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Hello and welcome to a very late first issue of View From The Trenches for 1998.

Blame Neil Stevens for not getting the Crusader subscriptions to me until the end of January, blame me for having too much work on early in February, blame me for being lazy mid-February, blame me for drinking far too much every weekend in February. Oh yeah, having flu for a week in February didn’t help either:-(

Anyway, as before when I skipped an issue, I’ve decided to combine the January and March issues, so I hope you won’t be too disappointed with me. Hopefully it won’t happen again.

Thanks to everyone who has expressed an interest in attending a weekend tournament in Leicester in late June/early July. Unfortunately I don’t have the time to organise this at the moment :-(( what with working on the Brit Pack scenarios, the Provence Pack English version, Operation Neptune, and VFTT. There is also the small matter of attending the Ozz-Fest festival on June 20th, which sees Ozzy Osbourne and the original Black Sabbath line-up playing top of a very heavy metal bill!! And there is of course the World Cup to keep us footie mad ASLers busy. Maybe next year….

Online ASLers may be interested to know that the Crusaders Ladder now has its own web page at http://ourworld.compuserve.com/homepages/DerekTocher/. The win/loss statistics are also there as well as the raw ratings.

And on the subject of web sites, VFTT can temporarily be found at http://freespace.virgin.net/david.schofield1/vftt.htm. If you try the CompuServe address you’ll get an error.

Until next time, whenever that may be, roll low and prosper.

Pete Phillipps

Double 1. My last, best hope for victory.

COVER: Francois Boudrenghien and John-Luc Claverotte find time to smile even in the midst of intense competition at Fire Group '97, the third annual Toulouse ASL tournament.
THE GAMES STAFF
INJURED IN CRASH

Dean Essig, Dave Powell, and Chris Volny from renown wargame producers The Gamers have been injured in a light plane crash.

Dean has had surgery on a broken ankle and also has broken ribs, a broken nose and a very badly broken shoulder/arm (which will also probably need surgery). He will be laid up for 6 - 8 weeks in a wheel chair once he is released from the hospital.

Dave have broken bones but is doing okay.

Chris is in the worse condition, and has numerous broken bones. He has had surgery on his leg, and they expect to perform surgery on his spine. However he is awake and cheerful and is regaining more feeling.

If you want to send a get well card it will be appreciated. They are at UNC Memorial Hospital, 101 Manning Drive, Chapel Hill, NC 27514. Dean’s room number is 4716, Dave is in 5306 and Chris is in the Intensive Care Unit in room #2731.

DOOMED BATTALIONS

Work is continuing on Doomed Battalions, which will cover the Allied Minor nations (Poles, Dutch, Belgians, Norwegians, Greeks, Yugoslavs). This will be similar to Croix-de-Guerre, containing two new mounted maps (one a new city board which saw some use at Winter Offensive recently, with a layout evocative of a Worker’s Paradise factory town; the other is a country board with a farm complex or two)

The as yet to be determined number of counters represent the vehicles and ordnance of the Allied Minors and range from both versions of the Polish 7TP to the Danish Motorcycle mounting a 20mm ATG in the sidecar and are accompanied by a full set of Chapter H notes.

Space permitting they may also include railways and armoured trains, early-war SS, and some early war German vehicles not yet published (such as the 12T Prime Mover mounting an ‘88 used to bust fortifications in Poland and France).

10 scenarios are currently being play-tested, including a Japanese-Dutch clash in Java and a Greek-Italian action which see Greek cavalry and captured Italian tankettes against a mixed assortment of Italian Infantry and Ordnance. Other scenarios include ‘Round One’, ‘Make Them Pay’ and ‘An Uncommon Occurrence’. MMP see the play-testing as being the determining factor for the module’s release, although they are hoping to have it out around June or July.

AH’s ASL ‘98 PLANS

The ASL Annual ’98 is expected to be released in July. It will be the usual 64 pages and contain 16 scenarios.

Some time after that expect to see Action Pack 2, with two new maps, 8 new scenarios, and new overlays.

Possible items for inclusion in either of these include a set of SASL tables for Red Barricades! and an OVR flowchart. The latter is being worked on by JR van Mechelen and Tom Repetti.

Work continues on Blood Reef: Tarawa, which is expected to become the definitive beach assault HASL Module.

AH were unable to finalise a deal with Kurt Martin for the use of his Th3rd Bridge rules and scenarios, although they already had a deal for the map with Don Petros. Not wanting to delay any further, they have solicited Russ Bunten to do the research and scenario design for A Bridge Too Far. This is likely to be similar in size to Pegasus Bridge.

It is unlikely that both BR:T and ABTF will be available this year. Which one will be released first depends on how they fare in play-testing.

MMP’S FUTURE PLANS

MMP also have some projects lined up for the next few years.

Armies of Oblivion should be out in 1999 and will contain two maps, scenarios, and the counters for the Axis Minors (Romanians, Hungarians, Bulgarians) vehicles and ordnance and missing Russian late war/ lend-lease stuff. The release of this module will result in the completion of the WWII system, although they are contemplating breaking off the Finns into a mini-module to better simulate their role in WWII.

With the completion of the system will come a completely revised index. MMP expect to be working closely with Tom Huntingdon, author of the unofficial Expanded Index, to see that this is complete as possible.

Also planned is a Spanish Civil War module containing two maps, scenarios, and early-war vehicle counters.

There are also many HASL and mini-HASL modules in the pipeline, including Manila (US vs. Japanese in terrain “which makes RB look like a playground”), Warsaw In Flames (Germans battling Polish Home Army) Cassino (the US attempt to cross the Rapido River), Central Stalingrad (see elsewhere for details) and Kakazu Ridge (a Dan Dolan effort which is likely to contain two KGP sized mapsheets. “PTO FANatics will love this baby” according to Brian Youse).

As far as Mud and Blood is concerned (as advertised in the 95 annual) Gary Fortenberry was responsible for advertising that, and AH has no contract for it as far as MMP are aware.

MMP WANT SCENARIOS

Although they already have 20-30 scenarios for Doomed Battalions and Armies of Oblivion undergoing play-testing, MMP are interesting in seeing more submissions.

Prospective scenarios must involve either Polish, Belgian, Norwegian, Greek, Dutch, Danish, Romanian, Hungarian, Yugoslavian, Croatian, Yugoslav Partisan, Finn or any other Allied/Axis minor nation forces, and the designer must have legitimate text sources to back up the Order of Battle for both sides as well as the action.

If you want to submit something e-mail Curt Schilling at gebrig38@erols.com.

“If it’s a legitimate action that involves minor nation forces and is historically accurate then it’ll have a real good chance of being published in either module or an Annual or a minors action pack,” according to him.


CRITICAL HIT
BACK IN BUSINESS

Critical Hit! and Avalon Hill have resolved their recent dispute. As of 12 November 1997 the case has been closed and CH has obtained an agreement which allows them to continue producing ASL materials including magazines, scenarios, maps, charts, and mounted counters.

CH President Ray Tapio feels that this will benefit TAHGC, ASL players and CH.

“Recent history has shown that the ASL com-
munity will support quality products that we and TAHGC put on the market. The coverage of previously neglected battles is also helping increase the number of ASL players worldwide. We look forward to working with TAHGC to keep the hobby alive and thriving for years to come.”

The first sign of this is their new website up and running at http://www.criticalhit.com/.

RAY TAPIO TO STEP DOWN AS CH EDITOR

The ‘97 Special Edition will be Ray Tapio’s last issue as Managing Editor. “Now that the company is off and running, it’s time for me to step back and let the experts do their work,” said Ray. The issue is slated to expand CH’s Stalingrad coverage with a historical map of the Grain Elevator sector being bundled with the magazine.

His replacement is Walter Green, a long time ASL hobbyist and a New York attorney.

CH ISSUE PL 2.1 FREE TO ALL PL 2.0 OWNERS

After months re-tooling, fixing and tweaking, Platoon Leader 2.1 is now complete and available for free from CH.

Spearheaded by Kurt Martin, this project included suggestions and comments from dozens of PL players and incorporates the PL2.01 fixes (printed elsewhere in this issue - Pete) along with many new improvements.

Anyone who did not purchase PL 2.0 direct from CH should write, fax or e-mail their address and the name of the store or retailer they purchased their copy from to receive the free update.

Those wanting the Chapter divider and CG ‘Sunrise Bridge’ that came with PL 2.0 and TAHGC put on the market. The cover-
munity will support quality products that we and TAHGC put on the market. The coverage of previously neglected battles is also helping increase the number of ASL players worldwide. We look forward to working with TAHGC to keep the hobby alive and thriving for years to come.”

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CH’S NEW EURO PACKS

Euro-Pack 2: The Battle of the Bulge and Euro-Pack 3: Late War ‘44-’45 consist of scenarios obtained via CH’s agreement with Philippe Leonard, publisher of the now defunct ASL News. Both packs have limited print runs and re-prints are not planned (indeed ASL News Pack 1 is now out of print).

Other new CH products in the pipeline include Kaminiski Brigade, First Alamein I and Wavells 30,000. No details have been released on these yet.

SHANLEY’S HILL

The final ALL AMERICAN module, Shanley’s Hill, should be out any time now. The map centres around the second of the two vital bridges across the Merderet River that the Allied needed to take to move inland (the first bridge, at La Fiere, being shown in the Kellam's Bridge module). On one side is Hill 30 (rendezvous site for the 508th Parachute Infantry Regiment), on the other the open countryside around the small town of Chef-du-Pont, as well as the Paris to Cherbourg railway line.

Ten scenarios will be included, with a pair being playable in an hour, and one featuring General Gavin and (using existing game components) a moving train complete with locomotive, wagons, and FlaK wagon!

FORTRESS CASSINO

Having analysed the results of their "most desired HASL" survey, Heat of Battle have begun work on a Cassino HASL module. They are currently looking for "a few good play testers who have the guts to throw six-sided grenades. Any volunteers? You should know, that the pay ain’t bad...but, the work IS! -?" to quote Eddie Zeman.

If you are interested, he can be contacted on 714-662-1902 or by e-mail at ERZEMAN@AOL.COM.

CENTRAL STALINGRAD

Tom Morin and Don Petros are currently working on a Central Stalingrad module for AH/MMP. This should not be confused with the CH product Dzerhinsky Tractor Works, even though both are based on maps drawn by Don.

Don is currently revising the 50 by 40 hex map based on new photos and a detailed street map of downtown Stalingrad recently unearthed. It covers some of the most bitterly contested real estate of WWII, including Pavlov’s House, The Central Railway Station, The Univermag Department Store (where Von Paulus surrendered), the Central Ferry Landings, the U-Shaped House, and the Specialists House.

8 scenarios have been developed and work continues on 5 more; 2 campaigns are ready for play test and there is a possibility of a third.

They hope to have the project ready to turn over to MMP by 1999 for additional play-testing and fine tuning.

NEW BUNKERS FOUND

The second issue of Dispatches from the Bunker is now available. The 12 page newsletter contains two new scenarios (“Unhappy Trails” is a two parter based on the struggle for the few native trails leading inland from the Marine beachhead at Bougainville, while “Devil’s Play” is a running fire fight in Tunisia between Frost’s Red Devils and the Fallschirmjaegers of Koch’s Green Devils), both of which use a new format which uses text instead of counter art to avoid infringing on AH copyright. The issue contains design notes and analysis for the scenarios, an analysis of CH’s Gambliwex: The Feint CG by Jim Torkelson, a look at the New England ASL scene, Tactical Tips for Veterans and Novices, play test news and a look ahead at future projects.

The third issue is expected to be out any time now and will contain the first in their ‘twin’ series on the Philippines Campaigns, which sees remnants of the Philippine 71st Infantry division fleeing the Japanese near Lingayen Gulf. The other scenario will be the second in the Leibstandarte Series, a clash over a town’s marketplace in the Dunkirk perimeter. There will also be an in-depth analysis of the RB scenario ‘One Down, Two To Go’.

A one year subscription (four issues plus a free copy of issue 1) is $13.00 ($15.00
THE FRENCH FIGHT ON

Le Franc-Tireur #3 is scheduled for publication any time now, and will focus on the Norwegian French/English expedi¬tionary corp.

Issue 4 is scheduled for publication in mid 98, and will be mainly composed of material connected with their forthcoming Provence Pack scenario pack.

SCHWERPUNKT 3

The Tampa ASL Group is currently play-testing scenarios for the upcoming Schwerpunkt Volume #3 and are inviting all players regardless of skill level to join them.

If you are interested in participating send Evan Sherry a brief message about you or your group and he will send you a draft scenario to start testing. He can be contacted at Sherry Enterprises, PO Box 3, Ruskin, FL 33570, United States of America, or by e-mail at EvanSherry@aol.com.

DYO ASSISTANT PROGRAM AVAILABLE

DYO Assistant for Windows Version 3.0 leads players through the creation of a random scenario and the purchase of forces using the Chapter H rules and the DYO article from The General Vol 24 No 1. All data, including RF, for every vehicle and gun are included in the program, and the user is lead through the purchase of forces, including SW generation, leader exchange, and equivalent infantry in a process that takes about five minutes. The program can also generate SASL missions automatically, dramatically cutting down on set up time.

The shareware version of the program contains only the Italian and British OB’s, while the full version costs $25.00 and includes printed documentation and upgrade notifications. The next upgrade is likely to follow the release of the Axis and Allied Minor OB’s.

Contact Tim Kitchen at 9228 Fetlock Dr., Mechanicsville, VA 23116, U.S.A. Telephone (804) 550-3911 or by e-mail at kitchent@erols.com.

EVERYBODY SALSA!

SALSA! (Solitaire ASL Assistant) is a game assistant program for Macintosh and PC users which automates the SASL die rolling sequences such as S? Activation, unit selection and attack and movement priori-

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OPERATION NEPTUNE

THE BATTLE TO CROSS THE SEINE

Following the destruction of the German forces in the Falaise Pocket in mid-August 1944, the British XXX Corps came upon the Seine at Vernon, a small town some 50 miles from Paris. Across the river lay the suburb of Vernnonet, behind which a steep 300 foot chalk faced escarpment dominated the river and both banks.

Aerial reconnaissance showed that both the railway bridge and the road bridge had been destroyed, although the latter had been hastily repaired by the Germans. In theory it was passable to infantry moving in single file, although they would be completely exposed to enemy fire while doing so.

Intelligence sources estimated the German strength to number some 250 men in and around Vernnonet and another 250 some 2 miles upstream in Giverny, both detachments of KG Meyer of the 49th Infantry Division They were armed with an assortment of MGs and 20mm flak guns, but lacked any tank support, and possessed few 88s or mortars.

The job of forcing the Seine was given to 129 Infantry Brigade of the 43rd (Wessex) Division, who had spent over two years prior to D-Day practising such operations. The crossing would be made in storm boats and DUKWs, and a ‘borrowed’ squadron of Cromwells from the 11th Armoured Division’s 15/19th Hussars was available to provide tank support.

On the evening of August 25th, as the French 2nd Armoured Division liberated Paris, the British launched Operation Neptune, an attempt to force a crossing of the Seine at Vernon.

Andrew Saunders, designer of the scenario ‘VTITI High Danger’ is working with Nigel Brown to bring this action to ASL in the form of a Platoon Leader Campaign Game. Using mapboards 7, 19 and 2 and a series of overlays designed especially for the pack, the CG is played over six CG Dates spanning the three day period of the battle.

No release date has yet been determined, but the pack will contain a set of full colour overlays, a CG Card and a historical booklet detailing the action in more detail.

Although designed for use with PL1.0, it is planned for CH to develop the module for use with PL2.1 in the future; anyone purchasing the PL1.0 version will receive a discount if they wish to upgrade to the PL2.1 version.
Fire Group '97 took place over the weekend Friday November 8th to Monday November 11th. 29 people turned up, coming from all over France (even from Lille which is 1000 Km away) despite the trucker strike which blocked roads across France throughout the weekend. Most of the best French players were there, except maybe Omar Jedaoui, who is currently working in Moscow.

Of the 29 participants, 27 recorded at least one game for the tournament. On the 3 organisers (Jean-Claude Lallemant, Franck Reinquin and myself), only Franck was able to play a non-competition game, since we weren’t supposed to participate to the tournament, and had very little time left with all the organisation, referee task and logistic (mainly the food service...).

The atmosphere was real cool, with playings that were all correct, honest and humorous. Every participant received a prize at the end and a joined meal happily concluded this event.

The only complain I’ve heard were about the scenario length (none, except the fifth were tournament sized), and this was a little annoying since the players only saw the scenario for the first time at the beginning of each round. This fact gave the players little time to prepare their defences on brand new scenario and favoured slightly the attacker side. Another little complain (by a minority) was the tournament director’s decision to randomly assign sides to each player and to retire the balance from play (this was done after a pre-tourney survey to save some time choosing and balance bidding and to make players concentrate on their side as soon as they saw the scenario).

The six scenarios on offer were played a total of 69 times. At least 2 of the Defence losses in the last round were caused by a misunderstanding of the 1st VC :-(( Afterward, it seems that Scenario PP1, PP8 and PP6 favour a little the Attacker side. This should be corrected with minor alterations and will be soon...

We also asked each participant to note the balance on a 1-5 basis (1: favour strongly defender side 3: Even 5: favour strongly Attacker side) and to note also the “fun” of the scenario (from 1: boring to 5: a must).

And now the tournament ranking - congratulations to Francois Boudrenghien, who made the perfect tour with 6 wins. Records are given in Win-Draw-Losses. Points are awarded 5 for a win, 2 for a Draw and 1 for a loss.

Many thanks to all players and I hope we meet soon in another place. Next time I WILL play!!!

Laurent Cunin, CNES DGA/T/SH/QTIS/GC, 18 Av. Edouard Belin, 31055 TOULOUSE CEDEX, FRANCE. Tel (33) 05 61 27 45 41, email Laurent.Cunin@cnes.fr.
PROVENCE PACK PREVIEW

Laurent Forest

The scenarios in use at Fire Group ’97 form half of the set due to be released some time later this year as a Provence Pack scenario set (Here at VFTT, I am working with Laurent Cunin to produce an English version of the pack - Pete). With that in mind, I thought I would give you my impressions on them.

Scenario PP1 : Cut The Road To Marseille

First game, first defeat! I played the German. My defence was too concentrated around 17R4. Despite a foxhole placed at the cross road on board 17, an error of my opponent which removed the “surprise” status during turn 1, a lucky shot that killed his 9-2 and reduced the commando, and an efficient sniper who recalled 2 half tracks, I conceded on turn 2. I was unable to deal with the AFVs which ran into my own hexes. Actually, my MGs were “frozen” by the AFVs that my PFs did not hit, and my Mtr were not Recovered (I could not be always lucky). So the enemy Infantry could move without real opposition on turn 3. An interesting and difficult defence, but also very static and sometimes frustrating.

Scenario PP3 : La releve du Viet

The “hottest” game for me. I played the German. As the US defence did not give me any hope to stop their exit, I decided to control the French on board 15 as possible. I carefully attacked on the South and finally controlled 15H9, 18, K8, K10, M9, O3 and O10 on turn 4.

The US Mtr were well placed but strangely concentrated their fire on my HMGs (they would have been more efficient on my assaulting troops in the woods or vineyards).

In the process, I broke my 2 light Mtr and my AA Gun. With the French reinforcements, my opponent immediately counter-attacked. I withdrew step by step.

The last stand on turn 7 was around 15O10 where all his attacks failed : every MMC but 1 HS ADJACENT to 15O10 was broken or pinned. My 2 squads in O10 Ambushed and killed it in CC. Phuoooo !

Scenario PP6 : Hurdling Under A Leaden Sky

I played the German. I rushed into the village with no real opposition (what could 3 HS do vs 10 squads ?) and sent my 2 MMGs with crews to 41FF8 (from where I set 2 Fire Lanes to 15T4). My MMGs slowed the arrival of French reinforcements. I felt self-confident. Too self-confident ...

2 OBA on turn 4 broke 3 of my squads, pinned another and left the French undamaged. I was too dispersed among the buildings. He counterattacked with all his forces on board 41 (about 6 squads) and engaged in CC. Happily (for me), the CC and the following Hand-to-Hand CC turned to my advantage (for instance, 1 of my squads killed 3 squads and 1 leader). My opponent conceded on turn 6.

Scenario PP7 : A Hunter In A Hurry

I played the French. I decided to launch my main attack to the hill on board 2 along the 2GG5-2T2-2M5 axis, and a minor attack to 2V8 to avoid German reinforcements on my main attack.

Strangely, the hill was not heavily defended and I totally cleared it in 5 turns with few losses (including 2 M5A1). But all the Guns were still hidden!

Then, my Infantry descended the hill to the woods and vineyards (towards 3J9 and 43BB3) to search the Guns while my AFVs went down to 2B5 and 43GG5 (out of the German set-up areas). My Infantry eventually found the Guns and destroyed them with some losses. My AFVs easily exited the map on turn 8.

Scenario PP8 : A Little Bit Closer To Heaven

I played the French. On turn 1, 8 HS rushed up the hill to test the German defences (concealment, Trench, minefields, ...) and most of 4-5-8 attacked carefully on the right flank. 2 AFV on each flank moved out of LOS of the AT Gun.

On turn 2, everybody climbed the hill as quick as possible, preceded by the AFVs. A short but efficient attack: at the end of French turn 3, there was no German unit on the map any longer and the whole hill was secured. The German reinforcements were too late and could not save the day. Actually, the defence was too concentrated on the Crest Line on level 3 with no path for withdrawal or rout.

Scenario PP10 : A Cab For Sainte-Anne

I played the French. I decided to give up the board 41 and concentrated my attack on board 20.

As a diversion, I launched a small attack on board 41 but it quickly failed as a Fate MC killed my 9-2 on this board.

The Germans stayed static. I put my

Continued on page 10, column 3
RETURN TO THE TRACTOR WORKS

William Cirillo

In a nutshell Dzerzhinsky Tractor Works covers actions from October 13 - 15, 1942 in Stalingrad around the Dzerzhinsky Tractor Works, between elements of the Soviet 37th Guards and German 305th Infantry Division supported by tanks of the 14th and 24th Panzer Divisions.

DTW is part of the Platoon Leader 2.0 series. The four scenarios included with the module do not require previous ownership of PL2.0, but the two CG will require it. Additionally, ownership of Red Barricades is required as the DTW rules reference the RB Rules and SSRs.

THE RULES

For $24.95 (retail) you get 2 pages of official PL2.0 Changes and Clarifications (PL2.01) which are available on the Critical Hit web site and also printed in this issue of VFIT and four pages of rules specific to DTW including:


2.1 Rail Hexes - The DTW rules for Railway Embankment hexes are different than those given in RB. Basically, if you’re a moving target in a Railway Embankment hex you receive no benefit, if you’re a non-moving target you receive a +1 TEM to fire crossing the Railway Embankment depiction.

2.2 Railroad Cars - DTW introduces us to Railroad Cars, basically the depiction represents a Level one obstacle with a +2 TEM which can be entered or bypassed by infantry. Some areas of the mapboard are loaded with Railroad Cars causing a pretty dense area with limited LOS.

3. Machine parts yards - Similar in nature to lumber yards, +2 TEM, half-level LOS obstacle.

4. Fountains (water not soda) - +1 TEM, half-level LOS hindrance depicted by small circular walls located in the middle of a road hex. Ideal for tossing coins in, but not surviving against OBA (0 TEM vs. Indirect Fire).

5. Wooden Fences - similar to hedges.

6. Tractor Works Factories - Similar to RB Factories except that Rail Embankment entrances also serve to make a building a Factory. The biggest change is that ANY Building that has all of its ground level Locations fortified with a Commissar inside is defined as a “Fanatic Resistance Nest” (sounds like bugs Mister Rico) in which all Russians are considered Fanatic.

7. Partially Rubbled Buildings - major mod is that any direct fire that crosses a partially rubbed building hexside into an upper level Location of that building receives a drop of 1 in TEM (i.e. Stone TEM now +2 instead of +3). I like this rule as it penalises those guys hanging out in an exposed room against incoming fire.

8. Debris - same rules as RB.


10. Squares - treated as Boulevards.

11. Gravel Piles - same as Rail Embankments.

12. Storage Tanks - same as RB.

13. DTW Cellars - same as RB.

14. Single Hex Two-Storey Houses - same as RB.

15. Tractor Works Campaign Games - Introduces several modifications and variant rules to the PL2.0 system for use in DTW. The most important variant rule is the introduction of Machine Gun Crews and Support Weapons Teams. The rules and penalties are similar to those governing Japanese crew and squad usage of HMGs and MMGs, but also include L/MT/ATR/MOL Projector usage. This rule really penalises squad usage of HMGs and MMGs to form large kill stacks.

16. Rules References - notes that all RB SSR are in effect.

In summary the new rules are pretty tight and easy to incorporate. The only question I had was about some of the wording governing the Machine Gun Crews and Support Weapons Teams. I think there are a couple typos in the rules covering these sections. Or I’m an idiot who can’t seem to comprehend them, too close to call. [9.5 out of 10]

THE MAP

Nice map.

Okay, I’m just kidding. This is in my opinion the finest ASL map produced to date. It’s beyond really cool or wow. The map is like a piece of art with a hex grid laid over it. You just want to lay that map out and kind of appreciate it from a few different angles before laying those units all over it. The colours are more muted than previous maps and the whole mapboard seems to flow from one end to the other like a real colour photo of the area would. Some of the features I especially liked were:

The rubbed building hexes include some remnant of the original building still intact with the resulting rubble strewn about in the correct damage pattern.

The Railway Embankment hexes look like actual rail lines. (Stirred the old model railroader in me).

The debris hexes are much more subtle on the RB maps.

Don Petros has my vote for ASL artist of the year.

The only issues I had with the map are minor. The first is that as was mentioned earlier some of the hexes are not proportional, but not enough to be bothersome.

The more nagging problem is that some of the outer factory hex depictions do not cover the centre hex dot. This allows the unusual ability to fire down a building from non adjacent building hexes of the same building. I’m pretty sure something should be decided about the validity of this tactic.

Finally the hex size is ¼”.While a little small I had no problem moving my units around during my first playing. The map is 37 hexes by 40 hexes, roughly the same equivalent size in game terms as the 2 RB maps which total 36 hexes by 45 hexes.

Map [9.95 out of 10]

THE SCENARIOS

The four scenarios are a nice mix in terms of size, unit make-up, and Victory Conditions. Three would be considered mid-sized, while the last is somewhere between small and mid-sized. Two of the scenarios have Victory Conditions that allow for an immediate victory while the other two place a cap on the number of CVP that can be lost by the attacking side.

Firefight TW-A: The Fortress - 6 Turns
Playing area: 9 x 20 hexes on the western map edge
Forces: A mix of 14 squads (458, 447, 527, 628) and 8 crews with plenty of MGs and fortifications to go around defend the West entrance to the Factory works against 10 German Squads reinforced by 6 Pioneers, 5 tanks, some Battalion Mortars, and the ever present Stukas avec buoms. Oh yeah, the Russians get to draw twice secretly in order to enhance their forces. Capabilities range from .50 cals to MOL usage.
Objectives: Take one really nasty building and win immediately or take 7 out of 8 not so nasty buildings by game end.

Firefight TW-B: Rattenkrieg - 6 Turns

THE CAMPAIGN GAMES

Playing area: 15 x 40 hexes down the left-middle portion of the map (did I mention how nice the map is?)

Forces: Another mixed bag of Russians (458, 447, 426, 628) backed up by a HIP immobilised OT-34 (careful Franz that’s...hot! never mind) against 14 German squads (548, 468, 467) backed by 4 tanks. No Stukas. No buums.

Objective: Take 3 out of 4 buildings but don’t lose to many guys doing it.

Firefight TW-C: Before the Storm - 5 Turns
Playing area: 18 x 14 on the southern edge of the map
Forces: 15 mixed Russian squads and a couple of HMGs attack from the north, 3 T-34 M4ls enter from the south, and an assault engineer with FT and buddies reinforce from the east on Turn 2 against 12 mixed bag German defenders backed by an AT gun, 2 tanks, 81mm OBA and the ever popular Stuka avec big buum.

Objectives: Take the large Factory behind door number 1 and go home immediately or stick around to the end and take 3 out of 4 multi-hex buildings from the cold dead fingers of the stubborn Nazi defenders.

Firefight TW-D: The Housing District - 6.5 Turns
Playing area: 17 x 26 hexes in the upper north-east corner of the map
Forces: 7 Russian squads and an AT gun valiantly try and hold out against 12 German squads, a tank, and a PSW 222.

Objective: Take 14 of the 19 multi-hex buildings without incurring to many loses.

THE CAMPAIGN GAMES

CG-TW1: The Volga Corridor - 6 Scenarios (from Dawn on Oct. 14 - Dawn on Oct. 15)
Victory Conditions: Either control a number of cliff hexes overlooking the Volga or control greater than or equal to 7 Factory buildings.

CG-TW2: Seizing the Factory - 5 Scenarios (from Dawn Oct. 15 - Night Oct. 15)
Victory Conditions: The Germans need to 10 of the 13 numbered buildings on the map AND control a number of Level 1 cliff hexes. The Russians can win at the end of any Scenario by not letting the Germans control the proper number of cliff hexes.

In summary the Scenarios all look highly playable and challenging for both sides. I’d replay the scenario I played on Saturday as either side which is about as much praise as

Continued on page 10, column 3

THE TRENCHES 9
elevator but he was heavily engaged by Scott and Andy, and Mike decided to attack the weakly held German south instead of redeploying around to the elevator. During the next PFPh, Rich fired at the elevator with the 81mm MTR, but the only Russians were at ground level now and he could only see levels 1-3. He fired and got a hit, but those hits can’t affect the ground level because there are no other units (C3.33). He started arguing with me. Since he already used his free challenge, I dropped the sniper dr - 1. The MTR crew was now broken. All the players [EXC: Rich] erupted at the spectacle. Funny, I didn’t get any rules challenges after that.

This was the key juncture of the battle. The elevator garrison was diced down to one squad and only Carl offered any support to the elevator. Rich saw the opportunity and raced his force to the front of the elevator calling for the rest of the Germans to follow. Rich absorbed some losses going in, but he made it there with enough forces to make it work, especially if Jim and Andy followed suit. When the MPH was over, Rich looked back and saw his compatriots waving from the protection of the buildings which they occupied the turn before. No one reinforced his move! The Germans gave away most of their advantage in this one turn. They were still in a good position to win, but it was now fairly close.

Turn five saw the Germans finally assault the elevator with Jim, Andy, and Rich’s (depleted) forces. They wrestled control of most of the elevator away from the Russians but the Russian were going quietly. Carl and Dan were starting to feed some forces back to the elevator, but the Germans were still in control. Mike was pushing his guys into the German southern flank, distracting some of Scott’s forces in the process.

Turns six and seven saw Jim, Andy, and Rich really gain firm control of the elevator’s key hex but they forgot to try and exit anybody! Jim had the opportunity to slip a few guys past Dan’s broken defenders in the North, but instead opted to lay into the elevator with all his forces.

Late in the game, Rich wanted Andy to do something so he just blurted it out because he thought it was so important that it was worth risking a sniper roll. He didn’t pay for that one.

The game ended in the middle of the last player turn with the Germans in control of 12 VP of Grain Elevator and the possibility of getting 2VP from Russian held Grain Elevator hexes. The Germans needed 15VP to win. Somehow, the Russians won despite being pounded into next week by nasty German MTR. The Germans did have one reinforcing tank that could have exited (worth 6VP), a missed opportunity. A very exciting scenario that could have been won by the Germans as easily as it was lost.

The entire scenario was finished in three hours. It slowed a tad towards the end because there was some beer being consumed by some of the players/referee. All the players did a great job adhering to the spirit of the scenario.

I was impressed by the fact that expert and newbie players could both enjoy and contribute to the scenario. Many multi-player games that I have seen featured experienced players “taking control” of the newer player’s forces through suggestion. This resulted from the frustration of the more experienced players watching newbies under utilising their dice. Of course, this tends to frustrate the newbies because they no longer feel like they are contributing, but rather they felt like marionettes. This didn’t happen in this game because no one was sitting around watching what there teammates were doing, they had to concentrate on what they were doing.

I found it interesting that the Germans didn’t win because their attack wasn’t as coordinated as it needed to be. How many times have we read that in history? I think this scenario showed the difficulty of coordinating your forces. This is something that you don’t see in a regular one-on-one scenario; somehow, each squad coordinates its move perfectly with every other squad (in theory anyway). I enjoyed this scenario immensely. I hope all of the players did as well. IMHO, this made the whole weekend worth the trip (combined with the fact that I got to see old friends). I have to admit that my head was spinning by the end of the scenario and this was not alcohol induced, either.

I hope to run this again at BERSERK ‘98 in March if there’s interest and time. Then again, it only takes about 4 hours including set up time. I had fun doing it once, so I’d like to do it again. I even have some improvements to the process.

RETURN TO THE TRACTOR WORKS
Continued from page 9

I can give any scenario. Will I ever get to play any of the campaign games? I hope so, they’re both small enough that a few days of solid play should take care of one of them.

[Scenarios: 9 out of 10. A couple more scenarios would have been nice, but I understand that the CH Special Issue has a few more.]

Well, that does it from here. If I missed anything or got something wrong it’s my fault and I’ll apologise now. All in all I feel that DTW is Critical Hit’s best product yet and ranks right at the top with any ASL purchase I’ve made over the years.

[Overall score 9.5 out of 10]

PROVENCE PACK PREVIEW
Continued from page 7

reinforcements in the battle as quick as possible. I began my attack on turn 4 on board 20, near of the board 41, in order to cut the German forces in two parts. It worked slowly until turn 5. Then, the front collapsed and I rushed into the buildings “from the rear” (along the 20Y2-20FF2-20EE8 line). My opponent conceded at the end of turn 6. I think the German was too “shy” and should have attacked on board 20 (on my right flank) during turns 1 to 3.

Overall, the scenarios were perhaps a little long for tournament play but they were very interesting, creative and varied.

 laurent Forest puzzles over how to get “A Bit Closer To Heaven”. 

Ω  

Ω
**WINTER OFFENSIVE ’98**

**MMP’s ASL Tournament**

*Perry Cocke*

First the facts, then the story behind the headlines.

Champion John Slotwinski 5-0 En-graved Dice Cup, $50, some trinkets (1997 Annual, Winter Offensive coffee mug).

Runner Up Alan Bills 5-1 $30, simi-lar trinkets

Third Place Jeff Coyle 4-1 $20, trin-kets

Winner of four-round single elimina-tion mini-tourney Scott Drane Engraved Dice Cup, trinkets

Second Place Neil Stanhagen trinkets

Winner of three-round single elimi-nation mini-tourney Lee Neeman Engraved Dice Cup, trinkets

Second Place Jeff Shields trinkets

Total paid attendance 60, plus staff plus several “just looking”

Congrats to the winners, all of whom are familiar to regulars at Winter Offensive. Everyone had a good time, as usual. Thinking about re-naming tourney to “Winner Offensive”. Everyone there acted like a winner.

Highlight of the weekend: Brian launches a width of the (deluxe) board Banzai vs Matt Noah in Tiger of Toungoo. 15 hexes if it were one.

Low point of the weekend: repeated banal banter between them, often across the room.

This one will be recorded as the “friendly” Winter Offensive. While attendance was down about 30 percent, gaming space was down almost 50 percent. The tables were closer together than we would like, but there was plenty of table of space to play on—space to spare in fact. Everyone sucked in their guts a bit and thrived.

The 16-player four round mini started at 1600 and everyone arriving in the after-noon was encouraged to join in. Supply equalled demand, as we got up to 16 players without having to turn many away. The first of the four scenarios - ‘A Stiff Fight’ - was the most straightforward of the bunch, with a combined arms Japanese attack required to clear the Brits from being adjacent to the woods-road. It was also the scenario that we are changing the most post-tournament.

Round two featured a similar combined-arms Japanese attack spearheaded by CHI-HAs (but with trucks also) required to exit the length of a board vs 1st-line Brits and Marmon-Herrington MFF armoured cars - with a 4 CMG MA and the turreted ATR (the latter) secondary armament. Plink, plink, plink vs the CHI-HAs. ‘Armored Fist’. Dicey. Some small OB changes should tweak this just right.

Round three on the deluxe hill (no hedges) with a turn one Human Wave from the Sikhs ‘In The Old Tradition’. How much survives the first turn says a lot about how the game will go. Looks good to go.

Round four was on a colour copy of the new city board for *Doomed Battalions*. ‘Jungle Fighters’ found the Japanese finally attacking into Singapore. Both side enter from the south (?) and the winner exits the most VP across the length of the board and off the north(?) edge. Scott Drane’s British whittled down Neil Stanhagen’s IJA - the Konoe Guards(?) (3-4-7s with ELR 5) till there wasn’t enough left to out-exit Scott. Reportedly, things would have gone better for Neil if he could have gotten more Smoke. All hail to Scott Drane, winner of the first-ever WO mini-tourney.

The second mini kicked off 0900 Sat-urday with 8 players going through the same first three hoops. We dropped ‘Jungle Fight-ers’ since we only had the one colour copy of the board. Lee Neeman took out Jeff Shields. Lee has come down from Maine to the “sunny south” with his buddies Bob Dyer and Ted Wilcox for several years now. The weather in Bowie was perfect - not good enough to entice anyone to play outside, but otherwise fairly innocuous. Dan Wellhausen from Pittsburgh and Dave Ginnard and Mike Daniels from Cleveland had a bitch of a drive in the rain, but the North Carolina contin-gent (Darrell Wright, Scott Blanton, Locke Monroe) had smooth sailing. Scott Drane once again had trouble flying in from Chi-cago, but at least his plane didn’t turn around when it got here like two years ago. Kent Smoak’s plane from LA was delayed, and Eddie Zeman got lost in the airline shuffle and didn’t make it, to our disappointment.

Scott Blanton finally won a game at WO, immediately dropped 3 straight and then won another. This year’s official newbie Dave Thiesen went 0 for WO but kept on smiling; he seemed to be having fun. Our other newbie of note was Thomas North who received a copy of *Pegasus Bridge* (complete with the Night Rules Playing Aid that he was borrowing) for winning the WO quiz - match up nation with nationality symbol and name 4 AFVs from the their overheads. No one named the Marmon-Herrington MFF. Thomas missed 2 out of 20 to win by a margin of three over perennial quiz-mester Kevin Meyer.

By late Saturday night things were starting to sort themselves out. Alan Bills had stayed out of the minis and was 4-0. Jeff Coyle lost (to Mike McGrath) in the first round of the mini (which didn’t count against his overall record) and was 4-0. Scott Drane picked up 3 victories by virtue of winning the four round mini and was also at 4-0. The only 3-0 with a shot to compete was John Slotwinski, who had had two long scenarios Saturday, A Breezeless Day vs David Earle and ToT’s ‘Thunderbolts’ vs JR Tracy. Yousse House regulars John Appel and Ken Dunn had done well, going undefeated overall until running into, respectively, Coyle and Bills,
I am sure some of you will be interested in the recent Berlin: Red Vengeance CG I played against my brother and his flatmate, so here is a mini-AAR of the game.

Bear in mind that there are a few problems with the rules that Heat of Battle seem to be ironing out along the way. Also, we are not real respectors of the perimeter rules. We try, but sometimes it just seems like a lot of hard work for not a lot of fun. If it seems fair, fair enough!

INITIAL PURCHASES

Having taken the Russians, my initial purchases revolved around the plan I had for the assault. Obviously the first priority is to secure the north bank and place the bridges under fire. The next objective is to capture at least one bridge intact. Since the Germans can only use one OBA module at a time, it would be best to capture two bridges, so that the OBA cannot totally interdict the crossing.

For this reason I’m mainly looking at capturing the Marshall and Kronprincen bridges, with the Moltke as the backup.

Bridge Protection 28CPP
18 Gd HW Pltn G3 MTR Sect S1 Sturmovik O1 Bn Mtr OBA O7 Spotter Plane
Recon 2x I6 Moabit Prisoners 8 CPP Assault 42CPP V6 IS3 Ptn V10 ISU 152 Ptn 2x II Rifle Ptn I2 Gd Rifle Ptn O5 Katyusha Barrage O6 Pre-Reg hex

THE PLAN

My primary entry area will be between S and MM, with the .50 cal HMGs moving into T1 Level 1 in the first turn. These MG will take the Moltke under fire. I expect to add the 82mm Mortars firing from around the roofless building in T4 (these guys will also be useful at night firing IR and later for Smoke). Other MG units will move up to take the Kronprincen bridge under fire from around T4 as well. The Spotter plane will be directing the Bn Mtr OBA at nasty engineers setting Demo Charges. Later on, the Sturmoviks will take over this job (I hope).

The ex-Prisoners are there to secure the two flanks and search out the evil Nazis. With concealment, they will look a little more impressive than they are, and will take the brunt of the initial losses whilst searching a lot of ground.

The Assault elements are a roving force that will threaten to cross either the Kronprincen or the Marshall bridges. The Katyusha will be pre-registered on EE18, and I’m a little worried about the spotter for this. I’d have preferred an Off-board observer, but as needs must. If the Germans set up Engineers on this bridge, I’ll let fly straight away, but otherwise I’ll wait till I’m set up and ready to go.

I’ll bring an IS3 on down to EE2 to take the Marshall Bridge under fire and kill the armoured cupola or AT gun I expect to see on the street. The other assault elements will work their way down under the S-Bahn overwhelming any German positions on the North Bank.

Overall, I don’t expect to cross the Spree in the first scenario, but I do want to secure the north bank east of the Hohenzollern Canal.

Hopefully I have a good piece of the North bank West of the canal as well. Mainly, I want to protect the bridges from destruction. Oh, and kill some Germans.

THE RESULT

Well things went pretty quietly overall. A Pike blew a Panther D (with a 9-1 Armour Leader) Dug In along the EE Road to hell, and due to a misunderstanding, the German Engineers that had tried to use Set Demos in set-up didn’t. Only 1 Sturmovik arrived and achieved nothing of significance.

Overall though the north bank is mostly secured east of Hohenzollern Canal, all 3 bridges still intact.

Russian losses were a Pike Malfunctioning the MA first shot, and disabling it in the RePh. A German 88 CH destroyed a MMG and crew, and sent my 9-2 leader berserk; he then ran to his death. Two other crews were destroyed by MG ROF directed by German 9-2’s. The Artillery Spotter plane was shot down by Heavy AA. Some prisoners died. Two ISU-152 are marked with Low Ammo and no sign of any more ammo.

Russian turn 3 Prep Fire sees smoke for the SU-122 and the 70mm OBA to cover the bridge crossing. The King Tiger has recovered, and for once the JS3 fails to shock it. The .50 cal continues the terror, putting a 1MC on another SS squad with a PSK, another DR of 12 sees it also ELR & CR. A hit on the Reichstag with the 203mm HE sees a Russian crew & MMG KIA. The Germans are dying like flies, but I have to cross the bridge with infantry, and the King Tiger just won’t die.

For the second scenario, I go Idle and buy a lot of reserves. Personally, I don’t fancy crossing the bridge at night. I have smoke OBA and intend to use it, and I would prefer using massed firepower.

CGS

My plans this time include making assaults on both the Kronprincen and Marshall Bridge, or maybe even the Moabit Bridge if not well defended. I place some 203mm artillery pieces in fortified buildings well forward to fire at the Reichstag.

I plan on buying a pltn of T-70s to cover my bridge crossing, and I get the Supplemental armour for this scenario as well. My concern is that with the supplemental armour they won’t burn as well.

I am deeply concerned about the state of the Russian ammunition supply, for it seems that no provision is made for re-arm the Russian tanks.

Things go steady as we get to Turn 2, with three T-70s and two T-34s streaking across the Marshall bridge after a Katyusha had cleared the wire and minefields. A JS3 had SHOC’ed a King Tiger and the Russian 203mm Artillery was pounding the Reichstag.

German Turn 2 was a sad affair of the Germans missing virtually everything they fired (and intensive fired) at by 1. The only hit, an 88L bounced off the front of an SU-122 (not easy to do, you have to hit just the right spot!)

German movement was fairly sedate, with only a German SS with PSK moving up to hit the T-70s. The Russian .50 cal HMG directed by a 10-2 squeaked in a shot, a 2MC. He promptly rolled a 12, ELR & CR.

Russian Def Fire was pretty ordinary, the JS3 shocked the King Tiger again.

German advance was essentially back up into position, with several Germans moving up the the front of buildings to cover the Marshall Bridge.

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First thing in movement, a T-70 moves behind the King Tiger, halts to fire, loads APCR and puts a round straight up the cat flap of the King Tiger. Critical Hit! Burning Tiger! T-70 crew goes wild because they
know that Stalin will give them a better tank now.

This is too much for my opponent though. He resigns after shooting Hitler, blaming his dice and my brother’s lame set up for his woes (and the set up was pretty lame).

So suddenly it’s over!

We plan to start again soon, this time with a better grasp of the special rules and the terrain. I will be the Russians again, whilst there will be only one German this time (my brother having gone back to Canberra).

This means I need a new plan. Any thoughts? I still think that two crossing points are needed, and may try for the Kronprinzen bridge in the first scenario next time. The Moabit bridge initially seems the toughest, but in hindsight it is moderately well protected from long range fire by the buildings on the far bank and the curve of the river. This is probably the hardest part about crossing the Marshall bridge, fire can come from virtually everywhere and it is hard to suppress.

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BERLIN: RED VENGEANCE

Brad Luellen

After opening this up, I was immediately impressed with the counters. The colour for the Germans is almost perfect and the counter art is exceptional. The colour for the Russian Sturmoviks and 203mm ART is a darker than my other Russian counters, but I can live with it.

The counters contain 12 assorted Party leaders (German Commissars) and Gestapo leaders. The additional SMC is one for Adolf Hitler himself. What is he used for?? Well, according to BRV8.7; “HITLER COUNTER: TBA.”

Next are various armoured cupolas. There are 3 for HMGs, 3 for MMGs, 4 for the PzVG, and 4 for the PzVIB. The reverse side of the MG cupolas is for a Russian equivalent, while the AFV cupolas have a CE and a BU side.

There are four Barricade counters, which are slightly modified Roadblocks and as previously mentioned there are three Sturmoviks, and two 203mm ART for the Russians. Also included are three counters for Red Banners, four DAMAGED counters for bridges, and six Mouse Hole counters. The reverse of the Mouse Hole counters has a “Bayonet Charge” counter for our rare charges with fixed bayonets. Routing out the counter mix we get Reserve, Attack and Idle chits, one for the Germans, and one for the British (?)..

The next thing I looked at was the map. This is not enormous, which to me is a big plus. It’s 20” x 27” inches and covers the area around the Reichstag, including the Spree River. Eddie Zeman did the artwork and it is well above the acceptable level for me. Some of the buildings that are surrounded by rubble are a little fuzzy, but still nice. All the various streets are labelled, and I definitely get a ‘feel’ for being in 1945 Berlin. The bottom of the map has a turn record chart, a SAN chart, and a ‘Current ELR Loss CVPs’ chart....handy stuff.

The Chapter divider is pretty standard fare. The front side has blocks for the different forces in play, HIP units, Armour leaders, etc. The reverse side has a reproduction of the play map with the different buildings of interest annotated.

The rules section is 17 pages long and covers all the normal things you would need to play a ‘new’ module. Included are sections for the German Commissars, Gestapo, and the use of the Red Banners. Of interest to some, HTH can be invoked by either side for this module (Hmmm, all the scenarios too??).

The scenarios really interested me. They are all printed on heavy card stock and are more interesting to look at than ‘most’ cards. The Russian/German insignias are varied throughout the cards, and the pictures are interesting, if a bit grainy. Two of the scenarios are not set up to be played on the B:RV map. Even though they follow the theme of the module, they allow players to get off the map for a while and play a manageable two board scenario. The rest of the scenarios are played on the B:RV map and cover areas equivalent to roughly ½ of a regular board, up to and including the entire B:RV map.

The campaign game looks to me to be very ‘do-able’. There are 8 dates, 3 of which are night. Having glanced over it, I’d say the CG rules are a bit of RB, a bit of KGP, and the last bit added by HOB. I guess if we are going to use a set format for future HASL modules this setup would probably be the way to go, since the RePh should be interchangeable to any/all HASL modules.

All in all, I like this purchase. To bring this to a close, I would definitely recommend B:RV. If you don’t have it, GET IT!! It is

Continued on page 22, column 3
COWERING
Jonathan Van Mechelen

Being immune to cowering for many British troops is a definite advantage that cannot be overestimated. Fritz Tichy.

Let’s see if it can be estimated. The following comparison shows the difference cowering makes to the chance of breaking a 7 morale unit for some typical shots:

<table>
<thead>
<tr>
<th>ATTACK</th>
<th>W/O COWERING</th>
<th>W/ COWERING</th>
<th>DIFFERENCE</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 FP - 2 DRM</td>
<td>25.5%</td>
<td>19.7%</td>
<td>5.8%</td>
</tr>
<tr>
<td>1 FP even</td>
<td>8.3%</td>
<td>5.6%</td>
<td>2.7%</td>
</tr>
<tr>
<td>2 FP - 2 DRM</td>
<td>38.2%</td>
<td>36.6%</td>
<td>1.6%</td>
</tr>
<tr>
<td>2 FP even</td>
<td>15.5%</td>
<td>13.9%</td>
<td>1.6%</td>
</tr>
<tr>
<td>2 FP +1 DRM</td>
<td>8.3%</td>
<td>7.2%</td>
<td>1.1%</td>
</tr>
<tr>
<td>4 FP - 2 DRM</td>
<td>48.3%</td>
<td>47.2%</td>
<td>1.1%</td>
</tr>
<tr>
<td>4 FP even</td>
<td>23.9%</td>
<td>22.8%</td>
<td>1.1%</td>
</tr>
<tr>
<td>4 FP +1 DRM</td>
<td>14.7%</td>
<td>13.9%</td>
<td>0.8%</td>
</tr>
<tr>
<td>8 FP -2 DRM</td>
<td>34.3%</td>
<td>33.5%</td>
<td>0.8%</td>
</tr>
<tr>
<td>8 FP +1 DRM</td>
<td>14.7%</td>
<td>13.9%</td>
<td>0.8%</td>
</tr>
</tbody>
</table>

At the 1 FP level cowering makes a substantial difference because the shot cowers off the table. As you get higher and higher FP, cowering makes less and less difference.

If we compare the difference made by adding a squad to the attack (a 4 FP squad, say the difference between 4 up 1 and an 8 up 1), we find that adding a squad increases the odds on the attack roughly between 6% and 20%, with typical values being around 10%. This makes the benefit of cowering worth roughly one tenth of a squad’s FP. The 10% increase in FP does not increase the defensive capabilities of the side, however (the ability to survive being shot at; there are still the same number of squads to break), so adding/removing cowering can be said to change the capability of a side by something less than 10%. The exact amount is very hard to calculate because it would involve comparing the advantage of having extra squads, which would include increased ability to move and increased ability to survive being shot at.

One of the main disadvantages of cowering is its effect on Defensive First Fire to eliminate the option of Subsequent First Fire and causing all possessed SW to be marked with ‘Final Fire’ counters. There is also the reduction of Residual FP and loss of Fire Lanes. Adding these factors into a mathematical analysis would be problematic for a number of reasons.

The value of Subsequent First Fire is a complex issue. First, not every unit that First Fires has the opportunity to Subsequent First Fire. Second, Subsequent First Fire can only be conducted in normal range and only if the moving unit is not farther than another Known unit. How many times do you move a HS close to your opponent’s unit to draw fire and prevent Subsequent First Fire? In these cases, cowering won’t make a difference except for the initial shot. To incorporate Subsequent First Fire would require some kind of fudge factor to put these in with my other numbers.

Figuring the value lost for Fire Lanes is also problematic. Most players (in my experience; I’d like to hear whether this is generally true) won’t challenge a Fire Lane, especially one that is two or more FP. Instead they move around, and calculating the value of that in terms of the FP of a squad would be challenging indeed.

The value of the loss of FP in the Residual FP depends on how necessary it is for the opponent to move through the same hex. This is clearly dependent on the situation. Perhaps your opponent sent that HS out just to draw fire so his Opportunity Firer would have a target. Or perhaps he has to cross twenty squads over the bridge on this, the last turn, in order to win.

To assign a value to the loss of other FP from other weapons is also complicated. It depends on the percentage of troops that actually have additional SW as well as their value at the time of the cowering. It doesn’t really matter if your bazooka is marked with a Final Fire marker if it doesn’t have any targets anyway.

My estimate is that the value is about equivalent to about a 5% increase in the Infantry OB. Since for the above reasons I think I would be hard pressed to come up with a good new estimate of the benefit without doing much more study and work than I could do just sitting here at my keyboard, I would hazard a guess that the value would probably be in the 5-10% range, depending on the overall situation (attacking or defending, etc.). Let me point out that a 5-10% increase in Infantry squads is usually more than the balance provision for many scenarios.

No nationality has enough leaders to direct the fire of every unit or even MG. But in effect, for cowering purposes British units have an ‘inherent leader!’ Being free to fire inherent FP first against a not so juicy target, saving the MG for later/keeping the PIAT in reserve without having to fear you won’t get out a single shot of those SW can be very valuable. That frees a lot of leaders for better duties like keeping front line units in good order, moving, etc. etc.

So there is little reason to stack those zero modifier British leaders with the Elite and 1st Line Infantry in the front. Better to keep them back for rally purposes. Over-all there is less reason for a British player to expose his 7-0 and 8-0 leaders to enemy fire. Normally, I wouldn’t think of putting 0-modifier leaders on the front line, but I’ve been known to do so just to prevent cowering for a first-turn Fire Lane.

A quick tip: the wise player uses his LATWs (or Mortars) first, as doubles on the TH don’t count as a Cower. This isn’t always convenient, however. With the British (and Fanatics, Finns in Finland, etc) you don’t have to worry about it.

A final thought: another way to assign a value to a feature in the game is with a method used to economics used to compare the relative value of different goods. If you were given a reasonable force of British Infantry, how many more squads would you need in order for me to induce you to give up this special ability. Obviously you would jump at the offer to double your Infantry, and as obviously you would never accept if I offered nothing in return. Would you trade for a 5% increase in force? 15%? At what point would you accept the trade?
rate these changes. A sheet containing them included with Dzierechinsky Tractor Works.

QUESTIONS & CLARIFICATIONS
CGI Can CGI scenarios also end by mutual agreement?
A. Yes
CG12 Must Mal’f’s weapons attempt repair in every Rally Phase?
1. If you have a Leader with a Mal’f’s SW, does he have to attempt repair even if there are broken units in his Location?
A. Leaders with broken units in their hex may attempt to rally those units instead of attempting SW repair.
2. Do losses during the RePh count for Scenario, CG and DRM purposes? What about recalled vehicles?
B. All RePh losses count for the previous scenario for all purposes. Recalled units are lost but are not counted for CVP.
3. a) All vehicles currently within their VCA? Should read Any vehicle currently within its VCA
2.4 e) Don’t remove concealment counters.

REDEPLOYMENT
2.14-2.141 Which Redeployment DRM’s are secret?
A. None.
In what sequence are the DRM’s made?
1. Attacker in enemy MLR, then Defender in enemy MLR.
2. Attacker is Isolated, then Defender is Isolated.
3. Attacker in Uncontrolled, then Defender in Uncontrolled.
4. Attacker in No Man’s Land, then Defender in No Man’s Land.
5. Attacker in friendly MLR may redeploy. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Attacker may now conceal all units according to PL CG11 before Defender may look at board.
6. Defender in friendly MLR. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Defender may now conceal all units according to CG11 before Attacker may look at board.
2.14-2.141 Is a redeployed Gun no longer emplaced?
A. No - it may still be emplaced if terrain allows.
Can you dm a dm-able SW/Gun for purpose of this shift and then still set it up normally?
A. Yes.
What are the options for TCA, BU, hull-down during redeployment?
1. One Hull-down roll per AFV is possible, as are all other options of TCA/VCA, BU/CUE as per normal setup.
Can AFV platoons redeploy with one DR?
A. Yes.
Roll Random Selection for any adverse effects.
What happens if a vehicle redeployed into a building, bog or mine hex?
A. All effects of the move take place immediately, e.g. mine attacks or bog checks are resolved as soon as the vehicle is placed in the hex. Redeployment range is not relative to control, units can fly six hexes over enemy-controlled terrain.
A. Yes.

FORTIFICATIONS
2.171 Which fortifications may remain IUP without being placed on board during the RePh?
A. Minefield, Wire, Trenches, Panji, Pillboxes, Tunnels, Cave, Cave Complexes and Minefields may only be purchased before the initial scenario unless stated otherwise (i.e. by CGSR, CG Cards).

REDESIGN

CORRECTIONS
3.91-3.92 Are Reserves eligible Sniper targets?
A. Yes.
Are they released by OBA?
A. No.
By Snipers?
A. No.
Do IR count as FP?
A. No.

NOTES
Be sure to note the important changes in the form of Leader limits and units which may re-deploy within their Redeployment Range without making a DR.
In the interest of calling it a night, players may opt to skip step 2.136 (i.e., Redeployment of Units in Friendly MLR) and perform 3.5 through 3.13 on their own (i.e., purchases), followed by 2.135 - 3.4 their next time together, followed by 3.14 on.
This is the latest set of Q&A posted to the InterNet ASL Mailing List by MMP. This compilation was preceded by six earlier ones (the latest dated March 11, 1997) and includes all questions received from November 26, 1996 through June 6, 1997.

The questions below are mostly as MMP received them, although some changes have been made in order to present them in a coherent fashion. This Q&A should be treated just as if they had been mailed to TAHG/C with a SASE, in which they were then returned to the sender. Some of these Q&A are destined for publication in the next Annual.

A.14 & D5.31 May PRC that are CE claim TEM DRM instead of CE DRM when subjected to a General Collateral Attack? A Specific Collateral Attack?
A. Yes. No.

A.11.1 & A25.24 Are Partisan SMC considered to be elite units? A No.

A.11.123 Are vehicular crews in counter form (e.g., 1-27) considered to be elite units?
A. No.


A.4.2 May Infantry units not specifically listed in A4.2 move as a stack? May two Cavalry units move as a stack? Two cyclists? Two vehicles?
A. Yes. Bicyclists may. Only via Platoon Movement (for APV) or Convoy (including motorcycles and unarmoured vehicles).

A.4.51 Are all five of the listed conditions (in the penultimate sentence) for removal of the CX counter (other than “if a unit breaks”) only effective “in its next player turn”?
A. Yes.

A.4.61 Does assault-moving have any effect on how MF are extended (within the limits of moving no more than one Location) A No. B. No other than prohibiting the use of all MF.

A.7.2 If a Gun uses Intensive Fire, is the manning infantry allowed to subsequent first fire thereafter?
A. No.

A.7.353 May a HS that fired a SW in First Fire use its inherent FP in Subsequent First Fire vs a non-adjacent target? A Yes. Under the usual conditions (range, etc.).

A.7.353 & A8.31 A HS malfunctions its MG in Subsequent First Fire. Is the HS then free to fire Inherent FP as FP, since the MG is no longer “usable”?
A. Yes.

A.7.6 & A14.21 D5.31 Is the CE DRM considered an “inhex TEM” for future alternate target selection purposes? A. No.

A.7.9 If a squad firing a MG only (not its inherent FP) covers, are both the squad and the MG marked with the Prep Fire or Final Fire counter?
A. Yes.

A.8.2 If a concealed unit and a non-concealed unit move together as a stack and are attacked (with different FP because of the concealment), is the Residual FP based on the highest FP or the lowest FP used in the attack?
A. The highest.

A.8.2 Is the Residual FP left by a Critical Hit based on the normal, not the doubled, FP? Does an Area Target Type attack leave residual FP based on half of the halved FP attack?
A. No. It is based on doubled FP. Yes, it is based on halved FP.

A.8.2, B23.31 & D2.38 Does a unit’s “vulnerable-PRC bypassing a building Location containing a residual fire counter reverse building TEM?”
A. Yes.

A.8.2 If a unit is attacked by residual FP as it enters a Location, could it be attacked again by the same residual FP if it is provided additional MF (e.g., placing a DC, attempting to place smoke) in the Location?
A. Only if it becomes more vulnerable; see A8.22.

A.9.8 Can a unit which dismantes a SW in FPPh move in the subsequent SWPh if FP is in APPh?
A. No. No.

A.8.26 Does the +1 TH DRM for being BU reduce by one column the residual FP resulting from a hit by a vehicular Gun. Even if the net DRM was negative?
A. Yes. Yes.

A.9.4 Should “aerial or” be deleted from the last line of this rule?
A. Yes; see E.5.

A.10.5 & C7.42 Is a shocked AFV an “unbroken and armed” unit that will force ADJACENT broken enemy units to rout away? A BU OT vehicle with only an AAME? A Yes to both, if manned.

A.10.51 Since LV handicaps do not negate Interdiction (E3.1), what would be an example of a “weather effect” that would negate Interdiction?
A. Fog (E3.31), Heavy Dust (F11.73), or Very Heavy Mist (KGP SSR 3).

A.10.523 May an AFV suffering from the +1 stun modifier default interdict?
A. No.

A.11.41 Can a unit which has qualified for ambush and has eliminated its opponent in CC/withdraw into an accessible hex and participate in another CC/melee which has not yet been resolved?
A. No. It would be eliminated by withdrawing into an enemy occupied Location; see A11.21.

A.11.7 Is an Immobile vehicle held in Melee? Are its Passengers/ Riders?
A. No. No.

A.11.7 Does a shocked/UK AFV hold opposing Infantry in Melee? A Stunned one?
A. Yes, if manned.

A.12.141 & D2.401 Is making a Motion attempt &k a concealment loss action if the vehicle fails? If it passes but fails its subsequent staff/Mechanical Reliability DR?
A. No. No.

A.12.14 Does wall TEM prevent loss of Concealment for an Infantry unit assault-moving or Advancing in otherwise open ground? A Yes, as long as the LOS crosses the wall; see A10.531.

A.12.153, A12.33 & B23.91 Are Fortified Locations revealed when a player Mops Up an building? Are mines?
A. Only if he gains control of the building, and only those Location he did not previously Control. A No.

A.13. & D6.64 May Cavalry riders form Fire Groups? A No.

A.14.1 Is a SAN rolled on a TH DR and the subsequent IFT DR, is the sanper activated twice?
A. Yes.

A.14.21 If an attacking Sniper counter chooses between >=2 Alternate Target hexes based on the Location with the lowest TEM, must it choose that Location with the lowest TEM? If there is only one alternate target hex to choose from, must the Location in that hex with the lowest TEM be chosen?
A. Yes. No.

A.15.41 May a berserk unit expend MF to place SMOKE?
A. No.

A.19.13 What happens if a Fanatic HS with underscored morale undergoes ELR replacement?
A. It suffers no penalty.

A20.21 If the only possible guarding unit is too small to guard all of a surrendering stack (EX: broken squads surrendering to a SMC), what happens to the “excess” surrendering units?
A. Once all surrendering units in the Location have been accepted, the guarding player decides which units (within his means) he will guard. The remaining unamed units are under the control of the opposing player. See A20.05.

A20.22 & J2.31 Can a capture attempt be made during Hand-to-Hand CC?
A. Yes.

A22.2 Can capture attempts in CC be made if No Quarter is in effect?
A. Yes.

A23.3 A. A hero moves into a woods hex (2 MF) and places a DC in an adjacent woods hex (total 4 MF), but is then wounded by Defensive First Fire. Is the DC placed?
A. No, the hero is pinned (A17.22).

A23.3 & A14.5 If a unit goes Berserk as a result of First Fire for the MF it uses to Place a DC, is the DC Placed successfully?
A. Yes.

A24.1 & D5.31 Is the +2 CE DRM a Negative DRM for WP SMC?
A. Yes. In line 7 add “CE DRM” between “ship” and “and”.

A24.4 & O6.3 Does ground level/smoke extend into cellars? Would a LOS traced from a Cellar Location to >= Level 0 be affected by Smoke at Level 0 in that Cellar unit’s hex? If yes, would that Cellar unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?
A. No. Yes. No.

A24.8 & C5.52 What DRM would WP apply to a shot at a in stone building Location (+5) in Dispursed WP (+1) across a building hexside from a unit in an adjacent Location of that building also in Dispursed WP (+1 plus +1)? A. +6 (+3/+1/+1).

B1.3 & C3.31 Is FPDM a TEM for Sniper Alternate Target hex selection? Is it applicable on the TH DR or on the IFT DR when using Area Target Type?
A. No. On the TH DR (or on both if a CH).

B4.2 Board 41 features Sunken Roads in hill hexes. What procedure is used to trace LOS through (not DOTT) such a hex? (EX: V6 through AA5 to DD4)?
A. A Sunken Road in a level 1 hill hex is a level 0 Depression hex. LOS from units at level 0 (e.g., 41V6 and 41 DD4) through a level 0 Depression hex (e.g., 41A5) must be clear of the dark brown contour lines. Therefore, LOS from 41V6 to 41DD4 is blocked by the level 1 terrain in 41A5.

B6, B2.94, B2.97 If a stream/water obstacle is flooded and frozen, is the Bridge still a separate Location? May units enter the Bridge Location from directions other than the road hexside? May units build the Bridge?
A. Yes. No. Yes.

B10.5 If two adjacent open ground level 1 hexes have a level 0 crest between them (e.g., 15A10 and 9A1A), does it cost 2 or 3 MF to move between them?
A. 3.

B13.41 & D2.14 If a vehicle blaze exists in a woods-road, can other units still use the road?
A. Yes.

B25.6 & G4.6 Can a blaze on the ground floor of a factory hex spread to the roof Location? What spreading fire DRM would be used?
A. Yes. +1 to higher elevation.

B27.42 Does a squad placing a DC from a foxhole receive foxhole DRM?
A. Yes.

B29.2 For purposes of revealing a HIP roadblock, is LOS to a roadblock traced to the hex center dot of the hex containing the roadblock counter, or is it traced to the roadblock hexside (including any extension to the center dots of adjacent building/woods hexes)? A Yes to both, if manned.

L3.15 Is the +2 CE DRM a Negative DRM for WP SMC?
A. Yes. In line 7 add “CE DRM” between “ship” and “and”.

L23.5 Does ground level/smoke extend into cellars? Would a LOS traced from a Cellar Location to >= Level 0 be affected by Smoke at Level 0 in that Cellar unit’s hex? If yes, would that Cellar unit also suffer the extra +1 Hindrance for viewing out of SMOKE (A24.8)?
A. No. Yes. No.

L24.8 & C5.52 What DRM would WP apply to a shot at a in stone building Location (+5) in Dispursed WP (+1) across a building hexside from a unit in an adjacent Location of that building also in Dispursed WP (+1 plus +1)? A. +6 (+3/+1/+1).
C.9 & C.13 Can Vehicle Target Type be employed against a hid-
den or concealed vehicle? Does the specified option (Vehicle, Infan-
try, Aera) of target type apply even if firing at a Location with no
Known targets? Must the defender reveal any information beyond
what, if anything, is hit?
A. Yes. Yes, the existence of an actual vehicle is not required to
permit a Vehicle Target attack. No.

C1.63 & C1.732 What is the Accuracy dr required for a pre-regis-
tered Offboard Observer?
A. 4 or less.

C3.2 & D1.8-1-2 Can a Gun fire in its own hexes (i.e., is its own hex
considered in its CA)? Do the same principles apply to BMG/CMG?
A. Yes, except during the MPh if the hex is entered from outside
the CA, when, even if the moving target now expends MP for some
other purpose (e.g., firing sD and stopping and unloading Pas-
geners), the Gunn would still have to turn its CA to include the direc-
tion from which the hex was entered. Yes.

C5.35 Does Case C apply when Case C applies, even when the fire
is by a Motion (i.e. non-Bounding) vehicle firing in a Phase other
than the APFh?
A. Yes.

C6.3 May an ATR qualify for Case L, Point Blank Range?
A. Yes. "using its own To Hit Table" after "LA TW" in line 1.

C6.5 May an OFT maintain Acquisition while BUs? A.
Yes. A TR qualifies for Case L, Point Blank Range.

C7.11-7.24 Do TK Cases A-D apply to MG attacks?
A. A. B. and D, but not C.

C13.1 Is a MG attempting To Hit an AFV treated as a LATW?
A. No.

D2.11 Can a non-motion Vehicle change its VCA to fire to the
MA? Must it make a motion attempt to do so?
A. No. Yes.

D2.21 If it costs a fully-tracked AFV 5 MP to go up a hill into open
ground (1+4), what does it cost to back down the hill in reverse
into open ground? A. 4 MP (1+4).

D2.32 Is LOS drawn from the front CAFF in ALL cases for both
fire from and to the vehicle in bypass? Even if the vehicle is in
reverse motion?
A. Yes. Yes.

D3.43 & D5.4 Can an armour leader abandon an immobilised or
bogged vehicle other than as part of its crew?
A. No.

D3.7 May a vehicle attempt weapon repair while holding entities
in Meters?
A. Yes.

D4.3 Can the firer take a normal shot before an Underbelly shot
with the same weapon? Can he take an Underbelly shot after a
normal shot? A. Yes. Yes.

D4.3 How many Underbelly shots may a weapon maintain ROF
take at an AFV as it exits a gully?
A. As many as MP expended for entering the new Location (less
any MP used to negate Case J DRM); see A14 and A19.2.

D5.5, D5.6 & D9.3 Does the AFV TEM DRM apply to units aban-
donning the AFV due to Crew Survival or immobilisation TC even
if the AFV is considered moving?
A. Yes.

D6.24 Are units that are Bailing Out subject to the Hazardous
Movement (A4-A2) DRM?
A. Yes.

D7.1, D3.3, D3.32 May a vehicle that voluntarily uses its MA only
during an OVR and rolls <= its ROF on the OVR attack, use its
MA in a non-OVR attack during the MP’s or APFh? A.
A. No.

D8.3 When multiplying the wbl by the cdf to determine the num-
ber of Start MP used to start a bogged vehicle, is the Original cdf
used or is the Final cdf used?
A. The Original cdf.

D9.3 & E1.62 & E3.71 If an HE attack is being resolved in a hex
where the +1 mud/deep snow TEM would apply, would a +1 wreck/
AFV TEM also apply cumulative with that mud/deep snow TEM
for that HE attack? Would marsh/entrenchment TEM? Wall TEM?
A. Yes. To all. Mud/Deep-Snow TEM is always cumulative with
other applicable TEM.

D9.31 & A.3.3 While Armoured Assualting, an AFV spends three
MP to enter a hex but the Infantry spends only one. Having First
Fired once, may an enemy unit fire again at the same moving stack? A.
Yes, but the second shot could only affect the AFV.

E1.16 What happens if a vehicle declares entrance of a Location
containing a HIFI Fortification and:

a) The vehicle is not allowed to enter the Location due to the For-
tification (e.g., A-T Ditches)?
A. The Fortification is revealed, and the vehicle expends the de-
clared MP in its current Location and must expend one extra MP
(if available) to Stop.

b) Additional MP are required to enter (e.g., Wires)?
A. The Fortification is revealed and the vehicle, if available,
the additional MP to enter. If sufficient MP are not available,
the vehicle must spend its remaining MP to Stop.

c) A Bog check is required?
A. The Fortification is revealed and the Bog Check is taken.

E1.21 If a Scenario Defender’s HIFI/oncercal MMC has SMC/SW
recorded on a side record with it, and the unit moves with the
recorded SMC/SW, are the SMC/SW still noted on a side record?
If a Scenario Defender’s HIFI/oncercal MMC loses concealment,
are those recorded SMC/SW placed on board unencumbered?
A. Yes. Yes.

E1.42 May a Cloaked MMC portage a 1PP SW? May a cloaked
MMC portage two 2PP at the same move?
A. Yes. No, except as specified for 4-PP and 5-PP SW that cannot
d be done. A unit cannot portage greater than its IPC while Cloaked.
In line 4, replace “MMC” with “Infantry units” and in line 5, after
"them" add “without exceeding any unit’s individual IPC.”

E1.71 Does a MG laying a Bore-Sighted Fire Lane at the start of
the enemy MP’s need to make a DR to check for malfunction/cow-
ning/sniper activation?
A. No.

E1.71 & ASOP (rev.) Where in the ASOP (rev.) should the bore-
sighted night Fire Lane placement occur?
A. After 3.13A (as if were 3.14D).

E1.76 What happens at night if your SAN has already been re-
duced to the printed SAN, and the enemy sniper attacks your sniper
with a 1" dr?
A. Nothing.

E1.77 Is Hand-to-Hand CC allowed at night?
A. Yes, under the usual conditions (e.g., Delute, Red Barricades, Japanese, SSR).

E1.8 Does assembling or dismantling a weapon create a gunflash?
A. No.

E9.41 May a parachute unit that lands off board gain concealment?
A. Yes.

E9.1, E9.2, E9.3 & E9.6 If a parachute fails its landing TC and
deploys, are those units still considered on parachutes for entail-
ment of the activities prohibited in E9.1 even though they are re-
vealed and no longer represented by a parachute counter? If so, do
the provisions of E9.5 apply to such revealed units?
A. Yes.

E11.71-F11.74 Is it light that automatically in effect if vehicle deactivated in
effect? A. No.

G1.17 May Japanese Dummy units enter caves?
A. Yes.

G12.13 & G12.671 Can a LC Inherent crew be eliminated without
eliminating the LC? Can it break?
A. No to both. LC Inherent crews only suffer (cumulative) Sun
results.

G13.42 Do infantry get subjected to a -2 Hazardous Movement
DRM for Wading in shallow ocean hexes?
A. No.

G14.51 Do retardements in shallow ocean lose HIP as soon as an
enemy unit within 16 hexes gains LOS to them?
A. Yes, provided it is a Good Order ground unit (including Passen-
gers of a LC).

G17.11 May two good order USMC 3-4-8 HS recombine into a 7-
6-4 without the presence of a leader?
A. No.

G17.41 Is the NCA TEM of a Pillbox added to the TH DR of a
Napalm attack using the Infantry Target Type? Is it added to the
Effects DR?
A. Yes. No.

O5.34 Does an infantry hex that is rugged become a useless
factory with rubble TEM (not debris)?
A. It becomes a rubble hex.

O11.6042 & P6.0402 If the AFV successfully escapes a minefield
hex, is a TB counter placed?
A. No.

O11.619hb Does a Stuka cause activation of a reserve group by
being within 3 hexes of it? Are Stukas free to attack Reserve Units?
A. No. Must it be within 1 hex (E5). Yes.

O11.621 Does a HIP Set DC Fortification purchase come with a
DC?
A. No. see footnote 9.

KGP CG92 Do the Americans really only get 5 infantry platoons
before the brown units are available?
A. Yes.

KGP II Do the U.S. Infantry crews have a BPV of 7 as shown on
the counters in KGP II?
A. No, their BPV should be 6.

Q5.3 How is a gully/irrigation-ditch hex (EX. PB R22) treated?
A. Like a gully hex.

Q9.4 CG1 This SSR states that the provisions of E12.1 do not
apply. May a SMC with “Freedom of Movement” pass on this sta-
tus to an MMC stacked with it the beginning of a friendly MP’s?
A. No.

PB CG4 During the RePh following the completion of the Night
1 scenario, do units north of hexrow CC have “Freedom of Move-
ment” and thus may be shifted to new starting positions when set-
ing up for the Night II scenario?
A. Yes, see Q9.6058

PB SS19 Does the +2 modifier applied to British use of star
shells also apply to IR rounds?
A. No.

PB CG1 Do the 8-1 and 2-3-8 HS that enter on turn 2 have “Free-
dom of Movement”?
A. Yes.

U.S. Multi-Applicable Vehicle Note V Can such a weapon (i.e.,
one that cannot fire in the VCA at the same level) attack in OVR?
A. Yes.
wood-roads across a non-road hexside without a trailbreak? A. Yes. Yes. Yes.

British Vehicle Note 36 Can a bridge be placed across a minefield hexside that has no trailbreak? Across a woods/woodside that has no trailbreak? From a wood/woodside across a non-road hexside without a trailbreak? A. Yes. Yes. Yes.

Scenario A72 “Italian Brothers” Should the Republican OB refer to SSR4? Instead of SSR1? A. Yes.

Scenario A73 “Not Out Of The Woods Yet” Are the hedges/walls covered by the overlays meant to be in play, contrary to the normal provisions of G 9C? A. No.

Scenario A86 “Fighting Sparrow” Are the Australian troops of the 2404 Infantry Battalion considered ANZAC (A25.44) for stealth purposes? A. Yes.

Scenario A95 “The Long Road” SSR2 Are the roads in the bridge hexside? A. No.

Scenario AP2 “Storm of Steel” SSR3 May infantry on board 43 set up in buildings? A. No.

The following Q&A was posted to the InterNet ASL Mailing List by Heat of Battle for Berlin: Red Vengeance.

CG30 The reference to rule “RB6” should be “RB16”.

CG14 Second sentence should read, “All non-bridge River hexes are always considered No-Man’s Land (see RepPk 8.6051).” RepPk 8.6071 Fighter Bombers are NOT retained if unused or if not entered during a CGS (CVPs are NA for unused/unentered FB unless earned normally during play).

RepPk 8.6233b b) Night Dual Attack CGS both sides are considered the Scenario Attackers.

RepP 8.641411 The end of the first sentence should read, “…by making a DR 52 with the following DRM.”

RepP 8.6802 Add the following: “Remove all Low Ammo counters.”

RepP 8.68052 Under the notes section, delete the word “Canal” from the first sentence. Since the Canal is enterable, units are not separated into different Set Up Areas by the Canal. Additionally, since an S-Bahn bridge existed just north of the Admiral Scheer Bridge vehicles/GCNs are also not separated into different Set Up Areas by the Canal.

CG27 Delete the last sentence of this rule.

12.3 May the +1 TEM provided by the “built up” Reichstag be increased to +5 TEM (total) if a ground level Reichstag location is subsequently fortified as in B23 9? A. No. +4 is the maximum TEM (EXC: Indirect fire).

Q Did HOB use the TEM for bridges as per B6 3 or did it use the TEM listed on the Chapter B Dividers? A. HOB used the TEM printed in B6 3.

9.21 9-21 states that only “…fully tracked vehicles may attempt to cross a Barricade.” Are infantry allowed to cross a Barricade, or was the reference to fully tracked vehicles for vehicle types only? A. Yes, infantry may cross a Barricade as if it were a roadblock. The reference to fully tracked vehicles is for vehicle types which may attempt to cross it.

RepP 8.621 May DC be purchased as “set” by spending FPPs to do so. A. No. The DRV table and its footnotes are designed to replace the KGP I/II table/footnotes altogether.

CG14 As I understand CG14, ANY location [EXC: Bridges] with a Good Order MMC is a strategic Location? A. Correct.

CG17 Are these effects cumulative? If two Red Banners are placed to increase the ELR increased/decreased by two?

Q. No, only one Red Banner counter is required to qualify for the ELR bonus. Additional emplaced Red Banners have no added effect except that all must be removed in order for the ELR to revert back to the normal level for the Germans.

Q. Must the Russian control hex 34 to purchase the 16 Moubt Prisoners R? Probably only applicable to the initial CGS. A. I am sorry, the footnote you are referring to (footnote 16) is referencing the hex which contains the Station. Just north of the Station is where the Prison actually existed. Scenario BRV1 “Tactical Doctrine” Reverse the nationality symbols in the Turn Record Chart (the Russians still set up first, and the Germans still move first).

Scenario BRV2 “Run For Your Lives” Add to SSR4 “The German player receives one Roadblock and one Barricade counter.”

Scenario BRV3 “Glummers House” End of Russian OB should read, “(See SSR4)”.

Scenario BRV4 “Polish Prize” The Germans set up should read, “Set up north of hexrow D and west of the canal.” Delete SSR1 and replace with “No German unit may enter a Bridge Location.”

Scenario BRV5 “Jail House Rock” SSR4 Clarification: The Russian Smoke placement occurs only during the first Russian PPPh.

The following errata for Schwerpunkt II was posted to the InterNet ASL Mailing List by Evan Sherry. It applies to copies purchased before 31st October 1997.

Scenario SP14 “The Green House” The American balance should read “Exchange the Japanese HMG for a MMG”.

Scenario SP16 “Hilfe Komm’I” The American Sets Up First. In the American group setting up within 3 hexes of 22O8 should have two MAA3/76ws.

Scenario SP17 “Cross of Lorraine” The American Sets Up First. The German balance should read “American OB.”

Scenario SP19 “Men From Mars” The Chinese/Amerrican Sets Up First.

Scenario SP20 “The Slaughter at Koenig” The 8-1 leader in Company 8 should be a 8-0. Add SSR #4 “The T-34’s41 will set up in motion.

CLARIFICATION: The Axis unit entering on turn two is German.

Scenario SP21 “Johnny One” The British group with three 6-4-4-8 8’s set up instructions should read “Set up on board 15, west of hexrow Q”.

Scenario SP22 “To’s Last Stand” The British should read “Delete the 2-4-7 from the HIP units.”

The German SAN is 3.

The MMG in the British OB should be a British MMG. SSR #2 should read “Place overlay S73 on 4RKS-14. Grains is in season.”

The following missing text from the bottom of both columns of the “New England ASL Scene” article in Despatches From The Bunker #2 was posted to the InterNet ASL Mailing List by Vic Provost.

Bottom of column one:

“Sure enough when they were here: Bill Glasser and…”

Bottom of column two:

“New England, our dreams came true.”

The following errata for the Paddinton Bears ’97-Pack was posted to the InterNet ASL Mailing List by Paul Haseler of the Paddington Bears. It replaces all previous posted errata.

Number of * show the likely degree of impact on the scenario. Scenario BPB1 * The CH setup graphic on the map could be misinterpreted. The text above the unit OBs (saying where to setup) is correct.

The following errata for “The T34-M41’s may set up in motion.

Add SSR #4 “The T34-M41’s may set up in motion.

Compania 8 should be a 8-0.

Add to German Turn 2 reinforcements: 9-1, 2x468, dmMMG.

In the American group setting up within 3 hexes of 22O8 should have two MAA3/76ws.

Winter Offensive ’98 Continued from page 11 giving each their fourth win. Jeff and Alan paired up for the morrow, as did Drake and Slotwinski.

Come the morning I find that Bill Cirillo, who took off Saturday to be with his family in the D.C. museums, was also 3-0. He most likely couldn’t get in 2 games on Sunday and paired up with John Appel.

Drane and Slotwinski do ASLUG’s ‘Escape at Dawn’. John’s Russian tanks cruise down the road impervious to the plinking away of Scott’s Axis Minor troops (Scott even wore dark green for the occasion) and soon John is 4-0. Alan Bills gets the Germans vs Jeff Coyle in ‘Hamlet’s Desmise’, with Jeff wearing his French Blue tee-shirt from ASLOK. John’s French stand strong until the end when they run out of room to fall back to and collapse all at once. Alan is 5-0 and facing John for the championship in ’Lash Out’.

Alan sets everyone back at the hedge parallel to the board edge (questionable, in my opinion) and quickly loses a squad and the 9-2 to some long range MG fire from the two- hex building. I didn’t think that Alan needed to leave soon, it must have been the overall wear and tear from the weekend (or else the residual effects of the game against Jeff) that contributed to Alan breaking when faced with this personal morale check. John called me over to try to talk Alan out of conceding but I figured Alan knew his own mind best. He stuck out his hand, John shook it; and a new Winter Offensive champ was crowned. He joins the illustrious company of Bill “Fish” Conner, Mike McGrath, Guy Chaney, and “Three-peat” Steve Pleva. Alan comes in 2nd with 5 wins, while Jeff beats out Scott (and several other 4-1 pretenders) on the strength of his schedule. Bill Cirillo beats John Appel and goes 4-0, just missing the fifth game needed to make it official.

Everyone had a great time and we didn’t lose too much money. Sounds like a smashing success. Again. See you next year, likely at a different place, probably at the same time.

Winter Offensive ’98
Continued from page 11

John Appel.
Most of you will know Philippe Leonard, as the designer of KGP, but for many years he has also hosted Rencontres, a quarterly ASL meeting in his home city of Brussels. Usually, this brings together a few dozen ASL enthusiasts from Belgium, Holland, France, and England, to play a scenario that no one has seen before.

The final round of 1997 was held at a school on the outskirts of Brussels, and this time Philippe organised something more ambitious. He researched and developed a number of historical scenarios depicting actions in a specific area of France on 18th June, 1940. The 18 ASLers attending were randomly allocated to either the German or French side, irrespective of their actual nationality, and the fun began.

Each team had a pool of forces available which was not to be exceeded. All the scenarios had different VC and a force level of either Heavy, medium or light which meant a selection of 15, 20or 25 counters from the pool.

THE FRENCH SIDE
Shaun Carter

I volunteered for the job of team leader on the French side, a recipe for disaster as the French did indeed blame the English for their misfortune in 1940! On the German side Serge Bettencourt played Rommel in his own inimitable style.

We held an auction whereby players bid for the forces involved. This was a good natured affair held in the school corridor and ably assisted by Francois Boudrengrien and Alexander Rousse Lacordiere amongst others.

The play was fantastic. Not only a new scenario, but one in which the opposition was unknown. I had no way of knowing if my opponent’s Concealment markers covered dummies (they did not), whether he had any HIP (he did not, although he fooled me by occasionally studying a piece of paper very hard!), and the first I knew of his mines and antitank gun was when my armoured cars drew their fire. In a hotly contested fight, I occasionally studied a piece of paper very hard!, and the first I knew of his mines and antitank gun was when my armoured cars drew their fire. In a hotly contested fight, I

The German force was primarily infantry with a 33FP kill stack directed by 9-2 leader on the 2nd level of a map board 20 building with a devastating field of fire. To make things worse I illegally put the 75mm gun in a building, as was soon pointed out to me on turn 1!

As usual in any game of ASL the dice were favourable and capricious in turn, the best example being a CH on his kill stack by the 75mm gun on an Area shot immediately followed by a dud for no result! That stack then went on to dominate the board, destroying some 60% of my forces including the leader directing the OBA and several important defensive positions.

I had committed the cardinal sin of setting up a front loaded defence without the aid of HIP or concealment. In addition I had not studied the map in sufficient detail, concentrating upon distributing the available troops to the other players. Even the addition of 2 Renault 17m tanks by Philippe could not save the day as I unwisely threw them straight into the path of a German 20mm AA gun and a captured 25LL, both being dispatch within a turn of each other.

My gallant French held one bridge under constant fire from a Stug IIIB and a 105 module of OBA before succumbing to a CH. The other flank crumbling under the firepower of the kill stack and a succession of half squads and squads crossed the other bridge absorbing all the fire power I could throw at them.

The game lasted until the final turn when Nicholas fulfilled his VC and I had run out of men. I had been taught another hard lesson in the ASL school of excellence, earning myself some well deserved disparaging remarks from Philippe about the quality of my play in the process!

Overall we lost 6-3 in several very tight but enjoyable games. I would count the day as a great success in that the fog of war prevailed for the most part. It forced players to think harder and not be able to treat a game as if it were a chess problem to be solved as is so often favoured by players. A luxury a real life commander would never have.

Thanks to Philippe for designing the scenarios and to all the players taking part, particularly Vincent Kamer for such a warm welcome. I will be going back to school again at the earliest opportunity, probably next March.

THE TRENCHES
THE CRUSADERS

My sermon for this episode of VFTT, with BERSERK in mind, is “looking after other peoples’ gaming gear”. As a tournament organiser I have seen people selflessly loan out their equipment to others to enable them to enjoy their gaming only to see it not be returned in the condition that it was loaned.

Supporting ASL is a huge investment for all of us. Not only have all the modules, boards and other paraphernalia to be purchased but one also has to get hold of as much of the third party stuff as still is in print. In fact a Potato with the ASL logo would be a sure fire seller; I am absolutely certain of it. My gaming regular, Dave, will not allow a drink or food anywhere near the table when we play at his place. We all have our own little foibles and this “house rule” was obviously learned the hard way.

The message I am attempting to impart is that whenever someone does you the great honour of allowing you to use their stuff please do treat it exactly as if it was your own and return it in the condition in which it was loaned. I would also add if you discover gaming equipment that is clearly not yours and appears to lack a good home it most certainly does not. Someone, somewhere, in the frantic action that characterises tournaments, will have misplaced it and the rightful owner will be cursing his missing board I when trying to next play Guards Counterattack with a new ASL convert. If you rescue something at a tourney do not regard it as a spoil of war but hand it in to the tournament organiser so that its rightful home can be found.

Speaking of which, I do still have a Plano Box full of counters and a module with a large number of un-punched counters that were left behind at INTENSIVE FIRE last year. Amazingly nobody has contacted me to say these items have been lost. Mmmmmm. Is there someone out there reading this who is actually not regularly playing ASL? Please let me know if you have lost anything, obviously giving me the details of what you have misplaced, and I will ensure they are returned: and will even pay postage. I can’t say fairer than that!

Now, volunteers to help me improve my Crusader Rating at BERSERK .........?

Yours in gaming,
Neil Stevens

PS If you are online check out the new Crusaders web site at http://freespace.virgin.net/david.schofield1/crus.htm. It’s still under development, but all comments are welcome.

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ENGLAND

A CALL TO ARMS

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Nick Quinn, 21 Roxwell Road, Shperd's Bush, London, W12 9QE
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE
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Shaun Carter, 3 Arnside Grove, Breightmet, Bolton, Lancs., BL2 6PL
Nigel Brown, 3 Chepstow Road, Blackpool, Lancs., FY3 7NN
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Ian Pollard, 8 Fiveash Road, North Fleet, Kent, DA11 0RE
Gary Headland, 35 Grammar School Yard, Old Town, Hull, Humberside, HU1 1SE
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hessle, Humberside, HU13 0NA
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY
Michael Rhodes, 23 Ash Grove, Melbourn, Royston, Herts., SG8 6BJ
Sandy Goh, 12 Mornington Road, Radlett, Herts., WD7 7BL

It is broken down by country. Within the country, players are listed according to the county they live in.

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Phil Nobo, 6 Milton Road, Ickenham, Middx., UB10 8QN
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Catherine Jones, 214A Field End Road, Ickenham, Middlesex, UB5 4JD

Ω
NICK BROWN, LEICESTER

I thought that VFTT was very provocative in the views expressed on the Critical Hit action. Avalon Hill have only themselves to blame for not supporting the game for about three years in the early '90s. However they have spent the time and resources on developing the thing in the first place and without copyright protection it's probably that no serious games would ever be developed and marketed.

DEREK TOCHER, SURREY

I thought your piece on AH vs CH was well written and gave a pretty balanced view of the situation. Thankfully it looks like the two have been able to come to some kind of agreement.

I saw your announcement about the new UK AREA ladder on the 'list'. Just one thing about that, Russ Gifford gets a bit upset if he thinks we are duplicating the AREA listing so if you could make sure and refer to it as the 'Crusaders Ladder' or some such, in the future it will avoid rubbing him the wrong way.

I also hope you can find room for a full Intensive Fire report in the next issue and not just a few photos.

Is it about time for a new 'Call to Arms' listing? I think issue 11 was last to time we saw one. With it being time for the Crusaders to re-subscribe it might be appropriate.

NICK LAW, KENT

Woke up yesterday morning and thought 'There's a VFTT waiting for me', and I went and looked in my pigeon-hole, and there was issue 16. Spooky, or what? Perhaps I can go on that show with Carol Vorderman... :-)

NIGEL ASHCROFT, BRISTOL

Read issue 16. Gosh a mega doom and gloom made me feel like going out and massing a London trip for another reason.

It was out. Unbelievable. And I was going to have delayed over and over again. Then, all of a sudden, I waited for 21/2 years. Neil, wherever you are in the UK, and although the only thing that still exists from that module are the boards, I owe you what! A toast to a man with a very big & soft heart!

MIKE REED, UNITED STATES OF AMERICA

Coudn't help but chuckle when checking out the World Cup Soccer draw the other day. The US vs. Germany, taking place in France. The more things change, the more they stay the same... :-) of course, this time around, the US will be the marked underdog.

Also wondering just how much it cost Argentina to get such an easy draw. I guess 'the hand of God' also reaches into fishbowls... :-)

XAVIER VITRY, TAHITI

Life in Tahiti is quite pleasant, but as far as ASL is concerned, it's terrible!... :-( I've quickly learned to Pbe(m) indeed!

Any ASLer willing to visit me here is invited, so if you've got time, just tell me when and I'll make you visit the area (as long as you agree in playing a couple of scenarios against me :-)

BERLIN: RED VENGEANCE

Continued from page 13

available for $25.00 (plus $2.50 shipping and handling; $5.00 outside the USA) from Heat of Battle, PO Box 15073, Newport Beach, CA 92659, United States of America (in the UK, contact The Crusaders, 4 Monkton Down Road, Blandford Camp, Blandford Forum, Dorset, DT11 8AE).
THE AUSTRALIAN BALANCING SYSTEM

Guy Chaney and Mike McGrath

This article originally appeared in several issues of the now-defunct ‘Fire For Effect.’ Permission has since been granted for it to be freely distributed, and I have been waiting for ages to have space to do just that. This combined issue of VFTT gives me just that opportunity - Pete.

In the Australian Balancing System (ABS) each side is given three levels of handicapping: x1, x2, and x3. In all cases the handicaps grow progressively more powerful as you move from one to three. An asterisk beside the handicap level indicates the AH balance provision. The handicaps are not cumulative unless stated as such. For example, in ASL 1 handicap R3 includes both R1 and R2 since R2 is stated to contain R1.

For each scenario we list our preferred playing. Those unfamiliar with a scenario can use this as a guide at the conventions. Just choose a scenario, use our preferred playing and roll dice for sides. Otherwise, it is up to the players to decide which levels will be acceptable for the scenario they have chosen. There are three ways of doing this.

CHOICE A

Each player secretly chooses which side he prefers. If the players choose different sides, play the scenario as published. If both want the same side, either player may reverse himself and take the other side straight up. If neither does, each player then secretly bids using the ABS system choosing a level of handicap (0-3) for the preferred side. The player choosing the highest handicap gets the preferred side but gives up the handicap he bid. The lower bidder receives the other side. If both players choose the same level of handicap for the preferred side, then make a DR for sides. The high roll receives the preferred side but with the handicap (or none if both bid zero) both players bid, the low roll receives the other side. This sounds confusing but is actually very simple.

Here’s an example using ‘Defiance on Hill 30’. We both prefer to play the Germans. Since we’ve chosen the same side, and neither of us wishes to revert to the US, we must bid. Mike bids G1, Guy bids G2. Guy wins the bid, so he plays the Germans at AO (no balance). Mike plays the U.S., but receives the German G2 handicap (which is add a Hero, 337 HS, change the U.S. 8-0 to an 8-1, and the reinforcements enter automatically on turn 4).

In another playing, both players bid G1. In this case a DR is made. Mike wins the DR and plays the Germans with AO; Guy gets the U.S. and G1 which is add a Hero to the U.S.

You will notice that the handicaps are reversed from the scenario cards, i.e. G1 actually helps the U.S. This is why we refer to them as handicaps, the other side is receiving the help.

CHOICE B

Both players agree on what level of handicap for each side will constitute a balanced playing of the scenario. Having decided this, both players make a DR. The high roller takes the Axis. Players could also negotiate sides and handicaps if they feel comfortable doing so. However, if either player is afraid of being “sharked” then negotiation is NA, roll the dice for sides after choosing the handicaps.

CHOICE C

Choice C adds another element of strategy to the game, and a bit of guesswork. In Choice C, both players secretly choose a side and handicap level simultaneously, with no prior discussion. Then the scenario is played using whatever has been chosen. If both players choose the identical side and level, resolve the matter the same as in a Choice A tie.

EX: In ‘The Czerniakow Bridgehead’ Mike may strongly favor the Russians while Guy may slightly favor the Germans. Mike therefore chooses R2 so if he does end up with the Germans he has some balance to assist him. Guy chooses G1 for the same reason. In this case Mike gets the Russians but has to give up the R2 handicap. In consolation he receives the G1 handicap. Be aware that Choice C adds another element of strategy to the game as a player must be careful not to under or overbid. Choice C favours those who have played the scenario in the past.

* R2 - R1 and add a 10-1 leader to the Finnish OB.
* R3 - R2 and add a HMG to the Finnish OB.
* F1 - Russians do not suffer Ammunition Shortage.
* F2 - F1 and add a 447 and LMG to the Russian OB.
* F3 - F2 and exchange the Russian 8-1 leader for a 9-2.

‘Fighting Withdrawal’ was covered in an issue of FF&E.

ASL 2 - MILA 18 (P1, G2)

P1 - The German needs to earn only 1.5 times the Jewish player’s Casualty Points instead of double, or Mop Up only 22 of the 33 buildings without losing more Casualty Points than the ZOB. *
* P2 - P1 and the Germans may freely deploy their squads prior to Game Start.
* P3 - P2 and exchange the German 9-1 leader for a 9-2.
* G1 - Germans are considered Inexperienced.
* G2 - G1 plus the Partisans receive three additional Fortified building locations which may not be exchanged for tunnels, and No Quarter is in effect for both sides.
* G3 - G2 and add two 337 MMC to the Partisan OB.

‘Mila 18’ is not one of our favourites, but here it is anyway. In our experience the Partisans get clobbered if they opt for a firefight with the SS, but may win if they hide and try to keep the Germans from meeting the Mopping Up or CVP VC. Hiding in the sewer is a great way to avoid the CVP loss. The Germans must begin to Mop Up right away, remember that each rowhouse hex must be Mopped up separately. We would like to see the Partisans fight, not hide, and still have a good chance to win. We chose the recommended playing based on this. This scenario is not very exciting and is probably among the least played in the game.

ASL 3 - THE CZERNIAKOW BRIDGEHEAD (R0, G0)

R1 - Add a SPW 251/1 to German OB. *
* R2 - R1 and add a 467 to the German OB.
* R3 - R2 and exchange a German 8-1 leader for a 10-2.
* G1 - Treat the Kampinos Battle Group as Fanatic.
* G2 - G1 and the Kampinos Battle Group does not suffer Ammunition Short-
age.

G3- G2 and apply a -1 DRM to the SSR2 NMC.

This is a good, even scenario. We enjoy playing it even more at R1, G1. The SPW adds a lot of fun to an already good game. This one deserves more playing at the tournaments. Our recommended playing considers balance only, not variety or excitement level. Thus the R0, G0 rating for this one instead of the R1, G1.

**ASL 4 - THE COMMISSAR’S HOUSE (G0, R0)**

R1- The first three DC removed from play for any reason are returned to the German unit which last possessed them for use as a new DC. If that unit has been eliminated prior to this, that extra DC is lost. *

R2- R1 and reduce the Russian SAN from 6 to 4.

R3 - R2 and exchange the German 10-2 leader for a 10-3.

G1- Exchange the Russian HMG for a .50 cal HMG.

G2- All Russian occupants of building 20Z3 are considered fanatic while in that building. *

G3- G1 and G2.

‘The Commissar’s House’ one of the classic scenarios. A good, old-fashioned blood-bath.

**ASL 5 - IN SIGHT OF THE VOLGA (R2, G0)**

R1- Game ends after nine turns. *

R2- R1 and add three 467s to the German OB.

R3- R2 and add a HMG and MMG to the German OB.

G1- Russian forces are considered Fanatic but ELR is only 2. *

G2- G1 except ELR is 3.

G3- G2 and exchange the Russian 9-1 leader for a 9-2.

The scenario is heavily Pro-Russian. The Germans need some extra forces to stem the tide of 628s flowing across the river. The Germans need to push hard and fast in this one.

**ASL 6 - RED PACKETS (R2, G1)**

R1- Exchange the 9-1 AL for a 9-2 AL. *

R2- R1 and add a PSW 231(8R) to the German OB.

R3- R1 and add a SPW 251/1, 468 MMC, and ATR to the German OB.

(Note: When using R2 or R3, the Russians still need to destroy only the three original German AFVs to fulfil the second part of the VC). *

G1- Add fourth 447 and squad-sized motorcycle to Russian OB. *

G2- G1 and Russian AFV crews have a Morale of 8.

G3- G2 and add an ATR to the Russian OB.

We feel this one is a bit pro-Russian and the 9-2 AL is not enough help. The extra AC events things up, especially with the irritating B11 of the German MAs. A fast playing shoot ’em up scenario.

**ASL 7 - DASH FOR THE BRIDGE (R2, G2)**

R1- The SSR4 secret dr is halved (FRU). The # of turns later for re-entry remains equal to the final dr.

R2- R1 and add one PSK to the German OB. *

R3- R2 and add a PaK 35/36 AT gun and 228 crew to the German OB.

G1- Any German leaders left off board must be the best still available. *

G2- G1 and delete a SS squad and the 7-0 from the German OB while adding a 447 MMC to the Russian OB.

G3- G2 and delete a second SS squad.

We attempted to fix this scenario as well as balancing it. As it stood originally, the Russian could win by exiting the first eligible board 20 road hex and hoping for a ‘6’ on the secret dr. To defend this the German was forced to leave units off the map. However, the Russians could blow by the first exit area and go for the second or third and, with a high dr, still blow by most of the German defence for an easy win. In short, too much depended on that dr. If the Germans leave enough units off board to totally negate the, the scenario becomes very dull. Again, the dr rules. Our handicaps seek to lessen the effect of the dr while leaving it in play. The dr concept is the heart of the scenario so it cannot be deleted. At the same time the Russians must be given a good chance to push through a stiffer German defence. With the halving of the dr few or no units will be left off map.

**ASL 8 - THE FUGITIVES (R1, G0)**

R1- Add an 8-1 Armour Leader to the German OB. *

R2- R1 and exchange one German MMG for a HMG.

R3- R2 and add a SPW 251/1 to German Group #1.

G1- Shorten game to eight turns. *

G2- G1 and add a 447 to Russian board 20 units.

G3- G2 and Russian reinforcements enter on turn 4.

‘The Fugitives’ is one of our favourite scenarios. We like giving the Germans the 8-1 AL, but it is very even and worth repeated playings.

**ASL 9 - TO THE SQUARE (G0, R1)**

R1- Add a 467 and LMG to the German OB.

R2- Shorten game to 9 turns. *

R3- R1, R2 and exchange the German 9-1 leader for a 9-2.

G1- Lengthen game to 11 turns. *

G2- G1 and add another 8-1 leader to the Russian OB.

G3- G2 and exchange the Russian 9-1 leader for a 9-2.

We feel ‘To The Square’ is ever so slightly pro Russian. The extra squad and machine gun helps cover some more ground and provides enough help that we would accept either side. The AH balance was moved to level 2 as we feel the scenario favours the Germans at 9 turns length. This is much stronger than R1 in our opinion. Another enjoyable scenario.

**ASL 10 - THE CITADEL (R1, G0)**

R1- The Germans receive a fourth StuG IIIb. *

R2- R1 and add a 9-2 Armour Leader to the German OB.

R3- R2 and add 10 concealment counters to the German group which starts on board 20.

G1- The Russians receive a +1 drm to their MPH dr.

G2- The Russians may completely fortify any one building of their choice. *

G3- G1 and G2.

We covered ‘The Citadel’ in depth in an issue of *FFE*. It remains one of our favourites.

**ASL 11- DEFIANCE ON HILL 30 (G2, US0)**

G1- Add a Hero to the initial U.S. forces. *

G2- G1 and exchange the U.S. 8-0 for an 8-1, add a 337 hs to the initial U.S. forces.*

R1- Add a 467 and LMG to the German OB.

R2- R1 and add a PSW 231(8R) to the German OB.

R3- R2 and add 10 concealment counters to the German group which starts on board 20.

G1- The Russians receive a +1 drm to their MPH dr.

G2- The Russians may completely fortify any one building of their choice. *

G3- G1 and G2.

We covered ‘The Citadel’ in depth in an issue of *FFE*. It remains one of our favourites.
ing the US 7-0 leader for a 9-2.

from the German forces while also exchang-

ASL 14 - SILENCE THAT GUN (G2, US2)

G1- Building SN1 has no second level.

G2- G1 and delete two 436 squads from the German forces while also exchanging the US 7-0 leader for a 9-2.

US1- The American sets up first. *

ASL 15 - TRAPPED! (US0, G0)

G1- The German ELR is 3/2 not 4/3.

G2- G1 and add a 747 MMC and a MMG to the US forces.

G3- G1 and add two 747 MMCs and a MMG to the US forces.

US1- The German must exit nine (not ten) unbroken squad equivalents off the south edge to win. *

US2- US1 and exchange one German MMG for a HMG.

US3- US2 and exchange the German 9-1 leader for a 9-2.

This is an interesting scenario, but is too lengthy for most tournaments.

ASL 16 - NO BETTER SPOT TO DIE (G2, US0)

G1- The Germans win if they control

four building hexes on board 24 at game end.

G2- G1 and add two 747 squads, 28 foxhole capacity, and a 7-0 leader to the US forces.

G3- G2 and add a M2 mortar and bazooka to the US forces.

US1- The Germans win if they control two building hexes on board 24 at game end.

US2- US1 and exchange a German MMG for a HMG.

US3- US2 and the US AT Gun must set up on board concealed.

The US has always needed a couple more squads in this one. ‘No Better Spot To Die’ is a short, fun scenario. With the handicap system it is balanced as well.

ASL 17 - LOST OPPORTUNITIES (G2, US0)

G1- The Germans win instantly if they currently control five buildings on board 1.

G2- G1 and add two 747 squads to the US forces.

G3- G2 and the German ELR is 1.

US1- The Germans win instantly if they currently control three buildings on board 1.

US2- In SSR2 change “nine” to “five”.

US3- US2 and add a 9-2 leader to the German forces.

We covered ‘Lost Opportunities’ in an issue of FFE. We like the scenario when played as above. It is another good tournament sized action.

ASL 18 - THE ROADBLOCK (G2, US0)

G1- The German Movement Secret DR (SSR 4) is subject to a -1 DRM. *

G2- G1 and add two 747 squads and a 8-1 leader to the US reinforcements which will all enter automatically on turn 7 if not yet received.

G3- G2 and exchange the US 8-0 leader for a 9-2.

US1- Extend Game Length to 12 ½ turns. *

US2- US1 and the Germans receive a +1 DRM to the SSR4 Secret Movement DR.

US3- US2 and exchange a German LMG for a HMG.

The US tended to get steam-rolled in this one. The five initial US squads have a hard time slowing down, much less stopping, nineteen German first line squads with armor support. AFV Smoke helps to get the attack rolling across that open ground. The US needs more men to plug the gaps and stop the German advance.
**ASL 19 - BACKS TO THE SEA**

**US0, G2**

US1- Increase German ELR to 3. *US2- US1 and increase game length to 8 turns.

US3- US2 and change one of the 8-0s to a 9-1 in the German OB.

G1- Change the 9-1 leader to a 9-2 in the American OB.

G2- G1 and eliminate 2 squads, 2 MMG’s, 1 LMG, 1 MTR, and a 8-0 from the German OB.

G3- G2 and eliminate one more squad and the last MMG from the German OB.

This scenario has been covered heavily in other places.

**ASL 20 - TAKING THE LEFT TIT**

**US2, G0**

US1- Increase German ELR to 3. *US2- US1 and add two 467’s and a 9-1 to the German OB.

US3- US2 and add an additional 467, one LMG, and 6 AP mine factors to the German OB.

G1- Extend game length to 8 ½ turns.

G2- G1 and add an 8-1 to the US OB.

G3- G2 and change the US 9-1 to a 9-2.

This scenario is heavily pro American. The US has a great deal of FP and the German player will see his puny force broken and unable to rally. With only 2 leaders and the inability of units to rout normally at night or easily lose DM, the Germans are hurting. The German is also on a hill so alot of the time he won’t even be getting the night DRM bonus.

**ASL 21 - AMONG THE RUINS**

**US0, G1**

US1- The American wins by exiting at least 12 (not ten) Good Order squads (or their equivalent). *US2- US1 and add one 548 and a LMG to the German OB.

US3- US2 and add a Flakfierling and crew to the German OB.

G1- The American wins by exiting at least eight (not ten) Good Order squads (or their equivalent). *G2- G1 and add a M4A1 tank to the US OB.

G3- G2 and add a HMG to the US OB.

This is one of the all time greats. Two good OB’s slug it out over a rubble strewn city board. Throw in some tanks, a flamethrower, and the AA gun, and you have one fun scenario.

**ASL 22 - KURHAUS CLASH**

**US0, G1**

US1- Interrogation rules (E2) are in effect.

US2- US1 and increase game length to 8 turns.

US3- US2 and add a 658 and a LMG to the German OB.

G1- Exchange five 666 squads for five 667 squads.

G2- G1 and exchange the 9-1 for a 9-2 in the US OB.

G3- G1 and add a 9-2 to the US OB.

‘Kurhaus Clash’ slightly favours the Axis. The 9-2 with most of the MG’s will be blazing away from the upper levels. The assault guns will drive behind the Americans and fire smoke. The SS are always tough and the Americans have a lot of front to defend.

**ASL 23 - UNDER THE NOEL TREES**

**US0, G0**

US1- The US tank destroyers can setup HIP but are revealed normally.

US2- Lower the German AFV exit requirements by one.

US3- US2 and the US tank destroyers may not set up HIP.

G1- The American may use HIP for two squads and any SMC/SW in the same location with them.

G2- G1 and add a 9-2 Armour Leader to the US OB.

G3- G2 and add a .50 cal HMG and a 44 BAZ to the US OB.

‘Under the Noel Trees’ is a pretty good scenario but is very dicey. Victory in this one is usually determined by the ROF rolls of the US tank destroyers. Other than the dice factor it is a fun and even battle. We felt the AH balance for the Germans was too powerful and so made it US2 instead of US1. This is one of the occasions where the AH balance is strong enough to change the scenario balance.

**ASL 24 - THE MAD MINUTE**

**US0, G2**

US1- Increase game length to 9 game turns.

US2- US1 and add a HMG to the German OB.

US3- US2 and add a 9-2 armor leader to the German OB.

G1- Add eight “?” to the American OB.

G2- G1 and add a HMG, two 747’s, two 44 BAZ’s, and a 9-2 leader to the US OB.

G3- G2 and add another 57L AT GUN and crew to the US OB.

This scenario has been covered extensively in other places.

**ASL 25 - GAVIN’S GAMBLE**

**US0, G2**

US1- The American must exit units worth at least 25 casualty points.

US2- US1 and exchange the 9-1 for a 10-2 in the German OB.

US3- US1 and add a 10-2 to the German OB.

G1- The smoke screen starts the game with an initial Hindrance Strength of and4.

G2- G1 and eliminate the field phone, one of the 8-0’s, one 548, one 447, four 436’s, two LMG’s, one 20L AA gun and crew from the German OB and reduce the American exit requirements to 10.

G3- G2 and eliminate the 88L and crew from the German OB.

We thought about eliminating the entire German OB in this one but thought if we did that it would be about 75% pro American and would be fairly boring for the German player (C’mon current!). Seriously, the Americans need major help in this one and hopefully G2 will provide enough to make it even.

**ASL 26 - TANKS IN THE STREET**

**US0, G0**

US1- The German player must Control six multi-hex buildings.

US2- US1 and change the 9-2 to a 9-1 in the US OB.

US3- US2 and one 666 from the US OB.

G1- The German player must Control eight multi-hex buildings.

G2- G1 and add one 666 and a HMG to the US OB.

G3- G2 and add one 666 and a 9-1 to the US OB.

This is a good scenario, but the fighter bombers can take over the game. They can also doom the US chances if they perform poorly. This is true of many air power scenarios however and does not mean that such scenarios should be avoided. As long as you are comfortable with the vagaries of the air power, set it up and give it a whirl. The Germans have to be aggressive with their vehicles in this one.

**ASL 27 - THE LIBERATION OF TULLE**

**G1, P0**

G1- Exchange a Partisan 8-0 leader...
for a 8-1 leader.
G2- Delete one German 436 and LMG.
G3- G1 and G2 and add a LMG to the Partisan board 22 force and a PSK to the board 2 force.
P1- Delete one 337 from the Partisan board 22 force and the Partisan board 2 force.
P2- P1 and exchange the 6+1 leader for a 8-0 leader.
P3- P2 and add a 447 squad to the German OB.

We rate this one slightly pro-German. We feel that the AH balance for the Partisans is too powerful, so we made it G2. This is one of the good Partisan scenarios and is pretty straightforward.

**ASL 28 - AMBUSH! (B2, P0)**
B1- Allow Partisan 9-1 to set up on east of hexrow D (EXC. not in 4D4) *
B2- B1 and treat all Partisan units as Fanatic and add a two squad foxhole capacity to the Partisan OB.
B3- B2 and delete the 50mm mortar from the Bulgarian OB.
P1- Exchange one Bulgarian 8-0 leader for a 9-1 leader. *
P2- P1 and reduce the Partisan SAN to 3.
P3- P2 and increase game length to nine turns.

‘Ambush’ has been discussed extensivley in several other places. We felt it is about 90% pro-Bulgarian. We wanted to make the Partisan MGs non-captured as we felt that would have balanced it. However we felt that would violate the flavor of the scenario and the fact that historically they had just stolen the things. As the AH balance is absolutely no help, we wanted to try to balance it at B2 and we needed a powerful balance. We didn’t want to give the Partisans more squads as the situation report said they only had 115 men. We didn’t want to play with more Partisan MG’s or fewer Bulgarian squads as both elements are involved in the VC. We wanted to increase the Partisan FP because after the MG’s break they don’t have any. We decided on the Fanaticism as it increases the Partisans resilience and also their FP as they will no longer cower, a very important thing when you are on the 1 FP column. The two foxholes provide some protection against the MTR. We have not play-tested this one yet and it will be interesting. The Fanaticism may be too powerful.

**ASL 29 - THE GLOBUS RAID (G0, P1)**
G1- Add another 8-0 leader to the Partisan OB.*
G2- G1 and add a 527 squad to the Partisan OB.
G3- G2 and increase game length to 8 ½ turns.
P1- Exchange any one 237 for a 447 after Freikorps set up, but before Partisan set up. *
P2- P1 and Exchange the German 8-0 leader for a 9-1 leader.
P3- P2 and Exchange the German LMG for a MMG.

We have only played the ‘Globus Raid’ two times (once each, but not with each other) so are kind of fudging this one. It seems pro-Partisan so here it is.

**ASL 30 - SYLVAN DEATH (G1, P0)**
G1- Add a 527 squad and LMG to the Partisan OB.
G2- Delete two 468s. *
G3- G1 and G2.
P1- Delete 12 minefield factors. *
P2- P1 and exchange one German LMG for a dismantled MMG.
P3- P2 and add one half turn to game length.

‘Sylvan Death’ is another of the pretty good partisan scenarios. We rate this one as slightly pro-German. The AH balance is two powerful however. On the tactical side, the German player in this one should always enter to insure that the Partisan player does not retreat to the north western corner of the map behind the stream. If this happens the German is toast.

**ASL 31 - THE OLD TOWN (G2, P0)**
G1- Six Partisan MMC start the game fanatic. *
G2- G1 and add a 337 squad and MMG to the Partisan OB.
G3- G2 and add a 337 squad and exchange a 8-0 leader for a 8-1 leader in the Partisan OB.
P1- Add a second Goliath and a 338 HS to the German OB. *
P2- P1 and add a HMG to the German OB.*
P3- P2 and exchange a 8-1 leader for a 9-2 leader in the German OB.

This one is fairly pro-German. G2 should increase the Partisans win/lose record.

**ASL 32 - SUBTERRANEAN QUARRY (G0, P1)**
G1- Treat Romanians as Lax. *
G2- G1 and Exchange a 8-0 leader for a 9-2 in the Partisan OB.
G3- G1 and Add a 9-2 leader to the Partisan OB.
P1- Increase Game Length to 9.5 Turns. *
P2- P1 and Exchange a 8-0 leader for a 9-2 in the German OB.
P3- P2 and Add two 548 squads to the German OB.

This scenario generally does not get much playing time. These are our guesses, but we have heard that the Partisans can set up some nasty ambushes.

**ASL 33 - THE COSSACKS ARE COMING (G0, P0)**
G1- Exchange the Partisan 9-0 and the 7-0 for a 10-0 and a 9-1. *
G2- G1 and add a 527 squad and a LMG to the Partisan OB.
G3- G2 and add a 337 squad and a MMG to the Partisan OB.
P1- Exchange both Axis 8-0s for 8-1s. *
P2- P1 and add a 548 squad and a squad horse counter to the Cossack OB.
P3- P2 and add a 347 squad and exchange the MMG for a HMG in the Croatian OB.

This is our favourite scenario out of the Partisan module. It is even, has a lot of interesting units and is a good situation.

**ASL 34 - A NEW KIND OF FOE (G1, P0)**
G1- Add 12 “?” to the Partisan/Russian OB. *
G2- G1 and add a 337 squad and a 447 squad to the Partisan OB.
G3- G2 and add a 628 squad and a MMG to the Partisan OB.
P1- Add a 468 and a LMG to the German OB.
P2- Add three 468s to the German OB. *
P3- P2 and exchange one of the 8-1 leaders for a 9-2.

We have actually never played this scenario. We are not sure why that is but that is the way it has worked out. Players should take the recommended playing balance with a large grain of salt.
DASL 1 - GURYEV’S HEADQUARTERS (R1, G1)

R1 - In any given turn the Russian reinforcements (SSR 4) may not enter more units than the current turn number or the turn’s reinforcement dr (whichever is less). *
R2 - R1 and exchange a German 9-2 leader for one of the 8-1s.
R3 - R2 and lower the Russian SAN to 4.

G1 - Building dL1 is considered fortified (with no tunnels) at ground level. *
G2 - G1 and the Russians receive eight additional concealment counters in their onboard OB.
G3 - G2 and add a 628 and a LMG to the Russian onboard forces.

We consider ‘Guryev’s HQ’ to be pro-German, but also feel it is pro Russian with only G1 in play. Both sides getting balance makes this one even.

DASL 2 - BERSERK! (R0, G2)

R1 - The German 8-0 leader will go berserk on a dr ≤ the current turn number, rather than on a dr of 1. *
R2 - R1 and exchange three 458s for 447s.
R3 - R2 and add a 8-0 leader to German board d group.

G1 - Set up is sequential; the German player sets up his units on board b first, followed by Russian set up, and finally the German sets his units up on board d. *
G2 - G1 and add an 8-0 and a MMG to the Russian OB, while also fortifying all of building dL1.
G3 - G2 and add a .50 cal HMG to the Russian OB.

‘Berserk!’ is pro-German due to the Russians being surrounded and unable to rout in many instances. Many Russian positions tend to become encircled indefinitely.

DASL 3 - STORMING THE FACTORY (R0, G0)

* R1 - Ignore SSR 7; German ELR is 5.
R2 - R1 and delete the Russian HMG.
R3 - R2 and add two 658s to the German OB.

G1 - The Russians may boresight. *
G2 - G1 and exchange the Russian 9-1 for a 9-2.
G3 - G2 and delete the German Armour Leader.

This is a fun scenario, very bloody, but doesn’t see enough play.

DASL 4 - FIRST TO STRIKE (R0, G1)

R1 - The Germans must solely control 13 of the 19 multihex buildings at game end. *
R2 - R1 and delete one AT Gun and crew.
R3 - R2 and exchange three 467s for 468s.
G1 - The Germans must solely control 15 of the 19 multi hex buildings at game end. *
G2 - G1 and add a 8-1 leader to the Russian OB.
G3 - G2 and add 12 concealment counters to the Russian OB.

Another good scenario. A clever German Pre-registered hex (we like bH3) and numerous 105mm fire missions can complicate the Russian defence. A Barrage is also a possibility given the Pre-Registered hex.

DASL 5 - LITTLE STALINGRAD (R2, G0)

R1 - Reduce Game Length one turn. *
R2 - R1 and add a PaK 40 ATG/crew, three 658 squads, and two DCs to the German OB.
R3 - R2 and add two additional 658 squads and a 9-1 leader to the German OB.
G1 - The SS suffer unit replacement normally (A19.132) and are considered to have an ELR of 4. *
G2 - G1 and exchange the Russian 9-1 leader for a 9-2.
G3 - G2 and add a 9-2 leader to the Russian OB.

The Germans cannot win ‘Little Stalingrad’ in a no handicap playing. The Russian player should roll for reinforcements every turn and play aggressively with his troops. We have seen upards of 50 Russian squads in play in this scenario. The Russians are an unstoppable mob by around turn 6. Several players have differed with our opinion in this one and been steam rolled into seeing the light. The given German OB in this scenario is not going to stop 50 and Russian squads backed by T-34s and 120mm OBA from obtaining the VC in 9 or 10 turns time. German CVP (which are going to be numerous) also count for the VC.

DASL 6 - DRACONIAN MEASURES (R1, G2)

R1 - The German player may change (or fake a change of) his VC option at the start of Game Turn 4 or upon the arrival of the Russian reinforcements (whichever occurs first). *
R2 - R1 and add a flame thrower to the units entering on turn 2.
R3 - R2 and add a 9-2 Armour Leader to the units which enter on turn 1.
G1 - Allow the Russian reinforcement to enter on a dr ≤ the current turn number at the Russian player’s option. *
G2 - G1 and add a 8-1 leader, 468 squad, and LMG to the Russian OB.
G3 - G2 and the Russian player may designate four fortified building locations (no tunnels).

‘Draconian Measures’ is Guy’s favourite DASL scenario. The Germans have the advantage if they choose VC (b), VC (a) is very difficult, and VC (c) is second best. If the Soviets set up to defend against (b) or (c) (a hedgehog) they can make the scenario very difficult on the Germans. A hedgehog would leave the Soviets vulnerable to VC (a), the exit. The recommended playing allows the Germans to change VC, thereby negating the possible Soviet guesswork during set up. The hedgehog gambit will not work any more as the German player will switch his VC, bypass the hedgehog, and exit the map.

DASL 7 - WITH FLAME AND SHELL (R0, G1)

R1 - The required number of victory points for the German is 45. *
R2 - R1 and add a 9-2 Armour Leader to the German OB.
R3 - R2 and add two 468s to the German OB.
G1 - Reduce the Game length to nine turns. *
G2 - G1 and add two 447s to the Russian OB.
G3 - G2 and add a 9-2 leader to the Russian OB.

The German armour is very tough, but the Russians do have six guns and good anti-armour capability with their infantry on a very small playing area. This scenario is a tremendous blood-bath (you may have noticed that for us that is a good point) with alot of interesting units. Play it soon.

DASL 8 - THE SCHOOLHOUSE (R2, G0)

R1 - The game ends four turns (not five) after the arrival of the Russian reinforcements. *
R2 - R1 and delete six 447s, two KV-1S tanks, a LMG, and a DC from the Russian reinforcements.
R3 - R2 and add a 10-2 Armour Leader
to the German OB.

G1- Russian reinforcements arrive on a dr 2 (not 3) less than the current turn number.

G2- G1 and delete the German flame thrower.

G3- G2 and add two 458s to the Russian OB.

There are too many Russians for the Germans to handle. The Elephants tend to be immobilised rather early on, or they hide from the Soviet guns and don’t affect the battle. The 88mm guns are needed to root the Russian infantry from their strongholds. When the assault guns roll into position to do this, an AT gun is waiting to blast it’s treads off. The Russian reinforcements swarm everywhere and the KV’s can roam freely once the Elephants are immobile. The Russians also have Molotov capability, this means even more trouble for the Elephants and drastically increases the Soviet infinity’s firepower.

**DASL 9 - PREPARING THE WAY (R0, G1)**

R1- Decrease exit VP required to 45.*

R2- R1 and add two 468s to the German OB.

R3- R2 and ignore SSR 4.

G1- Decrease Game length one turn.

* G2- G1 and add 12 concealment counters to the Russian OB.

G3- G2 and add a 9-2 leader to the Russian OB.

Six Panthers in a scenario is not seen very often. The German commander should enjoy wielding these beasts against the Soviet defence. This is not great Panther country though, and caution must be used to avoid numerous, Soviet infantry assisted, urban mishaps.

**G1**

- Increase game length to 10 1/2 turns.*
- G2- G1 and delete four conscript squads and a MMG from the German OB, while adding four 628s, a 10-2 leader, and a 9-1 Armor Leader to the Russian OB and changing “ten” to “eight” in the Victory Conditions.
- G3- G2 and Germans suffer from ammunition shortage.

As Mark Nixon once said, “Show me a Russian winner in ‘The Final Battle’ and I’ll show you a guy who’s playing his kid brother.” The Russian chances are very slim in this one. The bombardment helps, but there is a lot of ground to cover versus some very potent Nazi weapons. The Germans are going to take a large number of Russians down with them. In straight up playings we have not seen a single Russian squad exit the playing area. Crossing the street can be very hazardous to your health in 1945 Berlin. This scenario requires that a lot of streets be crossed and there are German weapons trained on each one.

**DASL 10 - THE FINAL BATTLE (R0, G2)**

R1- Reduce game length to 8 1/2 turns.

* R2- R1 and add a 9-2 Armor Leaders to the German OB.

R3- R3 and exchange five conscript squads for 467s.

**G1**

- US1- U.S. player must amass ≥ 24 CVP.
- US2- US1 and delete one bazooka.
- US3- US2 and delete the 8-1 Armor Leader and the Gyrostabiliser.

**G2**

- G1- U.S. player must amass ≥ 20 CVP.

**G3**

- G2- G1 and add a 666 squad to the U.S.
- G3- G2 and exchange three 666 squads for 667s.

At least two German tanks should die during the U.S. turn 1 Prep Fire Phase. The Sherman should bag one, with the bazooka teams getting two cracks at taking down another. The Sherman could intensive fire and knock out a third MkIV if the U.S. player is feeling lucky. Once two tanks are dead the Germans must keep an eye on their CVP total; especially look out for prisoners.

**DASL 11- RIPE PICKINGS (G1, US0)**

**US1**

- The U.S. player must control at least 9 building hexes on board b to claim victory.*
- US2- US1 and add three 447s, a 9-1 leader, a MMG, and a LMG to the German initial forces.
- US3- US2 and exchange one LMG for a HMG.

**G1**

- The U.S. must control at least 7 building hexes on board b to claim victory.

* G2- G1 and add a fourth Sherman to the U.S. OB.

**G3**

- US1- Mistaken air attacks occur on a final sighting TC of ≥ 10.*
- US2- US1 and add two 447 squads and a 9-1 leader to the German OB.
- US3- US2 and add 12 additional AP mine factors to the German OB.

**G1**

- G2- US1 and delete one 9-2 Armour Leader for the 8-1 Armour Leader.*

**G2**

- G1 and delete 12 AP mine factors.

**G3**

- G2 and exchange the U.S. 9-1 leader for a 9-2.

We feel the Germans just don’t have enough infantry to stop the Americans for 9 turns, much less 11. This is a pretty good
scenario besides the balance. The Germans have to concentrate on force preservation, but also must slow down the Americans. The large number of mines and guns on the German side make this one fun and interesting.

**DASL 15 - BARKMANN’S CORNER (G0, US1)**

US1- Add one 658 and a LMG to the German OB. *
US2- US1 and add a PSK and a 9-1 leader to the German OB.
US3- US2 and in the Victory Conditions change “40” to “35”.
G1- Air support arrives on a dr one less than the current turn number. *
G2- G1 and delete the German HMG.
G3- G2 and in the Victory Conditions change “40” to “35”.

‘Barkmann’s Corner’ is another small, bloody scenario, but this one involves a small German force ambushing a much larger American force. The Americans are strung out in a convoy and in column, but have a much larger force. We feel this one is slightly pro-American, but the AH balance solves that nicely. As the Americans, stop at the end of your movement phase so you can get some decent shots in the defensive fire phase to possibly reveal the ambush before it gets sprung.

**DASL 16 - CLAY PIGEONS (G0, US2)**

US1- U.S. majority squad type is lax. *
US2- US1 and increase game length to 8 ½ turns.
US3- US2 and add a second flame thrower to the German OB.
G1- Increase the initial base NVR to three hexes. *
G2- G1 and in the Victory conditions change “20” to “25”.
G3- G2 and add a 9-1 leader to the U.S. OB.

We like the Americans in this one for the simple reason that the Americans can use the night rout rules to block the German’s movement with broken units. The Germans getting one more turn and the Americans being Lax evens this one up nicely. As the Americans, don’t forget about your mortar’s IR rounds.

**DASL 17 - THEY’RE COMING (G0, US1)**

US1- Add one PzKpFw VG to German forces entering on turn one. *
US2- US1 and delete the U.S. .50 cal HMG.
US3- US2 and in the Victory Conditions change “45” to “40”.

G1- U.S. may use HIP for one MMC per board and all SMC/SW that set up with it in the same location. *
G2- G1 and add a second 9-1 leader to the U.S. OB.
G3- G2 and add a third 57L ATG and crew to the U.S. OB.

Even though the Germans are Elite and have great leaders and four Panthers, they are on the short end of the stick in this one. The Americans are in good terrain and have tremendous firepower: three .50 cals, two HMG’s, three MMG’s and 23 six firepower squads. As the Americans, we like to hide either zero or one tanks so as to increase the Germans VC. This is a great scenario that doesn’t see enough play, probably because of its length. The AH balance is perfect because it not only gives the German an extra tank, it gives them eight more victory points to exit.

**DASL 18 - KING OF THE HILL (G1, US0)**

US1- Add one HMG to the German OB. *
US2- US1 and exchange the PaK 38 ATG for a 75L PaK 40 ATG.
US3- US2 and exchange one German MMG for a HMG.
G1- Substitute a 9-2 Armour Leader for the 8-1 Armour Leader in the U.S. OB. *
G2- G1 and exchange the German 9-2 leader for an 8-1.
G3- G2 and exchange one U.S. 7-0 leader for a 8-1 leader.

This one is slightly pro German and fun to play. The hills make for some interesting terrain and lines of sight.

**Eager beavers get down to start playing on the Thursday evening at INTENSIVE FIRE ’97 despite the lack of chairs and tables!**

**Steve Pleva (left) and Mike McGrath (right) battle it out for the title of ASLOK ’97 champion. Meanwhile, Neil Stevens (centre) watches on in the hope of picking up some tips to improve his own play! Congratulations to Mike on his victory.**
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.

APRIL

SCANDINAVIAN ASL OPEN
Where: 3 - 5 April
Where: “Mekka - Copenhagen Gaming Center” in central Copenhagen.
Fee: 100 kroner, approximately $15.00
Format: The tournament will be Swiss-style, with at least 5 rounds. There will be three recommended scenarios for each round, with a complete list being posted no later than March 1st. All who pre-register will receive the list and further information at that time.
Notes: If you are in need of lodging the organizers can help you arrange accommodations contact them ASAP.
Contact: Michael Hustrop-Leth, Husumgade 19- 4 tv., 2209 N, Denmark or by email at Hastrup@image.dk or Mikael Siemsen, Stedgade 61, 1 tv., 1650 V, Denmark, telephone 444 3324 6439 or by email at Siemens@vi.intercyber.dk.

NORTH CAROLINA BITTER END
When: 17 - 19 April
Where: Comfort Inn University, Durham, North Carolina. Room rates are $69 per night. Please contact the Comfort Inn at (919) 490-4949 or (888) 221-2222.
Fee: $15.00 for the weekend or $10.00 for one day if you pre-register. On the door, the registration is $20.00 for the weekend and $10.00 for one day.
Format: Five rounds of open gaming.
Notes: Prizes will be merchandise from third party vendors such as Heat of Battle and Front Line Productions. All attendees will receive a new sheet of un-mounted counters!
Contact: Scott Blanton, 101 Singleton St., Raleigh, NC 27606; telephone (919) 233-8459, or by email at sjblanton@medspring.com.

FLORIDA ASL TOURNAMENT
When: 17 - 19 April
Where: Best Western Westport & Convention Center, 820 W. Busch Blvd. Tampa, Florida, United States of America. Telephone (813) 933-4011. Rooms are $59.00 per night.
Fee: $10.00. Registration will be at the door since the HMGS are the hosts.
Format: Gaming will start on Friday at 7:00 P.M., although the main event will start on Saturday at 8:00 A.M. It will be a similar format to past events. The coveted Schwepenburg medals for First, Second, Third, Close Combat, and APV Kills will be awarded. There will also be open turnament play. All new scenarios from the Tampa ASL group (that will appear in Schwepenburg Volume #3) will be featured.
Notes: This is the sixth annual event and as it has grown it is being piggy backed with the local Historical Miniature Gaming Society’s spring event called RECION. Squad leader pioneer John Hill is scheduled to make an appearance as one of the HMGS guests.
Contact: Evan Sheery by email at dve@sciul.tlpi.lib.fiu.

CHICAGO ASL OPEN
When: 24 - 26 April
Where: Best Western Inn of Bier Ridge, Chicago, United States of America (telephone (800) 325-2900). Rooms are $66.00 per night (maximum of 4 people per room). If you mention that you are with the WCW or the ASL Open. A shuttle service is available from Midway Airport ($7.50) or O’Hare Airport ($20). You must reserve a shuttle 24 hours prior to pickup.
Fee: $20.00.
Format: 7 rounds using the Chicago style scoring method, plus a 3 player team tournament.
Notes: There will be plaques for the top four finishers and team champions, and cash prizes for the top four finishers.
This year the WCW will again be offering a special ASL Open T-Shirt for $15.00.
Contact: Wendy City Wargamers, CO/Louie Tomakz, 5272 W 106th St., Chicago Ridge, IL 60415. Telephone 708-857-7660 or email at MGLOlou@AOL.com.

MAY

GAMEFEST ’98
When: 1 - 3 May
Where: The Holiday Inn, Towson, MD (a couple of exits south of the DonCon hotel).
Fee: To be announced.
Format: Currently the plan is for a 4-scenario event, possibly in teams depending upon turnout, using original scenarios. They are also thinking of using a variant of the personal leader system from the ’95 DonCon for a second category of prizes. An off-the-wall “fun” game in the sprit of Kurt Martin’s Winter Olympics is also in the works for Sunday.
Notes: Gamefest ‘98 is a board game convention not just an ASL tournament.
Contact: For more information about Gamefest ’98 e-mail Rich Shipley (a gamer though not an ASLer) at rshipley@io.com. The ASL tournament will be run by John Appel (e-mail jappel@anodyne.com) and Bob Lyman.

MONTREAL ASL FESTIVAL
When: 2 - 3 May, Saturday 0830hrs to Sunday 1900hrs.
Where: Downtown Days Inn, 1005 Guy Street, Montreal, Quebec, Canada H2H 2K4
For hotel rates and reservations, phone 1-800-567-0880. Most rooms have 2 double beds. All rooms are air conditioned and have colour television.
Fee: Fifteen Dollars (U.S. in Twenty-one Dollars (Canadian). Half of that to attend for one day. Pre-registrants for both days will receive tournament information and scenarios before the event.
Format: four or five rounds of ASL, choice of three scenarios per round with substitu-
tion scenario possible by mutual player agreement. Winner determined by points scored using the same method as that of the ASL Open. Prizes for at least the top two players.
Notes: There is a limit of 28 players. Spectators are welcome, at no charge.
Contact: Michael Rodgers, 5187 Beamish Drive, Pierrefonds, Quebec, H9Z 5G4, or by e-mail at 10874.3313@compuserve.com.

AUGUST

FOURTH ANNUAL ASL WILD WEST FEST
When: 21 - 23 August.
Where: Holiday Inn Denver Southeast, 3200 S. Parker Rd. Aurora, CO 80014-6200.
Phone: (303) 695-1700; fax (303) 745-4959. Rooms at the Holiday Inn cost $89 per night for a 2-bed room. When you contact the hotel, use the reservation code 2-WWF to access one of the block of rooms reserved for the WWF.
Fee: $15.00 pre-registration (before July 31). $20.00 at the door.
Pre-registration checks should be made out to “Wild West Fest”.
Format: Open gaming, six rounds minimum. Also expect some mini-tournaments to be announced soon.
Notes: Contact Tim Wilson 353 Cascade St. Lander, WY 82520-3725 phone: (307) 332-9266, email twilson@wyoming.com or Tom Repetti phone: (303) 840-7593; email tsp@tlc.com.

NOVEMBER

GRENADIER ’98
When: 20 - 22 November.
Where: Landhaus Hergetten, Hergetten, Germany.
Fee: DM 70.00 (about $28.00) for three nights accommodation, breakfast and entrance.
Format: To be announced. The opportunity to play campaigns or longer scenarios will be provided though.
Notes: There are 40 beds in the Landhaus which will be given to the first players who will check in. Additional capacities will be in the town, but must be paid for at full price.
Contact: Christian Koppmeyer, Hagebrutenweg 9, 41564 Kaarst, Germany or by email at 100565.3650@compuserve.com.

INCOMING

Continued from page 5

As a beta version, SALSA! is by no means complete, with sub-
stantial work still required, and many options omitted due to time
restraints. This will change however as time permits.
It can be downloaded from http://www.isomedia.com/homes/
delwood/SALSA.html.
This is ALL AMERICAN Shanley's Hill, the game that depicts the fighting to secure the exits from Utah Beach on D-Day. The terrain west of Sainte Mere Eglise, including the famous Hill 30, the vital bridge, and the entire Normandy village of Chef du Pont are accurately depicted on the game map.

ALL AMERICAN: Shanley’s Hill sells for $26.95 and depicts the fighting to secure the exits from Utah Beach during the Normandy Invasion. This new edition provides ten scenarios and a scenario-generating campaign system that ties the entire series of three releases together.

The first four scenarios depict the actions fought for and around the Norman village of Chef du Pont on D-Day. For the first time in the series, General Jim Gavin puts in a ‘personal’ appearance, leading his men down the railway from La Fiere. Using new components, this scenario also introduces a FlaK train, which the Americans must stop.

The next six scenarios follow the saga of Lieutenant Colonel Shanley of the 508th Parachute Infantry Regiment. In one, an attempt is made by a battalion of ethnic Georgians, led by German officers mounted on Kettenkrad half-track motorcycles, to push Shanley’s men off of Hill 30. Another depicts the famous attempt by Millsaps’ patrol to break through to Chef du Pont in search of blood plasma for the dying.

CH provides ongoing support in the form of clarifications and the All American Newsletter free to its customers. Critical Hit Tactical Level Gaming magazine is its 5th year of continuous publishing and our upcoming Volume 5, No. 1 (March ’98) will include extensive coverage of Shanley’s Hill and the All American series.

P.S. The first two release in the 82nd Airborne Trilogy, Timmes’ Orchard and Kellam’s Bridge, are in short supply so order now.