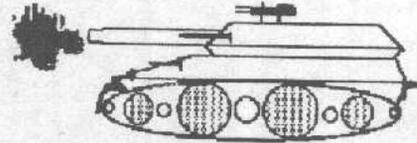


AT
THE
POINT -- The Journal of ASL



#1

AT THE POINT

c/o Marc Hanna
718 Bounty Dr. #1820
Foster City, CA, 94404



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76 Traveler Lane
Marshfield MA 02050

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BULLITEN BOARD

Victor Lewington, of Debert, Nova Scotia has compiled a listing of erratta for ASL. While not official in the true sense of the word, his sources are personal questions to Avalon Hill, The ASL Annuals, and, of course, The General. My understanding is that he'd like to share this with readers as well as get their inputs on questions they have had answered by AH. For more information, please contact him at:

P.O. Box 235

Debert, Nova Scotia

BOM 1G0, Canada

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ARTICLES and LETTERS are encouraged from all readers of AT THE POINT. The objective of this magazine is to allow all readers to share their thoughts and experiences regarding the play of Avalon Hill's game Advanced Squad Leader. To that end, AT THE POINT offers a generous subscription bonus policy to the readership. Writers of letters to the editor that are published in the forum will earn 1 issue per page of written material. The minimum reimbursement will be 1 issue. Writers of articles that are published in the Analysis or Replay columns will earn 1.5 issues per page of written material. The minimum reimbursement will be 2 issues per article. It is explicitly stated by the publisher that this magazine is a non-profit endeavour; all subscription monies received are utilized solely for the advancement of this periodical.

All articles and letters to the editor are preferably received in a double-spaced, typewritten format. Writers are also encouraged to submit articles in ASCII format from DOS based computer systems. When sending diskettes through the mail, please use a jacket for 5 1/4" types (low density only). The publisher can also accept such text files on 3 1/2" high density diskettes. All 3 1/2" disks will be returned at the earliest opportunity.

Writers are informed that all outside submissions become the shared property of the publisher and can be printed in this magazine without copyright infringement..

SUBSCRIPTIONS are 15\$ for U.S., \$16 for Canadian and Mexican, and \$20 for overseas subscribers. I recommend that you send checks or money orders, do not send cash. Advertising pertinent to the ASL community is accepted and will be printed for a nominal fee based upon size/length. Notices of ASL tournament or other events is printed free of charge in the Bulliten Board. Please send address changes with as much advance notice as possible.

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FAUST PONTIFICATES

Greetings, ASL aficionados! Welcome to your first issue of **AT THE POINT**. Incidentally, you may be wondering how you got this newsletter. Thank your buddies Rick Troha and Bill Conner, who were kind enough to send me their mailing lists for **IN CONTACT** and the Oktoberfest.

OK! What is **ATP**? Adenosine Triphosphate? Another Titillating Publication? Attila The Pun? Attack The Publisher!? NONE OF THE ABOVE, DOGFACES.

• *What it isn't:*

Published for a profit. Quite frankly, the editor is nothing but a fanatic about ASL. We are not going to make money at this, folks. We aren't going to sell games, T-shirts, ASL wristwatches or loaded dice (though I could use the latter—ask my local ASL-mates about my grumblings). Hey, if you want that kind of stuff, you know where to go.

• *What it is:*

A regular publication devoted exclusively to the play and analysis of The Avalon Hill Game Company's classic game—**ADVANCED SQUAD LEADER**.

• *What it isn't:*

A waste! You won't see a lot of nerdy cartoons, pictures and advertisements filling up most of the space. We intend to give you some material with some punch. We know you want that because you've read sections A, B, C, D, E, F, G, H, J and O. If not, what the hell are you doing on Fish's lists??

• *What it is:*

An analysis zine. A forum zine. An editorial zine. A replay zine. A zine that actively involves the readership.

• *What it isn't:*

An Annual Sorry Rex, but once a year is just not enough for some ASL fans. We're on a six week schedule,

thank you. Ten (10) **INTENSIVE** issues per year.

• *What it is:*

A mere \$15 per year for our U.S. clientele, \$16 for Canadian or Mexican, \$20 for other nationalities—Iraqis prohibited. This rate is to cover costs, and if it is deemed too high or too low, the publisher will modify it accordingly. The breakeven point is calculated to be around 160 subscribers. Again, let me remind you that this is a non-profit endeavor. Thank you, and enjoy.....**Faust**.

(ATP)

ATP OVERVIEW

Since this is the first issue of **ATP**, I'd like to give the prospective readership an idea of what each issue is likely to contain. A LOT depends upon your active involvement, as you will see; therefore, we have a generous subscription bonus policy for those who participate—even for those who just send letters to the editor. See the front inside cover for details.

Each issue of **ATP** will consist of the following superbly laid out and edited regular columns:

FAUST PONTIFICATES—where your beloved editor spews his unique philosophy in an effort to make sure there's enough written material in this self-award winning publication. Within, he sets the tone for...

FAUST'S FORUM—described in better detail below, it's your chance to earn free issues by simply bashing your pompous editor.

ANALYSIS—The meat of this zine, and what we are really here for: to provide you with a series of excellent analytical articles on the play of ASL. In this issue, Mark Nixon on rules, Bruce Bakken on tank platoons, Eric Martin on Cavalry tactics, and more...

ASL MYTHS—a semi-regular column devoted to debunking hype about certain strategies, weaponry and procedures in ASL. In this issue, Shuertzen are looked at closely. Just what do they really do for you?

POINT REPLAY—a regular column which pits two players in the gladeditorial eye of the public, with brilliant players like honored "Faust" (ahem) commenting on the action. In this issue, Dave Connell and Dean Halley duke it out in the culverts and shellholes near "Bread Factory #2." Look for it!!

????????? What would the readers like to see in **ATP**? Send in your ideas on regular features for this. We desire your input. **ATP** is as nothing without your interest and feedback.

And now, without further arduous ado, we present the first section.

(ATP)

FAUST'S FORUM

Hey folks, here it is, *Faust's Forum*, your chance to tread 'n shred, er, claw the copy; that is, FANG the FAUST! Send in your comments, criticisms, suggestions and ideas about what you want to see in **ATP**. We'll publish your (sycophantic) letters here, and you'll get a subscription bonus in addition to my tart replies! What more could a dedicated gamer ask for? OK, gang, here's our first letters...

☞☞ Bruce Bakken, 10/7/90

Just a little note to let you know that I've begun work on an article involving the problems and successful application of using Platoon Movement. I must admit that I had a certain degree of difficulty arriving at a suitable topic for your magazine. Despite my claims of having this or that idea, putting them down on paper is another matter altogether. I finally received inspiration for a concrete article after (successfully) playing as the Russians in "Land Leviathans". It seems to me that using Platoon Movement (whether voluntarily or not) offers many challenges to the armor commander, while

also providing certain advantages and strengths.

At any rate, these are some of the things I intend to look at. You should receive the finished article by the first week of November, if not sooner. I hope this article will provide useful insights to your readers and that it will meet your expectations.

Thanks, Bruce, for sending your article in on time (abam—Eric, Kurt, Rex & Dean— you better hope my mind melds have worked on you by now and your stuff is in here). It's in the analysis section— a nice piece of work! As one of the main functions of ATP is to exchange ideas about ASL, it more than meets my expectations.

James Collier, 10/23/90.

This is a very late response to your letter to me dated 8 September 1990. That letter was a solicitation for contributions to a periodical you propose to publish on ASL.

I have written several published articles on ASL, including two major articles published in **THE GENERAL**. My tendency is to write rather lengthy, analytical pieces on theoretical themes. I am very much an advocate of games as simulations to stress the realistic correlation of a game to its subject matter.

Scenarios are of minimal interest to me, and I gather that you are not proposing a periodical in the mold of **ON ALL FRONTS** which emphasizes scenario design and playability. I do have a strong interest in variations and supplementary rules (e.g. On Board Batteries) which see little light in **THE GENERAL**. For instance, I would have immediate interest in preparing an article on a different scheme of Reinforcement Groups for **RED BARRICADES**.

You indicated some guidelines for length, more directed to minimums. What I would need from you is some guidance on maximum tolerable length. In addition, I have a reputation as a heretic for having bluntly

challenged some of the fundamental tenets of the game. Some ASL enthusiasts do not tolerate unfavorable reviews of aspects of the game. How do you feel about constructively negative comments on the game?

Regardless of whether I become a contributor, I would be interested in subscribing, if you could forward the necessary information.

11/6/90

Late or not, I want to thank you for your response to my letter, and appreciate your interest in contributing to the magazine. Clearly you have some good experience writing articles, so I expect that your efforts will be welcome.

*Regarding length, there really won't be any maximum, because if necessary I can always split the article into a series published in sequential issues. Hopefully this is agreeable to you. [...] Regarding content, let me just say that, while I don't have a slant similar to **ON ALL FRONTS**, neither do I expect to dwell on variants or criticisms of the game for the first several issues. The main theme will center around strategies and techniques, in order to help us play the existing game even better. The problem with variants is that the bulk of the hobby may not be so interested—they have enough concern mastering this complex game as it is. Criticisms, while they may be merited, do have the effect of alienating players who like the game as it stands—a point you yourself made. A goal I have for this publication is appealing to a broad spectrum of novices and experts, not a narrower group of those interested in variants. While I would be personally interested in your views, I must admit I would hesitate to publish them until I have a better idea of what the subscriber base wants.*

Nevertheless, your ideas concerning alternate RGs for RB sound intriguing, and I would be interested to hear from you further on this. Something like this is like the IIFT, and might be of reasonably broad interest to the readership. [...]

ASL MYTHS

#1—SCHUERTZEN

So there you are, toolin' along those country roads near Bastogne in December 1944. Your Pz IV is equipped with those sleek steel plates called "Schuertzen." Bet you feel safe from those Bazooka rounds aimed at your sides and rear, don't ya, buddy?

Guy, you better take a look at this table and get a grip on yourself:

This Table shows the probability of surviving unharmed a given HEAT hit both with and without Schuertzen. As you can see, for

	TK #	W	W/O
RUSSIAN	15	6.7	2.7
122	14	10.3	2.7
BAZ44	13	15.1	2.7
105 & PLAT	12	20.7	2.7
	11	28.2	2.7
	10	34.6	6.7
BAZ43 75	9	44.1	14.3

each type of ammo there are only 3 possible kill numbers because only AFs of 2,3 or 4 can possibly apply with Schuertzen in place. Now, against a BAZ44, a 1 in 5 chance of surviving is a lot better than hoping for a dud, but let me tell you something: If you count on those Sx to save your ass when you're playing someone who knows the score, you'll lose. My advice is avoid giving the Amis those flank shots, period.—Faust



ANALYSIS

SNAPSHOTS FROM THE RULEBOOK

Mark Nixon

I believe every time I read a rule section or play a game, some new item I had overlooked or forgotten pops up. I have played against many different players the past few years, and there are certain mechanics which seem to have gone unrecognized by many. This brief look at some of these items might reveal nothing new to you, but for another it could be a worthwhile checklist.

- A7.4:** Friendly units not in Melee are not affected by your non-Area fire. that is, you can fire at a location with friendly and enemy units therein, and affect only the enemy units, unless melee exists in the location.
- B26.44:** Wire precludes non-vehicular Bypass along a hexside which is part of a Wire hex. Thus, wire in 2314 precludes non-vehicular Bypass along 23J3/4. A vehicle Bypassing this hexside would have to make a Bog check (see also A4.3).
- D7.2:** Reaction Fire can be tried as many times as that Overrunning Vehicle spent MP's on the Overrun]. This makes it more dangerous to Overrun with fast vehicles since they expend more MP's to Overrun. A Tiger spending 4MP to enter an open ground hex and Overrun could be attacked 4 times by the Overrun unit (some of which would risk FPF), but a PSW 234/2 would spend 12 MP's for the same attack. How many FPF attacks can you pass with your 9 and 10 morale units?
- D5.6:** If a vehicle crew is already broken, Shocked or stunned at the time the vehicle is eliminated, there is a +1 drm to its CS DR.
- C7.35:** A DR of 12 is a Dud only on a TK roll. If you roll a 12 on the IFT it is not a Dud. There may still be a meaningful result. No Duds vs infantry targets!!
- C5:** An armor leader is a Firer Based DRM, which is important for Gun Dual purposes. This was overlooked in the body of the rules.
- A7.6:** Most TEM DRM are cumulative. This seems contrary to reality, but the terrain effects Chart lists the exceptions with a footnote.
- B10.31:** Height Advantage might not apply during First Fire. Check out which hexside that LOS crosses before you move up or down the hill! Instead of a 0 DRM, your opponent might have a -2 on you.
- A19.11:** Crews and broken units are immune to ELR replacement.
- A15.1:** Crews (along with other units listed) are immune to Heat of Battle. No crew will generate a Hero. Sorry.
- A17.11:** Any SMC who is wounded must make a wound severity dr. So those Heros wounded for the first time have to make the dr. They may not live to be a 1-3-8.
- A14.1:** TK DRs do not call in a Sniper attack.
- A10.63:** All personnel attempting self rally must apply the +1 DRM. So a broken leader attempting to self rally has to use this +1 DRM.
- A10.63 and A18.11:** That first MMC self rally attempt occurs after

[probably more than can be survived by an FPFing 6 morale conscript...]

all leaders attempt to rally. So a newly rallied leader in a location precludes any MMC from attempting self-rally.

- A9.3, A9.5 and D3.54:** Machine gun MA can use Sustain Fire, Spraying Fire and TH-TK attacks, but cannot make firelanes.
- D3.51:** Once any vehicular weapon fires, its other weapons may fire in that phase only from the same hex [EXC: OVR and ROF].
- D1.321 and D1.322:** RST and 1MT types cannot fire MA/CMG while CE. Don't get caught with your hatches open.
- D1.322:** A 1MT vehicle which is stunned is Recalled.
- C5.11:** NT guns, other than mortars, firing from woods/building/rubble have their CA fired with their first shot. All NT guns pay double case A DRM to change CA in such terrain.
- C3.74:** Not all targets necessarily take the full force of a CH. A random roll is required. If you forget about this one, you may pay a heavy price.
- B25.65:** Roll for Wind Change. It truly does matter.
- A10.51:** There are restrictions, but a unit MUST rout to the nearest (in MF) building or woods. This is hard for many to swallow, for it will often lead to Interdiction or even forced Surrender per A20.21. Even if an alternate but lengthier path is available, the routing unit may not choose -the surrender is forced.
- A12:** Concealment is not lost by infantry in Open Ground merely due to enemy LOS [*check out the concealment loss table...*]. It's amazing how many players don't realize this.

Every ASL player could probably make a list like this. I could even continue on at greater length, but these are my favorites.

[Readers, if this type of review is popular, Mark mentioned that he would like to continue his list. Furthermore, I'd like to encourage all of you to consider sending in a similar list. After all, when published, the price to you is free issues of ATP...]

(ATP)

IS ANYBODY OUT THERE?

Bruce E. Bakken

It's July, 1941, and as a tank company commander of the 1 Moscow Motorized Rifle Division you have been ordered to blunt the advance of Guderian's 18th Panzer Division. You feel confident: your tanks match up fairly well with the panzers, and in the T-34 and KV models you possess a definite advantage. Furthermore, you will likely out-number your opponent.

At last the battle is joined, but soon your force becomes dispersed and the action develops into a series of local engagements. Your tanks fumble about the battlefield, while the panzers calmly outmaneuver your beleaguered tankers and destroy them piecemeal. You wonder if the Red Army will ever be able to duplicate the battlefield technique of the *PANZERWAFFE* if only your tanks had radios...

Such is the sorrow and challenges of the ASL commander who finds himself fighting with radioless AFV. Now it's your turn, and as you pull your pieces and begin formulating a plan, you realize at once that you are at a disadvantage. How can you offset that dreaded R on the reverse side of the counter?

First you must understand the implications of that symbol, and this is addressed in the very first sentence of D14.2: "Radioless AFV move in two-

or three-vehicle platoons or pay penalties as per 14.23." D14.23 states that "radioless AFV need not set up in platoons, but if at the start of its MPH such an ONBOARD Mobile AFV is alone...or wishes to break off from its platoon... it must pass a NTC in order to move during that MPH." This means that such an AFV would usually have to make a DR of "8" or less, fairly good odds to be sure, but with too much possibility of stranded AFV for my peace of mind.

For this reason I will almost always use platoon movement [*only for those R vehicles we hope...*], and for the basis of this discussion that you will form your AFV into platoons as well. That decided, you must then choose which size platoon you will fight with. To a degree this will be determined by the situation and the number of AFV available, but a little analysis of the strengths and weaknesses of each formation will aid in this decision.

The most obvious disadvantage of a platoon is a loss of **MOBILITY**. While it is true that you may be able to use all of the AFV's available MP when travelling across open ground or along a road, you have already lost the option of using ESB or making a minimum move. If that road has many bends, or there are even a few obstacles about, then you will invariably lose MP as the lead AFV waits for the other AFV to negotiate the terrain. The typical ASL battlefield is not likely to be very accommodating, however, so count on having to maneuver through villages, over hills and around woods.

If time is of the essence and/or the terrain is particularly difficult, a two-AFV platoon may offer better mobility. In fact, if your move is carefully planned you may not lose a single MP. Bypass is very potent here, especially since "not all members of a platoon have to be in LOS of each other as long as they are adjacent to or in the same hex with another platoon member at the end of each Impulse"(14.2). That's an important consideration, since there are really no restrictions on how the MP are used

as long as "...when moving, each must expend MP so as to maintain a position adjacent to one other AFV of the platoon at the end of each impulse" (14.21) and "...that each AFV in the platoon has expended the same MP of its total MP allotment as each impulse ends" (14.2). Hmm.

Related to **MOBILITY** is **FLEXIBILITY**. Tactical flexibility is what we're talking about here, and there's no question that platoon formations significantly limit a commander's options. Platoons effectively reduce your maneuver element by half, since you must send at least two AFV whereas before you could have sent only one. In addition, each platoon must Stop/Start/remain-in-motion as a single entity, and must pay a penalty in the form of a drm to any motion attempt. These factors contribute to a loss of flexibility, and your plan of action may become more rigid as a result.

Again, a two-AFV platoon may well seem preferable to offset these difficulties. By dividing your force into such platoons, you increase the number of 'units' available and decrease the effect that terrain has upon their ability to maneuver around the battlefield.

Yet a two-AFV platoon carries certain greater risks than does a three-AFV platoon, and these are related to the 14.23 movement penalty. If one member of a two-AFV platoon becomes Shocked/Immobilized/destroyed outright, the other member may become indefinitely stranded; whereas a member of a three AFV platoon will have another member to fall back on. Keep in mind, however, that the enemy is likely to try to split up a three-AFV platoon by attacking the middle member. This can be offset by keeping the three members in a triangle formation, but the hindrance due to case R can work against you, as well. Why not mix and match AFV, placing a heavier tank in the center of the formation? This is likely to slow down the platoon somewhat, but may thwart that pesky gunner who keeps shooting at

the center vehicle.

Indeed, the greatest advantage afforded by a three-AFV platoon lies in its very size. Not only are its members less vulnerable to becoming stranded, but the extra AFV provides more FP as well as the ability to cover more approach routes with fire. That extra FP may come in handy during Bounding First Fire or as an additional OVR threat.

I always try to use three-AFV platoons as the foundation for my plan. I am more comfortable with the protection afforded by the extra member, even in difficult terrain I will try to muddle through with three AFV. If the numbers won't allow three-AFV platoons, then of course you have no choice. But I don't generally use two-AFV platoons independently, and am always careful to position my platoons so that each can offer support to one or more others. I may possibly even place a couple of two-AFV platoons adjacent to each other so that if one member becomes destroyed, I can form a three-AFV platoon with a minimum of trouble.

Terrain driving—using terrain to cover a flank or an approach route [*hey—are you a board edge creeper?!*]-becomes a very important aid to a platoon. Position your platoon in such a way that obstacles provide cover for one facing and your weapons cover the other facing. Bypass is effective here, as you can position your AFV in countless variations to cover a number of approach routes, while keeping your flanks and rear protected. This also provides for an avenue of escape using reverse movement out of Bypass to position yourself behind the obstacle. Strive to position your platoon so that more than one member is vulnerable to fire or in enemy LOS. Ideally, all members should be able to cover the same area, or only be approachable from the same direction.

If obstacles are unavailable, deploy your units in such a way as to bring immediate fire to bear along the

direction of the greatest threat. Perhaps a "hedgehog" might be appropriate, each AFV covering a different direction and thus protecting the sides and rear of the other members of the platoon. Of course, the platoons are also positioned to provide mutual support to other platoons in the area.

Don't overlook the ability to use platoons in conjunction with Armored Assault (D9.31). This is a very effective means for infantry to cross open ground. The platoon can attack an enemy position using bounding first fire, while the infantry advances in to (hopefully) mop up the position. For the Russians in particular, a Human Wave (troublesome in itself) can become quite menacing when covered by a platoon of tanks. Even if unsuccessful, the "shock effect" of using Human Wave/Platoon Movement tactics may be enough to unsettle the mind of your opponent.

Even though the above contains some good points for armored warfare generally, it is particularly important for the successful deployment of platoons of radioless AFV. Handling radioless AFV proficiently requires training, and since the player is unlikely to receive much "on-the-job" training from the typical ASL scenario [*especially after your platoons have become charred cinders in the brush...*], it is necessary to practice on your own. Take out a board, select a platoon, and proceed to drive across that board. Use Bypass, tear up the roads, blaze trail breaks, risk falling into cellars. Get a FEEL for how a platoon handles, so when it comes time to do battle you can concentrate more on your tactics than on the mechanics of using platoon movement. The time will be well spent, and the tank you save may be your own.



CODE OF BUSHIDO

FIRST IMPRESSIONS

Well, Now, the long awaited Pacific Module is finally available on the shelves. Let's see, where is it.....**LOOK OUT!** There it is, it's that fashionably purple box right over there. Hey-- Who's the **JOKER** who thought of this color?!?!

Purple?? Yes, purple, definitely. While I happen to think it to be one of the most eerily beautiful of the ASL genre, some of these local California grognards gagged green when they saw it. Honestly, they couldn't get over it. Probably been playing too much **EUROPA** or some other cheesebag game....

Now that the cover art issue has been definitively settled in print, let's take a look at the contents. Check out those leaders counters first. One really does stand out, that 9-1, Sgt. Hana. Look at the glint in his eye, his steely determination to vanquish hero Deresinsky forever.. Yeah, yeah, that's one nice counter, one tuff dude, one ASL GOD.... er, anyway, these are nice counters in COB. A pretty gold color, contrasting effectively with the purple jacket. Luckily, COB is bound to be more of a success than this year's Los Angeles Rams have been.

The boards are simply magnificent, some of the best artwork yet. The overlays, on the other hand, are a bit disappointing, in my opinion— I prefer the glossy types which were printed for WOA. Nevertheless, this is a minor (deliberately cost-cutting) oversight.

Probably the most noticeable thing is that you won't see volumes of Japanese vehicle/gun types like you did for the British in WOA. Treadheads are going to be dismayed with the Nipponese ordnance and AFVs. After all, about half the Japanese tanks seem to have a sole 2 firepower CMG MA-- not too entrancing for tank-brained types.

The scenarios have a lot of variability, pitting the Japanese against Russians, Partisans,

Americans, Ghurkas and British line troops in a variety of terrain settings. SSRs utilizing Column movement are used in several to realistically simulate the lack of coordination, low initiative and confusion characteristic of Pacific jungle firefights. As in the actual war, you'll see a lot of battles degenerate into numerous, disjointed, close quarter engagements.

Playing with and against the Japanese will require re-learning and re-thinking basic tactics, especially in the foliage of dense jungle; inherent terrain with reduced stacking capacity. *Do you have any idea what it does to your LOS when all woods hexes are treated as level 2 inherent terrain??* Be prepared for a lot of CC and point blank action. This is jungle warfare, friends..

As the Japanese player, you will find that your squads won't break; however, they will wither away surprisingly quickly. You'll be watching your opponent voluntarily routing his squads deep into the jungle— after they've blasted you with point blank fire and reduced you. A turn later— there they are again, full strength, while your 447s are turning into 347s and 237s.

Japanese squads are a delicately balanced mixture of fearsomeness and fragility. Leaders which become wounded instead of breaking after failing a MC don't help your survivability and mobility, either. While fierce in mandatory -1 modified Hand-Hand CC, you'll often lose (or at best, win pyrrhically) because your squad has been reduced on the way to the target. That hoped for 1:1 turns out to be a 1:2 or a 1:4 after casualties are taken.

A powerful asset is your ability to Banzai charge (basically a Human Wave without all the restrictions) at any enemy unit in your LOS at the start of the MPH. Without due caution on the part of your foe, you can quickly infiltrate and overwhelm the enemy in his rear areas. Proper use of this tactic will really keep your

opponent on edge. After all, the Japanese Banzai charges tend to succeed more readily than the Russian counterpart— your squads don't break on the way!

As one of the Allies, you'll be playing a nervy game of shoot and run vs attacking Japanese. An effective tactic, mentioned earlier, is to PBF at the adjacent Japanese, then break and rout through the jungle before the enemy's advance phase. By the next Japanese turn; hopefully, your squads will be rallied. It takes guts— you need to be able to give ground (Can't carry those heavy machine guns with you, can you?), make sure you can lose DM status, and roll that 8-9 you'll need to get up.

When attacking the Japanese, be very careful advancing into CC. In jungle, bamboo or kunai, the attacker always adds +1 to the ambush roll, and the enemy elite and first line squads are stealthy. Remember, if they ambush you, they automatically invoke H-H CC with a -2 DRM. That's over 50% chance of success at 1:4 odds, people! Try surviving that many times and you'll lose many games. Let the Japanese come to you, or if you must close in, pin them and send in a concealed unit (or gamble and send in your -1 leaders...) The Japanese are tough on the defense, especially Sgt. Hana, so Watch Out!

Enjoy COB! During the playtest, we had a lot of fun with Red Star-Red Sun (I won one game as the Russians because my opponent rolled a 12 in CC, allowing me to advance the final necessary ZVP onto a victory hex), Bungle in the Jungle, Smertiniki (I like to think I'm responsible for SSR 4 prohibiting voluntary bail-outs from the convoy— ask Fred Timm how I stumbled onto his pillbox and took it out on the first turn this way) and one of our favorites—The Bushmasters. Faust.

ACKNOWLEDGEMENTS

ATP WOULD LIKE TO THANK SEVERAL KEY INDIVIDUALS; WITHOUT THEIR SUPPORT THIS MAGAZINE WOULD HAVE BEEN A VERY DIFFICULT UNDERTAKING. THEIR TRUST AND ENTHUSIASM IN A MAGAZINE WHICH DID NOT EVEN EXIST UNTIL THIS MOMENT IS HEREBY WARMLY ACKNOWLEDGED WITH A FREE SUBSCRIPTION TO **ATP** FOR ONE YEAR.

- ✓✓ Mark Nixon
- ✓✓ Rick Troha
- ✓✓ Bill Conner
- ✓✓ Kurt Martin
- ✓✓ Bruce Bakken
- ✓✓ Eric Baker
- ✓✓ Dave Connell
- ✓✓ Dean Halley

CAVALRY IN ASL

Some Basic Tactics

Kurt Martin

Although Cavalry units played a relatively small role in World War II, they are to date well represented by six published ASL scenarios, including a few truly fine matches where the Cavalry themselves are a key part of the action. The following includes a brief outline of these scenarios but focuses on just the most basic tactics and rules for the Cavalry units in them. The idea is to point out some essential operating procedures for the good guys on horseback, using examples from the scenarios.

Due to dominance of mechanization and automatic weapons in the second world war, horse soldiers saw relatively limited use. In ASL terms, the reasons for this are perhaps best illustrated by the -2 DRM for fire against mounted units. Men on horseback are easy targets. In game terms, the short of it is that shots against cavalry often hit home. This fact drives all encounters involving Cavalry, since even an Italian 1-3-6 must be respected for its potential to wipe out an elite unit on horseback.

Looking at the published Cavalry 4scenarios, we see that AGE OLD FOES, INTO THE FRAY and RUDE AWAKENING pit Cavalry units against infantry and armor. THE COSSACKS ARE COMING, SAVOIA! and BRING UP THE GUNS lack the enemy armor, but still have the horsemen facing plenty of automatic fire. All six of these have their appeal, but each has a different angle, at least as far as the Cavalry involved is concerned.

While I won't go into detailed "plans to win" in this space, I would like to make one important general point about the "Cavalry Six." The simple fact is that many experienced players are going to consistently dismount

these valuable elite horsemen early in some of the scenarios and thus avoid taking -2 modified fire as much as possible. A lot of times the extra mobility of being mounted simply isn't worth the risk of getting shot out of the saddle, particularly if there are HIP units lurking around. The option to dismount and the ability of these troopers to meet the victory conditions when mounted/dismounted is what most separates these scenarios. Nevertheless, in order to win, you will just have to stay in the saddle and take whatever your opponent can dish out.

THE SCENARIOS

In RUDE AWAKENING, it's unlikely that the Cavalry is going to be of much use. What you may really need them to do is dismount and settle in for the onslaught. Those German AFVs will be tough enough on foot.

BRING UP THE GUNS and THE COSSACKS ARE COMING are similar in that they pit Cavalry against lightly armed infantry. The defenders will generally be in woods or buildings, making a charge unlikely. Both of these are fun scenarios, especially the latter, and there will be several times when the horses will be very helpful.

[I've always thought that the 'special nature of the roads' in BRING UP THE GUNS was a bit suspect myself-what could be so special about roads that allow wagons to move double normal speed?..]

In SAVOIA!, the Cavalry are actually required to Charge.

[...I've often wondered how they are supposed to survive TBPF, which is not modified by the +2 sun blindness DRM, to my knowledge...]

In AGE OLD FOES, a Charge may not be necessary, but a good bit of galloping through heavy fire may be in order. This is a great scenario—lots of pressure on both players to not make a mistake.

Let's take a look at INTO THE

FRAY, where we see that the dashing Polish Uhlans, along with some green infantry, with the task of holding off a German drive to exit the board. Included in the German OB are 5 AFVs, which enter on turn 3. While it might be attractive to use the Cavalry to try to eliminate some of the Germans before they get too far, perhaps charging them, it's unlikely that they will cooperate by getting caught in open ground (the ideal terrain for a charge) before the armor arrives. After that, denying them their exit will require staying in cover. Since the alternate VC for the Germans is to score 20 more VP than the Poles, a glorious headlong rush is not a great idea.

GETTING INTO POSITION IN ONE PIECE:

Let's use the Ulan 9-2 and one platoon of Cavalry as an example. Since they want to set up as far forward as reasonable in their initial defense, we'll have them gallop (A13.36) on. At a gallop, they can reach hexrow M and still dismount.

Assuming the Germans haven't raced up into hexes 4T4 or R5, we should be able to safely move along the 4A6 road and woods to hex 4L1, dismount and advance into M1. This would leave the horses out of LOS only one hex away and give our Uhlans some decent lines of fire. Short of remaining on horseback, this is about the best they could do on turn 1. On turn 2, if necessary, they could reach the houses in 33P8 or 4P1.

THE TWO BIG POINTS

Overall, there are two crucial points to using Cavalry. First, consistently avoid giving your opponent a shot at your mounted units, as much as possible. You simply can't afford to give away the -2 DRM at your best squads. As previously mentioned, even low FP shots

(like that unlikely looking 2FP long-range MMG shot) will quickly melt away your dudes.

Doing this requires using whatever cover available, such as sliding along behind grain or a treeline, generating as much smoke as possible.

[not with your mounted units I hope, smoke grenades can only be generated by infantry, A24.1..]

Of course, this is most important (and most difficult) once you're within the enemy's normal range. It helps to move your less vulnerable units first, to draw fire. The less valuable green units can help take heat off of the advancing Uhlands in the first couple of turns by moving towards the most dangerous Germans. This is the Sacrificial Lamb strategy, and when it means losing a squad of Inexperienced dogfaces vs. your precious 9-2 and some mounted supermen, you can bet the ASL Gods approve.

The second critical tactic is dispersing enemy defensive fire. If you have to travel in the same county as a lot of bullets, it's best to spread out as much as possible. Since leaders don't add to your movement, there's rarely any reason to have the standard three squad and a leader stack moving around. Anything more than a single squad with an SMC simply cries out "Shoot me! Shoot me!" In any case with the excellent 12/18MF of a mounted squad, it's sometimes possible to work your way around behind enemy units, or at least into a flanking position.

To return to our Uhlands dashing INTO THE FRAY, we'll want to be good and sure about enemy lines of sight to our move up to cover in row M, preferring to lose a hex or two of movement, rather than a squad or two of Cavalry, especially on turn 1. Even if we're absolutely sure we can't be seen, we'll still want to move one squad at a time to limit our risk. Snipers can be pretty depressing to a man in a saddle.

EXECUTING A CHARGE

If you have to charge (A13.6, and sometimes you HAVE to, due to scenario requirements or the situation), give yourself every chance to succeed. When it comes to Cavalry, you will generally have two major points in your favor: mobility and numbers. Your one major failing is vulnerability. To optimize your charge, remember these traits.

For example, let's use a platoon of Italian Cavalleria from SAVOIA!. The platoon consists of a 9-2 and three 4-4-7s. It is the Italian turn 1 and we must charge the enemy (per SSR). Unfortunately for the Cavalry, there is no hindrance whatsoever to defensive fire, so point #1, avoiding LOS, is impossible. Casualties will be high.

The major tactics will be to disperse as much as possible and come from as many directions as we can. The idea is to give the defenders too much to shoot at. This is also essential for forcing any MG to change their CA. The grim reality of residual FP means that sequential attacks should always come from different covered arcs. Considering the likelihood of First, Subsequent, Final Protective Fire and the presence of machine guns with ROP, the defenders are likely to hit hard, but if we don't come at them in one stack and from one direction, they will eventually run out of shots. Note: for this example, SSR 5 is ignored.

We'll just use board 29 from SAVOIA! and only a few of the units. We'll also limit all of the die rolls to a 5-9 range.

Our mighty Cavalleria platoon is set up offboard in line abreast, squad C in Q4, A in Q5, D in Q6. Battaglin (9-2) sets up with A; during the rally phase, he will attempt to deploy this squad. We assume this succeeds, and this spreads out our force and give us more flexibility in the charge. Created are hsA and hsB. For the defenders, we'll put the 8-1 (Demidenko), MMG and one 4-4-7 in hex H5.

We'll send our Battaglin group against these tough defenders by having our half squad A declare a gallop, then enter at P5. Per SSR 4, we'll march right down hexrow 5 and declare a charge at K5 (three hexes away).

The Russian holds fire until hsA is adjacent, then hits them with a 16FP attack with a -3 DRM. The roll is 8 with a colored 2, which is a 3MC for the half squad and eliminated the horse counter (A13.511). HsA fails the 3MC and the bail-out roll and is removed; 4 residual factors are placed in I5 (A8.23). The 4-4-7 is given a first fire marker.

We lost a half-squad, but drew the Russian's best shot in the process. Unfortunately, due to SSR4, we can't entirely avoid his residuals. Holding Battaglin back, we march out squad C, which follows the 4 hexrow. The charge is declared in K5 and they take the 4(-2) shot in I5, keeping hex I6 clear for subsequent units. A roll of 7 gives a 1MC for the squad but spares the horses; a 6 DR is a pin result which is NE vs Cavalry (A13.52).

The Russian decides to fire again with his MMG (he cannot use subsequent first fire with his squad because he would be forced to use the MMG anyway and then be marked with a final fire counter, losing ROF, A8.3). The attack is 8(-3), a 6 DR with a colored 4 is a K/2 for squad C and eliminates the horses outright. The surviving hs fails the 2MC but makes the bail out roll, so is broken in I5. This hurts, but is par for the course with Cavalry.

Although marked with a first fire counter, the MMG is still in action, so we'll continue to feed in other units and save Battaglin. D begins in P6 and gallops down hexrow 6 to I6, where the Russian final fires 8(-3). A roll of 7 is a 2MC. The squad passes with a 5 (pin). 4 residuals are placed in I6. So far, so good.

D now enters the Russian hex with its 9th MF and must take FPF (TBPF). A 12(-3) shot yields a 9. This gives D a 2MC and reduces the horse counter, forcing a hs

of Italians to bail out. It also breaks Demidenko, his 4-4-7, and malfunctions the MG. 2 residuals are placed in the hex (the broken MMG is not included, A&Z.221).

The other hs passes the ZMC, and can now pay three MF to perform a charge attack. A 7 is rolled on the 6 chart; the resulting 1MC reduces the 4-4-7 to a 2-3-7. The Italian hs may remain in the hex or move on to charge another enemy unit. Since there aren't any, we will assume his subsequent charge attacks are ineffectual.

This is what we were working for! We used the smallest number of units we could to spread out and soak up the defensive fire. Now there is just some residual fire to survive for our remaining heroes to clean up the defenders.

Battaglin brings hsB down hexrow 6, first declaring gallop, then charge. They end in I6 with 4 residual FP; a 6 is rolled for a 1MC. Both pass. They enter H5 and take the 2(-2) residual; again both pass. They attack the Russians with a 6 (-2) and manage to roll a 1MC which fatally wounds Demidenko and eliminates the 2-3-7.

CONCLUSIONS

The Russian strongpoint is gone. The Italians have lost 1 1/2 squads outright, with another broken. But 2 hs are intact, as is the precious 9-2. Of course, it's much nicer going after units without a -1 leader and an MMG, but dispersing the defensive fire can help in any case. Without SSR 4, this same attack could have avoided most of the deadly residual fire and been more successful.

Obviously, this is just one of the many ways that this attack could be run, but it does illustrate the dangers and possibilities of a Cavalry charge. While the rolls in our example represent a narrow range and there was no terrain to consider, the keys of avoiding killing fire against horse stacks remain constant.

Important factors we didn't use include the ever-valuable smoke, suppressing fire from supporting units in the preceding prep fire phase, and the use of non-mounted units to divert the enemy's attention. The latter has some interesting possibilities, since the Cavalry can be as many as 15 hexes away at the start of the player turn (half a board!). This leaves a lot of room for diversions and feints, hopefully hastening your opponent's declaration "Holy horse chestnuts, Batman!"

DYO AND FUTURE SCENARIOS

The threat of Cavalry doing a speed move is one great reason to keep them mounted, or at least with horses on hand. The threat keeps the enemy on his toes, watching even distant flanks. In DYO, Cavalry can really open up a dull infantry battle; but the terrain must allow easy horse movement while avoiding LOS to enemy units. That -2 is a killer. The idea with free-ranging horsemen is to move as far as possible to your ideal position while utterly denying LOS. As Tonto probably said, "dismounting is always the better part of valor, Kemosabe!"

[I'm not sure if I want to know which you like better, Eric: high tech sci-fi fantasy or tattered Lone Ranger reruns..]

These are just a few examples of a large array of options for using Cavalry I'm, sure that in the future we'll see more scenarios with those nifty horse counters, maybe some Japanese riders. The main thing to remember is that Cavalry in ASL represent much the same thing they did in World War II-- majestic and glorious, tragically vulnerable. ENJOY!

Thank you, Kurt. Just one comment-- it seems to me that the tactics you chose for the defending Russians favored the Cavalry to a large degree. If I were Demidenko (with his foresight about the oncoming charge),

I would hold fire until the first charging ballsquad entered my hex. With a 24 (-3), I'd have a 722 % chance of eliminating it outright, leaving me with Subsequent shots outside my hex, including ROF as applicable. If unlucky, I'd still have 12 residual factors in my hex with which to slaughter the incoming Cavalry, a 12(-2) shot is damn effective. Final fire of 12(-3) is also available.

SAVOIA! is a harsh (and frustrating) scenario for the Italians, because the best Russian tactic is to simply wait for the TBPF shots. No need to scatter it all around. They must march right into it anyway--why not concentrate it where they must go?? In general, the best defense against charging Cavalry is to wait until you see the triply-enlarged whites of their eyes...after the first attack, you probably won't see any horsemen launch themselves into a hex covered by all that residual (unless you're playing that SAVOIA! debacle; one of my least favorite scenarios, I'm sorry to say...). The most feasible charge targets are those that are broken (ideal--Cavalry excels at disaster when among already confused/exhausted troops, which is why they were so effective when they swept against tired infantry units juggling muskets in the Napoleonic wars) or those marked with Final Fire counters. Anything else is virtual suicide.

ATP



☆CONTEST☆

Everyone's already concluded that the cover art is horrible, so send in your *.pcx files in DOS with your idea of what the cover should look like and win a year subscription!!

POINT REPLAY #1

BREAD FACTORY #2 [RB3]

GERMANS: *DEAN HALLEY*

RUSSIANS: *DAVE CONNELL*

COMMENTATOR: *MARC HANNA*

Welcome to the first session of what I hope will be a regular feature in **ATP**. I have always been fascinated with the success of "The Series Replay" column in that flagship of our hobby, **THE GENERAL**. Often when you play someone who really knows what they are doing (or even if they don't), you're never in a position to look into their mind and see what is motivating them to maneuver a particular way. In fact, you're usually only concerned with your own motivations (which are going to be either successes or frustrations in the scenario being played). You may wonder why he's done this or that, but not connect it with the fact two turns later when you're beaten. Contrariwise, when your opponent makes (what appears to you) to be an obvious blunder, the connection is immediately apparent to you when you take the objective hex so many turns later-- but he will be puzzled. Meanwhile, you still won't know what motivated him to make that mistake. Pressure? Overconfidence? Frustration? A reaction to bad luck?

Point Replay offers the reader the chance objectively join in an analysis of a game wherein the players share those personal motivations with us. Both Dave and Dean have sent me their comments individually; as far as I know their observations are reasonably independent (but not entirely, both players having discussed the game result prior to writing it up).

Additionally, I must inform the readers that this game was played by mail. That's right-- some of you will be astonished, I know. ASL is easily played by mail if both parties can agree, beforehand, that the honor system must be used. An excellent

system was proposed by Keith Larson in an issue of "On All Fronts," and it's in wide use today. Mr. Larson is currently trying to improve his system (something I don't think is possible--"when it ain't broke, don't fix it, Keith!"). PBM is uniquely suited for series replay because it's self-documenting--it's got to be a pain to record moves in an FTP game. Furthermore, as each player has ample time to agonize over their strategies, you are less likely to see silly blunders that are likely to make a replay meaningless (do you hope, like I do, that AH never bores us with a replay like that TAC AIR fiasco again?).

There are some differences to PBM that I'd like to make the readers aware of:

1. The attacker must preplot his movement phase, so he's more likely to have unforeseen residual FPs, hidden units can be more damaging, etc. However, the results of search dr are applied regardless of whether or not the MMC would have survived to make the dr. Because of this, the attacker tends to be much more careful plotting his moves. In general, I would give a slight balancing factor in favor of the defender in a PBM scenario, but it's not so pronounced as you might think.

2. LOS is generally well known, so those cheesy shots aren't usually so much of a factor.

[See page 18 for organizational comments...]

OPENING COMMENTS

German: The first time that Dave and I played ASL he slaughtered me as the Germans in the "Mad Minute." Our second game, which is still in progress, is a DYO scenario that could go either way. This will make number three, and will also be the first time that I've attacked Dave.

From an S2 point of view this doesn't give me a lot to go on, so I'm going to forget about anything fancy and stick to the type of attack that has worked for me in the past. And what works, when you outnumber your

opponent almost two-to-one, is to bludgeon him to death in a battle of attrition, then hope you have enough left over to hold what you take. It may not be original, but it should work.

There are two ways I could do this. The first is to go for the throat by attacking F42 and G43 ASAP. The advantage of this is obvious, but it's also obvious that Dave would be consolidating his forces while I was consolidating mine. Instead of hitting a small group of defenders I would be going against everything at once. That would be very risky for a plan that's risky anyway. The other way is to roll up Dave's flank by attacking the gully first, then building H41, finally F42 and G43. This route may take a little longer, but if I do it right I will have the opportunity to defeat Dave's forces in detail.

After looking at the pros and cons of each option I have decided to go with the second one. That way I won't have all my eggs in one basket.

The fun and games will start with my Panzergrenadiers (PG) attacking the gully while my reinforcements move behind the railroad embankment at D41, D40 and C42. This envelopment, when combined with my Kradschuetzenbataillon's (KB) set-up, will make it difficult and dangerous for Dave to reinforce building H41. The avenues of approach or retreat will be covered by my reinforcements, and along with the KB will be waiting to pounce on F42 and G43 if too many of Dave's units move (or rout) out of them. This will leave the units in the gully area and H41 cut off and on their own, allowing me to bludgeon them to death before moving on the objectives.

After capturing H41, I will hit F42 and G43 with the German version of the Human Wave. This will consist of PG attacking from the North, reinforcements from the West, and KB units from the South. If everything goes well, Dave will find his units cut off, encircled and eliminated (for failure to rout if nothing else), and F42/G43 will be mine. I will then regroup in G43 and

H41, and see what Dave does about it.

The catch to all of this is that I have to have it done before Dave's reinforcements reach G43, because when they do I'll no longer outnumber him; if I can't take the objectives when I outnumber him, how can I be expected to do it when I don't? That gives me 3.5 turns to take a gully and three buildings. It's going to be a tall order, and I'm glad that I have lots of squads to do it with; because I have the feeling that I'm going to need them all before I'm through. This is especially true if Dave's HIP units are in the gully area, or SSR #2 forces the KB to move early.

Russian: This scenario will be my initiation on the new RB board. I picked the Russians for this one because the area I will defend is quite a formidable position.

Dean and I have played once before, not enough for me to have picked up on many of his tricks. I anticipate that his main thrust will be in/along the gully on the north edge, swinging up to take buildings H41 and J40. This theory is based on an erroneous initial set-up when Dean, at first, set up some units offboard. We promptly re-did the set-ups; but the first time his force had been concentrated in the north.

Should he try this route, I have a few squads to cover the gully and the HIP units in H41 to provide fire support on that side. The idea here is to hold onto building H41 for as long as possible until the reinforcements can arrive. While his sweep is going on, I wish to try to eliminate the berzerker threat on the south side and hopefully clear the F44 block to use as a possible jumping off point for a late game counterattack. Here, the unit at I44 will be a key player.

With these thoughts in mind, I was at a loss on where to set up the ATG. I opted to place it at I43 to help cover the street. If a problem arises, I can always try to move it elsewhere. But don't expect much movement on my part, for I will be looking for those choice shots to cause as much damage as possible. This one should be fun.

Initial Set-up:

Russian

F41 SNIPER
F42 ?RR, LMG, 458II
G40 ?JJ, TRENCH, 447GG
G41 ?QQ, MMG, 447HH
G43 ?OO, 8-1, LMG, 458HH
H38 ?TT, ?UU, 447EE
H41.1 9-1, HMG, 458GG HIP
I43 ?LL, 45L ATG H42/H43, 228:12
I44 ?NN, MMG, 458JJ
J40 ?MM, ?AA, 447FF

German

C36 ?P, 9-2, LMG, 468X, HMG, 468Y
C37 ?EE, 467G
C38 ?Z, 467A
C39 ?FF, 247DD
C40 ?H, 247C
B36 ?NN, 7-0, LMG, 467E, 467DD
F44 ?UU, LMG, 467F
G45 ?MM, 9-1, DC, 54EZ
H45 ?B, 467BB
H42 SNIPER

Neutral Commentator: *I have played Dave Connell more often than Dean; FTF as well as PBM, since he lives in the area. Dean lives in Oregon, but I've played 2 PBM games with him. Both have contrasting styles; it should be very interesting to see how this game develops.*

I would classify Dave as a cautious, methodical player who isn't afraid to use some of those game turns to prepare his assaults. Sometimes he's a little too cautious—once he lost a PBM game with me because he took one too many a turn preparing his Japanese to assault the British position in OP Hill (a scenario which is still on

the playtesters' drawing board, unfortunately).

Dean, on the other hand, like the ex-marine he is, can be bold to the point of being reckless, but in such a way that he can make it work. For example, in our game of Defiance on Hill 30, which I adamantly told him was extremely pro-American, he crossed the open area to the north, taking me completely by surprise, suppressing my mortar position on the hill very early in the game. The issue is still in doubt, but he's got a real edge in that one now.

I find it interesting, astonishing even, that these players are focusing so much attention on the gully area. By dashing across the street at D42 and B43 with infantry smoke, the German can assault the objectives and use these buildings as a screen from the defensive shots emanating from H41. A FG in D41 with the 9-2 discourages reinforcement of the objectives. However, it seems that these guys are bound and determined to make a mess of that gully. One wonders if they just want to make use of the culvert "because it's there." I cannot argue, however, that H41 shouldn't be taken—it's an extremely valuable position for interdicting the Russian reinforcements. Taking it won't win you the game, though, you've gotta get F42 and G43. With only 3.5 turns to smash up through an open gully and then force a street crossing, Dean's got a tough job, no doubt.

With this in mind, I still think Dave should have set-up his trench in H42, allowing him to reinforce the objectives through RB cellars in H41 or the rubble in I43 by virtue of SSR RB6. He could also have set up some additional concealed squads in F42.1 and G43.1—the set-up restriction is by location, not hex. He should have set up the ATG using HIP, no sense it letting the German know right away where this valuable unit is located.

Nevertheless, Dave's set-up looks pretty good at discouraging a gully approach. It remains to be seen how long the Germans will attempt to force the issue

here if they have problems.

Turn 1—German

Rally Phase

001 Wind Change 3,6 NE

Prep Fire Phase

002 SSR#2 5 NE

Movement Phase

003 ?P from C36 to D36 assault move

004 ?EE from C37 to D37 assault move

005 ?Z from C38 to D38 assault move

006 ?FF from C30 to E39.0 (in culvert)

007 ?NN from B39 to D38.0 (in culvert)

008 ?H from C40 to D39 assault move

Defensive Fire Phase -none

Advancing Fire Phase -none

Rout Phase -none

Advance Phase

009 ?P from D36 to E37

010 ?EE from D37 to E38

011 ?FF from E39.0 to F39

012 ?NN from D38.0 to E39.0

013 ?Z from D39 to E39

014 ?H from D39 to E40

Close Combat Phase-none

Turn 1- Russian

Rally Phase

015 Wind Change 1,4 NE

Prep Fire Phase- none

Movement Phase

016 ?TT from H38 to I39 assault move

Defensive Fire Phase

017 247C (E40) vs G40 1FP(+2) 6,6 NE

018 467A (E39) vs G40 2FP(+2) 3,2 NE, SAN

019 SAN 4 NE

Advancing Fire Phase-none

Rout Phase-none

Advance Phase-none

Close Combat Phase-none

German: Regardless of how fast I need to move in this scenario it wouldn't have done me any good to try and rush the gully this turn. I was too far away to do it neatly, I really don't know what's there, and I would have been caught going over the railroad embankment. I thought it was better to just creep along.

Dave seemed content to watch where I was creeping to, which is fine with me. He may not know it, but he just gave up the only chance he'll have to get out of the gully in one piece (the stack in H38 seemed to have the right idea, it just stopped too soon).

I opened fire on G40 on the off chance that I would at least reveal what was there. I chose not to combine the two units in a fire group, because I happen to be the worst die roller in the history of wargames! In an attempt to offset this quirk I will often forgo the fire groups in favor of getting more dice rolls per turn. Based on my first shot this scenario, it's something I'm going to be doing quite often.

Russian: Well, it looks as though he will push along the gully. I'm holding my fire until something nice comes along. The big stack in E37 is probably his 9-2 and HMG, so I've pulled back the squad at H38. It can still cover the gully and not get hammered too early. Nothing to do but see how this attack develops.

Neutral commentator: *If Dean wanted to use his 9-2 FG to suppress the enemy for his upcoming assault, I can't imagine a worse place than E37 for these guys, where they can't see anything. Presumably they are part of the charge into the gully, and he doesn't want to risk Dave's potshots. Dave seems to be doing the right thing: time is on his side, after all. Dave didn't want to reveal a real unit to pop the ? off 247DD in F39— why bother?*

Dean is really tempting fate by taking

this low odds shot when the Russian SAN is 5. He almost gave himself a real reason to complain about his luck! Where the Russian sniper is positioned, his 9-2 stack would be at risk for nearly 30% of possible SAN target boxes, and his equally valuable 9-1 for about the same amount. The German has used up one fourth of his timetable— he'd better get moving next turn.

Turn 2- German

Rally Phase

Offboard Set-up:

? , 467II,467HH,467FF at -A40

? , 8-1,LMG,467GO at -A41

020 Wind Change 2,3 NE

Prep Fire Phase

021 SSR#2 4 NE

022 467A [E39] vs I39 2FP(+2) 3,1 PTC

023 447E PTC 1,2 NE, SAN

024 SAN 4 NE

Movement Phase

045 247C from E40 to F40 assault move

046 MMG, 447HH [G41] wall adv. vs 247C

047 MMG, 447HH vs 247C 16FP(-1) 4,6 1MC

048 247C 1MC 3,6 BKN, DM

049 447H (SFF) vs 247C 4FP(-1) 3,4 NMC

050 247C NMC 1,5 NE

051 247DD from F39 to H39

052 447EE [I39] vs 247DD 8FP(-2) 5,2 2MC

053 247DD 2MC 4,1 PIN, SAN

054 SAN 1 EFFECT 2,2 H40 TO H39

055 247DD BKN, DM

056 447EE (SFF) VS 247DD 4FP(+0) 2,5 NE

057 ?EE from E38 to F38

058 LMG,465X from E37 to F38

059 9-2, HMG,465Y from E37 TO F38

060 467DD from E39.0 to F39 assault move

061 467II CX from -A40 to C41

062 467HH CX from -A40 to C41

063 467FF CX from -A40 to C41

- 064 8-1, LMG, 467GG CX from A41 TO C42
 065 LMG, 467E from E39.D to F39 assault move
 066 447GG [G40] vs 467E 8FP(-1) 2,6 1MC
 067 487E 1MC 6,5 BKN,DM reduced 447E
 068 447GG (SFF) vs 447E 4FP(-1) 3,6 NE

Defensive Fire Phase-none

Advancing Fire Phase

- 069 467DD [F39] vs G40 4FP(+2) 3,1 NMC
 070 447GG NMC 6,3 BKN,DM
 071 Stack [F38] vs G41 7FP(+1) 2,2 2MC
 072 447HH 2MC 6,5 BKN,DM, rpled w/ 426HH

Rout Phase

- 073 LMG, 447E from F39 to E39 low cr.
 074 247C from F40 to C40
 075 447GG from G40 to H41
 076 426HH from G41 to I41
 077 247DD from H39 to G39 int. 5,5 elim

Advance Phase

- 078 467II CX from C41 to D41
 079 467HH CX from C41 to D40
 080 467FF CX from C41 to C42
 081 467DD from F39 to G39
 082 467G from F38 to E39
 083 Stack from F38 to G38
 084 ?MM from G45 to F44
 085 ?UU from F44 to G45

Close Combat Phase-none

Turn 2-Russian

Rally Phase

- 086 Wind Change 6,4 NE
 087 447GG [H41] self (+4) 1,5 NE, DM off
 088 426HH [I41] DM off
 089 447E [E39.0] 7-0(+4) 5,1 NE, DM off
 090 247C [E40] DM off

Prep Fire Phase

- 091 447EE [I39] vs G39 4FP(0) 5,2 PTC
 092 467DD PTC 3,3 NE

Movement Phase-none

Defensive Fire Phase

- 093 Stack [E39] vs I39 8FP(+2) 2,3 1MC, SAN
 094 SAN 1 Effect! 2,5 M37 to G39
 095 467DD BKN,DM
 096 447EE 1MC 5,3 BKN,DM

097 Stack [G38] vs F42.1 9FP(+1) 1MC, NE

098 Stacks D40,D41,C42 vs F42 9FP(+4) 4,1 PTC, SAN

099 SAN 6 NE

100 458II PTC 2,6 NE

Advancing Fire Phase

101 LMG, 458II [F42] vs D41 3FP(+2) 3,6 NE

Rout Phase

- 102 447EE from I39 to J38
 103 467DD from G39 to F38

Advance Phase

- 104 LMG, 458II from F42 to G43
 105 HIP units H41.1 TO H41 place ?

Close Combat Phase-none

German: It would have been nice to hold onto the gully, but in the overall scheme of things it just isn't really necessary. If that sounds like sour grapes, just remember that my objective there was not to take anything, but to isolate and destroy the units defending it. I thought I did a fairly good job of that by breaking 447HH, 447EE and 447GG at only a slightly higher cost to me.

But that doesn't mean I was exactly pleased with how the rest of the turn went. It was demoralizing to have 467DD and 247DD succumb to snipers after they survived everything Dave could throw at them. Their loss makes the gully a no-man's land with each of us controlling one end of it. That hurts me because I had planned to use DD in the attack on H41. The stack in J40 is also a problem. It is neither isolated or destroyed, and it's in a position to block any further attempts through the gully. Maybe that's just as well, because Dave's newly revealed HIP units now make G40 and H40 nothing but death traps anyway. I was

surprised that 447HH and its MMG opened up on 247C like that. If I had been in Dave's place I would have held fire and waited for other targets. This worked out well for me, because 247C will be back; it was worth having him broken to tie up these enemy units.

The shot I took at F42.1 was a clumsy attempt to try to locate Dave's HIP units. It should have been obvious (and probably was to everyone but me) that H41 was the logical place for them to be. All the routes that I could have taken in my attack are covered from there, and it's also a good rally point. I don't know if I would have moved the HIP units before they fired a shot, but I can understand why he did it. Building H41 is next on my hit list, and if he's going to hold it he'll need to rally some squads. I am assuming that the HIP units are the 9-1, HMG and a 458 squad. Their presence in H41 could put a real cramp on my time plan, but in retrospect it's better to deal with them there than in F42 or G43.

Russian: Dean continues along the gully and I decide to open up, with some success thanks to the sniper. But the whole north side breaks and runs, leaving H41 in a tough position. My 9-1 and his cohorts are advanced downstairs to rally 447GG and prepare for his next rush. It is tough to lose a HIP position without any results. Dean looks as though he will be able to apply pressure from three sides, since SSR#2 isn't working to my favor. Everyone will sit put, hope for a few rallies and watch what he does next.

Neutral Commentator: *So far, a pretty clean game with few rules violations (as we all know it's impossible NOT to break rules during a game of ASL). Dave makes up for forgetting to apply FFMO/FFNAM vs broken units (247C would have been elim, see A4.61) by taking an illegal shot from I39 to G39 and establishing a precedent (no LOS between these bears, see A4.3 and B11.1).*

This was the result I expected from the gully approach: not much. If anything, Dean had some lucky die rolls and broke a

more squads than deserved I bet Dave wishes he traded in his 8-1 for a 10-0 commissar at this point, to help rally the troops, and maintain his HIP position intact.

Dean's brilliant attack on F42 established that there were no enemy units hidden there, and Dave severely compounded this error by pulling back 458II and not advancing 700 from G43 to F42. Dave is wide open for the rear approach we discussed earlier, and I don't think either player has picked up on that at this point; their comments demonstrate a close focus on H41.

But check it out: Dean could assault G43 from his KB group (hopefully berzerk, but it doesn't matter) and force them to fire on this diversionary attack. After sending other diversionary units into G41, he could Dash from D41 and C42 through the shellholes to E43, and advance into F42 with a powerful stack. This is not without risks, mind you, but it might give the Germans secure initiative for the rest of the game.

Turn 3 - German

Rally Phase

- 106 Wind Change 4,5 NE
- 107 247C [C40] self(+0) 2,1 RALLY
- 108 447E [E39.0] 7-(+0) 3,3 RALLY
- 109 467DD [F38] DM off
- 110 447G [H41] 9-1(-2) 4,4 RALLY
- 111 447EE [J38] DM off

Prep Fire Phase

- 112 SSR #2 4 NE

Movement Phase

- 113 Stack from F44 to F43 assault mv.
- 114 Stack [G43] wall adv.
- 115 Stack [G43] vs Stack [F43] 24FP(-2) 3,1 1KIA
- 116 Random Selection 2,4 348Z ELIM, 9-1 BKN,DM
- 117 Random SW Dest. 6 NE
- 118 LMG, 467F from G45 to G44 assault mv.
- 119 Stack [G45] vs 467F 12FP (+0) 4,3 1MC

- 120 467F 1MC 4,3 BKN,DM
 - 121 467BB from H45 to I45 assault mv.
 - 122 MMG,458II [I44] vs 467BB 16FP(+0) 2,1 1KIA, SAN
 - 123 467BB ELIM
 - 124 SAN 5 NE
 - 125 247C CX from C40 to F40
 - 126 467A CX from E39 to G41
 - 127 467HH from D40 to E41 assault mv.
 - 128 467G from E39 to E41
 - 129 ?L, ATG [I43] vs 467G 8TH(+1) 4,4 NE, -1a
 - 130 LMG, 468K CX from G38 to E40
 - 131 Stack from G38 to F38 assault mv.
 - 132 467II from D41 to E42 DASH
 - 133 Stack [H41] vs 467II 7FP(-3) 6,1 2MC
 - 134 467II 2MC 3,2 PIN, SAN
 - 135 SAN 3 NE
 - 136 Stack from C42 to E43
 - 137 Stack from E39.0 to G39
 - 138 447FF [I40] vs Stack [G39] 4FP(-2) 2,2 Covers,K/I
 - 139 Random Selection 2,3 447E to 237E
 - 140 7-0 1MC 3,3 PIN
 - 141 237E 1MC 6,6 ELIM
- #### Defensive Fire Phase
- 142 Stack [H41] vs G41 8FP(+2) 1,4 1MC
 - 143 467A CX 1MC 2,3 NE, SAN
 - 144 SAN 4 NE
- #### Advancing Fire Phase
- 145 Stack F38 vs H41 2FP(+1) 4,1 PTC, SAN
 - 146 SAN 4 NE
 - 147 9-1 PTC 4,3 NE
 - 148 447GG PTC (-1) 6,2 NE
 - 149 458GG PTC (-1) 6,1 NE
 - 150 467A CX [G41] vs H41 4FP(+4) 1,1 NMC
 - 151 9-1 NMC 4,5 PIN
 - 152 447GG NMC 3,2 NE
 - 153 and 154— no such events (typo, folks!)
 - 155 458GG NMC 1,1 HOB
 - 156 458GG HOB(+1) 6,6 SURRENDER!

- 157 Stack [E41] vs I43 4FP(+3) 3,5 NE

Rout Phase

- 158 9-1 from F43 to F45
- 159 LMG, 467F from G44 to F45
- 160 458GG from H41 surrender-ELIM No Qtr.

Advance Phase

- 161 467FF from E43 to F43
- 162 Stack from E43 to F42
- 163 LMG, 468K CX from E40 to F40
- 164 Stack from E41 to E42
- 165 247C CX from F40 to G41

Close Combat Phase - none

Turn 3 - Russian

Rally Phase

Offboard Set-up:

- ?RR, 9-0, LMG,521AA,447DD,447CC in S41
- ?426AA,426BB,426CC in S42
- 166 Wind Change 4,3 NE
- 167 447GG [H41] recover HMG 1 OK
- 168 247C CX [G41] recover MMG 2 OK
- 169 467FF [F43] recover DC 4 OK
- 170 447EE [J38] self(+0) 6,4 NE
- 171 467DD [F38] 9-2(-3) 1,5 RALLY
- 172 9-1 [F45] self(+4) 2,2 RALLY
- 173 467FF [F45] 9-1(+2) 6,6 reduced 247FF BKN

Prep Fire Phase

- 174 Stack vs F42 24FP(+2) 3,5 NMC
- 175 8-1 NMC 1,6 NE
- 176 467GG NMC(-1) 5,1 NE
- 177 Stack [H41] vs E42 10FP(+0) 1,2 K/3
- 178 Random Selection 6,4,4 467II to 247II
- 179 247II 3MC 4,3 BKN,DM
- 180 467G 3MC 6,6 to 237G BKN,DM
- 181 467HH 3MC 1,3 PIN
- 182 9-1, HMG ROF vs G41 12FP(+2) 1,6 NMC
- 183 247C CX NMC 1,5 NE
- 184 467A CX NMC 3,1 NE
- 185 9-1, HMG ROF vs G41 12FP(+2) 3,5 PTC

- 186 247C CX PTC 3,5 PIN
 187 467A CX PTC 2,1 NE
 188 9-1,HMG ROF vs G41 12FP(+2) 2,4 1MC
 189 247C CX 1MC 6,1 BKN,DM
 190 467A CX 1MC 1,3 NE
 191 9-1, HMG ROF vs G41 12FP(+2) 6,5 NE

Movement Phase

- 192 447FF from J40 to I41
 193 LMG,468 CX vs 447FF 7FP(+3) 3,1 NMC
 194 447FF NMC 3,1 NE
 195 447FF from I41 to H41
 196 MMG,458IJ from I44 to I45 assault mv.
 197 Remove ? from Stack in S42
 198 426AA CX from S42 to M42
 199 426BB CX from S42 to M42
 200 426CC CX from S42 to M42
 201 Stack CX from S41 to K43

Defensive Fire Phase

- 202 Stack F38 vs H41 18FP(+1) 3,5 1MC
 203 9-1 1MC 5,2 NE
 204 447FF 1MC (-1) 6,4 BKN,DM
 205 447GG 1MC(-1) 4,3 PIN
 206 9-2, HMG ROF vs H41 7FP (+1) 2,2 2MC
 207 9-1 2MC 5,5 BKN,DM
 208 447FF BKN 2MC 3,3 to 237FF BKN,DM
 209 447GG 2MC 1,5 BKN, DM
 210 9-2, HMG ROF vs H41 7FP(+1) 6,1 NE
 211 Stacks in F42 AND F43 vs G43 22FP(+3) 5,5 NE
 212 Thrown DC [F43] VS G43 30FP(+3) 1,4 2MC, SAN
 213 SAN 2 EFFECTI 2,5 L36 to F38
 214 Random Selection 2,3,4 468Y PIN
 215 8-1 2MC 3,2 BKN,DM
 216 458II 2MC 3,1, NE
 217 458HH 2MC 4,4 BKN,DM
 218 Thrown DC vs F43 30FP(+3) 6,5 PTC
 219 467FF PTC 5,5 PIN
 220 467A CX [O41] vs H41 8FP(+4) 6,4 NE

Advancing Fire Phase

- 221 458IJ [I45] vs F43 2FP(0) 2,1 1MC, SAN
 222 SAN 4 NE 223 467FF 1MC 3,2 NE SAN
 224 SAN 1 EFFECTI 4,4 F42
 225 Random Selection 6,1 8-1 ELIM

Rout Phase

- 226 Stack from H41 to J41
 227 8-1,LMG,458HH from G43 to G43.1
 228 247II from E42 to B40
 229 237G from E42 to C41

Advance Phase

- 230 Stack from M42 to L41
 231 Stack from K43 to J42
 232 LMG,458II from G43 to F43 CC

Close Combat Phase

- 233 458II vs 467FF PIN 1:1 1,4 467FF to 247EE
 234 467FF PIN vs 458II 1:2 6,6 NE, 458 withdraw
 235 458II withdraw to G43
 236 Stack at L41 CONCEAL

German: As I was starting turn three, I realized that if I stuck to my original plan, I wouldn't be attacking F42 and G43 until next turn; which is also when Dave's reinforcements get near. That would have made it a do or die situation with no second chance. I don't like cutting things that close, so I decided to attack now instead of later. At least that way, if my attack failed, I would be able to regroup and try again.

The attack on building H41 went through F40, the attack on F42 went through E43. The Russian units in G43 had LOS to both hexes, and could have made my life miserable, so I sent the KB forward to get attention. They got it alright, but at least their sacrifice allowed both attacks to reach their objectives without too much trouble. After the MPH, when Dave finally turned his attention to G41, the stand made by 247C and 467A was spectacular! 467A was directly responsible for the collapse of Dave's defense in H41. It's a moment of glory that neither of us will soon forget.

I was surprised that, during the Russian Prep Fire Phase, he chose to ignore 467FF. Maybe he thought I wouldn't throw the DC. 467FF was left alone, allowed to throw it, and the rest is history. It's these acts of desperation that often make or break a game, and make ASL so much fun to play.

I was also surprised that 458II moved into CC with 467FF. If I hadn't rolled boxcars he'd still be sitting in the street, and G43 would be wide open. The logic behind that escapes me, but then I guess no one side corners the market on desperation.

Russian: Dean charges. With some good defensive fire, I've just about eliminated the F44 threat without even trying. His units in the gully are also having troubles. But while I attempt to cover the Bread factory buildings with some success, 467A sneaks into H41 and punishes me for avoiding him. During my player turn, I can't knock him out, and get hammered by his 9-2 group. I will lose H41 now.

His thrown DC also hurt and I try and relieve the pressure somewhat by attacking that squad in CC which I luckily pull out of.

Again, my sniper picks on his units. With the turn ending, H41 is all but gone and both victory buildings are under severe pressure. High German casualties may help me later when I can regroup and counterattack, but it will be grim.

Neutral Commentator: *Whew! That was a lot of action. Interestingly, in spite of his previous comments, Dean shifted the real focus of his attack to F42, taking advantage of the hidden approach when Dave pulled everybody back. Thanks for making me look brilliant, Dean. Nice move. He took a lot more casualties than he needed to, however, revealing concealed stacks that were assault moving and letting Dave have negative DRMs that didn't exist (see event #122).*

Both players are not using Subsequent First Fire properly in some cases- it is mandatory (not optional) to us SW in this case, see A.8.3. A few other rules were violated

in a minor way here and there, but event #190 deserves special mention. Here, Dean took a desperate shot and rolled snakes, which covers, so the best he deserved was a PTC. Instead, the players treated this as an NMC. No big deal until the 458 rolled HOB followed by boxcars, thereby surrendering to the enemy (Dean chose to gun him down instead, No Quarter penalties already apply, and 467A didn't need to be guarding prisoners at this critical juncture).

Dave might have made good when his sniper tagged the 8-1 in F42, but he forgot to make Dean roll the LMC on 467GG- perhaps a telling error. Also, event #212 should never have happened because this unit covered (not under leader direction like the rest of the FG). This thrown DC which did so much damage could not, by the rules, be thrown.

Oh well- this just goes to show that a person who really knows the rules can often avoid unnecessary losses, or cause more damage to the enemy. In FTF, knowing the rules better than your opponent can also bring a psychological edge to your play. Don't let your opponent get away with anything-**KNOW THE RULES!**

Both players are treating rubble as rout terrain, but this is not permitted in normal play. Although RB allows rubble to be treated as a building for some purposes, this is, not one of them.

Unfortunately, I can't say anything good about Dave's CC attack on 467FF. Even if he had won outright, why abandon G43 and let the units in the upper story expire with certainty?? Dave really avoided disaster when Dean rolled a 12 in CC, allowing him to pull back. As 458II would lose wall advantage to 467GG in F42 if it were stuck in F43, it would have almost certainly been gunned down in the advancing fire phase by 467HH and a revived and possibly bezerk 247FF in F45.

On the brighter side, Dave niftily got his reinforcements into the battle already- the stack at J42 is already within normal range of H41. If 458II can hold out against the meager

German units facing it, the German player will have problems. This one isn't over yet! Stay tuned to our next issue of ATP for the finale!

(ATP)



ORGANIZATIONAL COMMENTS FOR POINT REPLAY

1. Serial events are recorded numerically, showing actions taken, di(c)e roll(s) required, drn/DRM, and the result. For example, event #233 records Russian squad 458II attacking a pinned German 467FF, rolling 1,4 and reducing it to 247FF. To save space, if an entire stack performs an action, the event designates "stack." Players who are following the game on their boards will know what is in the stack.
2. DR are recorded as colored,white.
3. Stacks are listed in order from top to bottom, e.g., in event 232, 458II is carrying the LMG.
4. Offboard set-up may be designated with negative alphanumerics (e.g. Russian set-up during turn 2) which indicates that those units set-up offboard adjacent to the associated on board hex (thus, A40 and A41 in the Russian set-up).
5. Please send feedback on improving these organizational methods!!

THAT'S ALL FOR NOW FOLKS!

JOIN US NEXT ISSUE (MARCH 1991) FOR MORE ON ASL IN **ATP**.

NEXT ISSUE WILL FEATURE AN EXCELLENT ARTICLE BY ERIC BAKER ON BASIC TACTICS, MORE FROM MARK NIXON, THE FINALE OF THIS REPLAY, AND, OF COURSE (WHO ELSE) **FAUST.**

I AM REALLY LOOKING FORWARD TO YOUR SUBSCRIPTION AND YOUR PARTICIPATION IN **ATP.**

ALL THE BEST TO OUR TROOPS IN THE GULF.

I AM CONFIDENT IN THEIR SPEEDY AND DECISIVE VICTORY, AND WILL WELCOME THEM HOME WITH HONOR.

SO, I HOPE, WILL ALL OF YOU.