AH Philosophy Part 116

Our latest releases in the Microcomputer Division of The Avalon Hill Game Company consist to a large measure of historical and stat-based sports games, with the occasional esoteric item thrown in for spice. We plan to continue in this vein in the future. Also noteworthy is the number of supplementary disks available now for SUPER SUNDAY; UNDER FIRE and STATIS-PRO BASEBALL.

Macintosh

The opening of football season will also see a couple of newcomers. MAC PRO FOOTBALL is our first game for the Macintosh, as well as the first first team sports game designed exclusively for the computer! It’s also occupying a good deal of our time after work as always—a good sign!

MAC PRO FOOTBALL is a stat-based game containing all 40 Super Bowl teams. The play-calling is very detailed and the number of variables can be controlled depending upon the play level chosen. At the “Championship” level, each player goes through up to ten menus to set the offensive or defensive formation. Sounds like a lot, but with the Mac’s point-and-click menus, it takes about ten seconds to make a call. On a running play, you choose the back, the counter option and his slot. There are nine slots, with the draw play giving the back the option of choosing his own route.

Pass plays are even more fun when you can draw the pattern the receiver will follow. This is done by...
Pining for a melon?
Hey, that's not a melon . . .

. . . and it's not a pineapple, either! This gourmet surprise is just one of a mouth-watering array of food fantasies called . . .

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JIGSAW PUZZLES

1,000 Interlocking Pieces

. . . a delectable line of gallery-quality images, created by artist photographer Ed Pardee. Each has been painstakingly sculptured, fitted together and captured in life-like colors, then faithfully reproduced by The Avalon Hill Game Company.

Expect the unexpected with each Incredible Edible Jigsaw Puzzle. All 12 are extremely challenging.

No "trick" photography or studio "touch up" has been employed in creating such fantasies as Cabbage-copia (Brusselmother and all the little sprouts), Bread and Cheese (proof, once again, that man does not live by bread alone), Daisyberries (some call them Eggberries), Brocolli Trees heavy with their summer crop of red-ripe cherries . . . and a Pepper Tomato that's filled with spicy surprises!
An egg, right?
Hey... wait a minute...

... it's a Lemon Egg! Is such a thing possible? Sure it is! This gourmet surprise is just one of a mouth-watering array of food fantasies called...

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JIGSAW PUZZLES

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INCREASABLE EDIBLES

JIGSAW PUZZLES

Expect the unexpected with each Incredible Edible Jigsaw Puzzle. All 12 are extremely challenging. No "trick" photography or studio "touch up" has been employed in creating such fantasies as Cocofruit (also known as a grapenut), Kiwi Potatoes (for everyone who's tired of potatoes always fixed the same old way), a pea-bearing mushroom orchard or Pomme d'orange... a juicy hybrid apple orange that guarantees double takes!

That's it in a nutshell! Well, actually there are brussels sprouts in the nutshells, but you'll have to see Incredible Edibles to believe it!
FIRST IMPRESSIONS

An Introduction to ADVANCED SQUAD LEADER: Armor Training

By Robert Medrow

Varoom! Clankityclankityclank! Blam! Blam! Puckatapuckata! Is there a wargamer anywhere who is so serious about this sort of thing that he has never made noises like a tank? While wargames have been often referred to as "serious fun", we ought not to forget the second of those two words. Keep both in mind as you make your way through yet another collection of numbers.

INTRODUCTION

The general topic of this article is armor. As with all articles in this series we will concentrate on its special capabilities. The first article in the series (found in Vol. 22, No. 6) looked at the infantry game. This series will include at least one more article, to be devoted largely to the functioning of off-board artillery. Ultimately, these articles, with the comparison material removed, other things added, errors corrected, etc., will be combined to become Chapter M of the rulebook. In order that this final version of things can be as useful as possible, I need your help. I would like to hear from you readers with regard to four main items. [Mr. Medrow's address is 1322 Highland Drive, Rolla, MO 65401.] First, if you encounter any errors in this series of articles or things which you feel just have to be wrong, I’d like to learn of them. Secondly, if there are any general aspects of the system’s performance which you feel have not been dealt with adequately, for whatever reason, tell me. Thirdly, if there are any special situations which are so pivotal that they should be included, make your feelings known. Finally, if you come up with any general conclusions or clever ideas about how the game should be played, write. I have already received some important comments concerning material in the first article, and hope for more. I will try to respond to all your communications, but it may take me a while. As soon as this article goes into the mail, it will be time to start playtesting the scenarios to appear, along with Chapter E, in the main U.S. module.

THE EVOLUTION OF ARMOR

The cardboard AFV is not what it was when SL rolled out the door. I share your sorrow that things weren’t perfect the first time around. However, as an engineer, I’m not surprised by this—just as I’m not surprised that Wilbur and Orville failed to build a Piper Cub. When, as I did many times in the preparation of this article, I went back into the earlier rulebooks, I was struck by how awkward and incomplete some of those treatments were. However, I also remember the enormous amount of effort it took so many of us to reach those points. Without that experience, something like ASL would not have been possible.

Figure 4 shows some samples of vehicles. The first of these is the PzKw IVF2 as it appeared in SL, followed by a StuG IIIg from COI, after which there’s a pair of AFVs from BEYOND VALOR: the current version of a IVF2 and a Russian T-34 M41.

The major evolutionary step occurred between SL and COI. SQUAD LEADER’s AFVs were pretty much middle-of-the-line vehicles, which made it practical to build their characteristics into the mechanisms of the rules. With the success of SL and COI, SQUAD LEADER’s AFVs were pretty much middle-of-the-line vehicles, which made it practical to build their characteristics into the mechanics of the rules. With the success of SL and COI, the architects of the system’s performance which you feel have not been dealt with adequately, for whatever reason, tell me. Finally, if you come up with any general conclusions or clever ideas about how the game should be played, write. I have already received some important comments concerning material in the first article, and hope for more. I will try to respond to all your communications, but it may take me a while. As soon as this article goes into the mail, it will be time to start playtesting the scenarios to appear, along with Chapter E, in the main U.S. module.

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present in GI, as were considerations of the speed of turret traverse and the size of the turret/crew arrangement. The difference is that, in ASL, a vehicle's attributes in these areas are shown on the front of the counter. A circle around the vehicle ID letter means a high ground pressure (continuing the tradition that a circle is "bad"), while a box means low ground pressure. In our example, the ASL German tank has a large, thin white circle on it while a white square having a greater line thickness appears on the Russian counter. The circle means the vehicle has a Fast Turret Traverse. The Russian tank, however, is burdened with a Restricted Slow Traverse; not only does it suffer a grater penalty if it must change the turret's covered arc, but neither the main armament nor the coaxial MG can be fired when the vehicle commander has his head out of the turret. A small star (*) by any particular value means that there is information of importance on the back of the counter. Finally, the shape of the white background the MP value provides instant information as to the type of vehicle.

These counters are now good examples of what is called "human factors engineering". When looked at, they provide strong symbolic and numerical information, thereby prompting us to use the vehicle as the rules intended it be used. As with so many things, it's all so simple in hindsight.

**TO HIT AND TO KILL**

For all the words about things that have changed along the way, I think it worth mentioning that the vast majority of them are changes made around the same basic skeleton. It is a testimony to both the original design and the original development that the vehicle has endured. One such set of old bones is the two-step resolution procedure for ordnance in which one must first determine whether or not a target has been hit and then, if hit, whether or not it has been damaged.

Figure 5 shows the To Hit information for SL, GI, and ASL. The obvious change is that the number of target types has fallen. What is not nearly so obvious is the amount of juggling of DRM, and the use made of them, in arriving at this point. When GI appeared, it was realized that it was in connection with the To Hit portion of play that the changes it introduced had the greatest impact upon play of the game. For those of you who are not familiar with GI, the fundamental change was to use terrain DRM as modifiers to the To Hit process rather than to the subsequent damage determination. Thus, for instance, the system works as if infantry in a building are harder to hit rather than motionless infantry in the open; but once hit, they are equally vulnerable, the terrain DRM having already been used in the To Hit process. What this is interpreted to mean is that infantry under cover are harder to see and/or harder to place a round close to. As we shall see in a bit, this alteration improved things, at least according to my perception of reality, when it was introduced in GI. An additional change, in the area of Critical Hits, has made it even better.

Before getting into such specifics, we must first take a look at what has happened to the To Kill procedure. Since our focus is on armor, we will consider how the second part of the procedure works when the target is an armored one and, therefore, the ordnance will fire AP rounds. Figure 6 shows the three items which correspond to the three parts of Figure 5. In keeping with the revised method of representing armor, the ASL To Kill Table shows only a single number, called the "Basic TK#", for each gun listed. With a little fudging for special cases, the number for each gun represents, in centimeters, the amount of vertical armor, in inches, that could penetrate at 500 meters, plus a base of five. Because AP round uses kinetic energy to do its damage, its effectiveness decreases with distance, as shown in C7.31. Range represents the most common factor that influences the Basic TK# and is the only one to be considered at the moment.

Once the Modified TK# has been found, the Final TK# is derived by subtracting that Modified value from the Armor Factor of the portion of the vehicle struck by the round. A dice roll below this number eliminates the vehicle, while if equal to or greater than it by one may also cause permanent injury. In use, the present arrangement—for all types of targets, not just armored ones—is superior to what we've seen before. Since my playing time is fairly limited, I am particularly appreciative of the fact that play is faster and cleaner.

**GUNS AND THE AFV**

Now that we've seen the tables as set forth in the rules, it's time to look at how things work out. The first situation to be considered is that of AP fire directed against an armored target. However, bear in mind that the results to be presented can be used in any situation in which some sort of To Hit/To Kill procedure is employed.

In the following discussion, it has been assumed that a result which leaves a vehicle Immobilized is close enough to being made as useful as an outright kill that no distinction between the two need be made. This conclusion is based upon my observations of play; more specifically: the case with which a sitting duck is hit, the nature of victory conditions, the generally cluttered terrain over which we fight, and the danger to an Immobilized vehicle posed by infantry. When the To Kill roll is one greater than the Final TK#, the vehicle becomes Stopped if it fails to pass a Normal Task Check (NTC). Because this is the only place in the resolution procedure at which the crew morale is used, all the critical hits have been assumed (which is generally the correct one).

As mentioned in the first article, some probabilities are directly calculated, while others are the result of having created a situation for the computer to play through a few thousand times while it keeps track of the outcomes. All of the values reported here are the result of exact calculations. As before, probabilities are expressed as percentages.

**Vehicles in Full View**

All the results you'll ever need are in the two parts of Table 13. However, it's worth our while to take a careful look at how we go about finding the correct numbers. To begin with, the table is divided into two parts because of the possibility that the upper and lower parts of an AFV may have different Armor Factors. For a vehicle in full view, then, we need to find one value from part (a) and add it to a value from (b).

From Figure 5 we know that the To Hit roll is subject to a number of DRM. In order to present the results compactly, let's treat the To Hit DRM as a modifier of the To Hit value, rather than as a modifier of the dice roll. Thus, they are used as are the range and Gun Type modifiers of ASL's Table C3.

To illustrate, suppose that, after considering Target Type, Gun Type and range, the To Hit value is "19". Suppose further that the target is in "Motion", meaning a Table C6 DRM of +2. Thus, the probability of a hit is the probability of rolling a "7" or less since, to any dice roll, we must add +2. However, "7" or less is also the value required if we consider a net To Hit value obtained by subtracting the DRM from the To Hit found from Table C3. Thus, when using the tables in this article, first add up all the appropriate DRM. If that number is positive, subtract it from the C3 value. For the example above, we'd look for values in the "7+" column. If the same target happened to be motionless in the Boresighted hex, the net DRM would be -2. The net To Hit value would then be 9 (+(-2)=11), so that we would look in the "11" column.

To complete our example, suppose that the Modified TK# is "16" and the Armor Factor is "8" for both the upper and lower portions of the target. From part (a), with a net To Hit of "7" and a Final To Kill of "8" (16 - 8 = 8), we have plotted the probability of a lethal hit on the upper portion of the target.
the vehicle to be 16.0%. For the same values, (b) yields 27.1%. Adding the two, we see that this shot has a 41.1% chance of being successful. However, if you’re a careful reader, you’ll note that the title for (b) refers to a Basic TK# of “6”, which is certainly not possible if the modified value is “16”. Does this mean that the table is silly or useful for only one Basic TK#? To answer that question we have to examine what part the Basic TK# plays in resolving the things in the To Kill procedure. Why we have to worry about the actual Basic TK# at all has to do with the way in which Critical Hits are handled. For a target in full view, a CH is obtained on the hull whenever the To Hit roll is a natural “2” (the only exception is if “2” is required to hit, in which case there is only a one-sixth chance of a CH). The attack is then resolved using the new Final TK# the sum of the old Final TK# & the Basic TK#. The reason for this is that a CH results in a doubling of the Basic TK#. However, the original modifiers still apply. Probably the easiest way to see how things work is with the aid of some equations:

old Final TK# = Basic TK# + modifiers
new Final TK# = Basic TK# × 2 + modifiers
= Basic TK# × 2 + modifiers
= Basic TK# × old Basic TK#

Let’s look at what would happen, in our example, if a CH were obtained. For a Basic TK# equal to “3”, the new Final TK# would be “11”. For any larger Basic TK#, the new Final TK# would be equal to or greater than “12”. Since a roll of “12” is always a no effect dud, a new Final TK# of “19” is more deadly than one of “11”. Thus the value of 25.1 is correct, even though the ‘wrong’ Basic TK# was used.

The only time the actual value of the Basic TK# affects the numbers in the table is when the sum of the old Final TK# and the Basic TK# is less than “11”. The value of “6” was chosen because, using it, the values in part (b) are accurate to within +1% for all Basic TK#s. What, finally, of all of this means is that Critical Hits really have only a limited impact on the play of the game; thus, they should play no part in your planning.

Hulldown Vehicles

To score a hit on the upper portion of a vehicle in full view requires that one roll at or below the net To Hit value, and that the colored die must be less than the white one. The requirement for hitting a hulldown vehicle is the same, except that a Critical Hit is still obtained on a natural “2”. The numbers in Table 14 show the probability of a successful attack using the same Basic TK# employed in Table 13 (b). As with the values in Table 13, these are also correct within +1%.

Table 14—Hull down destruction probability for a Basic Kill Number of 6

To stay with the previous example, suppose that everything is the same, except that the vehicle is now hulldown. Reading down the “7” column and along the “8” row, we get a value of 18.7%. The increase in this value over that found in Table 13 (a) is the result of the Critical Hit value. Quite obviously, the vehicle is a good deal safer when hulldown. One of the things about which I was curious was the general extent of this improvement in security. To explore that, I had my faithful computer calculate the percentages found in Table 15. These values do suppose that upper and lower armor factors are the same. My basic rule, from looking at these numbers, is that the hulldown position becomes attractive whenever the Final TK# is greater than “3”.

A Complete Example

Because the information in Tables 13 and 14 is likely to be among the most widely used to obtain key information about various specific situations, it seems wise to include a fairly comprehensive example. This example supposes that a German 7.5 cm PaK 37/38 AT Gun (Basic TK# of 14) is firing at a moving T-34 at a range of 7-12 hexes, at a moving Russian T-34/41. In the event of a hit, the values in part (a) of Table 16 are used.

Table 15—Hull down kill probability as a percentage of non-hull down kill or immobilization probabilities for a Basic Kill Number of 6

Table 16—Determination of kill/immobilization probabilities by a German 7.5 cm PaK 97/38 firing, at a range of 7-12 hexes, at a moving Russian T-34/M41
When and Why?

We all, I expect, have a pretty good idea of what would happen to a player who, during the course of a scenario, asked his opponent to halt his vehicle movement every hex so that the player could use these tables to calculate the probability of a successful attack by his hidden AT Gun. Goodness knows that I'm a slow player, and I'd never do something like that. For what purpose, then, have these numbers been found?

Despite the name of the game, the part you are really playing is that of a company or battalion commander. One of the differences between you and your real-world counterpart is that he, hopefully, had to spend a fair amount of time getting to that rank. To the extent that at least some of that time was spent learning his trade, he should know rather more about what to expect from his various weapons systems, enemy weapons systems, men, etc. than would the average person who acquired his command by virtue of the purchase of the game's mechanics have altered as the system has developed. The situation postulated is that the Germans are using the red To Hit numbers, and the Russians are using the blue. The second is to explore how the effects of the game's mechanics have changed as the system has developed. The situation postulated is that the Russians use the red To Hit numbers gradually causes the Russian's likelihood of success to decay more rapidly.

The next three columns refer to things as they stood at the time of COI. In that game, the T-34 was differentiated into three types reflecting the fact that the vehicle did, in fact, evolve by a considerable amount throughout the war. With regard to a duel with a single T-64, the results are the same as they were in the SL days in the T-24 hex range; but look at what happens outside that range. The kill probabilities now rise much more sharply as the range is reduced below seven hexes, making the short-range battle much more lethal. On the other hand, the ability to do damage at long range falls off quite rapidly. In COI, the T-72B had both a better gun and better armor. This, as the third column shows, was enough to compensate for the lesser To Hit numbers. The fourth column shows the extent to which such an advantage is dependent upon position. Superiority is reversed when the vehicle is hulldown. Sadly, for the Russians, the COI rules didn't do much for the Soviet armor when the positions were reversed. The Russian armor gains the height advantage modifier, but was ruled ineligible for hulldown status because of the generally poor gun depression capabilities of Russian armor.

Having carried out these calculations when COI was new, we was naturally curious to see how that height advantage had changed by this time. Among the immediately noticeable was that the height advantage was no more and that the gaining of hulldown status on a hill, which was open to the Russians, was no longer automatic for anyone. From the calculations we see that, between the changes in armor and gun effects, the F2 is now superior to both the earlier makes of T-34. However, my favorite results are those in the last two columns. As before, the hulldown German vehicle enjoys a considerable advantage over the more exposed Russian AFV. Reversing the position puts the Russian in the superior position, but only out to 24 hexes, after which the edge, slight though it is apt to be, goes to the German. The explanation for this is to be found in the difference between the black and red To Hit numbers—but I wonder how many of us would have ever discovered this piece of information through these types of calculations.

Having compared the numbers as a function of which version of SL we're considering, let's now consider how the numbers change with range. I should start by telling you that I have no idea as to the proper sizes of these numbers at close ranges. My knowledge is totally inadequate with regard to such things as whether those German AP rounds should go through that Russian armor as if it wasn't there; or whether they should all bounce harmlessly away. What isn't quite clear to me, however, is that the SL values show far too few little variation with range. All of the other results seem to fol-

---

**Figure 5—The old and the new To Hit Tables**

**TO HIT TABLE 33.3**

<table>
<thead>
<tr>
<th>Target Type/Range</th>
<th>1-6</th>
<th>7-12</th>
<th>13-24</th>
<th>25+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Infantry in bldg.</td>
<td>1</td>
<td>2</td>
<td>3</td>
<td>4</td>
</tr>
<tr>
<td>shellholes, entrenched infantry</td>
<td>6</td>
<td>8</td>
<td>10</td>
<td>12</td>
</tr>
<tr>
<td>Infantry in woods</td>
<td>9</td>
<td>11</td>
<td>13</td>
<td>15</td>
</tr>
<tr>
<td>Infantry in other</td>
<td>16</td>
<td>18</td>
<td>20</td>
<td>22</td>
</tr>
<tr>
<td>Vehicle is hull down</td>
<td>23</td>
<td>25</td>
<td>27</td>
<td>29</td>
</tr>
<tr>
<td>Vehicle in woods bldg.</td>
<td>30</td>
<td>32</td>
<td>34</td>
<td>36</td>
</tr>
<tr>
<td>Vehicle in other</td>
<td>37</td>
<td>39</td>
<td>41</td>
<td>43</td>
</tr>
<tr>
<td>AT Gun</td>
<td>44</td>
<td>46</td>
<td>48</td>
<td>50</td>
</tr>
</tbody>
</table>

(a) The SQUAD LEADER To Hit Table

**TO HIT TABLE 145.1**

<table>
<thead>
<tr>
<th>Target Type/Range</th>
<th>0-6</th>
<th>7-12</th>
<th>13-18</th>
<th>19-24</th>
<th>25-30</th>
<th>31-36</th>
<th>37-42</th>
<th>43-48</th>
<th>49-54</th>
<th>55+</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
<td>10</td>
</tr>
<tr>
<td>Infantry</td>
<td>11</td>
<td>12</td>
<td>13</td>
<td>14</td>
<td>15</td>
<td>16</td>
<td>17</td>
<td>18</td>
<td>19</td>
<td>20</td>
</tr>
<tr>
<td>Building, Smoke</td>
<td>21</td>
<td>22</td>
<td>23</td>
<td>24</td>
<td>25</td>
<td>26</td>
<td>27</td>
<td>28</td>
<td>29</td>
<td>30</td>
</tr>
</tbody>
</table>

(b) The GI: ANVIL OF VICTORY To Hit Table

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**HIT DETERMINATION DICE ROLL MODIFIERS 33.31**

A. Firing during Defensive Fire Phase vs Moving target | +2 |
B. *gun firing at target over 6 hexes away | +2 |
C. *gun firing at target over 12 hexes away | +4 |
D. Tank firing during Defensive Fire Phase after pivoting | +4 |
E. Tank firing during Advancing Fire Phase after pivoting | +6 |
F. Tank firing during Defensive Fire Phase after pivoting | +8 |
G. SP Gun AT Gun firing during Advancing Fire Phase | +10 |
H. Target is concealed | +10 |
J. Target is in adjacent hex | +10 |

**GUN & AMMO TYPE MODIFICATIONS**

<table>
<thead>
<tr>
<th>APDS</th>
<th>Range/Type</th>
<th>*</th>
<th>L</th>
<th>LL</th>
<th>APCR</th>
<th>Smoke</th>
</tr>
</thead>
<tbody>
<tr>
<td>7-12 hexes</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>13-24 hexes</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>25-36 hexes</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td></td>
</tr>
<tr>
<td>37+ hexes</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td>+1</td>
<td></td>
</tr>
</tbody>
</table>

**TARGET HIT DETERMINATION DRM's:**

J. Moving vehicle (OIF or Motion target; 135.5) | +2 |
J. *Moving infantry not using Asault Movement (135.4) | +2 |
J. **Moving infantry in open (hazardous movement) | +2 |
K. *Consolidated (train, snow 6 + hex target; 114.48 & .53/AtoFire) | +3 |
L. Adjacent hex | +4 |
M. Bore-sighted hex (74.9) | +5 |
N. Acquired (69.1) | +5 |
O. *Target size {5} | +2 |
R. **Terrain in target hex (145.1) per vehicule target | +2 |
### C3 TO HIT TABLE

<table>
<thead>
<tr>
<th>TARGET TYPE/RANGE</th>
<th>0-6</th>
<th>7-12</th>
<th>13-18</th>
<th>19-24</th>
<th>25-30</th>
<th>31-36</th>
<th>37-42</th>
<th>43-48</th>
<th>49-54</th>
<th>&gt; 54</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle **</td>
<td>10</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>8</td>
<td>7</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>5</td>
</tr>
<tr>
<td>Infantry (Other)</td>
<td>8</td>
<td>8</td>
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<td>4</td>
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<tr>
<td>Area (Mortar, SMOKE)</td>
<td>7</td>
<td>7</td>
<td>8</td>
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<td>7</td>
<td>7</td>
<td>6</td>
<td>6</td>
<td>5</td>
<td>5</td>
</tr>
</tbody>
</table>

### C4 GUN & AMMO BASIC TO HIT NUMBER MODIFICATIONS:

- **Gun**
  - 0
  - 0

- **L Gun**
  - 0
  - 0

- **LL Gun**
  - 0
  - 0

- **APDS/APCR**
  - 0
  - 0

- **SMOKE**
  - +2
  - +2

- **57mm**
  - 0
  - 0

- **40mm**
  - 0
  - 0

### C5 FIRER-BASED HIT DETERMINATION DRM:

- **A.** Firer outside CA per hexspine changed: 
  - [T: +1/+1/+1] [ST: +2/+1/+1] (×2 if firer is in woods/building/rubble)
  - NA to Bounding First Fire

- **B.** Fire in AFPh without entering a hex in that Player Turn (C5.2): 
  - +2

- **C.** Bounding Firer (C5.3): 
  - Case B plus [Stabilized Gun: +1] [T:ST: +2] [NT: +3]

- **D.** Bounding First Firer, Restricted Aim (2.5–3 MP in LOS of target): 
  - Case C +1

- **E.** Bounding First Firer, Limited Aim (≤ 2 MP in LOS of target): 
  - Case C +2

- **F.** Firing LATW in AFPh/Backblast weapon from rubble/ground level building (each): 
  - +2

- **G.** Motion/Non-Stopped Firer: 
  - [Stabilized Gun: C/C/C +1] [Other: C/C/C & lower dr ×2]

- **H.** Pinned Firer/Spotter (Multiple ROF/Case F are NA) (C5.4): 
  - +2

- **I.** Fire within hex (×2 if in woods/building/rubble; Cases J, J, L, & M are NA): 
  - +2

- **J.** Intensive Fire (B# -2; Case B, D, AFPh, stunned, pinned firer are NA) (C5.5): 
  - +2

- **K.** Deliberate Immobilization (Range: ≤ 6 hexes; Case N is NA) (C5.7): 
  - +5

- **L.** Captured/Non-qualified Infantry (B# -2; red TH#) (C5.8): 
  - (+4 if both apply)

- **M.** Buttoned Up AFV (MA only; RST/1MT must be BU to fire MA) (C5.9): 
  - +1

### C6 TARGET-BASED HIT DETERMINATION DRM:

- **J.** Moving/Motion Vehicle or Dashing Infantry (C6.1): 
  - +2

- **P.** Defensive First Fire vs Moving Vehicle (≤ 3 MP in Firer’s LOS): 
  - Case J +1

- **Q.** Defensive First Fire vs Moving Vehicle (≤ 1 MP in Firer’s LOS) [J]: 
  - Case J +2

- **R.** FFNAM (Case J is NA) (C6.13): 
  - -1

- **S.** FFMO (Case J is NA) (C6.14): 
  - -1

- **T.** vs Concealed Target (or Area Fire; C.4) (C6.2): 
  - +2

- **U.** Point Blank Range (Non-Stopped/Motion target NA) (C6.3): 
  - [2 Hex Range: -1]

- **V.** M. Bore Sighted Location (Case N, E is NA) (C6.4): 
  - -2

- **W.** Acquired Target (NA to Case G) (C6.5): 
  - as per Acquisition Counter

- **X.** Target using Hazardous Movement (all Case J are NA) (C6.6): 
  - -2

- **Y.** Target Size Modifier (−2 to +2) (C6.7): 
  - per Vehicle/Gun Target Counter

- **Z.** TEM (C6.8): 
  - Per TEM

- **AA.** LOS Hindrance (C6.9): 
  - Per LOS Hindrance

### Other:

- **B.** vs Overstacked Personnel: -1 per overstacked squad (A5.131)
- **C.** vs Motorcyclist: -1 (D15.5)
- **D.** vs Cavalry: -2 (A13.5)
low a physically plausible variation with range.

Supposing that calculations like those in the last four columns had been carried out prior to the play of a scenario in which these vehicles were the major armored assets of each side, what conclusion could one draw? To answer that, one would have to specify the terrain. If it were close, of the sort typically found in the BEYOND VALOR scenarios, the M40s would not be able to go one-on-one against the F2s, whereas the M41s could. If the situation were one in which one force faced the other across a good-sized piece of open terrain, the German player would like the idea of a long-range gun duel, whereas the Russian player would not. Knowing these kinds of things hardly guarantees victory; but not knowing them surely won’t help.

Rate of Fire

Ordnance with the capacity to get off more than one shot in a given Fire Phase has been around for a long time. With ASL, it became a conditional thing. The bad news, for those who like to shoot, is that you only get that second, or subsequent, shot if the colored die of the To Hit roll is no greater than the Rate of Fire value (which is to be found in a box above the Gun Caliber size listing on any ordnance-bearing counter). The good news is that the multiple shot capability is at least potentially available to many more weapons. Making multiple shots conditional is, quite clearly, another step toward reducing the players’ control of the details of the game. If realism is your aim, you must, however, accept the fact that a battlefield (particularly at this level) is a place in which just an awful lot of weird things take place.

All of the results we’ve considered up to this point have been for single shots. If you find it natural to wonder how this ROF business increased the chances of the destruction of a single target in a given Fire Phase, one of the things which tends to broaden the possible range of outcomes over an entire paper battlefield is that the better you shoot, the better will be your chances of getting off yet another shot. When you miss, there’s a good chance that your first shot will be your last shot by that weapon in that phase. However, the same AT Gun that misses its first shot in a phase might, in the next phase, destroy three enemy vehicles.

In order to maximize the possible effects of ROF, I considered the case of a hull-down target. The reasoning was that, because an upper body hit is required against a hull-down target, there will be more missed shots which have a low enough colored die roll to generate a second shot than would otherwise be the case. Again in order to look for the maximum effect, the largest ROF (three) was used. Table 18 shows the results of the Fire Phase To Hit and To Kill values, the probabilities that a subsequent shot will be possible after the first has been missed. If we don’t consider the nature of the outcome of the first shot, there will be a 50% chance of getting another since the colored die will have a value of three or less half the time. As one moves towards the upper left-hand corner of the table, this is the value approached as would be expected. What I did not expect to find was the large number of unsuccessful shots which would still leave one with at least 25% chance of another shot.

In Table 19 we have results comparable to those found in Table 14. The results of Table 19 suppose that one continues firing at the same target until it’s hit; one can no longer fire, or five shots in a row have come up empty. My conclusion from looking at the two sets of numbers is that, assuming that the weapon works on a single hull-down target, a ROF of “3” is just about as good as an increase of three in the Final TK. A look at comparable numbers for ROF of “2” and “1” says that a ROF of “2” is worth about +1 to the TK#, while a “1” isn’t worth worrying about. Because of the possibility of differing Armor Factors, it is hard to be even this precise concerning full view targets. My best numbers at the moment are a +1 for a ROF of “3” and forget it for the other ROF.

Deliberate Immobilization

As the rules tell us, one of the things you can try to do when your AT Guns are badly mismatched (not, by the way, an uncommon situation in WWII) by the enemy armor is to use a kill and try to blow away enough of their running gear that they become immobilized. One of those interesting situations so common in ASL then arises: when is my Gun outmatched? My answer is to be found on Table 20, which contains only entries of “Y” and “N”. A “Y” means that the Deliberate Immobilization option is your best bet. I have found this table of particular interest in connection with a scenario currently receiving some heavy attention hereabouts because the Gun/Ammo combination is right on the boundary. (For the record, I don’t particularly like the Deliberate Immobilization rules as they now stand. The COF ones, which made a distinction with respect to facing of the hull, were, I thought, a better representation of reality.)

ARMOR VERSUS INFANTRY

The typical AFV has three possible modes of attack against an infantry unit. Since such a vehicle commonly has both MGs and some sort of main armament, it may attack with either of these. Vehicular MG attacks are resolved as are MG attacks; thus they utilize the IFT, with results to be found in Tables 5 and 10. For this reason, they will not be considered here. Ordnance fire against infantry targets will be considered, as will a form of attack which has shown considerable variety over the years—the Overrun.

Overrun

The overrun attack first appeared in wargames at a much higher organizational level. Many of the
### AFV KILL TABLE 33.4△

<table>
<thead>
<tr>
<th>Target</th>
<th>AP AMMUNITION</th>
<th>HE AMMUNITION</th>
<th>SPECIAL WEAPONS</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>MMG/HMG</td>
<td>50cal/30mm</td>
<td>37</td>
</tr>
<tr>
<td>AFV Front</td>
<td>-3</td>
<td>3</td>
<td>6</td>
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<tr>
<td>AFV Side</td>
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<td>3</td>
<td>6</td>
</tr>
<tr>
<td>AFV Rear</td>
<td>-2</td>
<td>4</td>
<td>8</td>
</tr>
<tr>
<td>Truck, Jeep</td>
<td>NA</td>
<td>NA</td>
<td>8</td>
</tr>
</tbody>
</table>

**AFV KILL NUMBER MODIFIERS 33.41**

- Halftacks: -5
- Priest: -2
- M-10: -1
- M4A4, T34, MkIV: 0
- M4M52, SU122, STG III: +1
- SU152, Brumbar: +2

-1 must be within normal range & not Area Fire. 12.7 = .50 cal MG. See 51.4. Shock MC: DR = Final TK+ 1 (T11.1). Y: All German Vehicular 75's only. Russian 78L only.

### C7.31 AP TO KILL TABLE

#### ARMORED TARGET

<table>
<thead>
<tr>
<th>GUN SIZE</th>
<th>AP AMMUNITION</th>
<th>HE AMMUNITION</th>
<th>SPECIAL WEAPONS</th>
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</thead>
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<tr>
<td>155L</td>
<td>155</td>
<td>155</td>
<td>155/76</td>
</tr>
</tbody>
</table>

**BASIC TK#:** 4 5 6 7 8 9 10 11 12 13 14 15 16 17 19 20 21 23 25 27 28 33

**NOTES:**
- @ Must be within Normal Range and not halved FP
- Russian, Finnish, Japanese, Italian
- Russian, British 88 (25 pdr)
- Italian

**Grant Gun:** F. Fighter MG armament by year Australian 88* (Baby 25 pdr) 12.7: .50 Cal MG

**MODIFICATION/RANGE** 0-1 2 3-6 7-12 13-18 19-24 25-30 31-36 37-42 43-48 49-54 55-60 61-66 67-72 73-78 79+

**Case D TK# CHANGE:**

<table>
<thead>
<tr>
<th>25mm</th>
<th>37-57mm</th>
<th>65mm</th>
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</thead>
<tbody>
<tr>
<td>+2</td>
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<td>+1</td>
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</tbody>
</table>

**UNARMORED TARGET: FINAL TK#:**

- IFE/MG-15mm: ★ Vehicle line on IFT
- ATR-28mm: 7 37-57mm: 8 65-77mm: 9 85-95mm: 10

**Case C TK# CHANGE:**

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**Case D TK# CHANGE:**

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**Case C TK# CHANGE:**

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© The Advanced Squad Leader To Kill Table
early boardgames were characterized by tactics that involved the sequential placement of small, sacrificial units in the path of huge stacks. Forced to stop and combat these gadgets, progress would be slow as there were more tiny ones to offer up. One of the breakthroughs in game design was the introduction of "overrun", which enabled a sufficiently large force could, at little or no cost, ramble over a small one as a part of movement and continue on.

Here, of course, we aren't dealing with armies or even divisions, and there seems to have been some uncertainty as to just what an "overrun" represents. In terms of other aspects of ASL it is probably simplest to think of it as a form of Close Combat practiced by AFV during their Movement Phase. A recurring problem has been that of establishing the basis for the strength of the attack. In the beginning, the SL tanks all attacked with 16 fire power factors, while the IFT, with normal terrain modifiers, in COI, this was changed to reflect the wide range of armor introduced in that game. The strength was then equal to a base value of four, plus the Infantry Firepower Equivalent of the main gun, plus the MG factors used. For the COI IVF2, this comes out to be "16" (4 + 8 + 6 = 18). There things stayed until SL. At this point the main armament stopped being a factor of importance. The base of four remained for a vehicle with functioning main armament, but that is the sole contribution of the big guns. MG factors became worth 1.5 times their values, based upon a halving for movement and a tripling for in-depth point-blank fire. With the current model of the IVF2, the result is still "16" (4 + 8 + 6 = 18). For most Russian tanks, the value will be "12". In everything I've looked at concerning overruns by tanks, I've assumed that they will always be buttoned up, even if the vehicle has an AAMG. The downside risk of exposing the tank commander to close-range small arms fire is much too high for my tastes.

As before, TEM apply. However, ASL rules that infantry being overrun in the open is subject to a +1 modifier because of the anticipated movement of troops so soon. Thus, the best overrun is likely to be in the neighborhood of "16" with a +1 modifier. According to Table 5, such an attack, against a unit with a morale of seven, will leave the unit untouched 16% of the time; pinned but otherwise unharmed 9% of the time; and dead or broken the rest of the time. That's not a bad attack, and that's about the only one that a person should normally make.

Let's place that infantry unit in a woods hex and see what happens. With normal ground pressure, the IVF2 must roll "7" or less to avoid bogging. Thus, 42% of the time it will bog, the immediate result of which will be a reduction by half of the overrun strength. Thus, the attack will go in at "16" (+3) 58% of the time and at "18" (+1) 58% of the time and at "18" (+1) 58% of the time and at "18" (+1) 58% of the time and at "18" (+1) 58% of the time. The quantities which were normal terrain modifiers are now 44, 13 and 42%. That infantry unit would have to be of great value before I'd risk that attack. We could do a lot more calculations, but I think the message is clear—Overruns in any terrain in which a vehicle can become bogged are bad ideas. As we shall see, even when "empty handed", a German squad out in the open just might be more than you'd want to take on with your tank in a late-war scenario. Then too, before you go charging over someone's infantry unit, make sure you know what he might have lurking nearby with which to take a shot at your vehicle.

HE Fire

HE fire is resolved in a two-part process, as is AP fire. The difference with HE is that when a hit is obtained, the effect of that hit is found on the IFT. As mentioned earlier, TEM are used to modify the TO Hit procedure. The probability of success in an
Critical hits are handled by reversing any favorable TEM effects. (DRM DR 12). From section (a) of Table 21 for the sub-table corresponding to a Basic To Hit value of "7". The results are then found in the "80" column for a TEM DRM of +2: 76% of the time the target will be unrecked; it will be Pinned 3% of the time. By comparison, an infantry firepower attack of "6" against a +2 TEM DRM target does rather better. The moral—you have to be patient if you want to use the big guns on infantry in adequate cover.

Values drawn from Table 21 using the Basic To Hit sub-table of "8" were used to create the ASL column values found in Tables 22 and 23. As did the values in Table 17, the numbers within these two tables tell us something about the performance of on-board HE fire in two rather common situations as things are now, and as they were in the past. In general, the entries in Table 22 confirm the results of our particular example. One obvious conclusion is that the fall-off in effectiveness with range is such as to encourage an engagement range in the three-to-six hex span. Results now are essentially the same as they were in GI. Compared to the original SL, the striking difference is the lessened effect of large calibre HE.

If you happen to have the tanks, the results in Table 23 are much more satisfying. However, it is the comparison between the two tables which I find most interesting. As the mechanics now work, range attenuation is much more important in Table 22 than it is in Table 23. If we consider that the To Hit use of TEM reflects, among other things, a greater degree of difficulty in locating a target, this is as it should be. Such was not the case in SL. I also find myself much happier with the variation with gun size.

**INFANTRY VERSUS ARMOR**

Infantry has many ways to annoy armor. Ordnance has already been considered in connection with the effects of AP fire against AFVs. Infantry also have available various support weapons, such as bazookas, with which to do some harm. Results from these weapons can be found quite easily with the information already presented. This section will consider the inherent anti-armor capabilities of infantry, those which it possesses when stripped of ordnance and support weapons. This sort of thing is different because it is intrinsic. However, any such treatment must be divided into two parts because German units develop some special capabilities as the war progresses.

**Close Combat Versus AFVs**

From SL through GI infantry often had a shot at armor moving adjacent to them, which worked very much as did Close Combat against AFVs. Successful Defensive Fire Phase attacks of this sort would result in an immobilized vehicle. Such attacks are no more, except when a vehicle is in a building or on a road between building hexes. This form of attack has been retained, in a more deadly form, to reflect the fact that armored units are now vulnerable to attack. Infantry surviving an overrun are now capable of a Close Combat type of counterattack. My overall view is that these changes are for the better and serve to bring the inherent anti-armor capabilities of infantry into sharper focus.

As before, infantry wishing to engage in Close Combat with an AFV will normally have to move into the vehicle’s hex during the Advance Phase. Such movement is possible for MMC only if the units in question have first passed a "Pre-AFV

---

### Table 21 continued

<table>
<thead>
<tr>
<th>Gun Caliber</th>
<th>40</th>
<th>70</th>
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<td>7-12</td>
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**Table 22—The probability that a unit of the morale shown will, when in a wooden building, be destroyed or broken by the on board HE fire indicated**

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**Table 23—The probability that a unit of the morale shown will, when moving in the open, be destroyed or broken by the on board HE fire indicated**

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Table 24—Probability of a successful Close Combat attack against an unaccompanied AVF

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Table 25—The ratio of success in a Close Combat with ATMM attempts to success in a Close Combat without ATMM attempts
to the widespread distribution and use of such weaponry. They were, in fact, the German soldier as some sort of superman. They were given the fausts; after December 1943, they also might have some anti-tank magnetic mines lying around. The fausts are, rather, the result of the deteriorating situation in which Germany found itself as its enemies increased their production of AFVs. The fausts, when obtained, these weapons (except for BMG) counterattack against an infantry unit's CCV, the vehicle attempting the overrun were a Russian one (or the vehicle itself, if it has some applicable MGs) thus becomes pinned if it fails to pass the PAATC.

Once all the units that can make it are in the hex, attacks are made sequentially, with one infantry unit going first. Enemy infantry units present in the hex, or the vehicle itself (if it has some applicable MGs) will then be able to make one attack; after which the attack has been performed, the leader of another, unused unit. Attacks are made by rolling against the attacker's CCV ("Close Combat Value": five for a squad, four for a crew, three for a half-squad and two for a SMC going in by himself).

In all of its forms, this area of the rules has always had great appeal for me. Among other things, it is probably the single area of greatest impact by a leader. To see this, and other things, let's now look at Table 24. The results presented deal quite comprehensively with three basic situations: an attack on an open-topped, partially-armored, motionless AFV; an attack on a closed-top, motionless AFV; and an attack on an AFV in Motion. All vehicles are unaccompanied by friendly infantry; and it is supposed that all attacks are attempted by full squads. The "Number of Squads" refers to the number of squads that attempt to pass their PAATC and not to the number which actually attack. Five leader situations are considered. Since the leader's morale is not important, only three useful modifiers, and that due to either a 7-0 or an 8-0, are included. While the latter leaders provide no useful modifier, they (and the other leaders) do increase the CCV of the unit with which they attack by one. The "-" entry is the one for an attack without a leader present. Only two AFV MG values have been considered. To see why, you need only examine the limited differences between the 2FP and the 5FP cases. Since these weapons (except for BMG) counterattack against an infantry unit's CCV, the strength of the squads is not particularly effective; having any applicable MG armament spares the vehicle an unfavorable modifier to the attacker's CCV.

If you look at the 5FP entry in part (6), you'll see what I mean about the effects of a leader. A single, morale level six squad stacked with an 8-1 leader has as much chance of passing a PAATC, moving in, and injuring an AFV (16%) as does a stack of three morale level eight squads that have no leader. I know of no other situation in which a leader has this much impact. In summary, Table 24 demonstrates that being motionless in the vicinity of enemy infantry, unless you have infantry of our own, is a most dangerous undertaking.

German Options

As the war goes along, German infantry units develop certain armor capabilities of some significance. After September 1943, any such unit just might happen to have one or more panzerfausts; after December 1943, they also might have some anti-tank magnetic mines lying around. The presence of these capabilities is not a reflection of the German soldier as some sort of superman. They are, rather, the result of deteriorating the situation in which Germany found itself as its enemies increased their production of AFVs. Necessity, based on what was ultimately shown to be the well-founded notion that infantry could attack armored, led to the widespread distribution and use of such weaponry.

The ATMM has been around as a support weapon since COI (available now only to German infantry, not to Russian as then). Now, however, it can be used in an attempt to increase the effectiveness of a Close Combat attack. A die roll is made for each such unit after it has entered the AFV's location. If the unit is a squad, on a roll of 1-3 the CCV values of the squad is increased by three; on a roll of 4-5, there is no effect; on a 6, the squad is pinned, meaning that it is no longer available for any "treadhead" think twice.

As a counter, the panzerfaust goes all the way back to SL. Now, any German unit wishing to try for one of these makes a die roll. Rolls of 1-3 are successful, but they are subject to various modifiers. When obtained, these weapons have a Basic To Hit value of 10, which is reduced by two for each hex of range to the target; maximum range increases as the war draws to a close. For all practical purposes, if one of these things hits an AFV, its Basic TK# of 31 is a sure winner against all but (so far) two Russian vehicles. For this reason, To Kill rolls are necessary in most cases only to check for duds (DR 12) or burning wrecks. Table 26 reflects the danger posed by such weapons. Compared with the previous, onboard version of things, they are, individually, less dangerous. They are, on the other hand, much more common, thereby creating a greater hazard. Because attempting to obtain one of these weapons does pose some risk to the unit, given the results in the last table, I rarely make the effort when the range will be greater than one hex.

As a matter of interest, I returned to the case of a Russian squad standing in the open and considered what would happen if the squad were German and the vehicle attempting the overrun were a Russian one with an attack of "12". Taking everything into consideration, including the counterattack by the squad if it survives, the tank has about a 65% chance of killing or breaking the squad. On the other hand, if its commander (a 7-0) gets a 30% chance of success, taking out the tank. That should be enough to make any "treadhead" think twice.

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Our playbalancing of Scenario D — the original ASL Scenario 4 — pleasantly lead us back over old territory. For all the changes engendered by the ASL rules, the basic approach to tactical problem solving remains the same. As Scenario D (refer to the insert for the updated scenarios mentioned in this Clinic) seems to force usage of the "point defense", I hope players will permit my use of it instead of my normal new scenario to illustrate some concepts.

What is the "point defense"? It is the tactic of holding onto a single terrain feature in order to win the scenario. Unlike the fallback defense (see the "Squad Leader Clinic" installment in Vol. 21, No. 6), this defense allows the defender less flexibility, less margin for error. The classic case of putting all one's eggs in one basket and then watching that basket. You and the attacker know he'll be knocking on the door; the plan is to turn him away until time runs out.

When should the point defense be used? To work, it requires that a given piece of terrain be the key to winning the scenario. Additionally, the terrain must be physically compact. Probably no wider than eight or ten congruent hexes. Desirable features of this terrain include, naturally, good lanes of fire, good defensive locations, and protected interior lines of communication. A rally focus in or immediately adjacent to the point is mandatory. Please note that this terrain need not be mentioned directly in the Victory Conditions. Occupation of some open field. As a very simplistic guideline, I recommend that players divide their forces in the following manner: two-thirds of troop strength plus the heavy force picks the positions that will command most of the approach routes. This is the "point" in the point defense. Frequently this will be everywhere along a perimeter ensures that the attacker will get concentration of strength advantages, penetrate your lines, and put the whole mess into very hot water.

OK, here you are. You're outnumbered 4-1. The attacker has superior firepower. Further, the attacker has at least four distinct avenues of approach. You have no available reinforcements. The only thing going for you is that you know the attacker has got to take every single stone building in order to win. (This is beginning to sound like a Traveler's Check commercial, ending with, "What will you do...?"). What's the plan? Point Defense!

First and foremost, you do not, repeat not, pile everything into a stone building or trench and await the coming tidal wave. Even if you should repulse the initial assault, more than likely the attacker will have a chance to rally and smash you again. Further, you'll be subjected to perhaps encircling fire and to probes designed to draw sniper fire upon you. Remember that if even a handful of bad guys get through, they are really going to tie you up awhile.

Therefore, the major portion of your forces should occupy the most dominating position on the map to influence the enemy advance while a lesser force screens. In the circumstances where the point being defended is not required as part of victory, then a very small force should actually be holding onto the victory terrain. As a very simplistic guideline, I recommend that players divide their forces in the following manner: two-thirds of troop strength plus all heavy weapons (i.e., greater than 3PP) plus the best leaders all go into the point; one-third of your troops and leaders, with half your light machine guns, become the screening forces. In those cases where you must additionally occupy other terrain for victory, I suggest either two HSs or one squad be actually hugging the ground there.

Before the storm of protest washes over the editor of The GENERAL with countless examples of 75/25 or even 90/10 defenses, let me again note that this is only a first simplistic manner to approach a general problem. Naturally, modification for specific circumstances is required.

All right, we've now divided our small force into two unequal groups. Where do we set up? Naturally the heavy force picks the positions that will command most of the approach routes. This is the "point" in the point defense. Frequently this will be fairly obvious. Witness building 3M2 in Scenario D. Stone building, second-level positions...
no genius required here.
At least as important, and certainly more difficult, is where you'll set up your screening forces. My guess is that one of the marks of the superior ASL players is the amount of thought he gives to the placement of this lesser faction. The goal of your screening force is to delay and disrupt all or a sizeable portion of the enemy. The more it does this, the better; but the worse, the more likely you are to lose your screening force.

This is the funnelling effect. The desired outcome has the attacker reaching your main defense along a relatively narrow axis with just a portion of his force. Perhaps a little later than optimum. The screen will have then 'funneled' the attacker into our best line of defense for weapons with multiple rate of fire, best odds, and so forth.

While I have jotted down some specific thoughts for set up of Scenario D in my usual "After Action Report", let's take a quick peek at Scenario D in play. The usual Russian approaches to the town are along the flanks of 2F1 through 2U7, through the fields of 4E10 looping on the board edge to reach 4Q2, the offflacke plunge of 3FF10 through 3V7, and lastly the usual main-line approach of 3FF1 through 3Y1 to reach a concentration area around 4N1 for a Human Wave Attack on building 3M2.

The plan is to try and have everybody in position for a final assault on or around Tourn 4.

The defender has chosen to use two squads and two LMGs with an 8-1 leader in his screen. The principles of point defense dictate that the German try to blunt one or two lines of approach. In this case, the German players chooses to call in his OBA at the distance for running across the far edge of Board 4 while the screen is set up astide the Board 4/Board 4 divide.

The two least portions of the Russian force arrive unscathed around hexes 3M7 and 3P4 as ordered. The second turn 5, however, the German has his MGs borsighted in this C and has shifted his SR that direction. On Board 4, the Russian has grabbed the board edge but will be at least two more turns rallying and regrouping his broken troops. Even if the OBA wasn't used on Board 4, the very presence of its SR has forced the Russian troops to make optimum use of cover, slowing them considerably.

Now the dilemma belongs to the Russian player. He has time to make two assaults with the troops that arrived on time. However, this fraction has much less chance of gaining building entry than does the force as a whole. Waiting for the rest of the guys leaves the Russian only time for one bold stroke and the hope that he can enter and clear the building quickly. Frankly the best answer lies with how many of his troops have been provided in this issue's scenario. The Guards Counterattack

After Action Report - The Guards Counterattack

These notes continue the series of commentaries in the Clinic pertaining to the scenarios published with the previous installment of the column (Vol. 22, No. 6 in this case). The intent is to provide the ASL player with one of numerous possibilities for defensive setup, attacker initial placement, and basic tactical approaches for both. Having had several months to examine your own approaches to our Clinic scenarios, the reader can now compare his findings with our summation.

GERMAN: 9-1 leader, two 4-6-7 squads, one 4-2-7 and the LMG on the first floor of F6. Note that these units will become concealed at the start of play. One 4-2-7 HS goes in building G6 at ground level. One 4-6-7 plus an LMG on the ground floor of J4; another squad and LMG on the first floor of J4. One 4-6-7 on first floor of K4. 80 leader on the first floor, J5. The setups in I7 and M9 are predeterminated. All units in building M7 meet up at ground level in L6.

RUSSIAN: The 9-2 leader in Q4, and all 6-2-8s on the ground floor of building F3. The set up in J2, M2 and N2 are all predeterminated. Exchange that 80 leader for a 9-0 Commissar and place him in the ground floor of N4. Place two 4-4-7s on the first floor of M5 and two on the first floor of N5.

ATTACKER'S TACTICS: Prep Fire on the ground floor of J4. Use the Dash to get units into F5. Congregate 4-4-7s in M5 and N5. Retreat the MMG to K2. Plan to use Human Wave assaults on L6 and I7! Leaving some troops in the street in G5 will hinder the retreat of enemy troops upstairs in F5.

DEFENDER'S TACTICS: After initial Prep Fire make sure that someone is on the first floor above every stairwell you defend. Concentrate your fire on any Russian unit that moves or advances into a stairwell hex. Move the heavy MG to M7 to both support L6 and bring more fire to bear on K2.

The Tractor Works

RUSSIAN: The 9-2, three 4-4-7s, HMG and MGMC on the ground floors of hex X3. Three more 4-4-7 squads, MMG and two LMGs in X4. Three 4-4-7 squads in X5, bypass the guys in J5 a rout route. Use StuG to CCN in the ground floor of 54. Use the Dash to get units into F5. Congregate 4-4-7s in M5 and N5. Retreat the MMG to K2. Plan to use Human Wave assaults on L6 and I7! Leaving some troops in the street in G5 will hinder the retreat of enemy troops upstairs in F5.

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The Streets of Stalingrad

Use the same set up and tactics described above. If the German player is going to play to win (I hate these games!), then all the tanks are moved onto L6 and I7! Leaving some troops in the street in G5 will hinder the retreat of enemy troops upstairs in F5.

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SERIES REPLAY
BEYOND VALOR, Scenario 8
German Player—Don Chappell
Russian Player—Jim Blick
Neutral Commentator—Charles Kliber

Don Chappell has been involved in the playtesting of the SQUAD LEADER system since its inception, and headed the ASL playtest effort for the Camp Pendleton Simulations Club. Jim Blick, familiarly known as Sgt. Blick (8-1), has been a soldier of some 14 years and was involved in playtesting COI and GI; like Don a former Marine Corps captain and combat veteran, he can claim considerable pedigree since he placed second overall in the 1984 SQUAD LEADER Open. Charlie Kliber needs no introduction to this readership, being more involved in the artwork and playtesting of ASL than any other. Added to that, he is a fierce and unforgiving opponent when playing. And, he designed this scenario. With such a cast, this replay serves as the best introduction to ASL I can imagine.

OPENING COMMENTS

German: I selected this scenario because I find appealing the historical commentary and situation. For a decade the city of Berlin has been the center of world attention, and—for five of the past six years—the capital city of arguably the most powerful Army ever raised by one people. Now, in the morning twilight of a Götterdämmerung of their own making, the once vaunted Wehrmacht is streaming west.

Actually, the main defense of the doomed city took place about 60 kilometers to the cast along the Oder River. Short of everything except courage, the Germans had held up the massive assault of two entire Soviet Fronts for over 48 hours. Then, stretched to the limit, the defense shattered. The Battle for Berlin became a three-way race!

By design of Stalin himself, the two Soviet Fronts were staging a gigantic recreation of the Patton-Montgomery race to Messina. The remnants of the German defensive forces were overrunning trying to reach Berlin as Zhukov's First Belorussian Front raced Koniev's First Ukrainian Front to the city limits. The American generals pleased to be released by Eisenhower for their own drive to take the Nazi capital. Eisenhower, with regard to prior political agreements, turned the American forces to the south in his most criticized “decision” of the war.

The once proud German Army, mainly abandoned by the political troops wearing SS and SA uniforms, had trouble collecting even a corporal's guard [pun intended] for the city's final defense. Hitler, throwing yet another tantrum and promising (he was long past threats) to hang generals, was able to “will” in existence a medium-sized Kampfgruppe. He honored this rag-tag collection of recent hospital patients, teenagers, aged postmen and air raid wardens with the grandiose title “Muenchberg Division”. This in reference to a fortress once held against tremendous odds by the soldiers of Frederick the Great—obviously intended to inspire the defenders. Now we find the “Master Race” fighting like cornered rats just to get out of town by noon. I love it.

On first glance, the Victory Conditions seem laughably simple. We (the Germans) only need to escape with half our force. We out-number the Russians. We have plenty of time to cross the area of the mapboards. Initially there is poor visibility for the defenders, and the Russians even have some mobility constraints.

But, friends, this is misleading. The Russians have some distinct advantages. First of all, there is no requirement to cross the canal on a bridge. The potential crossing sites are widely separated. This means that once we tip our hand as to the selected site, the Russians will rush to mass his forces against us. However, all is not hopeless. Both the Pz IVJ and the StuG III can kill the T-34, but the best weapon to use on the Soviet tank is the multitude of potential Panzerfausts we enjoy. After all, we don’t need to save any for tomorrow.

My general scheme of maneuver is rather simple. All three groups will enter on hex 20110, in this order: Group 3, Group 2, and Group 1. I plan to lead with the infantry in order to develop the Russian defense with minimum risk. We will not be overly committed to the infantry because the German attack has high attrition rates.

In general, I will drive rapidly on the bridge at 23X3 and take every opportunity to make the Russian player believe we are seeking a coup de main. Jim should react rapidly to reinforce this initial crossing site at 23P7. On Turn 6, after we have committed the bulk of our units into the area around 23T3 and 23S4 to isolate the Russians from the real crossing site at 23P7.

I have decided to attempt this indirect approach for two reasons. First, Jim and I both believe that this scenario generally favors the Germans. During the playtest effort here, the successful German tactic was the coup de main—a strong thrust right down the road from 20Y10 to 23H4 and off the board. I believe Jim has probably come up with a strong attack toward the south may cause him to overcommit. He would then be off balance for my final thrust.

In looking over this plan, I see one problem already. It is too complicated. “Simplicity” is one of the most critical “Principles of War”. However, I am going to try it anyway. No matter what kind of plan you come up with, it is a very rare occasion when you should deviate from it. My chance to get a victory out of this plan is to stick to it, and concentrate on executing it as well as possible, so don’t expect a change of objectives. I rate this scenario as favoring the Germans about 55-45.

RUSIAN INITIAL SET-UP

<table>
<thead>
<tr>
<th>Serial Event</th>
<th>Final DRM</th>
<th>DR Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Place Stone Rumble Counters on Board 20: C6, E7, H4, O3, D3</td>
<td>3 NE</td>
</tr>
<tr>
<td>2</td>
<td>Attempt Additional Rumble C6 into D5</td>
<td>1 NE</td>
</tr>
<tr>
<td>3</td>
<td>Attempt Additional Rumble E7 into F6</td>
<td>5 Rubble</td>
</tr>
<tr>
<td>4</td>
<td>Attempt Additional Rumble H4 into O5</td>
<td>5 Rubble</td>
</tr>
<tr>
<td>5</td>
<td>Attempt Additional Rumble O3 into P2</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>C.A. in 2024 (2nd) represents R.A.</td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>C.B. in 2075 represents R.B.</td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>C.C. in 2055 represents R.C.</td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>HIP R.D. w/MMG and Changar in 20M4</td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>C.D. in 2085 represents R.E.</td>
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</tr>
<tr>
<td>11</td>
<td>C.E. in 2060/2 represents a dummy stack</td>
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</tr>
<tr>
<td>12</td>
<td>C.F. in 2064 represents a dummy stack</td>
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</tr>
<tr>
<td>13</td>
<td>R.F. in 23Y6</td>
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<td>14</td>
<td>R.G. in 22K4</td>
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<tr>
<td>15</td>
<td>R.H. in 23E2</td>
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<tr>
<td>16</td>
<td>R.I. w/MMG in 23C7</td>
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<tr>
<td>17</td>
<td>R.J. in 23F3 (Gd)</td>
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<tr>
<td>18</td>
<td>R.K. in 23G6</td>
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<tr>
<td>19</td>
<td>R.L. w/MMG in 23F3 (2nd)</td>
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<tr>
<td>20</td>
<td>Kasier at 23H4 (2nd)</td>
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<tr>
<td>21</td>
<td>Easternov in 23Y5</td>
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<td>22</td>
<td>HIP 57L ATG w/crew in 23Q9</td>
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<tr>
<td>23</td>
<td>Russian Sniper placed in 20H4</td>
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<tr>
<td>24</td>
<td>German Sniper placed in 23X6</td>
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</tbody>
</table>

Following Set-up of German snipers, Russian player places Concealment counters: C.L. in 21F7; C.N. in 21H5; C.Q. in 21C7; C.B. in 22H4; C.S. in 21E3 (2nd); C.U. in 21F3 (2nd); C.Y. in 21E4 (2nd); C.Z. in 22H3; and C.D. in 22G6 (2nd).

Russian: I feel the Russian player has two tasks to complete in order to accomplish his mission. He must use his Board 20 units as a screening force to delay the German advance and force an early commitment to one of the crossing sites. The second task falls mainly to the Board 23 forces, and that is to prevent a crossing of the canal in force. They
(and the Turn 5 reinforcements) must form the cordon sanitaire to prevent the escape of the fascists. To help channel [pun unintended] the Germans, I will use the rubble counters allowed by SSR 7 to try to close some roads. In this case, we don’t want any vehicles moving along the south edge road hexes, taking a little VBM to cross from 20D1 to 23EE2, and then jumping the canal at BB5. Hopefully, the whole effect will be to ‘encourage’ him to try for the center two bridges.

As for troop deployment, I have to make some hard choices. This is one of the few scenarios where there aren’t enough Russians to do the job. Well, that’s not strictly true because we see evidence of a much more effective Soviet Army in this order of battle. The tactics used by this force are more akin to those usually employed by the Germans than the traditional horde tactics employed by the Russians.

My Board 20 deployment is spread evenly over the front so that no entering force can quickly sweep to fight, the other squads will join the battle. This piecemeal commitment will result in heavy Russian losses, but the delay should give us a chance to get the Turn 5 reinforcements to the threatened bridge.

Although the set-up allows two squads to be placed using HIP, I am using that option for only one unit. Follow my reasoning. It is very unlikely that Don would move in such a manner that I would be able to place two hidden units where he will have to move past both. Obviously I’ll be required to move all of my Board 20 squads toward the German threat for them to be effective; but if I move the HIP unit, it must be placed under a Concealment counter. In other words, as soon as it moves, it is accounted for and Don knows that all the remaining HIP sites are safe. By putting it under a Concealment counter at the start, it can move freely. Don will expect a third of the Concealment counters he sees to be dummies. As these units are committed and revealed, the probability that one of the remaining counters is fake goes up and Don may walk into a killing zone or even an ambush.

Additionally, when an HIP unit doesn’t appear under a Concealment counter and start moving toward him, Don’s only conclusion will be that the unit must be placed advantageously to the defense. This may (but, knowing him, probably won’t) slow him down just a little he as advances cautiously. If the twilight rule were not in effect, you can be sure that Don would move more slowly rather than accept those FFNAM and FFMO DRMs from a possible HIP unit. It remains to be seen if he’ll risk it in this case.

The Board 23 deployment is more critical. We have only seven squads to guard four bridges. If you consider BB5 and X3 as one crossing site because of their close proximity to each other, you have enough forces to cover two crossing sites effectively. I have decided to cover the flank bridges, first, they can be crossed rapidly before SSR 6 all. The Russian Board 23 deployment is quite clever. Secondly, I can pinch both flanks toward the center more rapidly than I could shift the same number of units from one flank to the other.

Obviously, the HMG has to go up into the “church steeple” at 23F3. It has a normal FP attack and LOS against the nearest two bridges and a handy 2FP attack against the south flank bridges. With the FFNAM and FFMO DRMs against the approach hexes of these bridges, this HMG should concern the German enough to divert fire away from my units actually defending the crossing sites.

Siting the AT Gun is always a dilemma. Ideally, you’d like a place which can cover all of the bridges, but unfortunately the gun is too big and too heavy to place on the upper story of 23F3 (not to mention against the rules). I finally decided on 23Q9 because it covers the northern two bridges, and it can be manhandled quickly to cover the tree-lined

**ORGANIZATIONAL COMMENTS**

In the past, we have found some Series Replays to be difficult to follow. We decided to chronicle each player action as it took place in the exact order it takes place; you will find the Event List before player comments for each turn in the text. As you can see, movement was often interrupted by Defensive First Fire and then continued. Each and every die/dice roll is also recorded.

The tables below show all the non-bookkeeping counters that a reader will need to follow along with this Series Replay. He will need the full complement of Prep Fire, First Fire, blaze, DM and Malfunction counters at hand. If the reader does try to follow along exactly, looking for mistakes (I am sure we have some left) or analyzing strategy, it may even be useful to set the dice up as they were. We believe you will find that your enjoyment of this replay is greatly enhanced if you take the time to sort through your countermix to duplicate the counters listed in Table 1.

The Event Listings that accompany each turn record each event sequentially, with continuing actions by units lettered with the same event number. For example: Event 1 is the initial movement of a squad. Event 2 is the First Fire attack of a HMG, Event 3 might be a morale check. If the squad continues its move, it would be listed not as Event 4, but as Event 1A; the HMG continuing to fire as 2A; any new morale check as 3A.

The first table below shows the set-up forces and their Event Listing designation. Units such as the T34 or PzKw IV which are the sole unit of their type do not have any special designation. Some of the leader counters are hold-overs from SL and COI (for many reasons; the only improvement on the latest is the art work). [Commentator’s Note: not true; ASL leaders have a boxed morale number on the broken side to indicate self-rally capability.]

Table 2 shows the conventional abbreviations we adopted in recording the actions and events during play. (A0 and A1 names for the condition of units while in play (broken, ELR reduced, malfunctioning, etc.) so readers will have to keep track with such status changes on your board as you follow the Event Listings.

Jim and I had a lot of fun playing this scenario for you, but it is not without errors—and both tactical and rules violations. We left all these in. Obviously, tactical errors are what make any wargame what it is. And, ASL is a difficult game to master, and experienced players have an edge because of their mastery of the rules. We played this game some three weeks after the release of ASL. Whenever we made a mistake and caught it, we comment on it ourselves. In other words, we did not retroactively correct errors even though we would look stupid in print. No one (not even Don Greenwood gets through a game of ASL without a rule boo-oo or two. It’s no big thing, and arguably is part of the game. Remember A.2.

**RUSSIAN UNITS**

**GERMAN UNITS**

**ADDITIONAL UNITS**
boulevard down to 23X4. Lastly, the apparently open area may encourage Don to try a crossing at 23P7. Remember that the ATG is the only Russian on-board unit capable of eliminating more than two points of German units at a time. As for Don, I predict that he will go for broke, come at me fast, force an early bridgehead, and end the game before my reinforcements can arrive.

I rate "The Fugitives" as 60% pro-German.

Neutral Commentator: Everything seems “hunky-dory” so far. It will be very interesting to see how this carefully thought out German onslaught progresses. After all, “the best laid plans of mice and men . . .”

As for the Russian defensive set up, the German will no doubt think that the Russian has played right into his hand. Just a couple of comments I’d like to make. Another (perhaps better) spot for the ATG would be 23N9 (CA: N8/09). In this position the gun cannot only interdict 23P4, but 23X4 as well.

German: Well, I found half of Jim’s hidden and concealed force and lived to tell about it. That would not have been the case if the sun were up, but then it isn’t. Just taking advantage of the tactical situation and making sure Jim knows that I am coming right at him.

That is also half my reason for close assaulting the Russians in 20M4. The other half is that I want to eliminate these dangerous units quickly. Even if I don’t win the melee right away, he’ll be unable to Prep Fire and may not even Defensive Fire again. He just about bagged the whole bunch with that “4” I’ll have to suffer with the CX penalty for

**TURN 1**

**German Player Turn**

<table>
<thead>
<tr>
<th>Event</th>
<th>DR</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Movement Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>25 PSS 222 (C)</td>
<td>G.E. vs LMG</td>
<td>G.F.</td>
<td>Kindel use armored assault movement and CX movement from 2211 to 20L4. PSW stops with VCA M/43.</td>
</tr>
<tr>
<td>26 Blick, G.H., G.G.</td>
<td>G.E. use CX movement from 22H1 to 20M3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>27 Behr, G.A., G.B.</td>
<td>use CX movement from 22H1 to 20M3 (conscripts exceed MF, but not discovered until this report)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>28 Peopl, G.C., G.D.</td>
<td>use CX movement from 22B1 to 20K5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defensive Fire Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>29 R.C.</td>
<td>fires on Blick, G.H., G.G.</td>
<td></td>
<td>+1 +1 NE</td>
</tr>
<tr>
<td>30 R.D.</td>
<td>w/MMG, Changar fires on Kindel, G.E.</td>
<td>w/LMG, G.F. and PSW-16 IFT</td>
<td>+1, +2 NE</td>
</tr>
<tr>
<td>31 PSS 222 fire on Changar, R.D.</td>
<td>+11</td>
<td>PTC</td>
<td></td>
</tr>
<tr>
<td>32 Changar-PTC</td>
<td>9 Pinned</td>
<td></td>
<td></td>
</tr>
<tr>
<td>33 R.D.</td>
<td>w/MMG-PTC</td>
<td>4 Pass</td>
<td></td>
</tr>
<tr>
<td>Advance Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>34 Behr, G.A., G.B. into 20H4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>35 Peopl, G.C., G.D. into 20L5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>36 Blick, G.H., G.G. into 20M4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>37 G.E. w/MMG into 20M4</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close Combat Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>38 Blick, G.E., G.H., G.G. vs. Changar, R.D.</td>
<td>+1 9 NE</td>
<td></td>
<td></td>
</tr>
<tr>
<td>39 Changar, R.D. vs Blick, G.E., G.H., G.G.</td>
<td>4 NE</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Russian Player Turn**

<table>
<thead>
<tr>
<th>Event</th>
<th>DR</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rally Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>40 Wind Change Attempt</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>41 R.C. fires on Kindel, G.F. and PSW crew-4 IFT</td>
<td>+2, +3</td>
<td>NE</td>
<td></td>
</tr>
<tr>
<td>Movement Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>42 C.F. moves from 20B4 (BPM B3) to 20C2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Defensive Fire Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>43 PSS fires on R.C.-11 IFT</td>
<td>+4</td>
<td>11 NE</td>
<td></td>
</tr>
<tr>
<td>44 G.F., Kindel fire on R.C.-4 4 IFT</td>
<td>+4</td>
<td>8 NE</td>
<td></td>
</tr>
<tr>
<td>45 Peopl, G.C., G.D. fire on R.C.-4 4 IFT</td>
<td>+2</td>
<td>3 ICM</td>
<td></td>
</tr>
<tr>
<td>45A R.C.-1 ICM</td>
<td>6 Pinned</td>
<td></td>
<td></td>
</tr>
<tr>
<td>45B Russian Sniper Activation</td>
<td>5 NE</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Advance Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>46 C.F. into 20D2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Close Combat Phase</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>47 Changar, R.D. vs Blick G.E., G.H., G.G.</td>
<td>-1</td>
<td>12 See A11.22</td>
<td></td>
</tr>
<tr>
<td>48 Blick, G.H., G.G. withdraw to 20L3</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Figure 1: Positions at the end of Turn 1. Below is shown critical concealed and hidden Russian units. To the left are the participants in the first Close Combat of the game.
another turn, and he’ll be getting Changer’s services back. Let’s hope Jim’s luck won’t be more spectacular next time. It didn’t. I get the next Prep Fire Phase, so I decided to withdraw now and try to “gun him down”. It also clears the way for a little tank action and that should show Jim that I mean business. It might be 1945, but a Panzer is still a Panzer! My other comment during my turn is to point out Behr’s units, who are going to act as south flank security.

**Russian:** I blew my Defensive Fire Phase. I forgot that I could conduct First Fire on the Germans in 20L4 and still have a Final Fire attack. This essentially would have given me two fire attacks instead of one. My other option would have been to remain hidden and attempt an ambush on the units bound to enter in the Advance Phase. But I felt shooting a bunch of Germans down in the street would get Don’s attention and take the edge off his rush. Well, rolling a “12” in my Close Combat Phase allowed Don the option of withdrawing, and he took it. That confuses me... why did he close assault in the first place if he doesn’t want to fight it out? If I can repair the MMG, maybe I can make him pay yet. Everyone else will sit tight and see where the second wave comes on; this bunch of inexperienced grunts may be a feint. Some readers may wonder about the advisability of these 1-4 CC attacks—it’s just my way. I like to take as many with me as I can.

**Neutral Commentator:** Why, oh why, are the Germans not using Concealed entry (A12.12)? This is a glaring mistake on the part of Don. The Germans were lucky to get off so easy. The German player continues to neglect the Concealment (surely not by design?) of his units. He has forgotten both to enter his units concealed (A12.12) and to conceal eligible units (A12.121) at the end of his player turn. Overall, the Russian’s bad luck with the dice continues to persist. I’m glad to see he’s not yet too upset about the situation. He’s probably thankful to get all his bad DRs out early, so he can be “making hay” later.

**German Player Turn**

<table>
<thead>
<tr>
<th>Event</th>
<th>DRM</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>议论</td>
<td>3</td>
<td>3</td>
<td>NE</td>
</tr>
</tbody>
</table>

**German** Well, my Prep Fire Phase worked out well. Many may disagree with accepting the surrender feeling that this is no time to be slowed by prisoners. First of all, I don’t commit even cardholders. Secondly, May 1945 is not a good time to upset the Russian Panzer player... we might have need for someone to translate and convince our eventual captors that we should be “re-educated in Siberia for 10 to 15 years” rather than be “eliminated as a threat to the state.”

Halle’s group provides north flank security by establishing a field of fire along the road toward 20Y2. I believe that Jim did not react last turn because he wanted to see where the next German group entered; but now he knows that I will follow my usual practice of massing my units. So we should see the Russians reacting frantically.

As far as the trucks go, they are moved out of the way. Unlike many game players, I do not lead my attacks with trucks. It is not realistic. As a former battalion logistics officer, I can assure you that trucks are far too valuable (even in today’s forces) to be wasted. I’ll hold these trucks back to pick up stragglers late in the game. Each truck uses enough movement points to be left under Motor counters for a little added protection.

**TURN 3**

**German Player Turn**

<table>
<thead>
<tr>
<th>Event</th>
<th>DRM</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>议论</td>
<td>4</td>
<td>4</td>
<td>NE</td>
</tr>
</tbody>
</table>

Everythings seems to be going according to plan. We will use this next turn to enter Board 23 and get the Russians to start reacting to our feint.

**Russian:** Prisoners!! Don did just this to embarrass me. Actually, both of us missed the one legal rout route open to these troops—that to the first level of 20M4. That would have delayed the inevitable by one turn; positions in row houses must be selected with great care or you could be trapped. I selected this position because of its field of fire and accepted the risk. So far, everything is going great... just great. Well, Don didn’t bring on the other group somewhere different, and that means we better get moving toward the center; looks to me like a push for bridge X3.

I sent squad C out to kill that Panzer and put an end to six victory points. Both of us are still trying to establish the “pace” of the game—each trying to be more aggressive than the other and to establish a “psychological” dominance. Hopefully, squad C’s rout back to L6 will cause some unit to slow down and think twice. The south flank squad and the dummy are trying to get into the German rear, while the south flank squad and the dummy are trying to get into front of his assault.

**Neutral Commentator:** I’ve discovered another error in DRM calculation. I think that the players are not applying the +1 IFT DRM for CX fire (A4.51). This would have meant that Events 51 and 54 should have +4 and +5 DRM, respectively, and thus that Changer would have been primed instead of broken (through R.D. would still have broken) but could have gone to the 1st level of M3 and have had a chance to rally (on a DR less than or equal to “5”) in the upcoming RPH. Perhaps a telling error.

The German player continues to neglect the Concealment (surely not by design?) of his units. He has forgotten both to enter his units concealed (A12.12) and to conceal eligible units (A12.121) at the end of his player turn. Overall, the Russian’s bad luck with the dice continues to persist. I’m glad to see he’s not yet too upset about the situation. He’s probably thankful to get all his bad DRs out early, so he can be “making hay” later.

During the Russian Turn 2, again the +1 DRM for CX seems to have been forgotten—and this time it’s resulted in the NMC on R.C. in M6 (who subsequently broke) instead of the PTC it should have been. So it goes... The Russian player is not doing his duty in keeping these landers honest.
German: Right at this instant, the cardboard German leaders are busy trying to determine where that 57mm ATG is. American reconnaissance style is to "snoop and poop" with infantry to find it. The ASL Germans and Russians use a more active style—they mark the presence of enemy positions with the burning hulks of their recon vehicles. I don't believe Jim has passed up any shots from building 23Y7. Consequently, the ATG must be guarding the bridge at P7—probably from 23Q9.

The infantry is giving a really good impression of planning to cross at 23X3 and is in position to quickly move toward 23F7. The Panzer couldn't really be of help at the back, so I moved it to influence the movement of the two far north enemy squads. I sent back two trucks (one more than absolutely necessary) so Halle's platoon could catch up faster after their little firefight. Now sit back and we'll see some serious Russian scrambling.

After the Russian turn, not much to say really. I do want to thank Jim for making me look brilliant losing the game in the late turns. We have to rely on the comrades already at the crossing to make sure we don't lose in the early game. Sit tight brave com-

Figure 2: Positions at the end of Turn 3.

Russian: Well, I was right. It's a fast, violent attack to seize the crossing at 23X3. Not much to do but hunker down behind our Concealment counters and get ready for the rush next turn. It's time to open up with the HMG and see if we can beat the Panzer on a cheap shot.

I decided to move the ATG to get it into the game. Until I can move it up to cover bridge X3, it can cover the bridge's exit hex because of the tree-lined boulevard rule (B14.6).

I did not Prep Fire my building 23Y7 defenders because Don has just too much of a fire group to retaliate with. Instead, I hold my fire (and Concealment) until I can see the whites of their eyes.

Although the north flank reinforcing squads can't reach the critical crossing site next turn, the Russians have to start moving as soon as possible or risk losing the game in the late turns. We have to rely on the comrades already at the crossing to make sure we don't lose in the early game. Sit tight brave com-

Maybe we can get an easier kill on it while it is in the open.
races, the fascist pigs will be storming the bridge this turn!

Neutral Commentator: I’m surprised that the PzIV remains CE. Them tankers want to show they mean business! A good AFPh shot for the German would have been to acquire 23F3 (and) from the panzer. I guess the Ammunition Shortage threat is being heard from. Seems as if the German leaders have correctly surmised the position of the hidden ATG: now what are they going to do about it? Could this be the ‘very rare’ occasion when deviation from the plan would bring victory— in other words, cross at 23X3 and BB5? The Germans are certainly in position to cross there, and with the evident absence of the ATG in 23Y7 building, why not?

In the Russian turn, I too was surprised by the ATG’s appearance, though it can now effectively cover hex 23X4 as noted by Jim. The Russian has certainly fallen for the German “feint” at the 23X3 bridge. The PzIV (apparently) failed to place an Area acquired marker in 23F3. A curious, perhaps costly, error. Hold on tightly to your seat folks, as the real battle’s about to begin.

**TURN 4**

**German Player Turn**

<table>
<thead>
<tr>
<th>Serial Event</th>
<th>Final DRM</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>160 Wind Change Attempt</td>
<td>7</td>
<td>NE</td>
<td></td>
</tr>
<tr>
<td>161 Repair German LMG in 23W2</td>
<td>6</td>
<td>Eliminated</td>
<td></td>
</tr>
</tbody>
</table>

**Prep Fire Phase**

<table>
<thead>
<tr>
<th>Event</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>162 Halle, G.L. w/MMG, G.M. fire on R.B.-13 IFT</td>
<td>+3 11 MMG kill</td>
</tr>
<tr>
<td>163 Mark all units in 23X1, 23W2, 23V2 with Opportunity Fire</td>
<td></td>
</tr>
</tbody>
</table>

**Movement Phase**

<table>
<thead>
<tr>
<th>Event</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>164 G.A. assault move from 23Z2 to 23AA3</td>
<td></td>
</tr>
<tr>
<td>165 G.B. assault move from 23Z2 to 23AA3</td>
<td></td>
</tr>
<tr>
<td>166 FSW from 23W3 to 23Z3, VCA A.A3/A4</td>
<td></td>
</tr>
<tr>
<td>167 57mm ATG fires on PSW in 23Z3</td>
<td>+1 9 Miss</td>
</tr>
<tr>
<td>168 R.K. fires on PSW crew—4 IFT</td>
<td>+3 10 NE</td>
</tr>
<tr>
<td>169 R.L. w/MMG fires on PSW crew—4 IFT</td>
<td>+3 7 NE</td>
</tr>
<tr>
<td>170 FSW conducts bounding fire on ATG—5 IFT</td>
<td>+1 10 NE</td>
</tr>
<tr>
<td>171 Pr IVJ from 20R2 to 23V4, stops with VCA PQ/P3</td>
<td></td>
</tr>
<tr>
<td>172 Pr IVJ conducts bounding fire on ATG with main gun</td>
<td>+5 3 Hit</td>
</tr>
<tr>
<td>75mm HE vs ATG crew (+2)</td>
<td>6 IFT 1MC</td>
</tr>
<tr>
<td>173 ATG crew—1 MC</td>
<td>7 Placed</td>
</tr>
<tr>
<td>174 Russian Sniper Activation</td>
<td>2 Fires</td>
</tr>
</tbody>
</table>

**Rally Phase**

<table>
<thead>
<tr>
<th>Event</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>175 O.G. as Rider makes Sniper Check</td>
<td>—2 10 NE</td>
</tr>
<tr>
<td>176 Pr IVJ fires CMG on ATG crew—2 IFT</td>
<td>+3 9 NE</td>
</tr>
<tr>
<td>177 G.F. w/prisoners from 23U1 to 20H1</td>
<td></td>
</tr>
<tr>
<td>178 Oettl, G.R., G.N. from 20H1 to 2001</td>
<td></td>
</tr>
<tr>
<td>179 SPW FEE, G.Q. w/MMG, Metzler from 22V2 to 22T4, VCA U5T5</td>
<td></td>
</tr>
<tr>
<td>180 SPW IFT starts</td>
<td></td>
</tr>
<tr>
<td>181 R.E. fires on SPW PQ/P4 crew and G.P. w/MMG—4 IFT</td>
<td>+3 4 PTC</td>
</tr>
<tr>
<td>182 SPW IFT ends</td>
<td>+4 Pass</td>
</tr>
<tr>
<td>183 SPW IFT ends</td>
<td></td>
</tr>
<tr>
<td>184 R.L. w/MMG—PTC</td>
<td>7 Pass</td>
</tr>
<tr>
<td>185 Eighth from 2001 to 23U4, APA U5T5</td>
<td></td>
</tr>
<tr>
<td>186 Track #E from 2007 to 20PS, stops with VCA PQ/P4</td>
<td></td>
</tr>
<tr>
<td>187 Track #D from 2002 to 2001, stops with VCA J1/J2</td>
<td></td>
</tr>
</tbody>
</table>

**Defensive Fire Phase**

<table>
<thead>
<tr>
<th>Event</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>188 R.B. fires on Halle, G.L., G.M.</td>
<td>—4 IFT</td>
</tr>
<tr>
<td>189 Advancing Fire Phase</td>
<td></td>
</tr>
<tr>
<td>190 G.A., G.B. area fire on 23DD2—2 IFT</td>
<td>+4 47 NE</td>
</tr>
</tbody>
</table>

**Russian Player Turn**

<table>
<thead>
<tr>
<th>Serial Event</th>
<th>Final DRM</th>
<th>DR</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>201 Wind Change Attempt</td>
<td>5</td>
<td>NE</td>
<td>Rally</td>
</tr>
<tr>
<td>202 R.C. self-rally</td>
<td>—1 4 Rally</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Figure 3: Positions at the end of Turn 4.**

<table>
<thead>
<tr>
<th>Event</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>203 R.G. (DM) with Easdev</td>
<td>—1 4 Rally</td>
</tr>
<tr>
<td>204 Repair German MMG in 20P6</td>
<td>6 Eliminated</td>
</tr>
</tbody>
</table>

**Prep Fire Phase**

<table>
<thead>
<tr>
<th>Event</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>205 R.K. fires on PSW crew—4 IFT</td>
<td>+3 10 NE</td>
</tr>
<tr>
<td>206 R.L. w/MMG fires on PSW crew—8 IFT</td>
<td>+3 6 PTC</td>
</tr>
<tr>
<td>207 PSW crew—PTC</td>
<td>6 Pass</td>
</tr>
<tr>
<td>208 57mm ATG fires on Pr IVJ, APCR</td>
<td>+2 9 Miss</td>
</tr>
<tr>
<td>209A 57mm ATG fires on Pr IVJ, AP</td>
<td>+1 5 Hit Turret</td>
</tr>
<tr>
<td>209B Pe IVJ crew survival</td>
<td>8 KIA</td>
</tr>
<tr>
<td>209C Pe IVJ crew survival</td>
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<tr>
<td>210 R.B. fires on Halle, G.L.—4 IFT</td>
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**Rally Phase**

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<td>211 R.C. from 20IS to 2015</td>
<td>+3 8 Covers, NE</td>
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<td>212 G.M. fires on R.C.—4 IFT</td>
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**Movement Phase**

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</tr>
<tr>
<td>214 C.S. from 23DD2 to 23D0</td>
<td></td>
</tr>
<tr>
<td>215 C.E. from 23D0 to 23D1</td>
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choosing the length of each "leg" of the pattern: dropping from one to six, and downhill again. The effectiveness of the play depends both upon the type of pass defense chosen, who they double-team and the coverage technique employed. A tight coverage is effective against a receiver who doesn't cut; less against one using all three legs. The defense player can also assign the spacing of the defensive line, and can even play the hashmarks by shifting the linemen.

Screen graphics are Xs and Os animating each play, but even this part of the program has some small touches of its own. A receiver can outrun his coverage, a quarterback can drop back into the shotgun or roll out on pass plays.

The game was designed so that for every play there is at least one counter-play, so the solitary game is very challenging. The computer coach is able to evaluate your game plan and alter its own during the game. Best of all, MAC PRO FOOTBALL prints a play-by-play if you wish—and the end-game statistics are very detailed. In addition to rushing and passing records, the game records tackles, sacks and interceptions, third-down conversions and punting and field goal attempts.

There are also nice touches like the coin toss, the weather option (for those who think that football should be played in 12-degree winter weather), and the set game situations. MAC PRO FOOTBALL will also come with five "scenarios"—re-creating the final minutes of some great games.

Additional disks are already in the works, one with 28 great teams, league disks for saving stats and game records, and a season disk with all 28 teams from the 1985 season. At 512K, MAC PRO FOOTBALL is a powerhouse game that Macintosh owners will really appreciate.

**Commodore 64**

**SUPER SUNDAY** has been expanded again with what everybody has been asking for. With the new G.M. Disk, you can now save each game's statistics and create your own custom-designed teams from the players now found on all the SUPER SUNDAY season disks.

Already released, MACBETH is a very special game. Four text adventures (two that use graphics) are combined with four psychoanalysis programs to re-create Macbeth's famous play. Included with the two disks is a paperback book containing the play, and notes discussing themes and historical background as well. The four adventures each have their own unique features, and solving the puzzles requires reading the play.

As Macbeth, you must attempt to put down a Scottish revolt and establish your reputation in the first adventure. The action can be gruesome at times, but no more so than in the play itself. In the second scenario, you assist the three witches by roaming the countryside looking for the ingredients they need. In the third, you create a great number of clues and are fully integrated with the text. The third puzzle is a complex race against the clock where you, as Lady Macbeth, must welcome the king, prepare the banquet, and still find time to spur Macbeth into killing the king. Once the plot is in motion, you must insure that you're not caught in the final scenario is another race against time. Besieged in your castle, surrounded by fire and smoke, you strive to delay the inevitable. Unlike the play, however, it is possible here to prevent Macduff from finding and killing you.

The psychoanalysis programs are also unique. Take the role of Macbeth, you are questioned by the bard himself on a portion of the play, revealing the motivations and subtle touches that makes the play one of the most famous in English literature.

**Apple II**

For Russo-Japanese War fans, the Commodore 64 version of TSUSHIMA for the Apple is nearly ready along with the program debugging. Everything is going into the printing. At last year's ORIGINS, this was the one conversion we kept getting requests for, and we're pleased to make it available. Those of you who have seen the C64 version will be pleasantly surprised that the quality has been carried over to the Apple edition. Not too long ago, a letter to a computer magazine complained of the lack of games on little-known corners of history. TSUSHIMA should help fill that gap.

**UNDER FIRE** is expanding again, and this time it's a quantum leap. The Extended Capability Disk [ubbed the CAMPAIGN of the parts catalog adds more rules to the existing game, and speeds the processing time to boot! For those with 64K, the movement resolution is speeded up by jumping several periods at a time in the beginning and near the end of the game (when there is little or no contact with the enemy). If you have 128K—or a IIIc or Apple's Extended 80-column card—the CAMPAIGN disk uses that extra memory to load the combat routines, cutting disk accessing to once per turn.

But the heart of the **CAMPAIGN** disk is its ability to create large formations, save them on disk, recall them for games and award experience points depending upon how well you play. Thus, you can build a U.S. infantry division, name it, and turn it into an expert, front-line fighting force. All troops start out "Green", and work their way up to "Seasoned" and "Crack" only through combat. Since units can be rebuilt, it becomes important to take units out of the front line when they become reduced in strength. You have something to lose now.

Several rules additions allow for leaders to be integrated into an infantry unit (so they no longer become easy targets by themselves), for resupply through ammunition dumps, and for capturing and surrendering units. That latter option can become frightening, because there is a chance that the enemy can learn of your dispositions when a unit is captured.

The **CAMPAIGN** disk also allows you to use the rules and faster program speed without having to create large armies. Another two scenarios on this disk is that it can be used with the first Extended Capability Disk. Not only does that expand the tanks and support guns available to the U.S., German and Russian armies, but provides the means to create British, Japanese, and Italian units as well.

**Apple/Atari/Commodore**

**MISSION ON THUNDERHEAD** has been released for all computers. This action adventure game has a science-fiction setting as you, an agent for the Terran forces, is sent to infiltrate a top secret base controlled by the "Eternals"—a powerful alien race at war with Earth. There are two scenarios: in the first you are sent to locate an explosive device lost by a previous agent and use it to destroy the base; in the second, you are sent to track down several agents to the Eternals and sentenced to run the First Appeal (a gauntlet of deadly traps and creatures).

Finally, well like to thank all who responded to our survey questionnaire that appeared in Vol. 22, No. 6. The GEM is your input that guides and inspires us. Many of you who volunteered to help in playtesting new games will be hearing us in the future. Again, many thanks.
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The Avalon Hill Game Company
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Q. I’m always fascinated by the varied backgrounds of our staff. What’s yours?
A. I spent most of my childhood and adolescence in the Youngstown, Ohio area. As a boy I had a more or less typical fascination with soldiers and loved to draw maps. When a friend introduced me to GETTYSBURG I became hooked on both wargames and the Civil War, which in turn fired an interest in military history which has not yet diminished. In high school, I enjoyed history and Latin—especially the latter, since it fired my imagination and inspired me to create a fictitious quasi-Roman Empire, complete with systems of governments, taxation and coinage. The main element was a large map of a Mediterranean-like area incorporating various nations and cities on which for a year or two I led succeeding generations of Salian (my equivalent of the Romans) legions on numerous campaigns and conquests, raising Salia from a mere city-state to a far-flung empire of forty-four provinces, with all the details duly chronicled in Latin! During my high school years I created similar systems of a World War I type, a modern-day cold/hot war involving several dozen fictitious nations, and another modern period war between Afghanistan and Pakistan. (I might have been weird, but I had fun). After high school I went back to playing published wargames—BULGE and BLITZKRIEG more than any others. However, about 1972 I purchased a copy of PANZERBLITZ, which focused my rising interest in World War II and made me a dedicated Ost Front armor freak. While PB never fulfilled my expectations, it (along with PL later) was my game of choice until SQUAD LEADER appeared. I ordered SL even before it hit the stores, and once I played it I never returned to PB/PL—nor was my life quite the same again!
Aside from playing wargames, I’ve also managed to get married, have a one year old daughter, and so far managed to get to sixteen foreign countries including India twice, Nepal and Sri Lanka.
Q. How’d you happen to come to The Avalon Hill Game Company?
A. It resulted from my contributions to COI, COD and GI. From 1978 to 1983, I was continuously involved with these games and a few related projects. While I was working on them with Don, he mentioned several times that he thought I’d be an asset to TAHGC, and that he’d put in a good word for me if I ever wanted to work here. Well, one day I decided to take him up on the offer. Fortunately, there was an opening—and here I am.

**Staff Briefing**

An Interview with Bob McNamara

By Rex A. Martin

- **Full Name:** Robert Joseph McNamara
- **Birth:** August 1948 in Sharon, Pennsylvania
- **Started Wargaming:** c. 1960
- **First Wargame:** GETTYSBURG '58
- **Favorite Wargame:** ADVANCED SQUAD LEADER
- **Favorite Non-Wargame:** SPEED CIRCUIT
- **Outside Interests:** Foreign travel, history, sports cars
- **Employed by AH:** February 1984
- **Designs:** ADVANCED SQUAD LEADER, BEYOND VALOR, STREETS OF FIRE
I suppose in a way it's a Cinderella-type story. Back in 1977/78, I certainly didn't hold working here as a gold mine; I was pretty much despondent, with the possibility of being let go. The real story, however, is that of the man who knew nothing about his surroundings and of the woman who still worked there. The day they met was like a fairy tale. After the initial shock, they quickly fell in love. They decided to get married and started a new life together.

As for the game-related work, it was a combination of hard work and just the right amount of luck. Sometimes, it seemed as if everything was working against us, but in the end, we were able to achieve the desired results. The main focus was on making sure that the game was enjoyable and engaging for the players. We always aimed to create a realistic and immersive experience, and I believe we succeeded in doing so.

Q. What is your area of expertise?

A. World War II combat, primarily on the tactical level. As I've said, my original interest was just armor, with everything else more or less peripheral to that. Playing SL, however, whetted my curiosity about infantry and the true effects of combined arms actions, an area I hadn't delved into previously. In fact, during a particularly long game session, I sometimes wondered if I knew everything there was to know about the rules. In reality, I think that there is always something new to learn.

Q. How much remains to be done to ASL beyond the initial release? Will you be involved in further rules writing?

A. We're considering a U.S.-vs.-German Deluxe module featuring close-in fighting. It has the right kind of close-in terrain and the right kind of players. We're also looking at the possibility of a DYO scenario, the player can find that item's current RF at a glance. Much of this information has never before been available in a single source. (How easy my job would have been if I'd had to consult just one source to find this data)

As to your question of whether I'm dissatisfied with anything, I'd have to say no—there's nothing I look back on now and wish we had done differently. I still prefer my old "Gun Duel" rules (as given in Vol. 20, No. 1 of THE GENERAL) over ASL, but while that may be a personal preference, it is not necessarily a criticism of the rules themselves. I think the old rules were more professional and did a better job of conveying the feel of the actual battles.

Q. Why not try to add rules that would allow for a DYO scenario, the player can find that item's current RF at a glance. Much of this information has never before been available in a single source. (How easy my job would have been if I'd had to consult just one source to find this data)

As to your question of whether I'm dissatisfied with anything, I'd have to say no—there's nothing I look back on now and wish we had done differently. I still prefer my old "Gun Duel" rules (as given in Vol. 20, No. 1 of THE GENERAL) over ASL, but while that may be a personal preference, it is not necessarily a criticism of the rules themselves. I think the old rules were more professional and did a better job of conveying the feel of the actual battles.
Q. Your labor on a desert module for ASL is eagerly awaited. I’m sure. Any hints on what it will include—innovations, scenarios, components?  
A. First of all, it’ll be called WEST OF ALAMEIN, and might contain the complete British and Italian countermoves. I say “might” because if the price proves to be too high with both of them included, we’ll make two modules with one nationality in each (with all the British-vs-Italian scenarios in the Italian one). But for now, let’s assume that there will be just one.

It’ll contain five boards: one consisting primarily of a four-level mountain that represents a Tunisian djebel, and one or two comprising a flat open desert. Aside from normal open ground, the latter boards will contain only scrub and rocky areas (not crags). All other terrain types—wadis, sand, half-level hills, shallow depressions and dunes—will be on GI-style overlays. The mountain will have quite rugged terrain, with numerous wadis that descend from its heights, many “Abrupt Elevation Changes”, and a lot of cliffs, crags and rock-strewn areas. The mountain board will also be used with two large overlays that convert it to an escarpment like those in the Sidi Rezegh-Belhamad region. The rules will deal almost exclusively with the various terrain types and the special environmental conditions of the theater.

There will of course be scenarios, which will not take place in a landscape devoid of protective terrain. I’ve done quite a bit of research to find actions that will give each player the ability to maneuver with at least part of his force rather than just having them sit in foxholes and shoot for ten seconds.

Q. Out of idle curiosity, which of the scenarios for the SL system is your favorite?  
A. There are three main factors that influence my judgment of a game: completeness of research and “open-endedness” and “fun level.” First of all, I like scenarios that were invented in historical research because I think playing a game should be a learning experience as well as a good time. In fact, for me the learning aspect is a major part of the enjoyment. If a game has basic flaws in its research (i.e., flaws that affect what the game purports to illustrate), I find that I automatically enjoy it less—until at least until I’ve tinkered with it to correct the problems. For example, I recently played a tactical game whose Tiger tanks had the same effective range as its Panzer IIs. Now listing a weapon’s correct effective range should be one of the prime considerations in a tactical game; after all, it’s one of the key elements in his opponent’s tactics! Yet, that game’s possibly most important piece was woefully under-rated. Needless to say, my opinion of its as “illustrated history” dropped immediately and substantially. I know that people wouldn’t notice something like that, or perhaps wouldn’t care even if they did, but I think it makes a big difference. Every wargame has certain basic design criteria whose characteristics form its foundation as a simulation, and if those are portrayed correctly then the wargame is invalidated as a historical study. Obviously the amount of detail deemed necessary to portray any given characteristic must be directly proportional to its overall importance in the game, but the more important a characteristic is to the basic theme of a game, the more vital it is to research it thoroughly.

By “open-endedness” (if there is such a word) I mean a game’s resistance to becoming predictable after a number of playings. How many games sit gathering dust because their owners discovered that each subsequent playing of the game pretty much just like the previous time? As I mentioned earlier, I prefer to pick my own forces when I play, so any game that has a Design Your Own system (and/or can have new scenarios continually crafted for it) naturally holds greater appeal for me. Back when I was into PB, the group I played with had originally invented just the scenario; after that we played strictly DYO. In fact, PB’s DYO capability is what I most enjoyed about it, while PL’s Macro Game added an interesting and structured variation to the basic theme. (Of course, the appearance in the GENERAL of new scenarios or variant rules usually caused dining room tables to be rapidly cleared for action.) And while variants/scenarios can be provided for almost any game, those that aren’t specifically open-ended are much more limited in what can be subsequently done with them and thus don’t appeal as much to me.

We turn our attention to DYO, let me review for a moment ASL’s DYO system. I don’t think I’d cause much of an argument by saying that SL/COI/COD’s system was pretty anarchistic. Aside from the pick-a-card system in the original SL, the point values of the various pieces were all that was provided. This often led to some pretty ahistorical, if not outright bizarre—force configurations. I’m also sure a real-life infantry commander would have been delighted beyond words by the ability to conjure up Tigers or Su-152s to support his squads whenever he felt like it. In addition to having such odd results, the original system’s DYO capability also suffered from not having point values for the pieces of GI, which caused some problems too obvious to need explanation here. In ASL, however, not only will all the nationalities have point values for their respective units, but all will be based on a common system and all will thus be more valid. In addition, the purchasing of units for a DYO scenario has been formulated into a strict procedure that provides a more historical allotment of forces while awarding proper planning in the expenditure of points in the various categories. No longer can a player assume that his opponent will always have the same thing with the limits of his available points; now the items that were more common in reality are also more common in DYO purchases, although the possibility always exists that the rarer types might put in an unexpected appearance (and the greater an item’s rarity, the less likely it is to appear). Gone too is the last minute reshuffling of purchases in order to find some way of using those last unpainted points. Purchases are now made in the following order: infantry; SAN; ordnance; vehicles; offboard artillery; and fortification counters. Any points left can then be used to buy extra infantry only, after which all leaders and support weapons are allotted (not purchased) according to the nationality, type and number of units previously purchased. A roster sheet is provided to keep track of all purchases, allotments and special capabilities. The ASL DYO system even allows units to be designated as reinforcements to spring on an unsuspecting opponent at the right time. All in all, I think it’s a vast improvement over the old system.

Now, where was I? Oh—on the fun level as a factor in my judgement of a game. Well, I think that’s pretty self-explanatory, so I’ll just shut my trap.

---

**SO THAT'S WHAT YOU'VE BEEN PLAYING**

Titles Listed: 102  
Total Responses: 518

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As last, as expected the ASL system comes to dominate reported player preferences; in fact, three of the top twenty slots are filled by titles from the ASL system. One three of the titles fill the original SL game. From the original SL system! If one adds the other tactical game titles that show up on the list I think that the tactical wargames are the current "wave". While some old favorites once again fail to rack up units in order to number of new titles make their mark; notable among these are FLIGHT LEADER, BEYOND VALOR and PARATROOPER. Meanwhile, UP FRONT continues strong, while our only solitaire game B-17 returns to the fold after a brief hiatus.
MOVING UP FRONT
A Study of Movement Options

By Rex A. Martin

Combat consists of, when reduced to its basics, two elements—fire/melee and movement. (You pessimists may add a third—ducking.) No game system so clearly displays this as that of UP FRONT. Other articles in this periodical (Greenwood's "Playing Your Cards Upfront" in Vol. 21, No. 1; Burnett's "Return to the Front" in Vol. 22, No. 2) have looked at doing as much damage to the other fellow as possible while avoiding it yourself. But you can't shoot them if you don't get close; and the best way to do that is to know of remains running away. So let's take a few minutes to consider the various types of movement and their hazards in this most intriguing game.

In UP FRONT, there are three directions to go: forwards, backwards, sideways (and with this latter, we must include Lateral Group Transfers and Individual Transfers). Going forward is fairly obvious even to non-players; your men are closing the Relative Range. Going sideways increases the Relative Range. Going backwards is always intended to get one or more of your men into a position from which they can be more effective (out of a Marsh, to better terrain, to avoid a Smoke/Concealment fire, and so forth) without changing the Relative Range. And Transfers, which seldom see use even by experienced players, allow you to realign your forces to take advantage of the changing combat situation.

To good players—the really good players—the following points all seem to come instinctively. For the rest of us, let's consider some of the finer points of movement.

Advancing

Play a Movement card; exchange the range chit in front of your group for the next higher. Dodge any bullets. Jump in new terrain. Sounds simple? It is. But the pitfalls can be many, and some come from unexpected quarters.

Any Movement card can be used to get you closer to the enemy. Some Movement cards may be used only by specified nationalities, but even the movement-poor Americans have 24 available. However, the deck consists of 162 cards, so even the relatively movement-poor Russians and Japanese cannot afford to waste them. In UP FRONT, movement is not at the whim of the player as in most traditional boardgames. Like everything else in this game, it must be a carefully considered proposition and all must be done to make it effective when you get the chance to move.

A single Movement card in your hand is really not all that useful, for it will not usually be all that effective in getting your men forward. Oh sure, there will be those instances when circumstances or frustration force you into playing it, usually against your better judgement. But some Smoke to hide your dash ahead, a Concealment card to duck with, and/or some Terrain with a negative modifier to get into all help your confidence in reaching the next chit. After all, you don't want your men shot up getting where they are going.

All Movement cards carry a positive modifier (+1), making them even more effective. These are cumulative, up to a +2 modifier. The terrain you are leaving and any Smoke or Concealment cards you can play modify the enemy's incoming fire to your advantage. For example, your four-man group has just left some Woods after having played a Smoke card last turn. The enemy lays down a "Fire 4" attack against the moving men. You, when he shows his attack, play a "Concealed -2" card. Instead of an attack that could have been "S" (+1) for Movement, your group faces an attack of "0" (2 for Woods, -1 for Smoke, -2 for Concealment). Even if a random breeze blows away the smoke, it is easier to take an "S" than an "F". You may not be stressed enough how valuable those Smoke and Concealment cards are for getting your troops forward.

Even without being fired on by the enemy, your jog across the UP FRONT battlefield is apt to be a bit rocky. You don't always get where you want. In lieu of his discard, the opposing player may drop any Terrain card (except Open Country—a waste of nine during playtest until Greenwood finally got tired of that ploy) on your moving group. Unless a Stream or Marsh card, you must decide if your fellows will plunge into that terrain, or dash around it. If the former looks inviting, play continues as normal (the Movement card is immediately replaced by the new Terrain card). If not, the Terrain card is discarded, but your Movement card is turned to reflect a Sideways move and the Range chit returned to its previous value.

The play of such terrain "discards" is as important a judgement to make as any other you will be called on for in this game. Dropping a Stream or Marsh card if you hold one is usually obvious, unless you want to hang on to it in hopes of the movement of a more vital group (usually the enemy firebase or an enemy group with victory within its grasp). For most, except those playing the Germans or elite troops, the only question lies in whether they wish to forego all action that turn in order to see the enemy stumble. In the case of Stream/Marsh cards, I will gladly pass up one turn to mire a mediocre enemy two-man group—preferably at a range where I can destroy them. For the Japanese and Russians, it is absolutely imperative to use these cards at first opportunity, simply to open up the options in their four-card hands.

After having been kept from use of Open Terrain cards to befuddle opponents, I cast about for others. Obvious choices were the Gully, Brush and Wall cards—some 12 cards of the 162. These prove exceedingly useful, both offensively and defensively, and are a boon to the small-handy nationalities. (I try to retain multiple-use cards; it opens your options for action and reaction considerably in a game this fast-paced.) I always assume that if an enemy group moves, it has terrain superior to anything I'm going to give it. If I can, I'm going to disrupt his little trip to that building or hill.

Place an unwanted Gully card when the coyer it is. It can never be Annie in this game; that -2 modifier makes his boys a prime target, yet opposite my own firebase.

A Brush/Wall card is occasionally quite effective in flushing an enemy group forward into range for your devastating fire attack. Let me explain. Suppose that an enemy group is moving to a range just short of the point where you can deliver an effective attack. You, it appears to your opponent, cannot shoot but instead only discard an annoyance—the Brush—to slow him down while you search for a useful Fire card. Many unsubtle and impatient players in fact would accept the Brush, even if they held a better Terrain card, figuring they can immediately play another Movement card and get where they want at a closer range than they had planned; after all, the Brush you bestowed cancels the Movement modifier and you didn't fire last time. You promptly unveil that high Fire card when they move and shoot the hell out of his group. I've used this ploy, under favorable circumstances, several times against new opponents. Try it sometime.

The moving group may, of course, reject your kind offer of terrain and prefer to simply run sideways. Don't be distraught. You've lost nothing, and gained a new card (with all the optimism that implies) for your hand. Your opponent has wasted a valuable Movement card and will go unless that terrain he was dashing for anyway, but now at the greater range. If he tempts fate and plays a second Movement card to get forward, he has just given you the best opportunity you are likely to get in this game; that -2 modifier makes his boys a prime target.

There is one special form of advance we must consider—the Japanese Banzai. Only the Japanese, with their 75% level for breaking, could contemplate such a suicidal charge. Any group under the direct command of a Japanese SL or ASL may have a Banzai declared as its sole action simply by playing a Movement card. All the men in that group, including those pinned who instantly and automatically rally, are committed to charging forward to engage in hand-to-hand combat. When (if) they reach the targeted enemy group, Infiltration and Morale Checks to enter CC are unnecessary.

The disadvantages of this play are, however, considerably more significant than the advantages. The Japanese player has narrowed his options for the group to a single course of action. The Banzai cannot be voluntarily cancelled; it must go in unless the defending group (the Japanese player must declare which enemy group—either ahead or adjacent to the Banzai— the charge is aimed at when he announces it) is eliminated or retreats or moves laterally out of range. The Banzai group may take no action other than movement or Close Combat. Worse, no Movement card may be played on any other Japanese group unless and until a Movement card has been played on the Banzai-ers each turn. Any enemy fire is likely to be much more effective than usual (remember, the only terrain dropped on them will come from your opponent, and you can't play Concealment cards) since any result that would normally "pin" a Japanese character will instead "pin" a Japanese group—either ahead or adjacent to the Banzai— the charge is aimed at when he announces it is eliminated or retreats or moves laterally out of range. The Banzai group may take no action other than movement or Close Combat.

The Banzai must be reserved for those game-winning situations where there is indeed no other option available (see the Series Replay in Vol. 22, No. 2 for an example). And launching a Banzai from greater than Relative Range 4 is simple foolishness. Unfortunately, many players, when taking on the Japanese role these days, purposely organize their
men in such a manner as to create a Banzai-specialized group (high morale and high CC values) in anticipation of launching one. This inevitably narrowing the player’s options in any scenario, which in turn may lead to precisely the desperate situation

Banzai. A sort of “Catch 22”, death-or-glory cycle.

In either case, a charge is declared against it. This early in the game, with the enemy hand less than perfect, there is a fair chance that the targeted group will be overwhelmed, or it will retreat (pulling a Movement card from your opponent’s hand and allowing you to cancel the charge). In either instance, your surviving members will be closer to the enemy, hopefully in better terrain than they began. At the very least, this play is sure to rattle your opponent—and it may even win the game for you by discouraging him to such a point that he is no longer able to make efficient, logical decisions.

Retreating

Discretion is, in this as in many games, the better part of valor. The inevitable consequence of staying in UP FRONT when you may want to run away. Indeed, in some scenarios (notably Rear Guard Action, Evacuation, Delaying Action) a judicious withdrawal is the key to victory for the defender. In other cases, one of your groups may be in a tactical stance where disaster looms (facing a Banzai without Fire cards, under Flanking Fire, in an exposed position far forward of supporting groups, infiltrated by superior CC-valued enemy men). The wise commander tries to avoid such predicaments, but even he will make a retrograde move when necessity dictates.

A Retrograde move may be made by laying any normal Movement card down reversed (i.e., so the circled “0” and the illustration of the backs of the two soldiers are at the top). However, unless a red RNC shows on the Movement card, the retreating group may not go beyond Range chit “0”. There are only 12 Movement cards with red RNC, so retread to -2 or -3 Range chits will be unusual—and beyond that exceedingly rare.

There’s no need to be so drastic; rather, they will be undertaken to avoid a temporary tactical unpleasantness. You’ve the same chances of retreating as you do of advancing. And you face the same dangers—although most opponents will not drop terrain (except those staggering Marshes and Streams at times) if you seem to be running back. The same methods of guarding yourself serve when retreating as when advancing, hang on to those Concealment and Smoke cards.

At this point, it would be logical to mention another consideration—one that may arise whether advancing, retreating, or just shifting sideways. In UP FRONT, any group may move and, assuming that you are willing to abandon any pinned men in that group. True, the rules prohibit placing a Movement card on a group with a pinned character; however, the rules also allow Voluntary Panic at any point in a player’s turn, giving you the option of accepting elimination of those pinned men for the ability to move the survivors that turn. This is the most of the toughest choices you will face. But, for a host of reasons (to save the several at the sacrifice of one, to advance into a winning position, to outflank an enemy position) you may want to consider leaving weaker characters behind. In the end, only the player can make this decision—and it must be an intuitive one, based on the worth of the character being abandoned as posed against the potential opportunities the movement represents. In your cal-
culations, you should add in the surprise value of such a move. The accepted way to keep an enemy group down is to keep one or more members broken; such an unexpected move may catch your opponent unprepared to react. (I have won a game in precisely this manner, abandoning two men to move into the winning position while my opponent was throwing his reserves against the flank of the threatened group to attempt a gur reaction—as so much in this game can. I can offer an easy practice for you novices here.

There are other valid reasons besides imminent danger for a Retrograde move. Many of the scenarios demand that a certain number of unpinned men (usually four or five) reach a given range chit for the player to claim victory. It is an axiom that it is easier to move and protect one group than two—requiring fewer Movement cards, fewer Terrain cards, less of everything. If two adjacent groups can neither win the scenario alone, I have often retrograded to draw one into position for a game-winning group. This comes to the fore most obviously when I take on the role of attacker in Scenario R; my forwardmost groups inevitably fall back to Range chit 3 or 2 to regroup for victory. I have seen both sides lose their willingness to retreat; expect your own opponents to have a few good chuckles. But the retrograde move is an important part of your tactical repertoire. It breaks Infiltration and Flanking Fire, increases the range (so lowering the enemy’s Firepower), often ends a threatened Banzai. All too many players look upon a rearward withdrawal to guard Movement cards and not at the long-term advantages it may bring.

Fancy Footwork

Many, if not most, of the Movement cards you will play during a scenario are placed sideways. Forcing a Stream, getting out of a Marsh, transfers of a single man or an entire group, slipping into a flank position. All demand the play of one of those precious Movement cards, and all greatly improve your tactical situation.

If you’ve been so unlucky as to have blundered into a Stream (or begun the game in one), you are—quite literally—up the creek. The afflicted group cannot change range until they ford it; any fire attack from the Stream is modified to your detriment; MGs and mortars may not fire from a Stream, etc. The enemy may play two cards on this group, and you lose no Movement cards. For the timid, one of the six “Ford” Movement cards, and hung on to it, you can simply grin as your group skips across. But if you haven’t, you will have to face the odds (see Jim Burnett’s fine article “Up Front by the Numbers” in Vol. 21, No. 2 of THE GENERAL). To get across, you must play a Movement card (assuming there is one available) to draw a black RNC from the Action Deck are you over the obstacle; otherwise your precious Movement card is discarded and your men remain mired in the Stream. Many a player has come to grief when Lady Luck turns against him and either no Movement card or every red RNC in the deck comes for the player to move anyway; and any ford attempt will remove Flanking Fire on a group in a Stream. Never target a moving enemy group; it’s rather pointless since the play of a Terrain card cancels your threat.

Note that there is a chance that Flanking Fire could occur naturally in the course of play. If a group has progressed to Relative Range 5, and passes beyond it to Relative Range 4—meaning that you have moved past some adjacent enemy group and are now on the open flank of the opposing forces. If you target the enemy group—Flanking Fire is possible. This form of Flanking Fire is much harder to break, necessitating a Lateral Group Transfer of the threatened group or the elimination of the enemy before it. And, from here, the flanking group may try to shift to create another.

Much more deadly than Flanking Fire, and much less likely, is the play of a Movement card sideways to claim Encirclement. In this instance, all fire against the beleaguered enemy group is doubled.
your group must be "behind" the enemy lines, meaning that you have had to be very lucky in acquiring Movement cards and dodging bullets simply to get this far. In all truth, the only times that this is a reasonable stance to strive for is when you've a significant number of spire characters to form one more group that can be a key and can expect to have the Movement cards to run it forward quickly; in other words, only when playing the Russians (against the Germans) or Japanese (against the Americans) do I ever contemplate an Encirclement when setting up at the beginning of the scenario.

Your initial organization of the troops prior to battle is crucial (as Don Greenwood highlighted in his article), and it is the only aspect of the game that a player has total control of (as Ken Whitesell pointed out in the first UP FRONT Series Replay). But your decisions are, thankfully, not immutable. As the scenario progresses, you may well find that unexpected situations make you wish to change the composition of a group—or even create a new group. This is accomplished through Individual Transfer.

Any unpinned character, which is otherwise free to move, may attempt to join an adjacent friendly group at the move, but the Movement card must be discarded for each such man seeking a transfer; place the character's card between the two involved groups, and put a "Transfer" counter on it. So long as he is between the groups, he will suffer all attacks made against either of the groups (and carries a +2 modifier to boot). If pinned during transfer, the character is returned to the group he left. If he survives unpinned, he may take any position among his new comrades. Of course, as in many other activities, an unpinned SL or ASL in one of the groups is necessary to direct the action.

The uses of Transfers are endless and varied. In Scenario R it allows the attacker to build a firebase, or create the game-winning group (see the Banzai Series Replay). In the Armored Advance, you may want to shift that bazooka, panzerfaust or ATTM to where it faces the enemy armor. In the instance where a crewman has been eliminated, I consider transferring a man to that group to keep it firing at full strength. If you've a couple of adjacent, ineffectual groups, use Individual Transfers to merge them together (you can eliminate a group through transfers, but not "beef 'one up to ten men); or to get survivors out of the line of fire (see Flanking Fire since by the point in the game you must pass another Morale Check before he can hit anybody on the head. Showing a Movement card, which is of course then discarded, makes entry in CC automatic. Personally, rather than risk failing the MC, I invariably will use a Movement card to avoid the penalties for failure unless in dire straits. If your should man the Close Combat by three or more, you can even keep him infiltrated in the group. And if the last enemy man in an infiltrated group. As to the vagaries of the deal and drawing, the enemy may be uninfiltrated to claim victory).

Infiltration also brings some possibilities for esoteric offensive actions besides mere Close Combat. The infiltrator may elect to set up a Demolition Charge he is carrying (with a particularly nasty effect on anybody in the group, attacking with a Fire 4 Strength of 8). He may elect to fire normally, but his Firepower values are doubled. If an ATTM is held, the infiltrator may use it against any AFV (as his CC attack). If encircled, an infiltration of either encircling group ends that awkwardness.

When faced with infiltration, you can either accept the attack, try to stop it with some stiff fire (hoping to pin the infiltrators), or—or of course—move away. By falling back to Relative Range 4 with a Retrograde move, No Close Combat is possible. The infiltrators still get doubled fire (although this breaks their infiltration), although now at a greater range. The next movement card has a source of the next Terrain card dropped will end the infiltration in any case, unless the enemy group has not to move to keep pace with you. The psychological edge of having infiltrated an enemy group is not to be denied; but if on the receiving end, comfort yourself with the fact that it is even more fragile than Flanking Fire since by the point in the game you will be facing it you should have either some high Fire cards or a Movement card.

A Final Word
All of the above suggestions are posted on the assumption that you've the Movement cards available to undertake them. This is not always the case—don't base your entire strategy on the hopes of getting that key card just when you want. Likely as not, you'll riffle through the entire deck without drawing it. The best UP FRONT players are able to adapt to the vagaries of the deal and draw.

But the best players are also very aware of the possibilities that every card situation they face. The above are only some of those for Movement cards. Bear them in mind.

CONTEST 132
Neither player has been counting cards, but both are aware that it is very late in the second deck of a Patrol Scenario of UP FRONT using line troops. You, playing the American, have but six men left in two groups. Group A, at Range chit 2 in a -3 Building, consists of Sgt. Barnett (#1), a wounded Pvt. McIlroy (#4) and a pinned PFC Fox (#3) in that order. Group B, also at Range chit 2 but in a gully, consists of Cpl. Moore (#2), Pvt. Myers (#9) and Pvt. Greenwood (#11).

The Germans are in no better shape. Your opponent has only five men in two groups. His Group A, at Range chit 0 on a Hill, consists of Pvt. Wollack (#8) and Pvt. Beck (#7). His Group B, at Range chit 2 and entrenched in the Brush, has a pinned Pvt. Bernhoff (#6), Pvt. Wolf (#10) and Cpl. Hessel (#3).

Both sides have taken multiple casualties—sufficient to cause their respective squads to break if they lose one man more. Even the German sniper has been eliminated. It is now the American player's turn. Your hand has a nice mix of cards: a Woods, a Hero, a Concealed (#10), a Sniper (#2), a Spy (#6), a PER 2 (requiring 5FP) and a Fire 4 (requiring 8FP). Make the best move available to the American player given his current hand and situation described above. Indicate the side most likely to win the game as a result.

The answer to this contest must be entered on the official entry form (or a facsimile) found on the back of this issue. Ten winning entries will receive merchandise credits from the Avalon Hill Game Company. To be valid, an entry must include a numerical rating for this issue as a whole and a listing of the three best articles in the judgment of the contestant. The solution to Contest 130 will appear in Vol. 23, No. 3 and the list of winners in Vol. 23, No. 4 of The GENERAL.

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**SCIENTIFIC DIPLOMACY**

**Manipulation Strategies for the Amoral Player**

By Dean H. Hudson

"It’s agreed then — England will make his standard opening moves, operating aggressively in the north towards St. Petersburg; Germany will devote his attention to Warsaw; Austria-Hungary and Turkey to Sevastopol. According to my calculations, Russia cannot survive our combined efforts for more than two years at best — three at worst. Sound good?" The Austrian player sits down.

"I’d game. "The German player grins.

"Are you with us, Turkey?" someone asks.

"I’m game. "The German player grins again. "Are you with us, Turkey?"

"Yes, I am."

"But this is all old hat," you say. And, of course, it is. And every DIPLOMACY player worth his salt has methods for convincing other players that to go along "this time" will be in the player’s best interests. This article is an analysis of some methods studied by both sides of social psychology, honed by salesmen the world over, and potentially of great use to any serious DIPLOMACY player.

**TECHNIQUES**

First, let us begin with some definitions. As true diplomats, we care only a little whether individuals really, internally agree with us, our strategy, or the way we wear our hair. Our object is to induce compliance, a change of behavior in other players to meet our goals. If another player will agree to move in such a way that benefits our general strategy, then their "internalization" of our goals is not absolutely necessary. Generally, individuals comply to the directions of another only to gain rewards or avoid punishment. Our object is to manipulate the perceived conditions of reward or punishment so that we maximize the probability of him performing in the way we wish. Several valuable techniques are available, based on research done by eminent social psychologists. While any social persuader or would-deploy the unbridled use of such techniques in the "real world", in our DIPLOMACY world the use of these methods — within our own boundaries of morality and social sense — is acceptable.

The first technique we will discuss is known humorously as "foot-in-the-door". Essentially, this method aims at convincing our "subject" to comply to a small, seemingly innocuous request. Or two. Or three, with each new "request" or "suggestion" growing in importance and level of commitment required. In a scientific study of this technique, psychologists were able to induce 52% of housewives to agree to a full inventory of their household cleaning goods (no mean request), merely by asking them first if they would be willing to answer some survey questions relating to their use of particular brands of soap. Once the salesman can get his foot in the door, his ability to create greater compliance is enhanced.

How does this apply to DIPLOMACY tactics? Quite directly. Suppose you are Austria-Hungary, interested in an alliance with Turkey for "mutual non-aggression". Simply begin the game by suggesting some minor agreement that the two of you can make: say, for the dividing up of Serbia, Greece, Rumania and Bulgaria between the two of you in the first year. Then later, you can ask for an agreement with a few more "teeth" in it. And so on, in ever-increasing numbers of requests, the Turk is being manipulated by the clever Austrian.

Our second, scientifically-derived technique is known as "door-in-the-face"). Simply put, this consists of making a very large request, and then following it up with a lesser, more manageable request. Researchers studying this technique asked college students something like, "Would you be willing to donate a pint of blood every week for the next ten weeks for our blood drive?" After, understandably, being refused, they then requested, "Well, then, how about donating one pint of blood for our blood drive?" They were able to obtain 50% agreement for the second request, as opposed to only a 32% agreement for the second request not prefaced by the larger request.

It takes only a little imagination to conceive of a situation in DIPLOMACY where this manipulation strategy could be used. Ask a neighboring player if you can "borrow" one of his/her home supply centers for the upcoming Fall move [*fat chance*], or for a complete offensive/defensive alliance including communicating exact plans. Then ask him/her what you really want. Odds are, you’ll get the lesser — which is all you wanted in the first place.

Our third technique is known as "even-a-penny-will-help"). (How many of you readers have heard something like this from religious or political canvassers?) This technique consists of asking for some sort of assistance which requires minimal effort, minimal commitment. When an agreement is obtained, oftentimes the "subject" will help out quite a bit more than the minimum agreed upon. For example, researchers sent out individuals asking for donations to some fictitious organization. Half of the canvassers used a "standard" approach; the other half ended their spiel with the phrase, "even a penny will help"). The second group was able to obtain a 50% donation rate, while the first only obtained 28.6% donation. Even more interesting, for both groups the average size of donations was almost exactly equal. Apparently once someone was willing to give even a penny, they perhaps were more willing to give more. Similar results were found in other research. One can readily see the psychological similarities between this and the "foot-in-the-door". An agreement made with another player which consists of a minimum possible effort or cost to him can often be used as a psychological "wedge" which can help induce future compliance.

A fourth technique, which can be used with great success and is probably used often (albeit non-consciously), is known as "Low-ball". At its heart "Low-ball" consists of making a great deal — then working the deal down into a not-so-great deal. A car salesman can use this technique to great advantage, for example: A couple is interested in buying a new car. The dealer in the lot offers them a very good deal — say, a financed loan at only 0.9% interest (a "low-ball" deal). After expressing some sort of interest from the couple, the lot debugger then takes them to his office. A few minutes later he comes back, a rather glum look on his face. He explains that the "boss" won’t allow the financing deal — they’ll have to go with 5.5%. Chances are the couple will still buy the car. This is the essence of the "Low-ball" technique.

In DIPLOMACY, this type of situation can be easily created — even more so with the assistance of another player. Say, for example, you are playing Germany, interested in establishing friendly relations with France so as to keep France off your back. One year before the actual game, you plan other deviances. Make an agreement with the French player that you will support him going into, say, Piedmont, Holland, Belgium, Spain and Portugal with England’s agreeing to a "hands-off" policy in those territories. Then, go talk to England for a bit. After cutting back, explain to France that "England won’t buy it — how about if we agree to a non-aggression pact so as to defend against England’s attacks?" From a superlative deal for the French player to a so-so deal; but it is exactly the deal you were striving for.

A fifth technique is called "imagine-that-you-are-doing-me-a-favor". This technique relies on the odd capability of Man to visualize possibilities — once you, as world diplomat, can induce a neighbor to imagine this or that course of action, the probability of his/her actually performing that action is increased. This technique has had some rather interesting success rates in scientific studies. In one such study, a researcher used two groups who phone subjects about hooking up to a cable TV service. The first group gave information about the cable TV only. The second group gave the same information and also suggested, "imagine the benefits that cable TV could give to your family". Of the first group, only 19.5% were willing to sign on for cable TV. Of the second group, 47.4% were willing. If you can encourage your diplomatic target to imagine the positive benefits of engaging in a specific course of action (one that you desire, of course), you’re half way to inducing compliance.

A sixth technique involves the judicious use of "touch". A light touch on the arm, a gentle but firm slap on the back, a handshake, a hug — these are all part of our genetic heritage as physical beings and can operate to reduce stress and, again, to create compliance. Use some care with these techniques — too much "touch" can create stress, particularly in certain individuals.

And, lastly, is the technique described in the opening sentence of this article — the "everybody’s-doing-it" syndrome. With the assistance of several other players, this technique consists of presenting a plan of action [...] with the agreed-upon plan. Take note — the greater the number of individuals in the "group", the greater is the likeliness of conformity by the target individual.
Gentlemen, Start Your Engines!

FRANCE 1944

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France 1944 comes complete with 130 playing pieces, rule booklet with two removable player displays, one 22" x 32" map sheet, two 6-sided dice, and a counter storage tray.

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Dear Sire:
I find it necessary to comment on your latest issue of THE GENERAL (Vol. 24, No. 6). I must say that it is, in fact, rather bad. It has not received any particular commendation from me.

Robert Purdy
Deep Brook, Nova Scotia

I am always uncomfortable when the. . .

Dear Mr. Editor:
I have greatly enjoyed ASL through the three modules you have published so far. The amount of detail is remarkable. I am overjoyed and find the game quite fun. I hope to discern in the promotion of the game that it is a little deceptive.

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Robert Purdy
THE PIECES OF PANZER LEADER
A Unit-By-Unit Review
By Robert C. Clark

PANZER LEADER is the Cinderella sister of PANZERBLITZ. I have found that many gamers are hesitant to play PL because it is reputedly harder to master than its sister. I can't agree with that. PANZER LEADER was the first wargame I ever played, and the first that I ever purchased. It is the most realistic of the PB system (ARAB-ISRAELI WARS being the third). PANZER LEADER provides more of the feel of combined arms warfare than the others simply because it has more realistic rules and actual variety in its use of artillery. The Experimental Rules are easily blended into the Basic Game, as can be the Optional Rules. In fact, for the optimum of playability and excitement, the addition of all the Experimental and Optional rules is recommended.

The following article is the work of two and a half years of play. I have taken the format of Larry McAneny's fine article on PANZERBLITZ in the 'Wargamer's Guide'. Many thanks to Mr. McAneny for the guidance he provided. This approach allows for uniformity in all such articles (admittedly, some of the entries on German units are taken directly from the above mentioned article since it presents the information so concisely and accurately). I hope that the readers will use this article as a guide for future DYO games, and foster an appreciation for this fine game.

1. Fortifications
Forte: Defense factor.
Foible: Movement factor. It doesn’t have one. When you deploy a fort it stays there; it can’t retreat if the enemy concentrates on it and you can’t send it elsewhere if you’ve misjudged the path of his attack. Therefore, consider its deployment very carefully.
Threat: Channelizing. Expect an enemy to go by some other path to avoid it.
Pals: Heavy artillery, inside the fort. An infantry unit outside helps to make things rough on those pressing too close.

Natural Enemies: Heavy artillery or a mass moored assault with infantry support.
Fate: Survival. You may lose one fort in a game; but if you lose more you are doing something wrong or your opponent has something against forts.
Loss: Demoralizing for two reasons. When you lose a fort you generally lose something else along with it. And forts usually guard a geographical weak spot in the defensive line; loss causes a gap in that line.
Deployment: Hilltop hexes. Be very careful on Board B. If the Allied player has naval assault points, forts on the seaboard cliffs or hilltop hexes will surely be destroyed. If using the Experimental Field-of-Fire Limitations rule, watch carefully the positioning of your artillery in the forts.

2. Blocks
Forte: Holds enemy units for artillery to fire on. Unlike PANZERBLITZ, in PL blocks can be moved by engineers.
Foible: Porosity; eventually your enemy can move through a block. And they have no attack value of their own.
Threat: Channelizing.
Pals: Artillery, for covering fire.
Fate: If there is absolutely no other way through your lines, you’re likely to lose one or more. Otherwise, loss is unlikely since it is easier to go around them than remove them.
Loss: Hardly critical; if removed, they have likely done their job.
Deployment: In LOS/LOF of friendly artillery, preferably on roads in the open. Don’t put blocks on lateral roads between or behind your own lines since this would only slow your own response and reinforcements.

3. Mines
Forte: Attacks at a sure 2-1.
Foible: Zero movement factor.

4. Wrecks
Forte: Realism; they look neat on the board and are an ego-boost when they are the opponent’s.
Foible: Everything; they really serve little purpose.
Threat: None. Unlike in PANZERBLITZ, a hex can never be made impassable because of wrecks. The only feasible reason for wrecks is that they limit the speed at which units may pass through hexes and for stacking purposes.
Pals: Artillery to cover; if they occur, you might get a chance to place some more in the same hex.
Enemies: None.
Fate: Survival.
Loss: Impossible.
Deployment: As the Gods of Chance will.

The anti-tank artillery in PANZER LEADER is hard up for something else to defend it. AT weapons in this game have very low attack strengths, which seems the inverse of the historical truth. But in a game where the German player cannot create a channel of 88mm cannons to lead the Allied player...
5. Allied 57mm AT
Forté: Attack factor.
Foible: Defense factor.
Threat: Channelizing.
Prey: Vehicles. Although technically it should be
after the enemy armor, the short range, low defense
factor and nominal attack factor makes this weapon
most useful against trucks, half-tracks, wagons,
armored cars, lightly armored vehicles (such as
SPAs, assault guns, Lynx and PzKw III).
Range: 1-3 hexes; usually on the short end of that.
Execution: At least a Dispersal, with a reasonable
chance for a Kill on the above-mentioned targets.
Other targets are unlikely to be even worth shoot-
ing at because of such poor odds.
Pals: Infantry to ward off close assault and enemy
infantry. Trucks for placement, but don’t tie up
valuable transport saving these guns. If it comes to
a sacrifice, you won’t be sorry to leave these guns
behind and save something else.
Enemies: Infantry. With an A-type weapon and low
defense factor, the lone AT gun makes an easy
target.
Fate: Death after Dispersal. The first wave of
enemy will either disperse it or be dispersed by it,
and the second wave will remove it.
Loss: Won’t make you lose sleep at night.
Deployment: Historically, in defense of captured
bridges and at road intersections. In the game,
woods hexes adjacent to road are best. Not alone
in towns. And don’t bother putting them on hilltops;
they barely have the range to reach down the slope
and won’t survive long if they interfere with any-
thing important.

6. German 75mm AT; Allied 76mm AT
Forté: Attack factor.
Foible: Range factor for the German 75mm.
Defense factors of both types.
Threat: Channelizing.
Prey: All vehicles up to and including medium
armor.
Range: German 75mm — 3 hexes; Allied 76mm — 5 hexes.
Execution: Dispersal, with normal luck.
Pals: Infantry, and forts to hide in. These guns can
also be used as mobile firebases since they have
reasonable attack factors. Also good to pair with
mines and/or blocks in a defensive line.
Enemies: Infantry.
Fate: Death after a delay.
Loss: Nonexistent; possibly annoying if this is the
best available.
Deployment: Woods hexes near roads or covering
flats. Woods hexes on hilltops should be studied.
Makes a good mobile AT reserve as well.

7. German 88mm AT
Forté: Attack factor and range.
Foible: Defense factor.
Threat: Pressurizing. A formidable weapon as far
as the Allied OB goes.
Prey: Armor, although could conceivably disperse
enemy infantry.
Range: 4-20 hexes.
Execution: Against armor, a kill at close range;
dispersal between 10 and 20 hexes. Against other tar-
gets, 50% chance for dispersal out to 20 hexes.
Pals: Half-tracks to move about; trucks are great for
road movement but no good on hills. Forts are nice
to place 88s in when on defense.
Enemies: Infantry. In using the Experimental
Artillery Field-of-Fire Limitations rule, watch out
for fast moving armor from the rear.
Fate: Decided by the battle, could depend on
whether the Field-of-Fire rule mentioned above is
in force.
Loss: To a history buff, demoralizing; to an armor
fan, shruggable; to anyone else, shocking.
Deployment: Anywhere with a long field of fire
with long LOS/LOF. Woods or town hexes, on a
hilltop if possible.
Historical: A favorite trick to pull with these tank
killers was to create a path between two batteries
of 88s and then lead the Allied tankers between them
with “retreating” tanks. While pursuing the fleeing
enemy, the Allied tanks would drive into the sights
of the concealed guns. An interesting tactic that
cannot be duplicated in this game.

8. Allied 90mm AT
Forté: Range.
Foible: Defense factor.
Threat: Pressurizing. A formidable weapon as far
as the Allied OB goes.
Prey: Armor, although could conceivably disperse
enemy infantry.
Range: 4-20 hexes.
Execution: For armor, a kill up to half range;
dispersal out to 20 hexes. Against infantry, one-quarter
courage your opponent from roaming in front of
your sights with his infantry and much of his armor.
Fate: Obliteration . . . if the Allied player even bothers with it.
Loss: Slightly less concern than for an empty
wagon.
Deployment: Anyplace that doesn’t really need pro-	ection.

9. Allied 17 lbr. AT
Forté: Attack factor.
Foible: Defense factor.
Threat: Channelizing.
Prey: Vehicles up to and including medium armor.
Range: 6 hexes.
Execution: Dispersal.
Pals: Infantry for close support and forts for cover.
Enemies: Enemy infantry.
Fate: Destruction after initial dispersal.
Loss: Shruggable.
Deployment: In woods hexes near roads, or on
heights over level land. Makes an excellent mobile
reserve.
Historical: The Unit Function Table states that this
unit is the same as the 76mm AT gun mentioned
previously. The difference lies in the extra four men
in the crew who served as sight-range finders.

10. German 75mm IG
Forté: Range.
Foible: Abominable attack factor.
Threat: None. Actually, all this unit will do is count
for victory points.
Prey: Very weak or dispersed infantry.
Range: 12 hexes, but what good is that without a
reasonable attack factor?
Execution: Maybe a 16% chance of a dispersal.
Pals: Why waste other units by tying them down
protecting this?
Enemies: Infantry, artillery, tanks, anything that
can fire.
Fate: Obliteration . . . if the Allied player even bothers with it.
Loss: Slightly less concern than for an empty
wagon.
Deployment: Anyplace that doesn’t really need pro-	ection.

11. German 150mm IG
Forté: Attack factor.
Foible: Defense factor.
Threat: Antagonizing. The long range and high
attack strength make this unit roughly equivalent
to the German 88mm. Weapons class H will dis-
courage your opponent from roaming in front of
your sights with his infantry and much of his armor.
Prey: Infantry; light vehicles.
Range: 4-12 hexes. Although the range for this unit
seems to be lacking for a weapon of this caliber,
most of the area usually covered by artillery is in close quarters interspersed with woods and hills.

Execution: Kills infantry 40% of the time; dispersal of most vehicles is likely.
Pals: Excellent to mix with the 88s. Keep a half-track near.

Enemies: Infantry.

Fate: Probable death in combat.

Loss: Damaging. This is an excellent anti-infantry weapon.

Deployment: Should only be used on defense when in retreat. Otherwise keep it on hill hexes and mixed with AT guns.

12. German 75mm Howitzer
Forte: Large range and attack factors.

Foible: Defense strength.

Threat: Antagonizing.

Prey: Enemy infantry. Weapons class (H) makes this unit good for breaking up pockets of infantry with indirect fire.

Range: 4-32 hexes.

Execution: Kills infantry 40% of the time; dispersal of vehicles is also likely.
Pals: Trucks for transport; infantry for spotting.

Enemies: Infantry, although if deployed properly no enemy should ever get close to it.

Fate: Usually survival.

Loss: Demoralizing, since this unit is almost always just behind the first line of defense.

Deployment: No place near the front line of the attack. This weapon, and the one (H)-class weapons, have the range to shoot without being exposed to direct danger. Since the prime function of these units is indirect fire, place them anywhere they can use their full range LOS without sticking out their necks.

Forte: Long range and high attack strength.

Foible: Defense factor.

Threat: Pressurizing.

Prey: Infantry and fast-moving vehicles. I have found this weapon terrific for slowing or eliminating vehicles that are trying to penetrate the lines to cause havoc in the Allied backfield.

Range: 4-35 hexes.

Execution: A kill on a non-armored target 60% of the time; a kill on light armored units half the time; can disperse heavy armor most of the time.
Pals: Infantry to spot and defend against any threatening penetration. This gun should never need transport; its range is long enough to reach to the limit of most situations. And there are better Allied howitzers to move with any attack.

Enemies: Infantry.

Fate: Probable survival.

Loss: Demoralizing, since this unit would be a considerable loss of firepower.

Deployment: Hilltop hexes. One “Dirty Trick”: place one unit of any of the heavier (H)-class weapons on the extreme edge of the mapboard. This allows for direct fire attacks against any units sneaking up the sideslines and allows for crossing fields of fire in indirect fire attacks.

14. German 105mm Howitzer;
Allied 105mm Howitzer
Forte: Attack factor.

Foible: Defense factor.

Threat: Pressurizing.

Prey: Infantry and armor. The attack factors on these units are high enough to warrant shooting at anything in range.

Range: 4-32 hexes.

Execution: A kill on a non-armored target 70% of the time and a kill on armor about half the time. A dispersal on anything that survives.
Pals: Infantry to defend and spot. The Allied player has enough of these units to make them the main artillery in any attack. He should keep them mobile.

Enemies: Infantry.

Fate: Killed if caught, but the good player won’t let that happen.

Loss: Damaging but not serious for the Allied player; there’s plenty more of them available. For the German player, loss is very damaging since good German artillery is usually in short supply.

Deployment: For the Allies: front line; for the Germans: just behind the lines; excellent on defense.

Historical: This gun is now the main armament on the American M60, M60-A1 and the Army’s newest tank, the XM1 MBT.

15. German 155mm Howitzer;
Allied 155mm Howitzer
Forte: Attack strength. The German unit has the highest attack factor available to the German player, although this howitzer does share that distinction with two Allied units.

Foible: Defense strength (the defense strengths of all artillery pieces in this system is poor).

Threat: Pinning. The opposing player is going to watch his step if he is even close to being in the sights of these guns.

Prey: Anything. These guns have the power to take on anything and at least disperse it.

Range: 4-36 hexes.

Execution: Dispersal most of the time. A kill on soft targets 85% of the time.
Pals: Infantry, to defend the unit if need be and to spot. These howitzers are best used as support batteries so don’t bother with transport (unless you are on the retreat in the scenario).

Enemies: Infantry.

Fate: Will probably last the game. (I have always found that my opponents feel insecure in deploying these units because they are in such limited supply.)

Loss: Damaging and demoralizing. These big guns can be crucial (see Situation #3 for the Germans, for example) and early loss could be cause for furtiveness of the game.

Deployment: Find a spot with good cover, near a road in case of retreat, preferably on a hilltop hex.

Make sure that you are in range of most of the enemy.

16. German 170mm
Forte: Range, the highest on the board. Nothing is safe from this monster.

Foible: Defense strength.

Threat: Range. Any break in the front line should cause some alarm (see Situation #2 for example) and early loss could be cause for furtiveness of the game.

Prey: Any unit, but especially armor. Fast moving armor can now make an end run around artillery emplacements and disperse or destroy the guns from the rear. This rule adds a great deal of strategy to the game, forcing you to consider carefully which units to move against which threat (because you may, in the process, open a gap for armor to break through and wipe out your artillery cover). A realistic practice to try is the least.

Mortars play the idiot’s role in most situations in PANZER LEADER. Mortar crews were often told, “The enemy is somewhere out there; fire!” Nothing more.

An additional note of realism. To get the real feel of field artillery, I strongly suggest that users use the Experimental Artillery Field-of-Fire Limitations rule. Not only does this add realism, but makes armor an enemy of artillery. Fast moving armor can now make an end run around artillery emplacements and disperse or destroy the guns from the rear. This rule adds a great deal of strategy to the game, forcing you to consider carefully which units to move against which threat (because you may, in the process, open a gap for armor to break through and wipe out your artillery cover). A realistic practice to try is the least.

Mortars play the idiot’s role in most situations in PANZER LEADER. Mortar crews were often told, “The enemy is somewhere out there; fire!” No exact sightings, they were fired simply to harass the enemy. This practice has been diluted in PANZER LEADER. Mortar attack values are so low that they cannot inflict any real damage. But, the random firing at sectors in range without knowing the target has been lost. The target in this game must be in LOS/LOF or be spotted for indirect fire.
18. Allied 76mm Mortar
Forté: Movement factor.
Foible: Attack factor.
Threat: None, there is too little firepower here.
Prey: Transport units and units being carried.
Range: 2-8 hexes.
Execution: Dispersal, at best.
Pals: These mortars make good units to cover other artillery pieces. It is often fun to let the mortar units roam about and bring a little disruption to the enemy.
Enemies: Infantry; and watch out for enemy artillery pinning them down.
Fate: Killed if caught; but these fiery little devils don't give up easily.
Loss: Oh well.
Deployment: Under cover. A good unit for holding a position.

19. German 81mm Mortar; Allied 81mm Mortar
Forté: Movement capabilities.
Foible: Attack factor.
Threat: None. The Germans were landed in the surf. If you have any hope of winning, it depends on how fast the Allied player slices through the lines.
Prey: Infantry and armor; don't waste it. And the German player will want to keep his 81mm Quad mobile for AA uses.
Range: 4-12 hexes, preferably on the long end of that range.
Execution: Dispersal. A second unit is needed to get a kill.
Pals: Non-mobile artillery; transport is nice.
Enemies: Infantry, artillery, and armor on mop-up duties.
Fate: Destruction if caught.
Loss: No great bearing on the game (exception, Situations 1 and 10 for the Allies).
Deployment: Near cover, near non-mobile artillery. Excellent as advanced spotters; use like infantry.

20. German 120mm Mortar; Allied 107mm Mortar
Forté: Range.
Foible: No movement.
Threat: Pressurizing.
Prey: Soft targets.
Range: 4-17 hexes (107mm) and 4-20 hexes (120mm).
Execution: Dispersal 50% of the time.
Pals: Trucks. Save the halftracks for better units. Infantry make good spotters for these mortars.
Enemies: Infantry.
Fate: Death if attacked, although this unit is better in a mobile reserve or front-line defense position. Still, should last most of the game.
Loss: Damaging. There is no single situation in the game that is overly-dependent on these units for victory, but they can be helpful.
Deployment: Under cover. A good unit for holding a position.

21. German Nebelwerfer
Forté: Attack strength. Highest in the German arsenal.
Foible: Range, much too short.
Threat: Intimidating. Weapons class (H) keeps the Allied player on his guard.
Prey: Anything in range.
Range: 4-16 hexes. Never let any enemy get closer than four hexes, if something you can't handle does, then move.
Execution: A 50% chance of a kill.
Pals: Trucks and infantry. Keep these nebelwerfer mobile and cover them with infantry.
Enemies: Infantry.
Fate: Almost certain death. The range on this unit brings it so close to the front that it becomes a juicy target for the Allied player. Who can resist eliminating 60 factors of German firepower in one blow?
Loss: Demoralizing; loss of that big an attack factor can hardly be shrugged.
Deployment: It has to get close, so keep them in cover and transportable.

22. German 20mm and 37mm Anti-Aircraft
Forté: Range. Just enough.
Foible: No mobility; this can be crucial when on the attack.
Threat: Keeps the airplanes away.
Prey: Infantry, transport vehicles and the occasional aircraft.
Range: 1-10 hexes for the 20mm gun; 1-12 hexes for the 37mm.
Execution: As individual units, there is little chance of any effect; but my experience has been that these weapons work best in very efficient groups.
Pals: AT guns, with transport units nearby.
Enemies: Infantry. Although armor would surely kill these AA guns, it isn't likely that a tank commander would waste his time on these "small potatoes."
Fate: Probably lost in any stalled advance. If used on defense, it depends on how fast the Allied player slices through the lines.

23. German 20mm Quad; Allied 40mm Anti-Aircraft
Forté: Range for the 40mm; attack factor for the 20mm Quad.
Foible: Movement. This is a noticeable defect, especially for the 20mm Quad.
Threat: Obstructive.
Prey: Infantry, transport, and aircraft (for the 20mm Quad, of course).
Range: 1-10 hexes. Try to stay in range even with the 40mm. This tends to make the German think that you have forgotten this unit and he may get overzealous.
Execution: Fire from the 20mm Quad should at least damage any aircraft, but is assured of a kill when combined with other AA units. Against infantry, the 20mm has a fairly good chance to disperse it; and a kill is even possible. The 40mm has a 50% chance of dispersing most any enemy unit.
Pals: Transport. These weapons have excellent firepower; don't waste it. And the German player will want to keep his 20mm Quad mobile for AA uses.

Infantry is the generic term used for the common foot soldier. All fighting in WW2 was dependent on the infantry, the glory of the armor and air force notwithstanding. Infantry units in PANZER LEADER, therefore, must be the foundation of all attacks, of all retreats, of all defensive positions. Do not let the great mobility nor immense firepower of the armor in the game lead you to lose grasp of the true purpose of the game. Infantry have been the leading edge of all successful offensives. Operation Overlord, the invasion of Normandy, began with waves of paratroopers and infantrymen who were landed in the surf. If you have any hope of mastering this game, you must master their use.
24. Engineers

Forte: Unit type. Engineers have very special capabilities.

Foible: Attack factor; too small when alone.

Threat: Terrorizing. Engineers can remove any man-made obstacle; and engineers with infantry raises the odds in a CAT attack by one column.

Prey: Artillery and infantry.

Range: 1 hex (adjacent). CAT attacks are the preferred weapon of engineer. If a CAT attack fails, use the units as spotters next turn.

Execution: Dispersal is certain; kills are very possible.

Pals: Artillery. These units serve as fine spotters and are good for defense of artillery positions.

Deployment: As spotters, and as defense for artillery. Occasionally you may use them as a defensive reserve. Try and keep them on the roads.

Forte: Defense factors.

Fate: Almost certainly killed in action.

Loss: Damaging.

Enemies: Almost everybody. These are weak, but they're diligent.

Pals: Infantry, tanks. This is the best man-made obstacle; and engineers with infantry support.

25. German Security; Allied Scout; Allied Machine Gun

Forte: Defense factors.

Foible: Attack factor.

Threat: Artillery and transports.

Deployment: As spotters, and as defense for artillery. Occasionally you may use them as a defensive reserve. Try and keep them under cover - in woods preferably.

Prey: Artillery and infantry.

Range: 1 hex. The two-hex range does not apply.

Execution: Dispersal half the time.

Pals: Artillery. These units serve as fine spotters and are good for defense of artillery positions.

Historical: The Allied player will find that the UK engineers are more powerful than the US engineers (as denoted in the Unit Function Table). This should indicate to the Allied player that it would be best to put the UK engineers into the heavy combat and hold the weaker US engineers in reserve.

26. German Sub-machine Gun

Forte: Attack factor. A reasonably good defense factor as well.

Foible: None really, considering that this is a slow attack group.

Threat: Mobilizing. When the enemy sees these units approaching, his tendency is to move to concentrate against it, or move to avoid it.

Prey: Infantry and artillery.

Range: 1 hex.

Execution: Dispersal.

Pals: Tanks. This is the best attacking infantry in the game.

Foible: Slow, and has no defendability.

Forte: Movement factors.

Deployment: Stay out of towns. Best on the point of attack.

Loss: You'll notice, especially if transport is in short supply.

Deployment: As spotters, cut behind enemy lines and cause havoc while acting as advanced armor. Therefore, do not underestimate the value of your armored cars. Their speed is exceptional and their worth lies in how adept you are with them.

In a game about the fast and mobile battles of the Western Front in Europe during WW2, transport units are essential. Something must move all that artillery and infantry at a rate that can keep up with the armor. Transport units serve that function.

27. German Armored Infantry

Forte: Defense factors.

Foible: Attack factor.

Threat: Mobilizing.

Prey: Enemy artillery.

Range: 1 hex.

Execution: Dispersal half of the time.

Pals: Other infantry, halftracks and BRENs.

Deployment: Forward line, to cover and other infantry support.

Forte: Defense factors.

Fate: Death is possible, but dispersal is more possible if used in mass.

Loss: Damaging.

Deployment: In woods with engineers, with transport near and near the front-line fighting.

Deployment: Try and keep them on the roads.

Historically, armored cars served five basic purposes: scouting, advanced armor support, hampering enemy supply and communication, patrol of captured territory, and patrol of areas where enemy advances were imminent. In PANZER LEADER, the latter two are unnecessary. Armored cars can still act as spotters, cut behind enemy lines and cause havoc while acting as advanced armor. Therefore, do not underestimate the value of your armored cars. Their speed is exceptional and their worth lies in how adept you are with them.

30. German Wagon

Forte: It is invisible.
32. Allied M20
Forte: Movement factor.
Foible: 1-class weapons.
Threat: Pressurizing and antagonizing. A couple of these in the rear of the German lines are bothersome.
Prey: Transport.
Range: 2 hexes.
Execution: Kill transport, but that’s about it.
Pals: Any fast armor.
Enemies: Tanks. Artillery can rarely train onto one of these fast cars.
Fate: Probably death in action, most likely in an overrun attack.
Loss: Oh well, it was fun while it lasted!
Deployment: These comments are true for all armored cars. Follow these priorities: 1) Get behind the enemy and hamper his reinforcements; 2) cover for advancing infantry; 3) as spotters for artillery.

33. German SdKfz 234/1
Forte: Movement. Shares with the Daimler the distinction of having the highest on the mapboard.
Foible: M-class weapons.
Threat: Pressurizing and antagonizing.
Prey: Transport. If the Experimental Artillery Field-of-Fire Rule is in effect, you can try sneaking up from behind some lone enemy artillery unit.
Range: The H-class weapon is weak; keep it down to 2 hexes.
Execution: Dispersal.
Pals: Any fast armor.
Enemies: Tanks of all sizes.
Fate: Lost in an overrun attack.
Loss: Aw shucks!
Deployment: Behind enemy lines as a spotter, cover for advancing infantry targets and a kill half the time; a sure kill killed, Decided by the battle; likely to be dispersed, shockingly.
Prey: Artillery. Transports are even more likely.
Range: 1-2 hexes. Stay on the long end of that.
Execution: Dispersal.
Pals: Artillery. This unit is most likely going to end up spotting for them.
Enemies: Tanks. Remember that this is an armored target.
Fate: Lost while spotting.
Loss: Demoralizing. It is the only one of its kind.
Deployment: Keep it under cover. Use the good range of this unit to shoot from a distance. Get in behind enemy lines if possible.

34. Allied M8; Allied Daimler
Forte: Movement.
Foible: Attack factors.
Threat: Antagonizing.
Prey: Transport.
Range: Weak A-class weapons; keep it to 2 hexes.
Execution: Dispersal; possible kill.
Pals: Fast armor.
Enemies: Tanks.
Fate: Lost in an overrun attack.
Loss: Slightly missed.
Deployment: Behind the enemy lines, as spotters or to cover attacking infantry.

35. SdKfz 234/2; SdKfz 234/4
Forte: Movement factors.
Foible: Defense factors.
Threat: Pressurizing.
Prey: Transport.
Range: For the 234/2, keep it under 3 hexes. And for the 234/4 keep it at four or less.
Execution: A kill.
Pals: Any fast armor; infantry is nice.
Enemies: Tanks. Don’t become overconfident with the large attack factors; the defense is still low.
Fate: Eliminated if surrounded.
Loss: Slightly missed.
Deployment: Behind enemy lines. Be a little more daring with these. Use as spotters, transport for infantry, cover for same.

36. Allied Recon HQ Troop
Forte: Movement factor.
Foible: Attack factor. So small it’s hard to believe that it’s a SPA.
Threat: Antagonizing.
Prey: Artillery. Transports are even more likely.
Range: 2-12 hexes. Stay on the long end of that.
Execution: Dispersal.
Pals: Artillery. This unit is most likely going to end up spotting for them.
Enemies: Tanks. Remember that this is an armored target.
Fate: Lost while spotting.
Loss: Demoralizing. It is the only one of its kind.
Deployment: Keep it under cover. Use the good range of this unit to shoot from a distance. Get in behind enemy lines if possible.

37. Allied Sexton
Forte: Attack factor.
Foible: Defense factor.
Threat: Pressurizing.
Prey: Anything.
Range: 5-35 hexes. Don’t risk attacks any closer.
Execution: Dispersal on most infantry targets most of the time; a kill in all armored targets in close.
Pals: Other SPAs; units to spot (such as armored cars).
Enemies: Infantry in CAT attack.
Fate: Decided by the battle.
Loss: Severe, especially if the unit is part of interlocking fields of fire.
Deployment: Hilltops with cover in range of the action.

38. German Wespe; Allied M7
Forte: Attack strength.
Foible: Defense values.
Threat: Pressurizing. Every possible spotter is a deadly menace to the enemy.
Prey: Any unit in range.
Range: 5-32 hexes.
Execution: Dispersal of infantry targets and a kill half the time, and a sure kill killed, Decided by battle.
Loss: Shocking. Could be the downfall of the losing player.
Deployment: Hilltops with cover in range of the front.

39. German Maultier
Forte: Attack factor.
Foible: Range.
Threat: Pressurizing.
Prey: All units in range.
Range: 3-12 hexes. If anything threatening gets closer, turn on that magnificent speed.
Execution: A kill half the time.
Pals: Other SPAs; units for spotting. Cover with AA just in case.
Enemies: CAT attacking infantry and airplanes. This unit seems more prone to air attacks because its short range brings it close to the action and away from most AA coverage.
Fate: Death if immobile, so don’t get surrounded.
Loss: Damaging.
Deployment: Immediately behind the main attack. If a hard spot arises, move in for a kill, always keeping a buffer zone of friendly units between the Maultier and the enemy.

40. German Hummel
Forte: Attack factor.
Foible: Defense strength.
Threat: Pressurizing.
Prey: Everybody.
Range: 5-24 hexes.
Execution: A kill half the time, and a sure kill against any armor in close.
Pals: Other SPAs, and any units for spotting.
Enemies: Infantry in CAT attack.
Fate: Decided by battle.
Loss: Loss of six 12-ton monsters mounting 150mm guns is bound to be more than demoralizing.
Deployment: Hilltops with cover. If used with the Maultier, this unit can provide maximum firepower and crossing fields-of-fire (Hummels as rear vertices in the triangle and the Maultiers in close).

Assault guns are essentially armored guns for assaulting infantry hard points. They use infantry or high-explosive shells (designated I or H or (H) on the counters). If used properly, these can be invaluable tank support by eliminating large infantry concentrations. This is particularly noticeable in Situation 10, for example. Here the German player’s greatest asset is his two Gw 38(M); they can eliminate or weaken the Allied infantry, leaving his own armor and infantry to deal with the remaining enemy units.
Prey: Infantry.
Range: 1-4 hexes. No need to risk a CAT attack.
Execution: Dispersal 50% of the time.
Pals: Infantry in close support.
Enemies: Tanks. Artillery has a hard time knocking this out given its speed.
Fate: Destruction after it does its duty. Working in close to a tank battle, eliminating any enemy infantry is there, doesn’t help the high mortality rate.
Loss: Frustrating. That next time you need anti-personnel fire ...
Deployment: Right up there with the armor in the main line.

42. German Gw 38(M)
Forte: Range; no need to get close.
Foible: Defense factor.
Threat: Pressurizing for enemy infantry.
Prey: Infantry.
Range: 1-12 hexes.
Execution: Dispersal half the time.
Pals: Infantry in close support; armor for protection.
Enemies: Tanks.
Fate: Death in battle.
Loss: Frustrating.
Deployment: In the midst of any combined arms firefight.

43. German Wirbelwind; Allied M3/105
Forte: Attack factors; range is good, too.
Foible: Defense strengths.
Threat: Mobilizing.
Prey: Infantry.
Range: 5-10 hexes; if possible, keep your distance with them.
Execution: 50% chance of Dispersal.
Pals: Tanks and tank destroyers, infantry and half-tracks. If with tanks, the range increases to 1-10 hexes.
Enemies: Tanks and close-assaulting infantry.
Fate: Lost in battle if not handled very carefully.
Loss: Annoying.
Deployment: At the front against infantry. Remember too that the Wirbelwind can serve as mobile AA.

44. Allied Churchill Flamethrower
Forte: Attack factor.
Foible: Range.
Threat: Mobilizing.
Prey: Infantry; this unit has the ability to kill tanks but its range and speed should be enough to discourage this practice.
Range: 1 hex.
Execution: Almost certainly a kill on any soft targets; good chance for a kill on others too.
Pals: Tanks.
Enemies: Tanks, especially tank destroyers and artillery.
Fate: Dispersal imminent, loss probable.
Loss: Demoralizing and often damaging. There’s only one.
Deployment: Keep near the action because of poor speed and range; use against infantry concentrations and strongpoints.
Historical: This unit, like most Churchill-chassied vehicles, is actually an engineer support AFV.

The British had many special usage attack vehicles. Most of these were assigned to armored engineer formations. In PANZER LEADER, these units are vital to the Allied player in some circumstances. Their special capabilities make them most treacherous and interesting units. Use them wisely.

45. Allied Tank Bridge; Truck Bridge
Forte: Defense factor.
Foible: There is only one of each type in play.
Threat: Neutralization of terrain.
Pals: The bridgelay.
Loss: Demoralizing, maybe even disastrous.
Deployment: These units must be placed carefully, as once they are deployed they cannot be moved. Actually, in the rules, it is stated that the tank it cannot be moved once placed, but makes no mention of the truck bridge. Historically, truck bridges could be moved and used more than once, but this practice was rarely conducted under battle conditions.

46. Allied Valentine Bridgelayer
This unit has only one purpose in the game: to transport and deploy the tank bridge. Its slow speed and singularity warrants keeping it near the action to cross a stream that leads to a breakthrough. Do not waste it.

47. Allied Sherman Flail
Forte: Stands up to minefields.
Foible: Limited in numbers; be careful with it.
Threat: Antagonizing; makes a hole in the defensive position.
Prey: Minefields.
Range: Same hex.
Execution: If unharpooned, always eliminates minefields.
Pals: Engineers, assault guns, anti-tank guns, especially those on tank destroyers.
Enemies: AT guns.
Fate: Depends on the battle and the opponent’s artillery positions.
Loss: Damaging, notably so if you haven’t penetrated enemy lines.
Deployment: Close to the front line for quick use and penetration.

The aircraft in this game are all Allied. There are three types — the Typhoon, the P-47 and the L-5 spotter plane. The use of the latter is obvious. Use this plane in conjunction with your largest artillery pieces to hit well covered enemy positions and destroy reinforcements behind the front line. The other two planes are used for direct attack. These are perfect for hitting artillery positions well behind the enemy lines. Use them when you wish to open an offensive to soften the counter-blow of his artillery. But the key to their use is to do so sparingly. Remember, their attack values are finite — only one bomb or rocket attack and five machine-gun attacks per game. If you are playing Situation 21, you may consider increasing these limits proportional to the length of the game.

48. Allied L-5 Spotter Aircraft
Forte: Range; unlimited movement and LOS.
Foible: No attack value itself.
Threat: Pressurizing.
Prey: None by itself since it acts as the eyes of others.
Range: Unlimited.
Pals: Heavy artillery and units that eliminate enemy AA guns.
Enemies: AA guns.
Fate: Lost if flown too near Flak.
Loss: Damaging; you’ll have to find someone else to spot for your artillery.
Deployment: Over the enemy lines.

49. Allied Fighter-Bomber (Typhoon or P-47)
Forte: Range.
Foible: Finite ammunition.
Threat: Disrupting and pressurizing for the enemy.
Prey: Infantry and artillery positions; any armored reserve.
Execution: Depends on the type and strength of the target. Usually will kill almost anything, so long as the weapon fired coincides with the best type against that target.
Range: Unlimited.
Pals: Units to eliminate enemy AA positions.
Enemies: AA guns, especially the mobile Wirbelwind.
Fate: Maybe shot down; more likely to simply run out of ammo and fly home.
Loss: Damaging.
Deployment: Against enemy artillery positions and armor reserve, in the enemy backfield.

Tank destroyers are a bit hard to assimilate in this game. Why do they look so much like tanks and act so little like them? But their purpose is clear: to kill tanks. Do not restrict these powerful units to their task alone, however. They are equally good as infantry support or as penetration forces. Their speed is sufficient for any task. But keep in mind that they have nominal defense factors.

50. German Hetzer; German StuG III
Forte: Balanced attack and defense factors.
Foible: For the Hetzer, it is movement factors. So far as I can determine, the StuG III has no foibles — a perfectly balanced unit type.
Threat: Antagonizing.
Prey: Armored targets.
Range: 1-4 hexes is preferable so as to double the attack value.
Execution: Dispersal.
Pals: Infantry and tanks. Remember, the German player has the advantage of being able to carry infantry on his armored units. Use that ability with the tank destroyers and you have excellent combined arms groups able to take on any target.
Enemies: Tanks.
Fate: Locked in eternal dispersal, or killed in battle.
Loss: Damaging.
Deployment: The point of attack mixed with infan-
try; the rear of any retreat because of speed and defense factors.

Historical: The StuG III was introduced as an assault gun to work closely with the infantry, but was later found to be excellent in the anti-tank role. From 1941 onward, a great many of these units came into service. The Hetzer, though less numerous and slower, had an excellent sloped surface to its armor and mounted a very economical weapon. The Germans used the Hetzer in support of the infantry, forming very strong teams for both attack and defense. The German player would do well to copy these tactics.

51. Allied M10; Allied M18
Forte: Attack and movement factors.
Foible: Defense factors; deadly low.
Threat: Mobilizing.
Prey: Armor of all types.
Range: Say, 1-4 hexes.
Execution: Dispersal.
Pals: Infantry and assault guns; tanks are nice for support.
Enemies: Tanks.
Fate: Lost in combat; low defense values assures you of that.
Loss: Damaging (especially in Situations 14, 15 and 16).
Deployment: Front line near infantry. Best use of the M18 is like that of an armored car — behind the enemy lines if artillery field-of-fire rules are used. Kills all artillery from the rear.

52. Allied M36; Allied Achilles
Forte: Attack and movement factors.
Foible: Defense strengths.
Threat: Mobilizing.
Prey: Tanks.
Range: In close.
Execution: Dispersal.
Pals: Infantry and assault guns.
Enemies: Tanks.
Fate: Lost in battle if not reinforced.
Loss: Damaging. They are so few, it hurts when even one goes.
Deployment: At the point of the attack with the infantry.

Historical: The M36 differs from the M10 only in that it is lighter, taller, has better ground clearance, and is slightly slower, and has only half the travel range (although it actually carried more fuel). It also has thicker armor and a 90mm main gun as opposed to the 76.2mm gun standard on the M10. Both were developed in 1942 and are still in use in small countries around the world.

Tanks are the single most prominent elements in PANZER LEADER. Since this is a game on the tactical level, the use of tanks and their counterparts must be broken down into types. Players will have to learn to recognize the different units in order use them most effectively. The tank is powerful, and master of the battlefield. After you have learned the strengths and weaknesses of each type, you will appreciate their role in WW2. PANZER LEADER is an exciting game, and the tank counters are the major contributor to that excitement. Don’t miss out on getting the best from them. Make your tanks the nucleus of your force.

53. German Lynx
Forte: Movement factor.
Foible: Attack factor.
Threat: Antagonizing; potential spotter.
Prey: Transport.
Range: 1-4 hexes.
Execution: Dispersal half the time.
Pals: The Lynx is a good unit to mount the sole security infantry unit on. Otherwise, use it as a spotter for artillery. Works well in conjunction with armored cars.
Enemies: Tanks.
Fate: Lost as a spotter or in making an overrun.
Loss: Inconsequential.
Deployment: As a spotter, behind enemy lines. Or, as a fast transport for infantry.

54. Allied M5 Stuart
Forte: Movement factor.
Foible: Attack and defense factors. Range isn’t too hot, either.
Threat: Antagonizing.
Prey: Transport and light armor. This unit is perfect for chasing armored cars.
Range: 1-5 hexes; keep on the low end of that if possible.
Execution: Dispersal most of the time.
Enemies: Tanks.
Fate: Lost in battle when spotting; could last if careful.
Loss: Bothersome.
Deployment: As an armored car, behind enemy lines. Same if used as a spotter.

Historical: This unit was at its best when used in the desert in North Africa. The M5 can trace its development back to the early thirties and production was ended in 1944. The M5 is still in use in the Mexican armed forces. The Stuart suffered from inadequate hitting power and poor protection. Its high speed and maneuverability were no substitute for thicker armor.

55. German PzKw III; Allied Cromwell
Forte: Attack factors; these aren’t much, but they’ll do.
Foible: Almost everything. The Cromwell was a poorly designed and out-dated rush job. The PzKw III was better suited for the desert with its 50mm cannon.
Threat: Mobilizing.
Prey: Transport and light tanks.
Range: 1-5 is best.
Execution: Dispersal.
Pals: Other light, fast armor; infantry — especially for the German player who can carry it.

Enemies: Tanks.
Fate: Lost in battle while spotting; may last but ...
Loss: Bothersome.
Deployment: Keep the attacks by these units under half range. They may be poor AFVs, but they can kick. Use the Cromwell as a hit-and-run vehicle. The PzKw III is best as an infantry transport and support vehicle.

Historical: Design of the Cromwell began in the late thirties, served the hard-pressed British well in the war. Its sister, the Comet, is still in service in four countries. The PzKw III has an unusual history. The German command had decided to go with only two types of tanks in 1935, the light PzKw II class (the Lynx) and the medium PzKw IV class AFVs. The PzKw III was designed to complement the PzKw IV, but its thin armor and poor gun made it almost useless as a tank in Europe and it was turned to support roles.

56. Allied M24
Forte: Attack and movement factors.
Foible: Singularity — there is only one.
Threat: Antagonizing and mobilizing.
Prey: Lone armor. This unit is also superb for knocking off artillery when using the field-of-fire limitations rule.
Range: 1-8 hexes.
Execution: Dispersal.
Pals: Armored cars; this unit has the speed to keep up with them and adds punch. SPAS are nice to have along to clear infantry away.
Enemies: Tanks.
Fate: He who fights and runs away . . .
Loss: Damaging to moral; there is only one.
Deployment: Does the work of partisans, which are absent in the game. Good unit to get behind enemy lines and disrupt enemy reinforcements or reserves. Don’t waste it as a spotter if at all possible.

Historical: This AFV was to be the new light tank and replace the M5. Over 4000 were produced in WW2 (the British version was dubbed the ‘‘Chaffie’’). The M24 is still in service in 19 countries.

57. Allied Sherman; Allied M4/75; Allied M4/76
Forte: Attack strengths.
Foible: Movement is inferior to equivalent enemy armor.
Threat: Pressurizing.
Prey: Armored targets.
Range: About 4 hexes is best. This allows for the double attack strength. It is my impression that most tank battles take place at close range in this game system.
Execution: Dispersal mostly, but kills are possible. With reinforcements, kills are almost assured.
Pals: Other tanks of similar make; there is safety in numbers.
Enemies: Tanks and tank destroyers.
Fate: If lost, they are usually lost in a massive armored skirmish.
Loss: Seriously damaging.
Deployment: The main weapon of attack and the last to retreat.

Historical: In 1943, the Allies’ only match for the Panther was this series (although in that year all Shermans had the short 75mm gun). The Americans even held off production of more powerful tanks so as not to disrupt production of the Sherman. The “Firefly” is another variant, the only Allied tank with firepower heavy enough to deal with the
Panther or Tiger at the time of the D-Day invasion. Many variants were produced of the Sherman, including the M7 Priest and the Flail tank. The Sherman remains in service in 19 countries today.

58. German PzKw IV (W and SS)
Forte: Attack factors.
Foible: Defense factors.
Threat: Mobilizing and antagonizing.
Prey: Armor and artillery.
Range: 1-8 hexes. Strictly an offensive vehicle.
Execution: Sure Dispersal most of the time, and can kill most Allied armor outright.
Pals: Infantry on the attack, or with more of their own in large pockets in the rear.
Enemies: Tanks and infantry in CAT, especially when with engineers.
Fate: Usually the first tanks lost by the German player, whether spotting or in armor dogfights.
Loss: There's plenty more, but don't waste them. In some situations, the loss of these tanks are extremely damaging.
Deployment: First in battle, last in retreat. Can be used as a mobile reserve for the Panthers.

Historical: The (W) designation on the lesser of these units represents Wehrmacht; the (SS) designation indicates the Schutzstaffel. The SS units in the game represent the Waffen SS, intended originally to keep order in conquered territories, but which often took part in actual front line combat. Their superiority to the Wehrmacht units in the game is numerical in nature (five tanks in a counter as opposed to four) and, to some extent, political as they were favored with supplies and replacements.

59. German PzKw V (W and SS)
Forte: Everything: an excellent tank superior to almost anything they will face.
Foible: None (at least in the game).
Threat: Mobilizing. As an Allied player, only take on these toys if you have a numerical superiority or if it is a matter of life or death.
Prey: Armor. If possible, don't use these for any other reason (although they are quite good against anything); let other units handle the small stuff.
Range: 1-12 hexes.
Execution: Kills almost 100% of the time at less than half range; dispersal is virtually certain.
Pals: Infantry when on the offensive. SPAs to brush aside any annoyance of concentrations of enemy infantry.
Enemies: Tanks. These German tanks are almost too fast for artillery.
Fate: Almost certain to live. Those that are lost die because of extreme bravery or extreme stupidity.
Loss: Damaging.
Deployment: The number one attack tank in the game. If faced with infantry, these tanks are sturdy spotters.

Historical: The Panther was arguably the best tank in WW2, unmatched in its speed and mobility, and capable of instant destruction. Its main drawback was its lack of armor protection.

Series Replay . . . Cont’d from Page 24

With the game at a critical point, we will take a break and complete this ASL Series Replay in the next issue (Vol. 22, No. 3). Mr. Chappell and Mr. Blick certainly deserve a breather.

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ADVANCED SQUAD LEADER

A.28 The rule says that a leader on one level cannot affect the performance of units on another level, but I am not sure what is meant by "performance" since A.28 is not given as an exception in Rules 2.2, A10.21, A10.6, A10.63, A10.71 or A15.41. Thus, if a leader is on one level of a Depression hex and there is a MMC on another level of that hex, can the leader: assist the MMC with a MCTC; cause the MMC to take a LLC/LLTC; cause the MMC to become benighted before the turn in which it breaks in the Depression and the leader is at Crest level? A. No. to all.

A.42.32 Suppose an infantry unit using Bypass movement is attacked in the Bypass hex by Defensive First Fire and it survives without being broken or pinned. Could it then expend an additional two units to enter the building instead of entering another hex? A. Yes.

A.4.6 The rule says that an Infantry unit is assessed the portage cost for a SW even if it "carries a SW for only one hex before dropping it." Is the PP cost for a SW deducted from a unit's PPC if the unit drops the SW before the end of its movement? A. Yes.

A.4.43 Can an infantry unit abandon a SW as it advances in the Advance Phase? A. No. As originally written, but the revised edition will allow it.

A.4.31 The rule states a SW of an eliminated unit does not need to be recovered if there is a Good Ordered unit (MCTC with no PP) immediately above it, but the rule fails to specify when a stack can be re-ranged to place a SAC above the SW possessed by a MMC. Can this be done at any time during the Player Turn? Or only during a RPh/MMP/AC/CCP phase when a unit arranges itself in a unit route? A. The latter.

A.4.6 The rule states that units in Trenches are not subject to FFNAM. Would units that are immediately above it; but the rule fails to specify this to relate solely to the scenarios as so entered no value under this heading, but as many others felt it to reflect their perceptions of how the system deals with the various nationalities and their equipment in relation to each other.

A.4.7 & A.4.72 Can an Infantry advance one hex during its APb if its MF allocation (after deducting for PP in excess of IPC) is zero? A. No.

A.5.11 & A10.51 When determining the closest (in movement) building/woods hex that a broken unit can use for the MF costing for entering an overstacked hex included in the MF calculations? A. Not. A6.12

A.13.3 Suppose German vehicles have exceeded the vehicular stacking limits in a hex which also contains a Russian T-44. If a Russian weapon other than the T-44 fires on a German target in the hex but misses, does this mean that the Russian T-44 can be hit as a secondary target even though it is not overstacked? A. Yes.

A.5.6 & A16 Can Battleheld Integrity rules be used in a scenario where one side has less than ten squads but more than ten squad-equivalents? A. Yes.

A7.301 If a hex contains a HS, a broken squad and unarmored unit is attacked and the IFT result is 16,56A, suppose Russian SNN ignition results in elimination of the HS. Do the broken squad and unarmored unit suffer Casualty Reduction, just like berserk/homicidal units would? A. Yes.

A7.38 & A8.31 If a HS uses a LMG during Defensive First Fire, can it use both the LMG and APC during Subsequent Defensive Fire/Rifle Protective Fire in the same phase? A. No, it must use the LMG.

A7.53 & If a leader uses his leadership modifier to a FPA on Defensive First Fire, can the leader then in that same phase use a FG in which some units are using Subsequent Fire and some are using Defensive First Fire? A. No.

A7.6 Can an ordnance hit on the Area Target Type be considered a hit for Encirclement purposes (as opposed to one on the Infantry Target Type)? A. Yes. A8.3

A7.11 If the Defender declines to use a DFF at a unit to allow them to move into a certain hex and the Attacker subsequently announces that he has finished moving that unit, can the defender then change his mind and use DFF? A. No.

A8.15 & A23.3 Would a unit placing a DC across an Open Ground hexside be subject to a Snap Shot? A. No.
The issue introducing ADVANCED SQUAD LEADER (Vol. 22, No. 6) certainly closed out our 22nd year of publication with good feelings all around. Marked by a return of Rob Medrow's analytical studies of the SL evolutions and convolutions, it ranked as one of the best in the past five years (with an overall reader rating of 2.83). Needless-to-say, Mr. Medrow's article “First Impressions” dominated the poll of articles. Surprisingly, Mr. Shaw’s “Holding the Ridge” indicates that there is enough interest in the original SQUAD LEADER to justify devoting some precious space to that old warhorse. The ratings for all the articles in Vol. 22, No. 6—based on 200 reader responses taken at random—are as follows:

FIRST IMPRESSIONS ........................................ 343
SQUAD LEADER CLINIC ................................ 250
HOLDING THE RIDGE ...................................... 182
STRUGGLE FOR EL SALVADOR ......................... 115
THEY'RE COMING ........................................... 64
MAKING THE BEST OF A SHOT IN THE DARK ........ 51
DESIGN ANALYSIS ........................................ 50
COMMANDER'S NOTEBOOK ............................. 48
STAFF BRIEFING-GREENWOOD ....................... 42
COMPLEAT DIPLOMAT .................................... 29
AH PHILOSOPHY ............................................. 26

We are already excited about the return of ORIGINS to Baltimore on the 4th of July weekend next year, and have been lining up many of our favorite gamemasters to host a large variety of tournaments. But we can always use more; the new Baltimore Convention Center certainly has the space to make this the largest ORIGINS ever. If you would like to run an Avalon Hill tournament at the upcoming ORIGINS ’87, we'd like to hear from you as soon as possible. Please include your qualifications and plans, especially if you haven't dealt with us in this capacity before.

CONVENTION CALENDAR

The GENERAL will list any gaming convention in this space free of charge on a space available basis provided that we are notified at least four months in advance of the convention date. Each listing must include the name, date, site, and contact address of the convention. Additional information is available by requesting our convention listings by name, date, and site. The Avalon Hill Game Company's games will be held.

DECEMBER 6-7
BEETHOVENCON IV, San Diego, California
Contact: Larry Peery, P.O. Box 8416, San Diego, CA 92102. (619) 295-6248.
NOTE: DIPLOMACY, RAIL BARON and other multi-player games against a background of 24 hours of non-stop music by Beethoven.

FEBRUARY 6-7
WARCON 87, College Station, Texas
Contact: John Beadles, c/o MSC NOVA, Texas A&M University, College Station, TX 77841. (409) 845-1515.

FEBRUARY 13-16
ORCON '87, Long Beach, California
Contact: Jeff Albanese, Strategicon, P.O. Box 8399, Long Beach, CA 90808. (213) 420-3675.
NOTE: Among the many TAHGC tournaments planned are SLASL, UP FRONT, FLIGHT LEADER, WAS/VITP, B-17, THIRD REICH and CIRCUS MAXIMUS.

JUNE 5-7
NEO-VENTION VI, Kent, Ohio
Contact: Ian Guistino, NEO-GS, P.O. Box 412, Cuyahoga Falls, OH 44222.
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INSTRUCTIONS:
Rate each category by placing a number ranging from 1 through 9 in the appropriate space to the right. (1 equating as "excellent", 5, "average"; 9, "terrible") EXCEPTION: Rate items 2a and 2b in terms of minutes necessary to play the game, in ten-minute increments. (Example: If you've found it takes two and a half hours to play the basic scenario of FRANCE 1940, enter "15" for category 2a.) For an explanation of the categories, refer to the AH Philosophy of Vol. 19, No. 4. Sub-categories are indicated by italics. Enter ratings only for those categories relevant to the game in question.
Note that AH's ratings for Complexity and Year of Publishing have been provided; do not rate these categories.

1. Overall Value
2. Components
   a. Mapboard
   b. Counters
   c. Player's Aids
3. Complexity
   a. Complexity
4. Completeness of Rules
5. Playability
6. Excitement Level
7. Play Balance
8. Authenticity
9. Game Length
7a. Basic/Shortest
7b. Advanced/Longest
8. Year of Publication
1985

The GENERAL

WHAT HAVE YOU BEEN PLAYING?

Top ten lists are seemingly always in vogue these days. Whether the subject is books on the Best Seller List, television's Nielsen ratings, or even games, the public never seems to tire of seeing how their individual favorites stack up numerically against the competition. Our preoccupation with this national pastime is almost akin to rooting the home team on to victory every Sunday. So to further cater to your whims (and to satisfy our own curiosity) we unveil The GENERAL's version of the gamer's TOP TEN.

We won't ask you to objectively rate any game. That sort of thing is already done in these pages and elsewhere. Instead, we ask that you merely list the three (or less) games which you've spent the most time with since you received your last issue of The GENERAL. With this we can generate a consensus list of what's being bought. The degree of correlation between the Best Selling Lists and the Most Played List should prove interesting.

Feel free to list any game regardless of manufacturer. There will be a built-in bias to the survey because you all play our games to some extent but it should be no more prevalent than similar projects undertaken by other magazines with a special interest-based circulation. The amount to which this bias affects the final outcome will be left to the individual's discretion.

The games I've spent the most time playing during the past two months are:

1. 
2. 
3. 

Opponent Wanted 50¢

1. Want-ads will be accepted only when printed on this form or a facsimile and must be accompanied by a 50¢ token fee. No refunds. Payment may be made in unenclosed U.S. postage stamps.
2. For Sale, Trade, or Wanted To Buy ads will not be accepted. No refunds.
3. Insert copy on lines provided (25 words maximum) and print name, address, and phone number on the appropriate lines.
4. Please PRINT. If your ad is illegible, it will not be printed.
5. So that as many ads as possible can be printed within our limited space, we request that you use official state and game abbreviations. Don't list your entire collection, list only those you are most interested in locating opponents for:
   - Advanced Squad Leader—ASL
   - Afrika Korps—AK
   - Air Force—AF
   - Alexander—AL
   - Anzio—AZ
   - Arab-Israeli Wars—AIW
   - Assault On Crete—OCR
   - Banzai—BANZ
   - Beyond Valor—BV
   - Bismarck—BIS
   - Blitzkrieg—BL
   - Battle Of The Bulge—BB
   - Bull Run—BR
   - Caesar Alexa—CAR
   - Caesar's Legions—CL
   - Circus Maximus—CMM
   - Civilization—CIV
   - Conquistador—CON
   - Dauntless—DL
   - D-Day—DD
   - Devil's Den—DEV
   - Diplomacy—DIP
   - Empires in Arms—EIA
   - Firepower—FP
   - Flat Top—FT
   - Fortress Europa—FE
   - France 40—FR
   - Frederick the Great—FRED
   - Freedom in the Galaxy—FYG
   - Gendarm—GEN
   - Gladiator—GL
   - Guns Of August—GOA
   - Gunfighter—GF
   - Hitler's War—HW
   - Jutland—JU
   - Kingmaker—KM
   - Knights of the Air—KA
   - The Longest Day—LTD
   - Little Round Top—LRT
   - Luftwaffe—LW
   - Magic Realm—MR
   - Midway—MD
   - Napoleon—NP
   - Napoleon at Bay—NAB
   - Naval War—NW
   - Origins—OR
   - PanzerArmee Afrika—AAA
   - Panzerhitz—PB
   - PanzerGuppe Guadian—PG
   - Panzerkrieg—PK
   - Panzer Leader—PL
   - Paris—PAR
   - Richthofen's War—RW
   - The Russian Campaign—RCM
   - Russian Front—RF
   - Streets of Fire—SOF
   - Spur of the Times—STO
   - Starship Troopers—STO
   - Storm Over Arnhem—SOA
   - Struggle of Nations—SON
   - Submarine—SUB
   - Tactics II—TAC
   - Third Reich—TR
   - Time—TT
   - Timbrak—TB
   - Trireme—TR
   - Up Front—UF
   - Victory In The Pacific—VTP
   - War At Sea—WAS
   - Waterloo—WAT
   - Wizard's Quest—WQ
   - Wooden Ships & Iron Men—WSIM

CONTEST 132

☐ American Win
☐ German Win

Cards Played:

Cards Discarded:

NAME

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CITY STATE ZIP

NAME

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CITY STATE ZIP

Issue as a whole . . . (Rate from 1 to 10, with 1 equating excellent, 10 equating terrible)
Best 3 Articles:
1. 
2. 
3. 

NAME

ADDRESS

CITY STATE ZIP
The Sarge had a little talk with The General....!

Victory Games Is Moving Back Up on the Firing Line!

Starting just as soon as we can manage, articles and news on Victory Games products will be covered in The General again. For all of you folks who wrote, called, and otherwise made your enthusiasm for the Insider known, we thank you for your support, and ask you now to get cracking at your typewriters. We need strategy and variant articles as soon as we can get them. The reappearance of VG in these pages depends on how many high-class articles we get from you!

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Oh, and by the way, in addition to articles, W. Bill’s ever-popular oversights, and the usual goodies, we will be offering some additional surprises in upcoming issues. So keep an eye peeled for more details.
THE HEDGEHOG OF PIEPSK

ASL Scenario D

PIEPSK, RUSSIA; November 14, 1941: Despite a heavy beating, the Soviet Army was still holding the field and, in some areas, giving better than they got. However, the German ranks were thinning out as their manpower resources were called upon time and again to fight just one more battle. Very often, an entire section of the line would be held by occupying the main village in a region with remnants of a battle-weary company. With winter approaching, possession of these small towns became crucial, as they were often the only shelter for miles around. Piepsk was one such village garrisoned by Company A of the 3rd battalion, 72nd Infantry Regiment. Knowing the German defenses were sparse, remnants of the Russian 169th Rifle Regiment were set to attack and overwhelm the hard-pressed defenders at dawn.

BOARD CONFIGURATION:

VICTORY CONDITIONS: The Soviet player wins by being the last to occupy exclusively, with an unbroken unit, all stone buildings on Board 3.

BALANCE:

+$ Replace one 9-1 leader with a 9-2 leader.

$ Replace eight 4-2-6 squads with eight 4-4-7 squads.

TURN RECORD CHART

1. Environmental Conditions are Moderate, with no wind.
2. All German units enjoy the benefits of HIP (A12.3).
3. The German radio represents one battery of 81mm MTR offboard with Scarce Ammo (C1.211).
4. Any unit in the upper floor of a building whose path of egress is blocked by Good Order enemy MMC is encircled. Such encirclement occurs the instant the path is blocked and is removed the instant there fails to be a Good Order enemy MMC blocking the exit path. If a unit is encircled by fire as well as having its egress path blocked, there are no additional penalties other than the fact that encirclement can only be removed by having both an exit and meeting the conditions of A7.7.

Remnants of Co A, 3rd Bn, 72nd Infantry Regiment [ELR: 4] set up on any board at least 11 whole hexes (inclusive of placement hex) from east edge: {SAN: 4}

Remnants of 169th Rifle Regiment [ELR: 2] enter anywhere along east edge on Turn 1: {SAN: 2}

AFTERMATH: The Russians, despite overwhelming numbers, were unable to gain surprise and the first Russian attack was cut down by accurate long-range machinegun fire. Rather than regroup, the Russians committed troops piecemeal throughout the day against the village. The Russians were able to eventually gain a small foothold in the town, but were totally at a loss to support it. After taking nearly 70% casualties, they lost heart and faded back into the surrounding countryside.
HILL 621

ASL Scenario E

NEAR MINSK, RUSSIA; July 1, 1944: In late June 1944, the Soviets began what eventually would be known as the “Destruction of Army Group Center”. The key to this offensive was the city of Minsk. Should it be captured, numerous German formations would be hopelessly cut off. One of the vital routes for the German retreat was via Stolbtsky Highway which ran behind a series of low ridges and then crossed the Berezina River south of Minsk. On July 1st, the much overworked and understrength German 170th Infantry Division (in reality a large battalion) was overwhelmed by elements of Rotmistrov’s Fifth Guards Army. The survivors took to their heels and attempted to patch together a defense along the last line of ridges overlooking the escape route to Minsk. The Russians, in probing for a weakness in the German line, had managed to overrun the German-held village of Letornovski and were boiling towards the ridges. Hurriedly gathered German reinforcements were converging in an attempt to patch up the line and hold Hill 621, key to the defense.

BOARD CONFIGURATION:

ELEMENTS OF FIFTH GUARDS ARMY [ELR: 4] as follows: {SAN: 3}
Initial forces set up any whole hex on Board 3:

24 24 2 2 4

Enter on any single road hex on the east edge of Board 3 on Turn 5:

Retreating elements of 170th Infantry Division [ELR:3] as follows: {SAN: 4}
Letornovski Garrison set up any whole hex on Board 4:

8 8-2 152 122 21

Tank platoon enters any single road hex on the north or south edge of Board 4 on Turn 2:

Rear area reserves enter on any single road hex on the west edge of Board 4 on Turn 4:

Enter on any single road hex on the edge of Board 2 on Turn 5:

TURN RECORD CHART

Victory Conditions: The Soviet player wins by being the last to occupy exclusively, with an unbroken squad or AFV with functioning main armament, at least five of the seven Level 3 hexes that constitute the crest of Hill 621.

Balance:

1. Environmental Conditions are Moderate, with no Wind.
2. After “At Start” placement, the German player must check the morale of each unit. Those failing a normal Task Check are broken. The only possible consequence of failure is that the unit must start as a broken unit. Those units which break are not subject to Desperation Morale unless fired upon since the beginning of the scenario.
3. The German radio with the Letornovski Garrison represents one battery of 81mm MTR OBA.
4. The German radio that enters with the Turn 4 reinforcements represents one battery of 100mm OBA.

Aftermath: The German defense briefly crystallized and held the Russian onslaught. Field Marshal Model formed a regimental Kampfgruppe from remnants of the 4th, 5th and 12th Panzer Divisions to close the Russian breakthroughs; but there were too many breakthroughs and not enough Germans. Desperate, he sent in whatever armor remained for the last ditch fighting along the ridges that flanked the Stolbtsky highway. Gradually, one ridge after another was cleared by the Russians. The remaining German mobile forces darted here and there in futile efforts to stem the tide. By July 2nd, both the ridges and the highway were Russian-held; and on July 3rd, the Soviets entered Minsk, former headquarters of Army Group Center.