (unless Rooftless; O5.45). The extra +1 TEM for a Fortified Factory Location does not apply vs. Indirect Fire. For Sniper Target Selection (A14.21) a unit in a stone Factory is considered to have a +3 TEM (+2 if wooden). Factory Hindrance is a half-level LOS Hindrance. See also O5.4. [O.4A p.O1]

B23.741 & A8.2 SEE PRIOR ENTRY

B23.742 The rule states that a fully-tracked AFV within a non-stairwell Factory Location may exit the building at normal building entrance costs. Are the MPs considered to be expended in the Factory Location it is attempting to exit? Must it also expend MPs to pay for the cost of the hex being entered? Must it also pass a Bog check to exit the hex?

A. Yes, Yes, as per B23.41. Yes. [25/1]

B23.742 FACTORY MOVEMENT: A vehicle that changes its VCA in any Factory Location is subject to Bog. A vehicle that becomes Immobile in a Vehicular-Sized Entrance (O5.2; B23.742) does not negate Entrance benefits. Any unit may use the Open Ground entrance benefits of a Vehicular-Sized Entrance—but only when entering it from outside that Factory and not if that Entrance is Roofless (see O5.42). Such use of OG entrance benefits does not negate that hex's factory TEM. [O.4 p.O1]

B23.742 & B23.8 FACTORY ROOFTOP ACCESS POINTS: Aside from Scaling (B23.424), a Factory Rooftop can be reached from ground level only via a non-rubbled, non-roofless (O5.4) Factory Rooftop Access Point, i.e. a printed stairwell or a Location of the factory that contains a road hexside. A Factory that contains neither of these Rooftop Access points must have at least one such Point designated by SSR if its Rooftop is to be usable. The ground and Rooftop levels of a Factory Rooftop hex are ADJACENT (see entry for "Squad K" in the EX at the top of page O4); intermediate vertical levels do not exist [EXC: for MF-expenditure, LOF, and Residual-FP purposes; see O.4C]. Infantry expend two MF (for a 1 1/2-level Factory) or three MF (for a 2 1/2-level Factory) to ascend to the Rooftop or vice-versa. [O.4B p.O1; see O.4C p.O1 for ATTACK EFFECTS.]

B23.82 ROOFTOPS: A Rooftop Location is Concealment Terrain only for setup purposes. Once the first RPh has been completed B23.82 comes into effect. A Rooftop Location is not considered a building Location for rout and Victory Condition purposes. A Gun may never be Emplaced (C11.2) on a Rooftop. [O.5 p.O1]

B23.86 & B23.74 SEE PRIOR ENTRY

B23.922 & B8.44 SEE PRIOR ENTRY

B23.922 & B8.61 SEE PRIOR ENTRY

B23.922 Are adjacent, unpinned, Good Order opposing squads inside and outside a Fortified building Location considered ADJACENT?

A. Yes, despite the fact that the outside unit could not normally advance into that building Location. [93a]

B23.922 & A12.151 SEE PRIOR ENTRY

B23.922 If a Good Order squad in a Fortified Building Location declares Wall Advantage, may an enemy unit then advance into that building Location?

A. Yes, if the squad is still marked with a Wall Advantage counter. [95w]

B23.9221 What is the MF cost to Place (A23.3) a DC against a Fortified Building? Does it differ if that building Location cannot be entered by the placing unit?

A. The normal two MF for building entry. No. [91]

B23.9221 & O5.33 Does the extra +1 TEM of a Fortified Building Location apply vs a DC Breach attempt?

A. Yes—even if that hexside is a Factory Interior Wall. [95w]

B23.93 & B9.32 SEE PRIOR ENTRY

B24.11 & B25.13 If an Area-Target-Type/OBA attack versus a multi-level building rolls an Original KIA, is each building level checked separately for Rubble/Flame purposes?

A. No—use Random Selection. However, only those levels in the LOS of the firer can be eligible for Random Selection if that attack was made by non-mortar ordnance. [92]

B24.11 & B25.13 For Rubble/Flame determination, does a Gun using the Area Target Type (or OBA using Barrage or Harassing Fire) use the IFT column corresponding to the normal (i.e., reduced) FP for that type of attack?

A. Yes—even if a CH occurs. [95w]

B24.121 & B3.4 SEE PRIOR ENTRY

B24.2 & B19. SEE PRIOR ENTRY

B24.2 If Rubble is in a hex with a wall or hedge hexside, is the wall/hedge movement cost still applicable?

A. Yes. [89]

B24.2 If a building with ≥ one wall/hedge hexside is rubbled, do those wall/hedges still exist?

A. Yes. [95w]

B24.4 RUBBLE & SEWERS: Entrance/exit of a sewer through a rubbled Manhole Location is allowed if the Manhole is in a road hex that can be crossed (not just entered) along the road via a full TB. [O.6 p.O1]

B24.74 If a unit begins its MPh in a known minefield Location, must it expend MPs (making it vulnerable to Residual FP/Defensive First Fire) in order to declare a minefield Clearance attempt in that Location?

A. No. [25/1]

B24.74 If an Infantry unit creates a partial TB to attempt minefield Clearance, may other units freely use that TB?

A. No! The second half of the rule clearly states that only the unit(s) that placed the TB can receive its special benefits. Consider the TB non-existent for all other units. [92]

● B24.74 & B28.44 Can Infantry which has declared a Clearance attempt and entered a Minefield via a partial TB, but which fail to clear the Minefield, later leave the Minefield hex via a non-TB building hexside without being attacked by the Minefield?

A. No.

B24.8 Suppose a squad fails an attempt to accomplish a Task and as a result is placed beneath a Labor (-1 DRM) counter. If the next time it attempts the Task it is joined by a new squad that tries to help it, does the combined attempt still get a -1 DRM? If they fail the combined attempt, are both squads now placed under a Labor (-2 DRM) counter?

A. Yes to both. [91]

B25.12 Does the EC DRM modify the DR used to determine if a FT attack has caused a Flame in a building hex? In a Rubble hex?

A. No. Yes. [89]

B25.12 If a FT's FP is reduced (e.g., by Long Range Fire and/or concealment), is that reduced FP also used for Flame determination purposes?

A. Yes. [95w]

B25.13 & B24.11 SEE PRIOR ENTRY

B25.13 & B24.11 SEE PRIOR ENTRY

B25.15 Can more than one Flame ever exist per Location?

A. Yes (see B24.72 and the B25.7 example). [92]

B25.2 If Heavy Winds are in effect, does a Burning Wreck remain a LOS Hindrance?

A. Yes—since the smoke "has no effect" (B25.6), it cannot replace the Wreck Hindrance DRM. [93b]

B25.4 Why must a berserk/heroic unit die in a Blaze if it is unable to exit the Location prior to the RtPh?

A. If caught in a Blaze during the RtPh, 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 RtPh, such units are vulnerable to Interdiction (as well as minefield/OBA attack) and ATTACKER units must still be moved first. [90]

B26.4 How does wire affect Human Wave movement?

A. Each individual unit/stack that is both in the Human Wave and above a Wire counter makes its own Wire Exit dr and may move beneath the wire if so allowed by that dr, but at the end of that Impulse all units in the Human Wave are considered to have expended the highest MF incurred by any unit therein. Note that, if otherwise allowed, a unit/stack may move onto and beneath a Wire counter, or beneath a Wire Counter and into the next hex along its path of movement, as part of the same Impulse—but in no case may it enter *two* new hexes during the same Impulse. {'91}

B27. ENTRENCHMENTS: A trench (including an A-T Ditch) may not occupy the same Location as a foxhole. {O.8 p.O1}

B27.11 If a squad makes a successful Entrenching Attempt during its PFPh, can a leader who applied his leadership modifier to the attempt DR be immediately placed under the squad's Foxhole counter in that PFPh?

A. Yes. {'90}

● **B27.5** May Infantry cross a Trench/A-T Ditch without actually entering the Trench/A-T Ditch?

A. Yes.

B27.51 TRENCH: Infantry beneath a Trench or Sangar counter may move/rout/advance/Withdraw-from-CC directly into any Accessible, non-Crest-status *lower-elevation* Location without having to first exit to above that trench/Sangar (and vice versa). {See F8.6 p.F11 for further information.}

B27.54 & A8.15 SEE PRIOR ENTRY

B27.54, B28.41, F8.6 & SSR RB6 If a trench hex contains mines, does movement to/from an adjacent trench without first exiting the trench ignore the mines?

A. Yes. {'93b}

B28 MINEFIELDS. [See F.7-F.7C pp.F1⁵¹-F2⁵¹ and F.7B '93b.]

B28.1 How are hidden mines treated for solitaire play?

A. Use double the factors originally provided, but set up all mines onboard reveled. {'93a}

B28.41 & B28.52 When resolving a minefield attack, is a partially armored vehicle treated the same as an AFV whose lowest hull AF is zero?

A. Only if the vehicle has a '0' hull AF, or if both its sides *and* rear are unarmored. {'89}

B28.41 Would Infantry changing Location within an A-P minefield hex undergo a minefield attack in that hex?

A. No. {'90}

B28.41, B27.54, F8.6 & SSR RB6 SEE PRIOR ENTRY

● **B28.44 & B24.74** SEE PRIOR ENTRY

● **B28.5** May AT mines be traded for AP mines?

A. No.

B28.52 & B28.41 SEE PRIOR ENTRY

B30.2 May a pillbox occupant use PPF against a moving enemy unit in an adjacent ground-level Location within the pillbox's CA even though those two units are not ADJACENT?

A. Yes—and the attack would be considered PBF (as would an attack from that adjacent Location versus the pillbox occupant). In addition, if that enemy unit starts the Rt/Fh broken in the same hex, it would also be subject to DM and forced to rout (assuming the pillbox occupant is Known, armed and unbroken). {'93a}

C.4 How is ordnance penalized when firing from terrain in which Area Fire applies (e.g., a LATW firing from marsh or shallow stream)?

A. TH Case K applies. Such use would be cumulative with any application of Case K for firing at a target that is not Known to the firer. {'92}

C1.2 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter or use a radio/field phone?

A. A Guard cannot perform these functions if his US# is < the total US# as his prisoners. {'89}

C1.211 & A25.52 SEE PRIOR ENTRY

C1.22 If Radio Contact is involuntarily lost while the battery's SR is onboard, and Contact is *not* regained in the next PFPh/DFPh, what happens to the SR?

A. It remains onboard in its present hex until otherwise corrected or canceled. {'93a}

C1.23 If a Security Area has been set up for a Field Phone, would an original Random Selection DR of "2" made by the opposing player to see if one of his units in the Security Area cause the Field Phone's line to be cut?

A. Yes. {24/2}

C1.335 *Must* an Observer Correct or Cancel a SR if he has a LOS to its Blast Height but, disregarding SMOKE, not to a Known (to him) enemy unit in a non-Aerial Location in/adjacent-to that SR's hex?

A. No {C1.331; C1.336}. {93a}

C1.51 Assume a rowhouse Location within an FFE Blast Area. If Infantry in that Location exit the hex using "rowhouse bypass" (B23.71), are they attacked by the FFE as they leave the hex? If Infantry enter the rowhouse Location using "rowhouse bypass," are they attacked by the FFE with Open Ground TEM or building TEM?

A. No. Open Ground TEM. {95w}

C1.57 If a unit's LOS crosses a Blast Area of two different HE Concentrations, is the FFE Hindrance DRM to

that LOS +1 or +2? What if the LOS crosses one common hex that is in the Blast Area of two different HE Concentrations?

A. In both cases the FFE Hindrance would be +2. Each HE Concentration/Barrage is a separate Hindrance. {'91}

C1.6 May an Observer use a radio during the PFPh and then during the MPh he moved by the vehicle he occupies? May this be done if he is Inherent in an OP tank?

A. No to both. {'91}

C1.71 May a FFE:1 resolved as Smoke be resolved as WP when it is a FFE:2 (or vice-versa), if the OBA can fire SMOKE?

A. No. {93b}

C1.73 When reconding the location of a Pre-Registered hex, is a LOS from the Observer to that hex required?

A. No. {95w}

C1.82 If a unit breaks due to Bombardment, does it become DM?

A. Yes. {95w}

C1.9 May a rocket OBA module be assigned a Pre-Registered hex, in order to halve its Extent-of-Error dr?

A. Yes. {93b}

C2.2401 If an AFV successfully passes a Motion Attempt dr in the enemy MPh and changes its CA (D2.401) but then becomes involved in a Gun Duel, must it use TH Case A?

A. Yes. {25/2}

C2.29 May an IFE-capable Gun that has exhausted its Multiple ROF use IFE again as Intensive Fire?

A. No; it could only use Sustained Fire, and *only* if also using Subsequent-First/Final-Protective Fire or Final Fire (since the use of Sustained Fire is permitted only to a DEFENDER MG/IFE-Gun and only during the MPh/DFPh). {92}

C3.33, A8.1, A24.31 & C3.4 SEE PRIOR ENTRY

C3.73 If HE achieves a CH versus terrain that can be set-Ablaze/Rubbled, is the attack's doubled-FP IFT column used to determine if the Original IFT DR is a KIA for Rubble/Flame purposes?

A. No—the non-CH FP column is used. {93a}

C3.74 & A7.301 SEE PRIOR ENTRY

C3.8 May a Gun that, as per a pertinent Vehicle/Ordnance Note, is allowed to make ≥ two TK DR per hit also able to achieve Multiple Hits?

A. No, regardless of whether or not its TH DR was made versus an armored target. {93a}

C4.1-3 Do these rules also apply to MTR and INF type SW?

A. Yes—and to 20mm ATR as well. {'95w}

C5.11 & D3.51 If an AFV in a rubble/building/woods hex fires a Gun as Bounding First Fire and that Gun retains its Multiple ROF, then I believe (as an EXC to C5.11) that the Gun would not have its CA fixed for further Bounding Fire in the same phase (i.e., the AFV could expend MP to change the Gun's CA in the same hex and fire it again from the new CA). Am I correct?

A. Yes. {24/2}

C5.35 MOTION FIRER: No Gun counter—regardless of nationality—may use Motion Fire while being carried en portee. {p.H127}

C5.6 May a vehicular-mounted MG/ATR/light-MTR use Intensive Fire?

A. Yes, if it is MA. Such a weapon is considered a Gun {C2.1}. {93a}

C5.6 May an ATTACKER/DEFENDER (vehicular) Gun use Intensive Fire during the MPh?

A. Yes, unless otherwise prohibited. {93b}

C6.42 Can the Crest level of a Depression hex be Bore Sighted by a Gun which does not have LOS INTO the Depression? And if a Gun has LOS INTO a Depression and it Bore Sights the hex, does its Bore Sighting DRM apply simultaneously to both the Crest and non-Crest levels of that hex?

A. Yes. Yes. {24/2}

C6.43 Does a Bore-Sighted weapon that enters or exits an entrenchment retain its Bore-Sighting if it otherwise remains in the same Location?

A. No—nor could it if it changed Crest status, became dm and/or was loaded/hooked/packed onto some form of conveyance in its Location. {'92}

C6.5 If an AFV that currently has an Acquired Target is attacked in CC by another unit, can the acquisition be retained? Can an AFV decline to attack back in CC with its CMG just to preserve Acquisition?

A. No. No. {24/2}

C6.5 If Infantry in the APh moves out of the CA of a Gun that has acquired it, but is still in the Gun's LOS, is the acquisition lost or can the CA be changed to retain it?

A. Nothing requires the CA to change—the target remains acquired as long as it is in LOS, but the Acquisition DRM will negate part of the Case A DRM when the CA does change. {24/2}

C7.31 The 57* AP Basic TK# is "8". {p.H92}

C7.31 The 120* AP Basic TK# is "13". {p.H96}

C7.31 The 150* AP Basic TK# is "17". {p.H96}

C7.31 The 120L AP Basic TK# is "27". {p.H97}

C7.31 The 140L AP Basic TK# is "32". {p.H96}

C7.32 On the APCR/APDS TK Table, what is the Basic TK number for a Russian 76LL?

A. 18. {91}

C7.33 57mm HEAT has a Basic TK# of "11". {p.H43}

C7.33 65mm HEAT has a Basic TK# of "11". {p. H86}

C7.33 70mm HEAT has a Basic TK# of "12". {p.H96}

C7.33 100mm HEAT has a Basic TK# of "14". {p.H86.}

● **C7.34** HE & FLAME TK TABLE. Does an AFV FT suffer any modifiers to its basic TK# for being Motion/Non-Stopped?

A. No.

C7.346 & A23.4 If a CX unit Places/Throws a DC versus an AFV, does the +1 CX DRM apply to the DC's Position or TK DR?

A. To the Position DR only. {93a}

C7.346 When attacking a partially armored AFV with a DC, is it necessary to make a DC Position DR?

A. Yes. {91}

C8.2 How is C8.2 'elite' status determined for the purpose of higher ordnance Depletion Numbers?

A. An armed-vehicle/weapon in a printed scenario is considered "elite" for this purpose only if the historical formation to which it belongs is either SS or Russian Guards; otherwise it must be specified as "elite" by SSR. For a DYO scenario it is considered 'elite' only if the Majority Squad Type of its side's total OB is Elite. Note that such an armed-vehicle/weapon would have all of its Depletion Numbers—not just those for APCR/APDS—raised by one. Note too that such "elite" status would apply to any applicable armed-vehicle/weapon with ≥ one Depletable ammo type (i.e., not just to AFVs). {92}

C8.31 Can HEAT potentially cause rubble regardless of its Caliber Size?

A. Yes, even if fired by a SCW (i.e., the 70+ mm restriction of B24.11 does not apply to HEAT). {92}

C8.31 & C13.24 May an ATR use the Infantry Target Type to attack Infantry using AP HE equivalent? Could it thus achieve a CH?

A. Only if it is a 20L (i.e., 20 mm) ATR. {93a}

C8.4 & A9.5 SEE PRIOR ENTRY

C8.6 Within the restrictions of C8.6, can WP be fired at a moving enemy unit during the enemy MPh? If yes, would only the moving unit(s) in the target Location be to the NMC?

A. Yes to both. However, the WP would still have to be fired before any non-SMOKE ammo in that phase. {'92}

C8.9 & D3.71 If a Gun with a circled B# attempting to fire Special Ammunition makes a TH DR that is > that ammo type's Depletion # and ≥ that B#, is the shot (as per C8.9) assumed to not have occurred, or (as per D3.71) is a Low Ammo counter placed on the Gun?

A. The shot is assumed to have occurred, *and* a Low Ammo counter is placed; i.e., such a shot counts for both Malfunction and Low Ammo purposes. {93a}

C9.3 If a MTR has a Spotter, can it fire at units that are in its manning unit's LOS but not in its Spotter's LOS?

A. Yes. {24/2}

C9.3 & C1.2 SEE PRIOR ENTRY

● **C9.3** May a leader in the same Location as a SW mortar using Spotted Fire modify that mortar's TH DR? May a leader that is Spotting or that is stacked with a Spotter?

A. Yes. No.

C10.1 May a unit attempt to repair a hooked-up Gun?

A. No. {92}

C10.11-.12 May a unit change a Gun's CA as it unhooks the Gun?

A. Yes, and its CA may also be changed as part of the hooking-up procedure. {'91}

C10.111 If Infantry (i.e., not unloading Personnel) wish to unhook a Gun from a vehicle, must they first Recover the Gun?

A. Yes; however, a Gun (or dm SW counter) carried in the vehicle (e.g., a 76-107 mm MTR; C10.1) can be unloaded only by a Passenger as per the last sentence of D6.5. {93a}

C10.3 In determining the Manhandling DRM based on TEM, if a Gun is pushed across a wall hexside via a road that goes through a break in the wall, is there still a +2 wall TEM Manhandling DRM? If a Gun is pushed into a non-pontoon bridge hex via a road hexside, is there still a +1 Manhandling DRM based on the bridge's TEM?

A. No. No. {24/2}

C10.3 If a unit successfully pushes a Gun into a new hex, may it also change the Gun's CA in the new hex? May it change the CA if it fails to push the Gun?

A. Yes. No. {25/2}

● **C10.3 & E5.2** What is the C10.3 "+Y" DRM for Manhandling a boat into marsh (B16.4) or a fordable Water Obstacle (B21.41)?

A. Just like a Gun, a boat may not be Manhandled into such terrain, although one could of course be Beached in such terrain (if the marsh were flooded) in the normal manner. [This supersedes the prior answer to this question in the '95w Annual.]

C10.41 TRAILERS: A trailer, regardless of type/towing-vehicle, never leaves a wreck when it is destroyed. {p. H59}

C11.2 May a Gun that is set up manned by a

squad/HS/SMC be Emplaced? May a squad/HS/SMC manning an already-Emplaced Gun claim Emplacement TEM?

A. No. No for the squad, but yes otherwise. {93a}

C11.4 If Infantry manning a Gun, and ≥ one other Infantry unit in the Gun's Location, are hit by an ordnance/OBA attack that causes a K or KIA result, does the Gun automatically receive a Direct Hit?

A. No—use Random Selection to determine the recipient(s) of the K/KIA. {95w}

C11.51 If the FP of a FG attacking a Gun includes both MOL and Small Arms Fire, could a gunshield DRM modify the attack?

A. Yes, but the FG could opt to decline its Small Arms Fire and attack only with the MOL to avoid the gunshield DRM. {24/2}

C12.21 The rule says that leadership DRM never apply when firing a RCL; can't a leader apply his leadership DRM to a RCL attack being made by a MMC in his hex?

A. No. {24/2}

● **C12.24** May a RCL use acquisition in the DFPh against a Stopped vehicle that qualifies as a Moving Target per C8?

A. No, not even if firing at that target again after retaining ROF.

C13.24 & C8.31 SEE PRIOR ENTRY

C13.42 If using a BAZ 45 to fire WP, does the target's TEM apply both to the TH DR and to any resulting WP MC?

A. No—in this case it applies only to the WP MC. {93b}

C13.6 & C13.8 Given the last sentence of C13.6, does C13.8 apply to a PIAT?

A. No. {93b}

C13.7 & A11.31 SEE PRIOR ENTRY

C13.8 & B9.32 SEE PRIOR ENTRY

C13.8 & C13.6 SEE PRIOR ENTRY

C13.8 May a pinned unit use the Case C' TH DRM in order to avoid the backblast attack?

A. No. {93b}

D1.81 BOW MG: In all AFV with a "#x2" multiple-BMG arrangement, both BMG malfunction, and are repaired or disabled, individually. If the player has no appropriate AFV Card, all such occurrences must be noted on a side record. {p.H52}

D2.1 VEHICULAR MOVEMENT: Since a vehicle is not prohibited from expending more MP to enter a hex than the minimum required, it may, as it enters a new hex, declare a higher-than-necessary MP expenditure in order to not create Vehicle Dust. {F11.74 p.F14}

D2.12 When expending a Start MP, is it necessary to declare it if for Reverse movement?

A. Yes (i.e., forward movement is assumed unless Reverse is declared at that time). {93b}

D2.401 May a Motion Attempt dr be made at the end of the opponent's MPh using the MF/MP expenditure of any qualifying enemy unit?

A. Yes. {'95w}

D2.5 Can a tracked amphibious vehicle attempt an ESB DR *while using amphibious movement*?

A. No—but it could be used to gain land MP in the same turn that it uses amphibious MP. {24/1}

D2.5 If a tracked AFV enters terrain that requires "ALL" of its MP allotment, may it then attempt ESB to gain extra MP?

A. No. {92}

D2.51 If a vehicle with red MPs wishes to make a Motion attempt (D2.401), must it also make a Mechanical Reliability DR?

A. Yes. For Mechanical-Reliability/Stall purposes, treat the vehicle as if it were expending a Start MP [EXC: if it Stalls, it simply fails to go into Motion—no ensuing Delay-MP DR is made]. {93b}

D3.51 & C5.11 SEE PRIOR ENTRY

D3.71 & C8.9 SEE PRIOR ENTRY

D3.71 If a Gun with a circled B# fires using IFE with an attack DR of ≥ that B#, is a Low Ammo counter placed on that Gun?

A. Yes. {93b}

D4.3 & B20.8 SEE PRIOR ENTRY

D5.1 FREE FRENCH: Free French Inherent crews are considered British when determining their morale as per D5.1. {F3B p.F2⁵¹}

D5.31 If an AFV uses different CE DRM against attacks from different directions (e.g., see German Vehicle Note G), which one applies vs a Residual FP attack?

A. The one that applies to the greatest number of individual turret/upper-superstructure Target Facings for that AFV (e.g., +2 for the sIG 1B, which has a +1 CE DRM for its upper-superstructure front Target Facing, a +2 CE DRM for its two upper-superstructure side Target Facings, and no CE DRM ["★"] for its upper-superstructure rear Target Facing) [EXC: vs a Fire Lane, use the CE DRM that applies to the turret/upper-superstructure Target Facing "hit" by that attack]. {93b}

D5.411 Is there any way to self-destruct a vehicle that cannot have an Inherent Crew?

A. No. {95w}

D6.1 May a broken Passenger remain aboard a vehicle that has no Inherent Crew until otherwise forced to rout?

What is the procedure for a broken Passenger that wishes to rout out of a vehicle whose Inherent Crew is unbroken (or that has only an Inherent Driver)?

A. Yes. Once the vehicle is Stopped, each Passenger routs beneath it as per D5.331. ['95w]

D6.21 Must a Rider Bail Out if its AFV moves through bocage via a Breach?

A. No. ['93b]

D6.24 The rule says that if a Bailing Out unit does not break, any SW it is carrying must still be removed from the vehicle; does the unbroken Bailing Out unit retain possession of the removed SW?

A. Yes. [24/1]

D6.4 If an Infantry unit enters an Abandoned vehicle to become its inherent crew (D5.42), is the vehicle considered to be "expending" all its MP so that it can be Defensive First Fired upon just as any vehicle that is loading Personnel units?

A. Yes, but not as a moving target of course. [24/1]

D6.4 If a vehicle is attacked as a result of a MP expenditure for loading a Personnel unit, is the Personnel unit considered Vulnerable PRC with respect to that attack so it would suffer a Specific Collateral Attack from it?

A. Yes—if the vehicle is unarmored or if the Personnel become Riders or CE in an AFV; no—if they load as BU AFV Passengers. [24/1]

D6.5 May you only unload infantry in Bypass if they have sufficient remaining MF to enter the obstacle?

A. No. ['90]

D6.63 If a Passenger fires during its AFPh from an armored halftrack that has moved, is its FP halved for Bounding Fire and then halved again for firing in the AFPh?

A. No. ['90]

D6.631 & D10.5 SW REMOVAL & SCROUNGING: [See F9 & F2°. for British/U.S. vehicles.]

D6.631 If a vehicle has armament that is Removable by a Passenger (e.g., the German SPW 251/sMG), is that armament Removed as part of the normal D6.5 unloading cost?

A. Yes. ['93b]

D6.82 & A26.21 SEE PRIOR ENTRY

D7.1 When a vehicle declares an OVR, may the DEFENDER target attack before the OVR is resolved? If yes, would that DEFENDER have to use Reaction Fire?

A. Yes. No—it would be Reaction Fire only if conducted *after* the OVR resolution (see the last sentence of D7.2). ['93a]

D7.13 If an armed vehicle conducts an OVR, may it still fire its MA later in the same MPh?

A. Only as part of another OVR (i.e., as per D7.14). ['91]

D7.2 Can an Infantry unit attack an enemy AFV in its location (after passing a PAATC) during the Infantry unit's PFPh?

A. No—not with Reaction Fire anyway. ['90]

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 FPF?

A. No. ['90]

● **D9.3** Since, per the rules errata in the '95w Annual, a Stopped AFV which had been a Moving Target earlier that Turn provides a +1 TEM following the AFPh, would it also present a +1 Hindrance as if it hadn't moved?

A. Yes.

D9.31 If Infantry using Armored Assault breaks, does it still receive the +1 TEM for the vehicle if the latter remains in the Infantry's Location? If the AFV ends its MPh in Motion?

A. Yes. No (but note that Motion status does not apply until the end of the Vehicle's MPh). ['91]

● **D9.31** During DFPh, does Infantry which Armored Assaulted with an AFV that MPh receive a +1 TEM if still stacked with that AFV? Does other Infantry stacked with that AFV?

A. Only if the AFV is Stopped. No.

D9.31 & A4.63 SEE PRIOR ENTRY

D9.4 Is a concealed vehicle a LOS hindrance? Must it show that it is not a dummy stack?

A. Yes. Only if it would turn a hit into a miss (or no effect into an effect), or vice-versa. ['93b]

D9.5 ARMORED CUPOLA: Since it is treated as an Immobile tank, CC vs. an armored cupola requires the use of PAATC and CCV in the normal manner. An armored cupola set up directly behind a wall/hedge is always assumed to have Wall Advantage over those hexsides (even if set up after an enemy unit that is ADJACENT to it across such a hexside[s]) unless it is Abandoned or its Inherent crew is shocked/stunned. If an armored cupola is set up using HIP, it is revealed when an enemy unit enters its Location (or attempts to claim Wall Advantage while ADJACENT to it). If this occurs in the APh, the entering unit must immediately take a PAATC (if normally required to do so), failure of which Pins it in the armored cupola's Location. An Armored Cupola may also be placed in shellhole or debris terrain. An armored cupola, if considered a Dug-in tank, can become a burning wreck. [O.7 p.O1]

D10.1 May a non-burning wreck be attacked—e.g., in an attempt to set it Ablaze?

A. Yes [EXC: if it is a Burnt-Out Wreck], and by either side. For attack and resolution purposes, treat the wreck as if it were still the original vehicle [EXC: for CC purposes it does not necessitate PAATC, cannot be Ambushed, and is considered CE, Immobile, Abandoned, and with no usable MG]. When first placing a Wreck counter, be sure to retain the VCA of the original vehicle (but, for simplicity, assume its TCA to be the same as its VCA). ['93b]

D10.5 & A9.72 SEE PRIOR ENTRY

D10.5 & D6.631 SEE PRIOR ENTRY

D10.51 SCROUNGING: Any functioning CMG that may be repositioned as an AAMG may be Scrounged, regardless of the vehicle's/wreck's nationality. [p.H121]

D10.51 SCROUNGING: Scrounging a Fixed-Mount (D1.81) BMG is NA, regardless of the vehicle's/wreck's nationality. [p.H122]

D13.32 May a sM be fired from inside a building or from within dense jungle?

A. No. ['95w]

● **D13.32** Does the +2 DRM for firing the sM of a "moving/Motion AFV" apply to a Stopped vehicle that qualifies for being a Moving Target per C.8? To a Non-Stopped vehicle that is *not* a Moving Target?

A. Yes. No.

● **D14.22 & 14.23** Must a radioless AFV that is using Platoon Movement take a NTC when its sole platoon-mate becomes Immobile or is eliminated?

A. No, it may continue to move normally in that MPh.

● **D14.23** If a radioless AFV fails its non-platoon movement NTC, may its Crew then Abandon that AFV in that MPh? May it Bounding First Fire?

A. No. No.

E.5 An Aerial Range of "zero" is unchanged by doubling it. Read "PBF/TPBF is NA" as "PBF/TPBF (including TH Cases E and L) is NA". [p.E26°]

E1.1 For the effects of NVR on LOS within a Factory, see O5.311. [p.E26°]

E1.11 A dr result of "Overcast" on the NVR Table does not itself invoke Overcast weather (E3.5). [p.E26°]

E1.16 If a pillbox is also revealed if a non-Dummy enemy ground unit enters its Acr. A roadblock is also revealed if it affects (as per B29.4) the Bypass movement of a non-Dummy enemy ground unit. [p.E26°]

E1.2 SMC/SW when setup Locations are recorded are otherwise treated as having used HIP, even though they are not restricted to being set up in Concealment Terrain. [p.E26°]

E1.2 & E1.31 Units [EXC: non-entrenched vehicles (B27.52)], SW and Guns [EXC: non-Emplaced Guns] setting up hidden at night may do so in non-concealment terrain, and are then considered to be in Concealment Terrain for HIP-loss purposes. [p.E26°]

E1.2 & E1.41 The HIP and Dummy allotments given in this rule are in addition to any purchases as per H1.6, and are based on the number of squad- equivalents (using squads and HS only [EXC: Japanese include crew MMC too]) in the Scenario Defender's onboard-setup OB. The number of Cloaking counters allotted by E1.411 is determined by the squad-equivalency of all MMC in the Scenario Attacker's at-start OB. In both cases, if the Scenario Attacker/Defender receives reinforcements he may determine their squad-equivalency and allot Dummy/Dummy-Cloaking counters to them in the same (i.e., his respectively applicable) manner. (This supersedes the answer to the E1.2 question listed on page 61 of the ASL Annual '90.) [p.E26°]

E1.21 If a side's two best leaders are, for instance, a 9-0 and an 8-1, which would be considered "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). ['90]

E1.21 Do armed but unarmored vehicles gain Freedom of Movement as if they were AFV?

A. No. ['92]

E1.21 Making a Freedom-of-Movement dr is not a concealment-loss activity. A No Move counter cannot be removed due to being fired on by a friendly unit/FFE; however, a unit marked with a No Move counter may make a free LOS check to determine if it can see a Known enemy unit. [p.E26°]

E1.31 & E1.2 SEE PRIOR ENTRY

E1.41 & E1.2 SEE PRIOR ENTRY

E1.51 Bocage is not considered Concealment Terrain for purposes of this rule. [p.E26°]

E1.53, A11.18 & A15.4 SEE PRIOR ENTRY

E1.53 A Straying unit/stack also becomes TI if the next Location it must enter is part of a HE/WP FFE Blast Area and/or it contains an ADJACENT Known minefield (F7C), or if it would be subject to a Known minefield attack for exiting its present Location. [p.E26°]

E1.531 A unit/stack that wishes to move within/ADJACENT-to connecting trenches/bunkers or along a TB is exempt from making a Movement DR in the same man-

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ner as if on/ADJACENT-to a road, path, etc. A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules (E1.53-.533). If the first AFV to move in a radioless AFV platoon Strays, the remainder of the platoon simply follows it using normal Platoon Movement. [p.E26°]

E1.54 A DM broken unit/stack wishing to rout at night may do so *only* by using Low Crawl [EXC: an Inherent crew abandoning its vehicle; see E1.54]. If marked with a No Move counter it may still Low Crawl (if otherwise able to), but must take its No Move counter with it. A unit/stack routing (i.e., using Low Crawl) at night may do so ADJACENT to a Known enemy unit (provided it is not moving closer to that unit). [p.E26°]

E1.55 Any FFE resolution permits the occurrence of Jitter Fire thereafter. [p.E26°]

E1.552 Jitter Fire does not bestow Freedom of Movement. [p.E26°]

E1.7 The Night LV DRM is never > +1, and can apply irrespective of the range to the target. If the target is behind a bocage hexside whose TEM it can claim, then the Night LV DRM does not apply. [p.E26°]

E1.8 A concealed unit that creates a Gunflash retains its "?" if it is beyond the NVR of all Good Order enemy ground units (and is not treated as being within NVR; E1.101). A Prep/First/Final Fire counter placed solely due to Spotting (C9.3), or due to the use of a radio/phone (C1.6) or an Ammo Vehicle's B# benefit (E10.21), is *not* considered a Gunflash. [p.E26°]

E1.91 The resolution of an *enemy* FFE also permits the firing of starshells/IR. The "friendly unit" mentioned in the first two conditions must fire (or Spot/Observe for the firing of) that initial starshell/IR; e.g., the fact that that "friendly unit" meets one of those conditions does not allow some *other* friendly unit (who does not meet either of those conditions) to fire the initial starshell/IR. [p.E26°]

E1.921 Neither an Aerial unit nor one in a pillbox may fire a starshell. [p.E26°]

E1.922 & E1.932 The three methods listed in E1.922 are not mutually exclusive; e.g., a unit wishing to fire a starshell/IR and able to use method 2 may use method 3 instead. [p.E26°]

E1.931 An onboard mortar that fails its usage dr for firing an IR is treated as not yet having fired. Since OBA fires an IR in the same fashion as a SR, its FFE:1/2/C status is kept track of only for Battery Access purposes. [p.E26°]

E1.932 & E1.922 SEE PRIOR ENTRY

E1.932 A mortar that malfunctions while attempting to fire a starshell still creates a Gunflash. [p.E26°]

E2.1 Are Personnel subject to Interrogation when they *surrender* (as opposed to captured)?

A. Yes. ['92]

E2.41 Is Civilian Interrogation still possible if the ATTACKER's Sniper counter has been eliminated?

A. Yes. The ATTACKER places the Sniper back onboard within six hexes of ≥ six enemy-occupied hexes, etc. (as per A14.2); make and resolve the Random Location DR, and then remove the Sniper counter. ['95w]

E3.6 Unless not in play at all (e.g., as per G.1), unpaved roads still exist for Movement/Straying DR purposes (E1.53-.531). [p.E26°]

E3.6 During mud, do unpaved roads still exist for Dash purposes?

A. Yes—and for immunity-to-Straying, Street Fighting, and LOS purposes (E1.531) as well. ['95w]

E3.62 & E3.731 Mud/Deep-Snow TEM is always cumulative with other applicable TEM/Hindrance DRM. [p.E26°]

E3.65 The presence of Height-Advantage/entrenchments does not alter the effects of Mud in Open Ground. [p.E26°]

E3.65 B14.3 says orchards are not Open Ground, while B14.4 says orchard movement costs are the same as for Open Ground; so is an orchard considered Open ground for purposes of mud MF/MP expenditures?

A. No—because E3.65 refers to "otherwise Open Ground *Acres*". Note, however, that mud effects would apply in an unpaved orchard road (and in Open Ground shellhole hexes as well). ['93a]

E3.731 & E3.62 Mud/Deep-Snow TEM is always cumulative with other applicable TEM/Hindrance DRM. [p.E26°]

E3.732 Note that a minefield's attack strength is also modified as per B28.3 or B28.51. [p.E26°]

E3.8 Weather is also always "Clear" for units in a building viewing/firing-at a non-Bypassing target in their own Location. [p.E26°]

E5.2 & C10.3 SEE PRIOR ENTRY

E7.2 This dr is made in the RPh Step 1.11A, and *must* be made until the Air Support arrives. [p.E26°]

E7.31 Recall will occur at the end of the DFPh if the Original 12 Sighting TC DR was made during that phase. [p.E26°]

E7.4 Aircraft cannot Interdict routing units. [p.E26°]

E7.41 Is a MG attack by aircraft subject to Cowering?

A. No. ['91]

E7.421 A bomb attack vs an AFV which results in a Near Miss (thus halving its Basic TK#) is also halved on the IFT for the Specific Collateral Attack vs the AFV's

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Vulnerable PRC. [p.E26°]

E7.43 The principles of D5.33 still apply to changes of BU/CE status made as per this rule. [p.E26°]

E7.5 AA fire is not subject to leader direction (Δ). [p.E26°]

E7.51 Is Light AA fire subject to Cowering? May it be directed by a leader?

A. Yes, i.e., A7.9 applies unchanged. Yes, but no leader DRM can apply (Δ). ['91]

E7.61 If no Known enemy unit is in/adjacent to the hex that contains the AR of an Observation Plane, what DRM apply to its Sighting TC? In this situation, must an extra black chit be drawn for Battery Access?

A. DRM apply as if attempting to sight a hidden unit (regarding concealed units, note also the second sentence of C1.6). Yes. ['91]

E8.11 German gliders become available for DYO use in 5/40; U.S. and British gliders in 7/43. [p.E26°]

E8.21, E8.3, E9.3, & E9.43 Neither Glider/Parachute counters nor their contents can cause enemy units to lose concealment. [p.E26°]

E8.232 & E9.42 A glider/parachute always lands beneath any Wire counter in its hex. [p.E26°]

E8.3, E8.21, E9.3, & E9.43 SEE PRIOR ENTRY

E8.3 How is ordnance fire conducted versus a landed glider?

A. As per E8.3, but also treating the glider as a Stopped truck (of "0" Target Size), and using the proper TK Table and Unarmored TKA (or IFT ★ Vehicle Line for a mortar). A DFPh ordnance attack versus a glider that landed in the preceding MPh would also use TH Case J. ['92]

E8.41 & E9.33 Can glider/parachute Personnel suffer ELR Replacement?

A. Yes (if multiple parachute Personnel fail a MC by > their ELR, use Random Selection to find the one(s) that must be Replaced). ['95w]

E9.11 Is a Parachute counter a Known enemy unit?

A. Only after it lands onboard (and is in the LOS of an enemy unit); however, its contents cannot be inspected by the opponent until the Parachute counter is removed from play. ['95w]

E9.12 May each Wing have a different Hex-Grain alignment?

A. No—all must run parallel to each other, using a Hex-Grain alignment secretly recorded by the paradrop player prior to scenario setup. ['95w]

E9.2 Drift occurs after all ground units have completed their MPh. [p.E26°]

E9.3, E8.21, E8.3, & E9.43 SEE PRIOR ENTRY

E9.33 & E8.41 SEE PRIOR ENTRY

E9.4 Each 1/2" parachute that lands in a building hex is instead moved directly downwind to the first non-building hex it encounters. [p.E26°]

E9.42 & E8.232 SEE PRIOR ENTRY

E9.42 If a parachute fails it Landing NTC, any broken units Inherent in it are still subject to the applicable effects of that NTC. If a parachute that contains one HS fails its Landing NTC, that HS is automatically moved one hex downwind. [p.E26°]

E9.43, E8.21, E8.3, & E9.3 SEE PRIOR ENTRY

E9.7 A 5-4-8 squad in its pre-armed 2-2-8 state has no Assault/Spraying Fire or smoke grenade capabilities. [p.E26°]

E10.1-.11 In some cases the pertinent Chapter H Vehicle Note will specify the exact Ammo Vehicle to be used. [p.E26°]

E10.2 An armed vehicle receiving the B# benefits of an Ammo Vehicle still suffers Special Ammunition Depletion (C8.9) in the normal manner. [p.E26°]

E11.21 Bog too can cause a Gap. [p.E26°]

E11.52 A Column may use neither Human Wave nor Dash movement. [p.E26°]

E11.53 A sniper attack vs a Column unit causes that Column to Disband. [p.E26°]

F8.6, B27.54, B28.41 & SSR RB6 SEE PRIOR ENTRY

F11.611 If an ATTACKER enters a DEFENDER's Location during the MPh across a hexside (or from a vertex) that lies within the latter's Sun Blindness Zone, the Sun Blindness DLV Hindrance *does* apply to each attack made during that MPh by the DEFENDER vs that ATTACKER. ['91]

G.7 Does this rule apply to the radio of an Observation Plane?

A. No. ['91]

G.9B-.9D If two or more overlays overlap—even if just along one of their exterior hexsides—each should be placed onboard in the order it is mentioned in the pertinent SSR. Once positioned onboard, only the overlay's (or topmost overlay's, should two or more overlap) hexsides and vertices—not those covered over by it—matter for rules purposes. In addition, treat any extraneous terrain (e.g., a sliver of a wall/hedge/building not completely covered by an overlay; a portion of brush/water terrain protruding into an adjacent hex of another terrain type) as Open Ground. If a mapboard wall/hedge hexside forms a hexspine of an overlay hex, the overlay portion of that hexside (vertex included) is still a wall/hedge hexside (B9.1). This, of course, does not apply to a wall/hedge hexside that is covered by an overlay. [GH! Overlay Sheet]

G1.422 Can a Hidden T-H Hero cause Searching/Mopping-Up casualties?

A. {'92}

G1.422 May a T-H Hero be set up HIP possessing a DC?

A. No, because he cannot be set up possessing a SW (see G1.423). {'92}

G1.423 May a hidden T-H Hero be designated as a mortar spotter?

A. No. {'91}

G1.423 May a T-H Hero detonate a Set DC?

A. Only an A-T Set DC (G1.6121). {'93a}

G1.5 Must a wounded Japanese leader make a Minimum Move if he lacks the MF's necessary to enter the first Location of the Banzai Charge he is part of?

A. Yes (but he would not be pinned as a result). {'93a}

G1.632 Since B8.6 says a tunnel's "exit must be in a...brush or woods hex" and G1.632 says that all tunnel rules apply in the normal manner, may a pillbox tunnel exit into a woods or brush hex if all woods are jungle and all brush is bamboo as per G.1?

A. Yes—and may also exit into kunai (since it is treated as brush). {'93a}

G3.2 Do the first two lines of this rule apply to entry from a tunnel-exit or pillbox in the hex? May a bunker (B30.8) exist in bamboo?

A. No to both. {'95w}

● G3.4 May a Gun set up in a Bamboo hex that does not contain a trailbreak?

A. Yes.

G11.85 May a BAZ45 fire WP into a cave?

A. Yes, and G11.85 applies unchanged except that the BAZ uses its own TH table. {'95w}

G12.43 What happens if a Passenger vehicle aboard a fully loaded LC is destroyed but its PRC survive, thus causing the LC's PP capacity to be exceeded?

A. Nothing—the ex-PRC remain aboard the LC at no penalty. {'93b}

G12.5 Since a LC cannot use Prep Fire unless it is Fast Aground, may it, if Beached, (un)load its Passenger(s) and use that same MP expenditure to conduct Bounding First Fire?

A. Yes—in fact any vehicle may (un)load and fire in this manner unless otherwise prohibited. {'93a}

G14.32 Are Infantry/Cavalry on the Assaulting/Evacuating side considered Fanatic in this manner while on a pier?

A. Yes—and the second paragraph of G14.32 applies to them as well. {'93b}

G17.41 Can a Napalm Blaze possibly Spread (B25.6) before it becomes—or even if it cannot become—a Terrain Blaze?

A. No. {'92}

G17.41 Does a Napalm Blaze force units to exit the hex/Location as per B25.4?

A. Yes. {'92}

H1.22 Does an Assault Engineer HS have a SMOKE Exponent of "2"?

A. No (only a squad can place SMOKE anyway; A24.1).

J2.31 Does the statement in this rule that units engaging in Hand-to-Hand must be stacked together mean that each side's units can attack or defend only as a stack?

A. No—they are stacked together only to indicate their use of Hand-to-Hand (see J2.5), and thus can still make individual CC attacks. {'93a}

J2.31 If a non-Hand-to-Hand Melee already exists in a Location, may the ATTACKER still declare Hand-to-Hand?

A. Yes. {'95w}

● O1.2 What is the cost for a fully-tracked AFV to enter a roofless Factory hex through a Vehicle-sized entrance?

A. One-quarter of its MP.

O5.33 Does Breaching a Factory Interior Wall that is a hexside of a Fortified Building Location permit entrance of that Fortified Building Location just as if the latter itself had been Breached?

A. Yes—but the effects given in O5.331 also apply. {'93b}

O5.33 & B23.9221 SEE PRIOR ENTRY

O6.1 & A12.152 SEE PRIOR ENTRY

O10.45 May a MOL-Projector "fire smoke" at a vertex just to avoid the Case Q (TEM) TH DRM?

A. No—it can fire at a vertex only to attack a Bypassing unit. {'95w}

O11.4 SSR CG10 When Retaining an OBA module, is its draw pile Retained as is?

A. No, it is restored to the number of black and red chits it had at the start of the previous scenario. {'92}

O11.4 SSR CG10 If an OBA module is retained but currently has no radio or field phone, may the player choose one to replace it?

A. Yes—but choosing a radio to replace a lost field phone (or vice-versa) is NA. {'92}

O11.4 SSR CG10 May a Retained field-phone/Offboard-Observer/Pre-Registered-hex be moved to a new legal Location for the next CG scenario?

A. Yes. {'93a}

O11.6057 If a German Perimeter Area contains no map-

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edge hex along the north/west edge of the map, is that Perimeter Area a Pocket?

A. Yes, even if it does contain ≥ one map-edge hex along the east/south edge. Conversely, the same is true of a Russian Perimeter Area that contains no map-edge hex along the east/south edge. {'92}

O11.619 & O11.6205 Do countermix limits apply to RG purchases?

A. No. Players should mutually agree on the substitution of other types for those lacking—or purchase more countersheets. {'91}

O11.6194b May units/Equipment use HIP while in Reserve?

A. No. {'93b}

O11.6205 & O11.619 SEE PRIOR ENTRY

O11.6234 As the Scenario Attacker, may the Russians use Cloaking for onboard as well as offboard units? How would the number of Cloaking counters be determined?

A. Yes. One per squad-equivalent in that side's at-start OB. {'93a}

SSR RB6, B27.54, B28.41 & F8.6 SEE PRIOR ENTRY

P3.3 Is a SdKfz 2 Kettenkrad considered a motorcycle for the purposes of this rule?

A. Yes. {'95w}

P4.11 Are Riders allowed IN a stream-woods/orchard hex?

A. Yes—Riders are not affected by the woods/orchard while they are IN the stream.

P5.141 Where is LOS drawn to when attempting to cause HIP loss to a Narrow Street roadblock?

A. The LOS must be drawn to both vertices of the hexside straddled by the roadblock. {'95w}

P5.11 What is "half the normal Bypass MP expenditure"?

A. One MP if on a paved road (i.e., half of the normal two MP for Bypassing in Open Ground), or 1 1/2 MP if on an unpaved road (i.e., half of the normal three MP for Bypassing in Soft [as per SSR KGP5] Open Ground). {'95w}

SSR KGP1. IMPORTANT: Note the existence of a Level 8 Crest Line in "St" hexrows TT28-0031-MM30-JJ31-JJ32-II33-II34-HH34-HH37-GG38-GG40-HH40-HH47-II48-II54-JJ54-JJ56. Also, the Level 3 Crest Line in StM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road N51-O57. {p.P21 and '95w}

S17.82 The information shown in this rule should also be shown on the Squad Replacement Table on the Chapter S Divider. {30/2}

Rules Errata

A2.5 Change line 4 to read "hex, but that hex is unenterable due to being occupied by an enemy unit during the friendly MPh (see 4.14), or is otherwise blocked by". {'95w}

A4.12 In line 2 change "its" to "the". {'95w}

A5.13 Add "During the MPh" after "PENALTIES.:", and delete "during First Fire" in line 2. {'93b}

A6.4 In line 7 add "full-level" before "height". {'95w}

A6.42 In line 1, add "full level" after "every". {'93a}

A8.1 In line 15, change "(8.3-.31" to "(8.3-.31); Intensive Fire (C5.6)". {'93b}

A8.2 In the next-to-last line, add "and SMOKE/FFE-Hindrance DRM" after "TEM". {'93b}

A8.3 In line 14 add ", but a minimum of once per hex" between "(FRD" and ")". {'95w}

A10.41 After "Units", add "within both the LOS and Normal Range of an armed and unbroken Known—and/or ADJACENT to any unbroken—enemy ground unit". {'93a}

A11.5 In line 13 delete "If...(D8.11)". {'95w}

● A11.62 & D3.7 If an AFV in CC rolls an Original 12 DR for its MG attack, does that MG malfunction?

A. Yes, and use Random Selection if more than 1 MG is involved. In line 8 of D3.7 add "/CC" after "IFT". {'93a}

A12.14 If a concealed unit uses non-Assault Movement in Open Ground in the LOS of a Good Order enemy ground unit within 16 hexes, but that LOS is drawn through a LOS hindrance, is the moving unit's "?" lost?

A. Yes. In the next-to-last sentence of A12.14, change "prevents" to "does not prevent". {'93a}

● A13.3 & B28.61(EX) What is the correct COT for Cavalry entering a woods trailbreak?

A. 3 MF. In A13.3, line 5, change "1 1/2 MF" to "3 MF". {'95w}

● A15.1 & A19.12 These two rules seem to disagree as to whether crews disrupt due to Heat of Battle. Which is correct?

A. A15.1 is correct, crews are not subject to Heat of Battle. In A19.12 delete "Crews and". {'93a}

● A15.42 What happens when a Berserk unit that is not a squad fails a morale check?

A. It undergoes Casualty Reduction. In line 2, change "squad" to "unit". {'95w}

A15.431 & A23.6 These two rules contradict each other regarding whether a berserk unit can Throw a DC. Is this in fact allowed?

A. Yes. In line 6 of A23.6 add "(or berserk)" after "Order". {'92}

A17.2 Even though a wounded SMC "has no IPC", may he portage a SW?

A. Yes, subtracting that SW's PP value from his three-MF allotment. (In A17.2, change "no IPC" to "an IPC of zero"). However, a wounded SMC may not carry > 2 PP (A4.42), nor may he portage any SW while he is being "carried" by a MMC. {'93b}

A19.11 Add ", Commissars, Heroes, Unarmed and already-" after "types". {'93a}

● A19.12 & A15.1 SEE PRIOR ENTRY

● A22.61, C13.31, & C13.7 May a berserk unit check for and make attacks with MOL, PF, and ATMM?

A. Yes. Add "(or berserk)" after "Order" in line 3 of A22.61, line 1 of C13.31, and line 4 of C13.7.

A22.611 In line 11, delete "in FPF, or" and in lines 12-13 change "both ...or" to "neither Subsequent First Fire nor FPF, nor in both Defensive First Fire and later in". {'93a}

A23.6 & A15.431 SEE PRIOR ENTRY

A23.7 Is the Malfunction DRM of a Set DC attack DR effected by enemy Infantry in a Location above/below that of the DC?

A. No. Change the last "hex" of A23.7 to "Location". {'92}

A24.2 & A24.8 Is the LOS between ground-level and 1st-level building Location in a hex containing a +3 Smoke counter restricted by A24.2 so that only a +4 Smoke DRM applies?

A. No. Change all occurrences of "SMOKE hex" in A24.2 and A24.8 to "SMOKE Location". {'93a}

A24.61 This rule states that drifting WP is two levels high, but the Drifting (i.e., gray) WP counters have "level 4" printed on them. Which is correct?

A. The counters. Drifting WP (as well as original—i.e., white—WP sources in a Mild Breeze; A24.4) is a four-level Hindrance. {'91}

A24.8 & A24.2 SEE PRIOR ENTRY

A26.11 In line 2 change "a Good" to "an armed Good". In line 3 add "armed" before "enemy". In line 4 and 5 change "hex" to "Location". {'93b}

A26.12 In lines 3-4 and 7, change "unbroken unit" to "armed Good Order MMC". In line 4 add "armed" after "no". In line 5 add "Searching" after "or". {'93b}

B1.3 Does "any applicable positive DRM" really void FFMO?

A. No. Delete "which ... hex" in this rule. {'92}

● B3.42 & D2.16 Which is correct, B3.42 that says vehicles pay double for vehicles/wrecks when crossing a road hexside, or D2.16 that says they pay double when using Road rate?

A. In the last line of B3.42 change "even if not claiming" to "while using".

B9.2 In line 6 after "hex" add "[EXC. A wall/hedge hexside sharing a vertex where all three hexsides are wall/hedge hexsides (EX: 6G3-G4-H3) is a Half-Level Obstacle to/from the viewing/target hex formed by that hexside/hexspine unless the viewing/target unit occupies the hex that has two hexsides in common with the vertex. (EX: A unit in 6H2 has a LOS to a non-entrenched unit in G4, but not to F5. A non-entrenched unit in 6G4 has a LOS to a unit in I1.} {'95w}

B9.21 In lines 6-7 delete "(and...9.32)"; in line 7 change "one" to "a half". {'95w}

B9.541 In line 4, change "in crossing" to "[EXC: Start MP] to cross". {'93b}

B14.2 In line 7 change "hex two or more" to "Location > one level". {'95w}

B21.41 In line 4 add "for as long as the unit is in that hex" after "Movement". {'95w}

● B28.61(EX) & A13.3 SEE PRIOR ENTRY

Chapter C Divider Delete the "A" from the "AFV" and "Unarmored Vehicle" Destruction Tables. {'93b}

C1.4 In line 3 change "if" to "[EXC: unless". In line 9 change "...equals" to ", the Extent of Error is limited to a maximum of". In the last line add "]" after ")". In line 1 of the example, add "voluntarily" after "being". {'93a}

C1.55 In line 13, add "Use OBA's Original IFT DR vs an AFV to determine the hit location (C3.9) if OBA attack" before "TEM". {'93b}

C3.8 Delete "all...and" in lines 9-10, and delete the comma at the end of line 10. {'95w}

C4.4 Change "A Gun firing" to "Ordnance using the C3 To Hit Table to fire". {'95w}

C5.2 The rule contains the remark "(unless in Bypass)". Does this mean that a vehicle in Bypass is not subject to the Case B TH DRM?

A. No, delete the phrase "unless in Bypass". {24/2}

C6.1-6.11 Change "A Gun" to "Ordnance", and "a gun" to "ordnance". {'95w}

C6.17 In line 5 add "(FRD, but a minimum of once per hex)" after "Location". {'95w}

C7.346 In lines 3 and 6 of the DC Position DRM, add "hull" after "through". {'93b}

C8.31 Suppose the LOS from a weapon to a target hex crosses a wall hexside of the target hex (as it enters the hex) but the Infantry units in the target hex derive no wall TEM for an attack because of elevation effects (B9.33) or because the units lack Wall Advantage

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(B9.32). In such cases, are the Infantry units considered "behind a wall", permitting the weapon to attack them with HEAT?

A. No. In C8.31, change the wording to "receiving a wall/building/rubble/pillbox TEM". {24/2}

C8.6 In line 2, change "ordnance/OBA...(prior" to "ordnance during (but prior". In line 3, delete "of". In the last line, add "1.71 and" after "See". {'93b}

C11.6 In the Gun Destruction Table, where the "MG/IFE..." column and the "= Final K" line intersect, change "Random SW Dest" to "NA". {'95w}

● C13.31, C13.7, & A22.61 SEE PRIOR ENTRY

● C13.7, A22.61, & C13.31 SEE PRIOR ENTRY

● D2.16 & B3.42 SEE PRIOR ENTRY

D2.33 If a vehicle using VBM expends one MP to change its VCA in order to Bypass along a connecting hexside of its CAFP, would a Defensive First Fire attack initiated by that MP expenditure be resolved at that CAFP, and versus the same Target Facing that the AFV presented before the VCA change was made?

A. Yes. Add "A VBM vehicle making a VCA change cannot voluntarily end its MPh in that position; it must move to the next CAFP or reverse into the new hex to its rear. If Defensive First Fired upon or Immobilized before it can complete its move, it is considered to be at the same CAFP and Target Facing last occupied before the VCA change." {24/1}

● D2.42 Do the firing consequences of being in Motion also apply to a vehicle that is Non-Stopped?

A. Yes. In the first line of D2.42 change "Motion vehicle" to "Motion/Non-Stopped vehicle".

D2.6 In the last line, after "5" add "(using a non-Depletable ammo type available to the vehicle). A vehicle thus barred from remaining in an AFV's hex may not attempt ESB in that hex". {'93b}

● D3.7 & A11.62 SEE PRIOR ENTRY

D6.1 Add "[EXC: Desperation attacks by SCW/RCL as per C13.8-.81]" to the end of the last sentence. {'93b}

D6.64 May a halftrack- or carrier-mounted FT/IFE FP be part of a FG?

A. No. After "vehicular mounted non-ordnance weapon(s)" add "[EXC: FT; IPE]". {'92}

D7.221 Delete "MOL TK," in line 7. {'93b}

D9.3 In line 6 after "3" add "(a Stopped AFV (or Wreck) which has moved/was in Motion during the current Player Turn's MPh) provides a +1 TEM during all Phases following the AFPh)". {'95w}

D9.51 Delete "/IFT" in line 4. {'93a}

D10.5 In line 15, delete "from a wreck". {'93a}

E1.21 Change "its MPh" in line 13 to "the MPh". {'95w}

E11.251 Read "it" at the beginning of condition #1 as "it/its-PRC". {p.E26?}

F7B In line 5, delete "enemy". {'93b}

G1.12 & G1.3 Add ", or 'breaks' due to a KIA result (A7.301)," after "Reduction)" in G1.12 and after "MC" in G1.3. {'93a}

G1.13 Add "WP MC" after "landing". {'93a}

G1.3 & G1.12 Add ", or 'breaks' due to a KIA result (A7.301)," after "Reduction)" in G1.12 and after "MC" in G1.3. {'93a}

G1.41 There are no Japanese 8-1 Leaders. {'91}

G4.1 At the end of the rule, add "AFV Riders are allowed in palm tree hexes." {'93a}

G12.2 In line 5, add "(even at night)" after "entered". {'93b}

G12.211 MIRED. Change rule number to 12.2111. {'92}

G13.15 In line 3, change "14.251" to "14.261". {'93a}

G13.445 Change "unit" in line 6 to "target". {'93a}

G14.6 & G14.65 The colors of the NOBA counter illustrations are wrong. The actual counters are correct. {'95w}

German Vehicle Note 59 The SPW 250/7, and SPW 251/2 ht start each scenario manned by an Inherent Infantry (i.e., 2-2-8) crew and should have "Inf Crew" on the counter. When such a crew exits its vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. {'89 & p.H66}

German Vehicle Note 69 The PSW 221 SC should have "BU FP NA" on the counter; All 1MT restrictions apply in the normal manner [EXC: the crew must be CE to fire the CMG]. {'89 & p.H66}

German Vehicle Note 93 At the end of the next-to-last paragraph, add "A Goliath detonated by Defensive First Fire does not leave Residual FP". {'93a}

German Vehicle Note L Add "the colored dr of" between "from" and "its" in the last line. {p.H66}

German Vehicle Note O After "it", add "can fire only while the AFV is BU". At the end of the Note add "(or one whose elevation advantage is > the AAMG's range to it). Otherwise it is treated as a normal AAMG." {'93a}

Russian Vehicle Note 19 At the end of the first paragraph, add "and U.S. AP/APCR TK#s." {'93a}

Russian Vehicle Note 20 The counter illustration should show the T-44 as being a small (+1) target. The actual counters are correct. {'93a}

Russian Vehicle Note 40 The BA-64B AC should have

"BU FP NA" on the counter; see British Vehicle Note O. [89]

Russian Vehicle Note L. Add "the colored dr of" between "from" and "its" in the last line. [p.H66.]

U.S. Vehicle Note 7 In the third paragraph, third line, replace "multiple ROF" with "multiple-ROF/armor-leader-direction". [p.H53]

U.S. Vehicle Note 30 After "VCA." in the next-to-last line of the final paragraph, add "In addition to Removal as per D6.631, the AFV's Passenger(s) may Remove its secondary AAMG as (a) dm MMG [for the M3(MMG)] or (a) dm HMG [for the M3(HMG)]. The MA of both AFV may be removed (but only as per D6.631) as a dm .50-cal HMG." [93b]

U.S. Vehicle Notes 31-33 The *M4 MC, M4A1 MC,* and *M21 MC* ht start each scenario manned by an Inherent Infantry (i.e., 2-2-7) crew. When such a crew exits its vehicle its ID should be recorded since it differs from a normal Infantry crew by having vehicular-crew capabilities. [p.H66]

U.S. Vehicle Notes 31-33 The *M4 MC, M4A1 MC,* and *M21 MC* ht should have "Inf Crew" on the counter; see British Vehicle Note H. [89]

U.S. Vehicle Note 39 The *M3A1* SC's MA is removed as a dm .50-cal. HMG and the other MG is removed as a dm MMG. [p.H102]

U.S. Vehicle Note 39 On the *M3A1* SC AFV Data card, the movement-type symbol should be that for truck-type movement. [95w]

U.S. Vehicle Note 41 The U.S. *T8* SC should have a 2FP BMG. [89]

U.S. Vehicle Note 46 The Illustration should show the *LVT* as CT, not OT. The actual counters are correct. [93a]

U.S. Vehicle Notes 49-51 The fully-tracked-movement symbol is missing from the counter illustrations preceding each Note. The actual counters are correct. [95w]

U.S. Vehicle Note I Change "See" to "Each MG may be removed as this given type (i.e., as a .50-cal. or MMG respectively). See also". [93a]

U.S. Vehicle Note I. Add "the colored dr of" between "from" and "its" in the last line. [p.H66]

British Vehicle Notes 64-73 Each counter illustration on pp.H63-H64 [EXC: the *Sherman III* DD(a)] should show the AFV as OT. The counters themselves are correct, only the illustrations are not. [89]

British Vehicle Note 79 Add "† Ammunition of ≥ 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP. Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [91]

Italian Vehicle Note 25 Add "† Ammunition of ≥ 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP. Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [91]

Japanese Vehicle Note 16 Add "† Ammunition of ≥ 100mm being carried by this vehicle reduces its Passenger capacity (C10.13) by 4 (not 8) PP. Add "Ammo: 4PP" to the back of the vehicle counters listed in this Note. [91]

LC Note 6 The AFs are missing from the counter illustration. The actual counters are correct. [95w]

LC Rarity Factor Chart (p.H112) The line for U.S. PTO use of the *LCT(4)* should show a RF of 1.5—not 1.4. [93a]

French Vehicle Note 1 The *FT-17 75BS* counter (as well as its Chapter H illustration) should not have a CMG. [93a]

French Vehicle Note 36 The *Peugeot 202* counter (both versions, as well as the Chapter H illustration) should not have a Wreck depiction on the back. [93a]

Page H120 Dates for the Lend-Lease *M4A3(76)W* should be "8/44-5/45". [93a]

O.3 Why does intervening rubble that rises from the Crest level of a gully-rubble hex block LOS between units of that same (i.e., Crest) level but not LOS from that level INTO the gully?

A. It should block the latter LOS also. Delete ", but only to same-level LOS" in O.3. [93a]

O5.41 In line 6 after "O4" add "} [EXC: if the firer's LOS enters the target's Roofless Factory Hex within the building depiction (see the EX at the bottom of this page)]". [95w]

O11.4 SSR CG9 In line 19, add "non-East" before "edge". [93b]

O11.6112 May a crew be Battle Hardened using this rule?

A. No. In lines 4 and 6 add "non-crew" before "MMC", and in line 7 delete "(as ... crew)". [92]

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:" [90]

Reinforcement Group Charts, Footnote P (pp O17 & 18) Last two lines should read "...allows normal (only) Barrage (E12.11). Each Barrage must have a north-south Hex Grain Alignment (E12.11-.2). See also SSR CG6 (11.4)." [90]

Russian Reinforcement Group Chart (p O18) For the MOL-P Pltn, change "x2" to "x3", and the CCP Cost to "2". [90]

P8.6053 Delete the second sentence ("A ...Territory."). [95w]

U.S. Reinforcement Group Chart (p.P17) Note "S" in the U.S. RG Chart is incorrect. 80+mm OBA can fire only HE/WP. [95w]

Page P21 In the blue box, change "TT29" to "TT28". [95w]

QRDC Delete the Δ from the "AFV" and "Unarmored Vehicle" Destruction Tables. [93b]

ASL Annual '89, Incremental IFT The entry for DR "10" on the 16-FP column should be "NMC", not "PTC". [90]

Counter and Overlay Errata

D2.42 The Motion counters included in *PARATROOPER* should not contain the words "No Ordnance". The Motion counters in the various other modules are correct. [89] {Add "TH: 2x ↓ dr" to these Paratrooper counters as well.}

D12.1 & D12.5 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). [90]

German Vehicle Note 7 The *PzKpfw 35t* tanks should have "t"—not "(t)"—in its name on the counter, since it does not receive the zero ESB DRM for being Czech-built (D2.5). [90]

German Vehicle Note 45 The *Marder I* TD should have "(t)" in its name on the counter, for ESB purposes (D2.5). [89]

German Vehicle Note 59 SEE PRIOR ENTRY IN RULES ERRATA

German Vehicle Note 62 The *SPW 251/10* ht should have "ATR; PSK²ʰ⁺" on the back of the counter; see German Vehicle Note 65. [89]

German Vehicle Note 69 SEE PRIOR ENTRY IN RULES ERRATA

German Vehicle Note 92 The MA of the *2cm FlaK LKW* truck should be "20L."—not "20". [89]

Russian Vehicle Note 28 The Russian *IS-2m* tank with ID "F" should have a white dot behind its BMG factor. [89]

Russian Vehicle Note 40 SEE PRIOR ENTRY IN RULES ERRATA

U.S. Vehicle Notes 31-33 SEE PRIOR ENTRY IN RULES ERRATA

British Vehicle Note 27 The *Valentine II* tank with ID "A" should be marked as a Small Target (i.e., +1 TH; D1.74). [89]

British Vehicle Note 76 The *Terrapin Mk I* amphibious truck should have "REV x 2" on the back of the counter (i.e., Reverse movement should cost it twice its normal hex entry cost). [89]

British Vehicle Note 79 SEE PRIOR ENTRY IN RULES ERRATA

Italian Vehicle Note 25 SEE PRIOR ENTRY IN RULES ERRATA

Japanese Vehicle Note 16 SEE PRIOR ENTRY IN RULES ERRATA

DASL Overlays

The overlays included with the '95w Annual were printed too small. As such, they do not fit the DASL mapboards properly. Therefore, the Avalon Hill Game Company gives you permission to color-copy these overlays for personal use only (they should be copied at 108%). In addition, Issue 30-3 of *The GENERAL* included a correct set of these overlays. [30/2]

Scenario Errata

ASL 2 The Germans *must* perform the Mopping Up procedure in a building in order to claim it for Victory Condition purposes, even if they Control all its Locations. [89]

ASL 3 Each unit eliminated due to SSR 2 counts as Casualty VP. [89]

ASL 4 In SSR 3, the Russians should have Level A Booby Trap capability—not Level C. [89]

ASL 8 SSR 1 change "pre-designate" to "secretly record". [95w]

ASL 8 Re SSRs 1 and 7, which one is resolved first?

A. The German secretly records his entry hex, the Russian then places his Rubble counters, and the German then reveals his entry hex. [95w]

ASL 9 The Russian radio should have contact values of 6/7/8—not 5/6/7. In SSR 4, allow the German HMG (as well as the MMG) to use Bore Sighting. [89]

ASL 20 The Victory Conditions should read: "The Americans win if at game end they have Exited ≥ four Good Order squads (or their equivalent) off the north edge of board 2, and currently have more Good Order squads (or their equivalent) on level 2 hex(es) than the Germans." [89]

ASL 21 U.S. tanks do not count towards the Victory Conditions. [89]

ASL 26 In the second line of the Victory Conditions, change "by" to "at". [89]

ASL 33 For Victory Condition purposes, the 50mm mortar has a FP value of "3". The Cossack LMG has a

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FP value of "3". [93b]

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". [90]

ASL 47 "-1 0/2PP" and "-1 2/3PP" on the Motorcycle counter illustrations should be "M10 0PP -1" and "M9 3PP -1" respectively. [90]

ASL 48 In SSR 5, change "German...hostile" to "Germans are in a hostile, and the Belgians in a friendly.". [93b]

ASL 49 In the Victory Conditions, change "by" to "at". [89]

ASL 50 On the Wagon counter illustration, "M≥6 1S/5PP" should be "T6 15PP" and there should be two stars (not one). [90]

ASL 50 The Russian radio should have contact values of 6/7/8, not 5/6/7. [89]

ASL 52 "-1 0/2PP" on the Cycle counter illustration should be "M10 0PP -1". [90]

ASL 53 The LMG counter shown in the British OB should be British—not Axis Minor. The British light mortar shown should be the standard (range 2-11)—not the Airborne—version. [89]

ASL 54 The Class on both Russian HS counter illustrations should be "[1]", not "1". [90]

ASL 54 For Victory Condition purposes, the 50mm mortar has a FP value of "3". [93b]

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. [90]

ASL 58 The DVP values (F.3) are missing from the British gun and vehicle counter illustrations. "-1 2/3PP" on the sidecar counter illustration should read "M9 3PP - 1". [90]

ASL 76 The French armored cars should not have AAMGs. [93a]

ASL 79 In SSR 1, change "Hill 486" to "Hill 520". Regarding SSR 3, if the leader in building 40oD1 undergoes Heat of Battle, the result is always treated as Battle Hardening. [93a]

DASL 5 The Russian radio should have contact values of 6/7/8, not 5/6/7. [89]

DASL 15 All U.S. units must enter in one Convoy and one Column. [93a]

DASL 17 At the end of the American set-up instructions "board f or g" should read "board f or h". [91]

DASL 17 In line 3 of SSR 1, change "dr" to "DR". [95w]

ASL RB2 In Victory Condition "b)", change "initially...Russian" to "within the Russian setup area". [93b]

ASL RB6 German Dummy counters set up IN gully hexes despite the fact that the latter are not Concealment Terrain. [91]

ASL KGP2 In SSR 4, add "(HE/WP)" after "OBA" in line 1, add "(HE/SMOKE)" after "OBA" in line 2, and delete "and may fire HE/SMOKE". [95w]

ASL A A7.72 supersedes SSR 2. [89]

ASL B A7.72 supersedes SSR 3. [89]

ASL C A7.72 supersedes SSR 3. The date, of course, should read "1942". [89]

ASL D A7.72 supersedes SSR 4. [89]

ASL J In SSR 4, the 80mm+ OBA should have normal ammunition. [89]

ASL R The last sentence of SSR 4 reads "The 88L FlaK Gun must be set up adjacent to a building hex." [93a]

ASL S In SSR 5, change "German...friendly" to "Germans are in a friendly, and the Americans in a hostile,". [93a]

ASL G4 In SSR 3, delete "all". [89]

ASL G7 On the Wagon counter illustration, "M≥6 1S/5PP" should be "T6 15PP" and there should be two stars (not one). [90]

ASL G8 In the Victory Conditions, change "have ... total" to "currently Control one of those buildings and their Casualty VP is ≥ triple that of the Axis side". [93a]

ASL G9 The DVP values (F.3) should be printed in red, not black. [90]

ASL T5 In the German setup instructions, change "Locations" to "hexes". [93b]

ASL T7 The Germans may set up north of the road that determines the setup areas, but *not* on it. [95w]

ASL T9 In the German setup instructions, change "5Q5" to "5Q6". [93a]

ASL T13 The German units in 4R1 should set up in 5R1. [95w]

DASL A Add "Buildings cH2, aK2 and hE1 are Factories." to the end of SSR 5. [95w]

ASL A6 "-12/3 PP" on the Sidecar counter illustration should be "M9 3PP -1". [90]

ASL 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." [90]

ASL A24 In SSR 4, add "as if the gun were a mortar" after "apply", and add "Range is drawn from *any* west-edge hex of board 3 (the firer may choose any such hex when he declares each shot)." after "malfunction". [95w]

ASL A53 The Annual '93a scenario entitled "Smith & Weston" should be ASL Scenario "A53", not "53". [93b]

ASL A54 The Finnish ATR should be the 20L Lahti—not the 20LL depicted. The Russian radio counter depiction should have Contact values of 6/7/8—not 5/6/7. [93b]

ASL A60 Both Chinese MMG Strength Factors should be "6-10". [93b]

ASL A63 The German cross in the Turn 2 box of the Turn Record Chart should be in the Turn 3 box, and the British roundel should be in the Turn 2 box; this supersedes the errata for this scenario appearing in the '95w Annual.

ASL A69 Rotate the north arrow 180°. [30/2]

ASL A72 The Republican "Balance" should read: "Delete SSR 5". [30/2]

ASL A73 Americans set up first *and* move first; this supersedes the errata for this scenario appearing in Vol. 30 No. 2 of *The GENERAL*.

ASL A76 The American "Balance" should read: "Delete SSR 5". [30/2]

ASL A77 Rotate board 14 180°. [30/2]

ASL A79 Change the Allied nationality in the Turn Record Chart from "British" to "Canadian". Delete the bracketed total MMC BPV in the Turn Record Chart; Battlefield Integrity never applies to the Assaulting side in a Seaborne Assault.

ASL A81 The Russians enter along the west edge. [30/2]

ASL A82 Add three 50mm mortars to the Japanese OB. [30/2]

ASL A84 Only hexrows B-FF are playable. [30/2]

ASL A85 Game length is 7 1/2 turns. Also, delete the first sentence of SSR 3. [30/2]

ASL A87 Victory Conditions should read as follows: "The Japanese win if they Control ≥ 30 printed stone buildings at game end; the 41U5 bridge is the equivalent of five stone buildings." [30/2]

ASL A88 Rotate North arrow 90° clockwise; rotate board 34 180°; rotate board 32 180°; this supersedes the errata for this scenario appearing in Vol. 30 No. 2 of *The GENERAL*.

ASL A90 The South African roundel in the Turn Record Chart should be in Turn 5 instead of in Turns 3 and 4. The DVP values for the South African vehicles should be listed in red; the 2pdr Portees are worth 4 DVP each and the Marmon-Herrington ACs are worth 3 DVP each.

DASL A2 There are, of course, 11 two-story buildings. Change the references to "seven" in the VC and American Balance Provision to "eleven". [90]

DASL A4 The North arrow should point to the right—not to the top—of the scenario card. [95w]

HASL A1 Add "[EXC: for Victory Condition purposes only, the river is *not* Flooded]" to the end of SSR 1. [95w]

Corrected Counter Errata

A24.1 All 1/2" SMOKE counters should have green printing on a white background, since they are removed at the end of each MPh. [89] [Corrected with CdG countermix.]

German Vehicle Note 59 SEE PRIOR ENTRY IN RULES ERRATA [Corrected with 28/6 countersheet.]

German Vehicle Note 69 SEE PRIOR ENTRY IN RULES ERRATA [Corrected with 28/6 countersheet.]

German Vehicle Note 80 The three *sIG 38(t)M* counters (ID letters "A", "B", and "C") provided in *KGP I* have a square box around their ID letters signifying Low Ground Pressure. [Corrected with *KGP II.*]

German Ordnance Notes 17 & 18 All German RCL Guns should have a thin white circle on the front of the counter to indicate that they have a 360 mount (C2.3). [89] [Corrected with 28/6 countersheet.]

French Vehicle Note 1 SEE PRIOR ENTRY IN RULES ERRATA. [Corrected with 28/6 countersheet.]

French Vehicle Note 36 SEE PRIOR ENTRY IN RULES ERRATA [Corrected with 28/6 countersheet.]

French HMG The back of counter "B" is incorrect. [93a] [Corrected with 28/6 countersheet.]

French ATR The back of counter "C" is incorrect. [93a] [Corrected with 28/6 countersheet.]

French 60 mm MTR The back of counter "A" is incorrect. [93a] [Corrected with 28/6 countersheet.]