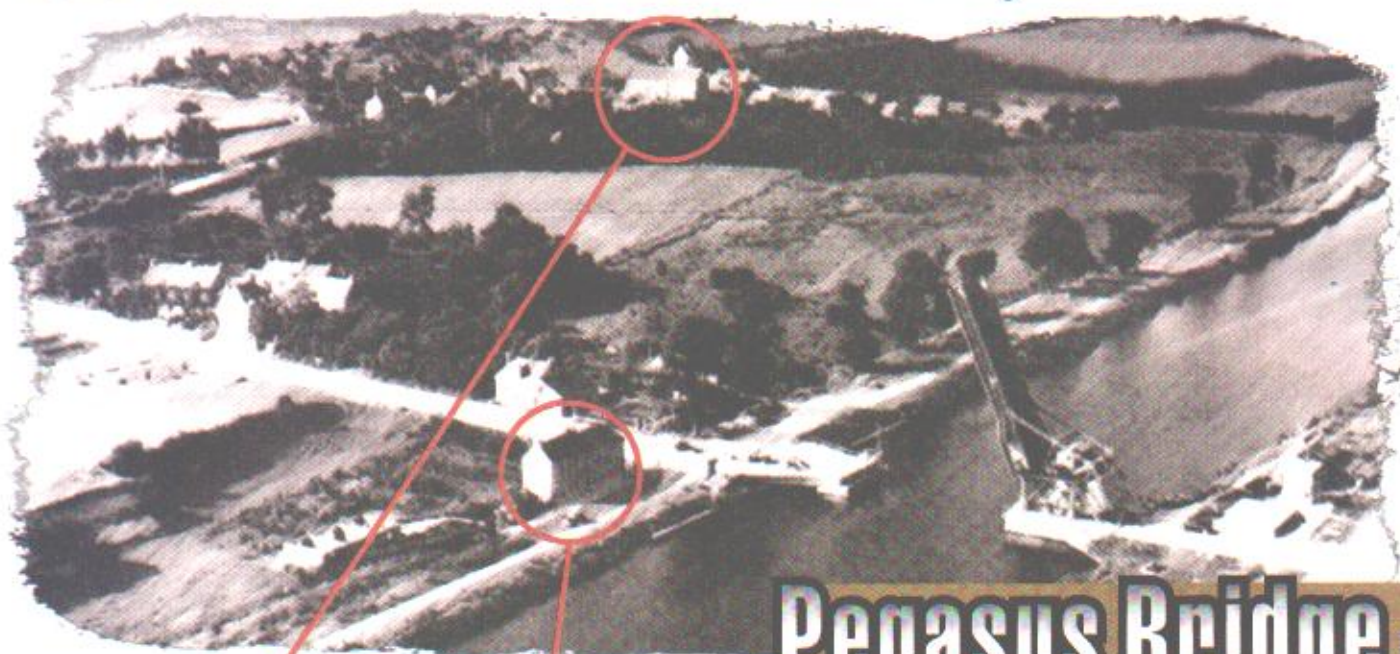


ASL annual '97

FOR SQUAD LEADER ENTHUSIASTS



Three British gliders silently breach the German defenses on their way to . . .



Pegasus Bridge



The Bénouville Church gave a commanding view of the area which made this an important objective.



Café Gondrée occupied a strategic location. It was the home of the first family liberated by Operation Overlord.

D-Day: a few minutes past midnight, June 6th, 1944, glider-borne British troops of D Company, 2nd Oxfordshire and Buckinghamshire Light Infantry, glide into the heart of the German defenses in order to capture a key bridge over the Caen Canal in Normandy. Holding this bridge is essential in preventing the isolation and elimination of the entire British 6th Airborne Division.

This ASL Historical Module includes:

- Two campaign games. The first creates the battle in its entirety; the second is a shortened campaign game which starts after the British units, known as the Ox and Bucks, have captured Pegasus Bridge.
- Full-color 22" x 32" historically accurate map of the Bridge and the surrounding towns of Bénouville and Le Port.
- Chapter "Q" of the ASL rule book (which introduces new terrain types and contains the rules for Pegasus Bridge Campaign Games).
- Six scenarios recreating key portions of the battle.
- 160 1/2" and 64 5/8" counters.
- Day 7 of the Chapter "K," Squad Leader Training Manual and Chapter "H" notes for all the new vehicles which are introduced.

#8240 Pegasus Bridge is not a complete game. Ownership of ASL, Beyond Valor, Yanks and West of Alamein is required.



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

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A CAVALRY PRIMER FOR NEIGHSAYERS

by Michael J. Puccio



Cavalry has played a prominent role in military affairs for the greater part of recorded history, coming into its own as a dominant weapons system during the Middle Ages with the invention of the stirrup. (Indeed, in many quarters it is felt that the stirrup had as big an influence on tactics as the machine gun.) This simple device granted cavalymen the stability on horseback which made them the predominant shock combatant for almost a millennium, though this dominance was adversely affected by the introduction of the pike-armed infantry square of the sixteenth century and the musket-armed infantry square of the seventeenth. It was the eighteenth century and the wide scale employment of the rifled musket which saw the cavalry's role shift dramatically from one of shock to that of reconnaissance and screening. Cavalry charges and shock combat became less common as, for the most part, cavalry began to fight dismounted due to its inherent vulnerability to long range rifled musket fire. Horse soldiers, armed with quick firing and loading carbines, found themselves operating more and more as mounted infantry than as true cavalry.

ASL grognards hear the word cavalry and the first image which comes to mind is that of Polish lancers charging German panzers and other sundry AFV in the initial stages of what would become World War II. The game itself fosters such an image, as witnessed by the cover of *The Last Hurrah*, the module which heralded the entry of the Allied Minors into the system. This module contained three scenarios featuring cavalry and in each and every situation they were confronted by—you guessed it—German panzers or other sundry AFV. It's no wonder that such images are indelibly etched in our collective ASL gaming consciousness. However, this is just one aspect of mounted troops in World War II. As the ASLRB points out, while horse mounted cavalry played a relatively small role in the conflict, numerous nations fielded such units at one time or another. When the war began, Poland had a 70,000-man cavalry force, 11 brigades worth, which represented 10% of all men under arms. The mounted arm in the French and Soviet armies comprised almost 7% of their total manpower. Other major combatants generally fielded much less horse cavalry, but it was present nevertheless. It must be

remembered that at the war's outbreak most armies were still dependent on the horse as their primary means of transport, and cavalry was not the anachronism that it appears today. It was an accepted and valued member of every nation's armed forces. Great Britain, one of the first combatants to field a fully motorized army, did not dismount her horse soldiers until 1941, when the First Cavalry Division was disbanded after seeing service in Palestine and Transjordan.

Cavalry performed a number of functions during the course of the Second World War. On the Eastern front and in the Balkans it was utilized in anti-partisan and security activities until the conflict's conclusion. Its value lay in bestowing much needed mobility in areas where a sophisticated road net was lacking. In a front-line role, it was often called upon to perform duties which other formations were ill equipped to tackle. For example, during the Polish campaign, when confronted by the stout defense of the 20th Polish Division of the city of Mława, the German First Cavalry Brigade was utilized in a successful flanking maneuver which resulted in the capture of that city. The initial stages of Germany's invasion of the Soviet Union saw the German First Cavalry Division assigned the task of guarding Army Group Center's southern flank, which rested on the Pripiet marshes. The fact that horse soldiers have been featured in ASL scenarios ranging from the Mongolian Desert to the foothills of Croatia attest to its value in certain tactical situations.

CAVALRY IN ASL

The Cavalry rules (A13.) in the ASLRB amount to only a small fraction of its contents, comprising slightly more than two complete columns. Such brevity is understandable in light of the ASLRB's definition of Cavalry as any Personnel riding a horse counter; i.e., there are no special restrictions on which units may mount a horse counter other than those which may appear in SSRs. Once Cavalry dismounts it is treated in all respects as Infantry. Obviously, a tremendous amount of mobility is conferred upon mounted troops, and it is mounted movement and its attendant vulnerability which will be the chief focus of this article.

Cavalry Movement

Cavalry expends MF per the Cavalry column of the various terrain charts. The basic MF allowance for Cavalry is 12, but this may be increased through Galloping. For the most part, Cavalry MF expenditures equal that of Infantry (including 1/2 MF for moving Up-Slope—P2.51) with some notable exceptions: woods, crags, and graveyards cost twice as many MF (4, 4, and 2) for Cavalry entry, although Cavalry may pay road or path costs to enter such locations if applicable. Not surprisingly, Cavalry may not enter sewers, rubble, blazes, or wire hexes, nor may it cross bogage or cliff hexsides. Cavalry may not enter shell-holes or entrenchments but still must pay the extra MF for entering Locations containing such terrain. Buildings may not be entered but may be bypassed by all forms of animal transport as per D.2, and these units may end movement in Bypass in the same manner as vehicles. Cavalry uses Infantry Bypass and wagons use VBM (thus requiring the width of a counter between the obstacle and the hexspine). Cavalry cannot Advance in the APH.

The PTO puts its own spin on Cavalry movement. It costs Cavalry 4 MF to enter a light jungle location (unless along a road or path). Cavalry may not enter hut Locations, but may enter collapsed hut hexes at a cost of two MF. Kunai may be entered for a cost of two MF, and swamp requires the expenditure of all MF. All types of beach hexes require 2 MF plus COT (usually one MF). Entry of dense-jungle/bamboo/cave/cave-complex/oceans/piers is NA for Cavalry, unless along a road or path. Otherwise, Cavalry MF costs in PTO terrain are the same as Infantry costs.

In the case of panjis, the Cavalry is not required to take the panji MC mandated for Infantry. A Horse counter which crosses a panji hexside with less than 11 MF remaining or while Galloping is automatically eliminated and its rider then bails out. In this case it is subject to the normal Bail Out MC but not the panji MC as the MMC was not considered Infantry when it crossed the hexside. Should the non-Galloping Cavalry have 11 or 12 MF remaining it may move across the panji without any effect and should one MF remain, the unit may be placed under the panji hexside.

POLICE ACTION

ASL SCENARIO A105

Scenario Design: Brian Youse



KAMIENNA, POLAND, 1 April 1940: Created for operational use prior to the invasion of Poland, the SS Cavalry Brigade's primary duties consisted of searching for straggling Polish soldiers, stockpiled munitions, and "criminals" a broad category defined by the German occupier. Deployed as squadrons in various districts in Poland, and with various police battalions attached as needed, the cavalry performed this mission well. By spring of 1940, however, the squadrons found themselves fighting larger partisan bands and embroiled in action versus bands of partisans for weeks at a time. By the end of March, the Germans had heard rumors about an ex-Polish Army captain forming a large band in the Kamienna area.

BOARD CONFIGURATION:

BALANCE:

✚ Exchange three 4-3-6 for three 4-4-7 in the initial German OB.

■ Add one 8-0 leader to the Partisan OB.



37	1
42	

VICTORY CONDITIONS: The Germans win at game end if they Control ≥ 5 Level 3 hill hexes, provided the Partisans have not Exited ≥ 23 Victory Points (excluding Prisoners) off the south/west-edges, on/between hexes 4211 and 42A10. Each partisan squad-equivalent Exited increases the required number of Controlled hexes by one (to a maximum of 10).

TURN RECORD CHART

GERMAN Sets Up First [70]	1	2	3	4	5	6	7	8	9	10	11	12	END
PARTISAN Moves First [120]													



Elements of Polizei Bataillon 51 [ELR: 2] set up west of the 42GG5-CC5-G4-37X5-GG5 road: [SAN: 3]

4-4-7	4-3-6	8-0	7-0	LMG 3-8
-------	-------	-----	-----	---------

5 7 2 2



Elements of Squadron 10, SS-Totenkopf-Reiterstandarte 1 [ELR: 5] enter on Turn 3 along the west/south edge(s) on/between 42Q1 and 37GG5:

4-6-8	2-2-8	8-1	8-1	7-0	LMG 3-8	LMG 3-8	INF 10	12	8
-------	-------	-----	-----	-----	---------	---------	--------	----	---

9 2 3 2 9 2



Elements of Polish irregular troops [ELR: 2] set up east of the 42GG5-CC5-G4-37X5-GG5 road, ≤ 4 hexes from any road hex: [SAN: 3]

3-3-7	10-2	8-0	7-0	HMG 6-12	LMG 2-8	?
-------	------	-----	-----	----------	---------	---

20 2 10



SPECIAL RULES:

1. EC are Normal, with no wind at start.
2. Place overlay 1 on 37N8-N9.
3. All German 4-6-8s/2-4-8s are considered to have an underlined Morale, have their broken-side Morale Level increased by one, and to be SS for all purposes.

AFTERMATH: In the Brigade's largest deployment to date, half of it, six squadrons, along with the 51st Police battalion, were dispatched to Kamienna to eliminate this threat. As the units began to arrive in the area on the evening of March 30th, they were deployed to various villages surrounding the wooded area of Kamienna. The Poles, realizing that they were being encircled, attempted to break out versus the 51st Police Battalion. The ensuing battle that followed went on for some time, until the German 10th Squadron arrived to reinforce the police. Outnumbered and outgunned with the arrival of the SS troops, the Poles broke off their sortie and retreated to the hilly forested areas. Following the battle, the Germans regrouped and began again the process of tightening their grip around the partisans in the woods. After eight days, with nowhere else to run, the partisans were forced to fight and were quickly overwhelmed by the superior numbers and firepower of the cavalry.

DEBACLE AT KOROSTEN

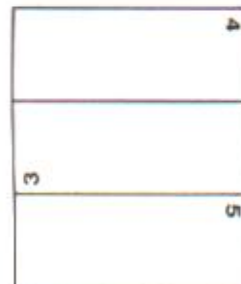
ASL SCENARIO A106

Scenario Adaptation: MMP



Along the KIEV ROAD, KOROSTEN, 30 August, 1941: As the front spread with each German success, vast gaps were left in the main line. These gaps proved to be perfect avenues of approach for the far-ranging Russian cavalry. One such daring group, the 1st Regiment, 2nd Cavalry Division, rode deep behind the German lines to the map depot of the 6th Army, near the town of Korosten. Waiting until twilight, they drew their sabres and came sweeping across the steppes like the Cossacks of old.

BOARD CONFIGURATION:



BALANCE:

✚ Add one German HMG to the initial OB.

★ All Russian Cavalry are Fanatic.

VICTORY CONDITIONS: The Russians win immediately upon amassing ≥ 17 Casualty Victory Points and Exiting ≥ 24 VP off the south edge of board 5 (Captured units do not count double). The Russians receive double the normal Exit VP for Russian units that Exit as Cavalry.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4 [✚]	5	6	7	8	9	END
★ RUSSIAN Moves First [126]										

Rear echelon units of VI Armee [ELR: 3] set up per SSR 2: {SAN: 2}

4-4-7	2-3-7	1-2-7	1-0	1-0	1-0	1-0	1-0	5-12	3-8	35 20L(4) -/3
3	10			2	2			2		

Relief column from Infanterie Division 16 (mot.) enter on Turn 4 along the north edge of board 4; all Personnel must enter as Passengers:

28 T7 21PP	30 T10 8PP	4-6-7	9-2	1-12	16 37L	16 T10 15PP AAMS
2	2	5			5	

Elements of 1st Regiment, 2nd Cavalry Division [ELR: 3] set up on board 5; no unit may set up with LOS to a German unit: {SAN: 2}

5-2-7	9-2	9-1	8-1	7-0	1-12	1-12	12
18					3		18

SPECIAL RULES:

1. EC are Moderate, with no wind at start. All buildings are wooden and Single Story Houses (B23.21). A +1 LV Hindrance exists for the duration of the scenario.

2. The Germans must set up one HS in each of the following board 3 hexes: M2, M4, M7, N2, O5, P3, R6, S3, V5, and X3. The *Opel Blitz* trucks must set up in 3R7 and 3K4; the *PSW 231* must set up abandoned ≤ 4 hexes from 3Q5 and the vehicular crew may not set up in the same hex. The *Kfz 1* and all remaining MMC must set up on board 3, but MMC may not be set up in the same hex or adjacent to any other MMC; SMC/SW set up with any MMC.

Contrary to A12.12, the Germans may not place pre-game "?".

3. No Quarter is in effect for both sides.

4. The German vehicles may not move or make Motion Attempts on Turn 1.

AFTERMATH: The German rear echelon troops were totally stunned, and many were indeed dispatched by the sword. Desperate calls for help to the nearby 16th Motorized Division succeeded in saving only a few dazed survivors—all that remained of the map depot by the time help arrived.

Cavalry may not Charge/Gallop in any type of jungle, bamboo, swamp, irrigated paddy, or on paddy banks, and may Gallop in such terrain only along a road.

In Desert terrain, Cavalry MF costs are the same as Infantry costs, except that Hammada is tripled (3) and sand doubled (2). Cactus Hedges cannot be crossed by Cavalry.

Cavalry may increase its basic MF allotment of 12 by Galloping. A unit which declares a Gallop at the start of its MPh receives an additional 8 MF (to 20) while a unit which does so during its movement phase receives 4 (to 16). The Horse counter, not the Personnel, is marked with a CX counter, which only functions as a reminder that the Horse counter may not Gallop the following turn. This CX counter has no affect whatsoever on the riding Personnel. A Gallop may not be declared by a unit which occupies a marsh, deep stream, or fordable water obstacle location nor may a Galloping unit use Bypass. Entry of woods, marsh, crag, graveyard, deep stream, fordable water obstacles, and one lane bridges is forbidden to Galloping Cavalry. Woods may be entered by Galloping Cavalry only through a road hexside. Galloping Cavalry may not enter jungle, bamboo, irrigated paddy, paddy banks, or panjis, although it may Gallop into jungle through a road hexside. If the NVR in a night scenario equals zero, then Cavalry may not Gallop (E1.51). Finally, Galloping Cavalry may not cross barbed-wire fences (P3.2) or abrupt elevation changes. Remember that Galloping is a prerequisite for Cavalry Charges.

(Dis)mounting Cavalry is much the same as for vehicles. All Infantry, including SMC (wounded or not) and Inexperienced MMC, get 4 MF in the turn of (dis)mounting. Period. It costs Infantry 1 MF of this basic movement allowance of four to (dis)mount a Horse counter. Infantry cannot Double Time in the Turn it (dis)mounts and may not mount a Horse counter that has already moved that

Turn. Additionally, movement factors are lost for all prior movement before (dis)mounting. In the case of Infantry, one MF is lost for each 25% of the Horse counter's current MF allowance (either 12, 16 or 20) that has already been expended in the unit's movement phase prior to dismounting. Conversely, a Horse counter will lose 25% of its current MF allotment for each MF expended by personnel prior to mounting. See Illustration 1 for an example of MMC/Horse movement expenditures. As in the case of vehicles, (dis)mounting may not take place during the APH.

Cavalry cannot Assault Move nor can dismounting Infantry. In night scenarios, Cavalry, like Infantry, pay one additional MF to enter Concealment Terrain. Cavalry may enter an enemy occupied Location during movement only if in the process of making a Charge or if the enemy units are disrupted, unarmed, or concealed (Detection applies—A12.15). Cavalry can make a Minimum Move, which would CX both mount and rider. Cavalry is ineligible to receive the leader MF bonus, though a Cavalry leader may confer this bonus to Infantry stacked with it. Support weapons may not be dismantled or reassembled while mounted, and all SW capable of being dismantled must be so while being portaged by Cavalry. Cavalry cannot portage in excess of its IPC (3PP), which may not be increased by adding an SMC's IPC.

Cavalry of any nationality may also make a modified human wave assault. To be eligible to initiate a Cavalry wave, a minimum of one squad-equivalent MMC of Cavalry must occupy each hex of the wave's chain, which must consist of three or more adjacent hexes. No unit of the charging chain may begin the charge within three hexes of an enemy unit, and at least one unit must have an LOS to an enemy unit within 16 MF. A minimum of one Good Order leader must participate. At the wave's inception, all participating Cavalry units must initiate a Gallop. At least one Cav-

alry unit must Charge an enemy occupied location during the course of the wave (more on the Charge later). It should be noted that Infantry and Cavalry may not combine in a wave assault (men on foot have trouble keeping up with galloping horses) nor is the morale of Cavalry troops raised by one (as is the morale of Infantry conducting a human wave).

Horses

The Horse counters themselves have a number of attributes which should be noted. Any Horse whose rider bails out is eliminated from play. Horse counters come in three varieties—squad size, half-squad size, and SMC size—and are represented by counters depicting three horses, two horses, and one horse respectively. The squad size counter may carry unlimited SMC in addition to a full squad-equivalent, while the half-squad version is limited to a half-squad and four SMC. A counter with a single horse depiction may carry up to two SMC. Should a HS-equivalent mount a squad-sized Horse counter, that Horse counter is free to deploy into smaller counters as necessary. Additionally, SMC Horse counters may be created from a MMC Horse counter at any time during its movement phase to accommodate movement of the SMC. A squad size Horse counter may split off into HS counters to satisfy losses or when its rider deploys into half squads.

While Horse counters are units, they are generic and are never considered enemy units for any purpose. Unpossessed Horse counters may be "captured" by recovery (A4.44), but need not be recovered by the side that last possessed it. Horse counters may be eliminated by a possessing unit as if a SW. Unmounted Horses can only move if led by Infantry/Cavalry, with each such leading unit restricted to leading no more than triple the number of Horse counters it may mount; i.e., a squad, whether mounted or not, may lead up to three squad size Horse counters. MF costs are per unit (Infantry pays Infantry MF costs and Horses pay that of Cavalry). Allowable entry locations are limited to those of Cavalry, although Bypass is allowed. Horse counters cannot Advance, although leading Infantry are free to abandon the Horse counter in order to advance. Horse counters may not be transported or portaged in any manner by a vehicle aside from landing craft. A Horse itself cannot portage a SW on its own, unless the weapon is animal packed (see the accompanying sidebar).

Attacking The Cavalry

Cavalry suffers a number of adverse combat affects. First and foremost, it always receives a -2 IFT/TH DRM when fired upon. Always (except for minefields). FFMO/FFNAM never apply nor does the hazardous movement penalty, but the -1 airburst TEM does. Wall and hedge TEM do not apply to Cavalry, and neither Horses nor Cavalry may take advantage of shellhole or entrenchment TEM. Should a Cavalry unit *break* (not just Step

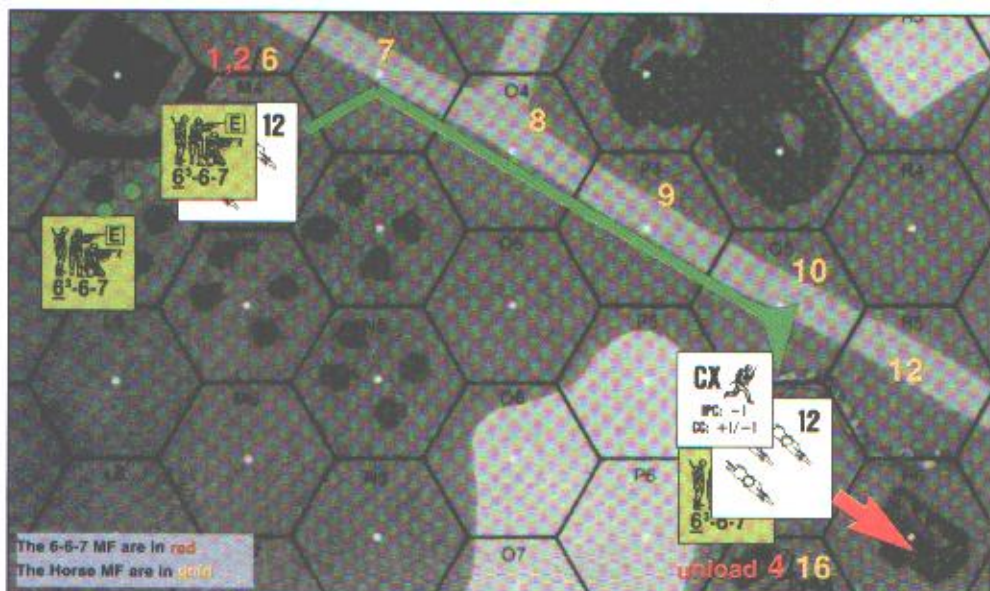


Illustration 1: An American 6-6-7 moves into an orchard hex, expending 1 MF and mounts a squad size Horse counter, expending a further 1 MF. Because the 6-6-7 has expended 2 MF in moving and mounting the Horse counter, amounting to one half of the basic MF allotment for Infantry, the Horse counter now has 6 MF remaining (one half of the Horse's normal 12 MF allotment). The Cavalry could move 3 MF and the 6-6-7 then dismount, using its remaining 3 MF (one quarter of the Horse's basic 12 MF allotment). Of course, the Cavalry could also declare a Gallop, increasing the Horse's total MF allotment by four to sixteen and the MF currently available from six to ten. The Cavalry could then expend 6 MF and still have the 4 MF (25% of 16) required in dismount. The 6-6-7 could then advance in the Advance Phase to hex R6 (which it could not do if it was still cavalry).

Reduce—G1.11), its Horse counter is eliminated and it must Bail Out per D6.24, necessitating a further NMC and eliminating any SW it may have been carrying (D6.24).

When it comes to describing the effect of fire attacks on Horses and Cavalry, A13.511 says it better than I can:

Horses, whether mounted or not, are attacked using the ★ Vehicle Line of the IFT in addition to, and at the same time as, fire against any Cavalry unit(s) riding them. Horses are not subject to the -2 DRM for Cavalry or to the FFMO/FFNAM. If the Final IFT DR is < the ★ Vehicle Line Kill #, a number of Horse counters up to the highest KIA # listed in that column (7.308) are eliminated. If the Final IFT DR equals the ★ Vehicle Kill #, one Horse counter (unless Random Selection results in a tie) suffers Casualty Reduction; all others are unharmed. Random Selection determines the Horse counter(s) affected and can include those that have just bolted (13.51) due to a MC vs their Riders. The Rider of an eliminated Horse must Bail Out (D6.24) after all MC/Reduction caused by that attack have been resolved. If a squad Horse-counter is Reduced, randomly determine which HS Horse-counter each SMC-Rider/SW was Riding; if the squad Riding that Horse counter is unaffected by the attack, it immediately Deploys in order to have one of its HS (randomly determined) Bail Out.

There are numerous restrictions on what Cavalry may or may not do. Mounted Cavalry always fires as Area Fire, with the exception of CC and while making a Charge. Nor may mounted Cavalry use any support weapons, with the exception of MOL (which is not affected by Area Fire) and thrown demo charges (which add an additional +1 to the Thrown DC DRM). Mounted troops may not place SMOKE or utilize either spray or assault fire. Finally, Cavalry is never subject to Pin/HOB/PTC/LLMC/LLTC.

Attacking With Cavalry—The Charge

In order to Charge, Cavalry must be Galloping or declare a Gallop at the Charge's inception. Cavalry must have a LOS to a Known enemy-occupied Location and must be able to enter that Location while at a Gallop. Charge-

ing Cavalry cannot cross a combination Crest-Line-slope hexside (P2.53). The only other restriction is that the Cavalry must be three or more hexes away from the target Location when the Charge is declared. The Cavalry proceeds to the target location, which it must enter if it survives unbroken all intervening Defensive/Subsequent First Fire. It simultaneously pays COT plus an additional 3 MF to enter the target's Location, where the target units (if unbroken) must attack the Charging Cavalry using TPBF. This is considered FPF regardless of whether the defender has previously fired, effectively tripling and halving the defending unit's fire. As usual with FPF, the firing unit(s)'s original IFT DR is used as a NMC against those unit(s) and any leaders directing their fire. The Cavalry, should it survive unbroken all forms of defensive first fire directed at it, may now make a TPBF attack against the enemy units in the Location, with MOL being the only SW which may be utilized. The firing Cavalry unit is not halved for mounted fire nor does it suffer any penalties for the Horse's CX status.

Post charge, for the remainder of its movement phase, Cavalry has several options. It may remain mounted in its current Location, or dismount if it has sufficient MF remaining, either way marked with a CC counter. It may also continue its movement and may even Charge another enemy location if it wishes (without having to declare another Charge until actually entering the enemy's Location). When the unit's movement phase is completed, it is marked with a Prep Fire counter to note that it may not fire in its upcoming Advancing Fire Phase.

Getting The Most Out of Your Cavalry

With the rules review behind us, let's look at using Cavalry in action. Just remember that Cavalry, like all units in ASL, has strong

CAVALRY SCENARIOS

Into the Fray [43]	09/01/39
Rattle of Sabres [A46]	09/02/39
Age-Old Foes [50]	09/27/39
On the Borderline [A16]	11/30/39
Police Action [A105]	04/01/40
Bring Up the Guns [G7]	05/10/40
Rude Awakening [47]	04/09/41
Debacle at Korosten [A106]	08/30/41
Ramsey's Charge [G28]	01/16/42
Savoia! [A12]	08/23/42
OP Hill [A41] (lone SMC horse)	04/17/44
The Cossacks Are Coming [33]	08/17/44
The Ring [AP1]	04/20/45

HORSE TRANSPORT SCENARIOS

Age-Old Foes [50]	09/27/39	wagon
Silent Death [A11]	12/09/39	sledge
The Raate Road [A54]	12/13/39	sledge
Police Action [A105]	04/01/40	wagon
On the Road to Andalsnes [A31]	04/24/40	wagon
Bring Up the Guns [G7]	05/10/40	wagon
Defeat in Java [A30]	03/02/42	wagon
Eastern Gate [63]	02/07/44	mule

points and weak points. The question is how to minimize the weak ones while taking full advantage of the strong ones. Every weapons system, including these cute little horsie counters, requires careful consideration concerning how they should be employed to help you satisfy the scenario VC and, hopefully, provide you with some insight on tactical World War II level combat.

One thing that should have caught your eye right off is the -2 modifier on all IFT/TH die rolls versus Cavalry. This is the single most important aspect to Cavalry combat. Aside from screening your mounted troops with the liberal use of SMOKE from non-mounted units, or the crafty use of natural cover provided by hindrances or LOS limitations imposed by restrictive terrain, or suppression of the enemy via massive firepower, there is precious little you can do to protect your Cavalry. The problem is further exacerbated by Cavalry's inability to enter some protective terrain, such as buildings, dense jungle, rubble, shell-holes, and entrenchments. Because the -2 DRM always applies, Fire Lanes become that much more brutal since hindrances such as SMOKE or grain have no effect on the -2 DRM, whereas in the case of Infantry troops the FFMO DRM would at least be negated. The effectiveness of the enemy's OBA is greatly enhanced as the Cavalry and their Horses cannot take refuge in protective terrain such as buildings or entrenchments. Harassing fire can be effectively employed to hit a larger amount of the playing area with the -2 DRM. The enlarged blast radius will come in handy as the Cavalry will probably be prudently dis-

TIPS FROM THE TRENCHES

Although horses cannot enter buildings, Infantry leading horses can. Just keep the Horse counter in Bypass!

For that matter, Cavalry can dismount while in Bypass of a building. The dismounting Infantry will be in Bypass until the end of the MP, at which time they occupy the building—just as if they unloaded from a halftrack.



persed. As noted above, walls and hedges do not provide Cavalry with protective TEM, which will also change your outlook on how to attack or defend a particular location.

Cavalry is triply vulnerable to non-CC attacks. Not only is it sucking up that -2 DRM, but its Horses can be shot out from under it as well. If the Horses go down, then the Cavalry Bails Out and takes a NMC. (Note that, since Horses don't suffer the -2 DRM, any attack that affects them on the ZZ Vehicle line will, once the -2 DRM is applied to the Cavalry be

at least a 2MC vs the Riders.) Even if the Horses were unaffected by the attack, they will bolt if the Cavalry breaks from the fire attack, causing the Cavalry to Bail Out and take a NMC.

Throw in Cavalry's inability to Assault Move or place SMOKE, and you can see why it pays to be careful when moving mounted troops. Almost without exception, stacking Cavalry will not be in your best interest because of this vulnerability. Your proud troop of Polish Uhlans, if not handled with

proper care, can very quickly be reduced to a number of broken half squads with little else on their minds besides fleeing the cardboard battlefield.

Along with this vulnerability of Cavalry, however, comes its biggest asset: mobility. While you should not ignore the vulnerability of mounted troops, neither should you ignore their mobility. To do so would sacrifice one of the greatest strengths of your OB. The trick is to find the delicate balance between the two. You will need this advantage if you wish to optimize your chances of victory in any Cavalry scenario. Cavalry, like an AFV, has the ability to stretch the playing field, simply by going from point A to point B three or four times faster than the poor bloody infantry. The problem is getting there alive. Cavalry's mobility will almost always compound the problems of defense, for so much more ground must be covered by a defender. An attacking mounted force will be able to shift the axis of its advance very quickly. Similarly, Cavalry defenders can confound an attacker by using their horseflesh to respond to the threatened point with a greater flexibility than any Infantry could hope to.

Besides stretching the defense, Cavalry conveys a number of other advantages to the attacker. For the most part, a defending force will attempt to avoid terrain into which Cavalry can conduct a Charge. (While staying concealed will protect you from Charges, the odd PTC/MC is too likely to strip your protection for this tactic to be counted on.) Instead, defenders will likely concentrate in buildings, woods, and jungle where Charge is NA. This may serve to compartmentalize the defender's forces into small groups. An attacking Cavalry force should be on the lookout for opportunities to use its mobility to further isolate one or more groups, bringing superior numbers and/or firepower to bear on an inferior enemy force. Opportunities may arise due to this mobility to deny rout paths to broken enemy troops, and skillful use of this tactic can reap tremendous rewards in terms of tactical advantages or CVP garnered through captured or eliminated enemy squads. Bear in mind that mounted Cavalry cannot interdict routing units since its fire is halved as Mounted Fire, so dismount first if that is your goal. Besides restricting the rout paths open to your opponent, infiltrating Cavalry can wreak further havoc by keeping broken units DM, denying them safe rallying points and preventing units in LOS from gaining concealment. Do not discount using mobility to obtain encircling fire upon key enemy units.

Using Cavalry to accomplish any of these may be considered a relatively low risk (one or two squads), potentially high yield investment. As always, the vulnerability of Cavalry should be weighed when attempting to implement any of these tactics. If you can afford the loss of the unit and it will constrain the actions of your opponent, by all means give it a go. Keeping two MMC mounted for this purpose may also be a good idea, so if one fails to reach the intended location, the other may make an attempt. When dismounted, consider keeping your Horse counters in the same Location in



Horse Transport



Horse-drawn transport (Wagons and Sledges—D12.) is considered vehicular in nature except that it expends MF rather than MP and does not expend MF to change its VCA or to stop/start, though it does pay an additional MF upon entering a hex containing another vehicle/wreck. Wagons have 8 MF, and Sledges have 6 MF. Wagons transport Personnel in the same manner as trucks and like trucks are treated as unarmored targets when attacked. A Wagon may tow a Gun whose M# is ≥ 6 (≥ 8 for Sledges) and two Wagons may combine to tow a Gun whose M# ≥ 2 but are treated as a single large target if attacked while doing so (and, presumably, for stacking purposes). Note that some Guns may be towed only by horse-drawn transport, as indicated by the "h-d" on the back of the Gun counter.

Wagons expend the same MF as Cavalry when entering open ground, shellholes, roads, runways, brush, orchards, grain, and entrenchments. Wagons may enter woods, gullies, fordable water obstacles, and streams at a cost of all MF. However, they must roll for Bog when entering/changing VCA in a woods hex or when exiting a gully/stream hex through a non-depression hexside. Sunken and elevated roads, graveyards, and bridges may only be entered through road hexsides and MF penalties are doubled in those elevated/sunken road hexes containing wrecks or other vehicles. Wagons may not enter sewers, marsh, crag, buildings, rubble, fire, or wire hexes nor may they cross wall, hedge, bocage, barbed-wire fence, cliff, or roadblock hexsides.

In the PTO, Wagons expend the same MF as Cavalry for entering palm trees, kunai, and all types of beaches. Light jungle may be entered at a cost of all MF with a Bog Check required (except along a road). Dense jungle and pier Locations may be entered only along a road hexside and bamboo, huts (collapsed or otherwise), paddies, paddy banks, caves, and ocean may not be entered at all. The interior of drained/in-season paddies may be entered as if open ground and grain respectively if a breach exists in one of that hex's bank hexsides.

Wagons may increase their movement allotment to 12 by declaring a Gallop at the beginning of movement, provided they are not already CX. A CX counter is placed upon the Galloping Wagon and also affects any Passengers. A Galloping Wagon must make a Wreck Check dr if it changes VCA or expends more than two MF to enter a hex (other than gaining elevation via a road hexside). A dr of six eliminates the Wagon, leaving any passengers broken in the hex, with SW malfunctioned or, if they have an X#, eliminated.

Squad-size Horse counters which are designated by SSR as mules may animal pack (G10.) any mortars between 76-82mm as well as Guns specified in the Chapter H ordnance notes and in G10.61. (You might want to annotate your ordnance notes to reflect these G10.61 Guns.) Each squad-size mule may pack one such piece of ordnance which must be dm or limbered if possible. Mules may never carry a rider of any sort nor may they be deployed. Should a mule counter suffer Casualty Reduction or be eliminated, the attacker makes a subsequent dr on the Animal-Pack Gun Vulnerability Table to determine the affect upon any Packed-Gun. In order to (un)pack a Gun, the crew and mule must be marked with a Pack-TI counter for a number of Turns (minimum of one complete Game Turn) proportional to the size of the Gun. The smaller the Gun (the higher its M#), the quicker it gets (un)packed. All types of SW may be packed, but must be dm if possible.



case the need for a hasty withdrawal arises.

On the attack, Cavalry is hindered by its inability to use any SW aside from MOL and thrown DC. Additionally, Cavalry forces represented in ASL usually possess SW in limited numbers, and they must be dismantled (if possible) when portaged by mounted troops. In order for these weapons to enter play in a meaningful manner, Cavalry units may be forced to dismount a significant portion of their strength. The trick here is to strike a fine balance between who stays mounted and who does not. Dismounting the whole OB may be counter productive, as it squanders the Cavalry's mobility. Keeping too many units mounted, however, will not only result in higher casualties due to increased vulnerability but also will restrict your ability to use SW to their fullest and halves inherent firepower. Cavalry is not, however, restricted in forming fire groups with other Cavalry or with Infantry.

When, where and who to (dis)mount are going to be the most important questions an ASL player asks himself during each of his movement phases in a scenario where he possesses Cavalry. A general rule, though one not written in stone by any means, is to keep one platoon per company mounted at all times to take advantage of any battlefield developments. These mounted squads may force your opponent to keep several of his units in reserve to counter any actions you may take with them.

The Cavalry Eye

Although Cavalry may dismount and serve as Infantry, you should develop a "cavalry eye" for the battlefield when playing a scenario featuring such troops in order to reap the greatest benefit from your units. In an attempt to develop such an eye, let us look at a hypothetical attack being made by a force of Cavalry. Set up board 11 with the number facing north. Our Cavalry force is attacking from the southern board edge and attempting to exit via the northern board edge.

The first thing apparent is that the grain fields centered around 11DD2 and 11Z5 lose a large degree of their effectiveness as hindrances to fire. Because the Cavalry is always subjected to a -2 DRM, the best either of these fields can offer is a net of +2 DRM. The walls/hedges will still affect LOS in their normal manner but will not provide positive TEM to our Cavalry forces. This in itself will pose us with some interesting choices. An enemy squad in 11W5 will have a number of good fire opportunities at any Cavalry that moves onto the hill or to the hedge-line which bisects it.

Additionally, enemy units might set up on the 11J5 hill mass in hex P9 (though vulnerable there to return fire or a Charge) manning long range SW with good firing opportunities to the southernmost hill mass or elsewhere on the hill (e.g., building O7), with LOS to units directly behind the X5 hedge. The Cavalry may choose to ride forward, hoping that its weight of numbers and mobility can help it to sweep past a squad set up in 11W5 behind the hedge. Several squads with support weapons might choose to dismount in hexes such as

11Y4 or 11Y6, risking fire perhaps from the W5 squad but out of LOS to the enemy troops on the northern hill. These units may then advance to the hedge-line to engage the enemy in a fire fight while our mounted squads which survived DFF may prepare to charge vulnerable enemy squads the following turn or dismount in advantageous positions to cut rout paths, deny concealment or lay down encirclement.

Horse holders may be left behind to hold the Cavalry mounts to keep our mobility intact and increase our options later in the scenario. The woods to either side of the southernmost hill do provide cover but also serve to slow our Cavalry down a great degree. Cavalry cannot Gallop through these locations (even in Bypass) and so can move through a maximum of three woods hexes, while leader led CX Infantry can move through five hexes (including Aph).

The walls surrounding the 11Q3 building present a dilemma as well, as the complex provides our antagonist with good TEM and positions invulnerable to Charge while also slowing the Cavalry down. While the walls do block LOS to a certain degree and may severely curtail the enemy's use of Fire Lanes they provide no TEM for the Cavalry and thus have no effect on fire from enemy positions on the 11J5 hill. Not only does this area provide the enemy with a number of positions invulnerable to Cavalry's most decisive offensive weapon, the Charge, but these positions are mutually supportive. This board, by ASL standards, is relatively open and employing Cavalry upon it will require some thought and care. A good place, therefore, to practice your "cavalry eye."

Sound the Charge!

Aside from its mobility, the most potent weapon available to Cavalry is the charge. It may be helpful to think of a World War II Cavalry charge as a sort of hyperkinetic close combat—in all probability someone is going to get hurt. It is the decisive nature of the charge which makes it so potent—the trick being to make sure that you come out of it better off than your opponent or that you have gained some tactical advantage. The key element to a successful Cavalry Charge is planning and preparation. This is not to say you should not take full advantage of any opportunities fate may grant you, but a Cavalry leader who charges at every opportunity will probably find himself with very little Cavalry to lead and a great number of broken half squads. Remember, while Cavalry is potent in the charge, it is always vulnerable due to the -2 DRM. Pick your point of attack with care.

Has your opponent left some of his units vulnerable in some way? Is there a path to the target location which is out of LOS from other enemy positions? Out of the normal range of enemy positions? Does one section of the playing area favor a Cavalry charge? Where are enemy reinforcements arriving? Where will units rout to if the need arises? Is there a location where a leader can be placed to serve

TIPS FROM THE TRENCHES

Although Cavalry cannot use Bypass movement or enter woods while Galloping, it can move that way in a MPH in which it Gallops. Just declare Gallop after using Bypass/entering-woods. You only get 4 extra MF (to 16) instead of 8 (to 20), but that may be a small price to pay.

You can even declare a Gallop in order to dismount after having used the normal 12 MF; at 1/4 of your new allotment of 16, the 4 extra MF are just what you need!



as a rallying point? These are all questions you should consider before committing to a Charge. A Cavalry Charge is less forgiving of mistakes than an Infantry assault; consider every possibility when conducting one.

Be on the lookout for enemy units in buildings, woods or any other locations you cannot Charge and avoid built up areas if at all possible. Conversely, brush, orchards, or grain are prime locations to conduct a Cavalry Charge in or through as they will provide some modicum of protection by being a hindrance to fire. They also will provide some cover for units which break, Bail Out and have need to rout. Cavalry Charges, unlike Infantry attacks, tend to take place in less restrictive and more open terrain; try to protect those units which Charge by doing so through or adjacent to rout-friendly terrain.

Prior to initiating a Charge you can do a number of things to increase the chances of success. This is one of those times you do not want to forget any available SMOKE (as long as your SMOKE doesn't protect his Infantry from the Charge of your otherwise-safe Cavalry). In the preceding turns, use your Cavalry's mobility to obtain a local superiority of numbers in the area where you anticipate making the Charge. Often the enemy will not be able to react quickly enough to your threatened attack. Swarm the enemy's position with as much Cavalry as you deem prudent because in all probability some of the Charging Cavalry is not going to make it to the target location. Be decisive and bring overwhelming odds against your opponent.

During Prep Fire, target any units in the anticipated path of your Charge that possess machine guns. Nothing short of an FFE is as devastating to a Charge as a Fire Lane. These MG-toting units must be a priority. Fire Lanes can restrict your movement options in a big way, denying your Cavalry its greatest asset: mobility. Your opponent will no doubt attempt to cover with fire those areas of the playing area where it may be foolhardy to place squads (e.g., open ground, brush, grain). Fire Lanes

(and other residual FP) will help inhibit any swarming tactics you may wish to employ. A Cavalry leader does not want to expose his troops to multiple attacks from a single LMG, all at -2 unless through orchard or other hard hindrances. Smash those MG nests first.

Charges can be especially devastating against units which cannot defend themselves effectively, such as broken units, those marked as First or Final Fired, Pinned units or any which are isolated from their comrades. Often, one such vulnerable unit, in the right place at the right time, can spell a victory for the Cavalry player, opening up a gap in your enemy's position for your horse soldiers to scamper through. This is why a good Cavalry commander will always leave a portion of his strength mounted, to take advantage of any opportunity afforded by fate. Part of developing the aforementioned "cavalry eye" of the battlefield is to be sensitive to any openings which may arise.

Keep in mind the VC when you conduct a Cavalry Charge. If you are required to exit CVP it may be useful to employ what I refer to as a decoy Charge. The object is to Charge a small number of Cavalry units at one or two exposed enemy squads, draw fire and gallop everyone else past them before other enemy units can react. If the target is vulnerable in some manner and you can effectively screen your Cavalry from supporting fire, then is the best time to Charge. Pick out one or two key or exposed enemy units which are inhibiting your movement and Charge them with one or two squads each. With very good luck, you will break them with your Charge. With decent luck, you will survive (even if broken) in the target hex, thus prohibiting fire outside the hex. If the Charging units can accomplish this, or even just exhaust the enemy's defensive fire, you are then free to run for the board edge. This tactic will not work against units in prohibited terrain such as buildings or woods, however. Against these units you will have to use more old-fashioned tactics. At least the enemy MG will have their covered arcs fixed.

After the Rush

Except when trying to inhibit fire outside the hex (as outlined above), it is seldom advisable to remain mounted in the Location with the units you charged unless they are broken, in which case they will rout out in the RtPh. Under the right circumstances these routers will surrender to your Cavalry. Cavalry can take prisoners, but the prisoners move at the Infantry movement rate (not the Cavalry rate) in a combined stack with the Cavalry captors (A20.53).

Cavalry attack at full strength in CC (even against AFV), but are subject to a +1 DRM to attacks by it and a -1 DRM to attacks against it for being Riders. In addition, a melee hex is a tempting target for your opponent to fire into if you are mounted, since your Cavalry is subject to the ever present -2 DRM, while his Infantry obviously is not. Your mounts may be eliminated by fire or by your breaking, and you will be subject to the NMC if you Bail Out. You may be left broken and reduced in a hex with a Good Order enemy squad. Even in melee, Cavalry remains vulnerable.

CONCLUSION

A potent attraction of ASL has always been its capacity to simulate all theaters and actions of World War II on a tactical scale as no other wargame can. I am continually surprised that players do not play the PTO (my personal favorite), do not play night, do not touch chapters E/F. These "extras" provide the variety,

the spice to the world's greatest wargame. To ignore any part of the system is to deny yourself the full satisfaction of its richness. Many players tend to approach Cavalry in the same manner—just another rules section to be avoided. The Cavalry rules do add another layer, but one of richness, not of complexity, and they may well change your view of the game—while increasing the pleasure you derive from it as well.

ASL AREA NEWS

by Russ Gifford

Sometimes it's important to remember where we've been to appreciate how far we've come. Consider what the ASL world has accomplished in the past 10 years. In 1987, there was the SL Rally, the first Oktoberfest had just finished, and Winds of War was just starting. From this beginning, I now receive ASL AREA tourney reports from all over the U.S. and around the world!

Since Avaloncon started in 1991, the tourney world has changed. The success of structured tourneys and 'fests has brought ASL events to all regions of the US on a monthly basis practically year round. Even first time tourneys bring 16 or more players into the fight!

CHITS AND BITS

With the explosion of ASL tourneys, the number of e-chits continues to climb. Sixty non-tourney chits regularly come in through the shangri@pionet.net address, and I still average 10 to 20 chits a month on the old Genie address. On top of this, a single tourney may generate 40 to 100 chits at a time, so you can see things are busy!

This Edition of AREA NEWS marks one part of the plan to improve the process: The ASL AREA Web page now has a form with an autoresponder built in. After testing this awhile, the goal for the next month is to make the response bring your updated AREA rating to you, after I approve the chit.

The link to all ASL AREA stuff, and lots of other ASL information is:

<http://www.pionet.net/~shangri/russ/Areaap.html>

If you can't use the web, but have email, please use the shangri@pionet.net address rather than the old Genie one.

If you like surface mail:

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NEW MEMBERS

While the AREA Web Site may not be meeting the demands of AREA rating updates, it is fulfilling its original mission in life: sign-ups. May 1997 saw 18 new AREA members sign up through the ASL AREA Web Site. An average month appears to be 10 to 12 from the web site, and another 12 to 15 from various tourneys. Couple that with some months getting as many as 200 chits, and well, things get hectic!

I'm experimenting with new data bases, and methods to draw the chits in and spit them back out with only an "OK" from me. If it works, you'll be the first to know!

POINTS TO REMEMBER

I have very little to mail to ASLers in way of

AREA material. If you sign-up, you are considered a member, which means you can register your games to be rated based on your results vs other players. Actually, until you play another opponent and send me the result, there is really nothing to give you. I rarely add players to the published lists until I get at least one game result! So feel free to sign up with a friend, and send the result of the game you just played with your sign-up!

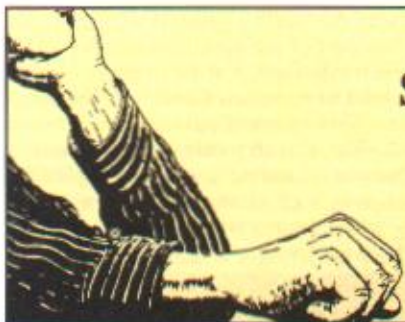
All the information about ASL-AREA that I can think of is placed online at the above WWW address. If you really want, I can send you that information, but please be specific about what it is you want: the online site contains information on running tourneys, the AREA Report, the current monthly report, a breakdown of how AREA ratings are figured, and the tourney results for last year's Avaloncon. And much more. So, if you need any of this and can't get online, be specific about what you'd like and send me an SASE. (And make certain it is at least a #10 business letter size.) Saying "Send me all the AREA stuff," won't cut it, by the way!

If you call and I'm home, I'll be glad to talk. But since my work often keeps me away from home until late, or out of town for 4 days or more at a time, it is not unusual for me to get home to 3 or 4 calls a night on my answering machine saying "Hi, this is so n' so. Please call me back at" Seriously, I used to do that. But while I gladly spend my money for postage, copies, and all the rest, you can't imagine how fast you can spend half a kilobuck calling people back. And actually, it's not the money that kills me—it's the time. (For some unknown reason, my wife thinks I ought to talk to her on the rare occasions that I am actually home!)

Please bear with me through the ASL-AREA growing pains. Just because I don't answer your call or your non-SASE letter doesn't mean ASL-AREA has crashed and burned. It only means that the 200 plus chits, new members, and requests for info take some time to plow through. And on that subject—while I appreciate the intentions of all the people who throw cash or a check in the envelope, please reconsider. I didn't get into this for money, and I just can't bring myself to cash a check. When I ask for an SASE, it isn't the stamp I want from you—it's an addressed envelope! Seriously—save me the time of digging out your address, because most of you have handwriting that would have stumped WWII cryptoanalysis experts. And if you really want an answer, give me space on the letter to scribble a return note (or ask your questions with large spaces in between so I can answer there!).

I'm also trying to streamline the effort to put the ratings online. Just keeping up with the flow has been a job by itself, so bear with me. I understand the interest, and I'm glad it's there. On the other hand, I know that in the 20 years Avalon Hill had AREA, there was never a SINGLE update, let alone a yearly posting of ratings like you have now. So I can't feel too badly about what I've done. Yes, it can and will be better, but it's still moving forward.

As I said at the start of this column, sometimes you have to look at where you've been to appreciate where you're at.



Scenario G28 - Ramsey's Charge

American Player: Jeff Coyle

Japanese Player: Matt Noah

Neutral Commentator: Carl Fago



[Jeff and Matt met back in 1991 at the "Winds of War" tournament that Ray Woloszyn used to run in North Carolina. They discovered that they had lived 20 minutes apart in Northern Virginia and since then have been best friends and frequent opponents. We've known them as long, first as regulars on the tournament scene, then as playtesters. Grab a game with either if you get the chance. Besides being skilled and knowledgeable players, both are fun to play against.]

Carl has long been a valuable playtester for us and nearly won the 1996 Avaloncon ASL tournament. He is very familiar with Play by Email ASL (PBEM ASL) and is a fixture atop the ASL discussion list ladder. After we talked Carl into doing the Neutral commentary, we conned him into replacing Steve Petersen as MMP's head scenario dude. He's been a busy boy the past few months.]

OPENING COMMENTS

AMERICAN

"An ASL Annual featuring Cavalry? What's next—an Action Pack dedicated to Pulkas?!"

That was my initial response when I heard Matt "volunteered" us to do a Series Replay of "Ramsey's Charge (G28)" for the Annual. I have somehow managed to play ASL for over six years without bothering to learn the cavalry rules, and I wasn't sure I wanted to have my ignorance become public record. So why agree to this? The usual reasons I guess: fortune, fame and a chance to impress all those ASL groupies that hang around the tournaments these days.

Since Matt and I have both have wives, kids and jobs, and Matt was in the process of moving (twice!), I was able to get him to agree to play this scenario by email. Matt has always been reluctant to try ASL by PBEM, but since we would need to document all our action's anyway, he went along. I have played ASL by email for about four years now and I find it a great way to study and apply unfamiliar areas of the rules in a game without annoying your opponent for taking too long. Besides, PBEM deprives Matt of his favorite "recon-in-force" tactic, where he "accidentally" knocks over my concealed stacks with those clumsy paws of his.

After looking over the scenario (and the Cavalry rules!), I decide there are three objectives I would like to achieve in the beginning part of the game. First, take care of the four Japanese HS around the 35oJ8 victory hex

while they are CX and vulnerable to charge. Second, set up a force overlooking the river where I can punish the three squads fording the river and prevent them from reaching the south bank. Third, take a group over to the 40Q1 victory hex to prepare for the Turn 2 Japanese reinforcements. Unfortunately, I have only four squads in the first two turns. At best, I can handle two of these objectives. I really want to try to hit the board 35 HS on Turn 1, when they are most vulnerable and before they begin to disperse into good terrain. The three squads in the river are also vulnerable on Turn 1 because of their fording status, so I will want to make sure I can get some shots at them before they can leave. The third objective, I feel, is the toughest. There is no defensive terrain for my units to set up in, and unless I cross the river there is no way I can stop the Turn 2 Japanese reinforcements from getting to a point where they can hit 40Q1 and all its approaches. I feel there is very little point in taking 40Q1 early because there is no way I can hold 40Q1 for very long once the Japanese get into 40P4 and start hammering me.

My strategy, therefore, is to concentrate on cleaning up the board 35 and river forces first and setting up a strong force in 35L10 to prevent any additional Japanese forces from reaching the south bank of the river. I will move my Turn 3 reinforcements to the middle of board 35 (around Q6) and have them cautiously move through the palm trees in a dispersed manner so that they are ready to capture 40Q1 around Turn 6 or 7.

Taking out the four HS around 35oJ8 on Turn 1 will be a tricky affair. The combination of an automatic -2 DRM on all shots against mounted troops and the good possibility of a double break from bailing out, make Cavalry charges a very dangerous proposition. They should not be attempted in normal game situations. The designers of this scenario, being well aware of this, have set the scenario up to give charging Cavalry half a chance to inflict some real damage on the Japanese on Turn 1. First, the Japanese set up CX, which cuts their fire modifiers to a -1 DRM. Second, each Japanese unit's first shot against charging Cavalry is treated as a NMC. Third, all the board 35 troops are half-squads, so they will actually break if they fail their morale check. The combination of these three factors makes me want to try a Cavalry charge against them on Turn 1, even though I know there are heavy risks involved and I could potentially ruin my chances for victory.

To minimize the risk of the Cavalry charges, I will deploy two of the four squads, and ex-

cute my charges with HS. Coordinating the charges will be tricky, because I need to see the enemy units by the time I get to within three hexes of them, and I need to be able to declare a gallop no later than that. The problem is that you cannot bypass while you are galloping (A13.36). The only way I can get in a position to charge the Japanese HS is to come from the south, or subject myself to fire from the river troops. Matt has set up his river force at the far west of their setup area. Even though their firepower would be halved due to fording the river, and I would get height advantage, that threat is enough to stop any mounted movement along the river side on Turn 1.

I see no other choice than to set these four HS in 35oD5. I can either go up the 35oF4-35oI7 path, or circle around to 35oI4 and charge the Japanese from the southwest. I will stack the leaders with each of the remaining full squads. One squad/leader combination will be given the LMG and be sent around from 35oD5 to get to 35L10 in the APH so they can hit the units in the river. The other leader/squad stack will set up further north, in 35oD9, so they can hit the board 35 Japanese from the north and cut the rout paths of any broken units.

Well, here goes "Charge of the Light Brigade, Part 2." Hi-o Silver, and away!

JAPANESE

"Ask not what ASL has done for you..." That's how Brian Youse started his conversation with me about doing this replay. He asked Jeff Coyle and I to "play the old ASLUG scenario, Morgan's Stand, but be sure to do a Cavalry Charge, as this Annual will be focusing on the Cavalry rules." Right. It took a moment, but we figured out that he meant "Ramsey's Charge," and not the ASLUG version, but the revised version that appeared in issue 30-3 of *THE GENERAL*.

I was excited to do the replay, but I knew I would have very tough opponent in Jeff. Despite being my friend, Jeff regularly kicks my butt in ASL. I've had my share of wins against Jeff, but he continues to be the better player. I don't mind—I'd rather lose to a friend than beat some jerk. I had played "Ramsey's Charge" once before as the Americans, so I asked Jeff to play the Americans. Though playing something again against an opponent who hasn't played the scenario is usually a big advantage, I knew that it wouldn't hurt Jeff that much as we would be playing by email.

At tournaments, I've noticed that players who played a lot by email tend to be slow players, as they are used to analyzing every possi-

bility for each phase for each of their units. I am not a fast player anyway, so the last thing I need is to reinforce my tendency for paralysis by analysis. With that said, I think playing by email will make for a better Annual Replay. Hopefully, neither of us will make a bonehead mistake caused by fatigue and/or haste, two common elements of tourney play.

Enough blathering, let's talk about this scenario and how I'm going to win it. (He's better, but I'm always confident.) In a nutshell, my plan is to concede the temple and deny control of 40Q1. It's nice to know that I Control hex 40Q1 from the start (A26.1) and am not required to enter it unless he takes Control away. I'll use a "reverse slope" defense of 40Q1 with units in the stream and on the bridge ADJACENT to 40Q1. As long as I can keep Jeff out of 35N10, any unit in the stream should be out of LOS from all that American firepower. If Jeff wants to shoot at them and get the -2 Hazardous Movement DRM, he'll have to get adjacent and allow me a PBF shot. Given that he breaks and I don't, I can afford such an exchange for a limited period of time. But I can't sustain that for many turns, so I'll have to be careful about when I put the bulk of my force into the river.

Of course, my 10-1, the MMG, and some LMG squads will set up camp in 40P4 to pour covering fire into 35N10 for my guys at the river's edge and on the foot bridge. Two mortar squads will go to the 40K7/L7 hill to nail all of the jungle hexes, particularly (you guessed it) 35N10. For the *coup de grace*, I'll probably launch a Banzai charge across the foot bridge on Turn 7 and hack my way to my victory. A simple and violent plan. I like it. I'm sure I'll have to tweak this during the scenario, but the basic framework seems sound.

As for my initial forces, I'm setting up the temple HS HIP per G1.631, even though it is obvious. I'll do it to highlight that it's allowable and perhaps (doubtful) the concealment will come in handy. I'll use Inoue (8-0) to rally and recombine whatever is left of my CX temple HS, and have them fall back to defend the 35M10-N10 jungle. There they will cover the flank of the units that start in the stream. When Jeff charges, I will use the HS to form a hefty FG against any charging units so as to leave a large residual FP in an Open Ground hex. This is risky, but I'm determined to leave some residual FP which will interdict any American unit that wants to blast through to the stream and the 35M10-N10 jungle. Note that Jeff could do that with a 20MP gallop/charge from hexes 35oD4-D5. I want to force Jeff to take a slower route through the huts and kunai south of the temple. My river boys in turn, are to fight like hell on the far side of the river so as to buy some time for my ample reinforcements.

NEUTRAL COMMENTATOR

This scenario is attractive due its relatively small size and interesting action. A small, brittle Japanese force attempts to hold the tide against a much superior American force long enough for Japanese reinforcements to cross a river and hold an empty patch of ground. The Americans, for their part, must blow through

the small initial Japanese force with enough left to interdict the Japanese reinforcements before they can set up a strong defense on the south side of the river.

The Japanese have the advantage in support weapons and position, as well as in total number of squads. The latter can be used to their advantage if they can trade troop casualties one for one using Hand-to-Hand Close Combat. The normal Japanese advantage of Stealth is partially negated by having 2nd line troops for about a third of the force, while the SSR grants stealth to the entire American force. The support weapon advantage is mainly in mortars, which can use smoke to disrupt an American strong point as well as make jungle hexes extremely dangerous.

The Japanese are at a disadvantage with a pitifully small initial onboard force facing a much stronger opponent. Also, being CX or in the river cuts down on the Japanese ability to stop the American onboard force. The first turn NMC for firing at *charging* Cavalry almost ensures an early American charge at these HS. But would this be a wise move for the American player? We shall see.

The Americans have both a per squad and total firepower advantage (but not by much). The initial U.S. force has a 2:1 firepower advantage over the at start Japanese (given the disadvantage that plagues the Japanese squads initially in the river). The Americans also have the advantage of speed and maneuverability with their horses, as well as the ability to eliminate the Japanese HS sitting in the open waiting for a Cavalry charge.

The Americans have some tough decisions to make. The first is whether to take the net -1 DRM fire from Japanese Defensive Fire, or dismount and fight it out on foot. Perhaps more critical is the decision whether to try to set up a screening force at the foot bridge with the initial forces or to just take care of the Japanese initial forces and let the reinforcements do the job of interdicting the river crossing.

Hex 40Q1 is the key. The victory conditions keep the Americans honest by requiring them to take (and keep) the 35oJ8 temple, but that shouldn't be too much of a burden for the at start forces. However, those initial American forces have a second job—to get *someone* in position to interdict either the wooden foot bridge or its approaches. Without some form of effective interdiction, this scenario becomes very tough on the Americans.

My personal experience with this scenario includes a Japanese win against a tough opponent which saw some initial luck by the Japanese forces whittling down the *charging* Cavalry, followed by a successful river crossing backed up by the Japanese MMG and light mortars in an overwatch position on hill 520.

INITIAL SETUP

Serial	Event	DRM	DR	Result
Japanese				
1	447H in 40N2			
2	447L, 347F, 8-0 Inoue in 40M2			
3	237F(CX) in 35oK8			
4	237B(CX, HIP) in 35oJ8			
5	237G(CX) in 35oJ7			

6	7A (237L(CX)) in 35oJ9
American	
7	7AA (667V, 9-2 Patrick (Mounted)) in 35oD9
8	347N, 347P, 347L, 347Q, 667Y/LMG, 8-1 Kaster (All Mounted) in 35oD5
9	Sniper in 35oM10
10	Japanese Sniper in 35oD7

TURN ONE

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
11	Wind Change		2 4	NE
Movement Phase				
12	347N, Gallop - from 35oD5 to 35oJ6			
13	347N, Charge at 35oJ9 - from 35oJ6 to 35oJ7			
14	J 237F, 237B, 237G fire at 347N RFP	-1	2 2	Cower, K/2 347N elim Horse Elim IRFP
15	Random Selection Cower- J 237F, 237B, 237G		3 1 4	G Cowers
16	347L, Gallop - from 35oD5 to 35oJ6			
17	347L, Charge at 35oJ9 - from 35oJ6 to 35oJ7			
18	Residual Attack IFP	-2	3 1	IMC, Horse OK
19	347L takes IMC		4 5	Break
20	347L takes Bailout MC		2 6	Eliminated
21	347P from 35oD5 to 35oJ6			
22	347P Bypass oJ5 (J6), Gallop, Charge at 35oK8			
23	347P from 35oJ5 to 35oJ7			
24	237F Subsequent First Fire at 347P 2FP	-1	2 2	Cower, IMC, Horse OK
25	347P takes IMC		2 6	Break
26	347P takes Bailout MC		3 4	Pass
27	347Q, Gallop from 35oD5 to 35oJ6			
28	347Q, Charge at 35oJ9 - from 35oJ6 to 35oJ7			
29	Residual Attack IFP	-2	5 1	NMC, Horse OK
30	347Q takes NMC		1 1	Pass
31	347Q from 35oJ7 to 35oJ8			
32	237G PFP, 237B Subsequent Fire, 237L First Fire at 347Q; lose 7A - RFP	-1	4 5	NMC, Horse OK 237G, 237L Break 2 RFP
33	347Q takes NMC		4 6	Break
34	347Q takes Bailout MC		1 2	Pass
35	Patrick, 667V from 35oD9 to 35oJ10, Dismounts; lose 7AA			
36	Kaster, 667Y/LMG from 35oD5 to 35oJ6			
37	Kaster, 667Y/LMG from 35oJ6 to 35oJ6 Bypass (J5-K6), 35oK7 Bypass (K6, L6)			
38	237F PFP 2FP	-1	4 2	NMC, Horse OK
39	Kaster takes NMC		5 4	Break
40	Kaster takes Bailout MC		1 5	Pass
41	667Y/LMG takes NMC		2 2	Pass
42	Japanese Sniper		6	NE
43	667Y/LMG from 35oK7 to 35oJ7			
44	237F PFP 2FP	-1	5 3	NE, 237F Break
45	667Y/LMG from 35oJ7 to 35oJ9 Bypass (K9)			
46	667Y/LMG from 35oJ9 to 35oK10, Gallop, Dismounts			
All Horse counters are CX except for 35oJ10				

Advancing Fire Phase

46	Patrick, 667V fire at 35oJ8 4FP	+1	2 1	IMC
47	237B takes IMC		2 3	Pass
48	667Y fire at 35oK8 4FP	+1	5 1	NE

Rout Phase

American				
49	347Q routs to 35oJ6			
50	Kaster routs to 35oJ5			
51	347P routs to 35oJ5			
Japanese				
52	237L surrenders (A20.21 & 93a Q&A) to 667V			
53	237F routs to 35oJ8			
54	237G: eliminated for Failure to Rout			

Advance Phase

55	Patrick, 667V, prisoners to 35oJ9			
56	667Y/LMG to 35L10			

Japanese Player Turn

Rally Phase				
57	Wind Change		5 4	NE
Japanese:				
58	237F self-rally attempt		3 5	NE, Still DM
American:				
59	Kaster self-rally attempt		2 2	Rallies
60	347P rally attempt		5 4	NE, Rmv DM



61 347Q loses DM

Prep Fire Phase

62 237B Opportunity Fire

Movement Phase

63 347F Ford to 40N1

64 667Y, LMG First Fire at 347F - 8FP

-2 5 2 2MC

65 347F takes 2MC

6 2 Reduces to 237(r)F

66 447H from 40N2 to 40P3

67 Inoue, 447I from 40M2 Ford to 40N2

Defensive Fire Phase

68 Patrick, 667V fire at 35oJ8 - 12FP

-1 5 3 NMC

69 237F takes NMC

2 5 Pass

70 237B takes NMC

6 4 Break

Advancing Fire Phase

71 447H fire at 35L10 - 1FP

+1 3 4 NE

72 447I fire at 35L10 - 1FP

+1 5 4 NE

Rout Phase

73 American invokes No Quarter; 237B, 237F eliminated

Advance Phase

74 237(r)F to 35N10 (CX)

75 447H to 40P4

76 Inoue, 447I to 40N3

AMERICAN

Ouch! Three fours in a row to start the game! After enduring Matt's First Fire, I am amending my earlier statement to say Cavalry charges should not be made in *any* game situation. Seriously, Matt's first shot was particularly gutsy. If he rolls an eight or above, he breaks three-quarters of his board 35 force. As it stands, I have two dead and two broken HS to go with a broken leader. If the squad riding with Kaster had broken too, I would have

really been in trouble because I would have no one in a position to stop the three squads from reaching the south side of the river. As it is, I have to pull a sleazy move to get enough movement factors for the squad to dismount in 35oK10. Since I can't get declare a gallop before I bypass 35oL9, I actually declare a gallop while I dismount in 35oK10. Not very realistic, but effective!

Routing first can be a significant advantage sometimes. In the initial Rout Phase, I am able to move the two broken HS to a position where they effectively surround Matt's broken units and cut off his routs. I am not sure I should have invoked No Quarter, but I don't think it will have much impact once we start shooting at one another across the river.

Matt is able to get his three squads out of the river with minimal losses, but I prevent most of them from reaching the south bank. He draws my fire with the first move, and then makes sure everyone else moves further away to prevent any subsequent fire.

As it turns out, despite the fact I am not able to complete a single charge despite four attempts, I clear out his board 35 force and allow only one reduced squad to reach the south bank. My losses will hurt, but I'm still in the game as I meet one of my initial objectives and partially fulfill the other.

JAPANESE

What a wild melee on the very first Player Turn. I was fortunate that my first gamble of the game worked out so well for me. My initial

FG rolled low, but unfortunately cowered, so I didn't leave as much residual fire as I hoped to. But I can't complain. I killed one squad equivalent outright and broke another, plus Kaster as well. Jeff's setup allowed Patrick to sneak around north of the 35oH9 bamboo and get to the river's edge. That's bad news for my river boys; I should have set up at least one of the river squads in 40G3, so as to interdict 40G1. When I shot at HS Q, I included HS L in the FG to increase the odds of killing it. Firing in-hex vs Cavalry is FPF and Area Fire anyway (A13.351), and I figured Jeff would move his HS into my HS's hex to freeze it. Had it worked, 237L would have been able to fire a Subsequent First Fire shot at Patrick with a 1FP (-1). Not great, but perhaps it would have caused Jeff to "lay up" and not run Patrick to the jungle.

Despite my plans, my temple HS disintegrate and Jeff was able to get units on the riverbank in position to blast my river boys. I had stacked two squads with Inoue in order to send them across the river separately via 40L1, M1, or N1. Squad H in 40N2 was to exit the river on the north side and go CX to 40Q2 via the bridge. In my Player Turn, I sent 347F across the river to act as a suicide speedbump, and Inoue and the other two squads retreated north in search of cover—taking care to avoid Patrick's LOS. Oh well, "no plan survives contact with the enemy." I will have to rely on my reinforcement's firepower to create some opportunities to get units near 40Q1.

NEUTRAL COMMENTATOR

Jeff's initial American force clears out the small Japanese force. Not a good sign for the Japanese. While such a small force won't last long, some should make it into Turn 2. Jeff has also set himself up to interdict the foot bridge as well as providing as clean a path as possible for his Turn 3 forces to gallop to the middle of Board 35. Not bad.

Matt managed to get a unit to the south bank of the river, which could be very important later in the game. He avoids the temptation to send Inoue and squad I into 40N1 where they would suffer residual firepower and possible Subsequent First Fire from 667Y. The more Japanese units on the south bank of the river, the harder it will be for the U.S. forces to kick them out. As it stands, the forces now on the north bank of the river will have to endure some significant attacks if they want to reach the south bank. Why didn't Matt Double Time squad H across the bridge as planned?

I'm suprised Matt used a large firegroup as his first attack vs mounted troops. It is generally accepted that large FP attacks yield better results when the total DRM of the attack is positive, while smaller attacks are better when the total DRM is negative. In this case, the mounted Cavalry result in a net -1 DRM (-2 cavalry, +1 CX). While the larger firegroup results in more residual firepower placed in the attacked hex, it also allows the Cavalry to turn the flank relatively unscathed (as Jeff proceeded to do).

Matt eventually realized the value of placing some river units in 40F3, G3 or H3 with the possibility of placing some firepower into 40G1. This might have prevented Patrick from penetrating so quickly.

A couple of minor things Jeff could have eliminated 237F on the first Player Turn using some "offensive" routing. If his HS Q had stopped its rout in 35oH7, then Japanese HS F in 35oK8 would have been eliminated for failure to rout and would not have had the opportunity to attempt self-rally in the Japanese player turn. Also, there was no need for the U.S. Advance Fire Phase shot at HS F. The only game result of any consequence would have been a lucky Heat of Battle result or the activation of the Japanese sniper. Since the HS was already broken and could have been eliminated, this low-odds shot should not have been made.

A couple of rules errors occurred. First, horses belonging to units that are forced to take a Bail Out MC are eliminated, and Jeff failed to remove those horses. Second, Cavalry can only charge Known enemy units. The charge declared against 35oI9 should not have been allowed. These two minor errors shouldn't be much of an issue for the rest of the game.

TURN TWO

Serial Event	DRM DR Result
American Player Turn	
Rally Phase	
77 Wind Change	6 4 NE
American:	
78 347Q self-rally attempt	3 6 NE
79 347P rally attempt	-2 6 6 347P Elim

Prep Fire Phase	
80 667Y/LMG at 40N3 - 8FP	6 3 PTC
81 447I takes PTC	5 4 Pinned
82 Patrick, 667V at 40N3 - 6FP	-2 2 3 K/2
83 Random Selection: Inoue	4 NE
Random Selection: 447I	6 CR to 237I
84 Inoue takes 2MC	1 3 Pass
85 237I takes 2MC	4 3 Break

Movement Phase	
86 Kaster from 35oL5 to 35oH6	
87 Remove CX counters from horses	

Defensive Fire Phase	
88 237I(OF) at 35L10 - 2FP	+2 1 5 NE

Rout Phase	
89 Inoue 237I rout to P6	

Advance Phase	
90 Patrick, 667V to 35oI10	

Close Combat Phase	
91 Patrick concealment gain att	+1 2 Place ?S
92 667V concealment gain att	+1 3 Under ?S
93 Kaster gain concealment	Place ?UU

Japanese Player Turn	
Rally Phase	
Japanese reinforcement set-up: all concealed	
Adjacent to 40M10: ?J (9-1 Murekami, 447S/LMG, 347D/dm 50mm MTR F, 347E/dm 50mm MTR E)	
Adjacent to 40Q10: ?B (10-1 Sakana, 447Y/LMG, 447D/LMG, 228/dm MMG)	
Adjacent to ?B: ?L (447X, 447C, 447F)	
Adjacent to 40P10: ?K (347J)	
94 Wind Change	5 1 NE
95 237I rally attempt	4 1 Rallies
96 347Q rally attempt	4 3 Rallies

Movement Phase	
97 237I(OF) from 35N10 to 35O10 remove CX	
98 ?J(9-1 Murekami, 447S/LMG, 347D/dm 50mm MTR F, 347E/dm 50mm MTR E) from 40M10 to 40K8	
99 ?B(10-1 Sakana, 447Y/LMG, 447D/LMG, 228/dm MMG) Double Time from 40Q10 to 40Q5	
100 ?K(347J) Double Time from 40P10 to 40Q7	
101 ?L(447X, 447C, 447F) from 40Q10 to 40R8	
102 447H from 40P4 to 40P5	

Advance Phase	
103 ?J (447S/LMG) to 40J7, create ?N(Murekami, 347E/dm MTR E, 347D/dm MTR F)	
104 ?N (Murekami) to 40L8, create ?P(347E/dm MTR E, 347D/dm MTR F)	
105 ?P (347E/dm MTR E) to 40K7, create ?A (347D/dm MTR)	
106 ?A (347D/dm MTR F) to 40L7	
107 ?B (10-1 Sakana, 447Y/LMG, 447D/LMG, 228/dm MMG) to 40P4	
108 ?L (447X, 447C, 447F) to 40Q8	
109 ?K (347J) to 40P6	
110 447H to 40O5	

Close Combat Phase	
111 Inoue attempt concealment gain	-2 3 Under ?K
112 237I attempt concealment gain	-1 2 Under ?K
113 237I(OF) gain concealment	Place ?U

AMERICAN

With only two Good Order squads, there isn't much to do in my turn other than try to wear down the remainder of his river force. The 5 on Patrick's attack makes up for Kaster killing a HS in the Rally Phase.

Matt's set up and movement of his Turn 2 reinforcements almost makes me want to reconsider the choice of my initial objectives, as he runs down the 40Q10-40Q4 road with no opposition. But if I put someone in the 35Q10 region, he still can move along hexrow P using the kunai and wall to shield him. It would take him an extra turn to get to 40P4, but time is not critical to him right now, and I needed that extra squad to contain the river force. The force he has moving up the hill worries me.

Mortars on that hill can use their range advantage to really hurt any troops I have along the south bank.

JAPANESE

Well, Patrick shot up Inoue and his squad pretty bad, but I was glad that Inoue didn't wound or die, and I was able to rout Inoue with HS I behind the stone wall and out of harm's way. I'm also happy to be able to move up the west side of stone wall and not have to sweat a possible First Fire shot from Patrick if I had to take the O7/O8/P8 path into the stone wall enclosure. It would have been a low FP attack, but I really don't want Patrick and his -2 directing any fire at my units. I do wish I had gotten the LMG squad to 40I7 to take some potshots down the I hexrow on board 35. All in all, I can't complain—I was able to set up my main defense without any problems. Now the "stonewall brigade" should get to blast American squads in Open Ground and palm trees while my mortars take care of anyone in the M10/N10 jungle area.

NEUTRAL COMMENTATOR

A turn of mopping up and positioning. Bad luck for the Americans, losing the HS to Fate; as rally would have kept pressure on the lone Japanese reduced squad on the south bank. As it stands, Jeff positions his forces to interdict the obvious river crossing point.

The Japanese are setting up for their river crossing as well as providing a fire support base on Hill 520. I'm suprised that a squad with a LMG accompanies this support base. A better choice would have been the MMG with crew. The MMG has the range, while the squad and LMG firepower may be needed in the push across the river.

TURN THREE

Serial Event	DRM DR Result
American Player Turn	
Rally Phase	
American Setup, all concealed	
Adjacent to 35A6 ?Y (347O Horse) ?N (347D Horse) ?K (667E Horse) ?L (667P/LMG Horse)	
Adjacent to 35A5 ?G (9-1 Tokarz, 667G/dm MMG Horse) ?TT (8-0 Coyle 667A Horse) ?R (667W/LMG, Horse)	
114 Wind Change	6 5 NE
Prep Fire Phase	
115 667Y/LMG at 40O5 - 8FP	+2 6 1 PTC
116 447H takes PTC	2 1 Pass, SAN
117 American Sniper Check	5 NE

Movement Phase	
118 347Q from 35oI7 to 35oJ8	
119 ?LU (Kaster) from 35oI7 to 35oM9, Loses Concealment.	
120 ?Y (347O) Gallop, from 35oA6 to 35R6, Lose Concealment, Horse CX	
121 ?N (347D) Gallop, from 35oA6 to 35R5, Lose Concealment, Horse CX	
122 ?L (667P/LMG) Gallop, from 35oA6 to 35oM9, Dismount, Lose Concealment, Horse CX	
123 ?K (667E) Gallop, from 35oA6 to 35Q5, Lose Concealment, Horse CX	
124 ?TT (Coyle, 667A) Gallop, from 35oA6 to 35Q5, Lose Concealment, Horse CX	
125 ?R (667W/LMG) Gallop, from 35oA6 to 35oM9, Dismounts, Lose Concealment, Horse CX	
126 ?G (Tokarz, 667G/dm MMG) Gallop, from 35oA6 to 35oM9, Dismount, Lose Concealment, Horse CX	
127 ?S(Patrick, 667V/prisoner) assault moves from 35uI10 to 35oJ9	

Defensive Fire Phase

128	?A: 347D assemble MTR F, Lose Concealment		
129	?P: 347E assemble MTR E, Lose Concealment		
130	347D, 347E fire at 35L10 - 2FP	+1	2.6 NE
131	?B: 228 assemble MMG, Lose Concealment		
132	447H fire at 35L10 - 2FP	+1	2.3 PTC
133	667Y/LMG takes PTC	1	1 Pass

Advancing Fire Phase

134	Patrick, 667V/prisoner at 40L7, Lose Concealment - 1FP	-1	4.5 NE
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Advance Phase

135	Patrick, 667V/prisoner to 35oK9		
136	Tokarz, 667W/LMG to 35oN8		

Close Combat Phase

137	347Q gain concealment Place ?G		
138	Kaster attempt concealment gain	+1	3 Place ?T
139	667P/LMG attempt concealment gain	+2	6 NE
140	667G/dmMMG attempt concealment gain	+2	2 Place ?T

Japanese Player Turn

Rally Phase

141	Wind Change	6.5	NE
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Prep Fire Phase

142	347D fire MTR F at 35L10	2	1 Hit, -1 Acq, SAN
143	IFT 2FP	-1	1.2 K/I, SAN 667Y reduced to 347Y
144	347Y takes IMC	4	3 Break
145	American Sniper Check	6	NE
146	American Sniper Check	5	NE
147	347D fire MTR F at 35L10	-1	6.1 Hit, -2 Acq
148	IFT 2FP	-1	1.1 KIA, 347Y Elim
149	Random SW destruction of LMG	5	NE
150	347E fire MTR E at 35oM10	5	2 Hit, -1 Acq

Movement Phase

151	?K (Inose, 347J) from 40P6 to 40P7; leave ?P in 40P6 (237I) lose CX		
152	?N (Murekami) from 40L8 to 40P8		
153	447H declares Double Time, from 40Q5 to 40Q2		
154	228/MMG, ?B (Sakana, 447Y/LMG, 447D/LMG) lose CX		

Defensive Fire Phase

155	?T (667G/dmMMG) assemble MMG		
156	667W/LMG fire at 35O10 - 4FP	-1	3.1 IMC, SAN
157	237(r)F takes IMC	2.6	Reduced to 137F
158	Japanese Sniper Check	3	NE
159	Patrick, 667V at 40K7 - 2FP	-1	6.6 NE

Advance Phase

160	?J (447S/LMG) to 40J6		
161	?N (Murekami) to 40Q8 (becomes part of ?L)		

Close Combat Phase

162	447H attempt concealment gain	+1	2 Place ?O
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AMERICAN

Time to bring on the much needed reinforcements. I deploy another squad in this group to help disperse my western maneuver group which will slowly move (dismounted!) through the orchard hexes on its way to 40Q1. My goal is still to have my forces approach 40Q1 from multiple directions: one group from the west (the S and R hexrows), one through the bamboo around 35P7, and one from the eastern gap (35O9 and P9). I figure that Matt can stop one or two groups, but won't have the firepower to stop all three. The western and center groups will be more than capably led by that big stud, Sergeant Coyle! I hope to have enough troops to take 40Q1, while still having troops back at 35P9-Q9 and 35N10 to fire at 40P4. From there I can use my squad range advantage to

nullify his TEM advantage. I have moved all my machine guns and my -1 leaders to 35oM9 to set up these firegroups.

Prep Fire does little. I decide to move Patrick and his squad into the woods as they see only concealed units outside their normal range. Moving back a hex will also take them out of normal range of any LMG and out of long range of enemy squads that may be in 40K7 and 40L7. Matt assembles his two mortars in the Defensive Fire Phase, which makes Patrick promptly advance right back out of the woods. Allocating each mortar to a full 2nd line squad is a very good move. With all other nationalities, it often makes sense to deploy a squad and split two mortars to the resulting HS. With the Japanese step-reducing until reaching the HS level, I need to break each unit three times before I can silence one mortar. And since he must have a leader on the hill to move up as quickly as he did, he has a very good chance of rallying any HS in the next Player Turn anyway. Add to that his SMOKE, plus the fact that the only available TEM is jungle, and my boys in that area of the map could be in real trouble.

His units up on the hill also strip the concealment of my reinforcements, which is unfortunate. Having them concealed could greatly help their life expectancy as they Assault Move and advance up to 40Q1.

The mortars on the hill immediately make their presence felt by blowing away the squad in 35L10. I debated moving him out of the woods, but I wanted to have somebody cover the footbridge, and I can't do it from 35oJ10. I should have advanced Patrick and his squad to 35oJ10 anyway to cover the approach to the bridge. Matt immediately takes advantage of my mistake by moving onto the bridge. 40Q2 is important for him as it allows him a protected counterattack point should I enter 40Q1. Given that the Japanese have the last Player Turn in the game, it is a critical advantage to be able to stage Japanese units there.

I am able to whittle down his last south bank unit in my defensive fire phase, but I am not quite as successful with my 2FP(-1) attack as Matt was with his. The Japanese unit in 40Q2 is able to grow concealment in his Close Combat Phase. There are certain places where a unit should never be able to gain concealment, and a foot bridge is definitely one of them!

JAPANESE

This turn was one of jockeying for position. Jeff brought his reinforcements on with, unfortunately, no interference from me. He appears to be using the M10-N10 jungle to screen his advance to the bridge. He also has a maneuver element south of the bridge. I wonder if they are going to go straight at the bridge or circle a bit to the west? I expect to see quite a bit of HS trash running about. Patrick looks like he will disengage next turn and move toward the bridge. Accordingly, I pelted the jungle line in anticipation that Patrick may move there next turn. Once again, the dice were nice to me and I hit him pretty hard with my mortars in my Prep Fire. The acquisition counters in 35L10 and 35M10 should now discourage Patrick (or

anyone else) from moving there. Hex 35M10 does not have a great field of fire but it does have LOS to the hill and Sakana in 40P4. Hex 35N10, which does have a great field of fire on the victory hex and the river, will be covered by Sakana's killstack in 40P4, and his 12FP(+0) shot.

In my turn I move units into a 40P6/7/8 "chain", so as to set up the late game banzai that I may have to do. Murekami moves over to 40P8 to have another negative leader to cover 40Q1. If I do have to launch a Banzai, Murekami and at least one squad will follow up behind it. My move with squad I to 40Q2 is risky, but I like my cool reverse-slope foot bridge defense—Wellington would approve, I'm sure. Besides, 35N10 is the only hex that can hit 40Q2, and that hex will get all sorts of attention if anyone moves in there.

NEUTRAL COMMENTATOR

Another turn of maneuver, although the Japanese didn't take full advantage of their opportunities. The American forces position themselves for the mid-game attack on the final victory hex. Jeff remembers to push a HS into 35oJ8 to establish Control of the hex. This is something easily forgotten in the heat of battle when no other Japanese forces are anywhere near the hex and every available American squad and HS will be needed to attack the remaining victory hex.

Jeff chose to drive his reinforcements around the bamboo in the middle of board 35 rather than take a more direct route to the victory area. This route (35oM8, oN8, O8 or O9, etc) is subject to fire from the reduced squad in the swamp. But between the palm trees in O9 and Area Fire from the swamp, it might be worth the effort to get to O8 or O9.

Matt only sends one squad across the river. This may prove costly as it could be easier to keep the U.S. out of 40Q1 than to kick them out at game end. In ASL it can be advantageous to carry the battle to the enemy, and there is no better ASL nationality with which to do this than the Japanese. Wellington may have approved of Matt's reserved approach, but Patton would have opted for the full force assault across the river.

TURN FOUR

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
163	Wind Change	6.4	NE	
164	667A attempt to Deploy	6.1	Deploy 347T, 347U	
165	667P/LMG and 667G/MMG exchange machine guns			
Prep Fire Phase				
166	Patrick, 667V fire at 40K7 - 2FP	-1	3.3 NMC	
167	347E takes NMC	5.6	Reduced to 237(r)E	
168	Tokarz, 667W/LMG fire at 35O10 - RF	+1	5.2 NMC	
169	137F takes NMC	4.3	Pin	
Movement Phase				
170	Mounted 347D from 35R5 to 35S6, Dismount			
171	347D to 35S7			
172	Mounted 347O from 35R6 to 35T5, Dismount			
173	347O to 35T7			
174	Mounted 667E, Dismount			
175	667E from 35Q5 to 35P7			

mounted Cavalry modifier and the -1 leader that I suspect leads those units, it seems like a worthwhile shot.

Matt quickly nullifies my Patrick killer stack by hitting it with Smoke. It ruins the effectiveness of my Defensive Fire and forces me to skip Patrick's next Prep Fire to move out of the Smoke. The rest of Matt's move is pretty conservative. He doesn't need to take any significant risks; he has the strength and tools to counter any action I take right now. I have cleared out the south bank, but I get the feeling I am going to need some lucky breaks to win this game.

JAPANESE

The Smoke worked well in neutralizing Patrick, who stuck around 35oK9 in order to hose down my mortars. Jeff will have to move him next turn, but where? If he stays around the jungle, then my two mortar squads will blast and Smoke him. I like putting Japanese squads with mortars as they're the only units that can break twice yet still keep firing. Sometimes a Japanese force won't have the luxury of manning each mortar with a squad, but it's no problem in this scenario. HS F Prep Fired as there was no where else to run—it was just a speed-bump anyway.

Otherwise, I continue to skulk around, and in my APH, start to assemble my late game Banzai force. I expect Jeff will do a slow creep through the palm trees and then sneak someone up to 40Q1. But he'll have to kill my river squad or leave a large force in 40Q1. If he leaves a large stack in 40Q1, Sakana and his stack will put some serious fire into that Open Ground hex. As Dan Stanhagen would say, Sakana will "open a whole can of whupass...", and then I'll just Banzai across or advance my river squad in the last APH for the win.

NEUTRAL COMMENTATOR

The U.S. forces are setting themselves up for the end game. It could get tough for the U.S. as I think they will need two turns to take 40Q1 and oppose the inevitable counterattack. Some serious firepower is set up to attack 40Q1 but having Patrick busy with the forces on the hill keeps him out of the fight over the last victory hex. His absence may be telling.

The Japanese mortars show why they are so dangerous. HE attacks with airburst DRM plus the SMOKE making capability make them one of the most versatile and valuable weapons in the Japanese arsenal.

Matt also sees the value of the other valuable weapon in the Japanese arsenal, the Banzai charge. It can be a two-edged sword, though. First, the charging infantry have to get to their target, weathering some nasty fire with -2 DRMs. Second, when they get to their destination, they must eliminate all the American units and have one MMC left with which to Control the hex. The end game could very well see a final CC battle in 40Q1 and whoever has

the last MMC standing wins. This would be an optimum ASL playing—down to the last DR.

TURN FIVE

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
214	Wind Change		5 4	NE
Movement Phase				
215	347O assault move from 35T8 to S9			
216	347D assault move from 35S8 to R8			
217	create 7S (347T) assault move from 35P7 to Q8			
218	7T (Kaster, 667G/LMG) assault move from 35O9 to P9			
219	667V assault move from 35oK9 to oK10			
220	667P/MMG assault move from 35oK9 to oK10			
221	Patrick assault move from 35oK9 to oK10			
222	7W (347Q/prisoners) assault move from 35oL9 to L10			
223	347U lose CX			
Defensive Fire Phase				
224	MTR F (347D) fire at 35L10	6 4	miss	
225	MTR E (237(r)E) fire at 35L10	+2 5 6	miss, gain -1 acq	
Advancing Fire Phase				
226	Patrick, 667P, 667V fire at 40K7 - 2FP	-1 3 5	NE	
Advance Phase				
227	347O to 35R9			
228	347D to 35R9			
229	7S (347T) to 35Q9			
230	7Q (Coyle, 667E) to 35Q8			
231	347U to 35P9			
232	7T (Kaster, 667G/LMG) to 35Q9, 7S removed			
233	Tokarz, 667W/LMG to 35P8 CX			
Japanese Player Turn				
Rally Phase				
234	Wind Change		5 4	NE
235	347Q LMG recovery attempt in 35L10, lose concealment.	+2 1	Yes	
Prep Fire Phase				
236	Flip 35oK9 smoke to dispersed side, remove drifting smoke in 35oH10			
237	MTR F (347D) fire smoke at 35P10	6 5	NE, no smoke, no shot, retain -2 acq in 35L10	
238	MTR F (347D) fire HE at 35L10	-2 1 2	Hit, SAN	
239	effects - 2FP	-1 6 1	PTC	
240	347Q takes PTC	3 1	Pass, SAN	
241	Prisoner HS takes PTC	6 3	Pin	
242	American Sniper Activation	5	NE	
243	Japanese Sniper Activation	5	NE	
244	MTR F (347D) fire HE at 35L10	-2 5 4	Hit	
245	effects - 2FP	-1 4 1	IMC	
246	347Q takes IMC	4 6	Break	
247	Prisoner HS takes IMC	5 3	Elim	
248	Sakana, 228/MMG, 447Y/LMG, 447D/LMG Opportunity Fire			
Movement Phase				
249	7O (447H) assault move from 40Q2 to Q1			
250	7B (237I) Banzai! from 40P4, Target is 35P9 (337U); lose concealment			
251	7K (Inoue, 347J) Banzai! from 40P5, Target is 35P9; lose concealment			
252	7P (447X) Banzai! from 40P6, Target is 35P9; lose concealment			
253	First Impulse = 2MF: 237I to 40Q4, Inoue, 347J to Q5, 447X to Q6			
254	667G/LMG, fire LMG at 237I, place 1FP Fire Lane to 40Q5			
255	LMG fire at 237I - 2FP	3 2	NMC	
256	237I takes NMC	6 5	Break	
257	Fire Lane at Inoue, 347J - 1FP	1 4	PTC, NA	
258	Second Impulse = 3MF: Inoue, 347J to Q4, 447X to Q5			
259	Fire Lane at Inoue, 347J - 1FP	3 6	NE	
260	Fire Lane at 447X - 1FP	2 3	PTC, NA	
261	Third Impulse = 4MF: Inoue, 347J to Q3, 447X to Q4			
262	Fire Lane at 447X - 1FP	2 6	NE	
263	Fourth Impulse = 5MF: Inoue, 347J			

264	to Q2: 447X to Q3			
	Fifth Impulse = 7MF: Inoue, 347J to Q1: 447X to Q2			
265	Fire Lane at Inoue, 347J - 1FP	6 2	NE	
266	237(r)E/MTR E moves from 40K7 to L8, remove acquisition			
267	7J (447S/LMG) from 40L8 to P8			
268	Murekami, 447C, 447F, moves from 40Q8 to Q5,			
269	Fire Lane at Murekami, 447C, 447F - 1FP	6 1	NE	
270	Murekami, 447C, 447F, continues on to Q4			
271	Fire Lane at Murekami, 447C, 447F - 1FP	5 3	NE	
Defensive Fire Phase				
272	Patrick, 667P/MMG, 667V fire at 40L7 - 8FP	-1 3 3	2MC	
273	347D takes 2MC	4 2	Reduce to 237(r)D	
274	347D, 347O, 347T, 667G, 347U fire at 40Q1 - 16FP/8FP	+1 5 5	NE, Cower	
275	Tokarz, 667W/LMG fire at 40Q1 - 8FP/4FP	+2 3 6	NE	
Advancing Fire Phase				
276	Sakana, 228/MMG, 447Y/LMG, 447D/LMG fire at 35Q9 - 12FP/6FP	2 6	1MC, PTC	
277	Kaster takes PTC	6 5	Pin	
278	347T takes 1MC	3 2	Pass	
279	667G takes 1MC	5 2	Break	
280	Sakana, 228/MMG fire at 35Q9 - 4FP			
281	Random Selection: 347T	1 1	K/2	
282	Random Selection: 667G	6	Reduce to 347G	
283	Random Selection: Kaster	6	Wound	
284	Wound Severity	4	NE	
285	347T takes 2MC	1 1	Pass	
286	HOB DR	-1 5 4	Fanatic	
287	347G takes 2MC	2 5	Elim	
288	Sakana, 228/MMG fire at 35R9 - 4FP	4 6	NE	
289	Murekami, 447C, 447F fire at 35R9 - 2FP	4 6	NE	
290	347J fire at 35R9 - 1FP	+1 2 6	NE	
Rout Phase				
291	237I to 40Q8			
292	347Q to 35oL9			
Advance Phase				
293	7O (447H) to 35R10			
294	347J to 35P10			
295	447X to 40Q1			
296	447C to 40Q3			
297	7J (447S/LMG) to 40Q8			
298	237(r)E/MTR E to 40M8			
299	237(r)D/MTR F to 40L6, lose acquisition			
Close Combat Phase				
300	447C attempt to conceal	+1 3	gain 7B	
301	237(r)E/MTR E		gain 7L	

AMERICAN

Not much excitement in my player turn. I Assault Move or advance my forces closer to 40Q1. Patrick and the two squads move out of the Smoke, then proceed to miss another 2 (-1).

Matt decides to liven things up by declaring a Banzai charge to get more troops across the river. He gets the extra movement factors without having to go CX, and increases his morale while I am still not in a good enough position to stop him. A good move on Matt's part, but I wonder why he didn't move these troops up normally on Turn 4, using this turn to get them to 40Q2 and conceal. I still think 40Q2 is the key to the Japanese strategy. A good stack in that hex, along with the killer stack in 4P4 can really pound on any units I move to 40Q1. And as long as the mortars cover the river line,



there are not too many places I can get to where I can hurt Matt's guys.

Once again I forget to advance Patrick and his crew to 350J10 to cover the approach to the bridge and once again it costs me. Not remembering to do it in Turn 4 wasn't so bad because he would have just placed Smoke there and ended up ruining my shot for both this turn and last anyway. Forgetting this turn, however, really hurts as he loses his Smoke. I break the lead HS of the Banzai group, and Patrick's guys manage to reduce another of the mortar squads, but I gack my 16(+1)/8(+1) attack on the newcomers on the south bank. Now, instead of having my southern units getting a firegroup together to wear down the Japanese in 40P4, I have to direct my shots at these new guys.

To compound my problems, Matt whacks another of my squads and wounds Kaster with an opportunity fire snake eyes from the MMG.

JAPANESE

This turn illustrates how playing by email helped me make a better decision. As you know, I initially planned to do a bottom of the ninth Banzai, and hack and slash my way to glory. I discovered, however, that A25.231 requires a charging unit to stop moving when it enters an enemy hex. That and the foot bridge would make a Turn 7 Banzai dangerous if Jeff gets a tad aggressive and pushes someone through 40Q1 and out onto the bridge. Such a squad in 40Q2—or even worse, 40Q3—would also be out of LOS from my kill stack. So a Turn 7 Banzai is out; no way do I want to end the game with a surplus of squads that can't get to the victory hex. Waiting until Turn 6 would allow Jeff to move Patrick, *et al*, somewhere to cover the charge. I decided it would be better to charge now in Turn 5 since Patrick couldn't interdict it.

My revised plan is to get more squads over the river to prevent Jeff from getting to the victory hex or else reduce him so much in the effort that I can easily retake the hex in Turn 7. The Banzai rules allow me to get extra MF and better morale, all without subjecting the bulk of the troops to TPBF because impulse movement slows everyone down enough to prevent all but the HS from actually entering an enemy hex. I intend to use Inoue's and then Murekami's troops as a wall of bodies, and will attempt to engage in CC if there are 1-2 odds or better. That U.S. Stealth won't be a factor in the palm trees and Open Ground. All I probably need left is two squads and Murekami for the last CC—if it comes to that. But I'm hoping that Sakana and his 16(-1) shot into 40Q1 will make CC unnecessary.

Perhaps a Turn 4 move across the river should have been tried, but that's probably pushing it. I don't want a protracted firefight with those 667s at close range and little or no cover. As others have pointed out before, a Japanese player wants short scenarios, while the opponent wants long scenarios to whittle away those unbreakable squads. Once again, the dice gods smile on me, as I expected Inoue and his squad to get chewed up and they didn't.

Tried Smoke to screen fire from 35P8 and

O9. It might have helped protect my boys in the far side of the river and Sakana would still have a clean shot into 40Q1. Hex 35O9 would be an interesting place to put a large kill stack with the 9-2—it would be screened from all Japanese fire and still put a 20FP(+0) into 40Q1. The down side is the 9-2 couldn't cover the bridge or the 40P4 stronghold. Like all interesting tactics, it has pros and cons.

NEUTRAL COMMENTATOR

The situation turns in favor of the Japanese. This is an excellent example of what a Banzai charge can accomplish. The U.S. forces will have a difficult time dislodging the Japanese with only two turns to get through the Japanese south of the river plus two more squads on the north side of the river ready for another Banzai.

All is not lost for the U.S. forces just yet. Some opportune Prep Fire with a bit of luck in the Defensive Fire Phase could turn the tide back to the U.S. The fanatic HS, while not full compensation for the lost squad, will be beneficial.

Patrick is sorely needed at the foot bridge, but may not get there in time to make a difference. It might be worth the risk to put him and his two accompanying squads in 35N10. Even in the AFPh this stack could deal some death to the Japanese.

TURN SIX

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
302	Wind Change	3	2	NE
303	Self-Rally 347Q	1	2	Rallies
Prep Fire Phase				
304	347D, 347O fire at 35R10 - 6FP	1	3	2MC, SAN
305	447H takes 2MC	2	4	Reduce to 347(r)H
306	Sniper Activation		5	NE
307	347U fire at 35P10 - 6FP	6	4	NE
308	Tokarz, 667V/LMG fire at 35P10 8FP	+1	4	5 NE, Remove CX
Movement Phase				
309	347T/Fanatic assault move from 35Q9 to Q10			
310	Kaster(w) assault move from 35Q9 to Q8			
311	7Q (667E) assault move from 35Q8 to Q9, create 7S (Coyle) in Q8			
312	347Q/LMG moves from 35eL9 to O9			
313	667V moves from 35eK10 to O9			
314	Patrick, 667P/MMG moves from 35eK10 to O9			
Defensive Fire Phase				
315	237(r)E dismantle MTR E			
316	237(r)D dismantle MTR F			
317	Murekami, 447F, Sakana, 447D/LMG, 447Y/LMG, 228/MMG fire at 35Q10 - 16FP	-1	3	4 2MC
318	347T/Fanatic takes 2MC		1	1 Pass
319	HOB DR		4	2 Hero, Clarke
320	347(r)H fire at 35R9 - 6FP		1	1 K/2, Cowser
321	Random Selection: 347D		6	Elim
322	Random Selection: 347O		5	
323	347O takes 2MC		5	2 Break
324	Inoue, 447X fire at 35Q10 - 8FP		6	1 IMC
325	Clarke takes 1MC		2	4 Pass
326	347T/Fanatic takes 1MC		6	5 Break
327	347J fire at 35P9 - 6FP		6	6 NE
Advancing Fire Phase				
328	Patrick, 667P, 667V fire at 35P10 - 8FP	-1	6	6 NE
329	Clarke fire at 40Q1 - 1FP	-1	6	4 NE
Rout Phase				
330	347O to 35P7			
331	Fanatic 347T to 35P7			

Advance Phase				
332	Kaster(w) to 35P7			
333	Clarke to 35P10			
334	347U to 35P10			
335	7Q (667E) to 35Q10			
336	7S (Coyle) to 35Q9			
337	Tokarz, 667W/LMG to Q9			
338	347Q transfer LMG to 667V			
339	Patrick, 347Q, 667V/LMG, 667P/MMG to P9			
Close Combat Phase				
340	35P10 American CC attack 1:1	-1	2	1 Elim
341	35P10 Japanese CC attack 1:2		5	3 NE
Japanese Player Turn				
Rally Phase				
342	Wind Change		1	3 NE
343	Self-Rally 237I		1	6 Rally
344	Rally 347O	+3	2	2 Rally
345	Rally Fanatic 347T	+3	1	6 NE, Rmv DM
Prep Fire Phase				
346	447X/8-0 fire at 35P10 - 8FP	2	6	NMC
347	Clarke takes NMC		5	4 Pass
348	347U takes NMC		1	4 Pass
349	Sakana, 447D/LMG, 447Y/LMG, 228/MMG fire at 35P9 - 12FP		2	4 2MC
350	Patrick takes 2MC		5	2 Pin
351	667P/MMG takes 2MC		5	3 Break
352	667V/LMG takes 2MC		5	5 Break, Replaced by 666V
353	347Q takes 2MC		4	4 Break
354	Sakana, 228/MMG fire at 35P10 - 4FP	-1	2	2 2MC
355	Clarke takes 2MC		4	2 Pass
356	347U takes 2MC		4	6 Break, Replaced by 346U
357	Sakana, 228/MMG fire at 35Q9 - 4FP/2FP		2	5 PTC/NE
358	Tokarz takes PTC		3	5 Pass
359	667W takes PTC		4	2 Pass
360	Sakana, 228/MMG fire at 35Q9 - 4FP/2FP		3	2 IMC/NMC
361	Tokarz takes 1MC		3	4 Pass
362	Coyle takes NMC		2	2 Pass
363	667W takes 1MC		5	4 Break
Movement Phase				
364	237(r)D/dm MTR F from 40L6 to M5			
365	7L (237(r)E/dm MTR E) from 40M8 to N5			
366	347(r)H assault move from 35R10 to Q10, reveal 667E			
367	7B (447C) assault move from 40Q3 to Q2			
368	Murekami, 447F assault move from 40Q4 to Q3			
369	237I from 40Q8 to Q5			
370	447S/LMG Double Time from 40Q8 to Q4, lose concealment			
Defensive Fire Phase				
371	FG 667E, Clarke fire at 40Q1 - 12FP	-1	6	5 PTC
372	447X takes PTC		5	1 Pass
Advance Fire Phase				
373	347(r)H fire at 35Q10 - 2FP		2	5 NE
Rout Phase				
374	347Q to 35P7			
375	347U to 35P7			
376	667W/LMG, Tokarz to 35P7			
377	667P/MMG, 666V/LMG to 35P7 Overstacked			
Advance Phase				
378	347(r)H to 35Q10			
379	447X to 35P10			
380	447C to 40Q1, lose concealment			
381	Murekami, 447F to 40Q2			
382	447S/LMG to 40Q3			
383	237I to 40Q4			
384	237(r)D/dm MTR F to 40M4			
385	7L (237(r)E/dm MTR E) to 40N4			
Close Combat Phase				
386	35Q10 Japanese HH CC attack 1:2	-1	2	6 NE
387	35Q10 American HH CC attack 2:1		2	3 Elim
388	35P10 Japanese HH CC attack 4:1	-1	3	5 Elim
389	35P10 American HH CC attack 1:4	-1	3	6 NE
390	Murekami attempt to conceal	-1	2	gain 7B
391	447F attempt to conceal		4	under 7B
392	CX447S/LMG attempt to conceal	+1	3	gain 7P

AMERICAN

Due largely to my incompetence, Patrick has become essentially useless. I need to move him and his boys west to try and eradicate the Japanese bridgehead. I get off a good shot at one of his squads, but it has more steps to give before I can get it off the south bank. I decide to move the Fanatic HS to 35Q10 to draw fire, and it succeeds. He rolls another snake-eyes on a 2MC and creates a hero. Unfortunately, the HS goes down on a subsequent attack. Meanwhile, Matt kills yet another HS and breaks his companion.

Patrick gets in position to attack the bridgehead in the AFPh and promptly rolls boxcars. I need to sit down and have a talk with that young man. In the APH, I put him with two and a half squads and two machine guns. I don't like to stack so many units in such a vulnerable position, but I desperately need to develop a strong attack. I hope Patrick can help them fend off the upcoming Japanese Prep Fire.

My luck improves greatly when I break out

the hand grenades and bayonets. My new hero and a HS take out a reduced Japanese squad in 35P10, but you know things are getting critical when you actively initiate CC with Japanese troops.

Things turn real dark in Matt's PFPh. He proceeds to get three rate of fires with that darned MMG of his, Patrick pins, and four squad-equivalents break. So much for my strategy of keeping my troops dispersed. I am in dire straits now. I have one decent Defensive Fire shot and I gack that as well. The bridge gets reinforced, and all I can do is conduct a massive rout back to P7. I hope I can rally some of these guys for my last desperation charge.

I don't understand why Matt decides to CC my squad at 1:2. All he needs to do is survive, and the more units he has over on that side of the bridge that I have to kill, the tougher for me. He gives me another shot at taking him out after I blew my the Defensive Fire, and I take advantage of it.

JAPANESE

Another wild turn with units trading point blank fire in no cover whatsoever. Jeff moved closer to the victory hex and my Defensive Fire broke two squads and eliminated another. That was good, but I certainly don't like the hero that was generated. The last thing I need is a hero to give a large American FG an extra -1 DRM and make things tough in CC. On my turn, I took another gamble in prep firing my force rather than skulking away (Assault Move back, then advance into original hex).

I chose not to skulk for two reasons. First, except for Sakana's stack, my river boys didn't have great places to go to. I didn't relish skulking back into the river with the hero on the river's edge. Second, I knew that Sakana had a 42% chance of getting at least a 2MC on Patrick, and that Patrick would pin on a 2MC with even an average roll. This sort of "ASL Calculus" drives some people up the wall, but it's something I picked up playing baseball and it (usually) works for me. Anyhow, my "calculated risk" pays off—

Patrick pins on a 2MC and his two and half squads all break. The dice gods then reward my faith in them as Sakana's MMG goes on a ROF spree and breaks another squad and a half. Sakana shot four times with an average DR of 5. Jeff's MMC took five morale checks with an average DR of 9. And there sits Patrick in 35P9, trying to dig a foxhole with his teeth.

I moved into 35Q10 to strip concealment and set up the subsequent CC without an Ambush roll. I wanted to kill the squad in 35Q10 and push out my bridgehead. The odds were with me to at least get casualties, but I gacked the roll. With so many American squads broken this late in the game, I would have been willing to trade MMC with Jeff. The mortar squads move forward to get in range for some WP shots. Not sure if I'll want to use WP in my Turn 7 PFPh, but I want to have the option available.

NEUTRAL COMMENTATOR

A good Player Turn for the Americans. Jeff could not wish for much more with the hero and gets decent Close Combat results. It's good to see Patrick in the fray, but is it too little, too late?

Bamboo is not rally terrain, thus 3470 should not have rallied.

The tide reverses again in the Japanese Player Turn, as Matt is aggressive. It's good



to get Clarke out of the way as his presence in CC during the final turn could be problematic for the Japanese.

TURN SEVEN

Serial	Event	DRM	DR	Result
American Player Turn				
Rally Phase				
393	Wind Change		4 4	NE
394	Rally 347T/Fanatic	-2	1 6	Rally
395	Rally 347U	+2	5 5	NE
396	Rally 347Q	+2	1 2	Rally
397	Rally 666V/LMG	+2	1 2	Rally
398	Rally 667P/MMG	+2	3 6	NE
399	Rally 667W/LMG	+2	4 6	NE
400	Coyle attempt recovery of LMG		2	Recover

Prep Fire Phase				
401	667E fire at 40Q1 - 12FP		6 4	PTC
402	447C takes PTC		6 4	Pin

Movement Phase				
403	Patrick assault move from 35P9 to Q10			
404	Coyle/LMG from 35Q9 to R10			
405	Kaster(w) attempt recovery of MMG from 667P		6	Fail
406	Kaster(w) from 35P7 to Q10			
407	Tokarz attempt recovery of MMG from 667P		3	Recover
408	Tokarz drops MMG			
409	Tokarz from 35P7 to R10			
410	347Q attempt recovery of MMG		3	Recover
411	347Q from 35P7 to Q10			
412	347T/Fanatic from 35P7 to R10			
413	347Q from 35P7 to Q10			
414	666V/LMG from 35P7 to R10			

Defensive Fire Phase				
415	FG 447X, Inoue, pinned 447C fire at 35Q10 - 12FP		6 2	IMC
416	Patrick takes 1MC		3 2	Pass
417	Kaster(w) takes 1MC	-2	2 4	Pass
418	347Q takes 1MC	-2	4 5	Break
419	347Q takes 1MC	-2	5 3	Pin
420	667E takes 1MC	-2	3 3	Pass
421	Sakana, 447D/LMG, 447Y/LMG, 228/MMG fire at 35Q10 - 12FP		-1 5 4	IMC
422	Patrick takes 1MC		4 4	Pin
423	Kaster(w) takes 1MC		2 1	Pass
424	347Q takes 1MC		3 3	NE
425	347Q takes 1MC		4 5	Break
426	667E takes 1MC		2 5	Break
427	237(r)E assemble MTR E			
428	237(r)D assemble MTR F			
429	237(r)D fire at 35R10 - 1FP		4 5	NE
430	237I fire at 35R10 - 1FP		3 1	NMC
431	Tokarz takes NMC		4 3	Pass
432	Coyle takes NMC	-1	5 2	Pass
433	347T takes NMC	-1	4 6	Break
434	666V/LMG takes NMC	-1	1 4	Pass

Advance Fire Phase				
435	Tokarz, 666V, Coyle/LMG fire at 40Q1 - 8FP		-1 1 2	1KJA
436	Random Selection: Inoue		6	Elim
437	Random Selection: 447C		5	Reduce to 347(r)C
438	347(r)C takes LLTC		1 1	Pass
439	666V/LMG fire at 35P10 - 1FP		+1 1 4	NE

Rout Phase				
440	Kaster (w) attempt Recovery of MMG from 347		5	Recover
441	347T to 35P7			
442	347Q to 35P7 Overstacked			
443	667E to 35P7 Overstacked			
444	347Q to 35P7 Overstacked			

Advance Phase				
445	Kaster (w) drops MMG			
446	Kaster (w) to 40Q1			
447	666V/LMG, Coyle/LMG, Tokarz to 40Q1			

Close Combat Phase				
448	40Q1 American CC attack 3:1		-1 1 4	Elim

449	40Q1 Japanese CC attack 1:6		6 3	NE
Japanese Player Turn 7				
Rally Phase				
450	Wind Change		5 5	NE
451	Patrick attempt Recovery of MMG		5	Recover

Prep Fire Phase				
452	Sakana, 447D/LMG, 447Y/LMG, 228/MMG fire at 40Q1 - 16FP		-1 2 4	3MC
453	Tokarz takes 3MC		5 4	Break
454	Coyle takes 3MC		5 5	Break
455	Kaster(w) takes 3MC		6 1	Break
456	666V takes 3MC		2 2	Break, SAN
457	Japanese Sniper Activation		3	NE
458	Sakana, 228/MMG fire at 35Q10 - 4FP		-1 3 1	2MC
459	Patrick takes 2MC		5 6	Break
460	American player concedes			

AMERICAN

I have a lot of critical phases during this Game Turn and they all have to go well in order to pull this out. My Rally Phase is mediocre as I rally two of the five DM units. Although that is all I should expect, I was hoping to get at least two of the squads back. I screw up my PFPh with another lousy shot. In my MPh, I sleaze out a way to get my MMG away from the broken unit in 35P7 and to the front line by having the leader take it away from the broken unit at the start of the MPh and promptly dropping it during his movement (at a total MF cost of zero!). That allows a MMC to grab the MMG during its move. I need a three to pick it up in the bamboo, but I have four units that can try as they move out.

Matt decides to hold off on First Fire because he knows I can no longer disperse my forces much. So he waits until I get a couple of big, juicy targets he can hammer. He hits Patrick and his squads twice, and once again Patrick pins. That of course, provides the necessary DRM swing to cause the one squad in the hex to break. It also hurts when his 1(+0) shot ends up breaking a HS in the other stack. I have one Good Order MMC left, and unfortunately that is also my lowest morale unit. That, along with the fact that Patrick won't be able to advance into 40Q1, makes me very vulnerable even if I do capture 40Q1.

My Advancing Fire and Close Combat phases go very well, as I am at last able to capture 40Q1 and force a last player turn. I also pull another SW switch, by having Kaster pull the MMG from the broken HS and drop it for Patrick to pick up in the next Rally Phase. Maybe I can get some use out of Patrick yet.

Matt quickly ends my hopes for a miracle stand by again getting ROF with his MMG and breaking the rest of my guys (even Sergeant Coyle!). The game ends appropriately enough with Matt rolling another four with a ROF shot and Patrick breaking. I can't say that I have been impressed by his performance in this scenario, but then again, Patrick probably wasn't too happy with the job I did either!

JAPANESE

Interesting American Player Turn here. Jeff's Prep Fire pins the squad in 40Q1, and then Inoue gets blasted before the squad dies in CC. Not good for the Emperor's cause. Jeff's successful attack gives him control of the vic-

tory hex. According to A26.11, I now have to completely eliminate him and re-control the hex to win. If I gack my next shots and the ensuing CC phase, I lose. All Jeff has to do now is pin my units adjacent to 40Q1 and its over.

On the plus side, my DFPh kept Patrick working on his foxhole while two and a half squads scurry to the rear. That will certainly help my chances for my Turn 7 counterattack. Even better, 40Q1 is now within the normal range of Sakana and his killer trio, so Tokarz, *et al.*, will be on the wrong side of a 16 (-1) shot. As a DR of 10 will yield a 1MC, and the only squad in 40Q1 is a 666, I should be OK. I'll blast away, and then advance in for the kill and the win.

In my Player Turn, Sakana once again gets a good roll with rate, and that was all she wrote. Well, my first roll was a 4 and my last roll was a 4. Kind of sums up what I did to Jeff with the dice. I shot at Patrick to prevent the following, horrible sequence: Patrick shoots his MMG, getting rate and pinning my squad in 35P10. Of course, he shoots again, gets a result and I activate his sniper, which goes over and pins my squad on the foot bridge. I lose, and Jeff (and Brian) laugh for decades.

NEUTRAL COMMENTATOR

This was a tough fight! Jeff made the best of a bad situation on the last turn, although that "sleazy" move with the MMG in his MPh wasn't just sleazy, it was illegal. Per the Advanced Sequence of Play (revised), a SW is dropped at the start of a unit's MPh, before the unit may make a Recovery attempt (which happens during its MPh). While the U.S. forces were moving up, instead of waiting until the DFPh, the Japanese forces might have been better off shooting at the moving units using First Fire and making subsequent units move into the residual firepower; then one last shot as Final Fire. The benefit of the FFNAM modifier could have helped and arguably more little attacks have a better chance of an effect than one larger attack given the negative FFNAM modifier.

In the APH, Jeff slimes Matt again when Kaster recovers the MMG as 347 Q routs away. Per A4.44, such recovery is only possible if the routing unit is dropping a SW that costs more than its IPC.

FINAL COMMENTS

AMERICAN

Matt really earned this victory by doing a fine job setting up his covering forces on hill 520 and in 40P4. His mortars did a great job keeping me away from the south edge of the river and his kill stack in 40P4 kept breaking up my advance towards 40Q1. The Japanese always seemed to have a strong response to any threat I posed.

I thought Matt was a little over aggressive with his south bank units. With his strong covering forces and my inability to hit the footbridge, the 40Q2 hex would be a great place to keep a stack of Japanese squads, protected from any fire from units on board 35 and able



to hammer anybody I moved into 40Q1. One of the keys to this scenario is that the Japanese has the last Player Turn. Any American units that move into 40Q1 would be within normal range of Japanese squads in 40P4 and would need to endure a PBF shot from any Japanese units skulking in 40Q2. It is highly unlikely that the American would survive unbroken long enough to force a final Close Combat.

As for my part, I definitely made a major mistake in my middle game when I allowed Matt to move so many of his units south unmolested. I think the key for the Americans in this scenario is stopping the Japanese river units and the Turn 2 reinforcements from reaching the south bank. I did a decent job stopping the river units, but became too preoccupied with killing his mortar units and lost sight of why I wanted them dead in the first place. The American needs to place the MMG in 40oH1 or 40oH1 to interdict the footbridge. Unfortunately, all it takes for the Japanese to foil this strategy is one SMOKE round from his two mortars, a likely possibility given their depletion numbers. One SMOKE round, given the mild breeze, can give the Japanese player two turns to move whatever units he needs to the south bank.

This scenario can be won by the Americans, but I think they need some breaks to pull it off against a sound Japanese defense. The Japanese need to be aggressive enough to get some units to the south bank of the river, but in general, they can sit back with their mortars and machine guns and hammer and/or smoke the

Americans as they try to move close to the river.

As is always the case, though, I had a great time playing Matt. It was a nice change of pace to read his whinings rather than having to listen to them in person! I am proud of myself for learning the Cavalry rules well enough to come up with a sleazy galloping maneuver, but I don't think I'll be trying many Cavalry charges in the near future. Now I guess it's time to start preparing for the next ACTION PACK. Let's see... here it is! D12.5... "A sledge may even represent a Finish pulkka pulled by a reindeer, as actually depicted on the counter." I wonder if you get a -1 pulkka CC attack bonus to represent the devastating effect of being gored by reindeer antlers?

JAPANESE

My overall plan worked fairly well, though moving up the Banzai charge was an important change. That and Sakana's rolls were my keys to victory. By contrast, Patrick never really got to shoot at Sakana and his kill stack, while Sakana had plenty of good targets in little cover. Sakana directed fire eleven times, got rate six times, and his average dice roll was a 6.1—certainly got lucky there.

If I replayed this as the Japanese, I'd probably put one of the river squads in 40J2 to better interdict the 35oH-11 hexes that Patrick used to get to the jungle. In fact, an interesting tactic would be to put all of the river squads in the 40H-J area. If the American player goes after them, he can't possibly interdict the Turn 2

reinforcements. If the American player ignores them, three more Japanese squads safely reach the south of the river, able to interdict the American Turn 3 reinforcements and threaten control of the temple.

Balance-wise, I think this version is still pro-Japanese (the ASLUG version was worse), especially since Jeff was disadvantaged by feeling obliged to do a Cavalry charge for the sake of the replay. Perhaps the Japanese reinforcements should come in on Turn 3 or Turn 4 to balance it. I'm making these suggestions on the basis of only two playings, so take it with a big grain of salt. I think the scenario would be more interesting if the Japanese attacked across the river after the American has some sort of defense prepared. This situation would probably work better as a larger and longer scenario, where the Japanese mount an attack to secure a bigger bridgehead, not just one hex next to a foot bridge.

NEUTRAL COMMENTATOR

There was no sniper activity during the entire game!! This helps to show how random events could have easily turned the tide in favor of one side or the other. If Patrick had not pinned in the last turn, then he might have prevented some of the U.S. troops from breaking on the Sakana's attack. There are other examples where one roll either a little higher or a little lower could have made for a very different end-game.

Jeff pretty much stuck to his initial game plan; it didn't work out but he stuck to it. Matt, too, pretty much stuck to his game plan and it worked in the end. This is something that all ASL players can learn from (including myself). It is important to have a plan and it is equally important to stick to that plan as much as circumstances allow. Many ASL players get sidetracked in the middle of a scenario concentrating too much on one aspect of battle at the expense of total victory.

Minor flaws in the plans of each side are seen with twenty-twenty hindsight. The Japanese forces, given the opportunity, should surge across the river using Banzai charges. Matt's use of the Japanese kill stack was well thought out and executed (meaning the dice were kind to him). Putting the MMG on the hill would have allowed at least some interdiction of the entering U.S. forces. Also, the river forces were not used optimally. They could have interdicted Patrick's move to outflank the stone building forces, and could have taken the bridge sooner forcing the U.S. to take another turn to fight their way to the victory hex. But all is forgiven with the win.

It appears critical for the U.S. forces to get to the bridge as quickly as possible. The Japanese forces around the stone building are small and weak. They do not need direct attention on Turn 1. Sending Patrick with two or three squads and the LMG past these HS and on to the bridge would create a situation where the Japanese reinforcements would have to kick the U.S. out of the victory hex. Meanwhile, the U.S. could attempt entrenching as they interdict the Japanese.



RED DEATH



for



SCOUTS in FLAMES

[The four scenarios discussed here are all fun, fast tournament-sized scenarios. If this were the GENERAL, they would be "T" scenarios. Each one offers something a little different than usual. Pete Shelling ran several single elimination events at Origins, Wild West Fest, and Oktoberfest using these in preparation for their being published here, so he is in a unique position to comment on them. Nothing too in-depth, just some quick impressions and tips on each. Check these gems out—you won't be disappointed.]



The Red Wave

German Advantages: Good Leadership, High Morale, Machine Guns

German Disadvantages: Multiple VC, Broad Front

The German must guard against allowing any holes in his setup, while at the same time concentrating around the victory buildings. The HIP Gun and the MG will help some, but the Russian gets all those shellholes to move through. The Russian tanks are little more than a nuisance tactically, but are important strategically as Exit VP, and so should be immobilized at first chance (killing them usually isn't a high priority).

Given high morale and copious leadership, the German squads can break and rout and rally again and again, preferring an extended firefight. The German player should open up on the Russian hordes as soon as a decent shot arises. The sooner Russians start to break, the sooner the exit strategy is no longer viable. Once Russian casualties are sufficiently high, concentrate on defending the buildings. If the Russian stops to regroup, hop back behind the woods to gain concealment.

Since the road goes right up the middle, this is the area to cover with both the Gun and the anti-tank rifle. This will also help protect the village. Go ahead and gain Area acquisition on empty choke points: the Russian doesn't have the MP/MF to go around them. Final Protective Fire has a good chance of working—watch as the Red Wave turns into a Pink Ripple with a few good shots.

Russian Advantages: Numerical Advantage, Commissar, Tanks

Russian Disadvantages: Conscripts, TEM

The Russian must decide whether to feint some to keep the German guessing as long as possible, or to blast him with a Human Wave at the start. If you don't Human Wave him right away, you may not get another chance. Be careful, however, not to take too many casualties before you are ready to exploit any holes you create. Fortunately, you have enough troops to form two movement elements, either or both of which can be a Human Wave. Leave only a few squads with the MMG and mortar to Prep Fire or Opportunity Fire. Use your tanks cautiously, protecting their valuable Exit VP. As long as they are within one MP of the board edge, you only need 14 more points (out of 41) to exit for the win.

Push your men into CC at every chance. Just locking him in melee will allow your other troops to progress. Trade the 8-0 for a 9-0 Commissar; trading the 8-1 for a 10-0 could cost you an Exit VP, and the -1 modifier will help in CC.



Sudden Death

French Advantages: High Morale, Leadership, Demo Charges, Time

French Disadvantages: VP Deficit, Terrain

The trick to playing the French is to hound those sailors every step of the way. Breaking and Disrupting his troops is the way to climb out of that VP hole that you start in. Although it may take a while to find most of his VP, remember that prisoners count double at game end. One lowly HS prisoner will even up the tally; at that point he has to stay and fight for the pillbox.

The problem of traversing those steep fjords in the face of enemy fire can be partly offset by

by **PETE SHELLING**

the combination of HS scouts and Opportunity Fire. With high morale and room to rout, your HS stand a better chance of surviving their recon than do his men if they decide to break cover and shoot. Blast away in AFPh. If your scouts survive, drop a DC on him or flank behind his main line of resistance. Even one unit can work wonders when the other guy has to rout. Avoid CC initially, especially while Lax during the first half of the game—his Stealthy Hero could result in a disastrous Ambush. Besides, CC nullifies your morale advantage.

Why is time an advantage for the attacker here? Your 8 morale guys can take repeated abuse; his scrubs have to sweat each and every NMC. Often, a broken German is as good as out of the game. Fire every chance you get. Even 2 (+2) shots may be worth the risk, in spite of his high SAN, especially if Encirclement has compounded his problems. Once your reinforcements reach the forward edge of battle, you should be coming at him from many directions. Now is the time to turn Disrupted Germans into French VP.

German Advantages: Terrain, Fortifications, MG, Hero

German Disadvantages: Low Quality Troops, Dispersed Setup

Although the "dispersed setup" is not mandated by the scenario, the French time advantage is furthered if there are not at least one or two "speed bumps" to cope with. With these poor scrubs and only two leaders, the German will be hard pressed when his MMC start to break, especially when they fail ELR. The Hero helps some, contributing his modifier and bumping some attacks up a column, but he doesn't keep those conscripts from cowering two columns. Judicious placement of Fortifications is difficult, as SSR 2 limits the ways in which the pillbox and the trenches can cover each other. The frequent abrupt elevation changes will help keep the French CX, often giving the Close Combat advantage to the men of the Kriegsmarine. Take advantage of this during Ambush and use Hand-to-Hand CC. Increase the chances of Ambush by holding fire and maintaining concealment. The German is winning at game start, so an even trade is usually worthwhile.

Stack your 9-1 with a 4-4-7 and MMG to give a consistent base of fire while your other units try to keep the enemy guessing. Duck fire as much as possible—every turn you maintain concealment is a turn you are not Disrupted. Don't count on getting many bodies back once they break.



Scouts Out

U.S. Advantages: SMOKE, .50 cal, Interrogation

U.S. Disadvantages: 6 Morale, Bridge Crossing, OT AFV

This is a classic bridge crossing. With plenty of SMOKE, the U.S. will have little trouble laying down a smoke screen by the time the main force is in position to rush the bridge—usually around Turn 3 or 4. The only monkey wrench in these plans could be HIP Germans on the near side of the river, so search aggressively and don't let your HMC get too close to any likely PSK hiding places. Interrogation can be very helpful here, so do take prisoners if the opportunity arises early in the game. Be careful of the Sniper with those OT AFV; keep the AC in close to the HMC to suck up some Sniper shots, as well as providing covering fire.

Use your .50 cal and mortars to clobber anyone who shows himself, and prepare to cross the bridge under at least some fire. If any German MG are still in position to oppose the crossing, your decisions become tougher. Should you smoke the opposition directly, or smoke the approaches and use Prep Fire to break the machine-gunners? Probably a decision best made based on the situation at the time. If you find yourself out of SMOKE, however, run a vehicle across either for a hard Hindrance or as a sacrifice to freeze fire, and then Armored Assault across the bridge—a risky proposition if casualties have begun to

mount already.

Once across the bridge, however, your task is not done. German reinforcements appear, and in tougher terrain. Your .50s back on the other side have probably run out of visible targets, so dismantle them and get moving. Here is where your superior numbers and FP come to the fore. Take as many buildings as you can, blasting away in AFPh with Assault Fire. If you don't have enough squads across to occupy buildings, deploy and scatter.

German Advantages: HIP, Bridge Crossing, Casualty Cap

German Disadvantages: Poor FP, Overall Mediocrity

The German problem here is pretty basic: you need to stop the enemy from crossing the bridge in force too soon, yet you cannot afford to expose too many units to potentially withering American Prep Fire. A big part of the solution lies in the HIP units.

Try to set your HMG up with LOS to the bridge but not to the other side of the river. Right down the pipe doesn't look bad, if rather obvious. On the American side of the river, use a HIP HS with a 'schreck to cover the AFV approaches. Don't count on this guy living, but maybe he can bag an AFV or at least slow the U.S. down while they search. Another prime use will be to deny rout; alternately, go after his crews when they are broken to polish them off (or at least keep them DM). Keep him down once he is reeling, and keep an eye on that casualty cap; anytime you have a chance to score some CVP, don't hesitate.

What to do once the enemy is across the bridge? No simple answers here, as your decision depends on what and how he has managed to cross. If he has several AFV with light Infantry support, go hunting the AFV with PF and CC—his OT vehicles are especially vulnerable in CC. Once the CVP total nears 20, victory is in reach regardless of how many buildings he Controls.

Continued on page 44

TIPS FROM THE TRENCHES

Did your Bazooka (or Panzerschreck) totting MMC go Berserk and rush into that building Location with the enemy? When the Advancing Fire Phase rolls around, don't forget to shoot your LATW at your new friends. Since you are not in Melee yet, it won't affect you if it hits. Sure, you'll have to eat the backblast, but so will they. After all, who has 10 Morale, you or them?



THE RED WAVE

ASL SCENARIO A107

Scenario Design: Bill Sisler



LUSHNO, RUSSIA, 24 September 1941: By mid-September, Army Group North had been stopped short of its goal of the capture of Leningrad. What they had been unable to achieve by force, they now hoped to accomplish by starving the city out. Leningrad was entirely cut off except for the Lake Ladoga route. The only real relief possible would have to be some breach of the land blockade. During the month of September, Russian troops fought furiously to crack the blockade. To the south, in the area of Staraya-Russa/Demyansk, the Red Army planned to break through the German defenders and swing north to hit the flanks of the German armies assaulting Leningrad. In the villages of Kirilovschina, Grutiki, Chilkovo, and Lushno, the soldiers of the Totenkopf were about to face this Red onslaught.

BOARD CONFIGURATION:

BALANCE:

✚ Add one 4-6-8 to the German OB.

★ Delete the MMG from the German OB.



(Only hexrows A-P on board 42 and R-GG on board 32 are playable)

VICTORY CONDITIONS: The Russians win immediately upon Exiting ≥ 24 Victory Points (excluding prisoners) off the west edge of board 42, or at game end if they Control all eight of the buildings ≤ 4 hexes from 42G4.

TURN RECORD CHART

✚ GERMAN Sets Up First	★	1	2	3	4	5	6	END
★ RUSSIAN Moves First [113]								



Elements of SS-Bataillon 2, SS-Division 3 "Totenkopf" [ELR: 5] set up on board 42: {SAN: 4}

4-6-8	2-4-8	2-2-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8
7	2							2			4



Elements of the 34th Soviet Army [ELR: 2] set up on any whole/half-hexes of board 32: {SAN: 3}

4-4-7	4-2-6	2-4-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8	1-1-8
12	6						2	

Enter on Turn 1 on 32Y10:



SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All printed orchard hexes are considered to be shellhole hexes instead.
3. All German 4-6-8s/2-4-8s are considered to have an underlined Morale, have their broken-side Morale Level increased by one, and to be SS for all purposes.

AFTERMATH: On the morning of the 23rd, the Totenkopf positions began to receive intense air attacks and artillery fire. Promptly at noon on the 24th the Red Army attacked with shattering impact. The SS were engulfed by human tidal waves. Charging out of the forests, the Soviets fell upon the SS positions. The initial attack was the strongest at Lushno. The Soviet infantry, charging behind a screen of tanks, crashed into the men of the 2nd Battalion and sent them into a confused retreat. Only quick action by anti-tank gunners and individual batteries of German guns saved the situation. Some guns fired over open sights, blasting entire platoons of Russians into bloody heaps. Once the division began to regain its balance, a counterattack was ordered. By dusk, the Soviets had been dislodged from Lushno and forced to withdraw into the forest east of the village.

SUDDEN DEATH

ASL SCENARIO A108

Scenario Concept: Tim Hundsdoerfer



ORNESET BEACHHEAD, NORWAY, 27 May 1940: The attack on Narvik finally commenced with a thunderous naval barrage and an assault on the town. Unbeknownst to the Allies, though, the town had been largely evacuated as a result of the abortive attack of 26 April. Otherwise the pincer movement was well planned to trap the Germans in the town, allowing the Allies a chance to withdraw from Narvik and have a badly-needed victory to show for it. The beachhead was largely covered by the crews of German naval destroyers which littered the bottom of Rombaksfjörd. When the shelling stopped, fifty dazed survivors emerged and immediately stumbled upon advancing elements of the French Foreign Legion.

BOARD CONFIGURATION:

BALANCE:

- ✚ Exchange the German 9-1 for a 9-2.
- ⦿ Delete one MMG from the German OB.



(Only hexrows A-P are playable)

VICTORY CONDITIONS: The first side to amass at least 5 Casualty Victory Points more than it has lost wins immediately. If neither side has accomplished this by game end, the French win if they have amassed more CVP than the Germans. At game end, the side Controlling the pillbox receives 2 CVP.

TURN RECORD CHART

✚ GERMAN Sets Up First	1	2	3	4	5	6	7	END
⦿ FRENCH Moves First								



Elements of Gruppe Haussels, Naval Artillery Company Noeller [ELR: 3] set up IN/adjacent-to any fortification (see SSR 2): [SAN: 5]



4-4-7	4-3-8	4-2-9	4-1-10	4-0-11	5-12	3-9	7 morale	1+3+5	5
3	4				2	2	10	2	5



Elements of the 2ème Bataillon, de Legion Etrangere [ELR: 5] set up on/north-of hexrow M: [SAN: 3]



4-5-8	2-4-8	2-3-8	4-11	2-9	30-1
4	3		2	2	

Enter on Turn 2 along the north edge:

4-5-8	2-4-8	2-2-8	2-1-9	2-0-10	4-11	37* [60]	30-1
2	2						

SPECIAL RULES:

- EC are Wet, with no wind at start. A twilight LV Hindrance (calculated as Heavy Rain—E3.51) is in effect for the duration of the scenario.
- The pillbox must be set up on Hill 601; at least one Trench must be set up accessible to the pillbox and the second Trench must be set up accessible to the first Trench and/or the Pillbox. All Foxholes must be set up on hill hexes, on/south-of hexrow K.
- All French MMC are Lax during the first three Game Turns and Normal thereafter. All French MMC have their broken-side Morale Level increased by one.

- Hand-to-Hand CC may be declared as per J2.31.

AFTERMATH: The Legionnaires, not expecting much resistance following the naval bombardment, stumbled onto the German destroyer crews entrenched along the fjords. After a brief but vicious close combat, the Germans were able to withdraw to even better prepared positions. Throughout the long Norwegian day, the Germans were able to hamper Allied efforts and keep reinforcing elements of the Foreign Legion under fire for the rest of the day. Norwegian and French reinforcements finally arrived, but it was only after British air support appeared that the Second Battalion took heart and drove the Germans from the cliffs above the Orneset Beachhead.

DEBRIEFING '97

The Questions & Answers and Errata presented here supplement the "Comprehensive ASL Q&A/Errata" provided in the 1996 ASL Annual and should be used in combination with that material, with the *KAMPFGRUPPE PEIPER II* Errata in that same issue, and with the Errata pages listed at the end of this Debriefing. Some entries here are listed with more than one rules citation. These entries are not repeated in their entirety but rather are listed again under the second (or third) rules citation with the remark "SEE PRIOR ENTRY."

QUESTIONS & ANSWERS

A4.8 Is a unit on ground level ADJACENT to a unit on level 2 in an adjacent building hex?

A. No.

A4.132 If a firer's LOS to a unit paying Road movement costs is blocked at the center dot, can the firer then check LOS to the point where the hexside intersects the road (and vice versa)? If the LOS is hindered? Is this point where the road bisects the hexside?

A. Yes. Yes. No, any point on the hexside where the road crosses it.

A4.2 When a stack of units is moving together, can the different units in the stack perform different actions in their hex when simultaneously expending one MF (i.e., one unit attempts SMOKE placement, one unit recovers a SW, one unit places a DC on an ADJACENT target)?

A. Yes, but for each MF expenditure, he must designate all actions at the same time.

A4.3 May a unit bypass a gully-woods hex?

A. No.

A4.41 How do the U.S. and French 37mm INF SW fire during the AFPH?

A. They may not fire in the AFPH if they moved, and otherwise must add Case B.

A4.6 Do any DRM other than Hindrance/TEM negate FFM?

A. No.

A4.63 & A8.15 A Dashing unit is attacked with a Snap-shot as it leaves its starting hex. Would the FP of this attack be halved or quartered? Would FFM/FNAM apply?

A. Quartered. No.

A6.7 & E3.1 Are LV hindrances (e.g., night, Mist) cumulative with other hindrances regardless of range? (For Example: at range of 2 hexes, one orchard hex between target and firer, EXTRA HEAVY mist and night LV applies, what is the DRM derived from LOS/LV hindrances?) Does the "range" statement in A6.7 refer to the range between target and firer? (Or just to the portion of the LOF that is crossing the "terrain" hindrance?)

A. Yes. (4.) No. [Yes.]

A7.1 & A8.1 May a unit use Small Arms (or non-ordnance MG) to Defensive First Fire at a moving BU, CT, AFV for the sole purpose of leaving Residual FP (or laying down a Fire Lane)?

A. Yes.

A7.53 A leader directs the Defensive First Fire of a squad and MG and then directs First Fire attacks with the MG's ROF. During Subsequent First Fire, may he again direct the fire of the squad and MG?

A. Yes.

A7.8 Can a broken unit become pinned by any cause other than Interdiction or a Collapsed Hut PTC (G5.5) (e.g., via minefield or FFE attacks)?

A. No, and even during Interdiction the condition only lasts until the end of the RPH. [This supersedes the prior Q&A in the '96 Annual.]

A7.831 Can a Leader that is pinned apply his leadership for ambush?

A. No. See Errata for A11.4.

A8.1 & A7.1 SEE PRIOR ENTRY

A8.15 & A12.15 May a Snap Shot be made vs a unit that has been forced back to its off-board hex by the mechanics of A12.15?

A. No.

A8.15 & A4.63 SEE PRIOR ENTRY

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. Yes. (This supersedes the prior answer to this question in the '95w and '96 Annuals.)

A9.22 May a MG firing as ordnance (e.g., TH vs an AFV) also declare a fire lane?

A. Yes.

A9.223 Must a Fire Lane attack be rolled even when the attack cannot achieve a result vs the moving enemy unit (e.g., a BU fully-armored AFV or an attack which receives too many positive DRM)?

A. No.

A9.223 If a unit creates a Fire Lane and later uses its inherent FP as Subsequent First Fire, does this cancel the Fire Lane?

A. A squad can fire its inherent FP as First Fire after previously only firing a MG in lay down a Fire Lane. A HS that has laid down a Fire Lane (or a squad that has both laid down a Fire Lane and used its inherent FP as First Fire) cannot use Subsequent First Fire unless in a TPBF situation (which then cancels the Fire Lane).

A9.8 Do dismantled malfunctioned weapons have the same Repair Number as if they were not dismantled?

A. Yes.

A9.8 May a weapon that has fired and retained ROF be dismantled or assembled?

A. No [EXC: the Russian 82mm mortar after 1941].

A10.5 Is a leader always in armed unit? An AFV without functioning weapons? A stunned/shocked/UK AFV? An abandoned AFV?

A. Yes (unless recently escaped and still unarmed), although without Normal Range. Yes. Yes (although without functioning MG armament—A11.51). No.

A10.51 A broken unit starts to rout toward the nearest building/woods hex, but during its rout that building/woods hex becomes no farther from a Known enemy unit than its present hex. Can the broken unit now choose to ignore that building/woods hex or must it continue to rout toward that target?

A. It must continue (assuming it is otherwise able to).

A10.531 Must a routing unit not using Low Crawl ignore an entrenchment and instead use the Open Ground cost in order to get to a woods/building hex in one RPH?

A. No; as long as it is otherwise using the shortest path in MF, it may enter the entrenchment even though doing so would prevent it from reaching its rout hex this RPH.

A10.532 May an Encircled unit Interdict?

A. No.

A11.4 Can a player decline the use of a poor leadership modifier in an Ambush dr if the leader is not alone?

A. No; neither may he decline its use for Concealment (A12.122), Search Casualties (if concealed; A12.154), nor an Integrity Check (A16.2).

A11.41 & A11.8 May Infantry using Street Fighting CC withdraw?

A. Only if they actually Ambush (A11.4) the vehicle in the CCPH. (Although they qualify for all the other benefits of Ambush, unless they actually Ambush the enemy, Infantry Street Fighting in a road hex must return to the building hex from where they came and Infantry Street Fighting a vehicle in Bypass remain in the Bypassed obstacle. Likewise, no Ambush benefit accrues to Street Fighting Infantry who are Ambushed.)

A11.8 & D7.211 May Street Fighting CC Reaction Fire be used by a unit marked with a First Fire counter.

A. No. See Errata for A11.8

A12.11 & B28.41 May dummies enter/exit friendly hidden minefields without revealing either themselves or the minefield?

A. No.

A12.14 & C1.82 If a Concealed stack containing dummy counters is attacked by Bombardment on the IFT with a result of a PTC or greater, are the dummy counters eliminated?

A. A K/KIA result eliminates the stack; otherwise, the dummy owner declares how many DRMs more than one he will make, using Morale ?; failure of a PTC/MC by any dummy reveals all dummies in that stack.

A12.14 Do Task Checks cause loss of "T" if within 16 hexes and in LOS of a Good Order enemy ground unit?

A. Yes, except for PAATC and the NTC to designate a Set DC.

A12.141 Is a Clearance attempt a continuous concealment loss activity until it is rolled for?

A. Yes.

A12.141 Are LLTC/LLMC considered actions for case C concealment loss purposes? Is triggering Mopping-Up casualties?

A. Yes. No.

A12.153 Would a Fortified Building Location containing an unopposed, Good Order enemy squad be considered Accessible despite the fact that the searching unit could not enter it in the APH?

A. Yes.

A12.153 & A26.11 When a side successfully secures a building by Mopping Up, does it immediately gain Control of all hexes of that building? Of all Locations in that building? Of the building?

A. Yes. Yes. Yes. See Errata for A12.153.

A12.2 Do 5/8" dummies lose concealment as if they were Infantry or as if they were a vehicle?

A. Except when moving, 5/8" dummies are treated the same as 1/2" dummies (i.e., Infantry) for concealment loss purposes.

A12.34 During setup, if a player places a unit with LOS to an Implaced, HIP enemy Gun not in Concealment Terrain, when is the Gun placed unbound under a concealment counter? Can HIP be lost during setup, or not until all forces have finished their setup?

A. At the start of the first RPH. After setup.

A15.3 Is a Finnish/Japanese 9-0 leader that Battle Hard-

ens exchanged for a 10-0 or a 9-1? Is a Finnish/Japanese 9-1 leader that Battle Hardens exchanged for a 10-0 or 10-1?

A. 9-1, 10-0.

A17.3 & A26.21 When a wounded leader is eliminated, are CVP awarded according to its reduced leadership rating?

A. No; full CVP are awarded, except for wounded Japanese leaders (G1.65).

A19.12 & A20.21 Must a Disrupted unit surrender to an ADJACENT but non-Known enemy? To an ADJACENT, Good Order enemy unit in a Known Minefield or FFE? Is a surrendering unit attacked by FFE/mines in either its Location or its captor's?

A. No. Yes. No.

A19.13 Is a Finnish 10-0 Replaced by a 9-1 or 9-0? Is a Finnish 10-1 Replaced by a 10-0 or 9-1?

A. 9-1, 10-0.

A20.21 If a broken unit is ADJACENT to a Known, Good Order, armed Infantry unit and has a legal rout path which would not be subject to Interdiction, may it instead ignore that rout path and take Interdiction (or use Low Crawl) if otherwise allowed by the rout rules?

A. Yes.

A20.54 May an unarmed vehicle (e.g., a Jeep with only the inherent driver) enter a Known enemy occupied hex?

A. Yes (and may even conduct an Overrun attack).

A20.55 May Prisoners attack without a NTC once a Melee exists within its hex but not its Location? A. No. See Errata.

A24.1 & C1.71 May ordnance place Smoke in a Water Obstacle? A. No.

A24.31 & C3.33 Does a unit in an upper level building Location that is hit by WP take the A24.31 MC even though the WP counter is placed in the ground level Location of the hex? Would a unit out of the firer's LOS?

A. Yes. Only if hit by a mortar.

A26.1 If one side gains Control of a building, does it automatically gain Control of all hexes of that building? All Locations?

A. Neither, unless it gains Control of the building via Mopping-Up.

A26.11 How is Control of a bridge hex established? Of a bridge Location?

A. In either case, it would be Controlled by the last side to have solely occupied it with an armed, Good Order MMC, or that Controlled it at start; or, for a bridge Location, by the side that currently solely occupies it with a vehicle.

A26.11 & A12.53 SEE PRIOR ENTRY

A26.13 If one side deliberately sets on Fire a building Location, is Control of the hex forfeited when a Flame counter is placed in the hex, or not until a Blaze is placed? Is Control of the hex forfeited when such a counter is placed in any level or not until it is placed in the ground level? Is Control of the building and the Location where such a fire counter is placed forfeited as well? Can that side later regain hex/building/Location Control as per A26.12?

A. Flame. Any level. Yes. Yes. If the hex/building/Location is no longer on fire.

A26.21 & A17.3 SEE PRIOR ENTRY

B8.3 Does the -2 TEM of a sewer Location (per Chapter B Terrain Chart) incorporate Hazardous Movement?

A. Yes.

B8.4 Can a dummy enter the sewer despite not being Good Order?

A. Yes. See Errata.

B8.42 Does the dm for enemy units in an "adjacent sewer hex" mean "adjacent sewer Location" or "adjacent Manhole Location"?

A. The units must be IN an adjacent sewer Location. See Errata.

B9.31 If a unit claims the in-hex TEM as per B9.31 in its opponent's PPPH when no enemy unit is adjacent, can that same unit then claim Wall Advantage in its opponent's MPH if an enemy unit moves ADJACENT?

A. No.

B9.31 & B9.32 A unit in a ground-level building Location (that also has a wall hexside over which it has wall advantage) claims the building TEM vs incoming fire. Can this unit choose to use the wall TEM vs other shots later in that same Player turn? Would the unit have to wait till the next Player Turn before being able to once again choose the wall TEM (assuming that no enemy Infantry has moved ADJACENT)? Would this mean that receiving wall TEM is synonymous with claiming WA?

A. No. Yes. No; a unit not choosing in-hex TEM (e.g.,

one in Open Ground) would still receive wall TEM vs a non-adjacent firer despite not having WA.

B9.32 Must there be an adjacent enemy unit to allow Wall Advantage? Can a unit that is not claiming in-hex TEM (e.g., one in Open Ground) voluntarily forfeit Wall Advantage when an enemy unit becomes ADJACENT?

A. No. Only if it chooses a non-zero in-hex TEM (B9.31).

B9.32 Is a Good Order unit without adjacent enemy units considered to have Wall Advantage unless it has chosen in-hex TEM (B9.31) that Player turn?

A. Yes, even over Bounce (B9.521).

B9.32 If a Player Turn starts with two adjacent Good Order units of opposing sides sharing a wall/hedge hexside, but none of the units are marked with Wall Advantage, who gets to declare Wall Advantage first?

A. At setup, the side setting up first does; thereafter, the ATTACKER does.

B9.32 & C8.31 May a unit with Wall Advantage use HEAT against an ADJACENT unit behind that wall?

A. No.

B9.521 Must a ground-level unit behind Bounce have Wall Advantage to see past that Bounce hexside to (and be seen from) a non-adjacent hex?

A. Yes.

B13.3, C3.71, & G2.2 What is the DRM for resolution of a CH by OBA or indirect fire on an unarmored unit in a woods hex? Similarly, what is the DRM of a CH vs an unarmored unit in a dense jungle hex?

A. In woods, a -1 DRM applies. In Dense Jungle, the DRM is -2 for Direct Fire, -1 for Indirect Fire. See Errata for C3.71.

B23.711 When a wall is Breached by a DC, units in the corresponding adjacent Location are attacked as Area Fire. Is the DC attack vs these units halved again since they are not Known to the attacker?

A. Only if the enemy units were actually concealed.

B28.41 & A12.11 SEE PRIOR ENTRY

B28.53 May the presence of A-T mines on a paved road be marked with a counter that does not display the number of mine factories?

A. Yes.

B28.53 When A-T mines in a paved road Location are cleared by Infantry expending an additional MF, are they cleared at the end of the unit's MPH or at the end of the MPH.

A. At the end of the MPH.

B30.6 Is a Pillbox Location ADJACENT to the adjacent ground level Locations in its CA? Can a unit advance out of a pillbox to an adjacent hex or vice versa?

A. They are considered ADJACENT for firing/DC-placement purposes only. No [EXC: Bunkers].

B30.91 A side Controls an empty pillbox and occupies the hex outside. If an enemy MMC enters the pillbox via a tunnel, does Control of the hex change?

A. No. See Errata.

C1.54 Do units in a friendly Bombardment suffer a drop in morale level?

A. Yes. See Errata.

C1.71 & A24.1 SEE PRIOR ENTRY

C1.82 & A12.14 SEE PRIOR ENTRY

C2.24 & C8.4 Do Guns firing Canister still have their normal ROF?

A. Yes.

C3.33 & A24.31 SEE PRIOR ENTRY

C3.71, B13.3, & G2.2 SEE PRIOR ENTRY

C4.1 Does the Barrel Length TH# Modifier apply to SW ordnance?

A. Yes.

C4.2 Does the Small Caliber TH# Modifier apply to SW ordnance?

A. Yes.

C5 Do Cases B, D, & G apply to a non-LATW SW firing as ordnance? Does Case H?

A. Yes, except that MG use is NA. Yes.

C7.42 & D6.2 If a vehicle becomes a wreck as per C7.42, are its Riders affected? Can the Riders unload as per D6.5 before the vehicle becomes a wreck?

A. They roll for Survival (D6.9). Yes.

C8.31 & B9.32 SEE PRIOR ENTRY

C8.4 Can Intensive Fire be used to fire Canister with the normal +2 TH DRM applying as an IFT DRM instead?

A. No; Intensive Fire may be used, but halves the FP instead.

C8.4 Does a Canister attack require a LOS to the vertex aiming point? Is LOS to each Location determined independently? Are Hindrance DRM based on LOS to

the target vertex or to each affected Location?

A. No. Yes. Each Location.

D2.32 & D3.2 If a vehicle in Bypass is hit in the hull by an ordinance weapon from within the same hex, is the Target Facing that is hit the side, or is it determined randomly?

A. Side; the Target Facing of a turret hit would depend on which way the TCA was pointing.

D2.321 If a vehicular weapon fires FFE or Canister vs the same Target in the same Target Facing as last fired on, does it still have to pay Case A for these shots from the Bypass side-CA?

A. No. See Errata.

D2.401 What happens to the TCA when the VCA is changed after a successful Motion attempt?

A. The TCA may be adjusted to any desired hexspace. See Errata.

D4.2 & A7.308 SEE PRIOR ENTRY

D5.6 & D6.9 What happens to SW possessed by Passengers/Riders who fail their Survival roll? Unpossessed SW?

A. Both possessed and unpossessed SW are eliminated.

D6.2 & C7.42 SEE PRIOR ENTRY

D6.5 May Passengers or Riders be Unloaded with the use of Movement Points gained by ESB (D2.5)?

A. No; once a vehicle has spent > 3/4 of its printed MP allotment, the Personnel will have spent > 3/4 of their MP allotment, leaving no MP left to unload.

D7.11 If Passengers/Riders participating in a declared OVR attack become Pinned, broken, or eliminated before the OVR is resolved, is there any effect to their OVR FP?

A. No.

D7.211 & A11.8 SEE PRIOR ENTRY

D10.5 When a wreck/abandoned vehicle that has more than one type of scroungeable weapons is successfully scrounged, are the scroungeable weapon(s) selected randomly, or can the scrounger choose which weapon(s) that are scrounged?

A. The weapon(s) are selected randomly.

D14.21 What is the procedure when more than one AFV in a platoon is subject to Bog, but with different Bog DRM? A. Make one DR, then determine, based on the applicable DRM, which AFV would Bog, and then use Random Selection among the affected AFV.

E1.41 If a side is designated by SSR as the Scenario Attacker, can Cloaking still be used even if all his forces set up on board?

A. Yes.

E1.932 When a 58" mortar fires an Illuminating Round, must the IR's initial placement hex be in the mortar's CA? May the mortar's CA be adjusted freely to allow placement in a hex outside its CA?

A. No, it need not. No, it may not.

E3.1 & A6.7 SEE PRIOR ENTRY

E8.3 How is CC versus a glider and its Passengers conducted?

A. As if it were an unarmored vehicle.

G2.2, B13.3, & C3.71 SEE PRIOR ENTRY

G11.84 How is the NOBA LOF (G14.6) traced for the purpose of attacking caves?

A. From its designated Ocean hex (G14.62).

German Vehicle Note 93 Does a Goliath on a road pay MP as a BU or CB AFV?

A. BU.

O5.33 When Breaching a Factory Interior Wall, do units in the target Location receive TEM as if the fire originated from outside (+3, or +4 if Fortified) or inside (+1, +2 if rooftop or Fortified, +3 if both) the Factory?

A. Inside.

O11.4 CG5 Is Bore Sighting allowed for MG in RB CG?

A. No.

O11.617 Do German 8-3-8s have the same ELR as the other German forces? If they fail their ELR, are they reduced to two HS or a 4-3-6?

A. No, their ELR is always 5. Two half-squads.

O11.6243 May a MMC relieve Ammunition Shortage status for more than one isolated unit per turn?

A. No.

P8.4 CG8 When the U.S. player receives AFV with how-mounted FT, may he secretly note it on a side record, or does he have to mark the AFV with a BMG-disabled counter?

A. He may secretly record the status, but must reveal the existence of the FT as soon as the AFV is unaccounted and in LOS of and within 16 hexes of a Good Order enemy ground unit.

Q8.2 Can squad E see squad A?

A. No. (See Errata.)

Q9.1 Does the German Control all Strategic Locations at the start of CGI?

A. Yes.

Q9.51 CGI: There are three German setup areas in the initial scenario of PB CGI. Can 25% of the total German at-start force set up HIP in any of the areas?

A. No; HIP, Dummies, and deployment should be cal-

cultured separately for each of the three setup areas. (See Errata for Q9.4 CGSSR4a.)

Q9.61741 Which is correct? The entry arrows on the PB map or the CPP Entry Cost Table?

A. The entry arrows on the PB map are correct. (See Errata.)

Pegasus Bridge SSR1 Do the Ox and Bucks suffer an automatic Sniper attack (E1.76) when using a captured MG at night?

A. No.

Pegasus Bridge MAP What level is hex Z8 at?

A. Level -1.

ERRATA

A4.71 In line 2 change "hex" to "Location".

A10.51 In line 1 and line 6 add "armed" between "Known" and "enemy"; in line two, replace the comma before "disrupted" with "or" and delete "or unarmed".

A10.62 In line 10 add "armed" between "Known" and "enemy", and change "becomes" to "is".

A11.4 In the last line of the chart, add "unpinned" in front of "Good Order".

A11.8 In lines 12-13 delete "or Subsequent First Fire".

A12.153 In line 13 add "all its hexes/Locations Controlled," after "secured".

A20.55 In line 4 change "hex" to "Location".

A24.7 In line 2 change "hex" to "Location".

B8.4 In line 1 change "Good Order" to "unbroken, non-berserk".

B8.42 In the last line of the chart, change "hex" to "Location".

B30.91 In line 2 change "Control" to "gain Control of".

C1.54 In line 5 add "or Bombardment" after "HE/WP FFE".

C3.71 In lines 2 & 3 of the example change "-3 DRM" to "-2 DRM" and delete "-1 [reversed TEM] +".

D2.321 In line 11 add "FFB/Canister" after "CMG".

D2.401 In lines 13 and 16 add "(TCA)" after "VCA".

German Vehicle Note 93 In the second paragraph, line 22, delete "(including the Nationality DRM)".

Supplemental German Vehicle Listing (page H16b) Multi-Applicable Note c does not apply to the 38H 735 (Note 101) or the 35-S 739 (Note 102) and Note f (shown as a superscript) does apply to the 35-S 739.

U.S. Vehicle Note 39 In line 2 of the first section, change "3-3-6" to "3-4-6".

Q6.1 Hex C9 should have a square, white staircase symbol indicating it is a Tower.

Q8.2 ILLUSTRATION Under squad E add "A," between "except" and "B".

Q9.4 CGSSR4a Add "Treat the three German setup areas separately for purposes of E1.2 and A2.9".

Q9.605-58 Example Hex Y14 should be No Man's Land.

Q9.6061 Example In line 10 change "7" to "11" and "8" to "6"; in line 11 delete "and" and after "Isolated" add "+2 for Encircled, +1 for moving through an Enemy Setup Area, and -1 for being one hex away from a Friendly Setup Area".

Q9.61741 CPP ENTRY COST TABLE Delete the entry for hex A15 and change hex A8 to A7.

Pegasus Bridge MAP Change the grid coordinate for the hex between KK10 and KK12 from "KK10" to "KK11"; change the second "10" to an "11" in hexrows II and MM also.

KampfGruppe Peiper II, LG MAP The M29-N28 hex-side is a slope hexside on both map sheets.

KampfGruppe Peiper II Counters The BPV for 2-2-7 Crews is 7.

ASL A76 (Night Drop) In the German "Balance" change "turn 4" to "turn 2".

ASL A82 (Orange at Walawbum) In the American setup instructions, change "3759-37510" to "3659-36510".

ASL A86 (Fighting Sparrow) Since the Japanese Morale is undertuned in this scenario (SSR 3), these units are not subject to Unit Substitution.

ASL A96 (In Rommel's Wake) Add to the end of SSR 4 "A Set DC may use HIP and would lose HIP status as a Fortification". SSR 6 should read "The German cycle counters represent bicycles (D15.8) which may portage one MG when in squad size".

ASL A99 (To Clear A Roadblock) The scenario card erroneously shows the German 1st PzK 41 anti-tank Gun as having 3 ROF; as depicted on the counter and in the Ordinance Notes, this weapon only has 2 ROF.

DASL 14 (Tussle at Thomashof) Add one Churchill VII in the British OB.

ASL A91 (The Ring) In line 2 of the Victory Conditions change "3 CVP" to "5 CVP".

ASL G26 (Parker's Crossroads) In the Victory Conditions change "and/or" in "and" (i.e., the Americans win if there is either a Good Order U.S. MMC, or a manned U.S. AFV with any functioning armament, or both, within six hexes of 43N8).

ASL T15 (The Akrotiri Peninsula) The two 4-5-7 and the two leaders that belong to the 151st Heavy AA Bat-

tery are not bound by SSR 4.

ASL U (Chance D'une Affair) In SSR 4, change "the MPB" to "Movement Phases".

C1 Offboard Artillery Player Aid (Action Pack 1):

• The Radio Contact box should have a "leadership NA" triangle in the upper right hand corner.

• The black circle pointer to the FFE:2 section should read "Go to FFE:2" instead of "Go to FFE:2".

• In the Contact and Access section, footnote b applies to the red "No Access" oval.

• The Accuracy dr box (under the FFE:2 section) should indicate that Hindrance dr are NA when the AR is in a Pre-Reg hex.

• In the Illuminating Rounds section, the square that says "Place IR either in target hex, or along Observer's LOS" should be a polygon instead and should also allow for the option 3 six-hex method of placement.

• The last oval in the Rockets section should be orange instead of green.

In the Offboard Artillery Firepower Chart:

• The entries on the 60mm+ Gun Caliber Size row apply only to OBA obtained by trading in three U.S. 60mm mortars per U.S. Ordinance Note 1. Both the Italians and the Vichy French have conventional 60mm+ OBA that has 8 FP in HE Concentration, 16 FP for Critical Hit, 2 FP for Harassing Fire, and 6 FP for Barrage.

E-MAIL Q&A PROVES TO BE A HIT!

If volume is any indicator, then our accepting e-mail ASL questions at asl_qa@anodyne.com has been a wild success.

Thanks to some dedicated assistance from our playtesters (Patrik Manlig and Ole Boe spring to mind), we've even been able to almost keep up with demand. We periodically post a compilation of the latest questions and their answers to the ASL discussion list on the Internet (described in the '96 Annual), and try to ensure that individual replies are also made. (To facilitate this latter occurrence, please be sure to include a return email address in the body of the request.) As we indicate with each compilation, the answers should be treated just as if they had been returned from Avalon Hill to the questioner in the SASE provided.

Things have been a little backed up at Q&A Central as we've concentrated on producing this issue of the Annual (and fine tuning the Q&A/errata within), but with its publication we expect to be back answering email questions in a timely fashion. Remember, no historical or design questions. If you have access to the ASL discussion list on the Internet, try asking for assistance there first; many questions have been thrashed out already, and the less we have to answer here, the quicker yet more thorough we can be. Good gunning, and remember A.2.

★ ★ ★

We would also like to thank our friends at ANODYNE, who provided space for our web page and email Q&A address.

ERRATA PAGES

Several replacement pages for the ASL RULEBOOK have been published over the years. The errata pages can be identified by a superscript (indicating the year of publication) next to the page number. Text that has been significantly changed by the errata is marked with a black dot in the margin. Shown below are all of the pages published to date, with information on how to obtain them. We are working on new replacement pages to be included in future modules.

1987 Errata pages: These were provided free to people who sent in the coupon from the early versions of the Rule Book. The free offer is no longer available, and current printings of the Rule Book include the 1987 and 1989 pages already. If you do not have these yet, they can still be purchased directly from TAHGC at a cost of \$5.00.

Page #s: A7/A8, A13/A14, A15/A16, A27/A28, A29/A30, B7/B8, B19/B20, B25/B26.

1989 Errata pages: See information on the 1987 pages, above.

Page #s: C1/C2, C3/C4, C5/C6, C7/C8, C11/C12, D9/D10, D13/D14, D17/D18.

1990 Errata page: Provided in CODE OF BUSHIDO.

Page #: E25/E26.

1991 Errata pages: Provided in GUNG HO!

Page #s: B29/B30, D1/D2.

1992 Errata pages: Provided in CROIX DE GUERRE.

Page #s: A17/A18, A29/A30, B31/B32, F1/F2.

1996 Errata Pages: Provided in KAMPFGRUPPE PEIPER II.

Page #s: P1 through P21. (These pages replace all but the last four Chapter P pages originally provided in KGP I.)

SCOUTS OUT

ASL SCENARIO A109

Scenario Design: Mike Licari



FILISTROF, FRANCE, 19 November 1944: As part of the assault on Metz, the 10th Armored Division was ordered to execute a flank attack around the north side of the fortified area. Racing east past Thionville (and through the "back door" of the Maginot Line), the division turned south to complete the encirclement of Metz. The next objective became Bouzonville, across the Nied River. Finding the bridges there blown, Task Force Chamberlain found one intact at Filistrof, to the west of Bouzonville, and promptly attacked.

BOARD CONFIGURATION:



	40
03	41

VICTORY CONDITIONS: The Americans win at game end if they Control ≥ 5 stone buildings on board 41 that are on Level 1 or 2, provided that the Germans have amassed ≤ 23 Casualty Victory Points.

BALANCE:

✚ Delete one .50-cal HMG from the American OB.

☆ Delete the first sentence of SSR 3 and remove the six "7" counters from the German OB.

TURN RECORD CHART

✚ GERMAN Sets Up First [0]	☆	1	☆	2	3	4	✚	5	6	7	END
☆ AMERICAN Moves First [0]											



Elements of **Infanterie Regiment 73, Infanterie Division 416 [ELR: 3]** set up as follows (see SSR 3): [SAN: 4]

Set up north of the river:

2 4-4-7	1 0-1	1 3-8	1 12-4
------------	----------	----------	-----------

2

Set up south of the river:

2 4-4-7	1 0-1	1 0-1	1 7-10	1 3-8	1 12-4	?
------------	----------	----------	-----------	----------	-----------	---

6

6

Enter on Turn 4 along the south edge of board 41:

1 4-6-7	1 0-1	1 5-12	1 75+ 2-9
------------	----------	-----------	-----------------

4



Elements of **Troop A, 90th Cavalry Recon Squadron, 10th Armored Division [ELR: 4]** enter on Turn 1 along the north edge of board 40: [SAN: 2]

1 6-6-6	1 8-1	1 75+ -/-/4	1 37LL -/-/4	1 20 15PP -/-/6
------------	----------	-------------------	--------------------	--------------------------

2

2

2

2

Elements of the **54th Armored Infantry Battalion** enter on Turn 2 along the north edge of board 40:

1 6-6-6	1 3-4-6	1 0-1	1 0-1	1 5-12	1 5-12	1 BAZ 44 8-4	1 Am M79 8-4
------------	------------	----------	----------	-----------	-----------	--------------------	--------------------

8

2

2

4

2

2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. A Two-Lane stone bridge exists in hexes 40Q3-40Q2. The river is not Fordable. Place overlay O3 in 41O10-P9.
3. One German squad-equivalent (and any SMC/SW stacked with it) that sets up south of the river may use HIP. All German units that set up north of the river may use HIP.
4. Interrogation (E2.1 and 2.4) is in effect.

AFTERMATH: With recon elements in the lead, the task force quickly brushed aside a weak infantry screen north of the river. The bridge itself was taken easily, but once across the river the U.S. troops ran into more Germans in better positions. Losing 36 men in the face of a German counterattack, the Americans wouldn't secure the bridgehead until later that day when the rest of Task Force Chamberlain arrived.

SHANGHAI IN FLAMES

ASL SCENARIO A110

Scenario Design: Kevin Meyer



VICTORY CONDITIONS: The Japanese win at game end if they Control building 20E7.

SHANGHAI, CHINA, 27 October 1937: After two months of heavy fighting in and around Shanghai, the Chinese Army was forced to retreat to the south bank of Suzhou Creek. Covering the retreat was the 524th Regiment of the Chinese 88th Division led by Lieutenant-Colonel Hsieh Chin-yuan. The regiment held its positions around the Four-Bank Warehouse—a reinforced-concrete warehouse owned by four commercial banks. In the middle of the burning Zabei district, soldiers of the 524th prepared to write their own heroic destiny as they faced the advancing Japanese Shanghai Expeditionary Army.

BOARD CONFIGURATION:

BALANCE:

● Delete the 10-1 from the Japanese OB.

● Delete SSR 4.













(Only hexrows R-GG on board 1, and A-P on board 20 are playable)

TURN RECORD CHART

● CHINESE Sets Up First [122]	1	2	3	4	5	6	7	END
● JAPANESE Moves First [246]								



Elements of the 524th Infantry Regiment [ELR: 4] set up on board 20: {SAN: 4}

 E 4'-4-7	 1 3-3-7	 E 2-3-7	 9-1	 8-1	 7-0	 HMG 3 6-12	 HMG 2 4-10	 LMG 1 2-7	 ? 7 morale
12	4	2						2	10



Elements of the 16th Division [ELR: 3] set up on board 1, north of the road that runs 1GG6-EE5-Z2-Y2-W2-S2-R2: {SAN: 4}

 1 4'-4-7	 2 3-4-7	 2-2-8	 10-1	 10-0	 8-1	 8-0	 HMG 3 6-12	 HMG 2 4-11	 LMG 1 2-8
12	6	3						2	4



SPECIAL RULES:

- EC are Moderate, with no wind at start.
- Building 20E7 is a Factory (B23.74).
- Prior to Chinese setup, place 4 Blaze counters in 20J3. Then, for each counter, a Random Location DR (C1.31) is made, with the extent of error halved (FRU); if the hex thus selected already contains a Blaze, or is a non-building hex, the Blaze counter is placed in the closest building hex without a Blaze (randomly select one hex if ≥ 1 such hexes are equidistant). All Blazes begin play at the ground level Location of their selected hexes.
- The Chinese may Fortify (B23.9; Tunnels are NA) up to 3 Locations of building 20E7.

- Each non-prisoner Chinese unit in building 20E7 is considered Fanatic (A10.8).

AFTERMATH: The Japanese assault drove the intrepid defenders back into the thickly walled warehouse, where they prepared to make a final stand. Supplied at night by Chinese Girl Scouts, the defenders thwarted all Japanese attempts to storm their positions. With the bulk of the Chinese Army having successfully retreated to new lines along the creek, the Supreme Command ordered the warehouse defenders to pull back to friendly lines. Hsieh's troops held off all Japanese attempts to dislodge them for another two days before they withdrew to the only remaining sanctuary—the British International Settlement Zone. By international agreement between the British and the Chinese, the men of the 524th were interned in the International Settlement for the duration of the war.

CATTERN'S POSITION

ASL SCENARIO A111

Scenario Design: Kevin Meyer



VICTORY CONDITIONS: The Australians win at game end if they Control hexes 34H6, 34J5, and 34H9.

SOUPA, NEW GUINEA, 20 November 1942: After their rout at Oviv-Gorai, the Japanese continued their retreat along the Kokoda Trail. The Australians pursued them on two parallel axis of advance, hoping to reach the coast at Sananada before Japanese reinforcements could be landed. For days, only small rearguards were encountered until the Australian 16th Brigade, with the 2/1st Battalion in the lead, found a strongpoint backed up by artillery astride the trail. A plan was worked out in which two companies, led by Captain Cattern, would swing to the left, clear a patch of Kunai grass and prepare to exploit the Japanese rear. They would then occupy a position across the main Japanese position that was confronting the rest of the battalion.

BOARD CONFIGURATION:

BALANCE:

- Delete SSR 4.
- ⊙ Reduce the game length to 7 1/2 turns.



39	34
03	

(Only hexrows A-P are playable)

TURN RECORD CHART

● JAPANESE Sets Up First [0]	1	2	3	4	5	6	7	8	END
⊙ AUSTRALIAN Moves First									



Elements of the 144th Infantry Regiment [ELR: 3] set up on board 34, ≤ 3 hexes from 34H7, with a maximum of 1 MMC per hex (see SSR 4): {SAN: 5}

2 3-4-7	1 2-3-7	2-2-8	9-1	8-0	2 4-11	1 2-6	5 OVR, ORA: +4 Other: +2
5	3				2	3	

Enter on Turn 4 along the east edge of board 34:

1 4-4-7	2 3-4-7	10-1	1 2-6
3	2		



Elements of the 2/1st Battalion, Australian 16th Brigade [ELR: 3] set up on/adjacent-to 39E3 and/or 39K3: {SAN: 3}

6-4-8	4-5-8	2-4-8	9-1	8-1	8-0	2 4-11	1 2-6	1 2-6
3	5	3				3	2	

SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect, including Light Jungle (G2.1).
- Place overlay 03 on 39G2-H1.
- Hill 779 does not exist; other terrain in these hexes exists normally at Level 0 [EXC: cliffs do not exist; printed Sunken Lanes are treated as Level 0 Open Ground].
- All non-HIP Japanese units must set up on No Move counters, and gain Freedom of Movement as per E1.21; additionally, at the start of each Japanese RPh, the Japanese player may remove a number of No Move counters equal to

the current Turn number. No Japanese unit that is currently on a No Move counter map gain concealment.

AFTERMATH: Using the sounds of guns and mortars firing from the main Japanese positions to orient themselves, the Australians slipped behind the enemy's lines. As they worked to get closer to the trail, some huts were spotted with Japanese cooking valley into the Japanese before closing further. The surprised defenders rallied from gunpits, but many had died in the first few minutes of the assault. Huts were ablaze while enemy dead and wounded littered the area, but the Australians also suffered heavy losses, with half of their officers and many other ranks being killed. Digging in to either side of the track, Cattern's men awaited a Japanese counterattack. Out-manuevered, the main Japanese force fell back during the night, but Cattern's position remained behind enemy lines.

GIFT OF TIME

ASL SCENARIO A112

Scenario Design: Kari Wallace



VICTORY CONDITIONS: The Axis win at game end if they have amassed ≥ 60 Casualty DVP; in addition to amassing Casualty DVP normally, the Axis also receive Casualty DVP equal to double the Exit DVP for each unit (excluding prisoners) Exited off the north edge of board(s) 30/31. The required VP total is increased by 6 for each turn after Turn 3 that the Allied reinforcements do *not* arrive.

KASSERINE PASS, TUNISIA, 20 February 1943: Rommel was on the move again, although in a reduced role under a less favorable strategic position. The American forces facing him knew only that the Germans were experienced, well-equipped, and driving hard. American Colonel Alexander Stark was responsible for holding Kasserine Pass with his mixed force of engineers backed with various support units. Concerned about Stark's ability to hold, the Allied second-in-command, Brigadier McNabb, went forward to look the situation over. Stark seemed to have enough troops to hold the pass, but appeared to "lack a good grip on things." Instead of sending his reserve 26th Armoured Brigade forward, McNabb only released a small British unit under Lieutenant-Colonel A.C. Gore. Just a company of infantry, ten tanks, some six-pounder anti-tank guns, and a battery of artillery, "Gore Force" was to back the Americans until they could establish a proper defense in the pass. During the night, however, the Germans crushed and dispersed Stark's defenses, so that as Gore Force set out at 0400 on the 20th, it was moving up through the chaos of the disintegrated American units. Except for Gore, all of the traffic was westward as Americans and Frenchmen scrambled to get away from Kasserine. Gore Force ignored them, and dug in on the northern corner of the pass.

BOARD CONFIGURATION:



30	H2 W2	28	W1
31	H2 W3	29	W4

TURN RECORD CHART

⊙ ☆ ALLIED Sets Up First	1	2 ☆	3	4	5	6	7	8	END
⊕ III AXIS Moves First									



Elements of Gore Force [ELR: 3] set up on board(s) 30/31 on/between hexrows J and Q: [SAN: 4]

4-5-7	2-2-8	8-0	7-0	4-12	2-7	51 (2-11)	AT M10 57L	Foxhole 5 IS OVR, OBA: +4 Other: +2	Sangar 15 or 60 OBA: +3 Other: +1*
-------	-------	-----	-----	------	-----	-----------	---------------	--	---

8

3

2



Elements of the 2nd Lothians and the 805th Tank Destroyer Battalion set up on board(s) 30/31:

40L	19
75	75

3

2

Elements of Company I, 13th Armored Regiment enter along the north edge on a Reinforcement dr less than the current turn number:

13
37LL 1/1/1*

2



Elements of Gruppe Stotten, Panzer Division 10 [ELR:3] set up on/south-of hexrow 28W1-29W10: [SAN: 2]

4-5-8	8-0	8-0	7-0	4-12	2-7	Radio	8-1	13	14	16	30
75L	75L	75L	75L	75L	75L	75L	75L	75L	75L	75L	75L

9

2

2

4

3



Elements of the Centauro Division enter on Turn 1 along the south edge of board(s) 28/29:

12
75*

4

BALANCE:

- ⊙ Add one British 2-2-8 and one British 76* MTR to the initial Allied OB.
- ⊕ Add one PzKpfw IVH to the initial Axis OB.

SPECIAL RULES:

1. Weather is Overcast, with Wet EC and a Mild Breeze from the northwest at start.
2. Place Overlays as follows: W4 on 29K5-K6; W1 on 28H5-I5; W3 on 31S7-S6; W2 on 30P5-Q6; H6 on 31N5-N6; and H2 on 30I5-I4.
3. The Germans receive one module of 80+mm battalion mortar OBA (HE and Smoke). The German force is Elite (C8.2).
4. German AFV may set up in Motion.
5. Despite the Overcast weather, at the start of each Allied MPH in which it is

not raining the Germans may make a dr; on a result of 1, the Germans receive one DB with bombs which is Recalled at the end of that MPH.

AFTERMATH: As the Germans blew through the battered American units, the focus of the attack shifted to Gore's men. The first up were Major Beilby's ten old, slow Valentines of the 2nd Lothians, sent forward with a few American gun-mounted half-tracks. The weight of the 10th Panzer could not be stopped by these few two-pounders, and one by one the Valentines went up in flames. Major Beilby ordered the survivors to withdraw to the west, pausing to fire as they went. Beilby's tank was knocked out and burned. Soon, German fire began to tear up Gore's riflemen and the six-pounders they were screening. Six Grants from the American 1st Armored Division rolled up to help, but four were quickly set on fire. The Green Jackets and gunners fought on, but began to fall. As the afternoon came to an end, Gore's few survivors had joined the retreat out of the pass. Through its sacrifice, Gore Force had delayed the Germans at a critical juncture in the battle. Although Rommel had won Kasserine Pass and ripped apart numerous American units, Gore and his men had given the defense the gift of time and there would be no German breakthrough.

THEN THINGS GOT WORSE

ASL SCENARIO A113

Scenario Design: Curt Schilling



VICTORY CONDITIONS: The French win at the end of any Player Turn if there are no Good Order non-Crew German MMC in stone building Locations on/between hexrows Q and BB.

DENEE, FRANCE, 15 May 1940: The German blitz in the west was now five days old. Repeated encounters found the heavier French armor defeated by more reliable and flexible German vehicles utilizing superior tactics. The French 1st Armored Division continually found its 32-ton B1s stymied by their German counterparts, with the *chars* as fearful of mechanical breakdown as of the German anti-tank guns or the lighter German armor which they faced. Nevertheless, the French heavy tanks presented a frightening demeanor to the German forces that encountered them, armor and infantry alike. On May 15th, the 1st Armored Division's 3rd Company found itself as the armored spearhead of the counterattack on the French town of Denee. Facing it was the vanguard of VIII Armeekorps, the 8th Infantry Division's 2nd Battalion. As the first three B1s bore down on Denee, the 3.7cm PaK anti-tank guns guarding the outskirts could not dent their armor. These three got into position and waited for the rest of the company and the infantry support to arrange itself. As one German survivor put it, "Then things got worse."

BOARD CONFIGURATION:

BALANCE:

✚ Exchange the French 9-2 for a 9-1.

⊙ Add one French HMG to the French OB.

10



TURN RECORD CHART

✚ GERMAN Sets Up First	⊙	1	2	3	4	5	6	7	8	9	END
⊙ FRENCH Moves First [132]											



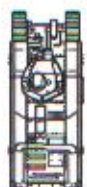
Elements of Bataillon 2, Infanterie Regiment 28, Infanterie Division 8 [ELR: 4] set up on/south-of hexrow Q: {SAN: 5}



Elements of Flak Kompanie 1, Regiment Lehr and Artillerie Regiment 8, Panzer Jäger Abteilung 8 set up in any non-building hex on/between hexrows U and EE:



Elements of 3ème Compagnie, 37ème Bataillon de Chars de Combat, 1ère Division Cuirassée [ELR: 3] enter on Turn 1 along the west/north/east edge(s) on/between I10 and I1: {SAN: 2}



SPECIAL RULES:

1. EC are Wet, with a Mild Breeze from the west at start.

AFTERMATH: When news of the French force arrived, Major Friedrich Filzinger, commander of the 3rd Battalion of the Division's artillery regiment, had been summoned urgently to his command post. He quickly redeployed his batteries to counter the threat. The regiment's artillery, various anti-tank guns of the 28th Infantry Regiment's 14th Company and the 8th Panzer Jäger Battalion, and anti-aircraft guns of the Flak-Lehr Regiment, all opened up at very short range against the French tanks and infantry. With the situation critical for the 2nd Battalion, the division's artillery saved the day. Within a few minutes, the remaining French vehicles had been disabled. From the destruction of 3rd Company at Denee, just three men survived. For the 1st Armored Division, 15 May was a costly defeat. Some 60 tanks—about 45 B1-bis and 15 Hotchkiss H-39s—had been lost in the sector in exchange for nearly 40 panzers.

HAMLET'S DEMISE

ASL SCENARIO A114

Scenario Design: Curt Schilling



JAUCHE, BELGIUM, 13 May 1940: The 3rd Panzer Division was having some tough luck. Positioned on the right flank of the 4th Panzer Division, which was making steady progress, the 5th and 6th Panzer Regiments were finding things a little tougher. After a preliminary bombardment and repeated Stuka attacks, they had been pursuing the retreating French all day. Every time they would catch up, house-to-house fighting would erupt in some small Belgian hamlet. In the early afternoon of the 13th, that small hamlet would be named Jauche.

BOARD CONFIGURATION:



(Only hexrows K-W are playable)

BALANCE:

- ⊙ Add one French 60* MTR to the French OB.
- ⊕ Add one PzKpfw IB to the German OB.

VICTORY CONDITIONS: The Germans win at the end of any Player Turn if they have amassed ≥ 16 Casualty Victory Points, provided the French have not amassed ≥ 20 CVP.








TURN RECORD CHART

⊙ FRENCH Sets Up First	+	1	2	3	4	5	6	END
⊕ GERMAN Moves First								



Elements of 3ème Division Legeres Mechaniques, 1er Corps de Cavalerie [ELR: 2] set up anywhere: {SAN: 4}



 1 4-5-7	 2-2-8	 8	 4-11	 2-8	 37* -12*	 25LL (4)
6		2				



Elements of Panzer Regiments 5 and 6, Panzer Division 3 [ELR: 3] enter on Turn 1 along the west edge: {SAN: 3}



 8-3-8	 4-6-7	 4-4-7	 2	 2	 3-8	 1-12	 24-1	 37L 3/8	 20L (4) -1/8	 15 1/8
2	6		2	2	2					

SPECIAL RULES:

- EC are Moderate, with a Mild Breeze from the west at start.
- Place overlay X18 on R4-S5; all terrain on this overlay exists normally at Level -1.
- Building U4 is a Two-Story House (B23.22).
- Bore Sighting is NA.
- All 8-3-8s/3-3-8s are Assault Engineers (H1.22).

AFTERMATH: The French were not showing the reluctance to engage as they had during the first two days of the blitz. Fierce house-to-house fighting was the order of the day. The German Pioneers resorted to "smoking them out" as things began to heat up. The French, knowing that every hamlet, every strongpoint, and every room they abandoned put them one step closer to their homeland, fought doggedly for every room, house, and street in Jauche. Finally, late in the afternoon, as the Germans were beginning to mount their final attack of the day, the French retreated and surrendered the hamlet.

BLOCKBUSTERS

ASL SCENARIO A115

Scenario Design: Chuck Powers



VICTORY CONDITIONS: The Americans win at game end if all hexes within the American setup area and all hexes on/adjacent to Hex Grain A7-G10 contain no unbroken Japanese MMC.

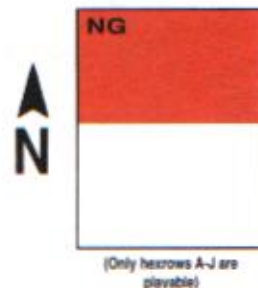
NHPUM GA, BURMA, 31 MARCH 1944: On the fourth day of fighting at Nhpum Ga, elements of the Japanese 114th and 55th Regiments were able to completely surround the 2nd Battalion of Merrill's Marauders. The Japanese established a block on the trail just north of Nhpum Ga, severing contact between the 2nd Battalion and the 3rd Battalion at Hsamshingyang. The morning patrol leaving Hsamshingyang to Nhpum Ga detected signs of enemy activity along trail, and encountered a strong Japanese trail block about 400 yards from the 2nd Battalion's perimeter around Nhpum Ga. With mortar support from Nhpum Ga, the patrol attacked the block but finally had to withdraw to Hsamshingyang. Colonel McGee decided to make another attempt to break the trail block from Nhpum Ga, and carefully thinned out his perimeter to form a strike force and attacked.

BOARD CONFIGURATION:

BALANCE:

- Add one 2-2-8 and one Japanese MMG to the Japanese OB.

- ☆ Remove the 2-2-8 and the HMG from the Japanese OB.



TURN RECORD CHART

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



Elements of the 114th and 55th Infantry Regiments [ELR: 4] set up on/between hexrows A and D within three hexes of Hex Grain A7-C8: [SAN: 4]









 4 ¹ -4-8	 4 ¹ -4-7	 2-2-8	 8-1	 8-0	 HMG 3 10 6-14	 LMG 1 2-8	 MTR 6(2) 50*(1-10)*
4	4				3	2	



Elements of 2nd Battalion, 5307th Composite Unit (Provisional) "Merrill's Marauders" [ELR: 5] set up on/between hexrows H and J: [SAN: 4]



 6-6-7	 2	 8	 8-0	 HMG 3 5 6-12	 HMG 2 4-10
11					2

SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect. All Interior jungle hexes (G2.22) are Dense and are marked with a large, colored center dot; all other hexes are Light. For the purposes of A2.51 and this SSR, all off-map whole-hexes are considered to be dense-jungle hexes and the path in A7 is considered to extend beyond the map edge along hex coordinate 7. Kindling Attempts are NA.

2. All American MMC (and any SMC/SW stacked with them) may set up entrenched if in suitable terrain. All American Personnel are Stealthy (A11.17).

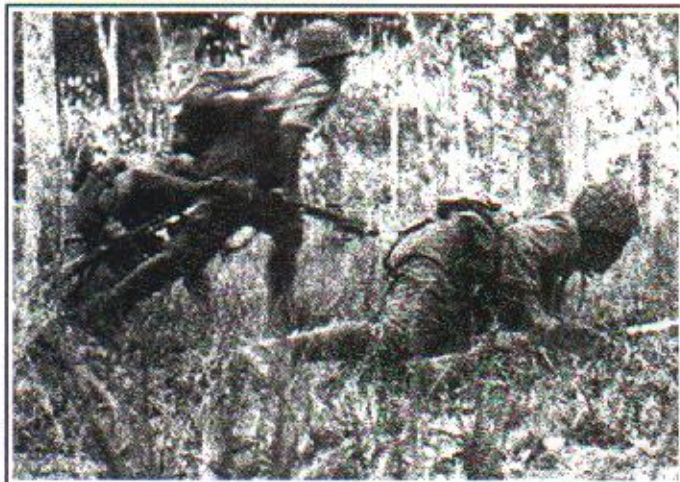
3. All Japanese MMC (and any SMC/SW stacked with them) may set up entrenched if in suitable terrain.

AFTERMATH: Colonel McGee attacked the trail block with a reinforced platoon that was supported by machine-gun fire. The Japanese block had been established the night before and was well dug-in with several machine guns. The Japanese were able to withstand the attack from the Americans and inflicted heavy casualties on them. This trail block had closed the door on Colonel McGee and the 2nd Battalion, who would not make contact with the rest of the Marauders for another eight days. Several days later McGee attacked the trail block again, but was not able to break it.

TANGLED UP IN BLUE

ASL SCENARIO A116

Scenario Design: Chuck Powers



VICTORY CONDITIONS: The Japanese win at game end if they have amassed at least 8 Victory Points more than the Americans. Both sides amass Casualty VP normally (Prisoner VP are not doubled at game end.) Additionally, the Japanese receive 2 VP for each American HMG captured/eliminated. The Japanese also receive VP (calculated as Exit VP, but excluding Prisoners) for each Good Order Japanese unit that exits along the north edge, or at game end is on/north-of hexrow P, on/between hexes numbered ≥ 3 and ≤ 13 .

TURN RECORD CHART

☆ AMERICAN Sets Up First	●	1	2	3	4	5	6	END
● JAPANESE Moves First [192]								

☆ Elements of Blue Combat Team, 2nd Battalion, 5307th Composite Unit (Provisional) "Merrill's Marauders" [ELR: 5]
set up concealed regardless of terrain as indicated: {SAN: 4}

Set up on/north-of hexrow T:

HMG
5-6-7
2

2-2-7
2

2
2

2
2

HMG
5-6-7
2

HMG
5-6-7
2

?
7 morale
4

Foxhole
5
OVR, OGA: +4
Other: +2
4

Set up on/between hexrows R and T:

HMG
5-6-7
6

Foxhole
5
OVR, OGA: +4
Other: +2
6

● Elements of the 114th Infantry Regiment [ELR: 4] enter on Turn 1 along the south edge: {SAN: 3}

Infantry
4-4-8
12

Infantry
10-1
3

Infantry
8-0
3

LMG
5-6-7
2-5

Mortar
5-6-7
2-5

SPECIAL RULES:

- EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect. All Interior jungle hexes (G2.22) are Dense and are marked with a large, colored center dot; all other hexes are Light. For the purposes of A2.51 and this SSR, all off-map whole-hexes are considered to be dense-jungle hexes and the path in W10 is considered to extend beyond the map edge along hex coordinate 10. Kindling Attempts are NA.
- The American crews must possess the HMG at start. The crews (and any SMC/SW stacked with them) may set up HIP. All American Personnel are Stealthy (A11.17).
- The playing area undergoes a pre-game Bombardment (C1.8) [EXC: con-

NHPUM GA, BURMA, 28 MARCH 1944: A reinforced battalion of the Japanese 114th Regiment was moving north from Kamaing to attack the east flank of the Chinese 22nd Division at Shaduzup. The 2nd and 3rd Battalions of Merrill's Marauders were ordered to block this move and to prevent the Japanese from advancing beyond Nhpum Ga. This was a new role for the Marauders, who had been trained to attack. A quick and exhausting retreat from Inkangatawng barely got the 5307th into Nhpum Ga before the Japanese started their initial attack. The Blue Combat Team of the 2nd Battalion had been given the task of setting up a defensive perimeter on the south side of Nhpum Ga. The Marauders were not equipped with the tools needed for entrenching, and dug-in the best they could using standard issue shovels and anything else they could find. Hoping to catch the Marauders unprepared, the Japanese attacked.

BOARD CONFIGURATION:

BALANCE:

- ☆ Add one U.S. MMG to the U.S. OB setting up on/north-of hexrow T.
- Add one 9-0 to the Japanese OB.



trary to C1.81, 6 dr are made to determine immune hexes, with the third and fourth dr receiving a +6 dr, and the final two receiving a +12 dr; ignore "or exceed 10" in line 8 of C1.81]. The use of a hidden foxhole's TEM during the Bombardment does not reveal that foxhole.

4. The Japanese must set up for entry prior to resolution of the pre-game Bombardment.

AFTERMATH: The Japanese opened their attack with a bombardment from artillery guns and mortars. This was followed by a violent attack from a company of Japanese infantry supported by light machine guns and knee mortars. This first encounter bloodied their noses, costing the Japanese substantial casualties. The Japanese continued moving around and attacking through the afternoon, but were unsuccessful in getting the Blue team to reveal the location of their heavy weapons.

SIGNALS

Dear Sir,

I have no idea how to go about obtaining amended rules pages. I currently own the ASL Rule Book, most modules, and several ASL ANNUALS, but nowhere can I find an all-inclusive, up-to-date errata list, relevant details pertaining to such, or any details about how to get this information. Please help! My situation is not made any easier by my living in England where everything is years late. ASL is superb, and I get a real kick out of playing it.

J.E. Lay
Oxon, England

This ANNUAL contains a list of all the replacement pages provided to date. If you have all those pages, plus the Comprehensive Q&A/Errata from ASL ANNUAL '96 and the new Q&A/Errata in the present ANNUAL, you have all there is on the subject so far. We plan on providing new replacement pages in upcoming modules and hope to keep you up to date via these pages. As for living in England, we can't help you with that. Mind the gap.

MMP Team.

Well done on ASL ANNUAL '96, a tradition that should continue. I was glad to read of the upcoming projects and think the ACTION PACKS will be especially well received. All of the HASL projects sound good, particularly Central Stalingrad (everyone loves the meat grinder).

On a different note, for us anal-retentive types out here, A103 (Mayhem in Manila) should have been numbered Deluxe A14, as it was in the Chronology of War. Do you see the possibility of continuing the Deluxe scenarios with A15, etc? And could there be another A103, then A105+? Then "Mayhem" could be renumbered on our own to restore order to our ASL world. Just a thought.

Brian W. Bruce
Stockbridge, Georgia

ACTION PACK #1 has indeed been well received, and we do plan on issuing more. Right now, however, we are concentrating on a minor's module and the next historical module, BLOOD REEF: TARAWA. We'll fit more ACTION PACKS in where we can.

Although there are none in this issue, we do intend to continue Deluxe scenarios in the ANNUAL. We haven't decided yet what to do about the numbering, although we know we do not want to renumber "Mayhem." We are thinking about dropping the separate Deluxe numbering. A second option would be to just re-start at Deluxe A15, and let folks refer to Mayhem as both Deluxe A14 and A103. Anyone else have any thoughts on the subject?

Congratulations on a superb job on the ASL ANNUAL '96! This issue was certainly worth the wait. I particularly enjoyed the focus on playing ASL which was so evident. The scenarios look like they'll keep me busy for some time. The articles were, without exception, informative and fun to read. The "Debriefing '96" section in the

center has proven to be very useful as I update my copy of the rules. The partnership with MMP has to be considered an unqualified success.

There is one item I'd like to address: counter errata. I had not known that corrected counters were available in issue 28/6 of the GENERAL. I've since purchased that back issue and noticed that, contrary to the listing in the "Debriefing," there are not any corrected SPW 250/7 or SPW 251/2 (German Vehicle Note 59) counters in that countersheet. I also was somewhat disappointed with the quality of the counters included in my copy of KGP II. (I guess I've been spoiled by the quality in the previous modules.) In addition to the errata listed in ASL ANNUAL '96, the type face on the vehicles is different from that previously used. A corrected countersheet, whether alone or included in a future ASL product, that remedies these and other counter errata, would be greatly appreciated and well worth the price.

In sum, this issue of the ANNUAL is the best yet. Everyone involved deserves thanks for their efforts to increase the enjoyment of the game. I look forward to the next issue of the ANNUAL.

Kenneth J. McManamy
Charleston, South Carolina

We have been very gratified by the response to ASL ANNUAL '96. We hope this new ANNUAL goes over as well. Our apologies on the mixup over the counters. Although corrected counters have not been issued yet for the SPW 250/7, the corrected counters for the SPW 251/2 were provided in KGP I, not the GENERAL. We do intend to issue a corrected countersheet for KGP II in a future ASL product, and we will continue to issue various corrected counters as time and space permit. Don't expect a return to the traditional font on the counters, however. When AH switched to computer graphics during CROIX DE GUERRE, a decision was made to change the font. We will continue to abide by this decision.

Dear Brian et al.,

Congratulations! The ASL ANNUAL '96 left me speechless.

The articles of Tim Hundsdoerfer, Steve Petersen, and Curt Schilling are very helpful and well done. Dade Cariaga's article on Caves is very nice and, considering the rather dry theme, amazingly entertaining to read! Jim Stabler's article and scenario adaption is a very well done nostalgia piece that strongly reminds me of good ol' SL clinic times, and times when one was eager to grab every new scenario and play it to death.

I haven't seen "Faugh a' Ballagh" for at least ten years, but I know there was a small mortar involved (I believe on the Irish side) in the original. My opponent dragged that thing painstakingly around like a gem sacrificing MPs for that task turn after turn, only to break the thing on the first shot. I just phoned him, and he immediately remembered. The mortar isn't included anymore, but the memory lives! Thanks for that. Veterans remember.

Hats off to Mark Nixon. This man is a class of his own. His scenario reviews are excellent. He is specific, brings in personal

opinion and labels it so, knows the rules very well, has a fine grasp on tactics, and writes in a way that is fun to read. I cannot believe that anyone reads his stuff without getting something out of it! He's sometimes a little dogmatic, but this is the spice in his reviews. I always appreciate his articles on ASL, and he has also written some of the best articles about THIRD REICH that have ever been printed in the GENERAL. Give him my best regards! I'd like to play him—I am sure it would give me plenty of enjoyment and plenty of insights.

The Chronology of War takes up two pages per issue. I would not mind if this was skipped altogether, but maybe some like it, so perhaps you could skip it every other time. I'd like it better if it would let me see what's special: Night, PTO, Caves, Beaches, Gliders, Aircraft, etc. That way I could more easily select a scenario according to the actual gusto. Just a grid with the name and number of the scenario and a check in the appropriate box. As it is, I don't get any info I couldn't get from just scanning through my scenario binders.

Although historical articles are somewhat nice, I read them once, then never again. I read some of Nixon's articles over and over. I also make a notes on my scenario cards if there is an article discussing the scenario. The historical aspect of things is better covered (and on a bigger scale) by books.

I like Scenario Replays, too, but they should be a rare occasion. They eat a lot of space, and while fun to replay (that unbelievable bazooka hit vs Brian Youse's Panther in the last replay was startling), but I wouldn't like to have one in every issue. Just every now and then.

Even the scenario mix was nice. All theaters, DASL, special themes. Again, congratulations to the whole staff. BACK-BLAST did not die in vain. The physical appearance and quality is excellent. Go on like that!

Fritz Tichy
Vienna, Austria

Thanks for the kind words. We, too, think pretty highly of Mark Nixon's work (including his 3R stuff) and hope to feature it in these pages again. We have dropped the Chronology of War from this issue and will bring it back again. Adding much more information to it, however, will take it up to four pages; we are not sure if that is worthwhile. As you said, after a while one might as well search the scenarios themselves. The Scenario Replay is back this issue, but probably won't be a regular feature. It just takes too much time and space to do right.

I just wanted to drop a line and say that I am very impressed with the quality of ACTION PACK #1. The scenarios appear strong and the OBA flow chart has proven its usefulness in both of my most recent scenario playings (including "The Liberators" from the recent GENERAL). The quality of the material lives up to AH standards and only one or two types were noted so far. Well done MMP and AH. Keep this concept coming. The standard HASL products are typically too large for most players to play often.

You could have future packs concern

themselves with specific battles or regions, or time periods, while possibly supplying new boards to support the scenarios included. As well, how about an Action Pack devoted to introductory scenarios for newbies. Each pack could be centered around specific rules sections (infantry, vehicles, Chapter E, etc.). You could include articles from the GENERAL and ANNUALS as back up to the learning process, as well as after action reports for each of the scenarios (shoot, you could have recommended setups for first time play).

The possibilities seem varied and substantial. I personally see products like ACTION PACK #1 as the future of the hobby.

Mark Zimmerman
Newtown, Pennsylvania

Food for thought, Mark. Between HASL modules, mini-HASL projects like the Nhpam GA material in this Annual, and Action Packs like you describe, there is plenty of flexibility in system. Between all that and the Minors modules, there is plenty to look forward to.

We're glad you're enjoying the Off-board Artillery Player Aid. It's amazing how the number of OBA questions has dwindled with its publication. Note the small section on errata for it at the end of this issue's Debriefing.

Three articles in the ASL ANNUAL 1996 really blew me away.

"The Weather Outside Is Frightful". Excellent, if you have not played any scenarios with winter/snow weather for fear of the special rules, this is for you. Clear and to the point, with a player aid based on the turn sequence. Awesome!

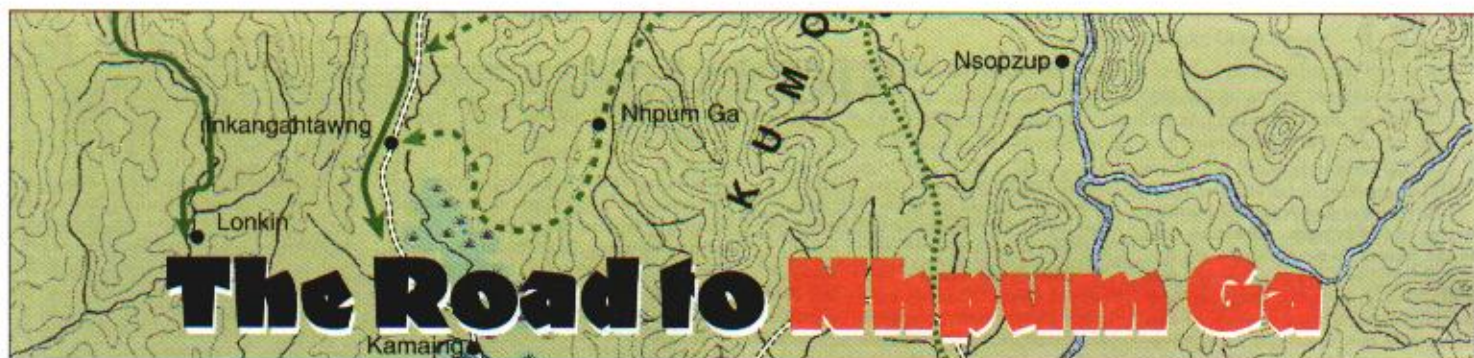
"Stop And Go Traffic". I must say that I have never read an ASL article which has been more revealing. I thought I had a good grasp of the "moving vehicle" rules. Now I know that I was living in a shadow world, and Ole Boe has brought me the light. If you don't have this you must get it cause your opponent probably will have it.

"Run For The Money". Wow. Some things on the surface seem so simple, yet perhaps they are not. This is a very enlightening article on CX. There are things here that you might not have thought of.

I have been playing ASL since 1986 and felt I had a pretty good grasp of the rules. These three articles all contained things I either didn't know or hadn't considered. I can't recommend them highly enough to any new players. This Annual is clearly a return to the quality and depth of the past. I rank it as one of the best Annuals and possibly the "Best" to date. MMP has done an outstanding job.

Tate Rogers
Huntsville, Alabama

High praise, indeed. We just hope that the quality of the present issue isn't lessened because we paid off Tate with some column inches. Seriously, we like to think that those articles inspired Tate to contribute to the hobby, and that alone would make the '96 ANNUAL a success. Hope more of you out there feel the same way.



by Chuck Powers

How did I end up in a remote mountain village in north Burma on my first attempt at scenario design? A small village made of 4 or 5 bashas (huts in ASL) located at an altitude of 2800 feet in the Kumon mountain range which is only occupied during the monsoon season. A village named Nhpum Ga (pronounced "noom ga") or "Maggot Hill" to those who fought there for eleven days in the Spring of 1944. The trail leading to this village is only wide enough for pack animals to pass and is completely engulfed in dense jungle.

My journey to Nhpum Ga started almost five years ago in Stalingrad. It was there that I first encountered the greatest experience that ASL has to offer, the campaign game. Ever since then, I have always had an active RB CG in progress. About a year later, my journey took me to Atlanticon '93 in Baltimore where the seeds were planted that grew to become a passion for the PTO. It was at this tournament that I first encountered Merrill's Marauders (the topic of this article) in a scenario called "The Last of Their Strength" (A83). (See "En Garde!" by Chuck Goetz in the '95W Annual.) This scenario is a struggle between an exhausted element of the Marauders and a force of Japanese from the Myitkyina garrison, fighting for a small village named Charpate. The leader of the Marauders in this scenario was Colonel George McGee, who was the commander of the 2nd Battalion that fought at Nhpum Ga.

For the next couple of years, I continued playing RB CGs and as many PTO scenarios as I could. I actually went on a pretty good run in the PTO, especially as the Japanese. It was during this stretch that the idea of combining the RB CG concept with PTO for the ultimate ASL experience came to me—a Japanese-Chinese city-based CG. I do not claim sole ownership of this idea, but it is a dream of mine.

This dream led me to start researching some possible Japanese-Chinese actions that would fit the bill for a CG. First I headed for mainland China, but could not get my hands on enough information to pursue the development of a CG. From mainland China I headed south to Burma, where I found a struggle that had everything essential for a great CG. Not only was this a battle between the Japanese and Chinese, but the Americans, British and Kachins (natives of north Burma) were also involved. The conflict I had found was the Battle for Myitkyina (Mitch to the Americans), which started on May 17, 1944 and eventually ended on August 3, 1944 with an Allied victory.

While researching the Battle for Mitch, I quickly became enthralled in the tragic and heroic story of a group of American soldiers simply designated the 5307th Composite Unit (Provisional). These soldiers preferred to be known as Galahad, the code word given to them by the War Department. This unit was more popularly known as Merrill's Marauders, after their commander, Brigadier General Frank Merrill. According to Colonel Charles Hunter, second in command, this was the most beat upon, most misunderstood, most mishandled, most heroic, and yet most unrewarded regimental-sized unit that participated in World War II.

The Battle for Mitch was actually the end of the journey for Galahad. Only 1300 men of the original 3000 Marauders actually reached Mitch. Of that number, 700 were immediately evacuated to rear hospitals. The previously mentioned scenario demonstrated the poor condition of Galahad by this time. Most of the

... "Maggot Hill" to those who fought there for eleven days...

men were exhausted, had dysentery or malaria, and were battle fatigued. This unit had been in action for almost three months when they arrived at Mitch, two months longer than was recommended by the U.S. Army during World War II.

From Mitch, I followed Galahad's journey back to Nhpum Ga. It was at Nhpum Ga that I found a battle that had everything needed for scenario development and a possible CG. While this was not the Japanese-Chinese city-based battle I started out looking for, it was PTO and it was a manageable size. As busy as my life is these days, the "Mitch HASL" is going to take many years for me to develop.

While I have been able to find a fair amount of reading material about Galahad and the fighting at Nhpum Ga, I've been amazed how this battle is skipped over in every movie or documentary I've seen about Galahad. Most of the films have lots of footage on Walabum, but then jump right to Galahad's journey through rugged, jungle-covered mountains to Mitch without even a mention of Nhpum Ga. I still haven't figured out whether this is because there is no footage from this action or because

the media and military do not wish to talk about it.

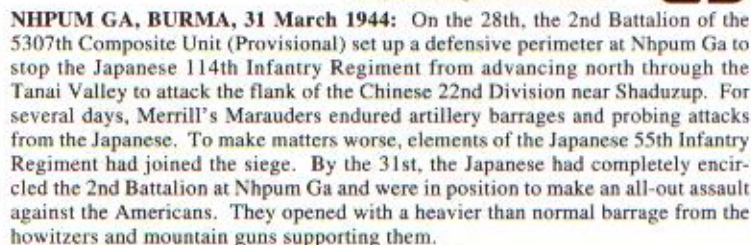
Now that I've described my journey to Nhpum Ga, let me describe how Galahad and the 114th Regiment of the Japanese 18th Infantry Division ended up there. The 5307th Composite Unit was formed as a result of the Quebec Conference in August 1943 to be a part of a force being assembled for an Allied offensive into Burma in 1944. The unit consisted of volunteers from jungle-trained and jungle-tested troops from the South Pacific and from the Caribbean Defense Command, including 950 veterans from Guadalcanal.

Galahad was initially under the command of the British, and was trained in long range penetration tactics by Major General Wingate. Later, General Stilwell was given command of Galahad. It was Wingate who formed the unit into three battalions of 963 men, each consisting of two combat teams—similar to the organization of the British Commonwealth troops formed for long range penetration into Burma. The British forces were better known as the Chindits. Each combat team was composed of one and a half Rifle companies, a Headquarters (HQ) platoon, an Intelligence and Reconnaissance (I&R) platoon, a Pioneer and Demolition (P&D) platoon, a Medical detachment, and a Heavy Weapons (HW) platoon. Each team also had 68 pack animals (horses or mules) needed to carry equipment and supplies deep into the jungles of Burma. The I&R platoons were the elite of the Galahad force, hand picked from the volunteers. The mainstay of the I&R platoons were Japanese-American soldiers referred to as Nisei, who were very effective in this rather hazardous duty. They would regularly tap in on Japanese phone conversations and would sneak up to Japanese positions to listen in on their discussions, providing valuable reconnaissance. The HW platoons had three or four HMG and three or four 81mm mortars. Each team also was equipped with 4 to 6 60mm mortars, 2 to 4 MMG, 27 BARs and 50 submachine guns. Galahad was supplied by air drop by the first and second Troop Carrier Squadrons using C47s.

In ASL terms, Galahad is clearly an elite unit and should be represented by 6-6-7s. The P&D platoon should be represented by 7-4-7s and should be considered Assault Engineers (H1.22). The men of Galahad should also be considered stealthy and their ELR should

Continued on page 41

Scenario Design: *Chuck Powers*



NG



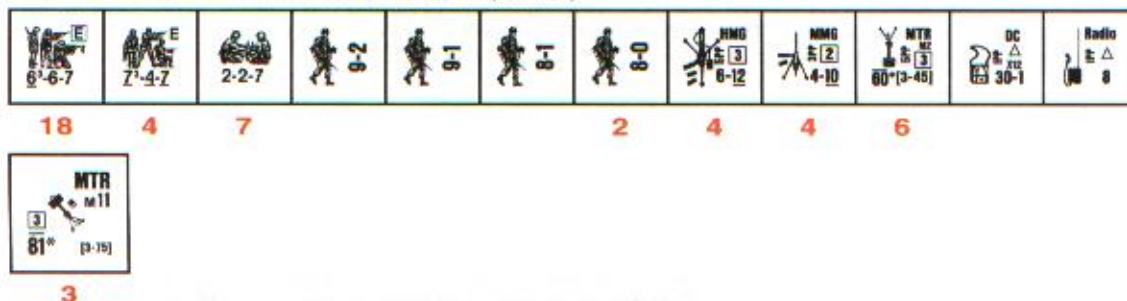
☆ American Personnel may set up Concealed regardless of terrain or LOS.

- Japanese units may enter on Turn 1 instead of Turn 2.

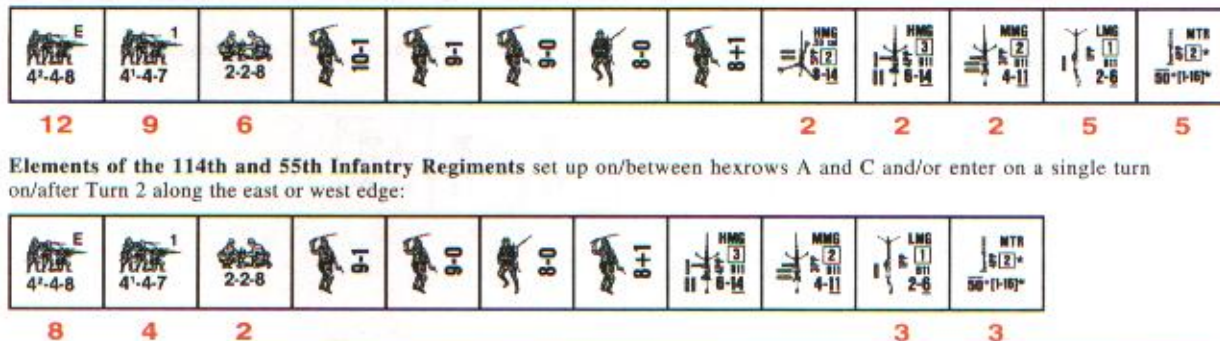
TURN RECORD CHART



Elements of the 2nd Battalion, 5307th Composite Unit (Provisional) "Merrill's Marauders" [ELR: 5] set up on/between hexrows H and R, in hexes numbered ≥ 5 and ≤ 12 : [SAN: 5]



Elements of the 114th Infantry Regiment [ELR: 4] set up on/between hexrows T and W and/or enter on a single turn on/after Turn 2 along the east or west edge: (SAN: 4)



L, EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect. All Interior jungle hexes (G2.22) are Dense and are marked with a large, colored center dot; all other hexes are Light. For the purposes of A2.51 and this SSR, all off-map whole-hexes are considered to be dense-jungle hexes and the paths in A7, L16, and W10 are considered to extend beyond the map edge along hex coordinate 7, hexrow L, and hex coordinate 10, respectively. Kindling Attempts are NA.

2. All American MMC (and any SMC/SW stacked with them) may set up entrenched if in suitable terrain. All U.S. 7-4-7s are Assault Engineers (H1.22). All American Personnel are Stealthy (A11.17).

3. All Japanese MMC (and any SMC/SW stacked with them) may set up entrenched if in suitable terrain.

4. The playing area undergoes a pre-game bombardment (C1.8) [EXC: it can only affect hexes within the American setup area; contrary to C1.81, 5 dr are made to determine immune hexes, with the final three dr receiving a +6 drnt; ignore "or exceed 10" in line 8 of C1.81].

5. The American radio can be used by any leader who, with a successful Radio Contact DR (C1.2), may direct 81* MTR fire as if he were an adjacent onboard spotter (C9.3). Outside of Radio Contact,

no other OBA rules are in effect for this radio.

6. The U.S. player may exchange three 60mm MTR for one module (or 6 MTR for two modules) of 4 FP 60mm OBA per U.S. Ordinance Note 1. All Extent of Error dr are halved (FRU). In lieu of a Friendly Board Edge, a separate hex within the U.S. setup area must be secretly predesignated for each OBA battery; an AR/RS/FEE counter of a battery may not be placed/Corrected to within three hexes of that battery's selected hex (eroll any direction/extent-of-error DR that would do so). Each battery's selected hex must be immediately revealed when a Good Order Japanese unit becomes adjacent to it; if a Japanese MMC enters a battery's selected hex, that battery's current Fire Mission is immediately cancelled and no new Fire Missions may be requested until that hex is devoid of Japanese units; a battery's OBA module is permanently lost if the Japanese ever Control its hex.

AFTERMATH: Following the morning barrage, the Japanese attacked from the south, the east, and the northwest of the American perimeter. They overran a machine-gun post on the side trail and took control of the water hole to the north of Nhpum Ga. By the end of the day, the Marauders still held Nhpum Ga but conditions were becoming unbearable with no fresh water and the stench of dead pack animals and Japanese soldiers. For those who endured these conditions, it became known as "Maggot Hill".

THE WATERHOLE



ASL SCENARIO A118

Scenario Design: Chuck Powers



VICTORY CONDITIONS: The Japanese win at game end if they Control hex G7.

NHPUM GA, BURMA, 31 March 1944: Just north of the hill on the east side of Nhpum Ga lies a water hole at the base of the hill. The hill slopes down steeply to the water hole, which was supplying the entire 2nd Battalion of Merrill's Marauders. Now that the Japanese were all around Nhpum Ga, the water hole was their only source of water. The Pioneer and Demolition Platoon of the Green Combat Team was responsible for holding the water hole and had set up defensive positions at the base of the hill. During the previous day, the Marauders became aware of a large Japanese force that was joining the fight at Nhpum Ga from the northeast and expected an attack from that sector. As apart of the all-out effort to take Nhpum Ga, the Japanese sent a force up the ravine northeast of the village to attack the hill.

BOARD CONFIGURATION:

BALANCE:

- ☆ Remove one 4-4-8 from the Japanese OB.
- Delete the 8-0 from the U.S. Turn 3 reinforcements.



(Only hexrows A-K, hexes < 12 are playable)

TURN RECORD CHART

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



Elements of P&D Platoon, Green Combat Team, 2nd Battalion, 5307th Composite Unit (Provisional) "Merrill's Marauders" [ELR: 5] set up on/between hexrows D and J: {SAN: 4}



Elements of the 2nd Battalion, 5307th Composite Unit (Provisional) "Merrill's Marauders" enter on Turn 3 along the south edge:



Elements of the 55th Infantry Regiment, 18th Infantry Division [ELR: 4] enter on Turn 1 along the east edge on/between hexrows A and F: {SAN: 3}



SPECIAL RULES:

1. EC are Moderate, with no wind at start. PTO Terrain (G.1) is in effect. All Interior jungle hexes (G2.22) are Dense and are marked with a large, colored center dot; all other hexes are Light. For the purposes of A2.51 and this SSR, all off-map whole-hexes are considered to be dense-jungle hexes and the path in A7 is considered to extend beyond the map edge along hex coordinate 7. Kindling Attempts are NA.

2. All American MMC (and any SW/SMC stacked with them) may set up entrenched if in suitable terrain. All 7-4-7s are Assault Engineers (H1.22). All American Personnel are Stealthy (A11.17).

3. The Americans receive one module of 4 FP 60+mm OBA (HE only) as per U.S. Ordnance Note 1, with no minimum or maximum range. All Extent of Error dr are halved (FRU).

AFTERMATH: An intense fire fight between the P&D Platoon and the Japanese lasted for almost an hour before the Marauders were forced back up the hill. The Americans regrouped and made a counterattack which failed to dislodge the Japanese. The loss of the water hole left the 2nd Battalion without a source of water, other than by air drop—which had not been tried by Marauders before. Things got so bad that the medics did not have enough water for making plaster casts for the wounded. The only consolation for the Marauders was that their 60mm mortar fire kept the Japanese from using the water hole as well.

Continued from page 38

always be 5. Since the HMG were a part of the specially-trained HW platoons, I crewed them with 2-2-7s. The American forces were completely surrounded but were using their on-board mortars as "OBA" with spotting and radio communications; to simulate this, one of the scenarios lets the U.S. player spot for the mortars using a radio.

After months of training in India, Galahad began its first mission into north Burma. On February 24th, Chinese forces were sent southward into the Hukawng Valley to engage the Japanese 18th Division. To support the Chinese, Stillwell sent Galahad on wide encircling movements east of the Chinese forces to set up road blocks behind the Japanese. Their first such mission was to set up a block on the Kamaing Road near Walawbum. To get a feel for the fighting that occurred during this mission, give "Orange at Walawbum" (A82) a try. During this first action Galahad killed 800 Japanese, helped force a major Japanese withdrawal and only suffered 8 men killed and 37 wounded.

On March 12th, Galahad started its second mission which eventually ended up at Nhpum Ga. With control of the Hukawng Valley established, Stillwell now set his sights on the Mogaung Valley. The Chinese 22nd Division was still driving the Japanese southward along the Kamaing Road into the Mogaung Valley, and Galahad would once again be performing wide flanking maneuvers to harass the enemy

from behind and to cut off supply lines. Galahad was to be accompanied by two Chinese regiments who would take over any blocks they established, leaving Galahad free to exploit the situation if the opportunity presented.

The 1st Battalion headed out on its 50-mile march to Shaduzup followed by the Chinese 113th Regiment, while the 2nd and 3rd Battalions took an 80-mile hike to Inkangahtawng, south of Shaduzup. The Chinese regiment originally scheduled to follow them was not available, and did not make the journey. Along the trail to Inkangahtawng, 300 Kachin guerrillas joined the Galahad battalions. The Kachins were led by Lt. James Tilly of Detachment 101 of the Office of Strategic Services. On March 23rd, the 2nd Battalion engaged the Japanese near their destination. The Japanese force was stronger than the Marauders could handle, and, after holding a block for 24 hours, they had to pull back.

The orders for the 2nd and 3rd Battalions quickly changed when a captured Japanese map indicated that a Japanese force of possibly two battalions was headed north from Kamaing to attack the flank of the Chinese 22nd Division near Shaduzup. Galahad was ordered to stop the Japanese from advancing beyond Nhpum Ga.

To give 2nd and 3rd Battalions time to withdraw to Nhpum Ga, Lt. Weston's I&R platoon and Lt. Smith's rifle platoon set up trail blocks to slow down the quickly advancing elements

of the Japanese 114th Regiment. Check out "Smith and Weston" (A53) to experience this desperate but amazing blocking action by the Marauders. For two days these platoons were able to slow the Japanese force while suffering no casualties. The Japanese force consisted of a battalion and the battalion headquarters of the 114th Regiment deployed as two under-sized battalions.

THE BATTLE

On the morning of the 28th, Khaki Combat Team of the 3rd Battalion followed by Blue Combat Team of the 2nd Battalion left Auch to make the remaining 4 1/2 mile journey uphill to Nhpum Ga. A half an hour later Green combat Team of the 2nd Battalion moved out when several Japanese artillery shells landed rather close to their column. As they continued up the trail to Nhpum Ga, the Japanese artillery fire began to find the range. At least one soldier was hit as well as several of the mules. Galahad arrived at Nhpum Ga exhausted and disorganized. Once in Nhpum Ga, Blue Combat Team began setting up defensive positions on the southern slope leading up to Nhpum Ga. Green Combat Team was responsible for the northern sector of Nhpum Ga, while the 3rd Battalion and the Kachins continued on to Hsamshingyang. The entire perimeter of the 2nd Battalion at Nhpum Ga was only 400 yards north to south and 200 yards east to west.

Nhpum Ga is a small village of 4 or 5 huts located at the highest point of a mountain range between the Tanai and Hkuma river valleys. There is a north-south trail that travels through the village along the mountain range, and another trail that drops to the west for about 1 1/2 miles to the Hkuma river. East of the village is a steep slope cut by gullies and ravines that drops 1400 feet in 2 miles down to the Tanai river. (Besides establishing the Galahad HQ at Hsamshingyang, the 3rd Battalion also had to block the trails along these rivers to prevent the Japanese from going around Nhpum Ga.) The huts in the village are nestled between two hills, one to the west of the trail and one to the east. The ground levels out some to the north before it starts dropping down towards Hsamshingyang some 5 miles away. Located just north of the east hill is a small water hole which supplied the only drinkable water near the village.

Soon after Blue Combat Team had established itself, the Japanese began searching out their position with artillery and mortar fire.

THE ROAD TO MITCH

(Occasionally, a campaign proves so interesting that scenario designers concentrate on that topic. Stalingrad, Normandy, the Bulge, and now Mitch.)

A. Totsugeki [A60]	01/10/44
B. Orange at Walawbum [A82]	03/06/44
C. Smith & Weston [A53]	03/26/44
D. Tangled Up In Blue [A116]	03/28/44
E. Blockbusters [A115]	03/31/44
F. Maggot Hill [A117]	03/31/44
G. The Waterhole [A118]	03/31/44
H. Last of Their Strength [A83]	05/21/44



Following the artillery fire, the Japanese attacked with about a company from the south in an attempt to determine the location of the American perimeter and to get the Americans to reveal their heavy weapons. The Japanese suffered substantial casualties with the first assault, without finding the American heavy weapons. The Japanese continued probing through the afternoon without any success. A strafing run from some P-51s along the trail between Auch and Nhpum Ga provided some relief. (While at Nhpum Ga, the 2nd Battalion was supported by the 51st Fighter Group.) The men of Galahad expected Japanese attacks during the night, but they never came. The Americans did receive harassing fire throughout the night, keeping them from getting any rest.

The next day, the Japanese attacked from the south again with about a company supported by HMG and 90mm mortars. This was a relatively quiet day, which the Japanese probably spent regrouping and getting resupplied. The biggest event of the 29th was that General Merrill suffered a heart attack and colonel Hunter took over command of the 5307th. The 2nd Battalion also received an air drop which included chicken, bread, and turnovers to help boost the morale of the troops.

The Japanese made an all-out effort to take Nhpum Ga on the 30th. The battle started with heavy mortar and artillery fire, followed by attacks from the south and the southeast, which Blue Combat Team was able to repulse while the Japanese suffered heavy casualties. During the afternoon, the Japanese began probing the east and west flanks of the perimeter trying to locate the positions of the Marauders' heavy weapons. Again, the 2nd Battalion expected night attacks that never came.

The 31st started as the previous day had, with mortar and artillery fire, but the Japanese were now attacking from all around the perimeter. The original Japanese force now had reinforcements from the 55th Regiment. The Japanese were able to establish a trail block north of Nhpum Ga and captured the water hole. Counter attacks from Green Combat Team were unable to break the trail block or recapture the water hole. The 2nd Battalion was still holding on at Nhpum Ga, but was now isolated from the units at Hsamshingyang and did not have a good supply of water. Now that they were isolated, they could no longer evacuate dead pack animals or casualties. Because of the stench from the dead Japanese and pack animals, the Marauders referred to Nhpum Ga as "Maggot Hill."

The Japanese attacked from the north and northeast on April 1st, but were unable to gain any ground. The fighting on the 1st was light, and the Japanese were probably regrouping and resupplying following the previous two days of fighting. Reports getting to the Marauders at Nhpum Ga indicated that the Chinese had taken Shaduzup, and that the 1st Battalion was on its way. With the loss of Shaduzup, the Japanese at Nhpum Ga were expected to pull out. This thought raised the morale of the 2nd Battalion, but turned out only to be a bad "April Fools."

On April 1st, Colonel Hunter sent Orange Combat Team from Hsamshingyang to clear

the trail to Nhpum Ga. The team was initially successful, taking out two trail blocks. About half way to Nhpum Ga, however, they bogged down at a well-prepared Japanese trail block and did not make any further progress until April 4th.

Now that the Japanese were resupplied, they were on the attack once more. The Japanese started April 2nd with heavy mortar and artillery fire followed by assaults from the south against Blue Combat Team. The Japanese were also probing all around the perimeter most of the day. When General Merrill had been evacuated several days earlier, he had ordered that two 75mm howitzers be flown in to 3rd Battalion. The howitzers arrived on the 2nd, and were soon laying down fire around the perimeter at Nhpum Ga. The arrival of the howitzers was another boost to the morale of the troops trapped at Nhpum Ga.

The Japanese attacks on the 3rd were even more intense. A heavy mortar and artillery barrage started earlier than usual, inflicting significant casualties on the Marauders. The main interest of the Japanese seemed to be the west side of the perimeter, which they attacked continuously during the day and into the night. The Japanese were clearly making a full-out effort to take Nhpum Ga. Green Combat Team once more tried to break out to the north, but were repelled by the Japanese trail block.

For the next two days, the Japanese continued to attack with the same ferocity. During the night of April 4th, the Japanese were able to overrun a HMG crew in the west which caused the Americans to constrict the perimeter. During the night of the 5th, the Japanese made several attacks along the west which the Marauders were able to anticipate. This was due to the heroic efforts of the Nisei who snuck up to the Japanese perimeter to listen to them discuss their attack plans. It was heroic acts like these that allowed the Americans to hold out against the siege.

On April 4th, Hunter finally decided to move up the entire 3rd Battalion to relieve the Marauders at Nhpum Ga. The Japanese had set up blocks all along the trail that made it rough going for Orange Combat Team, which was still attacking up the trail. Two platoons of the Khaki team made a wide flanking maneuver to the west and were held off by Japanese positions near Nhpum Ga. The following day they had to retreat due to attacks from Japanese units in the area.

Following the intense fighting of the previous three days, April 6th was a day of regrouping for both sides. The Japanese only hit Nhpum Ga with sporadic artillery fire and made a few attacks from the north. April 7th also brought only sporadic artillery fire and a few attacks. The Japanese had moved their artillery pieces further south, and appeared to be attacking only from the north to cover the rear of a trail block being attacked by the 3rd Battalion. The Japanese appeared to be disengaging. On the 8th, the Marauders were able to move out from the perimeter and make contact with the 1st Battalion. The Japanese seemed to have disappeared from everywhere but the east flank of Nhpum Ga.

April 9th saw the end of the fighting at Nhpum Ga, as the Japanese had pulled out during the previous night. The 114th Regiment withdrew to Mitch, and a small force from the 55th Regiment withdrew to a defensive position south of Nhpum Ga. During the fighting at Nhpum Ga, the 5307th suffered 57 killed and 302 wounded. A total of 379 Marauders were evacuated due to wounds or illness. The number of Japanese dead was known to be greater than 400.

THE MAPSHEET

The mapsheet presented several challenges, the biggest of which was that I could not locate any photographs of Nhpum Ga. This is why I was disappointed when the films and documentaries I watched about Galahad skipped over the action at Nhpum Ga. I did have several topographical maps of the area which allowed me to determine levels and the location of the huts, the water hole and the gullies. Besides the maps, I also had several descriptive narratives of the area as well. From these narratives I was able to generate the rest of the terrain. Another challenge was how to deal with all that dense jungle. How playable would a mapsheet be completely covered in dense jungle? One concern I had was the use of mortars, which definitely saw action during this battle. The solution was to make all interior jungle hexes Dense and all other jungle hexes Light. This worked out well in my opinion, especially after the decision to distinguish the different types of jungle on the mapsheet via different-sized center dots. Kurt Miller's final map looks great.

Even though the fighting at Nhpum Ga was not the Japanese-Chinese action I started out searching for, it turned out to be an exciting project. The four scenarios published with the mapsheet should be a good introduction to the fighting that occurred during the first few days of the siege. Work on this project is still in progress and should produce a night scenario, a scenario involving the 3rd Battalion, and a CG. I hope my journey to Nhpum Ga will bring to light the unbelievable hardship endured by the Japanese and Americans who fought in the jungles and mountains of north Burma.

TIPS FROM THE TRENCHES

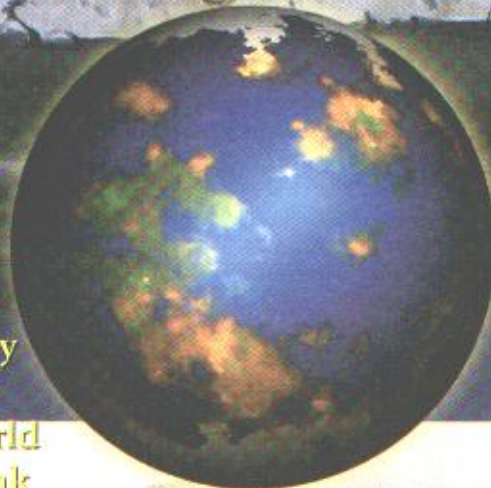
Do you have a Hero and an ATR? Give the ATR to the Hero and get the -1 IFT DRM out to twelve hexes!



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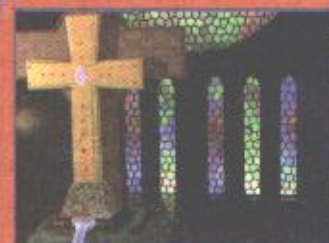


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Continued from page 24

Your "puny" tank is actually the strongest in the scenario, with the best armor and both BMG and CMG, and should probably be hunting American AFV. Once you run out of HEAT, HE can still be quite effective. Not only is its TK still reasonable, but a hit generates a 12+2 attack on the usually vulnerable crew, with its fragile 7 morale. Any time you think you may be out of it, have a little fun with this baby. Lastly, if it comes down to a fight for the buildings, retake anything he doesn't defend. If he deploys to occupy more buildings, you could do the same; or you could try ganging up on exposed HS. Play cautiously while the U.S. is crossing the bridge, but aggressively once he is on the other side.



Shanghai in Flames

Japanese Advantages: Machine Guns, Leadership, Time

Japanese Disadvantages: Flames, Second Line Units

A lot depends on timing in this one. The Japanese have plenty of turns, but must hustle up while a variety of routes remain open. Once the city starts burning, there will be fewer and fewer holes that the Chinese need to stop. Don't wait to Banzai until all the roads are covered by Chinese MG, and count on flipping your squads earlier than normal. Generally speaking, a frontal assault is the way to go here. Coming around the flank with a small force might be a good idea if it is undefended, but make sure they can rendezvous with the main force in time for the fun. You will need every *rikusentai* you can get for the final assault. Lead with the second line squads; they can force First Fire and fix covered arcs as good as the next squad, and don't have enough FP for the end game anyway.

After the first or second PFPh, dismantle your MG and push forward. Find a good spot to take on the Chinese last stand. The best way to reduce the Chinese in their Fortified factory is with your MG firepower. Two MMG, the HMG, and a squad with a LMG directed by the 10-1 leader will deal out a 20+3 shot; that should be enough to at least Pin everyone and allow the rest of the assault force to advance in for your favorite kind of party. Plan on having at least three turns left to take the factory. You

will probably need to Prep Fire several times into Fortified Building Locations.

Chinese Advantages: Fortified Buildings, Decent Rally Ability

Chinese Disadvantages: Low Fire Power, Factory, Infiltration

Set up a defense in depth, but guard your rout paths (never an easy task vs the Japanese). The trick is to fall back at the right time, taking out as many Japanese as possible each time you do. Remember that there are no upper levels in the factory, and only a +1 TEM (unless Fortified) once inside.

There are two main options for defending the factory. The first is with the Fortified Locations in the front of the factory. This will give you more shots at Japanese crossing the streets. The second is fortifying the middle hexes of the factory. He will get into the building much easier, but he can't fire at you until he does; once in, you can blast away with a TEM advantage. This may work better against troops who break rather than step reduce, but maybe you will have worn him down by then. This may be taking the "defense in depth" concept to extremes, but desperate times call for desperate measures.

Continued from page 22

The U.S. reinforcements should be able to support the bridge force as well as mopping-up the stone building. The Japanese HS can't afford to leave the stone building completely unattended as they are not strong enough to attack the bridge force.

This scenario looks winnable by either side, but less forgiving on the U.S. than the Japanese. Given the opportunity, I'd play this one as either side.

STILL LOOKING FOR PLAYTESTERS

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 why I'm asking for volunteers two years in a row.

Email us at cfago@ix.netcom.com or write to MMP Playtest, 309 Chase Hill Court, Severn, MD 21144 USA. If we select your group to join our playtest legions, we'll be contacting you within a few weeks with your first assignments!

Thanks in advance for participating in our playtest.

MINI-HASL

Several years ago, Rex Martin (original editor of the *ASL ANNUAL*) introduced the first mini-HASL—Gavutu-Tanambogo—in the '93b *ANNUAL*. The second of the "minis"—Nhpum Ga—now sees the light of day. A historical map and four scenarios utilizing it are in this issue. We intend to support the Nhpum Ga mini-HASL with more scenarios, a campaign game, and possibly an add-on map to extend the battle.

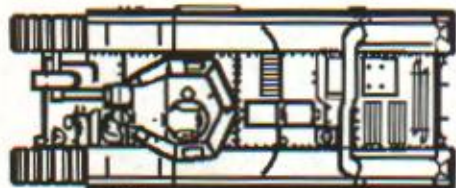
Some of the favorable reactions produced by *PEGASUS BRIDGE* have centered on the size and playability of its campaign games. Playable in a long weekend, this format satisfies those who demand historical accuracy in ASL while allowing a CG to be finished in a reasonable amount of time.

We're convinced that small HASL projects such as Nhpum Ga and Gavutu-Tanambogo are the way of the future for ASL. Who among us has the time for the huge RB or KGP campaign? As the hobby ages, the average player's gaming time is being further and further reduced, thus making large HASL games less attractive.

This does not mean that Multi-Man Publishing and Avalon Hill are giving up on large historical modules. Not by a long shot. *BLOOD REEF: TARAWA* is the next HASL in line and is *not* for the faint of heart. Nor does it mean we are faltering on the Allied and Axis Minors guns and vehicles. Those modules remain a priority with us. Nor does it mean that the Action Pack was a one time wonder. We have several new geomorphic boards in mind, and new scenarios to go with them, for future Action Packs.

It does mean that we will be directing more effort into designing and developing smaller simulations using historical maps. Those which require counters or new rules will be produced as boxed modules, and those which fit nicely within the pre-defined scope of ASL will appear in the pages of this magazine, or perhaps as folio games, complete with a map, scenario cards, player aids, and historical commentary on the situation.

So, to renew Rex's plea: please send in your "minis." The constraints are a single mapboard the size of RB's mapsheet (22x33 inches), no new counters (preferably), and few new rules—only those that can fit comfortably as SSRs or player aids.





VIVE LA FRANCE ENCORE!

Croix de Guerre Scenario Review (Part II)

by Mark C. Nixon



[In the last ASL ANNUAL, Mr. Nixon considered the first four scenarios of *CROIX DE GUERRE* and shared insights on those scenarios gleaned from his participation in the CDG playtest. In this second installment of his CDG scenario evaluations, he turns his attention to the last four scenarios found in that module—ASL 79-82.—Eds.]

As explained in the first installment of this article, I have added a NOTES section to each which briefly lists changes made during the C.D.G. playtest (PT) as well as some of my own thoughts on these. An ENJOYMENT RATING is also given for each scenario. Especially with these ENJOYMENT 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 "I" 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.



BRIDGE OF THE SEVEN PLANETS
(ASL 79)

BALANCE RATING: 55% pro-German

EXCITEMENT RATING: 6

SCENARIO ERRATA:

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.

ATTRACTION: A mean 155 ART dominates this bridge defense with wicked support from potent French MG while German squads throw themselves in force onto a bridge screened by smoke galore, as well as the anticipated heavy firepower all might expect from 1940 Germans in France.

NOTES: This scenario went through playtesting about as clean as any. Nothing of consequence was changed other than to delete one German 81* MTR; there were originally two of these beauties with the German reinforcements. One French 7-0 in building 40oD1 was added to prevent the two crews manning that MMG from Cowering, as well as allowing them to fire at ranges greater than 16 hexes and providing added rally support. But that is about it. This one played well throughout and is a fine example of a solid ASL scenario. Both sides have what they need to win with options for defender and attacker alike. It would take a lot for my Excitement Rating to go much higher for any scenario in which the

main event is a bridge crossing. French Balance might make this one EVEN.

French Advantages:

Bridge; Machine Guns; 155 ART; Foxholes

There is a lot to it, but we might say the essence of this encounter lies at the focal point of those two bridge and two approach hexes. Here is where the Germans must go and every French fighting man knows it. Although this reads like a French win in the making, the truth is a bit less divine. It does amount to the single greatest French advantage; they know where to be ready.

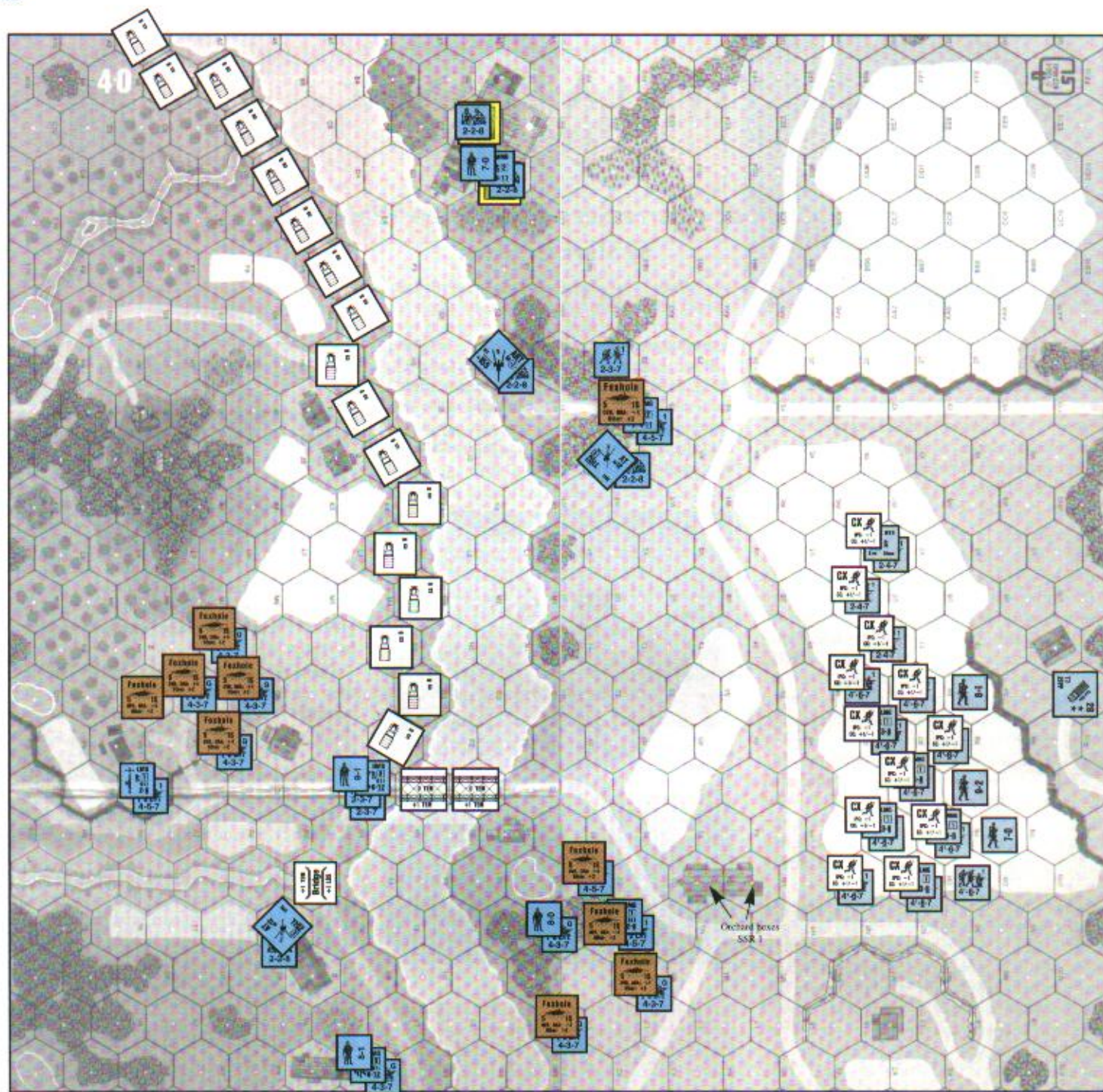
These French also have some elaborate tools they can concentrate on that bridge area. It is not often we ASL players are allowed to enjoy the luxury of defending such a tiny tract of land as this bridge area with as many as six MG including two HMG and two MMG! Throw in a rare onboard appearance by 155 ART and this bridge begins to assume the demeanor of one which may be denied to enemy intentions.

There are many scenarios in which foxholes seem to have somewhat limited value but this is one in which they impart vital benefit. Here they will be used to create higher TEM for MG and other positions, to shield troops from otherwise lethal enemy OBA, and also to provide Rout and Movement avenues through normally Open Ground. Of course, foxholes cannot be placed on paved roads so the ideal location at 40Q7 for an HMG is out, but they can all be situated in locations advantageous to defending French infantry—yet useless to any Germans once overrun. Though cryptic, that last point is one to remember lest we thoughtlessly provide foxholes in locations better suited to enemy needs than our own.

French Disadvantages:

Time; Green Troops; Outnumbered

Nine Movement Phases grant plenty of time for the Germans to close on that bridge, reduce French manpower, smoke things in nicely, and properly assault across. Make no mistake, that is what is coming; 21 German squads are more than enough to manhandle 13 French squads. In addition, half the French OB (7 squads) begins this battle Green and, with a 2 ELR, more will soon be there or worse; you can depend on a healthy dose of those familiar



French setup and initial German move after the German Turn 1 APH. All French units begin concealed and all foxholes and Guns are HIP. Boresighted hexes are: 16Q1 (25LL AT in 16X1), 40Q4 (25LL AT in 40T5), 40Q2 (155 ART in 40H9), 16P5 (MMG in 16Y2), 16W5 (MMG in 40D1), 40DD2 (HMG in 40W4), and 16Q9 (HMG in 40Q4). The two French HS in 40Q4 will be recombined at some convenient point.

idiosyncrasies which have so endeared the "Greenies" to us ASL players.

FRENCH SETUP:

There is a bewildering array of choices open to the French in their defensive alignment. With a predictable future (we know Germans are heading for the bridge), almost any position capable of laying fire on the Germans as

they make for the bridge or as they cross that structure itself will prove useful. The challenge, of course, is to try to guess which will prove the *most* useful. That big grain field around 16F3 is an inviting spot to HIP a Gun and it would not be a bad idea to use that tactic once in awhile. The 155 ART could be stationed up front just to see how much fire it truly could dish out, given a chance, and that might work well sometimes in spots like 16T0, 16O1, or 16X1. French infantry might con-

sider starting a platoon in 40Q1 with the intention of hustling back across the bridge and beefing-up the defense there.

If I were to play this scenario ten times, the above thoughts are what I would use maybe once each. My favored setup, however, is shown in the illustration. I like the 155 ART in 40H1 Bore Sighted (BS) on 40Q2 (BS of 40Q3 would clip a hindrance at 40O3). Located in this spot, the Gun is far removed from enemy units assaulting the bridge yet able to fire on

them as they step near it or onto it. One MMG is in 16Y2 and pulls a triple assignment: repel any attack mounted towards the 155 ART; throw a firelane out to 16N7 to protect the bridge; or fire down the road to 16Y10. A 2-3-7 is stationed nearby to grab this MMG should its owner go down to fire and a 25LL AT is HIP in 16X1 (BS 16Q1) to try to nail that PzIIA before it attempts to cross the bridge. A secondary reason to locate this 25LL here is to provide another crew to man the 155 ART should its crew break, and the tertiary reason is for additional manpower of the self-rallying type here in this leaderless outpost. Obviously, with all these duties it can be seen these few troops are expected to make a sound accounting of themselves. Of course there is an MMG in building 40oD1 which looks out over all this and helps keep enemy infantry at arm's length. Notice there is a similar potential location for that 155 ART at 40DD2. However, this position is 13 hexes away from the bridge (making hits tougher to score) and is not easily defended against a German infantry attack. Other advantages at 40H1 are LOS to the victory building, building 40R1, 40Q1, and several other bridge approach hexes, all of which make it, in my mind, the best location available.

Around 16N1 stands the main French blocking force east of the bridge. These guys are not going to last long, but will stall the German attack. I have kept all foxholes away from the bridge (notably hexes 40R0 and 40S1 are foxhole-free) so German infantry will not be able to make use of them when they arrive. Supporting this position are two HMG directed by -1 leaders from the west bank. Neither of these HMG outposts will hold these locations very long. That one conspicuously in open ground at 40Q4 is actually covered from initially attainable German positions by several grain hexes around 16Q3. Those wonderful wrecks which begin at 40P3 provide a covered path back to 40oP5.

Number two 25LL AT at 40T5 has BS 40Q4 where it intends to end the gaming life of any PzIIA which has made it that far by scampering across to this side of the river prior to an OBA smoke screen. The remainder of French infantry are dug-in behind the victory building which has been left open on its east side in order to deny a covered approach for the expected German assault. Both HMG and -1 leaders plan to make their way back to assist in the immediate defense of 40oP5.

Of course when crunch time arrives and German infantry are crossing the bridge, perhaps your best weapon is a HMG throwing a firelane (FL) straight across that bridge. There may be some difficulty initially because the HMG must have a target in order to declare the FL and smoke might be too thick to see very far. As soon as the first target steps into LOS you can fire, though, and then the FL extends out to the limit of your HMG—no matter how much smoke is in its path. Another excellent delaying tactic which might come in handy near game end is to lay French bodies in bridge and approach hexes to physically block enemy infantry from walking through and on to the victory building. Gruesome but effective;

even a broken MMC can throw a stranglehold on such restrictive terrain, effectively stopping an entire German army in its tracks for one MPh.

German Advantages:

Leaders; Smoke; OBA; PzIIA

Big surprise: the Germans have better leaders than their French counterparts. As usual Mr. 9-2 is king of this battlefield. This scenario features a German attacker with a less than optimum 61% FP advantage, which tells us something else must be available for him to overcome such a tough French defense. In this case, that something else is smoke. There is smoke available from an sD6 of one PzIIA, from s8 of one 81* MTR and, under duress, even some slim chance of infantry smoke grenades. Of course, the big boomer will be an OBA smoke concentration. That is what every Frenchman should expect to see in the bridge area and around 40oP5 as soon as his opponent is able. A smoke concentration is crucial to this scenario because it will allow German infantry to cross that bridge and turn the end game into a contest of who can throw the most squads at building 40oP5 in the midst of a smoke screen so thick the only attack which matters is CC. The OBA can bring in some lethal HE as well, although a 20 FP OBA concentration on 40oP5 would, of course, do a more effective job keeping Germans away than it would chasing French out.

Even though there are three French Guns HIP and six MG all capable of nailing an AFV with but 1 AF protection, that lone PzIIA still rates a German advantage. With decent FP, fair speed, small target size, sD6, and all those wonderful other capabilities shared by ASL AFV, this looks to be one overworked little tank.

German Disadvantages:

Tough Victory Conditions

Everything must be channeled through one small choke point while avoiding excessive casualties to emerge on the west bank and wrest control of a single building defended by every French fighting unit within miles. These Germans possess everything needed to complete their assignment, but to emerge victorious can afford to squander none of it. Not much here for disadvantages I know, but that bridge is the big one and has already been covered in French Advantages. These are some tough Germans; they lack nothing strength-wise.

GERMAN ATTACK:

Quickest path to the bridge is straight up row Q on board 16 so that is where my initial assault will concentrate. Eleven and one half German squads push westward through a large grain field, a style of attack which may appear strange to some but which can be quite successful if done properly. All units move individually to deny juicy targets and even leaders

avoid immediate contact with other infantry. Of course everyone dodges any French firelanes. Be aware of hex 16S5; radiating west and northeast from it defines an 11 hex normal range limit for that French MMG in 40oD1, an area which also must contain a BS location for this weapon. After one turn of movement there may be some broken Germans, but probably not any dead ones, and most in Good Order will have made their way within range of worthwhile French targets. From this point we should see several turns of Prep and Defensive Fire with only Assault Move and Advance needed to close a few more hexes westward while reducing French infantry before the bridge.

Three turns of this fire fight will soften French resolve and maybe even find some HIP Guns. On that third turn, of course, nine more German squads pour into battle from either the east or south edge of board 16 (not from both). Either will do, although it is worth noting that for infantry on foot the bridge is about one turn of movement closer from the east than south. If French units have already been suppressed around 16N1 a direct march up row N might do just fine. On the other hand, cutting in from a different direction (south) could bring unstoppable pressure on any French units who might be proving tough to dislodge near 16N1 and would also allow a quick infantry sweep through 40DD2 in order to ensure that 155 ART is not located there. Advantages seem better from the south, so that is where I expect to enter most often.

Whichever direction these reinforcements choose, 40Y1 and Z1 should be considered for situating your 81* MTR and 75* INF, as these are excellent locations for them. I cannot imagine French resistance suppressed to such a degree at this early stage that infantry might actually ride to battle in trucks, so other than one towing that 75* INF, three trucks will usually hide. Otherwise they are just fodder for the CVP cap.

Here is one battle in which OBA is vital, a truth enunciated right away when a 9-1 enters play hauling my radio instead of that 8-0 who trained long hours on it. The 8-0 may think he has a lock on tuning in WOBA, but even a 9-1 can figure it out! This is vital enough to put a 9 morale man on call. With so much German strength charging forward, there will be no need to use OBA against French defenders in and around 16O1, so that temptation will be resisted. Any OBA concentration at that spot would waste time by keeping my own infantry away from that area or by tying down my radio operator or, worst of all, also might consume the one and only black Battery Access card I happen to draw; it has happened many (many!) times before but will not be allowed here.

Heavy pressure will be poured on the bridge area. I do not foresee much need to send troops northward to deal with French infantry around 16Y2 for these can be tortured well enough from afar during my drive towards the bridge. If, however, that 155 ART has been discovered in or around 40H1 or has failed to be revealed elsewhere, look for an opportunity to work a squad or so into these woods in order to silence that Gun. If such a task simply

appears too daunting it will likely be better to send no one and instead use the strength saved to endure casualties inflicted by that 155 ART while crossing the bridge as well as to put fire on that Gun from the bridge area itself, as covered later in this chronicle. Those French in building 40oD1 will just have to be tolerated; their MMG ought to malfunction if the gods of ASL are playing fair.

Without knowing where those 25LL AT are located, it would be reckless to use that sole PzIIA aggressively in the early going. It could be effective, true, but probably not really needed on the east bank. Besides, it will be more useful crossing that bridge and busting into 40oP5. Even a wreck on the bridge might do wonders. After all, by Turn 5 or 6 at the latest, everything should be in place, most notably your radio for crunch time.

Put that radio man in 40Y1, 40R1, or 40T1 and call in a smoke concentration on 40Q4. If you never get smoke in this general area there is still a chance for victory, but more likely it will be a French win. Without smoke everyone on that bridge will simply be so exposed I doubt enough of them could make it across to take building 40oP5. The beauty for these Germans is that even in the absence of a smoke concentration there is still a fair chance for s8 from your 81* MTR (remember that a mortar which fires smoke without depleting and keeps ROF can keep firing more smoke right then and there) and sD6 from Der Panzer. You can also load squads onto those death-R-us trucks and cross the bridge in an attempt to unload. Now the French will have to fire or face infantry on their shore and at worst you might get some wreck cover (hopefully blazing) around the bridge.

So smoke lands and German infantry begin crossing to the western shore. A still HIP French 155 ART speaks from 40H1 and in its BS hex (40Q2) an eruption of flame tears a hole in this initial surge. The German commander thinks to himself, "Well, I thought that Gun would be there; glad I sent only one squad across at a time." Then he amasses a tremendous array of FP nicely spread between all five hexes in the bridge approach area (40S2, R0, R1, Q1, and Q2) to begin pouring fire back at this revealed threat. Smoke screens this force from French infantry to the west and don't forget that the 155 ART can fire only once per player turn—no ROF and no IF. Between all this return FP and a B10 due to Ammo Shortage (SSR 6) something ought to give soon.

I would not rule out calling a smoke concentration onto the bridge itself or even onto the 155 ART if nothing else works. German infantry might yet push in to take out the Gun's crew or even that PzIIA could charge into its hex to lock it up for a one turn German push across the bridge. Normally, though, the weight of German FP, especially if still backed by Mr. 9-2, will wear out that French crew. Worst case is this Gun stays in play and you have to run infantry through 40Q2 anyway. With BS advantage (remember Acquisition is NA with BS DRM) against infantry guilty of FFNAM but getting +1 bridge TEM this Gun needs to roll 9 or less on the dice to hit (dice equaling 5 or less gain a CH!). Either the Gun

hits or malfunctions. What a deal and what an ugly scene. Don't get caught like this—knock out that Gun!

After working through all this there are still seven French squads with their best leaders and two HMG waiting to stop your assault on the west bank. Maybe some of these have been knocked down by your fire from the eastern shore, but probably most of them are still up and fighting. At this point your attack must be at full tilt as your infantry storm across that bridge and try to explode out on the far side. With the right kind of smoke cover you will be able to run right up adjacent to enemy squads and move in for CC. Any rookies out there who have failed to grasp this yet must pay attention: adjacent units both sitting in smoke which equals at least +6 hindrance have no LOS to one another. Enemy units sitting side by side in the same +3 smoke FFE cannot shoot at each other.

Here is the tactical situation these Germans have sought. Once at this juncture they will pour in more troops than the French can muster. Brute force is needed to eradicate all French from building 40oD1 and that can be a bit dicey in CC, particularly if the first blow fails to knock out all French in that building. French units will also be able to use any German smoke cover to block your moves and to reinforce the victory building, so if you will not have an advantage in number of squads, do not keep smoke on that building. At that point, you will have to turn this back to a firefight and try to blast the French out.



PLAY BALL
(ASL 80)

BALANCE RATING: 60% pro-French
EXCITEMENT RATING: 5
SCENARIO ERRATA: NONE

ATTRACTION: A sweeping French attack against Americans fairly well nailed down to one spot provides a rare glimpse of French tanks on a rampage supported by OBA and a pair of those famed French "75s". For 6 morale Americans with inherent 5 FP and 4 hex normal range this encounter provides a grim reminder of 1942 and how tough it must have been to field a rookie army.

NOTES: Playing the U.S. in this scenario is actually a lot more fun than first glance might suggest. Originally board 19 sat where 4 now rests and the game was 12 turns long instead of 10. U.S. troops gained one 2-3-6 and upgraded

five 5-3-6 squads to become 5-4-6s. French Group A originally entered the north edge of board 19 (now 4), Group B on Turn 1 along the east edge, Group C along the entire north or east edge (and only on Turn 4) and Group D along the entire north or east edges (and only on Turn 6).

French forces lost four 2-3-7, two LMG, and one MMG while adding two more Somua MCG. The French OBA Observer was lowered from Level 3 to Level 1 and gained that Scarce Ammunition limitation. SSR 6 was added (regarding the BAZ), while SSR 8 and the VC were altered to match the change in game length (i.e., when Play Ball was 12 turns long. U.S. Personnel could not start exiting until Turn 10 and the immediate VC had to occur prior to the start of Turn 10). The most significant alteration was a VC CVP level increase from 20 to 30. In total, these amount to a fair number of changes and all easily justifiable. It was enough to convert my initial 75% French rating to 60% French, a final rating which I see as acceptable. A lot will depend on French OBA. For those among us who have wondered how well U.S. 5-4-6s might stand on their own, here is a chance to find out. U.S. Balance will help a little, but not 5%.

U.S. Advantages:

Stone Buildings; Rally Terrain; Rooftops; Concealment; Foxhole Digging

There are some stone buildings out there in the wilderland of board 4 which enemy troops will grab but they cannot remain there and win. They must come at these board 17 buildings which grant U.S. troops +3 TEM and Rally Bonus, as well as block LOS from enemy fire. Of course, two buildings in this setup area have useable Rooftops and what great spots for those U.S. heavy weapons. Initial concealment helps out some, although French units are so far away they will be incapable of much meaningful fire for a while anyway. No matter, some of my concealment will be blown early when everyone on a Rooftop fires, of course, and additional concealment removed as no fewer than twelve 5-4-6s begin digging foxholes to make the area around 17R5 into a fortress reasonably secure from OBA and overruns. Fill this area with foxholes and then let us see those French come in here and snatch away five buildings in the first 7 turns! Squads successful in their first tries will either move to the 17Q9 area to dig more, rush east/north to help slow the enemy, or else position themselves to move onto any Rooftop location already hit by French OBA or small arms fire in order to recover whichever SW has fallen silent. Of course, any entrenching/firing which occurs beyond 16 hexes from the nearest GO French unit will not cause loss of concealment.

U.S. Disadvantages:

Range; Morale; Leadership; ELR

Switch these guys with fifteen 6-6-6s and



U.S. setup and French attack. Positions are shown on Turn 2 after entry of French reinforcements, but prior to movement of initial French forces, and assume no effect from any U.S. fire. All U.S. units started the game concealed and the bazooka is HIP. The U.S. 5-4-6s on board 4 moved up on Turn 1 from starting positions on board 17. The remaining 5-4-6 squads which are not in buildings will attempt to entrench, assuming no spotting round is in their midst.

French manpower would be chewed to pieces on board 4 at long range. As it stands those Turn 1 French will be able to charge forward without concern for anything other than U.S. SW fire. There are not many ground level locations where a 5-4-6 can set-up and hit any French on Turn 1 other than at long range through one or more hindrances. Because French 4-5-7 squads can bring fire upon these 5-4-6 boys two hexes prior to U.S. return fire, any 5-4-6 initially placed on the outer fringe of this defensive area (or who foolishly runs even further out) is asking for trouble. Inherent squad range is a huge limiting factor here. Couple this with well-documented 6 morale case histories, scarce rally terrain, and the desperate need to curb surrendering in order to avoid helping the French reach that 30 CVP goal and you have the reasons I will not defend further out with any other than a few delaying units. Even those few lads might be called back if Turn 1 defensive fire from my rooftop locations fails to harm or slow these French.

Perhaps U.S. leadership in this one is fitting. It certainly must rank as one of the worst led groups of U.S. squads we have seen in ASL. Not many scenarios feature only a single -1 leader for as many as 18 U.S. squads. That lone 8-1 will attempt to direct fire for Turn 1, although future turns might see him called back to ground level for additional rally support.

I usually try to minimize ELR problems because in so many scenarios it looks scary but never amounts to much. This can be due to brief scenario duration, situations in which ELR-reduced units can easily escape their enemy, forces which can afford to take an ELR failure or even two (such as U.S. and German 1st line as well as elite squads for everyone), troops with 7 or 8 morale to start with, and so on. However, at Mehdia these 5-4-6s are in a tight spot for a lot of turns. This thing could turn into a real meat grinder with them playing the part of the meat; their 6 morale will be tenderized when cooked 10 turns on a 2 ELR setting.

U.S. SETUP:

What is the last thing you should do when enemy OBA is expected? Ho-ho! There is no denying my initial set-up is a gambit. Well, there are worse things than what I have done (at least no one is stacked in the open!). Is this an attempt to establish a fortified Goose Egg, or a Cooked Goose? There are reasons, though, for my expectation to pull this one off, and why this strategy is worthwhile.

My first ace is a French Scarce Ammo deck of 6 black and 3 red cards. The first draw will be red on 33% of tries (regrettably, the French will draw two red cards right off the bat only about 8% of games). Ace two is that even when his first draw is black on Turn 1, the enemy will see no Known units and will likely call for an AR away from my units (or chance drawing that extra card). This may give him trouble if his SR errs far enough away from my boys. Ace three is that no matter what, before any OBA lands all twelve 5-4-6s can get in at

least one entrenching try with instantaneous +4 TEM against FFE for good excavating. That ought to yield 3 or 4 foxholes on average while those unsuccessful gain -1 Labor status. Ace four is a flimsy one—this OBA is only 12 FP, not the dread 16 FP (yeah, yeah, I know, but I did say flimsy didn't I?). Ace five has six of my twelve diggers adjacent to that wall, so at least those squads get a +1 TEM against OBA. Ace six has me smiling just a bit for if the OBA hits over here near 17R5 that means my 8-1 and his HMG and MMG are safe from it over in 17W3. Ace seven sees these lads sucking up one OBA early in the game while they still have time to rally back to life, which is sometimes better early than later. Ace eight is the option to pull out those squads closest to building 17Q4, expecting the French to want to be sure to hit that building, while still allowing those squads further away to dig. Ace nine, my ace in the hole, allows my boys the chance to totally bail out of this entrenching assignment before any OBA lands if that initial SR successfully floats in so close they could kiss it.

Considered altogether, I see plenty there to give this digging ploy a try. On those occasions when it succeeds this will be a fearful nest for the French to try to clear. Furthermore, I don't believe much is lost by starting all these squads here, for as mentioned previously I would not be sending them out to die much beyond this ring of stone buildings anyway. Curiously, if 12 squads dig uninterrupted the combined effects of gaining Labor (-1, -2) and rolling fewer attempts each turn as more foxholes are dug will work together so that you can expect to get about 3 or 4 foxholes on each of the first three turns. Of course, that is assuming a lot.

All SW in those four rooftop locations are manned by 2-3-6s in order to curtail losses when enemy OBA does land on them and to put more entrenching tools to work in hands of more squads at ground level. Some might wish to place full squads on these rooftops in order to throw more fire out to an 8 hex range, but I believe such FP would contribute little while everyone on a rooftop would eventually take some sort of serious fire anyway. These guys at rooftop will definitely be taking heavy return French fire before the range closes to 8 hexes, due to French long range fire out to 10 hexes. There might even be reason enough to generate additional 2-3-6s to send "topside" and bring those 60* MTR and HMG back into action. Because they are easier to portage, those MMG will, of course, be returned to ground level with any routing owner, there to be pried from trembling hands by leaders and passed along to fresh troops. Once at ground level, however, these MMG might forego a return to rooftop in favor of finding some choice location to throw out a firelane at approaching French infantry. That decision will all depend on the relative distance and angle of approach of those French.

One thought bears mention regarding those 60* MTR and Area Target Type To Hit numbers which applies to all mortars as well. When rolling your TH DR, remember that all mortars capable of firing beyond 12 hexes are * weapons and therefore incur a C4 -1 Basic

TH# Modification. That 13-18 hex range Area Basic TH# is modified from 8 to 7 for these weapons. (The only mortars not listed as * weapons are two types of British 51 MTR which do not require that designation due to their range limits of 8 and 11 hexes.) Luckily, the -1 C4 Basic TH# Modification for Small Caliber when firing a weapon less than or equal to 57mm beyond 12 hexes does not apply to these mortars.

Your French opponent will make the single most important decision of this game when he selects the entry location for his Turn 1 Group A. Because his Group B must enter on the north of board 4 and no one else enters until Turn 4, he will have to bring Group A across the southern portion of board 4 if he hopes to gain any advantage by encircling your U.S. force. No doubt many French players will view southern board 4 as nothing more than wide open death terrain and thereby do you a very large favor by ignoring this angle of approach. However, if no French cross southern board 4, your entire southern flank will be relieved from pressure which would have eventually swung heavy Rout denial and Encircling fire into line against you. True, adding these nine 4-5-7s to the eight entering on Turn 2 would make a powerful force to hit you all at once from the north and center. But with no French to your south there would be no restrictions on your routs and you would also be freed from Encircling fire worries.

Expect this situation to be pretty desperate for U.S. forces from mid-game till game end. Ten turns allow your opponent plenty of time to do whatever he wants; those tanks are going to be real trouble and you must do all in your power to deny prisoners. It is unlikely the French will take five buildings before Turn 8, so play to conserve casualties. Remember, it does not matter how many French are eliminated.

French Advantages:

VC; Prisoners; Expensible French; OBA; 75 ART; Tanks; Game Length

Among this healthy list of advantages these guys have a nice set of options laid out for VC. Maybe "easy" is not the word, but "accessible" will do. I do not think it will require phenomenal play for one of these two VC to be achieved against any other than an outstanding U.S. performance. For starters, 70+mm OBA will help keep American heads off those rooftops and in general do a fine job against any 6 morale lads it catches higher than an elevation of about three feet below ground level. Even using Harassing fire might do well. Smoke provides an excellent option as always and is also available from those two 75 ART. However, with so much ground clutter already providing hindrance and so few upper levels for defenders with but 6 morale to occupy with no TEM vs OBA, there is probably less need to rely on smoke here than usual. OBA HE might do a better job and generate some casualties in the process.

Three R35 tanks cannot threaten a mailed fist sort of attack which we would expect to

strike fear into the hearts of our enemies. These tanks pack minimal punch and deliver it slower than grandpa's mule, but once into position they are a menace which enemy infantry can do very little to counter. Those Somuas and 75 ART will have a chance to do something actually quite rare in ASL: tow into enemy LOS and unhook for action. Unless U.S. heavy weapons are astonishingly still active at rooftop on Turn 4 or 5 when these Guns enter, there should be nothing much to stop this audacious move. Instant 75mm fire support wheels into sight and those poorly armed 2nd line U.S. boys are powerless to stop it. Apply points for prisoners taken and lack of concern for French losses and this equals a lot of totally expendable French with plenty of game clock to wear down 6 morale Americans.

French Disadvantages:

Firepower; No Solid Cover

On Turn 6 (after those tanks arrive) French forces field only 56% of all FP, assuming no losses. Of course losses are part of the game and other than some infantry casualties there may, by this point, be no OBA left in play as well. The primary mitigating factors which allow this French FP disadvantage to suffice are 6 morale for U.S. infantry and the fact that much of U.S. FP is useless early on due to the range disadvantage. Perhaps of only incidental value, it is interesting to note French FP advantage at 5 hex range is 64% and at 9-10 hex range escalates to a whopping 73%.

French losses on the run in will be magnified by what I have chosen to call "no solid cover." This is a generalization which attempts to define not only a lack of high TEM, but also lack of covered approaches and rally points free from enemy "DMing" fire. There are no legitimate jump-off points for French infantry to launch their close assaults, rout to, rally, and return for more. U.S. rooftop fire at French infantry moving forward will create its share of French woes as well.

The whole French attack assumes the feel of something more like what we see in a desert scenario with attacking swarms of infantry drifting into battle across a broad sweep of largely non-descript terrain and falling back singly once broken, making rally and return quite a challenge for those leaders to handle. In fact, this may be instructive, for once the French accept a desert-type demeanor and desert-attack magnitude of potential losses, perhaps they will be better prepared to deal with what confronts them.

FRENCH ATTACK:

I think these French are probably tough enough to win this one if all they do is charge everyone from the northeast quadrant and steamroll their enemy. However, it does seem even better to come in from both ends and pincer those 2nd line U.S. boys. With this in mind, Turn 1 features a CX infantry rush across the southern edge of board 4 with everyone running forward singly to those positions

illustrated. Any casualties which occur will simply be accepted. Both leaders move last but no additional measures to save their hides will be allowed, although they will remain behind any broken infantry in order to begin their assigned rally tasks. Initial target is building 4CC6 and then a leapfrog assault to grab 4Y9. It might also be worth grabbing 17CC3 in order to hit deeper into the U.S. flank, although this should not be allowed to draw off so much strength that the primary task, the assault on 17W4, might be jeopardized.

Until 4CC6 is gained, rout out here in this wasteland will be under no terrain restraints, but Interdiction will be rare. Sooner or later GO French infantry will draw in closer to the U.S. and there will be no more "DMing" fire from those hard pressed defenders, so early broken French will eventually emerge from under DM and return to fight. Low Crawl will do to escape normal range of enemy weapons or at least vacate Open Ground in order to shed automatic DM. Do not overlook the important clarification to A10.62 from page K20 of the Squad Leader Training Manual: broken units in Open Ground and normal range (or 16 hexes, whichever is less) of known enemy units become DM at the start of the Rout Phase, a vital rule for desert play and "desert-like" play such as we have here. If this happens to be a little rule you have missed, be sure now to comprehend how that U.S. HMG assumes a greater role and those 60* MTR are also great for causing this sort of DM. Notice that while those mortars would lose an Acquisition to cause Interdiction they would not lose Acquisition merely for causing this sort of DM.

French OBA will begin on French Turn 1 with an attempt to place an SR somewhere between buildings 17Q4 and 17W4. Locating an SR in this area will place your opponent in a bit of a dilemma, for now you threaten to hit either building with a 70+mm FFE. Which one you pick will, naturally, depend upon which rooftop location contains choice targets. I will go for that HMG every time. Maybe your opponent will see your fine choice here and opt to pull down off those rooftops. It could happen, but I would not count on it. More likely, you will have to pound one of these positions into tomorrow. Maybe you will get yet another black card draw and eventually direct another FFE over to the second building as well. On the other hand, you may get no black cards at all. Smoke FFE could work well too, but the HE concentration might possibly yield the residual benefit of supplying some U.S. casualties, and it is this CVP end of the VC which I expect to bring victory. In any case, you can win this one without any FFE at all.

On Turn 2, Group B sweeps in towards building 4I10 with plans to use it as a rally point for further action southward. This building might already be held by U.S. troops. If so, I would move both straight at them as well as around them to the west in order to cut off any retreat southward. These enemy troops stationed so far out will be easy pickings for prisoner CVP, no matter they may cause some slight delay. Meanwhile, Group A should be

reaching building 4Y9 and that means heavy pressure already on U.S. building 17W4, and this is only Game Turn 2!

Groups A and B will continue to put a squeeze on their enemy while OBA attacks will, hopefully, continue blasting away. With that Scarce Ammo OBA deck in mind, however, it might be wise to simply maintain an SR floating around U.S. troops as a threat to prevent them from concentrating.

Entrance of Groups C and D will depend mostly on how well that road from 17A5 to 17O5 has been cleared. If this avenue looks open, I would wait for Turn 5 to enter Group C here. Group D, however, could enter on Turn 6 and reach 4S9, S8, and S7 (or 4W09, W8, and W7) in Motion that turn to prepare a sweep south of U.S. forces, or could enter on Turn 7 and reach 17N5, M6, and L5 stopped to hit that side of town.

Wherever you bring them in, spend a minute to coordinate entrance of those 75 ART and their crews, for two Somuas must tow the Guns while the other two portage their crews. At least that is the intended use of those two extra Somuas; the crews could enter on foot if they so choose. Once at your selected unloading spot the crews, as infantry, must first Recover these Guns before they can be unloaded. This might be a bit tricky, all caused by towing such Guns with vehicles of only 5PP capacity, which for all practical purposes must be used to haul ammo. This can be rather awkward; these are not the best vehicles for this task, definitely nothing like the sort of vehicle a U.S. unit would be issued to handle such weapons. Unfortunately, these vehicles can't carry the 75s en portee either. Here is a case in which you must endure the bother of reading vehicle notes just to comprehend proper ways to use unarmored and unarmed vehicles. What a drag, life is tough!

Crunch time will see Group A pushing up from the south, Group B hammering away from the north, 75mm HE lobbing in from beyond and tanks slicing in for some point blank trouble making. Key to it all at game end will be the French total fearlessness of casualties and willingness to sacrifice all to inflict losses on the enemy. This is a formidable weapon with which to arm any attacker and turns his civilized troops into death-defying suicide commandos. Prisoner taking and CC will tell the tale, aided greatly by Encircling fire and Rout denial, both important tactics

TIPS FROM THE TRENCHES

Do your 8 morale Riders not have enough MP/MPF left to unload next to that prime piece of real estate? Just swing your TCA (free with any other MP expenditure), causing them to Bail Out. Assuming they pass their NMC, they will be in position to harass the enemy with Advancing Fire, Interdict his rout, and then Advance into the Victory hex. (Offer not available for turret-less AFVs.)



working in French favor this time. As mentioned, it will take some mighty impressive U.S. play to pull out a win in this one.



FRATRICIDAL FIGHTING (ASL 81)

BALANCE RATING: 65% pro-Allied
EXCITEMENT RATING: 3
SCENARIO ERRATA: NONE

ATTRACTION: Vichy French get to employ some nice SW and lots of entrenchments while watching Allies struggle with rough terrain. Allied tanks and superior troops make a strong fighting force which promises to give better than it receives, despite shouldering a substantial attack burden.

NOTES: Things seemed to go fairly well for the Allies during the playtest of this one, which should be obvious by what changed. Game length went from 10 full turns to 8. Vichy French CVP level in the VC decreased from 35 to 30, thus making a win tougher for the Allies. The Vichy also upgraded two squads from 4-3-7 to 4-5-7 and added one crew, one 37" INF, and eight 7 counters. Allied changes were limited to a couple leader demotions—the Foreign Legion 9-2 was cut to a 9-1, while the Commando 9-1 became an 8-1. SSR 5 was added to lend more value to those Vichy 7 counters and the Vichy setup area was redefined (it had initially been "on board(s) 25/28 on/north-of hex row V").

Changing this setup area has effectively eliminated what might have been the best Vichy chance for success. Now they can no longer split the Allied assault by covering Hill 758 with a small holding force while placing most of their CVP in the northeast corner of board 28 to deliberately force the Allies to attack across open desert in order to gain the required 25 CVP. Are the Vichy being coerced to defend on Hill 758 since they cannot set up foxholes, sangars, and 25LL AT out in that remote desert corner? It appears their options have been limited and the effect does, indeed, help make Hill 758 look like the only choice.

Overall, these changes have helped to bring "Fratricidal Fighting" closer to balance. The Vichy setup change does allow forces to be placed on both wings—as far out as 29V3 and 28V7—with intentions to disrupt Allied

movement and routing, and possibly to deny CVP to the Allies or make them die trying to approach these outposts. Regrettably, once it is all added together I have not found enough here to recommend this scenario. Often, Vichy forces are nailed to their victory hexes. Meanwhile, the Allies make painstaking moves if they attempt to traverse board 25 from Hill 766 to Hill 758, but seem to stomp to a convincing win when they avoid "Headache Hill" and instead move straight for 25Y2 and then on to that hilltop.

Before play begins make sure you are straight on how SSR 3 covering Broken Terrain and the other desert and board 25 terrain and climate conditions work. Broken Terrain creates plenty of added cover for infantry *not* on hill hexes, while providing Bog opportunities for tanks. EC of Very Dry also allows for Vehicle Dust in desert hexes. Notice that ham-mada treated as crag are actually half level *obstacles*! There is a lot in these two rules alone to encourage an Allied attack across the desert floor. The Vichy Balance is quite helpful, though less than 5%.

Vichy Advantages:

TEM; Concealment; SW; Rugged Terrain; Escape Threat

Here is why Vichy is on the short end of a 65% Balance Rating: they just do not have much to bolster their defense. Their advantages are greater in number than quality. Foxholes are nice while sangars are often of little value for troops who would usually enjoy +1 Height Advantage anyway. Any force placed off Hill 758 might make good use of sangars as well as Broken Terrain, but units so placed face the danger of being chewed to pieces even quicker than those on the hill. Another thought is to widely scatter the defense throughout the entire Vichy setup area in order to try to force a dispersed Allied attack. For such a defense, these sangars and foxholes would be most valuable. Whatever sort of defense is used, the Vichy can always try to leave open some avenue for escape. If they can run away from the Allied attack with enough CVP to avoid the 25 CVP condition in the VC, this will force the enemy to give chase.

Initial concealment is very helpful in order to shrug off some of those opening Allied shots. Vichy SW are very good and three of them even have that exalted B12! Nice equipment for use against enemy infantry which will often be in only +1 TEM or even Open Ground. In the end, enemy difficulty in ascending Hill 758 might just delay a slow moving enemy commander enough to allow the game clock to tick away before he can grab that summit. Be sure to "assist" your opposing commander to verify all Allied units spending 4 MF in the Advance Phase are getting labeled

with those CX counters and that already CX units don't make an Advance vs Difficult Terrain!

Vichy Disadvantages:

Poor Anti-Tank Weapons; Green Squads; Time

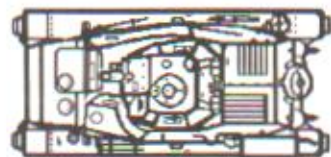
Two 25LL AT look impressive but are not very. At best (adjacent rear hull hit) they have a Final TK# of 6 vs those H39s, but usually (2-6 hex range front or side hit) it will be a Final TK# of 4 (hull) or 2 (turret), while those numbers become 3 and 1 beyond the 6 hex range. That 37" INF gun is a shade less effective with only a 2 ROF and comparable TK numbers that, due to Case D range modification, are effective only within 12 hexes. Attempting Deliberate Immobilization vs small target vehicles is always tough too, for even when no moving DRM are involved you need a hull hit with a DR of 4 or less from 3-6 hex range, 5 at 2 hexes, and 6 at 1 hex. Not much advantage there; if able to roll that low you may as well go for a kill and CVP. Vichy MG and MTR should be firing at infantry targets; H39 armor is too tough.

Five Green squads comprise 30% of the Vichy infantry. These guys are not well suited for this sort of hilltop foxhole/sangar (F/S) defense because their inherent 3MF allotment will leave them CX after most Advance Phase moves they make. For example, a 4-3-7 in an F/S advances into an adjacent F/S at a cost of 3MF so it becomes CX. If already CX, it cannot even make this move. Example 2: a 4-3-7 wants to advance uphill and into a foxhole—three MF spent equals CX again! (At least with a sangar, your Greenie only pays 2 MF to go into the Fortification.) Add Green problems with operating SW to the tendency to Disrupt and Surrender, as well as that lousy 3 hex inherent range (which is on billboard display in a desert setting), and those old familiar liabilities leave us wondering just how much we should ask of these troops.

Nevertheless, these disadvantages are acceptable, for we can all handle a little challenge. However, the major problem for the Vichy are those 8 turns. If we measure Allied victory by their progress towards Hill 758, they have only eleven hexes to travel and nine Movement Phases to do so. They can reach Hill 758 by averaging less than 1 hex per turn! And after their opening move I bet they will need to average only *less than 1 hex per turn*. This is a major problem because these Allies will be grinding away with all guns blazing in both Prep Fire and Defensive Fire Phases, using their morale superiority to great advantage. I am not convinced the Vichy can stop this attack onto Hill 758, therefore my Balance Rating and my preference for keeping an escape route open to run away from that 25 CVP requirement in the VC.

VICHY DEFENSE:

The Allied attack might come either east or west of the board 25 hill, or might even come



along that hill itself. The Vichy defense, because it sets up first, must be prepared for an attack from any direction. Probably most of us will conclude smart Vichy play puts almost everything on Hill 758, plus a few squads in board 25 stone buildings, and tries to hold on while the Allies pour in from the 25Q1 area. There are two very large advantages in such a defense: Vichy infantry are initially too far from the Allies to take much heat from their opening Prep Fire and everyone clustered together will make it easier to rout to one point and Rally. Unfortunately, this defense also shows one big target for Allied gunners, will eventually lead to a gaggle of broken Vichy units waiting to surrender, allows Allied tanks to sweep around both flanks to Encircle and deny rout, and, finally, will render a very boring and tedious match for those among us who are not deeply committed to sitting in one place for 8 turns and scarcely moving.

Rather than recount those sordid details which occur when the defense plops onto Hill 758 as the Allies line up from 29Q7 to 25Q2 and charge straight for the hilltop, let us examine another way to play this one. My Vichy are shown in the illustration. Of 48 total Vichy CVP, there are 16 on each flank and 16 in the middle. Hill 758 is defended by those difficult-to-move 5PP SW as well as several squads in stone buildings, so the Allies will have to send enough strength to work through those

units and take that summit. However, they cannot win unless they are lucky enough to take out all 16 CVP here plus 9 more for prisoners or elsewhere as casualties. I have broken one of my own ASL rules-of-thumb by dividing my force into groups supported by only one leader apiece. There will no leaders to rally broken leaders. This truly is a terrible thing to do, but I am willing to do it rather than simply plug in the expected boring and terribly predictable Vichy "plop" onto Hill 758.

Unfortunately, I feel compelled to try something like this, for "Fratricidal Fighting" is too pro-Allied and makes for too dry an evening if all the Vichy do is sit on that hill. My hope is either the Allies send too much for Hill 758 or that they split their attack and I might be able to mangle them enough in one spot to threaten a win based on the 30 CVP cap. Perhaps my left and right wings will be allowed to escape to the south, eventually making their way onto Hill 766. Alternatively, these two forces might be able to counterattack into the Allied flanks as they drive through my center. No matter what, I have forced my adversary to make some choices rather than showing him everyone on Hill 758 and inviting him to come after them. This way, at least "Fratricidal Fighting" has a chance to become a wild scramble across the entire map rather than a ho-hum set piece assault against a hilltop. Sad to tell but true—perhaps you guessed it—the Vichy defense has

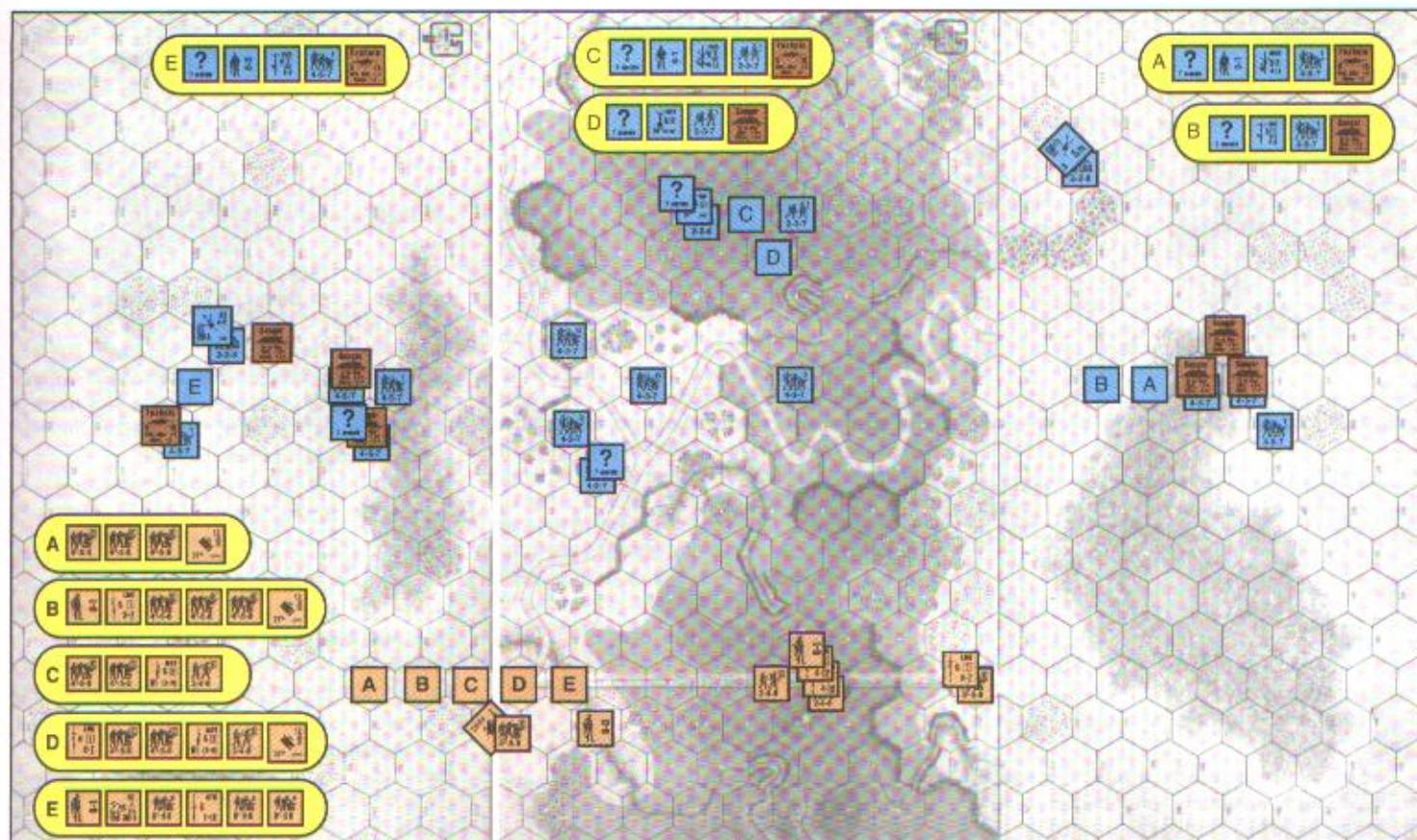
been reduced to the lame tactic of hoping for an Allied blunder!

This battle will develop according to the nature of Allied attack. Should it split into three attack groups and go at all three sections of my defense we ought to have an interesting engagement and maybe that Enjoyment Rating will creep up a notch or so as the combatants play out this desperate struggle. Unfortunately, those Allies still might simply tear through your middle in hopes of gaining enough CVP somewhere along the line. Should that happen, your flank groups ought to be able to spring to life and either slow the attack or run away with their CVP—your choice. If CVP are close near game end and it looks like your last few survivors on Hill 758 are about to be taken prisoner, remember you can lose them at mere basic CVP value by moving them off board, thereby avoiding double CVP as prisoners.

Allied Advantages:

Tanks; Morale; Smoke and Vehicle Dust

No doubt about it, these H39 machines provide the means for victory. In this setting these tanks have about as little to fear as we will see in an ASL scenario. Excellent AF make them too tough for all but a lucky Vichy hit. True, they do not pack much wallop, but they can



Initial setup for both sides. Vichy sangars and foxholes are deployed to connect with surrounding broken Terrain. The AT Guns are HIP. Rather than yield Casualty Victory Points as prisoners, the 4-3-7 force in the stone buildings will pull back if the Allies attack there in strength. The Allies will move in quickly behind a screen of smoke and Vehicle Dust, although units will be moved singly to prevent any lucky hits from scoring big.

kick up Vehicle Dust (VD), best friend of all who walk in the dusty desert. They also can provide Armored Assault and can "lock" defensive fire by driving into enemy locations. In non-desert locations where VD is not possible, their crews can toss vehicular smoke grenades (try it, you will like it!), sure to draw a few groans from your Vichy opponent when you pull it off. Maybe best of all, they will usually be able to drive around those Vichy flanks to surround your enemy, or even chase down enemy infantry rashly braving the open desert.

Smoke (s7) available from those two 51 MTR signifies almost a guaranteed attempt on Turn 1. (I will not recount the sad details of one opponent who landed eight smoke counters in one PFP with one of these British mortars, but it did happen, so watch for it!) A few rounds of smoke and some VD at the right times in this scenario can fairly well be the scenario. Infantry smoke grenades are also at hand, so these Allies ought not to be running across much Open Ground. When they do, and at all other times as well, their fabulous 8 morale will see them through a great deal. Just give me troops with 8 morale who never Cower, who have tanks, and plenty of smoke and VD. Gotta love it!

Allied Disadvantages: Firepower

Actually the Allies wield 54% of the FP in this scenario, but I call that a disadvantage because it is about 10% less than I would normally expect an attacker to have. If 10% does not sound like much, consider that in this scenario that would be another ten 4-5-8s, plus an HMG and an MMG! Of course allowing the Allies such additional strength would be preposterous here. Allied advantages provide the means to offset this single disadvantage, as their screening potential and tanks will get them wherever they want to go with enough infantry to overwhelm Vichy troops and thus eventually gain a FP advantage more befitting a scenario attacker.

ALLIED ATTACK:

Against a Vichy defense with everyone on Hill 758, I would line up from 29Q7 to 25Q2, shoot s7, drive H39s out to create VD, and then run all units forward to grab those stone buildings. These would be taken and used to launch a massive assault on Hill 758. Facing a defensive alignment such as that discussed and illustrated above, I will make a few alterations necessitated by this more dispersed Vichy alignment which threatens return fire from wider angles.

The main attack still must push through to Hill 758, for I absolutely must take it to win. However, an MMG firebase is located on Hill 766 to sweep this entire battlefield. There are a few supporting units to keep those board 28 Vichy occupied and provide extra help to man those MMG should their owners take a serious hit. These MMG seem to have committed the

sin of occupying hammada (albeit hammada on hill hexes) in the face of enemy 60* MTR fire (which gets a -1 DRM as with airburst). However, they are there only at setup to help deny initial Vichy concealment gain and will Assault Move to 25R6, then Advance to 25S7. This diversion constitutes about 20% of Allied strength, leaving the main force set to unleash a crippling blow towards the hill.

Two 51 MTR attempt s7 on Hill 758 to begin this attack. Whether or not this smoke lands, all four H39s charge forward to try Vehicular Smoke Grenades (VSG) and to stir up VD in 25U2-U3 and 29U9-U10, showing off their Platoon Movement skills in the process. Depending on how s7 landed, these locations could be changed, of course. Between s7, VD, VSG, and that board 29 hillock, there is plenty of screening to assist 13 squads forward. Sure, some will suffer a shot here and there while crossing Open Ground, but only one unit at a time and no one runs through Residual Fire. I will move that A-T Commando platoon last in hopes all Vichy fire will have already been committed, thus allowing these lads to move with their leader and get their heavy FP forward a bit quicker. Should this not materialize they will simply move singly at a slightly slower pace.

One turn of this sort of movement is all it will take to close on those stone buildings. Those H39 platoons have stopped, so their VD will disappear at the start of the Allied Turn 2 Prep Fire Phase, thus granting Allied troops first opportunity to fire with no VD screen. In order to keep those Vichy in line on board 29, the left wing of this attack must remain in contact. Probably 3 or 4 squads will be needed for this detail, while my remaining 9 or 10 squads push on to Hill 758. After their Turn 1 "dust duty," the tanks will try to find a good way to reach spots north of Hill 758 in order to surround Vichy units on the hill. Once a tank or two get into place, defenders on Hill 758 are basically doomed—encircled and with nowhere to rout, they will die where they stand, or surrender to the first adjacent Allied unit.

Those two Vichy flank groups might prove tough to handle, although with the Allies operating out of the stronghold of those stone buildings there is no doubt where lies the advantage. Other than strange dice, it will take some truly marvelous ASL playing for the Vichy to finesse a win in this one. There are simply too many tough Allied units applying pressure for too many turns to expect otherwise.

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FOR HONOR ALONE (ASL 82)

BALANCE RATING: 55% pro-German
EXCITEMENT RATING: 8
SCENARIO ERRATA: NONE

ATTRACTION: This one has the whole shootin' match with tanks, planes, troops, and guns. Two heavy forces both well led will slug it out while help arrives on the scene from all directions and in many shapes and forms.

NOTES: "For Honor Alone" jumps out of the box as the centerpiece scenario of CDG. For the Germans, this published version has added one half turn (so they now move last!), an 81* MTR, a 37L AT, an 8-0, two ATR, and two 50* MTR. Four 5-4-8 squads were switched to four 4-6-8s, and the 9-2 and 9-1 traded places. German deletions were limited to a 75* INF from the reinforcements. French changes were few: those H39s initially entered anywhere along the south edge but now enter on/between 16A6 and 19A6; one 8-0 was added to the reinforcements, and one at-start 9-2 was demoted to a 9-1. Thankfully, Kindling attempts were made NA in this published version.

These may appear to be massive changes in German favor but most of them are merely alterations of hardware which have little chance to determine the outcome. Neither infantry force changed in numbers and, with 24 and 27 squads involved, therein lies most of the power at Saumur. Actually the only changes which amount to much are the additional half turn, one French 9-2 demotion to 9-1, and the extra German 81* MTR. The added MTR mostly just increases initial smoke potential on building 16O3, whereas deleting a French 9-2—even in favor of a 9-1—means less leadership DRM to place in upper levels of that building and less chance at least one French 9-2 will stick around throughout this battle. Any loss of a 9-2 is a major set back.

Sometimes the first 81* MTR which fires will get unlimited smoke and render mortar #2 redundant, but that second one is now there in case #1 rolls no smoke or malfunctions or whatever. I thought the scenario was EVEN before last minute changes. They do enough to bump it up one notch and give the Germans a bit of an edge in my book, but this is still the best scenario in CDG. None of the changes made will overcome fearful damage which



Initial setup for both sides (EXC: the Germans have an ATR and 50*MTR each manned by a 2-4-8 HS in 19B3 and another 50* MTR manned by a 2-4-8 HS in 19D3). Some units will gain concealment at start.

might be caused by that single FB, nor complete failure when he rolls a 12 on a Sighting TC! French Balance might make this one EVEN.

French Advantages:

Stone Building; Trenches; Tanks; Concealment

That stone building at 1603 is prime real estate in this encounter; two Level 1 locations just beg to be occupied by French heavy duty MG and leaders. Stretch some trenches from this building back to the wall to connect with building 16L6 and you have a covered pathway to shuttle troops back and forth. Four H39

tanks may not offer a great deal of firepower for scaring enemy troops but will do the job often enough as their excellent armor shrugs off most everything these pre-HEAT Germans have to offer. Initial concealment counters added just that little touch of security for the French and uncertainty for the Germans.

French Disadvantages: **Time**

As is so often the case with these scenarios, "For Honor Alone" seems to me about a turn or two longer than it ought to be. Of the eight CDG scenarios, only "Le Herisson" puts much time pressure on the attacker. The rest choose

to apply pressures of duration upon the defender. In "For Honor Alone" there is nothing lacking in this French arsenal other than maybe the ability to hold off such a strong German force for so many turns. Time is their only large problem. Nine German Movement Phases allow plenty of time to develop a slow and cautious attack and any German commander who successfully attacks in bold and aggressive strokes may find victory by Turn 6 or 7.

FRENCH DEFENSE:

Many players will defend that board 19 woods but you will not see me doing so. If it would hold the Germans at bay for a turn or

cause them heavy casualties those woods would be worth defending, but neither of these conditions apply. I am much more afraid of an initial German attack from the northwest through that big grain field and behind the hedge which runs to 16P10, followed by those Turn 2 enemy reinforcements striking across board 19 from the west. At-start Germans worked into the 16P9 area provide an anvil to be pounded against by the hammer of German reinforcements, smashing French infantry between the two in a deadly shellacking. French troops in the woods on board 19 would be outflanked as soon as the game began and would probably never get back to help defend those victory buildings. German reinforcement would maul them in those woods much more easily than they could in a trench line and wall area around building 16L6. Furthermore, any trenches placed in the board 19 woods would do more to weaken the 16L6 position than strengthen the woods defense.

If the German commander himself becomes attracted to those woods, he is welcome to send all his troops that way. Better to have all Germans on one side than half on each. To help encourage him to make that decision, there are four concealed stacks over by 16T9 and nothing to prevent him from running across board 19 unmolested. Many German commanders will accept this invitation and storm across board 19 to those woods. After his Turn 2 reinforcements also move through these woods, it will make a most imposing site, but it will also be a bit overcrowded. French troops over by 16T9 can be recalled and those 16 French reinforcement squads are not far away either. If all Germans come from the west, my Balance Rating swings to slightly pro-French.

More likely, there will still be Germans pressing in from that row 16Z hedge line. French infantry in that area will take any FFNAM/FFMO (-2) shots allowed and the LMG will place a firelane out to X4 or X7 to help slow the attack. In the end, these squads will be withdrawn in the face of overwhelming German strength; it would be too much to hope the German attack here would be weak enough to be totally stopped. Their advance will be slowed, however, to help buy time for French reinforcements to hit the scene.

Meanwhile, there will be Germans pouring into those woods on the left flank. They will be able to bring fire on building 16O3 as early as French Turn 1 if at-start Germans have come that way. However, they are about to discover their TEM disadvantage (woods and open ground vs stone buildings, trenches, and wall) and overcrowded conditions to be, perhaps, larger problems than expected. For one thing, that double trench line allows French units to stack singly yet fire over the heads of their fellow squads to throw out either a wealth of 4 FP shots or larger fire group attacks. Meanwhile, any German stacking which takes place in mere +1 TEM will be courting disaster from all this fire. Proximity of so many German squads looks imposing and certainly is dangerous, but French strengths are there to hold on till the cavalry arrive (minus their horses in this case).

A few H39 tanks will arrive first, and these

can do a remarkable job against infantry attempting to cross open ground, even just that one lousy little hex row from 16P1 to 16M3. Picture these 4 tanks lined up from 16J4/2 through 16M6/2 (yes, even taking trench Bog checks) with 37* acquisition smothering 16O1, O2, N1 and M2 as well as their CMG adding 2 FP attacks. It will also be necessary to picture that German FB strafing this inviting line-up and able to hit all 4 H39s with 39F equivalent MG TK rolls. By the time we factor -1 for Rear Target (which always applies on aerial attacks), -1 Aerial Advantage and a 3 Aerial AF (note that Case D range modification does not apply to aerial attacks), the Modified TK# is a 6 against aerial AF of 3. The plane must make a TK DR of 3 to Stun (which would Recall these 1MT tanks) and 2 to kill. Not really much to worry about—it may be better to invite such attacks against these tanks than suffer 6 FP attacks against French infantry.

There are plenty of other uses for these tanks and I certainly would not begrudge anyone who elected to not line them up for a strafing run. It might be worthwhile getting a tank or two into the front line from 16O3 to 16L4 in order to increase CMG FP and better your chance of a CH from those 37* MA. Further, located here you might keep German infantry out of those hexes merely by forcing them to take a PAATC prior to advancing. With 8

French reinforcements must carry the day...

more those enemy squads will usually pass a PAATC, but this tactic could keep some of them out. It would probably be best to always put at least two of these tanks into this victory area defense, but sometimes there might be other worthwhile German formations mucking about in another part of the battlefield which a platoon of tanks might be able to mangle or at least interrupt. If there is only a weak German attack developing from the east, two tanks might be able to bust into the 16S9 area and help remove this threat. That would be an excellent use of those tanks. Well, that might happen, but the one place where these vehicles will always be well placed is back there around 16L6. Put them there when in doubt and then make any moves which seem appropriate from that point.

French reinforcements must carry the day for this defense. There are not enough at-start French to do more than delay those 24 enemy squads. Even if it means running across the open area around 16F7 while that FB is flying, the reinforcement squads must get forward quickly. There will also be German infantry in the 19L10 area and some might have crept across the southern board edge. These latter can be overwhelmed but the former will just have to be tolerated if they cannot be silenced by your tanks and at-start troops. Maybe a couple H39s might park in the 16H5 area or drive out there to hinder any firelane with either their vehicle hindrance or VSG. Your last stand tactics at 16L6 should include dri-

ving a tank into the building in order to force the Germans to pass a PAATC before entering CC to wipe out your last units in the building.

German Advantages:

Smoke; FB; Encircling Attack; Number of Leaders

Smoke is a big part of this scenario. Two 81* MTR begin the festivities by bombarding building 16O3 with their s8 and are very likely to be successful; even vs concealed targets their smoke will land on a DR of 7 or less. With two of these weapons and ROF there may be smoke on this building for a long while. Because of this, some French commanders might even elect to not place much of value in this building. German 4-6-8 squads also have fair chance for infantry smoke grenades which can prove useful for crossing open areas.

The lone FB might fly in and roll a 12 Sighting TC to be recalled, or arrive too late to help, or might rain massive destruction on French infantry. When available, it can be mighty handy for hitting locations out of LOS of German ground troops—such as a big stack of broken French in 16L6 who otherwise might rally free of DM. Of course, if this guy is flying around when French reinforcements storm onboard, he will be at his most effective. Unfortunately, a FB attacks only once per Game Turn, so you will only get from 0 to 7 attacks. (Although if your opponent offers perfect strafing runs each turn that could be as many as 28 individual shots! Ho-ho, if you ever see that happen, please write and let me hear all the details.)

Smoke and that FB set the scene for your #1 weapon which is 24 infantry squads pushing forward in a pincer attack from both west and east. As mentioned previously, at-start Germans push into 16P10 and environs to form a fire base against which German reinforcements driving eastward can hammer French units. Soon enough Germans creep towards both French buildings, French become encircled and run short of rout options, and the whole defense folds in a shambles. These Germans are able to mount this two-pronged attack without worry about their leader situation. With four leaders on each flank they have more than enough.

German Disadvantages:

Firepower; Anti-Tank Weapons; Building Control

As we have seen elsewhere in these articles, this German force is not really at a great firepower disadvantage, but their 58% FP rating is on the low side of acceptable for a scenario attacker. There are, however, plenty of reasons why this is not a large problem for them and we start by looking no further than those German advantages listed above. Smoke screens the initial German rush, while terrain features such as that large grain field around 16R7 and the board 19 woods supply enough ground cover to get the attack forward. In addition, nearly half of French FP will not be

available until Turn 4 when their reinforcements reach the battle. Because of this there are a few turns during which German FP advantage is actually much greater than the total for this entire scenario.

These Germans do fall short with their anti-tank weapons. Their 37L AT have a 9 TK# vs H39 AF of 4 or 6. Not much to cheer about, and when the tanks are HD behind that wall all the Guns will see is the 6 AF, plus there will be no Deliberate Immobilization (DI) chance. Even when the tanks move out from behind the wall, DI will be rare since no Guns are HIP and those H39s can see them a mile away. Furthermore, against small targets any DI success would require rolling a 4 or less with a hull hit—an 11% chance. Four ATR do allow for added DI attempts and your FB might also get lucky against an H39 once in a while. Mostly, anti-tank control will be in the hands of your infantry in CC.

Building control has been discussed previously in these articles (see especially the analysis of "Le Herisson" in the *ASL ANNUAL* '96). There are plenty of turns for these Germans to win this game but they must avoid the danger of falling lax and waiting too long to make their final push at those buildings. It just might take a turn longer than expected to physically wrest building control from stubborn French, particularly if they have their tanks in and around those buildings and the issue of winning a big CC or Melee is involved.

GERMAN ATTACK:

German attack plans have already been disclosed in some detail. Smoke whistles in on building 1603, Mr. 9-2 and that 37L are back-up fire support for either upper level location of that building which manages to escape smoke, and everyone who can run southward, one unit at a time, of course. One HS with an ATR runs across the southern edge to try to reach 16B4 to bother French reinforcements and also to provide a rout problem for any broken French (take a look, it can be wicked!). If that 4-5-8 at 16H7 intends to thwart such a move, this 2-4-8 will be satisfied getting into 16C3. Those two 50* MTR position themselves to hit the 16B4 woods area. Both 37L AT will be pushed forward if possible—that one on board 16 can go right down the road.

One turn of forward movement will bring heavy pressure on those eastern French units and Turn 2 will see German reinforcements streaming across board 19. French units in building 1603 might be in for some more smoke on Turn 3. Even if this smoke is not forthcoming, there will be plenty of German firepower in range by this time. That building is headed for a lambasting. French troops will be falling away through the trenches with Germans pushing in from both east and west. Sure there will be German losses as well, but their casualties are not important and broken units will normally be able to rout out of the battle and rally in relative safety. Meanwhile, French broken will be in big trouble due to being surrounded. If French tanks fail to make a serious impact and if you can cut down some of those

French reinforcements, this one could end early. It is a delicate balance teetering on the arrival of French help.

CONCLUSION

The *CROIX DE GUERRE* scenarios generally seem to favor the attacker, in large part due to liberal amounts of time allowed to develop the attack. Only "Le Herisson" puts time pressure on its attacker and this happens to be the only scenario rated EVEN here—the other seven scenarios favor the attack. Coincidence? Maybe, but I do confess my own preference is for fast play and direct approaches. In addition, I view anything rated 60% either way as balanced well enough; there is no problem with one side having a bit of an edge. Most important of all, however, are those facts stated at the opening of this account. The main issue has not been to set down specific locations of units nor balance numbers and such. Rather, looking at these scenarios as a means to gain added ASL insight has been the theme.

Unlike some ASL gamers, I do not play scenarios repeatedly and have played none from CDG more than three times. Perhaps if no more ASL scenarios are ever printed and the year 2050 finds me still playing (I would be over 30 by then) I may find time to play these scenarios for something like their 8th or 9th times and then wish to adjust some of these ratings. Oh, maybe some would rate up or down 5%. So what? Rather than worry over such minuscule judgment calls, I hope we have all gained something much more important. I hope this account has revealed some new tricks or reinforced some uncertain ideas. Perhaps it has encouraged you to open your ASLRB and double check a few rules. Writing this has certainly taught me a lot and I hope there are no errors left in this text, but ASL is a complex game and I am not its master. If you find a rules error which the ASLRB and official AH Errata do not support, please feel free to write. Good gunning to you all!

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ASL on the World Wide Web by Jacques Cuneo

If you play ASL, now is the time to be connected to the World Wide Web. Point your favorite browser to the ASL Crossroads site:

<http://nervm.nerdc.ufl.edu/~jcuneo/asl.htm>

From here you can reach the entire on-line ASL community through the Links page: over sixty web sites and other on-line resources devoted to the ASL hobby. Foremost is the ASL discussion list, where over 600 participants discuss ASL daily. (Follow the link from the ASL Crossroads or see the article in the *ASL Annual* 1996.)

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Avalon Hill has a new site for the latest info, and Multi-Man Publishing's site is still creaking along. Sites dedicated to ASL clubs all around the world have sprung up, as well as sites featuring ASL tournaments.

Want more? Check out Tom Huntington's unofficial expanded index. Learn by example with the Basic Examples of Play for infantry, armor, and PTO written by Tom Repetti. Peruse the Record—a listing of all ASL scenarios and their win-loss records—or sites for A.R.E.A. and the internet Ladder. Download programs to assist in game play, the latest unofficial Q&A file, or modified reference charts. To find an opponent locally or while traveling, look at the worldwide player directory.

Those sites covered here and all the others have lots more ASL material, free for the taking. To see what else is out there, get connected and join the ever-growing electronic ASL community! Everyone is welcome. Need more help? Email me at jcuneo@dkeep.com



WHAT DO YOU DO

WHEN YOU DON'T HAVE

A CAN OPENER?

by TATE ROGERS

Have you ever looked at an early WWII scenario (1939 through mid-1941) where one side had AFV and the other side had, ummm, well, Infantry. When I say Infantry I mean just Infantry—no AFV, no Guns, no LATW—basically just regular SW and Infantry. When you looked at this scenario did you think, "Yep here is a real dog. Who could possibly stand up to that armor blitz?" The truth is that this situation occurred fairly often in the early years of WWII as the German armored juggernaut rampaged through Europe.

The following are a few suggestions and guidelines that might make you rethink how you look at such scenarios. They are not intended to be totally comprehensive but should get you thinking in the right direction.

SCENARIO

Obviously the situation will dictate the tactics. The VC, terrain, weather, etc., will determine to a large extent how you will conduct your forces during any action. Let's take a look at a typical situation.

A combined arms force with a significant armor presence is attacking you in an 8 turn scenario in which victory requires control of terrain. You have no opposing armor, Guns, or LATW.

The benefits of a combined arms attack are legend. Besides the fire power that AFV Guns and MG bring along, there is the protection afforded that fire power by the vehicle's armor (allowing the attacker to get behind you and deny rout), as well as the protection (via Armored Assault and AFV TEM) afforded the attacking Infantry. Not to mention various forms of Smoke (if only in the form of Vehicle Smoke Grenades-F.10).

Last, and certainly not least, is the dreaded "VBM Freeze." This term refers to the tactic of moving an AFV into an enemy occupied Location in order to prevent those enemy units from firing out of said Location. (See A7.212 and its prior Q&A.) The mere presence of an armed unit in one's Location "freezes" fire at

anyone else, and the attacking AFV need not even enter the building/woods obstacle to invoke freezing. In fact, the AFV will often remain in Motion to increase the DRM vs it in Close Combat (CC).

What to do vs this combined arms attack? Depending on the tools at hand, the defender has various options.



OFFBOARD ARTILLERY (OBA)

OBA, even small caliber OBA, can be very devastating to AFV during the "Early War" due to the relatively weak Armor Factors (AF) of these vehicles. Any AFV with all AF (4) (the majority of early war AFV qualify) receives a -1 to OBA attacks against it (C1.55). OBA kills AFV with a KIA on the IFT, and Shocks or Immobilizes them with a K/# or one greater. Vs a thin-skinned AFV, 80+mm OBA kills on a 2 or 3 and Shocks/Immobilizes on a 4 or 5. Most of us

can roll a 5 or less on occasion.

If you are lucky enough to have OBA in this situation be happy—but not too happy. OBA is fickle and it will be difficult to get it targeted on the highly maneuverable enemy AFV. However, there are a couple of other things to be done with OBA that can make it difficult for the attacking armor force.

The OBA can be used to make the best avenue of approach dangerous. Study the ground upon which you will fight and find the possible choke points that your opponent's AFV will need to move through to get to good positions. By bringing OBA in on these points you force the opposition to risk driving through it or to take a longer, more time consuming route to get to your defense. There is also the option of Harassing Fire to increase the risk area, but this will reduce the effectiveness of any FFE such that driving through it may become acceptable to your opponent. A better use for Harassing Fire is stripping the enemy Infantry away from their AFV support (more on this later). All in all, though, using OBA to cut avenues of approach is perhaps not its most productive use. Odds are the opposing AFV will be able to maneuver past and not be delayed more than a turn, maybe two at most. This tactic will be at its best if the terrain is fairly restrictive and your opponent has only two or three good avenues of approach.

Another option with OBA is "The SR Scare." It has always amazed me how a SR can sometimes have more effect on an opponent than an FFE. There is an old axiom in chess: "The threat of a move is more powerful than the move itself." So it is with OBA. Keep your SR dancing around those enemy Tanks. Don't let him get comfortable. I suspect you will find your opponent eager to move his AFV any time an SR is placed within a couple of hexes of them. Wait for the best opportunity to catch as many enemy AFV and Infantry as possible in the FFE. Be patient!

Patience is the key to good results with OBA. Don't bring down an FFE on the first enemy unit you see. Move the SR around some, make your opponent sweat it for a while.

OBA/MORTAR vs AFV EFFECTS CHART

Caliber	Final DR	
	KIA	Shock/ Immobile
30+	1	3
50+	2	4
80+	3	5
120+	4	6
150+	5	7
200+	6	8
DRM		
-1 All AF ≤ 4		
-1 OT AFV		
+1 All AF ≥ 8		

SHOWDOWN IN SYRIA



ASL SCENARIO A119

Scenario Design: Kevin Meyer

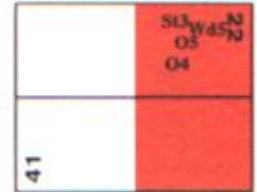


MEZZE, SYRIA, 20 June 1941: Brigadier Lloyd's 5th Indian Brigade planned an indirect attack on Damascus, a sideways thrust designed to cut off the rail and road connections west of the city to Beirut. A night march on 18 June brought the Punjabi Muslims, led by Colonel Greatwood, to Mezze. Launching an attack at dawn with support from the Rajputs, it took an hour to clear the village. In the center was a large building owned by the Iraq Petroleum Company Managers, destined to be Brigade HQ. No signal was received by the follow-up troops, leaving the Indians to fend for themselves. A French counterattack pushed into Mezze and the Indians gave ground, falling back on the Managers' house. Heavily defended and surrounded by a gully on three sides, the Indians waited for the French.

BOARD CONFIGURATION:

BALANCE:

- Decrease the game length to 6 1/2 turns.
- Add one 2-3-7 and one French dm MMG to the French Turn 2 reinforcements.



(Only hexes A-Q on board 22 and Q-QG on board 41 are playable)

VICTORY CONDITIONS: The French win immediately upon amassing ≥ 15 Casualty VP (contrary to A26.21, prisoners count double during play) or at the end of any Game Turn in which they Control building 22H4.

TURN RECORD CHART

INDIAN Sets Up First	1	2	3	4	5	6	7	8	END
FRENCH Moves First (0)									



Elements of the 3/1 Punjab and 4/6 Rajputana Rifles Regiments, 5th Indian Infantry Brigade [ELR: 3] set up east of the stream, ≤ 5 hexes from 22I3: {SAN: 4}



4-5-7	2-4-7	8-1	8-1	7-0	4-12	2-7	1-12	5 (2-41)	5 1S OVR, OMA: +4 Other: +2	15 dr = INF CC: +1/-1
8	2					3			3	3



Elements of the 7ème Régiment de Chasseurs d'Afrique [ELR: 3] enter on Turn 1 on 22Q5/41Y10: {SAN: 3}



4-5-7	2-3-7	8-1	2-7	25 37+ -2	20 37+ -2
4					

Enter on Turn 3 on 41Q7/41Y10:



Enter on Turn 2 along the west edge of board(s) 22/41:

4-5-7	2-3-7	2-2-8	8-1	8-0	2-7	2-7	5 (2-42)	11 5PP	75
7	2	2				2		4	2

SPECIAL RULES:

- EC are Moderate, with no wind at start. All buildings are stone, all hedges are walls, and all orchards are Olive Groves (F13.5).
- Place overlays as follows: **Wd5** on 22G9-G8; **O4** on 22J3-K4; **O5** on 22I7-I6; and **SL3** on 22I10-oH9.
- No bridges exist. No stream hexes may be entered by vehicles [EXC: Hex 41U5 is a Ford hex (B20.8); vehicles exiting this hex must make a Bog Check with an additional +3 DRM].
- Hexsides 22O6-oN6 and 22K1-41W1 are stream hexsides [EXC: for LOS/LOF purposes, these hexsides are considered stream hexsides only for LOS/LOF between 22O6 and 22oN6, and 22K1 and 41W1].

- The Indians may fortify (B23.9) one building Location (Tunnels are NA). The Indians have MOL capability (A22.6), but only for attacks vs AFV. Beginning on Turn 5, the Indians suffer from Ammunition Shortage (A19.131).
- The AMD 50 AM has a MP allotment of 16.

AFTERMATH: The Indians fought off several attacks on 19 June, and the next morning the beleaguered men saw shells from a relief column bursting only miles away. The French renewed their attacks on the 20th with tanks in the lead. Eventually they brought up artillery and fired point-blank at the house. On the second salvo they collapsed part of the row. Short on ammo, the Indians requested a short armistice to gather their wounded and gain time for the relief column. At the first sign of a white flag, the French rushed the house and took the surrender of the Indians, resulting in the virtual annihilation of the 5th Brigade.

UNCOMMON VALOR



ASL SCENARIO A120

Scenario Design: Scott Holst



AGLAJAVI, FINLAND, 21 December 1939: Late on 21 December, a reinforced battalion of the 16th Jäger regiment attacked Aglajavi from the north, in conjunction with an attack from the south. It was a night attack, and at first it went well. The Finns managed to cross the ice and close on the village without heavy losses. Russian fire, though heavy, was mostly wild. Once inside the village, however, it was another matter. The Russians had fortified every barn, cellar, farmhouse, and outbuilding. Automatic weapons, sited for converging fire, raked every open lane and pasture. Each building had to be reduced as a separate strong point. The unrelenting Russian fire began to cause heavy casualties among the Finns.

BOARD CONFIGURATION:

BALANCE:

★ Delete the three DC from the Finnish OB.

☞ Increase the game length to 7 Turns.



7	
Wd4	24
Wd2	

VICTORY CONDITIONS: The Finns win at game end if they have amassed ≥ 50 Casualty VP. In addition to amassing CVP in the normal manner, the Finns receive 2 CVP for each board 24 building which they Control at game end.

TURN RECORD CHART

★ RUSSIAN Sets Up First [104]	☞ 1	2	3	☞ 4	5	6	END
☞ FINN Moves First [218]							



Elements of the 139th Infantry Division [ELR: 2] up to two squad-equivalents (and any SMC/SW stacked with them) may set up in OB-given Fortifications on board 7 in hexes numbered ≥ 8 ; the remaining units set up in any whole/half hexes of board 24; {SAN: 4}

4-4-7	2-2-8	0-2	0-1	0-0	7-0	HMG 3 6-12	MMG 2 4-10	LMG 2 2-6	MTR 3 50+ [3-20]	? 7 morale
14							4			8

MTR 3 82+ [3-70]	Trench OVR, DRA: +4 Other: +2	Foxhole 5 OVR, DRA: +4 Other: +2
3		6



Elements of 2nd Battalion, 16th Jäger Regiment, and attached units [ELR: 4] enter on Turn 1 along the north edge of board 7: {SAN: 5}

6-4-8	2-2-8	10-1	0-1	0-0	de HMG 3 3-8	LMG 3 3-8	DC 3 30-1	de MTR 3 1-1	de MTR 3 1-1
14						4	3		

Enter on Turn 4 along the south edge of board 24:

6-4-8	10-0	9-0	LMG 3 3-8
5			2

SPECIAL RULES:

1. Weather is Deep Snow (E3.73), with no wind at start.
2. Place overlay **Wd4** on 24BB8-AA9 and **Wd2** on 24V3-U4. The board 24 valley does not exist; other terrain in these hexes exists normally at Level 0 (EXC: non-gully cliffs do not exist). All buildings on board 24 are wooden. No buildings on board 7 exist; these hexes are treated as Open Ground instead. No islands exist on board 7.
3. Night Rules (E1.) are in effect. The initial Base NVR is 4 hexes with No Moon. The Finnish player is the Scenario Attacker; the Russian player is the Scenario Defender. The Majority Squad Type of the Finns is Stealthy; that of the Russians is Normal.
4. The Russians may Fortify ≤ 4 building Locations (Tunnels are NA).
5. All Finnish units have Winter Camouflage (E3.712) and are Ski-equipped (E4.); they

may commence play in Ski mode at the Finn's option.

6. No Quarter is in effect for both sides.

AFTERMATH: The Finns grenaded each building, but even the wounded Russians kept fighting. There were vicious firefights inside the riddled buildings—nasty close-up work with pistols, grenades, and bayonets. Finally, the Finns entered the village. The fighting now became so close that neither side could use their heavy mortars. It was simply a matter of who broke first. By noon, the balance shifted in favor of the Finns when a company gained a foothold in the center of the village and knocked out a number of machine gun nests that had been galling the Finns for hours. By 1400 hours, the Russians were in retreat. Psychologically, the victory at Tolvajärvi was a shot of adrenalin to the Finnish soldiers everywhere.

Wait until the attacker is in a position where he is really depending on a particular fire base or AFV to support his assault, then bring in the OBA on that key element. Remember, once you bring in the FFE that access is gone and you will shortly have to draw for access again. This puts your OBA into the hands of fate once more.

Don't forget SMOKE. You can use OBA to SMOKE enemy AFV, allowing Infantry to safely move in for CC. SMOKE can also be used on AFV that have found good positions for long range fire on you. A good SMOKE FFE can make these guys useless for a turn or two, even if they move.

Of course, with OBA you don't know when or if you will get it, how accurate it will be, or how long you will have it. So don't pin the success of your defense on the OBA.



MACHINE GUNS (MG)

It is during the early war period when MG are most potent as anti-tank weapons. Consider the following:

A MG has a Basic TK of 4; at one hex range add +2 to the TK; against a rear target facing it would receive an additional +1, taking it all the way to a 7 TK. A PzKpfw IIIF has 3 AF on the front/side/rear hull. This means that the lowly LMG at Point Blank range and with a rear Target Facing has a 4 to Stun and a 3 or less TK.

As you can see the usefulness of MG as anti-tank weapons is high in the early war years. The key to using them against AFV will be maneuvering into a position to maximize their

TK#. This means trying to get as close as possible while getting a shot on the side or rear Target Facing.

Use any HIP you have for MMC armed with LMG, creating kind of an "anti-tank gun Lite" (see illustration 1). Look for HIP positions that will be unattractive for enemy Infantry to move through (MP cost) or at least Locations that you can cover with fire from other units. A good spot is the upper level of a building. Then it is a matter of timing and luck to get a good shot, keeping in mind that you may have to move to get it. Perhaps an Assault Move from HIP and then in the next enemy MPh your opponent has to decide whether to turn and fire at a concealed enemy unit or to crank up and move out. Hmmm.

If you don't have HIP, try to keep your LMG "?" as long as possible. And keep maneuvering them about trying to get into position for the good shot. Don't forget about SMOKE to help you maneuver. Starting the LMG on the flanks is a good idea; if you have more than one LMG try to establish crossing fields of fire with them.

I haven't mentioned HMG or MMG yet and there is a reason why. I believe that you should not plan your positioning of the MMG/HMG on anti-tank duties. The MMG/HMG have no better TK# than the LMG. The MMG/HMG have higher Portage Point costs which means they're not as easily maneuvered into better killing positions, and if the manning squad breaks as it attempts to maneuver the HMG/MMG will often be left behind by the routing infantry. Use the MMG/HMG to break and separate the enemy Infantry from their AFV support (more on this later). Which is not to say that you should pass up a tasty shot that an enemy AFV offers your MMG/HMG. Just

remember to keep the opposing Infantry in mind.

The To Hit DRM normally applicable to MG are not immediately obvious. To make things a little easier I have included a chart showing which DRM that apply to MG/LATW TH attempts.

Notice that MG, like LATW, do not incur

To Hit DRM Cases for SW MG and LATW

FIRER BASED			
DRM Case	Description	SW MG	LATW
A	CA Chg	NA	NA
B	AFPh fire	NA	(USE C3)
C-C2	Bounding fire	NA	YES
C3	AFPh/Backblast	NA	YES
C4	Motion	NA	YES
D	Pinned	NA	YES
E	Within hex	NO	NO
F	Intensive Fire	NA	NA
G	Delib Immo	NA	YES
H	Captured	YES	YES
I	Buttoned Up	NA	NO
TARGET BASED			
DRM Case	Description	SW MG	LATW
J-2	Moving Target	YES	YES
J3-4	FFMO/FFNAM	NA	YES
K	Concealed	NA	YES
L	Point Blank	YES	NO
M	Bore Sighting	YES	NO
N	Acquisition	NO	NO
O	Hazardous Mvmt	NA	YES
P	Target Size	YES	YES
Q	TEM	YES	YES
R	LOS Hindrance	YES	YES

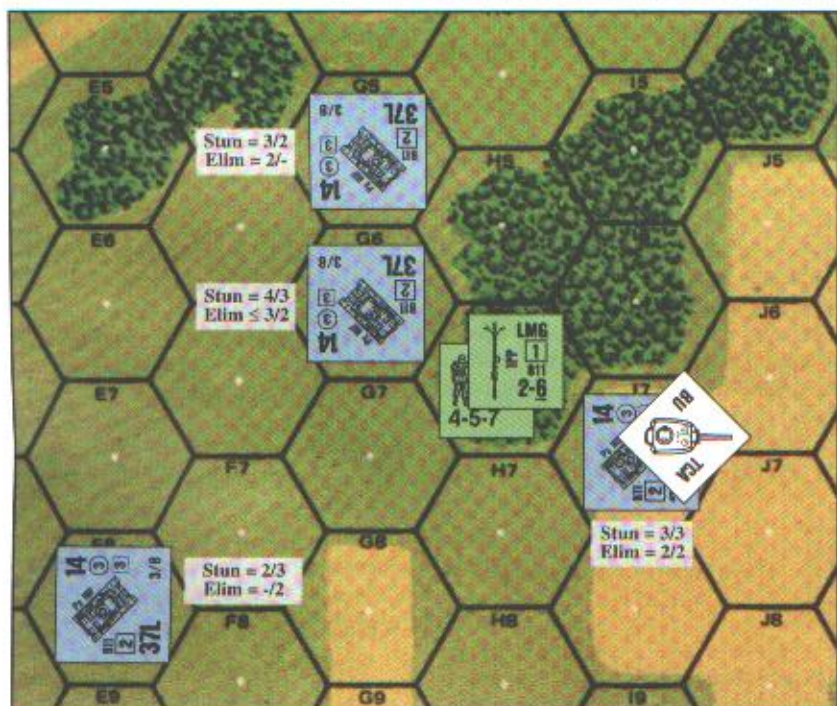
the Case E: Fire within hex DRM. This is very significant versus the VBM Freeze tactic. Unlike LATW, the MG does receive the benefit of Case L: Point Blank Fire. Lightly armored early war tanks will want to keep their distance from even your LMG.

A couple of last things to remember about MG vs AFV. You can not attempt Deliberate Immobilization with a MG. Anything that would half the MG FP (such as fire in AFPh without Opportunity Fire) prohibits a MG from attempting a TH/TK attack. Also, both Critical Hits and Multiple Hits are NA for MG.



SW MORTARS

Ah, the lowly mortar. Is it really so lowly? The mortar can be an effective weapon vs the early war AFV. It receives the same DRM on the effects DR vs AFV that OBA receives and uses the same type of effects results. Even if you don't harm the AFV itself, you will have a collateral attack on any vulnerable PRC; if there is Infantry using the AFV as cover they will be attacked by any mortar hit as well. Add to this the high ROF of most mortars and you have a fairly potent anti-tank weapon. Did I



A HIP "anti-tank gun Lite", a Belgian 4-5-7 and a LMG, reveals itself in the Defensive Fire Phase among a platoon of Motion German PzKpfw IIIFs. With the German armor unable to effectively fire until next Defensive Fire Phase, the Belgian units can expect at least two decent shots, not including ROF, and possibly a chance at Close Combat. With a little luck (well, a lot of luck!), the Belgians could eliminate three German panzers—a fair trade for a squad and a LMG. Shown for each panzer is the Original TK DR needed for an effect after a hit vs either the hull or the turret (H/T).

mention the possibility of Critical Hits?

The initial placement of mortars can be critical due to their high portage numbers. Repositioning them can be time consuming. They should be positioned as far back as possible while still having an expansive field of fire. The optimal position would be on a hill and entrenched—otherwise any non-building Location with a broad field of fire. Check out the rules for Spotted Fire (C9.3) as well. This ploy can be used to give your mortars better fields of fire and better protection in exchange for reduced accuracy and ROF. For example, you could place your spotter in an upper level building Location (a position from which a mortar cannot fire) while the mortar is outside in an adjacent hex. The spotter's higher elevation now gives the mortar much greater reach. The spotter will not lose concealment for spotting, while the mortar will likely be out of LOS. One possible ploy is to use a HIP spotter and HIP mortar; the enemy may have little idea where the rounds are coming from.

Don't forget SMOKE. SMOKE from mortars can be used against those AFV that have found long range firing positions and also to cloud enemy AFV that are close to your Infantry—allowing your MMC a chance to close for CC. British and Japanese SW mortars have SMOKE available throughout the war, while the U.S. gets it in 1945 (or in 12/44 vs Peiper). Familiarize yourself with your mortars before play starts. Pay attention to minimum and maximum range. The Japanese SW mortar has variable ROF and range depending on the ammunition type being fired.



FLAME THROWERS (FT) AND MOL

Flame Thrower anti-tank capability is pretty straight forward. It has an 8 TK at normal range (1 hex) and is halved for long range (2 hexes). The TK# is not reduced by any AF nor is it reduced vs a moving/Motion vehicle, but it "Xs" out more readily if not used by an Elite unit (as does a Demolition Charge). The big problem is how to get that FT close to an enemy AFV.

If you have HIP, use it. Flame Throwers can fire at full effect in the AFPh, so one could move from a HIP position and then fire the FT at full strength. An upper level building Location is great for a HIP FT. Many players don't take the time to move upstairs or to Search/Mop-Up, meaning your FT unit could be bypassed, sitting there waiting for the enemy AFV support to roll through a supposedly secured area. You could also use a swarming technique, sending a few HS to draw fire, then sending in the FT for the kill in the AFPh.

One interesting tactic is to place the FT unit in an entrenchment behind a wall/hedge. The FT unit is out of LOS until the enemy AFV moves up adjacent across the wall/hedge, when you flame away. Unless your opponent is willing to move another unit adjacent, he may not be able to fire at the FT unit. Ideally, the FT unit will then be able to skulk away under

cover of the intervening wall/hedge.

Regardless of what tactic you decide on (there are many more than the three above) you should maintain as much "Fog-O-War" about the Location of your FT as long as possible. Keep them concealed up to the last minute before you use them. The fact that you have a FT or two will play on your opponent's psyche. As long as he doesn't know where the FT are he will not be willing to run his AFV up to your "?" stacks, and certainly will not be using any "VBM Freeze" tactics vs "?" stacks. The FT as a threat alone will be very valuable, so don't waste it.

MOL (A22.6-.62) is an inherent SW that is allowed only by SSR or DYO. A unit that is designated as being MOL capable must still make a MOL usage dr. If successful, such a unit can then attack any same or Adjacent/ADJACENT Location AFV. You must target the AFV specifically and if you make a successful usage dr then you attack the enemy AFV on the "C7.34 HE & Flame To Kill Table" with a base 6 TK#. Like a FT, AF do not modify the TK. Unlike a FT, moving/Motion status of the target does. As you can see, MOL is a somewhat "iffy" weapon.

Since MOL is usually only present by SSR,

The fact that you have a FT or two will play on your opponent's psyche.

odds are that your opponent will know you have the capability and will endeavor to avoid putting his AFV in proximity of your Infantry. It is because of this that MOL is a very difficult weapon to bring to bear against enemy AFV, although its mere threat may serve you just as well. It is most useful and effective in situations where you have HIP MMC, restrictive terrain, and/or fortifications that can be used to funnel enemy AFV.

One important item to note about MOL. It is equally effective vs AFV in the AFPh as it is in any other Fire Phase. This means your MOL-capable Infantry can move Adjacent to enemy AFV and use their MOL capability just as effectively (the TK is the same) as in any other fire phase. Unfortunately, you cannot use MOL as Subsequent First Fire, so each unit will only get one shot per Player Turn.



DEMOLITION CHARGES (DC)

The DC is a weapon that requires pre-planning to use effectively vs most any target, especially an AFV. When I say pre-planning, I mean you must consider from the moment you see DC on your scenario card how you are going to use your them and where you will set them up.

For example, if the terrain is constrictive in nature and there are only a few avenues of approach for the enemy AFV, you may want to try to Set the DC (A23.7) to block one of these lanes. Maybe the VC require exiting off a particular hex or two; again, setting the DC in an exit hex could be an option. If there are upper level building Locations, you may want to try throwing the DC on enemy AFV as they pass by.

More likely, you may need to run up to the AFV and Place the DC. If so, don't forget about Infantry Smoke grenades. Having a couple or three squads place Smoke on or around the intended target before running up can greatly increase your odds of success.

DC always draw a lot of enemy FP when they pop out, and this in itself can be used as a tactic. By running a DC-toting HS at an enemy AFV you could give other units an improved chance to get at it.

Giving the DC (or FT) to a leader is often a good tactic. A leader is an elite unit, has more inherent MF than a regular MMC, self-rallies, and usually has morale as good, if not better than, the basic MMC. These factors make leaders very good choices as DC/FT delivery systems.

As with the FT, try to keep the Location of your DC secret as long as possible. DC also help keep enemy AFV at arms length, as long as your opponent doesn't know where they are.



FORTIFICATIONS

Fortifications will serve one primary purpose: to funnel enemy forces into the areas where you want them to go. This will usually be into the kill zones of your other weapons. A secondary purpose is simply to slow down and break up the assault.

I usually like to concentrate my available fortifications to make a particular part of my setup area a fortress that my opponent will likely want to avoid. Then I place my other weapons to create kill zones and traps in the remaining area.

Review the rules for your fortifications before setup. Pay particular attention to how these fortifications interact with the terrain of the scenario. This will allow you to take full advantage of their usefulness against enemy AFV. In general there are three types of fortifications:

- Protecting:** Entrenchments, pillboxes, Fortified Building Locations
- Blocking:** roadblocks and Wire
- Attacking:** mines and panjis

(Tunnels are not technically a fortification. A-T Ditches are a type of trench and are both a Blocking and Protecting fortification)

Use your fortifications in combination with restrictive terrain (gullies, cliffs, board or play-

ing area edge, etc.) to funnel the opposition's AFV assets into the kill zones of your other weapons. Wire/Panjis/Mines/Roadblocks are all dangerous for AFV to enter. Normally, a player will not risk his AFV forces by entering these type of fortifications. Instead, once discovered, he will try to bypass such areas with his AFV and in so doing (assuming you have placed these fortifications wisely) will hopefully place them within reach of your anti-tank weapons.

Entrenchments are valuable for securing your Infantry against the wrath of the enemy AFV, affording a +4 TEM vs overrunning AFV (and OBA) as well as the normal +2 TEM vs other attacks. Trenches are also Bog terrain for fully-tracked vehicles, while other vehicles are prohibited from even entering a trench Location. In addition, Trenches are especially useful in trying to get your concealed troops into CC vs enemy AFV, since it is easier to maintain '?' while moving through trenches.

CC

CLOSE COMBAT (CC)

The most prevalent anti-tank weapon in your arsenal is the Infantry itself. CC is no sure thing, but it makes each MMC/SMC a potential AFV killer.

Normally your troops will have to advance into CC during the APh. To do this they will first need to conduct a PAATC (Pre-AFV Advance/Attack Task Check). If an enemy AFV ends its movement in your Location, no PAATC is required for your troops to be able to conduct CC vs that enemy AFV in the CCPh. When such an enemy AFV enters your Location, you have to roll a PAATC during your opponent's MPh only if you wish to retain '?' status (if any), or if you wish to conduct CC Reaction Fire.

CC Reaction Fire is a normal CC attack conducted during your opponent's MPh vs an enemy AFV that has entered the Location of one of your units, but your opponent cannot attack back using CC in the MPh. It uses the CC table and modifiers and can be used in combination with Street Fighting (A11.8). The Street Fighting rules are intended to simulate the restrictive effect that European cities/villages had on the maneuver of AFV.

The detailed mechanics can be found in CC vs A Vehicle (A11.5 - .8) and also CC Reaction Fire (D7.21 - .212). This will give you the "how to" on CC vs vehicle, but the "where" and "when" can be a little more tricky.

First off, rushing your Infantry out at an enemy AFV with no plan other than to try to get a squad or two into CC would be foolish (EXC: Banzai/Human Wave). On the other hand, if your opponent has allowed an AFV to become isolated from covering fire, then a swarm tactic might work. In general, though, you want to keep your Infantry in good defensive terrain such as woods, building, entrenchment, pillbox, etc. Armor alone is not very effective at trying to dig enemy Infantry out of such defensive positions.

If you need to go after the enemy armor, then set up to take advantage of any possible Street Fighting positions. Use a defense in-depth so that units that break in your counter attack can fall back behind Good Order friends. Place your leaders so that they are in a position to rally and regroup after you attack. Don't forget Infantry Smoke.

Another tactic is to use a "Human Roadblock" by placing Infantry in possible choke points to try to force the enemy AFV into CC Reaction Fire situations. If the roads are not paved, put a foxhole and squad in a key road hex-or dig your own foxhole during play. In any case it would be wise to try to include a leader, if possible, in your CC attempts on enemy AFV. A Leader's DRM can modify the PAATC of any Infantry trying to enter CC vs an enemy AFV, as well as modifying the CC attack. Each SMC also increases by one the CCV of any one MMC in CC.

It is also wise to try to get at least one concealed unit into any CC vs AFV, allowing you to roll for Ambush even if you are not in Ambush terrain, and giving your whole stack a -2 on the Ambush dr. This is significant if you are not in a situation where you will receive the automatic Ambush benefits of Street Fighting.

Another plan is to hide from AFV and concentrate instead on removing their friendly Infantry support (more on this later).

(MORE ON THIS LATER)

Perhaps you were wondering when I would get to this.

When you have little effective anti-tank resources and you are facing a combined-arms attack, my suggestion is to concentrate on what you can affect. Hammer on the opposing Infantry instead. Avoid the opposing AFV as much as reasonably possible and gain '?' at every opportunity. Avoid Prep Fire, unless there is a really juicy target. Often, armor alone cannot win the game, and AFV without support are vulnerable to enemy Infantry.

If you are successful in stripping away the Infantry support, your opponent will be forced into bringing his AFV up to Point Blank range to try to dislodge you, bunching up and becoming vulnerable to the tactics and weapons discussed above.

This "Take Out The Infantry" tactic will be particularly useful when the scenario involves gaining control of terrain. An AFV can only control the Location it currently occupies and cannot Control a building.

CONCLUSION

The key to any defense will be how well the defender uses his available weapons to complement each other. No one weapon or tactic will work every time and you will seldom (if ever) have all of the weapons listed above available in a given scenario. Look for opportunities to use one weapon to help bring another to bear. Set up your MG so that when the enemy AFV turn to go around the fortifications, they will be exposing their side target

facings. Set up a line of trenches that allows you to move your FT from one key area to another while remaining concealed. Position your FFE to force the enemy AFV into your minefields. As in chess, it will be the combination of resources that yields results and not one piece alone.

Know your OB, know your troops (National Capabilities). Know your weapons (ROF, Special Ammo, Ranges, etc.), know your fortifications. Know the terrain. If necessary, review the applicable rules sections to get a refresher. ASL is a highly detailed game, and it is often the little details that make the difference. It usually isn't the 150mm Gun that ends up making the difference, but rather that last turn shot by the LMG. In other words, take nothing for granted and pay attention to each detail. Especially if you are at an apparent disadvantage as we have been discussing. You just might find you don't need a can opener after all.

FROM THE EDITORS

By now, perhaps you've read most of the magazine and may even have pushed around a few counters from the scenarios within. We hope you enjoy it. Regardless, please drop us a line to tell us what you think—the return of the Signals page after two-plus years give you a forum from which to be heard. Maybe your insight or your question will lead us down a path we otherwise wouldn't tread. At the very least, we'll read your comments, put them into perspective with the feedback of everyone else who has taken the time to voice their opinions, and try to gauge what you other ASL players want to see. Because we at Multi-Man Publishing are ASL players, too. As players, the things we look for in the Annual include insightful articles along with interesting and balanced scenarios. To the extent this magazine is lacking in those areas, point the finger at us. Any credit, however, belongs to the authors, designers, and playtesters listed on page 3. Our thanks—as both players and editors—go to them. We know what we like, both in these pages and outside of them. Now we want to hear from you.



The Editors

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