

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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**ALL AMERICAN** - review and Design Notes

**JUNGLE WARFARE** - Tactics for fighting in the green hell

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## EMOTICONS

With the growth of the InterNet, emoticons have originated to allow people to show expressions in text. I find these very useful for the printed word in general, so you'll see plenty of them in View From the Trenches.

An emoticon is created with keyboard characters and read with the head tilted to the left. Some typical emoticons are:

- :-) humour or smiley
- ;-) winking
- :-> devious smile
- <g> grin
- :( sad
- :o shocked or surprised
- #-( hung-over

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# PREP FIRE

Hello and welcome to the LONG overdue new issue of *View From The Trenches*.

Many of you have no doubt been wondering why you haven't heard from me since May, and may have perhaps begun to wonder if I'd drunk all your subscription fees. I have!!, but that had nothing to do with the delay. Days before issue 14 was finished at the end of May my laser printer broke down. Three weeks later the replacement part arrived - broken :-(. After another three weeks a second replacement part arrived - broken :-(. Finally, in mid-August a replacement part arrived in good condition, putting me back in business. So a couple of days later I went on holiday for a week!

On top of that I had to pick up a new toner cartridge and replace my keyboard (they don't like being dropped onto floors!) a couple of days ago, delaying me again:-(.

All in all this issue has been VERY frustrating to produce.

Anyway, as you will have noticed this issue is twice as big as normal. With issue 15 due out in September, I decided early in August to combine the contents of issues 14 and 15.

By dropping the redundant pages (EX: covers, multiple Prep Fire, Incoming, and Crusader columns), I was able to include some extra material.

I have also upgraded my PC over these past few months, so I can produce much clearer graphics now.

Overall, I hope you'll find the extra material and the crisper graphics make this double issue worth the wait.

Especially as I am taking the opportunity to raise the price of *VFTT*. As of next issue, *VFTT* will cost £2.00 per issue (£3.00 overseas; US \$4.00). I hope to add 4 more pages per issue in the near future (certainly within the next six months), but I also want to raise some funds to produce additional back issues and for a couple of *VFTT* projects which are in the pipeline.

One of which is a *Platoon Leader* module based on Operation Neptune, the British river crossing of the Seine in August 1944. Designed by Andy Saunders (designer of the scenario "VFTT1 High Danger"), playtesting is well underway, and Andy hopes to be finished soon.

**COVER:** British glider troops in Normandy prepare to head inland having unloaded their jeep from the glider.

*VIEW FROM THE TRENCHES* is the bi-monthly British ASL journal. It costs £2.00 per issue (overseas £3.00; US \$4.00), with a year's subscription costing £10.00 (overseas £15.00; US \$20.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

Issue 16 will be out in November.

Back issues are available at the following price:  
*VFTT '95* £3.00 (overseas £5.00)  
*VFTT 7 - 9* £1.00 (overseas £2.00)  
*VFTT10 - 13* £1.50 (overseas £2.50)

All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your ASL experiences with others. *VFTT* allows you to communicate with other ASLers. Don't be a silent voice.

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# INCOMING

At the US GENCON convention in July, Avalon Hill president Jack Dott mentioned that they plan to release two *ASL* magazines by the end of the year, the first a collection of classic scenarios, the other containing material from out-of-print annuals. There may also be another *Action Pack* issued this year. *Blood Reef: Tarawa* should arrive in the first quarter of 1998, with the long delayed *HASL* module *The Third Bridge* following that. Finally, it appears they have decided that the minor countries will be issued in two modules, with the first expected this time next year.

Also speaking out has been Stuart Tucker, editor of *The General*: over rumours of *ASL*'s demise in volume 31 number 3: "I cannot accede to pleas for more coverage of *ASL* within these pages". It appears that some have mis-read this to assume that *ASL* coverage with *The General* will diminish. In an online message he clarified: "The point here is 'more' within a single issue is not possible. I'll publish 2 *ASL* scenarios plus articles in each issue so long as the hobby keeps generating them for me. If *ASL*-playing subscribers drift away from the magazine, then and only then will *The General* cease to publish on this system which so divides my readership."

The Tampa *ASL* Group will be releasing *Schwerpunkt Vol. II* at the American *ASL* Oktoberfest convention next month (it will also be available at INTENSIVE FIRE '97 the following week). It will again feature 12 original scenarios along with a booklet of detailed scenario analysis and designer's notes for each scenario, and will cost \$12.00. They can be contacted at Sherry Enterprises, PO Box 3, Ruskin, FL 33750, United States of America.

Critical Hit! Inc. have begun shipping *Scroungin' ASL News*, the Aussie '97 scenario pack and the *ASL News Pack 1*.

Critical Hit, Inc. have *Korea 1950 - Tank vs. Tank* currently undergoing playtest. An eight scenario set, it will feature new mounted counters, an historical guide and several never before published photos. It is expected to be on sale by Christmas, and cost about \$12.00.

Beyond that they also have *GENESIS 48: Arab Israeli War Pack 1* in the pipeline, as well as modules based on the action at Ruweisat Ridge (by Gavutu-Tanambogo

Continued on page 30, column 3

## CRITICAL HIT!



## WANT YOU

ENLIST TODAY

Dear Prospective Playtester:

Critical Hit! Inc. is looking for some new playtesters. The kind of guy we want to have an ongoing working relationship with meets the following criteria:

1. Can work with Steve Pleva (he's nice).
2. Reliable (I'll find you and gouge your eyes out if you make me send you free stuff and never reply again without a good reason).
3. Mature (no cranks that are going to embarrass us with flaming weirdness, no former SS members without archival photos).
4. Enthusiastic (we're going to have fun).
5. Not playtesting for anyone else (we're going to ask you to put that in writing but then we'll let you in on some good secrets!)
6. You have at least one friend in hex and he/she/he-she plays *ASL* (Sorry no solitaire playtesters needed right now).

What you will receive:

1. Free beer at *ASL*OK (But then, so does the general public). If you don't go to *ASL*OK, we just hoist toasts to you on my back porch.
2. One free copy of your playtested item, product, etc. (i.e., a free copy for EACH playtester) even if you playtest partial or portions of said finished product.
3. One free issue of EACH issue of *Critical Hit* magazine as long as you are an active playtester (no fooling us by propping up dead bodies to get the extra head of cabbage).
4. The opportunity to bounce your ideas off of our gang of historians, soldiers and ex-cons.

This is a serious offer and apologies to the humorless are hereby issued. Please E-mail Ray Tapio at [Critical\\_Hit@compuserve.com](mailto:Critical_Hit@compuserve.com) (hey, you knew that!) and mark the subject "PLAYTESTER...ME" or via snail mail at Critical Hit, 88 Lodar Lane, Brewster, NY10509, USA.

Ray. Tapio

# THE CRUSADERS

ASL Oktoberfest, held in Cleveland Ohio, (ASLOK for those in the know) is approaching fast. INTENSIVE FIRE '97 is close behind it but in Bournemouth, UK. Rencontres continues with its four one day tournaments per year in Brussels and I daresay the renegades in the north of England are already considering BERSERK '98 in Blackpool. Yes, you guessed it; for this issue's column I would like to talk a little bit about ASL conventions.

I expect there are some of you out there reading this column who don't feel confident enough to attend an ASL convention. Maybe you have only just got hold of the ASL Rulebook and don't have many of the modules. Maybe you don't have a regular face-to-face opponent and so the majority of your gaming is carried out solo [*I know THAT feeling - Pete*]. Maybe you are at a stage in life where your passion for ASL is being subsumed by other more worldly concerns and you just subscribe to VFTT to keep in touch with the ASL scene. You might even be someone who picked up this newsletter from Leisure Games out of idle curiosity, just to see if it shed any more light on that monstrously expensive rulebook, sitting there on the shelves. If so a BIG welcome to you.

I want to make a personal appeal to all of you out there reading this, who have discounted attending a convention in the near future, to seriously reconsider. Okay so you might lose all of your games, hell I lost my first four games at BERSERK in March this year. You might feel that you do not have a full understanding of the quirks of the rules, especially if you have been gaming solo for a long time. This is no reason not to attend. I don't know anybody who does know the rules fully yet and each of us forget aspects very quickly (remember the on about MG firing as Ordnance against Armoured Vehicles not being able to score a Critical Hit; even with rolling a Kelly's\*). The thing is, if you don't make the effort to attend you will never meet all those other "Berserkers" who share your passion about the greatest game in the world.

We all play to different standards, we all have our own favorites within the system (in case you are wondering I love to play the Russians; Commissars, Human Waves, T34s, Conscripts everywhere - the challenge of it!) but, and a big but, we all ENJOY it. Everybody at any of these Con-

ventions seriously loves playing ASL. They want a friendly game that both players will enjoy and, whatever your level of play, you will learn something new.

However, undoubtedly the greatest aspect of ASL, in my opinion although I am sure this is echoed throughout this readership, is the circle of friends that you will quickly develop: not just from this country but from all over the world. After attending two or three conventions you will find that you will look forward to the next convention mainly because it is the opportunity to meet and greet all of your new found ASL friends. You will soon be exchanging great tales of daring do; probably in the bar if previous conventions are anything to go by!

So, if you think that an ASL convention is not for you may I ask you to seriously reconsider. Just make that little extra effort to attend one, even if just to appear in a spectator capacity. You will be made most welcome and I promise you that you will be most amply rewarded.

Right, off my soapbox! Thank you for all of the INTENSIVE FIRE proformas that I have received to date. Do keep them coming in. Philippe Leonard has indicated he will yet again be attending this years event and Ray Tapio, the editor of *Critical Hit*, is also planning to make the trip from America over to Bournemouth - so don't tell me that Scotland is too far away!!! And a big thank you to all of you renewing your subscription to the Crusaders, despite the price hike. It really is most gratifying to see people resubscribing. I think you will all agree that the improvements we have seen, and are continuing to see in VFTT, have been worth the investment and the Crusaders in particular have all made this possible by their contribution to the hobby. If, by some miracle, you have not received information about INTENSIVE FIRE '97 please give me a call at home (01258 459851) or drop me a line and I will rectify the situation immediately.

Yours in gaming,  
Neil Stevens

p.s. A crate of beer to the first person at INTENSIVE FIRE '97 who can tell me where the "8-1 Nobo" Leader is represented in the game system (except you Phil!) <Manic Cackling!>

\* Snake-eyes for our Colonial cousins.



## THE CRUSADERS PRODUCT PRICES

The following price list is effective from 1st September 1997.

For the latest on stock availability telephone The Crusaders on (01258) 459851, or by email at [NeilSStevens@compuserve.com](mailto:NeilSStevens@compuserve.com).

<i>Time On Target #1</i>	£8.00
<i>Time On Target #2</i>	£14.00
<i>Time On Target #3</i>	£17.60
<i>March Madness Scenario Pack</i>	<b>T.B.A.</b>
<i>WCW Colour Scenario Pack</i>	£8.00
<i>Critical Hit #1</i>	£6.80
<i>Critical Hit #2</i>	£8.00
<i>Critical Hit #3</i>	£8.00
<i>Critical Hit #4</i>	£8.00
<i>Critical Hit #3-1</i>	£11.00
<i>Critical Hit #4-1</i>	£12.50
<i>Critical Hit Xmas Special</i>	£13.60
<i>SS Schwere 102</i>	£5.60
<i>Jatkosota</i>	£10.20
<i>Soldiers of the Negus (CH Edition)</i>	£12.80
<i>All American</i>	£19.00
<i>Platoon Leader (2nd edition)</i>	£9.60
<i>Armored Stand (PL2.0)</i>	£ 8.00
<i>Paddington Bears '96 Scenario Pack</i>	£8.00
<i>Rout Pack I</i>	£6.80
<i>Rout Pack II</i>	£8.00
<i>OAF Pack I</i>	£8.00
<i>Leathernecks</i>	£8.00
<i>Gembloux: The Feint</i>	£14.40
<i>Defeating Enemy Armor</i>	£7.20
<i>Schwerpunkt</i>	£8.00
<i>Schwerpunkt II</i>	<b>T.B.A.</b>
<i>Baraque de Fraiture</i>	£12.75
<i>God Save The King</i>	£16.00
<i>King Of The Hill</i>	£16.00
<i>ASL News #28</i>	£8.00
<i>ASL News #29</i>	£8.00

All orders should have 10% added for postage and packing [EXC: Crusaders are exempt P&P charges] and be sent to Neil Stevens, The Crusaders, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE.

# NIGHT-TIME AT PEGASUS BRIDGE

*German strategy for the Night Actions at Pegasus Bridge*

At 0015 on 6th June 1944, 3 British gliders carrying a highly trained assault force attacked and captured the bridge over the Canal du Caen in the first operation of D-Day. They subsequently held on against repeated German counter-attacks until relieved late that evening. This is the subject of *Pegasus Bridge*, the latest *Historical ASL* module from AH.

## STRATEGIC LOCATIONS

The small size and scale of the battle makes *Pegasus Bridge* an ideal introductory CG. With this in mind it is perhaps worth looking at the importance Strategic Locations play in a CG.

Strategic Locations play a vital role in a CG, as they define your set-up area at the start of each CG date.

In general, a Strategic Location is either a building Location or a hex containing an entrenchment (others exist, but are less likely to be encountered). Any hex within two hexes of a Strategic Location is considered to be part of your set-up area.

The key to expanding your set-up area

is to have these areas connect to each other (or to overlap).

Take a look at example one, which assumes that a British unit is in both 23Q2 and 23M8, and all other Locations are Uncontrolled. The unit in 23Q2 may set up anywhere within two hexes of 23Q2; the same is true of the unit in 23M8. Note that 23L7 is not part of the British set-up area because a Strategic Location can only be part of your set-up area if you Control it or it is surrounded by your set-up area and not enemy-Controlled.

In example two British units are also in 23M5 and 23N5. Their presence links the 23Q2 and 23M8 set-up areas, allowing the four British units to set up anywhere within the larger set-up area. In this example they do also gain Control of 23O6 even though they do not have a unit in it, as it is surrounded by their set-up area.

Of course, the enemy will try and have a say over your set-up areas.

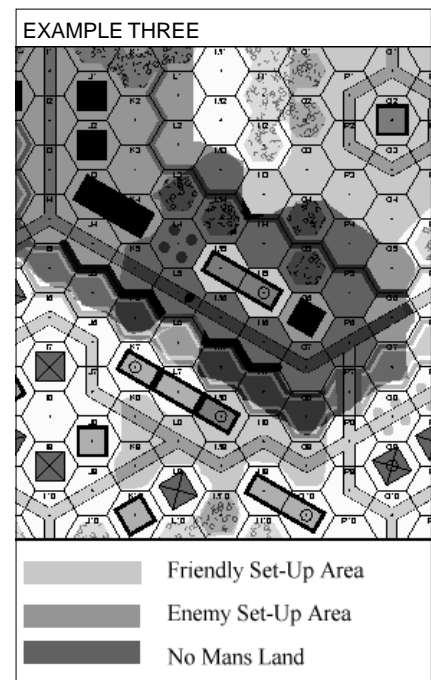
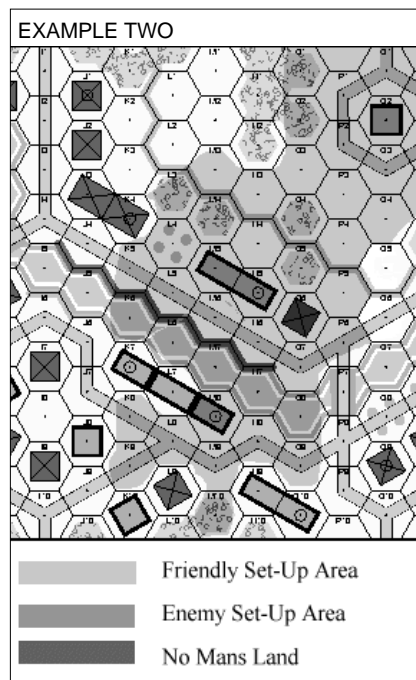
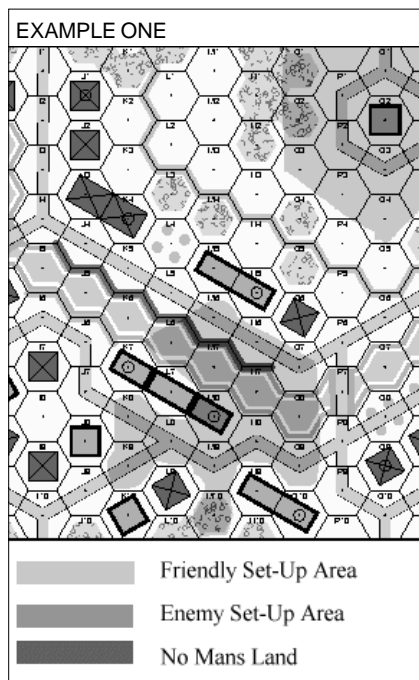
Any hex that is within two hexes of a

Strategic Location of both sides is considered to be No Man's Land, and neither side may set up there.

In example three, German units are assumed to be in 23J1, 23J2, 23J3, 23K4, and 23O6. Primarily as a result of the latter unit, there is a large area of No Mans Land around the 23M5/N5/O6 area.

Any unit which cannot trace a route to a Friendly Board edge via friendly hexes or Uncontrolled hexes (No Mans Land hexes are Controlled by neither side) is Isolated. An Isolated unit suffers from set up limitations and Ammunition Shortage in the next CG Scenario, which usually puts it in a delicate position.

For example, if hexrow Q is the British Friendly Board Edge, neither the unit in 23Q2 nor the unit in 23M8 are Isolated as both can trace a line to hexrow Q. However the units in 23M5 and 23N5 are both Isolated because they are surrounded by No Mans Land (the same would also be true of the German unit in 23O6).



## THE OPPOSING FORCES

The table below should give a rough idea as to the relative size of each size's forces as the CG progresses. Although the assumed losses could quite easily turn out to be wild guesses, the table can be used to give a player a rough idea as to the size of the opposing forces during the CG.

BRITISH				
SCENARIO	REINF.	START	LOSE	END
Night I	7.5	7.5	-2	5.5
Night II	2.5	8	-2	6
Night III	18	24	-2	22
Dawn	4	26	-2	24
Day I	0	24	-2	22
Day II	15	37	-17	20
Day III	0	20	-4	16
Dusk	25	41	n/a	n/a
GERMAN				
SCENARIO	REINF.	START	LOSE	END
Night I	0.5	26	-5.5	21
Night II	0	21	-4	17
Night III	0	17	-6	11
Dawn	16	27	-6	21
Day I	12	33	-6	27
Day II	16	43	-10	33
Day III	12	45	-4	41
Dusk	0	41	n/a	n/a

From the table, it is clear that the British have to hold out for a long time, making them very vulnerable to attrition. Although the Walking Wounded rule will bring some eliminated units back, a few bad CC results could be very ugly for British long term prospects.

The Germans look to have their best relative positions in the Day I and Day III scenarios. This suggests they should be the times of maximum German effort, with Day III looking particularly good.

## LANDING ZONES

The most obvious landing site for the British is the natural runway formed by the brushes to the south of the bridge. However, the subsequent approach to the bridge is somewhat difficult here, as the wire, trenches and the bunker are facing this direction.

Landing in the Open Ground hexes between the irrigation ditches to the north offers easier access to the bridge, but landing is slightly riskier to the gliders if the Landing DR fails; with crash drms of +1 for night, +1 for not landing in the Intended Landing Hex, and +1 for an irrigation ditch, rolling as low as a 4, a 50% chance!!

## NIGHT I

During Night I the German forces are under "No Move" counters and are restricted

by CG4 (as opposed to E1.21). This means that they will not be activated except by a non-Sniper attack, or by having a LOS to a Known enemy moving/advancing/routing within 3 hexes; even the presence of a leader with "Freedom of Movement" will not suffice.

Things are compounded by their inability to fire during the British GT1 except in TPBF situations, which makes it difficult to stop the British landing safely. You could pray that all three gliders crash, but this is not a recommended strategy to base a defence on!!

Assuming they land safely, the British are likely to target the pillbox, the AT Gun, and the bridge itself on GT1. With the forces at their disposal, they are unlikely to have any problems taking all three.

Since no Gunflash is placed due to CC, this will be the preferred method of attack for the British (to ensure your units retain their "No Move" counters for as long as possible). With a maximum of one German MMC per Location, the British can easily get a 3:1 CC attack on each, eliminating the defenders on an eight or less.

In view of the ease with which the British can clear the area east of the canal, defending it with anything other than a minimal force is pretty pointless. Essentially the German philosophy should be "He who defends the Bridge dies."

Instead, you should aim to limit British expansion on the west side of the bridge, minimizing the British west side set-up area for the start of Night II. Ideally you want to keep hex Y18, the "West Side Bridge Exit Hex" (WSBEH) or to keep it in No Man's Land so that any British units which manage to cross the bridge are Isolated at the start of Night II. The British cannot afford to start the Night II date Isolated across the river with a full company and 3-4 tanks coming at them from the north.

## SET-UP

There are two building Locations adjacent to the WSBEH and a unit (possibly HIP) should go into each of these. This prevents quick access to these buildings should any British survive the FP as they move through the WSBEH. A HIP unit in either Location means that any British unit which tries to enter will get bounced back into the WSBEH.

However, the main defence position is a line of trenches in the grain located near the WSBEH, in hexes such as W16, X15, and X16. The latter has a clear LOS to the WSBEH (and is in the NVR range of 2

hexes) while being out of LOS to just about everything except the buildings across the street, thanks to the hillside hedge on the X16/X17 hexside. Since the hillside hedge is at level 1 and a unit in a foxhole behind a hedge can only see and be seen by adjacent units, it cannot be attacked from the WSBEH, but is still effective in making it No Man's Land. A squad, MMG and whatever leader the Germans come up with should go there. To make the position even more secure, place wire on top of the trenches.

## CLEARING THE TRENCH LINE

With a limit of only one MMC per each hex, and the inability to move until attacked, you are in a difficult situation if the British get into CC and are able to take your troops out one by one.

As far as the trench line is concerned, this may not be as easy as it seems. Unless they are able to circle around the position and approach from the south, the British must become CX to advance into a trench hex (1.5MF for Grain, doubled for the hill, and an additional IMF for Night [E1.51], making it an Advance vs. Difficult Terrain {A4.72}). Being CX, they will suffer a +1 Ambush drm (and a -1 for being Stealthy, for a net +0 drm). If you retain Concealment rather than firing at the British as they are adjacent, you will have a -2 Ambush drm and a +1 drm for being Lax, a net -1 drm.

If you do Ambush the British you will likely have a -3 DRM (-1 Ambush, -1 wire, -1 vs. CX) in CC for a lowly German Conscript vs. an elite British airborne squad!! Even if the British Ambush you, they will still be looking at a +1 DRM (-1 Ambushed, +1 on Wire, +1 being CX) while the ambushed German is looking at a net -1 (+1 ambush, -1 Wire, -1 CX)!!!

In practice things won't normally be quite so rosy as the British will generally have the benefit of an advantage in the number of squads (EX: a pair of 6-4-8 squads vs. a 4-3-6 squad) and a leader to influence both the Ambush dr and the Close Combat DR.

In fact, a concealed German unit may be better off remaining Concealed, rather than attacking, in the hope of surviving and attacking with TPBF in the following PFPh, or perhaps withdrawing during the MPH to an ADJACENT trench

For example, a typical British attack might be at 3:1 with a +0 DRM (+1 CX, +1 Wire, -1 Leader), against which the German reply would be a 1:4 with a -3 DRM. By remaining Concealed, the British attack



is reduced to 3:2. Additionally, if the British make a capture attempt then there is an additional -1 DRM due to the German Conscripts.

As can be seen, your forces at the start of the game are woefully weak. The British are unlikely to fire at you, so CC will be the order of the day. Thus the more forces you put west of the bridge the better. Even if you can't stop the British onslaught on the bridge, you may be able to escape some of the garrison, and, more importantly, concentrate on preventing the Ox and Bucks expanding the bridgehead.

Although it is unlikely in Night I, be aware of any British attempt to take the Z13 building. If they Control Z13 then the two German set-up areas will be split and any units in the JJ12 set-up area that are given "Freedom of Movement" for Night II will not be able to set-up South of CC. Until an entrenchment is placed in another location to connect them, Benouville and Le Port can only be joined as a set-up area by the control of Z13.

One last point. On turn 2, an 8-1 enters the board in a SdKfzI. being unarmoured, it is not an AFV (as per D1.2) so it may not give Freedom of Movement to the other German AFVs on the board. Nor can the leader cannot give Freedom of Movement to any infantry he starts a turn stacked with due to the restrictions on being in LOS and be within 3 hexes of a moving/advancing/routing Known enemy unit. So what should the 8-1 and the SdKfz be used to do? Take a scenic tour of the battlefield?

Answers on a postcard please to...

## NIGHT II

As Night II opens most of your units (apart from those south of hexrow CC) gain "Freedom of Movement".. Knowing that the British will be reinforced by a huge influx of fresh troops in Night III (18 6-4-8 squads with assorted SW and two -2 leaders) and many of the British MMCs that may be lost will come back in the next CG date as "Walking Wounded" it is vital you force the British back across the canal now. If you don't, you never will. Thus you must counter-attack and ideally force the British back across the bridge. Failing that, keeping any British units across the bridge Isolated may suffice. Regardless, you must do

your best to restrict the expansion of the bridgehead.

Military theory suggests that the best counter to an airdrop is to attack directly into the landing zone. In this case, you cannot afford to let the British establish a well defined and defensible perimeter on the west side of the bridge. Night II offers a chance for you to put Rommel's "Attack them on the beaches" strategy into effect.

Essentially, you must do anything, risk anything, to drive the British back across the canal.

VBM Freeze sleaze is particularly useful in this situation, although it is dan-



Major General Richard Gale, commander of the 6th Airborne Division, briefing his troops prior to the D-Day invasion.

gerous because the British have good leadership, PIATs, and possibly even Gammon Bombs.

PIATs can easily take out a tank, and even at night and against a small target getting a hit it not too difficult as it approaches or enters a British hex.

If they wait until the AFV gets into their hex and try to take it out in CC, they have a basic 5 CCV against the tank, with a +2 for motion, usually -1 or -2 leadership, probably -1 for ambush, and they have a 16% chance of an extra -2 if the Gammon Bombs come through (is there any reason that, should the squad not make the ATMM check, the leader can't try?).

All in all this is fairly dangerous for the tank, but well worth the sacrifice if you can force the British back across the bridge.

If the British efforts vs. the tank fail you then move in three 4-4-7s with LMGs and perhaps a -1 leader (if available).

Three 4-4-7 squads and a 8-1 leader advancing in Cloaked gives you a -2 Ambush drm for being Cloaked, a -1 for being stealthy (the SMC), and -1 drm for your leader, a total of -4. Against this the British will have at most a couple of squads (either a pair of 6-4-8s or a 6-4-8 and a 4-5-8) and perhaps a -1 or -2 leader, giving them a -1 drm for being stealthy and a -1 or -2 leader drm. The result is a net -1 or -2 drm for the Germans. making them the favorites to Ambush the British. Close Combat is then 1:1 with at least a -1 for the leader and maybe a -1 for Ambush, a 50-50 chance of success. If the British lose their west side forces are about to be cut off, regardless of whether your troops survived or not. In this circumstances the risk is probably worth it.

A confident German player could use these tactics to clear an area where there are only a couple of MMC, some not in a building. But I can't see the German making inroads on a group of well led 8 morale troops that can't get surrounded in a set of stone buildings, as is the case just across the road.

Risking of a couple of tanks this way is worth it if you consider the possible gains. Any broken British on the West side of the canal inside a tiny perimeter are looking at capture or elimination. No saving rolls in the form of resurrection as walking wounded either.

*One other thing to remember is that a hit tank could blaze leaving*

*the British illuminated for the remainder of the scenario.*

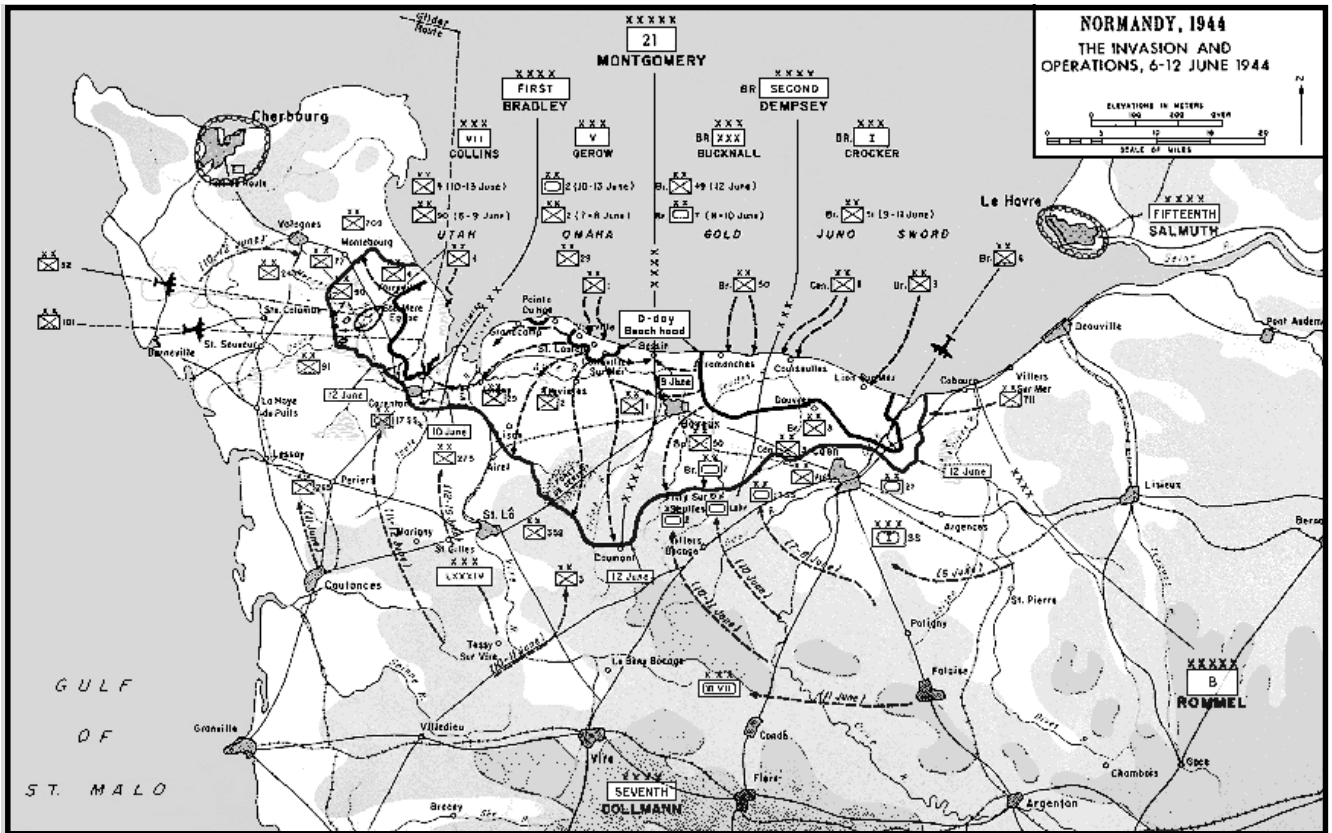
## NIGHT III

Exactly what you should do in Night III depends on your success or failure in Night II.

If you were able to drive the British back across to the east side of the canal, you basically need to ensure you have so much fire power directed towards the WSBEH. The large amount of FP available makes it extremely difficult for the British to force their way through even with a multitude of -2 and -3 leaders.

If the British have established themselves across the canal, keep a viable attack force in Benouville to threaten a drive for the bridge. This forces the British to keep back enough to protect it and reduces the

Continued on page 30, column 3



# ALL AMERICAN DESIGN NOTES

Ian Daghlich

Ask me why a Brit should become so interested in an American paratroop action, and I point to John Keegan. This man is my sort of historian. He has never been in a battle, never seen one. But he writes (and lectures) with conviction about what it would feel like to 'be there'. In 1976, I was moved by the way his book "The Face of Battle" looked at war through the soldier's eyes. By 1982, when he wrote "Six Armies in Normandy", my own interest in World War II had been rekindled by *Squad Leader*, and the battles he recounted had extra special meaning. And who could resist a chapter entitled "All American Screaming Eagles"?

My serious interest in the subject really got going one evening in 1987. In a California supermarket, I found a paperback copy of "Night Drop" by S. L. A. Marshall. For the next five years, every business trip I made saw that little paperback in my briefcase. As the plane set off for home, the gridlocked traffic slid out of sight below, and the hostess broke out the drinks, I would switch off from work, reach for my book, and enter the world of the individual paratrooper, alone and confused in the Normandy

night.

Then came the first visit. I knew La Fiere, Cauquigny, what had happened there, and who had fought. But I had no clear mental picture of the ground other than from maps. I only had a couple of hours, returning from a holiday, as my wife sat bored and uncomprehending in the car. I took pictures. I spoke to a farmer who turned out to be the owner of the Manoir, whom I now know quite a lot better. I was moved: by the sight of the battlefield and even more by the thought that such a tranquil spot in the middle of peaceful countryside could have been the focus for so much bloody mayhem.

The final spur came just before Christmas, 1994. *ASL* players from all over the world met in La Gleize to spend the 50th anniversary playing *KGP* on site'. There Philippe Leonard presented us with *ASL News* #28 with its fantastic, bound-in *Historical ASL* map of Stoumont Station. Within weeks, I knew that I could adapt an *ASL* scale map of La Fiere, Cauquigny, and the causeway that would fit two pages of *ASL News*.

This is not the place to go over the fate of *ASL News*, but suffice to day that by

January, 1997, I had a near-complete *HASL* module looking for a publisher, and Ray Tapio of Critical Hit! Inc. promised a deal that included virtually full editorial control over the finished article.

What have I learned from the experience?

1) If you are visiting a battlefield with serious intentions of creating a wargame map, do not just take pictures. Take a camcorder. Start with any and all roads over the battlefield. Roads are the skeleton of modern terrain. Get them right and your map is well under way. Video every road, in both directions if possible.

2) *Historical ASL* is not just an accurate map! *All American* is the result of ten years of study. So is *KGP*. So is Pedro Ramis' amazing *Stonne Heights* (working title). Get under the skin; speak to the locals. In short, become more of an expert on the subject than most of the authors you have read! The scenario "Counterstroke At Stonne" uses board six because its designer

Continued on page 26, column 3



# ALL AMERICAN

Trevor Edwards

*All American: The Battle For Kellam's Bridge* is a new product from Critical Hit.

What you get is a glossy booklet and ten scenarios. The centrepiece is a beautiful map with larger than average hexes. I'd say about *RB* size. It is of a quality with *AH* paper maps but I really think that the *BdF* map remains the best independently produced one to date. Depicted on the map is the area where the US 82nd Airborne fought the German 91st Division as they tried to take and secure a bridgehead for VII corps on 6th-9th June 1944.

I must quickly reveal that I know the designer of this module (I believe it deserves that status) personally, and spent some time with Ian Daghish at the BERSERK! convention in Blackpool in March. He talked me through the history, showing me the detailed map of Normandy with the area of the game map marked out and so on. I got to do a little playtesting with him as well.

Ian has really put his heart and soul into this thing. He spent time walking the actual battlefield and photographing and videotaping it all. He's had contact with the 82nd Division Association and he spoke to the locals too. The scenarios show careful thought and interesting ways of reflecting the actual conditions present. However, this review is largely based on the quality of the product and I hope I haven't let my personal feelings get in the way.

Remember "Le Manoir"? 28 Germans trying to stave off the onrushing Paratroopers? Well, Ian is not really very critical of the original scenario because he realises the limitations placed on the scenario designers by the geomorphic boards. His up to date version has two rather striking features though: The first is that it tells us that it was members of the 82nd, rather than the 101st, who carried out the attack. The second is that the American units involved were not aware of each other's presence and launched a number of uncoordinated attacks. This is really captured rather neatly by the SSR causing the original wave to be re-

moved if they don't make the required progress before the second wave arrives. The original attackers must really push it if they are to stay on board after the deadline.

Remember "No Better Spot to Die"? It was a misquote. The actual words were "I don't know a better spot than this to die." This action gets the *HASL* treatment as well.

There is a brief intro in the booklet and Ian also provides a paragraph or two on each scenario by way of designer's notes. The scenario cards have extremely fine print quality and the detail is excellent. I'm getting used to the CH counter clipart nowadays. Nice to see the unit badges on the scenario cards again. Photos of places on the battlefield, as they exist today, litter the booklet and scenario cards.

There is no *PL* campaign included. As with *BdF*, the actions didn't leave themselves open to direct conversion to a campaign game as we know it. However, there is a sort of structure for a series of scenarios to be strung together given in the latest issue of *Critical Hit* magazine.

My single major gripe would be that the cover of the booklet doesn't have a snazzy illustration. A minor flaw I think.

I know £19.00 seems a lot of money, but the product is a labour of love. Author Ian Daghish didn't allow anything to go ahead without QA-ing it personally, despite being on the other side of the pond. I think it is the best independent product we've seen since *BdF* and I would recommend anyone to have a look. Most of the scenarios are designed to have a high replay value. If you recall fondly the *Paratrooper* module, as I do (it and the *ASLRB* were all the *ASL* I owned for 18 months a long, long time back), don't miss this gem.

It is available for \$25.00 from Critical Hit at 88 Lodar Lane, Brewster, NY 10509, United States of America. UK *ASL* players can also order it from The Crusaders, 4 Monkton Down Road, Blandford camp, Blandford Forum, Dorset, DT11 8AE.

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# PLAYING WITH MYSELF

A lone American Squad Leader reminisces about Operation Torch.  
Paul J. Venard

A fellow named Anthony Pierson once wrote to me: "I have recently reentered the field of ASL. I would like to refresh my skills...it has been a long time. I am thinking of using SASL to do this. Any thoughts and ideas would be appreciated."

Dear Anthony, .....NOooooOOooOo, Don't DooOOooo it! <Compose self,compose self>

Seriously, SASL can be fun, but it is not standard ASL, so why confuse yourself? Why not PBEM, (Play by Electronic Mail), or ask about VASL (Virtual ASL), or the IRC site, or even put an Opponents Wanted ad in *The General*? (A SL buddy and I once found an opponent in *The General*, when I lived in Redwood City, in northern California...and the guy lived 4 houses down the street, I shit you not!)

But if you must play SASL, the latest issue of *The General* has a Series Replay on the "Bunker Busting" mission, (another failed attempt to get somewhere with the Americans), and I think it points out the importance of not getting in too big of a hurry, going for too much too fast.

Nor can you assume that the AI is going to allow you to overrun position after position. Even though by my most recent mission I had learned to try to stick together and set up kill stacks/FGs to mow down the first S? units who dared to expose themselves, the #%! "Panic!" and Command Control features tripped me up every step of the way. As for my talent for malfing SW's...

I think the SASL design team must have been doing a lot of MUHAHA-ing when they put that thing together. It's fun. It's MUCH faster than PBEM. But it's not like watching your opponent across the table go running for a spoon to put his eyeballs back in, 'cause you just HIP'd his kill-stack bigtime.

Anyway, to fill-in those moments when PBEM games were proceeding at a frozen snail-pace, I started a SASL campaign game in the fall of '96.

I had ideas of starting with a company of Americans in North Africa, (the historical aspect was sloppy at first, but im-

proved with missions), and fighting one victorious campaign after the other. <cough!>

What resulted could easily be 60 pages long, but I've reduced it to something that Evelyn Wood could probably scan and regurgitate between sneezes #1 and #2. Note Of Interest - the first mission was "Bunker Busting", which was featured in the latest issue of *The General*. A poor way for a rookie at SASL to begin a campaign...

Americans: Paul J. Venard  
Germans: "Jerry" SASL

## I. BUNKER BUSTING (retroactively named "We were soaked-off!")

Lt. Venard learns painful lesson about assigning large chunks of geography to each of his 3 platoons, (but somehow doesn't get fragged by his men).

Left and centre never make it past hills to immediate front, due to German MG positions on the other side, directed by German leaders with such high ratings (a pre 8/43 specialty) that they're yawning while directing fire. Right flank caves in, hit by guns, elites, bunker, (although it fell), and German 9-2 leadership, (he stood his ground).

Two "temporarily attached" T30 HMC HTs get some ace-type kills and two Random Event platoons of green Amis help



firm-up the company, (?!?!), but the mission goes to Jerry SASL. (See latest issue of *The General* about the difficulties of Bunker Busting.)

## II. THE BRIDGE or....German Recon Fun

Ah, defense! Easier, right? Ha!  
Thanks, in part, to a tardy-tardy-tardy-tardy-tardy demo squad that arrives at the bridge juuuuust a little bit after a German AC parks on the other side of said bridge, (demo leader KIA, squad broken), Nard Co. and a platoon fleeing to their protection get more than pounded by a German force of 5 AC's, 200 infantry, and 2 strafing Messerschmitts.

One Nard Co. leader, sweating blood trying to defend the hot side of the bridge, turns heroic, steps out of foxhole, and is instantly snake-eyed dead by Long Range 548; a second Nard Co. leader gets hands on a radio set, (Random Event), can't make Radio Contact in 2 attempts, and a German 10-2 directing a 4-6-7- squad with a HMG turns him into Swiss cheese.

The leader/remnants from "Other Co.", hauling ass toward the bridge and safety, are taken POW before they make it, and Lt. Venard is seriously wounded by AC IFE, as he attempts to withdraw Nard Co., and he is sent home for the duration of the campaign.

## III. REST AND REFIT

Forced to Rest & Refit, Nard Co.'s brief celebration is brought to a quick halt by the new C.O., who is Lt. Venard's oldest nephew, "The Barrel".

The -1 penalty for a R&R month now puts the score at Jerry SASL:3, Nard Co.: 0.

## IV. TANK ATTACK!... How to \*Special Rules\* yourself a win!

February, 1943. Kasserine Pass month. Cannot lose 1 more mission, or Jerry SASL wins and the rest is academic.

A frantic search through half a dozen books comes up with a post-Kasserine scenario wherein Rommel's tanks, forced by heavy rains to stick to the roads, were finally halted.

Nard Co. watches through heavy rain, (Overcast-activated, not Special-Ruled!), as

their “temporarily attached” ATG’s (and Alpha squad) destroy first one AFV, and then another, and another, and about 5 or 6 all told, and then breathe a sigh of relief as the whistle blows, ending the game just as German infantry, despite slogging through mud, is on the verge of crushing the American left.

With the victorious self-sacrifice of Alpha squad in CC with a German Pz IIIE, the last of the original Nard Co. squads is given its permanent leave.

## V. POCKETS “Thanks for the support, General!” :-)

Okay, II Corps has been doing a job in the Gafsa/El Guettar offensive of this time-slot, but there are “pockets” to be cleaned up. What does the SASL system give Nard Co. to do?....

Well, who the hell said that a beat-up infantry company can take a bypassed village by itself? Pvt. Nard G. Krebs kept shaking his head, saying over and over again, “We’ll need some help, we’ll need some help.” His buddy, Dobie, who had a habit of being WRONG, replied, “We’ll GET some help, don’t worry about it! Don’t WORRY about it!”

To make it short, by the time Nard Co. had taken the cemetery, the church, and the building and the pillbox behind the church, tens of grunts were casualties, Cpl. Price was KIA in CC, and Nephew of Venard, (“The Barrel”), was a sniper trophy. Sgt. Mills was left alone, to lead the much-reduced Nard Co., as a Random-Eventing line of “Advance Status” German units were activating on the American left flank and scooting past their “Hold Status” comrades and closing in on the American right.

A ray of sunshine appeared when an American leader was spontaneously created in a Rally Phase, but he was immediately wounded by mere small arms fire, and then....and then....the third German “Random Event” came to the fore, (Americans had NONE), and 120mm firepower rained down over 14 hexes, killing the new leader/his squad and breaking the biggest stack of Mills/Nard Co. remnants, who were standing around the freshly captured pillbox, grinning like idiots - a picture of olive drab off and running to the rear, cussing the General Staff, never to fight in North Africa again.

Yet somehow, it was fun.

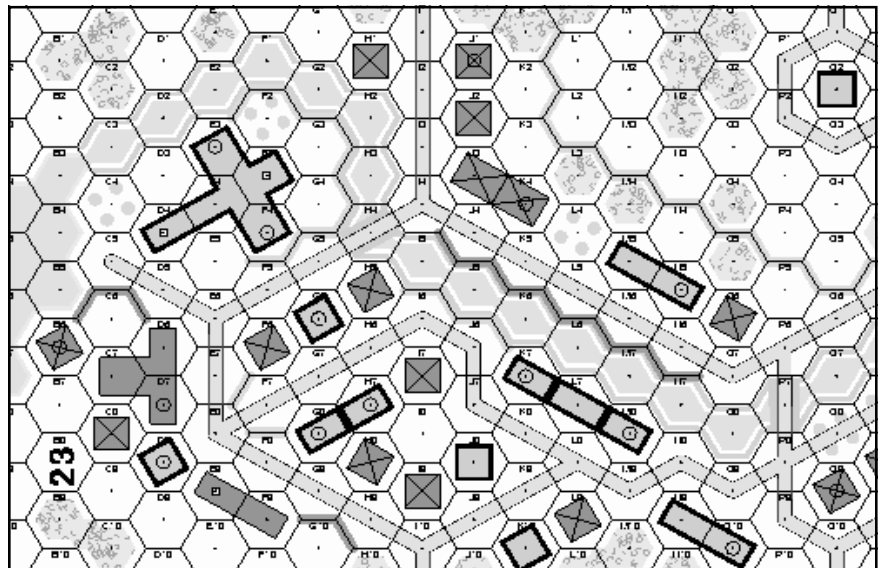
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# AN ERROR OF JUDGEMENT

I took advantage of a week off from work at the end of May to visit Trev Edwards (BERSERK! organiser) for four and a half days of FTF ASL (for a person without a local FTF opponent, such opportunities are heaven sent!). Also ‘round for the Monday was our resident Aussie vet Iain Mackay, and Trev’s main FTF opponent Steve Thomas. Steve wanted revenge for his defeat at my hands at BERSERK! in March, where a wounded Japanese leader managed to survive numerous 36FP attacks to deny him control of “CH34 The Lighthouse”. He managed to get this by beating me in “SP4 Point 270” (where I only ever seemed able to roll 10s or 11s for MCs!) and “TOT22 Franzen’s Roadblock” (where the CVP limit on the British cost me the game :- ( ).

Steve was also able to come ‘round on the following night, and looking for something short to play Trev and I picked “G35 Going to Church”. I took the Germans, so I could get the game set up before Steve arrived.

This is a small infantry scenario which sees a Canadian force attacking half a dozen SS squads holed up around a church. The Canadians win immediately there is no Good Order MMC in the church. I set up most of forces covering the approaches to the church, hoping to cause maximum casualties as the Canadians crossed the open ground outside the church. The problem was I only set up one MMC in the church.



- Roll 1 - Wind Change DR 5(3c2w). NE.
- Roll 2 - 16FP +1 vs my MMC and stack. DR 8(5c3w) +1 = 9. 1MC.
- Roll 3 - Leader 1MC DR 12(6c6w), oh shit.
- Roll 4 - Leader wound dr 6. OH SHIT!
- Roll 5 - Hero 1MC DR 6(2c4w). Passes.
- Roll 6 - Squad 1MC DR 5(3c2w). Passes.
- Roll 7 - Squad LLMC DR 8(4c4w) +1 (leader lost) = 9. Broken, game over.

This is one of the quickest games of ASL ever, but I believe the prize for the quickest loss goes to Ed Carter in a game of “Aachen’s Pall” against Michael McMain. The victory conditions basically say “The Americans win immediately when there are no Good Order German units in building.” Unfortunately for Ed, he mis-read the victory conditions and thought that it was at the end of the scenario. So he set up his units in the street behind the building with the intention of advancing in on turn one having avoided the American Prep Fire. In other words, he set up with NO units in the building! After the roll for wind, Michael declared victory!

I guess the moral of the story is - make sure you read and understand the VC!

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# HOW TO SPOT A YANK

Chris Maloney (American to the core)

**“My God, the bloody Yanks.”**  
**Thomas Wolfe**

Like everything else in life, war has both its good side and bad side. We, being civilised Homo Sapiens, will automatically be aghast (as I’m sure some of you civilised readers are) at the mere suggestion of there being anything GOOD to say about war. Let’s stop and think about it though, there must be something good about war, we humans seem to get into enough of the damned things. My country alone, in its little more than two hundred years of existence, has been in fifteen wars that I can think of off the top of my head.

So what good comes from war? Martial glory, for one. Without the undoubtedly heroic exploits of our forebears, we wouldn’t have the Imperial War Museum, the West Point Military Museum, and man others. Films and books. “A Bridge Too Far”, “Patton”, “Zulu Dawn”, “Full Metal Jacket”, to name just a few of the better ones. Games... *ASL* would not exist if not for Stalin, Hitler, Mussolini, and Hirohito waking up one morning and saying “You know, ‘Ruler of the World’ would be a nice title to have.” Without these evil lowlifes, we wouldn’t have this incredibly enjoyable game to play.

Now the downside of war. You have



A fine example of Brits and Yanks working together.

to go to God-forsaken places which you never wished to go to in the first place and wallow in the muck and mire (I for one was in the Gulf War, and Lord the boredom). Has anyone ever looked to their wife and said “Hey honey, for this year’s vacation, how about Imphal?” Also, if one is part of a coalition army, you have to hang out with and learn to get along with foreign people who adamantly refuse to look and act like, well you know... like you. *ASL*, being the great simulation that it is, follows this faithfully. The only tournament my wife will let me attend is in New Jersey, for Christ-sake!! I have also had the pleasure of meeting people with funny names who hail from outside my country (“Your roll, Sir Nigel Blackcock III). Now that you UK *ASL*ers have your very own tournament, Intensive Fire, you’re going to come up against an American sooner or later. To smooth things over for all of us *ASL*ers, I’ve written this article to forewarn you about the behavioural traits of we Americans.

Americans are for the most part descendants of immigrants. We used to be strange foreigners just like you, but all the nations with standards of civilised behaviour kicked us out; and in America we landed. We Yanks are all a mix of different nationalities. I for one, had a grandfather who fought in the Wehrmacht, the other in the US Army, a great-uncle in the Chindits, my in-laws’ ancestors in the Polish Army, and my brother’s in-laws in the Philippine Scouts. So I, while reading *A Bridge Too Far* can happily root for all sides involved. So we Americans are very mixed up to begin with. As Pete Townsend wrote, “I look all white, but my Dad was black.”

Americans are VERY loud, if we’re in a room, we like everyone to know. We Americans are usually about a sdiscreet as two water buffaloes rutting in a library. We talk loud, chew loud, roll the dice loud... we’re LOUD. It’s advisable to wear cotton in the ears while playing an American. Many writers have noted this, such as Win-

ston Churchill. Asked about his meeting in 1941 with FDR he replied “I’ll take the steak, medium rare.” his ears were ringing so loudly from being on a ship with Americans he misunderstood the question! Don’t let this happen to you, or else you could wind up making mistakes such as ordering steak instead of lambchops or landing at Gallipoli.

Shakespeare was another writer who noted the loudness of Americans. In his brilliant play *Hamlet* on Broadway (in Dolby Stereo ®) evil Prince Blandyweed IV Jr says upon meeting an American “Varsooth! Though art voluminous!!” and cuts off the American’s head. Then he ordered a steak. Pete Townsend suffers from tinnitus, not from standing in front of loudspeakers for twenty odd years, but from being around Americans for twenty odd years. Remember, hearing protection is essential.

Americans are egalitarians, we have no class conscience to speak of. Consequently, we treat everyone as if they’re common dirt. We’d be presented to Queen Elizabeth herself and, instead of bowing properly, we ‘d give her a hug and say “Hey Liz, nice dress!” How’s Chuck and the grandkids?! Where’s the bathroom in this place eh?” (remember when Queen Elizabeth visited the woman in Detroit and the woman HUGGED her!! Wasn’t that GREAT!?!?) So when you’re playing an American, drop the “Sir” from in front of your name, the average American won’t be impressed and to show it will bounce dinner rolls off your head during meal-time (“Hey, two extra points if you hit Sir Reginald on the nose!! BONK!!). Also, due to our ingrained sense of egalitarianism, Americans very quickly drop whatever little formality we possess. With one of us, you’ll go from a polite handshake (“Pleased to meet you Sir Charles Goodtrot”) to, on your second meeting with the same person, a hearty “Hey Chuck, ya’ old \$#@\$!, how ya’ doin’!!!” (HUG). Upon your rolling a 3 to KIA our best leader, we won’t say “Jolly good roll, Nigel” but “AAAAAHHHH!! You \$#@\$! stupid \$#@\$! lucky \$#@\$!ing bastard!!!” Don’t be put off or frightened by this, it’s our way of showing we like you. If an American doesn’t like, he’ll show it by being polite.

We Americans are universal in our belief that if one speaks English slowly

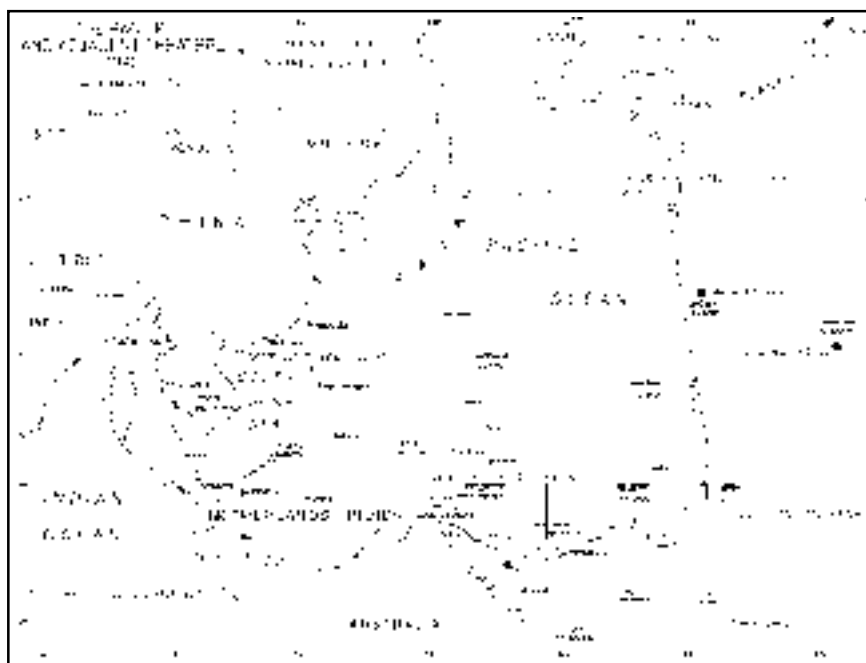
enough to a foreigner, they'll eventually understand. Therefore, why go through all that trouble of learning foreign language? So you have American tourists throughout the globe going (loudly, of course) "WHERE...IS...THE...BATH...ROOM?" We take particular pleasure from doing this in France. It doesn't work well in Germany, though, the average German speaks English with more fluency than the President of the United States of America.

Americans have a love of material things. Our culture is so geared towards the attachment of wealth (read: owning lots of useless junk) that some Americans, and you can look this up if you'd like cause I'm not making this part up, are being buried in coffins equipped with a stereo system and fully stocked bars. (*sounds like a good idea to me - Pete :-)*). You'll see this love of gadgetry first hand in some American dice towers. I've seen dice towers that, in terms of technical complexity, rival NASA's Space Shuttles. Some Yank's counters storage trays are so beautifully decorated as to make the ceiling of the Cistine Chapel look like a child's finger painting.

Lastly, Americans love to tell stories, especially if it involves ourselves overcoming adversity. If you politely tell a story about how one time you advanced a conscript squad into CC against a concealed elite squad and won the game, the American will (loudly, or course) say "Well, that's great Sir Prince Baron Muddlebreath! But I remember one time when I'd just gotten into a horrible car accident, had temporarily lost my eyesight along with most of my blood, and though I kept passing out from the pain of my crushed kneecap, won as the British in *Pegasus Bridge!*" Then, to drive home his point, he'll bounce a dinner roll off your head.

So now that you've learned just a few of the ways to spot an American, you hopefully won't be put off by our (to you) eccentric behaviour. After all, with the UK ASL scene growing the way it is, you'll have to deal with us eventually. We Yanks look forward to many fun games of ASL with you "blokes", just remember to bring along your hearing protection. We'll bring the dinner rolls.

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## THE JUNGLE IS NEUTRAL

Tom Repetti

**MacArthur had sent two of his best brigadiers, Pat Casey and Harold George, to survey the Papuan (New Guinea) terrain. They returned to Brisbane (Australia) shaken. Until now they had assumed that Bataan and Samar were covered with the densest jungle in the world, but New Guinea was unbelievable. They told the General that they didn't see how human beings could live there, let alone fight there.**

**It wasn't until they landed and ventured into the rain forest on steep, slippery, root-tangled trails that the full horror of life there had struck them. Blades of grass seven feet high could lay a man's hand open as quickly as a scalpel. The jungle was studded with mangrove swamps and thick clumps of bamboo and palms. Often the trail was covered with waist-deep slop. The air reeked with vile odors - the stench of rotting undergrowth and of stink lilies. Little light penetrated the thick matted screen of liana vines overhead, but when the rain stopped and the sun appeared, vast suffocating waves of steam rose from the dank marshes.**

**"American Caesar", the biography of General MacArthur, by William Manchester**

I have always been surprised when people express Fear and Loathing of getting into the PTO. It's a personal thing, of course, but I just don't find the PTO rules to be that awful. The terrain is far more intuitive than desert terrain, and the unique qualities of the Japanese troops are very high on the bang-per-buck scale. The PTO is flat-out FUN. The IJA are unique and powerful if played properly, the terrain is often rugged and challenging, and the Allied Forces are also way cool. No Conscript Russian halvesquads here - when you dive into the PTO, you get to command US Marines, British Elites, Gurkhas, Aussies, Phillipine insurgents, and a host of other Rough Guys.

Neat stuff, and surprisingly accessible for newbies since the PTO is dominated by

infantry. It's a shame that the PTO modules are often at the end of the line of one's ASL purchases. Only armour buffs have reason to complain here; the PTO ain't armour country and the IJA armour isn't much to write home about.

### ROOTS, BLOODY ROOTS

G.1 throws a lot at you all at once, but let's pass that PTC and dive into the Basic PTO Terrain:

\* Woods are Jungle (G2.). OK, we can handle that. Both got trees.

\* Orchards are Palm Trees (G4.). OK, fine. Both got very sparse trees.

\* Grain is Kunai (G6.1). Hmm, Kunai is... exactly like grain.

\* Marsh is Swamp (G7.). Both are so gnarly that you avoid them at all costs.

Um, when is this supposed to get hard, Unca Bill?

\* Brush is Bamboo (G3.). This one seems to get people. Well, heck, the little “\” symbols in the Brush hexes kinda look like Bamboo sticks (to me), so there shouldn’t be a problem remembering it. Bamboo is one of the more unique terrain types in ASL because of the G3.2 Entry restrictions. Bamboo hexes are great to defend from because the attacker can’t just move into the hex - he can only advance in vs Difficult Terrain, going CX in the process, which is helpful in the all-important Ambush dr for CC. On the down side, they’re only +1 TEM and are susceptible to Air Bursts.

\* Roads are Paths (and Bridges are Fords). Easy concept, but somehow hard to get the old idea of a Road out of your head. Just don’t forget that you can’t trace LOS down the yellow road depiction anymore.

Sometimes roads will exist in the PTO via SSR.

We’ll ignore the other PTO Terrain types this time around, since Rice Paddies, Beach etc. only crop up in specialised situations.

## WELCOME TO THE JUNGLE

Actually I lied to you earlier. Jungle isn’t entirely as simple as I made it out to be. Jungle comes in two flavours: Light and Dense. The scenario SSR’s will usually tell you which one’s in effect; if not, then the default is Dense.

Light Jungle is exactly like normal ETO Woods except that it’s a 2-level LOS Obstacle (and some minor stuff in G2.3-G2.8).

Dense Jungle is the real McCoy. Its TEM is +2, you can only stack 2 squads in it, it’s so dense that you can’t fire a mortar from it, and you can Stray (G2.22) while moving through it. Most importantly, though, Dense Jungle is Inherent Terrain (G2.2). It can be a big chore to adjust your eyes to see Dense Jungle in the right way

on the map; LOS is restricted something fierce and you’ll catch yourself saying “D’ohhhh!” a few times before you get it down. (Memo to Avalon Hill: we could squeeze a few extra bucks outta those ASL crazies if we print up “Dense Jungle” versions of all the maps, heh heh heh.)

## RUMBLE IN THE JUNGLE

Back to the matter at hand. G.2 through G.6 have some very important points about the PTO:

G.2 - Fortifications in jungle, kunai, or bamboo are not revealed simply by an enemy having LOS to them. Oooh, aah. Easy to see the implications.

G.3 - Multi-hex firegroups involving Dense Jungle, Kunai, Bamboo, or Swamp are NA.

G.4 - If you move into a jungle, kunai, or bamboo Location, you will not immediately reveal a defending unit in that Location if it is Hidden and Stealthy. The implications are hugely important for many scenarios because Elite and First Line Japanese are Stealthy and the Japanese are often given HIP units (G1.631). In these scenarios, the IJA can win simply by having a unit hide out and avoid detection, popping out at the last minute to claim victory.

Generally you only get burned by this rule about seven or eight times before you learn it. The only ways to reveal a HIP stealthy defender in those kinds of terrain are to either advance into its hex or Search or probe by fire. Simply moving through an area will not clear it.

G.5 - Recovery of SW is more difficult in Jungle, Kunai, or Bamboo (those three types of terrain again. They’re the troublemakers). In the PTO, you don’t wanna be dropping a SW and trying to Recover it.

G.6 - Ambush. Attackers advancing into (you guessed it) Jungle, Kunai, or Bamboo must add +1 to their Ambush drm. Very commonly used rule in the PTO because CC is arguably the heart and soul of PTO combat. Since Hand-to-Hand Combat is prevalent in the PTO and HtH uses the deadly Red #’s on the Close Combat Table, setting up and winning Ambushes is important here. With no net drm’s in your favor, you have a 16% chance of winning an Ambush. With a net -1 in your favor, this jumps to 25%. With a net -2, you Ambush 42% of the time. With a net -3, you Ambush 58% of the time. Every drm counts.





So looking over the common PTO terrain, the most common features seem to be:  
 tall LOS obstacles;  
 difficult to move through;  
 usually +1 or +2 TEM;  
 vulnerable to HE or Mortar fire;  
 Concealment and Ambush terrain;  
 often Rally Terrain;  
 difficult to recover SW from.

Not too difficult was it...

IT WAS  
 TWENTY  
 YEARS AGO  
 TODAY...

Ω Ian Daglish

20 years? Is it really that long ago!

Here are two quotes, both from late 1977, when a game called 'Squad Leader' had been previewed at Origins, released for mail order, and was hastily having a number of production glitches fixed before being released retail.

### John Hill (Designer)

Will *Squad Leader* become a 'classic'? No, I don't think so. It is simply too complex, and one of the requirements of a classic is that it be a good beer and pretzel game.

*Squad Leader* is too intense for casual playing. The margin for error is almost nil in terms of tactical mistakes. You cannot fudge your way through. One turn of mental laxness and WHAM you take 70% casualties.

And that brings us to another strike against *Squad Leader*: it has the highest 'cruelty factor' of any of the tactical games. By this I mean everything I just said about the one mistake. But even if you do everything 'right', the game can punish you. Random luck - 'fate' - plays a heavy part. A bad die roll and your best leader can catch a stray round in the head; or a key machine gun can jam, run out of ammo just when the enemy is making his big attack. This is cruelty, and many wargamers cannot handle such cruelty.

As one player observed about *Squad Leader*, 'I really don't know how to win it yet, but I know three dozen ways of losing it!'

### Don Greenwood (Developer)

*Squad Leader* was better done than *Third Reich*, simply because Hill had a better developer, and one who was no longer intimidated by Company-declared deadlines, and took the necessary time to finish the game the right way. I should know - I developed both games.

Now, if *Squad Leader* proves to be even half as popular as THIRD REICH...

## PTO TERRAIN SUMMARY

Mark McGilchrist

### WOODS - Jungle

Generally the same as European Woods except 2 levels high.  
 No LOS between adjacent jungle at night, No Illumination [EXC: Gunflash, Trip Flares, bypass]  
 Ambush Terrain: Attacker +1 drm  
 HIP Fortifications revealed as per night  
 +2 To Recovery dr [EXC: in vehicle, pillbox, trench or building]  
 No automatic detection of HIP Stealthy Infantry if not in pillbox, building or Gun

### Dense Jungle

2 level LOS obstacle, Inherent Terrain, Concealment Terrain  
 +2 TEM / -1 vs. Airbursts  
 Stacking reduced to 2 squad equivalents  
 No Aerial LOS  
 Restricted entry to anything besides Infantry and Fully-tracked Vehicles  
 +2 to Bog DR  
 Straying in Interior Jungle hexes  
 Firegroup Restrictions, No Mortar (Indirect) Fire  
 +2 To Recovery dr [EXC: in vehicle, pillbox, trench or building]  
 HIP Fortifications revealed as per night  
 No LOS between adjacent dense jungle at night, No Illumination [EXC: Gunflash, Trip Flares]  
 No automatic detection of HIP Stealthy Infantry if not in pillbox, building or Gun  
 Ambush Terrain: Attacker +1 drm

### BRUSH - Bamboo

Bamboo is treated as Dense Jungle with the following changes:  
 +1 TEM; -1 TEM vs. HE type attacks  
 -1 Rally DRM only if in pillbox, not required rout terrain  
 Entry via Minimum move, Low Crawl or Advance vs. Difficult Terrain only. [EXC: moving along Path/TB, may not exit bamboo through non path/TB hexside]  
 Straying in Interior hexes  
 Counts as 2 search locations  
 Guns never emplaced  
 Only Allowed Fortifications are pillboxes, mines and Panjis  
 Because it is treated as dense Jungle, all the stacking, ambush, detection, recovery restrictions mention above still apply

### MARSH - Swamp

Marsh hexes adjacent to a jungle hex  
 Treated as non-flooded Marsh with the following changes:  
 2 Level LOS obstacle; NOT Inherent  
 +1 TEM / -1 Airbursts  
 Halves HE attacks [EXC: Mortars, Vehicle targets]  
 Bog in adjacent hexes with elevation less than or equal to Base Level [EXC: Roads]  
 Firegroup Restrictions

### BRUSH - Kunai

As European Brush  
 Ambush Terrain, Concealment Terrain  
 Firegroup Restrictions  
 +2 To Recovery dr [EXC: in vehicle, pillbox, trench or building]  
 HIP Fortifications revealed as per night  
 No automatic detection of HIP Stealthy Infantry if not in pillbox, building or Gun  
 Ambush Terrain: Attacker +1 drm

### ORCHARD - Palm Trees

As European In-Season orchards  
 Riders are allowed through Palm Trees

### BUILDINGS - Wooden Buildings

As European buildings EXCEPT if Single Story with two or more separate, complete building depiction in the same hex. These are Huts!  
 Many Wooden buildings in the PTO end up being Huts:  
 Treated as a Single Story Wooden building with these exceptions  
 +1 TEM unless Collapsed  
 1 Level LOS Hindrance (never an Obstacle) IF the LOS crosses the Hut depiction  
 Collapses with any KIA result from a HE attack  
 Collapses due to vehicle entry/CA change of Location.  
 Collapsed Huts require everybody to take a PTC with Morale =8  
 Huts burn rather easily, including virtually anytime the Location is targeted by Small Arms PBF/TPBF, MOL, MG, IFE, DC or HE attack and coloured dr on the IFT is a "1". The only good news is that non-PBF Small Arms, AP HE Equivalency and Residual Firepower attacks don't light them up. Desperation Penalties for Backblast do not apply, but a Flame is automatically placed in the Hut  
 Treat Collapsed Huts just like Brush, except more flammable



# THE SOLDIERS OF THE EMPEROR

Tom Reppetti

The IJA are wacky, wild, strange, and fun. Their unique characteristics make them one of the most powerful and interesting nationalities to command. They cannot be played like ETO armies; the rules will penalise you if you try that. But if you take the time to appreciate the new tactics that are opened up by the IJA rules, you'll use the IJA to its fullest potential and enjoy the heck out of it.

Right off the bat, I will reveal the secret to the IJA:

They are a Control Freak's dream come true.

That's right. These guys will do exactly what you tell them. They may suffer horribly in the process, but they will die trying to fulfil your orders. This is in opposition to every other nationality, whose squads will break and run away if you tell them to do something stupid or dangerous. The IJA, however, don't break - when they fail a MC, they Step Reduce but they keep on chugging. If you want them to get from Point A to Point B, somebody **will** get there. That once proud platoon of Elite 4-4-8 squads may be reduced to a rabble of second-line halvesquads once they reach point B, but **THEY DID GET THERE**. Let's hope they accomplished something good in the process.

The implications of this are HUGE. You can't really appreciate it until you see it in action, so I guess some examples might

be in order.

\* When an IJA squad occupies a VC building, you can't just break it and then run up and take the building. It won't break. It'll sit there and be slowly whittled away, first to a Step-Reduced Squad, then to a halvesquad, then finally to a broken halvesquad. In the meantime, it's firing back at you. The IJA on the defence are great at stand-and-die actions.

\* The IJA can and will run straight up to and through a defensive line. If you first fire at them and make them fail a MC, **THEY'LL JUST KEEP COMING**. They have an awesome weapon in the Banzai, and if they want to get to a particular spot, they're gonna get there. The most you can hope for is to hurt them along the way and be prepared for them to penetrate into your backfield. The IJA love to move, move, move, and they can totally screw up your "safe" rear areas where you normally expect to be able to rally broken units. The IJA don't have awesome firepower, but they sure can rack up the KIA's for Failure to Rout.

\* Because the IJA are built for hard use, they get used hard. Eventually their strength will get eroded by Step Reduction until by the end of the game they are a disorganised rabble of step-reduced 2nd-line halvesquads, crews, and wounded leaders. **THIS IS NORMAL**. The IJA are not supposed to have many intact units at the end of the game. Use and abuse them and get

the most value out of them that you can, because their strength is fleeting.

While it's impressive to see IJA units Step Reduce instead of Break, remember your Zen training, Grasshopper. The reed that bends with the wind will survive the storm. The strong but inflexible oak tree will shatter in the wind. When a British 4-5-8 breaks, it's temporarily out of action, but it can Rally and return to the game at full strength. When an IJA 4-4-8 fails an MC and Step Reduces, it becomes a 3-4-8 and can never regain 4-4-8 status again. If that 3-4-8 squad step reduces, it becomes a halvesquad; two MC failures for the IJA is the same as one Casualty Reduction. By the end of the game, this adds up.

## STEP REDUCTION

As we saw earlier, when IJA units fail an MC, they generally Step Reduce instead of break (G1.11). Squads flip to their red-banded Step Reduced side, Step Reduced squads become halvesquads, and halvesquads break. Along the way, ELR applies normally, so that a First Line squad that fails a MC by more than its ELR will become a Step Reduced Second Line squad.

The "Japanese Step Reduction Chart" shows how Step Reduction and ELR works for armed non-berserk squads; unarmed or berserk squads get CR'd normally. Casualty Reduction results apply normally in applicable situations.

There are a few things to note from

## JAPANESE UNITS STEP REDUCTION CHART

UNIT TYPE	MC FAILED Attack break 1 Sniper Attack dr	MC FAILED Other Break	MC FAILED Attack Break with ELR Loss	MC FAILED Other Break with ELR Loss	CASUALTY REDUCTION
E: 4-4-8 E: 3-4-8 * 1: 4-4-7 1: 3-4-7 *	E: 3-4-8 * E: 2-3-8 HS 1: 3-4-7 * 1: 2-3-7 HS	2 (E: 2-3-8 HS) (E: 2-3-8 HS) 2 (1: 2-3-7 HS) (1: 2-3-7 HS)	1: 3-4-7 * 1: 2-3-7 HS 2: 2-3-7 * 2: 1-3-7 HS	2 (1: 2-3-7 HS) (1: 2-3-7 HS) 2 (2: 1-3-7 HS) (2: 1-3-7 HS)	(E: 2-3-8 HS) (E: 2-3-8 HS) (1: 2-3-7 HS) (1: 2-3-7 HS)
2: 3-4-7 2: 2-3-7 *	2: 2-3-7 * 2: 1-3-7 HS	2 (2: 1-3-7 HS) (2: 1-3-7 HS)	C: 2-2-6 * C: 1-2-6 HS	2 (C: 1-2-6 HS) (C: 1-2-6 HS)	(2: 1-3-7 HS) (2: 1-3-7 HS)
C: 3-3-6 C: 2-2-6 * Leader	C: 2-2-6 * C: 1-2-6 HS Wounded w	2 (C: 1-2-6 HS) (C: 1-2-6 HS) Wounded w	(C: 1-2-6 HS) (C: 1-2-6 HS) Wounded r w	2 (C: 1-2-6 HS) (C: 1-2-6 HS) Wounded w	(C: 1-2-6 HS) (C: 1-2-6 HS) Wounded e
SMC	Wounded w	Wounded w	Wounded w	Wounded w	Wounded v
Crew 2-2-8 Crew 1-2-8 * Crew 1-2-7	Crew 1-2-8 * (Crew 1-2-7) (Crew 1-2-7)	(Crew 1-2-7) (Crew 1-2-7) (Crew 1-2-7)	Crew 1-2-8 * (Crew 1-2-7) (Crew 1-2-7)	(Crew 1-2-7) (Crew 1-2-7) (Crew 1-2-7)	Eliminated Eliminated Eliminated

### NOTES

Attack Break	MC Failure due to attack on the IFT, collateral attack, bombardment, FPF, "breaking" due to KIA result
Other Break	MC Failure due to Bailing Out, Voluntary Break, Wreck Check, Para Landing, WP MC, OVR Prevention MC, Panji MC
*	Reduced Strength side of the indicated MMC
HS	HS of the indicated type (break and rally in the normal manner)
( - )	Broken MMC of the indicated type
e	A Leader who suffers a Casualty MC (A10.31) is eliminated instead
r	Japanese Leaders are not subject to Replacement
w	An already wounded heroic SMC (including a TH-Hero) is eliminated

Chart provided courtesy of Paul and Andrew Saunders

this chart:

\* 2nd Line Step Reduced squads (2-3-7's) are full squads! It's weird to see them toting around SW and firing them in addition to their Inherent Arms, but there you go.

\* IJA crews step reduce like other units; the final step is a broken armour crew.

\* IJA Riders are not forced to Bail Out when they fail an MC. They simply Step Reduce. Waaaay powerful. IJA Riders can penetrate deep into enemy lines and get dropped off (even Bailing Out) in Good Order.

\* A leader who breaks takes a Wound dr. A Wounded leader who breaks dies.

## THE FINER POINTS

IJA Crews - G1.611 pretty much dictates that every MMG, HMG, and ATR in every IJA OOB will be assigned a Crew to man it. OK fine; I enjoy having my decisions made for me.

TH Heroes - TH Heroes (G1.421) can be pretty effective against armour. With a 5 CCV, no PAATC required, and a 50% shot at an ATM (-3 to CC DR), he's got about a 50% chance of killing any tank around. If you set them up/generate them cleverly, you can make Allied armour very, very, cautious, if not dead.

DC Heroes - DC Heroes (G1.424) are pure evil. They can only be used in scenarios where the IJA gets some DC's.

Basically they're a 1-man DC-totin' Banzai, and if you don't wound or KIA them, they're gonna drop some nasty DC music on your defensive line before blowing themselves to kingdom come!

They soak up defensive fire like crazy, but their greatest use is as a threat-in-being; until they're used and gone, the defender has to prepare for them every turn.

IJA Leaders - IJA Leaders (G1.41) are gigantically precious units. Not only do they raise the ML of units stacked with them by 1, but they negate DM like Commissars.

Most importantly, you need an IJA leader to initiate a Banzai Charge (G1.5), which is basically the IJA Human Wave.

When the last IJA leader dies, the Allied player breathes a huge sigh of relief, for he knows that he no longer has to worry about a Banzai.

And although these are Japanese, try to keep at least one behind for rally purposes. Those squads do find their way to broken half-squads with greater frequency than might be expected at first glance, and a couple of HS combined into another squad can be a big advantage (I thought that guy was dead!).

Morale - G1.62 notes that IJA are immune to PAATC's and the NTC for Infantry OVR (A4.15). They do not surrender in the RtPh. If Encircled, their Morale is not lowered by one. And when they undergo HoB, Japanese almost always go Berserk. Ai yai yai.

Stealth - All Japanese Elite and First line troops are stealthy; Second Line are



Normal; and only Conscripts are Lax. This means that Japanese will Stray less often, and Ambush more often, particularly in the Jungle.

HIP - G1.631 notes that in daytime scenarios, the IJA may use HIP for <= 10% of his squad equivalents in his onboard set-up OOB (and any SMC/SW that set up with them). At Night, this is raised to 25%. In the PTO, there is plenty of concealment terrain to utilise.

They also get to set Pillboxes up HIP, including contents, absolutely free in most Jungle terrain, with an escape tunnel to boot. As the final insult, even if units move into their hex they are not automatically detected if they are stealthy, unless in a pillbox, manning a gun or in the CCPh. Similarly, due to the density of the terrain, most other fortifications will be difficult to detect until the attackers are virtually on top of them.

There is also a +2 drm to the Search dr vs. Japanese, so they're hard to find using Scouts.

These all make the Japanese very powerful on the defence, since the attacker must feel out the Japanese position before the attack.

Here's an example of how the IJA and HIP and CC go together in a deadly combination. Say you've got a US 6-6-7 and an 8-1 that advances into a Jungle hex. Say that hex contained a HIP IJA first line halfsquad (a 2-3-7) which is now placed on the board under a concealment counter. You do the Ambush roll with a net drm of +0 (-1 leader, +1 advance into Jungle). The IJA HS does the Ambush roll with a net drm of -3 (-1 stealthy, -2 concealed). The HS has a 58% chance to Ambush you, and if he does, he can declare Hand To Hand CC. His attack will go through on the 1-4 column of the CC table using the red HtH numbers, a -1 drm for the Ambush and a -1 for Japanese HtH. If he rolls a 6 or less (a 42% probability), he KIA's your whole stack. ONE LOUSY HALFSQUAD. This is how the IJA can ruin your whole day.

## BANZAI!!!

Human Waves made easy! Through dense jungle terrain, with a morale bonus and troops that step reduce, it is very easy to overrun defensive positions, allowing the Japanese to quickly punch a hole through defensive lines and penetrate into the rear areas. Used wisely, Banzai Charges may actually save Japanese units, since it will force the defenders out of their positions and hopefully force a counterattack by outnumbered defenders trying to restore the situation.

In reference to the "use 'em hard" concept earlier, the IJA is given a certain number of leaders in their OOB, usually with the idea that they'll get off a certain number of Banzais during the game. If you coddle your IJA leaders and don't use them in Banzais, you're not using one of the IJA's great strengths to your advantage. Remember that IJA leaders which fail a MC don't break - they are Wounded. If they survive the Wound Severity dr, then they're flipped over to their Wounded side, which lowers their morale and raises their leadership DRM by one. Again, IJA leaders are very powerful but their habit of leading from the front tends to get them killed.

Banzais are more powerful than Russian Human Waves because you don't need multiple MMC in at least 3 adjacent hexes to initiate one. All you need is an IJA leader (even a wounded one) and any number of MMC's that you want, as long as all of the Banzai'ers are in adjacent Locations. It's very impressive to see a large Banzai chain in action, and very hard to keep it from happening. Don't try to prevent them; try to make them as costly for the IJA as possible.

On the up side, Banzai'ers have a +1 Morale, don't Pin, and get 8 MF. And, of course, Banzai'ing squads don't break when they fail a MC; they just get Step Reduced **and keep on coming**. Shudder. If you work it right, you can have a new Banzai'er enter a particular defender's Location in successive Movement Impulses, forcing the defender to take multiple FPF shots and possibly break as a result. Best of all, you get to scream "BANZAI!!!!" when you launch one. Ain't life grand?

On the down side, Banzais are a big drain on IJA manpower. Great morale or not, there's no getting around the fact that the Banzai is running right up to the defensive line and will get hit with Point Blank Fire, Triple PBF, and FFNAM. It's very easy to throw away units in a wasteful Banzai.

On top of that, Banzaiers are Lax, which makes it imperative that they avoid Advancing into Ambush Terrain; the +1 Ambush drm for being Lax combined with the +1 drm for advancing into Jungle, Bamboo, or Kunai means that the Banzaiers are likely to be Ambushed. Try to figure it so that all of the Banzaiers enter enemy hexes in the MPH or that none of them have to advance into an enemy hex in the APh. Not easy, at least for me, but definitely one of the great challenges of the PTO.

What terrain is good or bad to Banzai through? You generally want terrain that doesn't take many MF to enter, has a non-zero TEM, and is a "Hard" Hindrance (i.e., one that lowers the FP of a Firelane, as opposed to "Soft" Hindrances which do not affect Firelanes). The table summarises these details for the most common POT terrain.

Terrain	MF	TEM	Hard/Soft Hindrance?	Better
Light/Dense Jungle	2	+1/+2	(blocks FL)	
Palm Trees	1	0	Hard	
Huts	2	+1	Soft	
Open Ground	1	0	Soft	∨
Kunai	2	0	Soft	Worse

Note that Banzai'ing through Smoke is often a nice option - the smoke will add 1 MF to the COT and won't affect a Firelane, but will add a nice +1, +2, or +3 Hindrance to defensive fire.

## ORDNANCE AND ARMOUR

While most light mortars verge on totally useless, the Japanese 50\* isn't nearly so bad.

They almost always fight in some version of the jungle, so airburst terrain abounds. Much more importantly, they have WP available at ranges 1-5 hexes. This magnifies their usefulness manifold, since in close in combat (such as in the jungle or cities) they can be used to WP a hex with a critical firebase, not only blinding them but also inflicting NMC's. Even the US 60\* doesn't have WP until 1945, so the Japanese have a definite advantage in this regard.

The other Japanese ordnance is OK, although the AT guns are pretty useless against anything but very early Allied armour - TH-Heroes tend to be just as effective. Set them up on the flanks and hope for a side/rear shot.

The AA and ART guns are respectable, but still not up to the Allied equivalents, for the most part.

The armour is horrible. Don't even think about a straight-up armoured slugfest with anybody, even the British. They'll tear you apart. No radios, no real weapons; it's a fairly depressing experience. While this changes against the Chinese (giving you a use for Japanese armour), be prepared to lose any armour you get. Most of it can be penetrated quite easily with an early-model BAZ.

## USING THE JAPANESE

Chris Farrell

The Japanese are very tough in the short term - they still have a combat strength after a break, whereas the Western nations don't - but in the long term their troops tend to disappear. By the end of a scenario, most Japanese commanders will be looking at the mapboard wondering "where did all my troops go!?!". It's very easy to keep your troops moving, but once the MC's start to pile up, your troops can be whittled away appallingly quickly.

## ATTACKING

The Germans frequently win through firepower; the Japanese never do.

Against their two primary opponents, Commonwealth/GB and US, they have decidedly inferior FP on both the squad level and in support weapons.

On the attack keep moving. Frequently, the goal will be close combat if the terrain is close enough, but otherwise you have to just keep moving.

Don't let your point troops worry too much about unmodified 8FP or lower attacks; trade those for positions from which you can infiltrate his lines.

Don't let the enemy rally his units. An important tactic for this is denying rout paths. Getting behind broken units is the easiest way to cause casualties, and nobody does it better than the Japanese. Step Reduction means that someone (even if that someone already failed two morale checks) will get behind the defenders (whether by flanking them or battering their way through the middle). This should also be a primary goal of many a banzai.

The key to getting this is to send three or four units, hoping that one will get through. In fact, you're often better off advancing an HS in. Banzais also help, especially if you don't have to cross lots of open ground to get where you're going.

Of course the challenge is breaking enemy units in the first place, given the weakness of typical Japanese firepower.

All too often the Japanese can only maintain a coherent offence/defence for a limited time. After that, broken units, dead leaders, malfunctioned support weapons, etc., combine to break the coherency down into little groups of attacking units. Usually, the game is won by the person who holds his forces together the longest.

The Japanese can maintain their coherency considerably longer than anyone else, so when the line breaks, you should have units there to sprint through the gaps. Play very aggressively.

## DEFENDING

On the defence, western nations typically employ fall-back type defences, where the second line of defenders is formed from the broken units of the first line, and then they can cover the first line as it falls back. This approach, obviously, requires some modifications for the Japanese. While putting everything "up front" can work, the allies always have superior firepower, so they'll eventually crack the line.

What tends to work best is a series of strongpoints with only one or two squads, plus maybe a LMG. The Allies will frequently have to reduce these strongholds to advance and if they are well placed this can

take a while. Then, make up a “goal line” defence with whatever is left. Make him sweat the HIP’s while he advances, then make him trade shots with you at the final objective.

The Japanese can be more aggressive with HIP’s, since they can fail a couple MC’s and still get out quite alive, whereas a US unit that gets bypassed, revealed and broken, had better have inflicted some damage.

Also note that Jungle and Kunai grass is especially lethal terrain since you don’t have to reveal yourself if the enemy tries to walk through.

Once most of the attackers are revealed, “?” counters become quite powerful, since they provide a -2 on the ambush dr.

However, the Japanese greatest asset is their mobility, so never overlook the possibility of a counter-attack, if you have enough force.

Use harassing units as much as possible if the approach to the objective area is long, using individual units to attack, stall the advance for a little while, and retreat, gain concealment, and pull the same trick again.

## HAND TO HAND COMBAT

Although the Japanese are good in CC, HtH tends to result in mutual elimination, and because they rarely have a numerical advantage, CC isn’t always a good idea for the Japanese.

The best time is when you have an ambush advantage, but on the attack this is hard because of the jungle penalty. On the defence, though, watch out!

Once into CC, the ideal odds for the Japanese are usually about 1:2 (!!!), simply

Continued on page 26, column 2

# JUNGLE WARFARE IN ASL

Mark McGilchrist

**“Other approaches to Port Moresby (New Guinea) having failed, the Japanese now attempted the incredible, an offensive over the Own Stanleys (mountains).**

**At first the small rear guard of the digger militiamen (ANZAC’s), who remained in the range until August 8 (1942), assumed that the enemy soldiers climbing toward them were merely patrolling. To their astonishment, massed infantrymen, manhandling mortars, machine guns, and field pieces, crept slowly up the slimy, zigzagging, hundred-mile Kokoda Trail.**

**In four weeks Major General Tomitaro Horii’s fourteen thousand men had crossed the raging Kumusi River. Five jungle-trained battalions leapfrogged one another into Isurava Village, fifty-five miles from their starting point, and pushed down the precipitous southern slopes toward Imita Ridge and Ioribaiwa, twenty miles from the bluffs around Port Moresby.**

**How many succumbed in this heroic endeavor will never be known. Many perished in the Kumusi, and others disappeared in quicksand or plunged into gorges.**

**In places the winding trail, a foot wide at most, simply disappeared. It took an hour to cut through a few yards of vegetation. The first man in a file would hack away with a machete until he collapsed of exhaustion; then the second man would pick up the machete and continue, and so on.**

**In that climate the life expectancy of the men who lost consciousness and were left behind was often measured in minutes.**

**“American Caesar”, the biography of General MacArthur, by William Manchester**

Jungle warfare in modern warfare first surfaced in World War II, and created new tactical problems related to the closeness of the terrain, the difficulty of movement through the terrain, particularly for the modern motorised armies that were dominating the European and North African theatres of war. Indeed, air transport and supply became the preferred solution for these armies, leading to Dien Bien Phu and the air-mobile units in Vietnam. World War II pioneered these concepts of air mobility and supply, but right down at the squad level, men still had to move through the terrain, and effectively engage the enemy at the end.

Due to the closeness of jungle terrain, and the small land masses of some of the islands, combat unit sizes were smaller than the European standard, with brigades/regiments being the larger organisation of deployment, whereas in European theatres this would have been divisional deployment. Similarly, at the bottom end, platoons and even patrols became the units of engagement, whereas the European theatres tended towards company or even battalion strength attacks and defences. This has very significant effects on the deployment of heavy weapons, on junior leadership and on tactics and morale. What I hope

to cover in this article is how this is relevant to ASL.

After the disasters of December 1941 and early 1942, the Allied countries started to acknowledge the Japanese dominance of the jungle, something they attributed wrongly to the jungle training given Japanese soldiers. In fact the Japanese High Command had expected to fight in Manchuria against the Russians, so very few Japanese units were jungle trained.

However, Japanese tactics of encirclement and night attacks, the emphasis on sniping and the generally lower level of mechanisation gave Japanese units better cross-country performance, and a degree of independent infiltrating and sniping that demoralised the Allied soldiers. The dreaded





Banzai attacks which would have been virtually suicidal over open country, became a shattering de-moralising charge in the close terrain. Overall, Allied soldiers and leaders needed jungle training to acclimate themselves to the jungle, and to counter the inferiority to the Japanese Allied soldiers felt in the jungle. Teaching that the jungle is neutral promotes morale, rather than competence.

## TACTICS

The relatively short ranges in the jungle, right down to Point Blank, encourage firepower, particularly inherent firepower.

Inherent Firepower is good for two reasons: it can be used very effectively for point blank defence, and gives better chances of survival and destruction of your opponent in Melee. This very accurately and realistically reflects the use and desire for handheld automatic weapons among jungle troops, in particular the Allied troops. Unfortunately this is often something the *ASL* commander cannot choose in his OB, but it is a principle worth remembering, since it can make strongpoints difficult to overcome.

MGs are at a relative disadvantage because of the restricted fields of fire (in the general close terrain sense), as well as in the A9.21 Fields of Fire sense. MMGs and HMGs are best in fixed positions looking through Kunai or Palm Trees, better still Emplaced in those terrain types with a good field of fire. Alternatively they may be positioned behind Ponds or Streams to take advantage of the better LOS. LMGs, being more portable, can be used as Firepower enhancers for critical positions.

Mortars are at a relative advantage over short distances, in particular the Japanese mortars. Many terrain types are susceptible to airbursts or TEM vs. HE attacks. The hardest part is finding a firing position. Don't forget Spotted Fire. Light mortars are generally better, since they can be easily repositioned.

Assault Weapons such as FT and DC are much more practical in jungle terrain, where delivery of these weapons is much more difficult in open terrain. Since ranges often sink to point-blank, these weapons are deadly, especially in the hands of the Japanese!

LATW are relatively useful in jungle warfare, being able to reposition themselves more quickly than AT Guns, and mostly immune to CA change DRM. Since tanks

are relatively scarce, AT weapons will generally be fairly scarce, and usually will only be encountered when enemy AFV are present.

The close terrain makes LATW the practical AT solution, but are rarely useful against infantry. HEAT ammo is virtually useless in the jungle except vs. AFV.

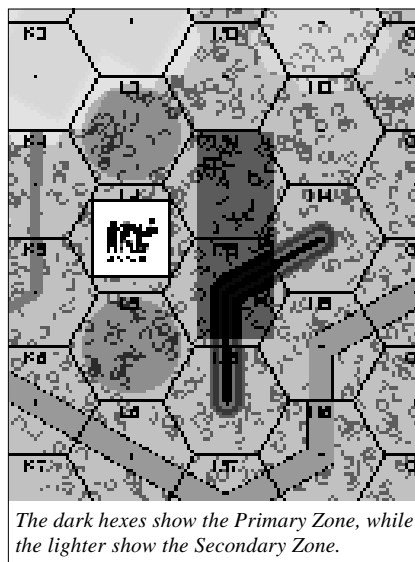
Concealment is of primary importance in the jungle, since it is the most practical way to limit the amount of firepower received and to give the best chances of ambush, of at least not being ambushed. Since most jungle warfare casualties will be from PBF and CC, Concealment directly aids both of these endeavours.

## DEFENSIVE TACTICS

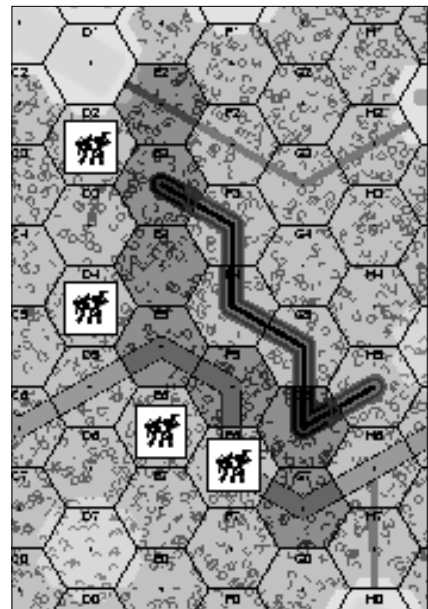
In defence, the common defensive zones of the European theatre such as streets and open ground are non-existent or severely limited. Certainly if these defensive zones exist, use them, but often they represent a small part of the defensive zone, and may be badly compromised by the other terrain which provides attack avenues.

Probably the most important defensive principle is to maintain a line of defenders, falling back if necessary, but effectively shielding the whole front. In such close terrain, if a gap is established, the attackers will penetrate the line, and begin outflanking defensive positions.

Jungle defenders should be placed so that each defensive position covers the two hexes immediately in front of the position (Primary Frontal Defence Zone [FDZ]). These two hexes should link up to the Primary FDZ immediately in front of the positions on either side, and so on across the defensive zone. In likely attack avenues the Primary FDZ should overlap with those



units on either side. In thinly defended zones, the FDZ will include 3-4 hexes extending around the sides of the defensive positions, the Secondary FDZ. The idea is that if each unit can First Fire, Final Fire and FPF to protect their FDZ, the attacker cannot bypass the defenders, nor attack any particular position with sufficient strength to overwhelm that position. As the terrain opens up, so does the FDZ of each defensive position, since the overlapping fire zones provide defensive advantages.



The above example shows how Primary Frontal Defence Zones link up to cover defenders in the jungle.

More common jungle defensive zones are Ponds and Streams which provide a cleared killing zone, and a movement obstacle. Unfortunately, attackers will rarely simply move into these zones, but will clear the opposite bank first using Prep and Defensive Fire. This is where skulking becomes important, since it can limit the Defensive Fire of your opponent. In addition, it is worth keeping some concealed units/dummies 1 hex behind the pond or stream bank to advance up as your Pond and Stream defenders lose concealment. By cycling units in and out of the line, a steady stream of concealed defenders can be maintained.

Another common jungle defensive zone is a crest line. Although hills are fairly unsatisfactory for extended LOS due to the hills themselves being jungle terrain, or the surrounding jungle being so tall and providing so many blind zones, crest lines are good defensive zones. Usually the crest hex will include 2MF terrain, which costs 4MF when moving to a higher level. This means

that most attacking units cannot use Assault Movement or must make an Advance vs. Difficult Terrain to ascend hill crest. Since this is the best time to PBF them, positions one back from the crest line are better than most.

Since the attacker will generally have to move up towards the defender, looking for choke points in the terrain is another natural defence zone. Swamp, Marsh, Bamboo and Ponds provide some very difficult or impossible terrain to move through, with the attacker preferring easier terrain to keep concealment. By guarding the choke points, the defender can force them to either attack across a narrow front, or to delay the attacker by forcing them to move around the position, or make some Minimum Moves to attack across a broad front.

Defence should be a series of layers. If the scenario is balanced, then the attacker will almost certainly have enough resources to overcome your first defensive line, particularly as they can choose to concentrate on a few points of attack. After initial contact, the defender should consider withdrawing to a secondary line. Indeed, perhaps the initial contact line should be the secondary line, with the primary line behind it. In any case, do not sacrifice your defenders to hold pointless ground, withdraw and concentrate!

## OFFENSIVE TACTICS

Probably the most difficult aspect of offensive jungle warfare is moving into positions to effectively engage the enemy. In European warfare, the relative openness of the terrain allowed several units from different positions to engage a single enemy at one time, but similarly allowed the defender much greater overlap of defensive zones. Typically, several defenders must be suppressed before any advance is made. In the close jungle terrain, the relationship between the attacker and defender is much more direct. Defenders set-up chains of defensive positions either across a front, or around an area. Each group of attackers generally move in to attack a single defensive position, with that defensive position being relatively isolated except having flank protection to prevent movement behind the defenders position.

Your typical jungle attack involves moving one or two groups of units, usually concealed, up adjacent to an enemy position. The defender fires as the attacker enters their Primary FDZ, using First fire, Subsequent fire & FPF. If the defender is well enough armed, he will drive off the attack. If the attackers are brave enough and

well armed, they will overwhelm the defenders position. The attacker can gain a considerable advantage if they can increase the number of adjacent hexes that they can attack through. A single hex will be the focus of all the defenders firepower, every extra hex dilutes that firepower across the attack as a whole. Certainly a single location of attackers may take a beating, but the cost to the defender of ignoring the other hexes will be high!

The Attacker should therefore look for positions to attack where at least two hexes can be approached without fire from other defenders, preferably with concealed units. If three adjacent hexes can be employed, then SW CA fixing may be employed, with 4+ hexes, encirclement and rout surrender/failure to rout become options. Sometimes these are not easy to establish, particularly with Dummy ? Stacks/HIP, but this should be the principle of attack. Usually the attacker will need to have a first wave of attack to establish the strength and location of the defensive line, followed by a second wave of assault troops. Using HS search troops is one method, although quite difficult against the Japanese +2 Search drm, and you will always search the hex the unit is in. The more traditional searching is to move forward until fired upon, using expendable HS scouts. However, this can have real complications against the Japanese, since Stealthy Japanese (i.e. most of them) units need not be revealed by a unit in their location if in jungle, Kunai or Bamboo except at the start of CCPh. Just moving through the location is not enough. The rule of thumb is to assume there's a HIP Jap there unless you have positive proof to the contrary.

## AVENUES OF APPROACH

Attackers will generally want to concentrate their attacks to some extent to achieve local superiority of numbers and firepower. Obviously they will also want to attack over favourable (to them) terrain, whilst being difficult for the defender to defend. Although the movement restrictions of jungle terrain are significantly underplayed in ASL, there are nonetheless some quite difficult terrain types to move through, such as Swamp and Bamboo, which may create choke points in the terrain. Other terrain, like jungle hills and streams may simply take too long for the scenario Victory Conditions. The composition of your force may affect your choice of avenue of approach., e.g vehicles along a road; or through the Kunai.

High firepower and units with

armoured support will general want to approach through relatively open terrain such as Kunai and Palm Trees to maximise their firepower advantages. Ultimately these units will have to close with the enemy, but try to reduce them first by using firepower. Typically these will be U.S. troops. Units with less firepower and without armoured support will generally want more concealed avenues of approach, typically down jungle paths, and along jungle woodlines to negate the possibility of straying, or along jungle ridge lines to speed the attack. Once they meet enemy resistance, they deploy around the defensive positions seeking to overwhelm particular positions.

The advantages to overwhelming a position and breaking the defensive line are numerous. First of all, it destroys defending units, always a good idea. Secondly, it allows flanking of the enemy line, allowing better attacks on nearby units, (i.e. more hexes to attack from). Thirdly, it allows penetration of the enemy position, allowing attackers to cut rout paths, move unmolessted through rear areas, and generally head for the victory objective. Unless the defender has reserves, or can deploy his defences, the attack has achieved its objective.

I hope you have enjoyed my little tour through the joys and sorrows of jungle warfare. While making no claim to be a master, I have certainly spent many an hour slogging across the cardboard jungle, and the thick foliage of Chapter G. The PTO seems to be very suited to ASL play, due to the smaller units and the emphasis on independent command, and also the very close terrain is easy to represent on ASL mapboards. If you haven't tried the PTO, or were put off by the density and verbosity of the Chapter G rules, do yourself a favour and give it another go.

## Suggested Scenarios for the PTO Novice

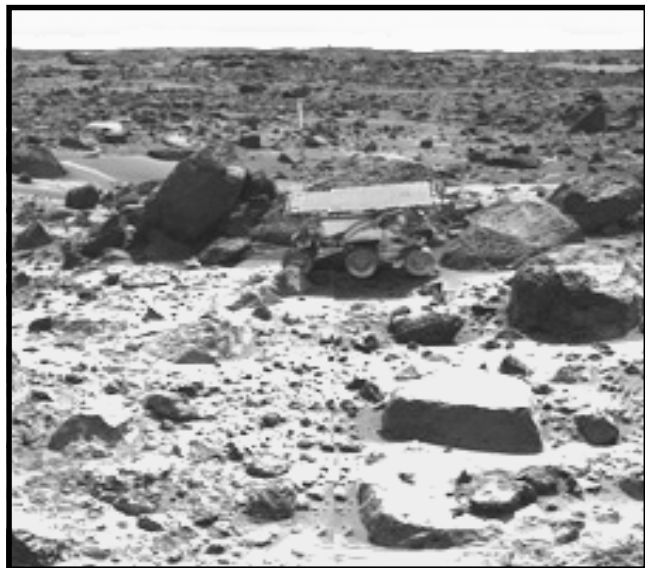
ASL 70 KP 167  
ASL 63 The Eastern Gate  
ASL 60 On the Kokoda Trail  
ASL 62 Bungle in the Jungle  
ASL 67 Cibik's Ridge  
ASL A42 Commando Hunt  
ASL A53 Smith & Weston  
ASL A58 Munda Mash

and of course the Paddington Bears  
own

PBP3 Children of the Kunai

# MARS ATTACKS!

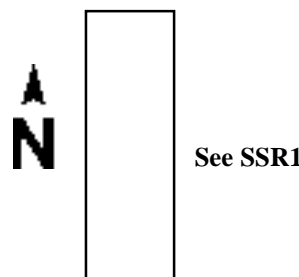
## ASL SCENARIO SILLY1



(C) NASA 1997. Taken from <http://mpfwww.jpl.nasa.gov/default.html>

**SOMEWHERE ON MARS, Summer 1997:** Scientists have landed the first robotic rover, Sojourner, on the planet Mars. It is a heady time: many exciting, new discoveries are now within their grasp. But there is one question that is in everyone's mind: is there life on Mars?

### BOARD CONFIGURATION:



**VICTORY CONDITIONS:** The Rover player gets one point for each building or hammada hex Controlled. The Sojourner Controls hexes/buildings like a MMC (IE it retains Control even when it exits the building/hex), but must Stop in the hex/building to Control it. The player with the most points at game end wins. The Martian player Controls all buildings at game start, but hammada hexes are Uncontrolled.

### BALANCE:


- ♣ Deduct 1 to the pre-game Life dr.
- ♠ Add 1 to the pre-game Life dr.

### TURN RECORD CHART

♣ MARTIAN Sets Up First	1 ♠	2	3	4	5	6	7	8	9	10	11
♠ ROVER Moves First	12	13	14	15	16	17	18	19	20	21	END

♣ **Martian OB [ELR: see SSR1]** see SSR1: {SAN:0}

♠ **Rover OB [ELR: see SSR2]** enter on GT1 by Paradrop (E9.): {SAN:0}



See SSR1

### SPECIAL RULES:

**1** Before set-up begins, the Martian player makes a dr; a on 1-3 Life has developed. EC are Moist with a Mild Breeze blowing from the northwest. Use board 23 to represent Mars. To simulate the Martian OB, take all your counter trays and dump them out on the board [Designer's Note: I don't mean to imply that Martian development would parallel our own; this is just a work around until TAHGC releases its long promised Martian module on 1st April 1999).

On a 4-6, no Life is found on Mars. EC are Very Dry; Extreme winter rules are also in effect. Use board 27. The rover player is encouraged to give the hammada hexes silly names like "Barnacle Bill", "Stimpy", "Moe", and

"Yogi".

**2** The Goliath/rover does not need a MMC on board to operate it. Instead it is operated by an Offboard Observer located at level 200,037,624. Use any board edge hex for the Location of the observer. The Goliath cannot be detonated. Treat the rover as having its MP allowance printed in red.

**AFTERMATH:** After an awkward and halting start, the Sojourner claimed Mars as its own. Any Martians had died long ago.

**DESIGN AND DEVELOPEMENT:** J R Van Mechelen and Martin Snow

# JUST A MATTER OF COMBINATION

Peter Hofland

Last week I was watching the *Mechwarrior* cartoon series in which one of the characters mentioned his motto; "Information is ammunition". I think you could apply the same motto when playing *ASL*. This article will give you some information and tactical implications about Assault Movement and its combination with other actions. I hope this article (information) will give you an edge (ammunition) in winning a scenario.

I've been playing *ASL* for 10 years now but it wasn't until recently that I discovered Assault Movement can be combined with other actions. That is why I hope, for some of you, the information in this article will be as useful to you as it was to me.

In this article I refer to hex 1 as the hex your unit is in, and hex 2 as the hex your unit is moving to.

## THE BASICS OF ASSAULT MOVEMENT

First let me give you the most important restrictions with Assault Movement:

- \* You may move only one Location (one exception though; see below).

- \* You are not allowed to use all your available Movement Factors (MF), at least a fraction of 1 MF has to remain. Note that units with a leader have 5.5 instead of 3.5 MF available for Assault Movement. The MF may also be reduced if the unit is carrying too many SW as well.

- \* You cannot use Double time.

- \* You must be non-berserk Infantry and remain Infantry during the MPh.

- \* You have to declare Assault Movement before you actually move your counter(s). You can't decide to use Assault Movement once you have started moving your unit(s).

## EXCEPTIONS

Not allowed are the combinations of Assault Movement and pushing a Gun (or any other activity that is Hazardous Movement), or Searching. So you better accept the extra casualties, through FFNAM, by not using Assault Movement.

Nor can you enter/exit a vehicle, since you are/are not Infantry.

## DEFENSIVE FIRE

Defensive Fire is conducted against a unit using Assault Movement as normal, I.E. the enemy may fire at you following any MF expenditure. For example, if you're Assault Moving out of a foxhole and over a wall the enemy can fire at you as you exit the foxhole or after you cross the wall. If you're moving in the open, you will suffer the -1 FFMO.

Also, even if you are allowed to use Assault Movement, this advantage will be lost as soon as you break. From that point on you are no longer Assault Moving, and the -1 FFNAM will apply.

As with regular movement Defensive Fire is dependent on MF expenditure. I.E. a unit which Assault Moves into Open Ground may only be fired upon once.

## COMBINED WITH FORTIFICATIONS

The first possibility of combining Assault Movement with another action is given in the *ASLRB* itself. The *ASLRB* explains how you can combine an Assault Movement out of a Fortification to another adjacent Location. It is the only exception which exceeds the restriction of moving more than one Location but is allowed by the *ASLRB* so why not use it.

A disadvantage of this combination is that you cannot use the Skulking defence as effectively as you would like to since you use 1 MF to leave the Fortification and move into the hex itself. Your opponent could react with fire on this MF expenditure which could cost you dearly.

By the way, don't forget the FFMO modifier when a unit leaves certain types of Fortification which are set up in Open Ground.

You cannot enter an Open Ground hex and enter an empty pillbox there, as the pillbox is another Location within that hex. This is also true for Bunkers. Units in a pillbox can only advance out of the pillbox into the same hex (EXC: bunkers, and tunnels).

## COMBINED WITH RECOVERY ATTEMPT

You can declare Assault Movement in hex 1, move to hex 2, and attempt to re-

cover some SW there. Or you can recover some SW in hex 1 before moving to hex 2 - just don't roll a 6 on a dr though!

## COMBINED WITH SMOKE PLACEMENT

When your units have a Smoke placement capability you can choose to combine this action with Assault Movement. You can attempt the Smoke placement either before or after the actual movement of the unit(s).

Using it before you move is tricky since rolling a 6 dr will end your Assault Movement completely. But remind yourself of this combination when you have to retreat out of a difficult situation. Just Smoke your own hex (1 MF) and Assault Move away from the enemy units with the Smoke counter between you and the enemy units. For example, your unit occupies an Open Ground Location but is threatened by a lot of enemy units so you decide to retreat to a building two hexes away. Your unit declares Assault Movement and a Smoke placement attempt in its own hex (1 MF). After surviving all enemy fire your unit moves in Open Ground (2 MF total) toward the house without FFNAM/FFMO and with the Smoke Hindrance modifier (since LOS from enemy units is traced through the Smoke Location). In the APh your units advance safely in the building.

When using Smoke placement after the Assault Movement you still have to roll a dr < 6 and the enemy can fire on your unit before the attempt. But you can attempt to place the Smoke adjacent to the Location you have just moved to if you have enough MF. For example, your unit declares Assault Movement and moves to an adjacent Open Ground hex (1 MF) where it survives all Defensive First Fire. It then attempts to place smoke in its own Location (2 MF total) or in an adjacent Location which contains enemy units (3 MF total). Your other units now stand a much better chance of bypassing the Smoked enemy units unharmed during the MPh.

Think about using this combination for your units with a 1 Smoke placement exponent. First Assault Move them into a Location and then attempt a Smoke placement. My guess is that those Assault Moving units are now much more valuable than before. By the way, I usually don't fire on

Assault Moving units so when you manage to place Smoke together with Assault Movement I usually really regret not firing on those units!

## COMBINED WITH DC PLACEMENT

If your units have a DC in their possession try combining Assault Movement with the placement of a DC. This method allows for use of DCs with a higher probability of success and makes them more dangerous.

DCs are usually found in city fights whereby you have to cross some street in order to place the DC. Usually you will be attacked by PBF and FFNAM (and sometimes even FFMO) - result, one Casualty Reduced, ELR'ed Half Squad. With the use of Assault Movement FFNAM is no longer a problem and the likelihood of survival is that much higher.

One problem with this though is usually the MF cost. For example, to move into a building hex (or a Smoked Open Ground hex) ADJACENT to your target building Location costs 2 MF, and placing the DC costs a further 2 MF, a total of 4 MF, which prevents you from using Assault Movement with a lone squad. When using this combination with a leader, or better a hero alone though, you have 5.5 MF, so you do not lose the possibility of Assault Movement - real heroic indeed!

## COMBINED WITH TH-HERO

One combination which could be useful to the Japanese is Assault Movement combined with a TH-Hero creation. Your Japanese unit Assault Move's and the TH-Hero is free to move as many MF which remained.

For example, a possible use is a Japanese squad advancing in Open Ground. He is fired upon by enemy unit but they don't achieve a result. Now you declare the TH-Hero creation. What you achieve by this is that the enemy forfeits one fire attempt on the TH-Hero, giving him a bigger chance of survival. During the TH-Hero creation the Japanese squad and Hero are affected by possible Residual Fire though, although this Residual Fire is probably not as effective as the full FP attack.

## COMBINED WITH CONCEALMENT AND OPEN GROUND

For a better understanding of this combination it's important you understand

the definition of Open Ground in relation to keeping concealment which is in rule A10.531 and A12.14. If you understand the definition you'll see that you can Assault Move behind the cover of Smoke or other form of (Normal) Hindrance and keep your concealment.

Combining this with a successful Smoke placement attempt can be a very effective way of crossing some deadly Open Ground.

For example, declare Assault Movement and a Smoke placement attempt with your units. If successful move other units behind the cover of the Smoke and keep your concealment.

Another combination to keep concealment is the benefit of Height Advantage. The only instance you can lose concealment is when you advance from lower level to higher level (or vice versa) and the LOS of your opponent is traced through the hexside you've Assault Moved through. In this instance you couldn't apply the Height Advantage TEM so you couldn't claim the concealment (see example B10.31).

A last suggestion I would like to give you is the keeping of concealment when advancing in Shellholes/Vehicle (wrecks)/etc. So even when not Assault Movement in concealment terrain you can, under certain circumstances, keep your concealment counters on your units as long as you stick to A10.531.

## EXTREME COMBINATIONS

The net result of all this is that you can try out some extreme combinations and still use Assault Movement.

For example, a leader and squad declare Assault Movement, drop a SW (0 MF), place Smoke in their Location (1 MF), move into a grainfield (2.5 MF), recover a radio (3.5 MF), place a DC in an ADJACENT Open Ground Location (4.5 MF), and enter a foxhole (5.5 MF) in their Location. No problem.

And here's another one. An enemy strongpoint is in a building hex. Next to this hex you've managed to place a Smoke counter during Prep Fire. Your hero is concealed and adjacent to this hex and possesses a DC. During movement you declare Assault Movement and move into the Smoke (2 MF), keeping your concealment (A10.531). Next you place your DC on the enemy strongpoint (4 MF) and keep concealment while being fired on by Area Fire all the way. Hmm this feel good!

## HANDLING ASSAULT MOVEMENT MF BY MF

When using Assault Movement you can wait to decide your actions until the success/failure of your current action. This is just like any other movement (except dash sometimes), you don't have to say where you are moving next until it is too late for your opponent to fire at you.

For example, you have a leader and a squad in a building. You want to attempt to recover a SW in your current Location, place Smoke in an ADJACENT street Location, and then Assault Move into the street.

First, before expending any MF for any act you declare that you will be Assault Moving.

Then announce "I am attempting to recover this weapon." and roll to see if you succeed.

Wait to see if there is any Defensive First Fire.

Then announce "I will attempt to place smoke here." and roll to see if you place Smoke successfully.

Wait to see if there is any Defensive First Fire.

If the Smoke placement fails and you decide not to move into the street, simply say "No more movement.". However, assuming the Smoke placement succeeds, move your units into the street Location.

Wait to see if there is any Defensive First Fire.

You are done.

One final note on this subject is that you can use Assault Movement and non-movement related activities (place DC, recovery etc.) without actually moving a Location. This is given in the MMP Q&A batch printed in *VFTT 9* (although it was not included in the *ASL Annual '97*).

This is all the information I have at hand at the moment. I hope you will put it to good use in the future. If you see any obvious errors or have any comments or complaints (Hee, I'm learning to write here!) please contact me by snail mail at Weteringkade 123, 2515 AN Den Haag, Holland, or by email at [phoflandorldaccs.nl](mailto:phoflandorldacc@s.nl).

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## PREP FIRE

Continued from page 2

ished with it by Christmas. After that I'll be whipping it into shape for publication, either as a special in *VFTT*, or a one off special a la *All American*. If you would like to help Andy, contact him at 22 Douglas Avenue, Layton, Blackpool, FY3 7AL.

In addition, some of us have also been talking about publishing a British *ASL* scenario pack, and we're planning on discussing this further at INTENSIVE FIRE '97 next month. So if you've got a scenario you'd like to see published, or would like to help out in any way, please get in touch with me.

As some of you may know, *VFTT* is stocked by a couple of shops in the UK and USA. One of them is Oberon's Mole, and it's owner, Gareth Jones, is an avid Arthurian gamer. In fact, he's into them so much he produces an irregular 'zine, *Beaumains*. Issue 7 is imminent, so if you're interested in *Pendragon* and other Arthurian games, contact him at Oberon's Mole, 69 Atherley Road, Southampton, SO15 5DT.

I hope to see many of you next month at INTENSIVE FIRE '97. If you want to share a beer or three and play *ASL*, come looking for me!

Until next time, roll low and prosper.

Pete Phillipps

## THE SOLDIERS OF THE EMPEROR

Continued from page 20

because you on average do more damage to your opponent than you suffer. Even a 1:4 attack is often worth making, simply because you are risking very little to get a chance to take out a relatively strong enemy unit.

One problem for the Japanese is that to get even a 1:2 HtH attack against American units generally requires a single squad (E.G.: Japanese 4-4-7 vs. US 6-6-6).

Hand-to-Hand Close Combat is a double edged sword, unless it can be used from ambush. The Japanese -1 HtH DRM makes it particularly devastating.

Using several units to get good odds against a weaker unit may still get all your units killed. Don't enter HtH CC unless you are prepared to lose the units going in!

While the Japanese are powerful, they also aren't supermen, and some bad MC's can really ruin your day ... which brings me to my very last point, that being that the Japanese are much more subject to the vagaries of chance than Western nations. Whereas a pot-shot that breaks a Western unit is a matter of rallying and bringing it back into the line, a couple of Japanese failed MC's is matter of several Step Reductions. MC's are reversible for everyone else.

While this is far from an in-depth

study of the Japanese and their tactics, I hope it helps in sort of a "general approach" the next time you are faced with these stalwart warriors.

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## ALL AMERICAN DESIGN NOTES

Continued from page 8

read about the 'chateau d'eau' and put in a chateau. It does not take a historian to know that 'chateau d'eau' is French for 'water tower'. Pedro's map and scenarios are the result of in-depth research into every hex of that battlefield.

3) Talk to people! There are many WWII veterans with a story to tell but hesitant to bore a generation that regards anything before 1980 as ancient history. You may find as I have done, that the 'accepted' account in all the standard histories can be traced to one single, inaccurate story that all the modern authors have picked up; in the retelling it gains credibility. And finally, I hope you make as many friends in the process as I have.

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# HOW GOOD ARE YOU AT ASL?

Whether average or advanced, you might be able to play a vital part in developing an *Historical ASL* module for publication.

Some very experienced players are already playtesting the two sequels to *ALL AMERICAN: The 82nd Airborne at Kellam's Bridge*. But these modules need to appeal to players of all levels of experience, so whatever your level, if you have the time to play a half dozen or so scenarios and return reports to a tight timescale, I'd like to hear from you. The reward? Your name in the credits, a free copy on publication, and (I hope) a degree of enjoyment.

Please contact (soon!):

Ian Daghish at 5 Swiss Hill Mews, Alderley Edge, Cheshire SK9 7DP  
[idaghish@aol.com](mailto:idaghish@aol.com)



# BERLIN: RED VENGEANCE

The Battle For The Reichstag APRIL 28th, 1945



Under the piping beat of Die Gotterdammerung, the last breath of the Nazis was being forced out by the Russian steamroller. Surrounded on all sides and smashed from within Berlin would not quit. In a show of complete arrogance the Nazis would fight to the last man...and boy.

As the war closed in on Hitler the world's most sophisticated city was turned into a blazing fortress. One of the cities' greatest buildings, the Reichstag, had been bricked up since the 1933 fire that raged through its halls. Hitler called the Reichstag "a trashy old shack." To the Russians, the Reichstag represented nothing less than the National Socialist Party. Nevertheless, the battle for the Reichstag itself would characterize the hateful four year struggle between the two bitter enemies.

Three bridges spanned the 60 foot deep Spree which led to the Reichstag from the north (the direction from which the Russians would come) as the Reichstag stood guard over the

Brandenburg Gate. Ideally situated as a command and supply base, the Reichstag was quickly turned into a fortress inside the third and final ring of defenses by Hitler's very own guards.

The Reichstag was not only a pillar of SS defense within Berlin it was also the main prize for two competing Russian Marshals Chuikov (First Byelorussian Front) and Koniev (First Ukrainian Front). The two joked bitterly at who would be the first to enter the Reichstag. The entire battle for Berlin and the end of six years of unmatched destruction would focus at the front door of the Reichstag.

Heat Of Battle gives you a front row seat to the last battle, the last defense and the last sacrifice. Heat Of Battle presents to you, BERLIN:RED VENGEANCE The Battle for the Reichstag.

## HERE'S WHAT YOU GET

BERLIN:RED VENGEANCE comes with a full-color, printed 24 x 39 hex Historical Map of the entire Reichstag area, 10 individual scenarios, a 9 scenario Campaign Game, Special Terrain and CG rules, a BRV Chapter Divider, and 56 full-color, die-cut, printed and mounted original counters. Yes, you heard us...MOUNTED counters!

BERLIN:RED VENGEANCE is not a complete game. Beyond Valor, Red Barricades and KGP I or II are required to play this module.

BERLIN:RED VENGEANCE is \$25.00 plus \$2.50 S&H (\$5.00 S&H if outside the continental U.S.).

## HEAT OF BATTLE PRODUCT LIST

- 001 GSTK 4.0 \$20.00<sup>1</sup>
- 002 BLOOD REEF Sold rights to TAHGC
- 003 KING OF THE HILL \$20.00<sup>1</sup>
- 004 BERLIN:RED VENGEANCE \$25.00<sup>2</sup>

011 KH & GSTK Chapter Dividers \$4.00<sup>3</sup>

012 GSTK 4.0 Map (seperate) \$8<sup>4</sup>

### Shipping & Handling footnotes:

1. \$2.00 S&H if in cont. US or \$4.00 if outside cont. US.
2. \$2.50 S&H if in cont. US or \$5.00 if outside cont. US.
3. \$1.00 S&H if in cont. US or \$2.00 if outside cont. US.
4. No Charge for S&H.

## ORDERING INFORMATION

BERLIN: RED VENGEANCE will not be available in stores for a long while so you better get your mits on one while we still have them in stock. Here's how to order:

Send Check or Money Order to:

Heat Of Battle P.O. Box 15073 Newport Beach, Ca 92659

Gentlemen, HOB is considering accepting your future orders using a Merchant Card Service. If this would be useful to you please let us know when you send us your order for BRV.

# NON - COM-MUNICATION

*Non-Com: a non-commissioned officer, a squad leader  
Communication: to talk, exchange ideas.*

## MIKE RUDD, NEWCASTLE

Thanks for your recent *VFTT* which I enjoyed very much. I was sad to read of the demise of *ASL News*. With its curious 'Euro-humour' and the articles on *KGP I* (for me the most enjoyable CG) it will be much missed.

Joe Arthur and I are thinking of going to the Toulouse FIREGROUP '97 tournament in November. Armed with supplies of dice, HP Sauce, toilet paper and a complete inability to speak French, we plan to return with bidets full of prizes. Do you know anyone else who is thinking of travelling over?

*I'd like to go myself, but lack of holidays from work (and a lack of money!!) stops me :-). If anyone else is interested though, feel free to contact Mike at 52 Woodbine Road, Newcastle Upon Tyne, NE3 1DE.*

## JAN SPOOR, USA

The copy of *VFTT* that you kindly sent me arrived yesterday, and I wanted to say thank you. For all that your resources must be limited, it looks really good. The layout and typography are clean, the editing is good, and the content is entertaining. My only suggestion would be to run two columns instead of three; the longer articles are fine, but the shorter ones, or ones with shorter paragraphs (e.g., "Tommy Atkins Alone" or "War Dogs") look very choppy.

I have been distressed over the years at the failure of the gaming community to produce more than one or two professional-looking magazines. *The General* is too broad for my taste, because it has to cover all AH's games during the course of the year. *ASL* 'zines can concentrate on one subject area and its related topics, but the lack of experience (and sometimes lack of taste) shows through rather often in 'zines. *Critical Hit* has a lot of things going for it, but it badly needs someone competent to edit it, both for basic stuff (grammar, spelling, punctuation, consistent style).

Having ranted a bit myself here, let me wrap up by getting to the point. I really hope that *VFTT* continues to be supported by the *ASL* community. You give value for money, and (if this issue is anything to go by) you are page-for-page better than anything else going.

## DOUG MASTON, USA

I picked up a couple of issues of *VFTT* today, and I'd like to say a few words about it.

The magazine bills itself as "Britain's Premier *ASL* Journal", and who am I to argue. But to me, it's more of a chatty newsletter than a magazine or a journal.

*You're right, VFTT is more of a newsletter than a journal, but the saying shows where I'm trying to take VFTT. It might be a while before I get there, but one day...*

*'Sides, I must be Britain's premier, I sell more than any other British *ASL* 'zine :-)*

Now don't misunderstand me. I like it and think I got my money's worth. Chatty is good! It's easy going and friendly.

*Like its editor :-)*

*I've always tried to make VFTT a combination of Rout Report's fun style and the more serious analysis approach of Fire For Effect (the two 'zines I was aware of when I started VFTT).*

Overall, I like *VFTT* and intend to keep buying it as long as Boulder Games is around.

## WARREN SMITH, USA

I've been playing around with the British *SASL* charts and my initial thought is that some scenarios would be pretty hard due to the lack of heavy MG support in the company.

It seems that a lot of time and effort went into making the charts historically accurate, which is good (I have been informed by one or two people that this is the case with the MGs; they were attached at a higher level and handed out as needed). But as I indicated before, every other FRIENDLY company listing contains a MMG and a HMG and losing that firepower has to hurt. I just set up a Block Party mission and was going to play German vs Russian, but I think I'll change it now and play British vs German so I can give you an AAR. I have a feeling, though, that the lack of those MG is going to hurt, going against all those stone buildings.

I would be interested on the designers thoughts concerning this. Also, I would be interested in seeing ETO early war British charts (as well as any other nationality, but I guess there was a particular reason that the British charts were designed and printed by *VFTT* :-;) at some point.

*The only reason I printed British charts was that the designer submitted them. If anyone submits charts for the Japs, the French, or any other nation, I'll happily print them.*

## MIKE CLAY, USA

Got my first issues of *VFTT*, liked it a bunch - "it rules. Or at least it doesn't suck" as Beavis and Buttthead would say. Anyway point is I liked *VFTT* and was impressed.

*Thanks for the kind words. I try to do my best to make sure each issue of VFTT entertains and informs.*

Maybe later on when I have more time I'll send you an article. I've been thinking of writing one on the mechanics of Close Combat for the beginner. Seems that a lot of beginner players don't know or understand the subtleties of CC.

Also, I once wrote an article on HtH CC. Brian Youse was supposed to print it in *The General* but last thing I heard was that he changed his mind. If he isn't going to print the article would you be interested?

*I'm always on the look out for more material. At the moment, I have more than enough material to carry on as a 16 page mag for the next year or so, and I'm considering adding 4 more pages soon. If I can't maintain my bi-monthly schedule though, I'd rather stick to a smaller mag. For a lot of my readers, VFTT is their only source of news and Q&A, so it is quite important to make*

*sure they don't have to wait too long to get this info.*

## MARK MCGILCHRIST, AUSTRALIA

The *VFTT* counters are pretty cool, although they were a little large for my pre-cut blank counters (as were the Location Control markers from *Cemetery Hill* incidentally). Anyway, I ran them both through a colour copier at 83% and they were just about right. 86% might have been a little better. In any case, they are much, much better than the AH solution of running around with an acquisition marker.

The next counter you should consider is a crashed Glider counter. Looks pretty strange with a wrecked truck in the middle of a field of Gliders.

*Wish I'd thought of it for last issue :-). Still, ask and you shall receive.*

Anyway, I wouldn't say the finished results are artistic masterpieces like the *TOT* counters, but they are never-the-less fully functional.

## PETE HOFLAND, HOLLAND

I received the latest issue last weekend. Again you've done a great job. I especially liked the "They Came From The Sky" article. It will be very useful when I will start my first campaign of *PB* (which arrived the same weekend).

I also liked the idea about the German paratrooper and Ice Hole counters. Finally we can start playing on the Ice and hope a tank will crash though it.

I also liked the idea about the Convention Trail.

Keep up the good work. I'm looking forward to the next issue.

## JIM MCLEOD, CANADA

I like your idea of a yearly compilation of selected material and scenarios. What would you charge for such an issue?

*I'm still not sure if I'll do a yearly compilation, since back issues are readily available. If I do decide to produce one though it'd probably be 32 pages of material for £4.00 (US \$8.00), like the VFTT'95 compilation.*

As for the scenario pack, quite a few of the guys in the Canadian *ASL* Association are keen on putting together a similar scenario pack of Canadian scenarios. There just does not seem to be enough of them around.

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# DEBRIEFING

The following Q&A was posted to the InterNet ASL Mailing List regarding the Critical Hit! Inc *OAF Pack* scenario pack.

**Scenario OAF 1** Do the German reinforcements enter on turn 1, as per the TO&E tree, or turn 4, as per the entry arrow?  
A Turn 4.

**Scenario OAF 2** When does the Russian player make the choice between reinforcement groups: before German setup, after German setup, or when they enter on Turn 3?  
A Any time during play.

**Scenario OAF 2** Do the German Tigers have to enter all on the same edge?  
A No. "and/or" signifies this.

**Scenario OAF 5** Can the Russians enter anywhere on the south edge east of the canal, or just on board 23?  
A Anywhere.

The following 'errata' regarding Paddington Bear scenarios was posted by Mark McGilchrist.

Since the release of *Pegasus Bridge*, there has been some minor debate about how to address the problem of having two sets of PB 1-5 Scenarios.

The final decision has been to redesignate the Paddington Bear Scenarios as PBP (*Paddington Bear Pack*), rather than the previous PB. This is a Scenario Designation Lettering change only, it has no bearing on the scenario design, and is designed only to clarify which scenario is being cited.

The 1997 *Paddington Bear Pack* will have printed designations of PBP#, but for the existing Paddington Bear scenarios 1-10, please consider this an "official" errata to the scenario designation.

Would all publishers of errata, printed, electronic or other, please include this errata in their database.  
Thank You!

The following Q&A and errata for *King of the Hill* was posted by Heat of Battle Productions, and will be included in the next edition of their newsletter.

Cover page (page 1) should read "28 hexes by 49 hexes".

Page 3 KH 3.21: Last sentence should read "The following Rocket To Hit DRMs modify C5.0 and use the Black To Hit #s:".

Page 5: Definitions: SLoc should read "Any hex containing woods, +2 TEM, Good Order MMC, Ditch, Hill 112 or 111 symbol."

Page 10: Legibility for FPP Footnotes:

Foxhole:	a	F			
Trench:	c	d	E	F	
AP Mine:	c	d	E	F	G I
AT Mine:	c	d	E	F	G I
Wire:	c	d	E	F	G I
HIP:	a				
"?":					
AFV Revetment:	d	E	F	I	

Page 11: ISSR 2 should read "(either RG O7 x1 & RG O8 x1; or RG O8 x2. See RG Chart footnote "G")."

The Typhoons should have a STAR with a "3" inside it as if a 44FB.

The following errata applies to the scenario in this issue of *VFTT*.

**Scenario VFTT SILLY1** "Mars Attacks!" Add to SSR2: "The Offboard Observer's commands must be pre-recorded three turns in advance due to light propagation time delay."

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# GEMBOUX - THE FEINT

Trevor Edwards

*Gembloux - The Feint* is a very good module containing half a dozen scenarios and a *Platoon Leader* CG (for V2), along with a brief background write up from Ray Tapio.

Although the scenarios are printed on glossy paper rather than on cardstock (my one complaint about the product) they are very clearly printed and even the CH counter art looks OK. The cards include the unit insignia of the combatant formations, some of which cut quite a dash since the suits from a pack of cards appear to be the French insignia.

The subject matter is a clash between the German armoured spearhead thrusting westwards through Belgium towards the French border, and a massed French armoured presence near - you guessed it - Gembloux.

The scenarios vary from small to large in size but the unit density is fairly light throughout.

This is real early war stuff. The Germans are bombing about in early MkIIIs with poxy 37L guns and weak armour (a circled 3 for front). They do have superb MG armament, toting 3/8 and that sD7 is very useful.

The French seem to have few (if any) AT guns and are usually light on the infantry front too, thus depending on their tanks as the main defence force.

These tanks are usually slow, small, radioless and poorly armed. They have 1MT (blech!) and a "good" gun is a 37 but 37\* are common.

The big problem is the combination of lousy MGs and AP10. Since the HE round is almost useless vs enemy tanks, these effectively have B10 as far as the tank battle is concerned. The German infantry can run up and CC them for fun if the CA is pointing the other way.

The only consolation is that the MkIIIs have B11 as well and that the French armour, typically four squared all round, is excellent for the period. Many hits by German AP rounds bounce off in any given action. But then the French AP TK#s are pretty lousy too, so many of theirs will fail to penetrate.

There is one scenario I have played where the Somuas local superiority is evi-

dent. An excellent tank for the period, but I'd still rate the Matilda over it, despite its relative speed and HE.

These tank battles are unlike the mid to late war clashes. The infantry have no decent inherent AT weapons and the tanks must rely almost solely on their MGs to affect the enemy infantry as the calibre of their MAs are so low. The next time I get a Panther in my OoB I'll appreciate it all the more.

Of the scenarios I have so far played, two share a similar theme: Motorised but unarmoured German infantry must cross lightly wooded but otherwise open countryside and then take a village. They have a sizable escort of tanks in a ratio of approximately 2:1 to the defending French.

The French dilemma is how to set up their tanks. Spreading out to cover all avenues of approach has its advantages since there is then no particularly weak point. The problems are that the Germans will have local superiority in numbers anyway and that the French tanks can't rely on being able to move if set up away from each other, to collapse on the armoured spearhead.

If I could set up my forces again in my recent game of "Reluctant Withdrawal" I would have had them in pairs in fewer, well defended, areas I think. By the end only lucky dice and German tardiness would have saved the day for me... they didn't.

The scenario pack has a fair mix of situations and there is certainly enough variation for the players attention to be held all the way through. There's at least one infantry only clash and the French get to attack in some scenarios.

I think this scenario pack is excellent and really explores the fighting capabilities of the French armour on the rare occasion of it being present in any numbers. *CdG* fans need this module! In fact, when I bought *CdG* I expected more of this type of thing to be included. As it was, the Avalon Hill module included all sorts of scenarios involving all sorts of French units in all sorts of theatres, thus diluting the early war experience somewhat.

It is available for \$17.95 from Critical Hit at 88 Lodar Lane, Brewster, NY 10509, United States of America. UK *ASL* players can also order it for £14.40 from The

Crusaders, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE.

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## INCOMING

Continued from page 3

CG designer Dan Dolan) and Stonne Heights (by Pedro Ramis. Check out *ASL News 29* for a look at an early version of the map for this).

Finally, MMP president Brian Youse has announced that permission to copy and freely distribute copies of *BackBlast* has been rescinded. "We gave unlimited photocopy permission when there was not a hope of anyone outside of the original purchasers of *BackBlast* seeing what we considered to be fine the articles and scenarios. Now that we're occasionally reprinting these articles/scenarios, our lawyer says we have to revoke that permission.

Sorry."

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## NIGHT-TIME AT PEGASUS BRIDGE

Continued from page 7

attack on Le Port.

Overall though your tactics in Night III should be similar to those in Night II. The presence of so many additional British units may make it difficult to make much headway, but if the British are not in force across the bridge by the end, they will struggle in Dawn and Day I as the bulk of your reinforcements arrive.

If you can have the British totally on the east side as the sun begins to rise it will be almost impossible for them to get back across the river. With your additional units and the lack of the NVR you will be able to bring so much FP to bear on the WSBEH it would be suicidal to enter. Not to mention Fire Lanes down the Bridge. All of this from positions on the West side to which the British will have very restricted LOS and, because of range, much lower FP.

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# ON THE CONVENTION TRAIL

There are more and more *ASL* tournaments cropping up all over the world. In fact, it is possible to be involved in an *ASL* tournament at least once a month, often more, if you were so inclined (and had the financial means to live such a life - I wish!).

If you plan on holding an *ASL* tournament, please let me know and I'll include the details here, space permitting.

## SEPTEMBER

### THE CANADIAN ASL OPEN '97

**When:** 26 - 28 September.

**Where:** Viscount Gort Hotel, 1670 Portage Avenue, Winnipeg, MB, Canada. Rooms: \$64 single, \$66 double, \$68 triple and \$70 quad. Hotel telephone # 1 204 775 0451. Rooms on the 6th floor are booked for the *ASL* event.

**Format:** 5 - 6 round Swiss style with a scenario list being sent out to all pre-registrants.  
**Fee:** \$25.00.

**Notes:** Plaques, gift certificates for the 1st, 2nd, and 3rd place finishers and for the highest placing Canadian. T-shirts are available for \$20.00 (\$25.00 on the day). All prices are in Canadian Dollars.

This event is open to any and all players ... not just us Canucks ;)

**Contact:** Jim McLeod, 978 Strathcona Street, Winnipeg, MB, R3G 3G5, Canada. Telephone 204 783 3649, or by e-mail at [j.mcleod15@genie.com](mailto:j.mcleod15@genie.com). Payments should be made out to the Winnipeg *ASL* Club.

## OCTOBER

### OCTOBEAR '97

**When:** 4 - 5 October.

**Where:** Paddington RSL Club, Oxford Street, Paddington, Sydney NSW, Australia.

**Fee:** A\$20.00.

**Format:** In keeping with the tradition of OCTOBEAR presenting unique and interesting formats this year's 2 day struggle will focus on the campaign in Burma in March 1942. The format will not be a standard 4 tournament scenario type event but instead will involve the players in a DY0 campaign game style competition where not only do you have control of your forces (either British, Chinese, Japanese or Burmese) but also get to design them (within historical limits). This widens the possibilities of each scenario and introduces a genuine fog of war. This is something new in competition *ASL* and is guaranteed to be buckets of fun.

**Notes:** Organised by those wonderful Paddington Bears this unique competition will bring together the Koala Hit Squad and the greatest *ASL* minds and bodies gracing this fine country. (McGilchrist will also be present).

In order to improve the play of local and overseas entrants substantial supplies of alcoholic beverages will be available and imbibing will be encouraged.

**Contact:** For further details and the full rules see the Paddington Bears Home Page at <http://www.ozemail.com.au/~mmjm/index.html> or contact the organiser Paul Seage at [Paul\\_Seage@ampol.com.au](mailto:Paul_Seage@ampol.com.au). Nationalities will be assigned on preference in order of entry so let me know ASAP to get your first pick! (Obviously there must be an even number of Allied and Axis players so latecomers may have little choice!).

### OKTOBERFEST ASLOK 1997

**When:** 7 - 13 October.

**Where:** The Holiday Inn, 7230 Engle Road, Middleburg Heights, Ohio, OH 44130. Telephone (216) 243 4040. Mention *ASL* Oktoberfest prior to 20th September and rooms are \$75.00 per night (suitable for four); thereafter they are \$20.00 - \$30.00 more expensive.

**Fee:** \$20.00.

**Format:** Theme tournaments, mini-tournaments, The Grofaz (the Big Weekend Tournament), and friendly play galore.

**Notes:** *ASLOK* is THE player's fest, a festival of gaming and gamesmanship as much as it is a competitive tournament. You will find grognards, rookies, experts and average players alike. You will find comradeship, good gaming, interesting talk, some new materials, and you are bound to learn and teach a few things. ENJOY!

**Contact:** Mark Nixon, 443 Richmond Park West, 201D, Richmond Heights, OH 44143 or by telephone on (216) 473 1680 (do not be distressed by peculiar recorded messages, courtesy of my 14 year old daughter!). You can also email Rick Troha at [rickt@nwsupcom](mailto:rickt@nwsupcom), or visit the *ASLOK* Home Page at <http://www.en.com.users/rickt/aslok/aslhome.htm>.

## INTENSIVE FIRE '97

**When:** 17th - 19th October.

**Where:** The Embassy Hotel, Meyrick Road, East Cliff, Bournemouth, Dorset, England. Telephone (01202) 290751. Rooms are £35.00 per day and include a full English breakfast.

**Fee:** Free for members of The Crusaders, the UK *ASL* association; £5.00 for others.

**Format:** A three round Fire Team tournament, plus open gaming for those who do not wish to take part.

**Notes:** A visit to the Bovington Tank Museum is on offer at 9am on the Friday morning. Transport will be laid on for those without their own transport.

**Contact:** For further details and an application form contact Neil Stevens, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE. Phone (01258) 459851 or email [NeilStevens@compuserve.com](mailto:NeilStevens@compuserve.com).

## NOVEMBER

### TOULOUSE FIREGROUP '97

**When:** 8 - 10 November.

**Where:** the Town Hall of Escalquens, a small town 10 KM away from Toulouse.

**Fee:** 50FF (10\$).

**Format:** 3 day play, 2 official rounds per day, and an obliged unedited middle sized scenario in each round. All the scenarios are based on the theme "The birth of the 1st French Army: The battle of Toulon", and before each round, a presentation of the scenario to be played will be made, placing the scenario in the battle, giving the tactical environment and explaining the terrain, the OB and the SSR.

For those not wanting to participate in the tournament, a 6 scenario mini-campaign on the same theme is proposed.

The campaign will also be included, along with the 6 tournament scenarios and 4 others (unedited) in the "Provence Scenario Pack".

**Notes:** Free accommodation can be provided in limited amount by local players. If insufficient, everything will be done to get the best prices for the participants in the local Inn's (according to their wishes...)

**Contact:** Laurent Cunin, 5, rue du Berjean, 31750 Escalquens, France. Phone (33) 61 27 94 91 or email [Laurent.Cunin@est.cnes.fr](mailto:Laurent.Cunin@est.cnes.fr).

## DECEMBER

# 1998

## JANUARY

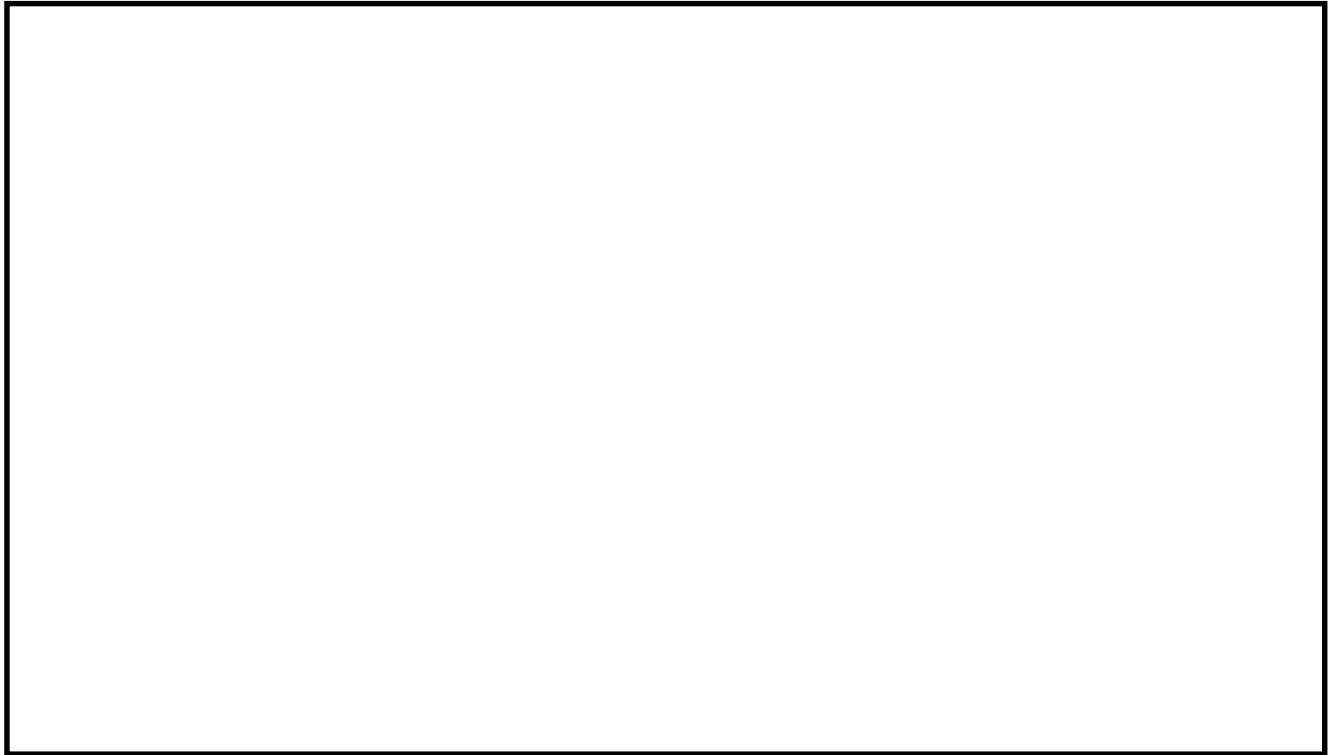
**WEST COAST MELEE**, Los Angeles, United States of America. Details to be announced.  
**CHICAGO ASL OPEN**, Chicago, United States of America. Details to be announced.

## FEBRUARY

## MARCH

**MARCH MADNESS '98**, Kansas City, United States of America. Details to be announced.  
**BERSERK '98**, Blackpool, England. Details to be announced.

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**La Fiere Manoir, 9 June 1944:** Third Battalion of the 325th Glider Infantry Regiment was lined up to assault the causeway in sequence of companies: George, Easy, Fox. As the men of Easy's 1st Platoon arrived at La Fiere, the bulk of George Company was still strung out across the causeway. Stragglers, wounded, and dead plus a trickle of German prisoners formed a physical barrier to the advance. Meanwhile, German shells continued to pound the crossing. Platoon Sergeant Henry Howell had no orders to move through the lead company until the Battalion S3 urged him to 'Get this platoon moving or we'll die here'...

ALL AMERICAN The 82nd Airborne at Kellam's Bridge: June 6-9, 1944 tells the story of the battle between the "All American" 82nd Airborne Division and the German 91st *Luftlande* Division on a scale which is perfect for enthusiasts of Adv. Sqd. Ldr. and miniatures systems. At CH we're so sure this story will fascinate war-games for year's to come, we've chosen it as the subject to debut our new, stand-alone Platoon Leader™ tactical level game system. Whatever system you choose to play it with, you can rest assured that ALL AMERICAN is the result of extensive research, testing and battlefield tours like no game which has come before it.

An actual view of La Fiere Manoir depicted in hex AA9 of our game map. This shot was but one of many taken of remaining structures during the battlefield tours of the Kellam's bridge battlefield. The locals were interviewed and lots of tidbits dug up to add to the story. You can



be sure we'll be bringing you extensive coverage in the pages of Critical Hit magazine soon!

ALL AMERICAN comes in two versions: the compatible package provides all you need to play using Adv. Sqd. Ldr., tactical-level rules, or miniatures system of choice without having to pay for unwanted extras. The original game includes all the game pieces needed for play, a complete rule-book, play aids, and two ten-sided dice in the colors of the 82nd Airborne. Both versions also contain 10 scenarios, all playable on an original, historical 30" x 18" map of the Normandy countryside along the Merderet River west of Sainte Mere Eglise. Available for only \$29.95 at better hobby and game stores world-wide or direct from Critical Hit!, Inc.

