

# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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## HASBRO AND MMP ANNOUNCE ASL DEAL



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**TAMING THE WAFFEN SS** - Waffen SS scenario notes

**LAST TRAIN TO LODZ** - East Front heavy metal action

**HUNTING TIGERS** - New desert scenario with design notes

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# PREP FIRE

Hello and welcome to the first *View From The Trenches* of 1999. It's a week later than planned but I wanted to include the press release from MMP and Hasbro regarding their plans for *ASL*, which I'm sure you'll all eagerly read!

As you'll notice for the third issue in a row I've added an extra 4 pages. I'd like to continue at 20 pages per issue but that means I need more articles from you lot. Especially for the third party products which are not covered in the annual or Critical Hit's own magazine. Scott Holst's article on the *Waffen SS* pack is a good example of the sort of thing I'd like to see.

Or how about writing about German tactics for the *Fortress Cassino* CG, or *Berlin: Red Vengeance*, or *Stonne*, or...

Or you could take a look at a small part of the rules, such as minefields, concealment, or routing, or...

So in other words, get writing!!

From the next issue I'd like to start alternating "A Call To Arms", the opponents listing with an overseas listing for my overseas readers. So if any of you overseas readers want to be included let me know your details so I can include you. If the listing is too long to do in one issue I'll break it down into a US/Canadian listing in one issue and a 'rest of world' listing for a next.

Finally I'd like to point out that as of this issue the scenario numbering is being changed from 'VFTT#' to 'V#' to avoid confusion between scenario and issue numbers. This change should be considered to apply retroactively to all previously published scenarios and when they are reprinted they will be printed using the new numbering.

Until next time, roll low and prosper.

Pete Phillipps

Double 1. My last, best hope for victory.

**COVER:** The German SdKfz234/2 Puma armoured car, with aerial raised.

## THE ASL MAILING LIST

The ASL Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe send email to [majordomo@list.pitt.edu](mailto:majordomo@list.pitt.edu) with the body of the message reading:

**subscribe advanced-sl**

You MUST use lower case letters!

You will get a message from Majordomo in reply asking for confirmation.

To subscribe to the digest form send the following in the body of a message:

**subscribe advanced-sl-digest**

The digest is mailed out whenever it has queued 100,000 characters of mailings. You may receive more (or less) than one mailing every 24 hour period. The digest is NOT sent at a certain time each day.

## EMOTICONS

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

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

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

*VIEW FROM THE TRENCHES* is the bi-monthly British *ASL* journal. All comments are welcome. Even better, contribute. Write an article. Design a scenario. Share your *ASL* experiences with others. *VFTT* allows you to communicate with other *ASL*ers. Don't be a silent voice.

Issue 24 will be out in March.

*VFTT* costs £2.00 per issue (overseas £3.00), with a year's subscription costing £10.00 (overseas £15.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

Back issue prices are:

*VFTT Special Edition* 98 £3.50 (overseas £5.00)

*VFTT '95* £4.00 (overseas £6.00)

*VFTT 7 - 9* £1.00 (overseas £2.00)

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# MMP - Hasbro Partnership

## MMP Partners With Hasbro's Avalon Hill Games For ASL

January 15, 1999 — Multi-Man Publishing, LLC (MMP) is proud to announce its new exclusive association with Hasbro, Inc. to develop, produce, and distribute games and other products for Avalon Hill's *Advanced Squad Leader (ASL)* game system. Hasbro's purchase of the Avalon Hill line puts the undeniable resources of this industry giant squarely behind the *ASL* game system and combines with MMP's proven track record for developing quality *ASL* products to promise a ton of *ASL* fun this year and the years to come. We are truly thrilled about the prospects for *ASL* and for the other great games of Avalon Hill.

MMP has already contracted with noted hobby designers for future projects and is lining up more at this very moment. MMP will be developing, producing, and selling these *ASL* products directly to the consumer. New products will be available exclusively through our mail order and online catalogue. Existing stocks will also be available in the same manner. Visit our web site at [www.advancedsquadleader.com](http://www.advancedsquadleader.com) for more information.

Our first product for Hasbro's Avalon Hill Games is the *ASL Journal*, the new replacement for the *ASL Annual*. Its sixty-four pages feature brand new scenarios, including new *Solitaire ASL* Missions for Red Barricades and an all-new RB Campaign Game, and insightful analysis, including hobby legend Mark Nixon's list of "Personal Tens" and a move-by-move replay of a popular new tournament scenario, with in-depth comments by the two players and a neutral observer. Add two pages of official new Q&A/Errata along with listings for *ASL* tournaments both in North America and Europe, and any *ASL* aficionado can be sure of getting much more than his \$20's worth. Available only direct from MMP. Order your copy now.

We are very excited about our other products planned for 1999. These are:

\* *Action Pack #2* in Spring 1999. Following in the successful footsteps of *AP#1*, *Action Pack #2* features two brand new geomorphic map boards, 8 all-new scenarios, new overlays, and the Overrun Flowchart Playing Aid. Board 46 features a half-board European village with adjoining farmlands. Board 47 features a board-length wooded ravine. The overlays feature hills (B10.), including a half-board village on a hill, and wooden buildings (B23.), with the latter conducive for representing huts (G5.) in the PTO.

\* *Tarawa* in Summer 1999. The long awaited Historical module about the Marine beach assault on the atoll of Betio appears after years of research and play-testing. Two full-sized map sheets beautifully depict the atoll they fought over, with eight new scenarios and at least two campaign games. Veteran designers Eddie Zeman and Steve Dethlefsen bring their historical touch to the PTO.

\* *A Bridge Too Far* in Fall 1999. The climax of Operation Market-Garden! Frosts' British seize the approaches to the grand bridge over the Lower Rhine in Arnhem and hold out against the 9th and 10th SS Panzer Divisions, desperately waiting for relief. The hand-to-hand fighting in an urban landscape is reminiscent of Stalingrad, but with an emphasis on controlling city blocks. Designed by veteran play-tester and gamer Russ Bunten.

\* *ASL Journal #2* in Winter 1999. Issue 2 of the *ASL Journal* will include all you have come to expect in an *ASL* periodical plus a 22" by 32" historical map, a counter sheet, and scenarios (including one monster scenario!) to simulate the fighting along Kakazu Ridge on Okinawa. Designed by Dan Dolan, the man who brought us the Gavutu-Tanambogo CG in the '93b Annual, we can only say Banzai!

We are depending upon the *ASL* player to get the word out concerning these new products and our new arrangements. Hasbro is still making plans for its new line of Avalon Hill Games. In the meantime, sales of all *ASL* products not already in hobby stores will be direct from MMP to the consumer, and we need *ASL* players to get the word out to their friends.

Product information is available at, and purchases can be made via, our web site: [www.advancedsquadleader.com](http://www.advancedsquadleader.com) or via phone at 410-519-4411 or via fax at 410-519-4151 or e-mail at [sales@advancedsquadleader.com](mailto:sales@advancedsquadleader.com) or via mail at Multi-Man Publishing, PO Box 601, Gambrills, MD 21054-0601 Contact us at through any of the above methods or e-mail us at: [info@advancedsquadleader.com](mailto:info@advancedsquadleader.com)

**"MMP is dedicated to keeping the ASL hobby alive and well. To this end MMP will provide the ASL hobbyist with quality ASL products in a timely fashion."**

# INCOMING

## AVALON HILL RETURNS

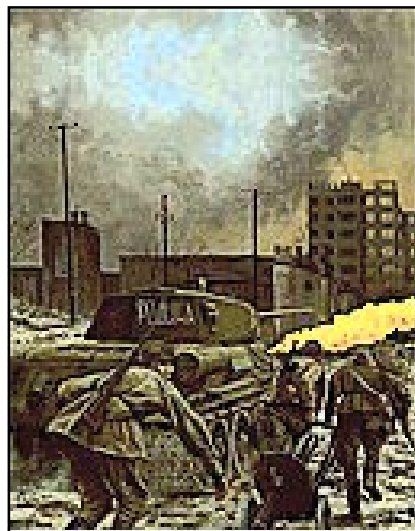
Hasbro has announced plans to continue the Avalon Hill brand name and support the Avalon Hill titles in both paper and computer formats, and has hired two former Avalon Hill employees to aid its internal development teams. Bill Levay will be a producer and Don Greenwood is acting as a consultant.

Hasbro Games Group — its board game unit — and Hasbro Interactive — the electronic-game unit — are working in tandem to evaluate the acquisitions. Tentative plans include a third-quarter 1999 reissue of *Diplomacy* and several out-of-print Avalon Hill titles and the debut of several titles under development when Monarch Avalon sold the assets.

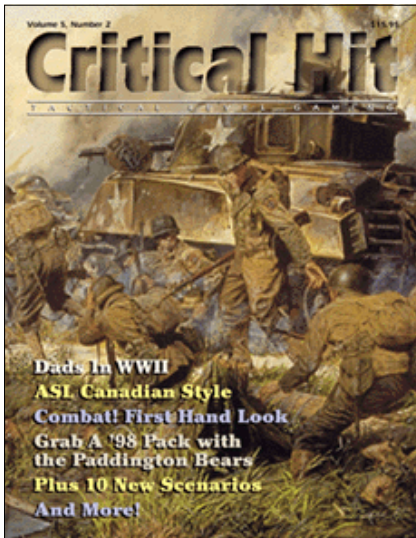
Hasbro has acted to quash rumours that it intends to strip-mine the Avalon Hill properties for computer titles. A spokesman said "Hasbro is not out there to go and destroy what were some phenomenal strategy games.". Hasbro intends to develop print and computer versions (primarily PC but also possibly console format) of a title in tandem, simultaneously releasing board and computer versions of titles to maximise cross-marketing. Hasbro feel that the board and print products will take advantage of some existing crossover between Avalon Hill's extinct distribution and Hasbro's existing network, then likely improve upon that. However it seems unlikely that they will be available in general stores such as Toys 'R' Us or Wal-Mart.

Hasbro has also re-activated the Avalon Hill web site. Although it is currently largely empty, patches to several of AH's more recent computer games can be found there.

Meanwhile Monarch is providing people with time remaining on their subscriptions to *The General* a subscription worth three times the outstanding issues of their subscription to a computer gaming magazine. Alternatively they can write to Jack Dott at 4517 Hartford Rd



*ASL Journal #1, the first product from MMP.*



Baltimore, MD 21214 and ask for a cash refund.

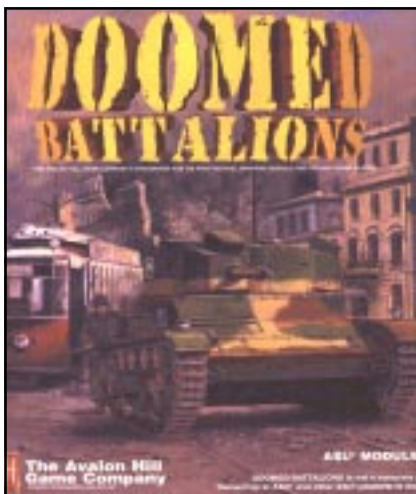
## CRITICAL HIT REVAMP

*Critical Hit!* Magazine has now become a quarterly magazine with new subscription rates. It has also undergone an overhaul at the hands of new Managing Editor Trevor Holman.

Volume 5, No. 2 ships soon and among the articles included are designer's notes, history and play tips for recent CH releases including the *Paddington Bears '98 Pack* and *Those Ragged Bloody Heroes*. "Dads in WWII" is accompanied by a scenario featuring the author's father in combat. There will also be an overview of the new CH game *Combat!*

## DISPATCHES FROM ASL BUNKER IN STALINGRAD

Work has begun on the scenarios for *Dispatches From The Bunker 6*, which will see another in their Tunisian Series and the first in their



Following the shortage of copies of *Doomed Battalions* in the aftermath of the sale of Avalon Hill, which has seen copies being sold by auction for up to \$200, Hasbro have announced plans to reprint it soon.

late war Philippines Series. The latter is a big slugfest in one of the towns leading to the Japanese supply hub of San Jose, with substantial OBs (20 American Squads, 4 Shermans, and OBA, while the Japanese have a reinforced company with dug-in tanks, forts; and a hidden Human Bomb/DC Hero). The issue is likely to be out around April-May.

For a four issue subscription send \$13.00 (\$15.00 for non-US subscribers; postal money order or USA currency only) to Vic Provost, Dispatches from the Bunker, 9 Evergreen Drive, Holyoke, MA 01040.

Don Petros is working on a revised map for their *Central Stalingrad HASL* module and expects to be finished by Spring, at which point play testing will resume on the 17 Scenarios and 4 campaign games under development. Among the scenarios will be revised versions of those included in *On All Fronts'* 'Central Railway Station'.

## WORK BEGINS ON SCHWERPUNKT 4

The Tampa ASL Group has begun play-testing on *Schwerpunkt 4*. Although they were planning on taking a break this year a number of players have indicated a willingness to help with the play-testing. Play-testing is due to run until the end of July in order to achieve their usual ASLOK release date. A prospective scenario, 'PT64 Deadeye Smoyer', which sees a handful of US squads, a Sherman and a Pershing battling a scratch German infantry force supported by a Panther for the Cathedral of Cologne (hex 45P4), was released on the InterNet ASL Mailing List for general play-testing and comments.

Editor Evan Sherry said "A lot of players do not like play-testing very much but I want to remind you that play-testing ASL is PLAYING ASL. It's not about winning or losing. It's about: #1 Playing ASL and having fun, #2 making the best possible scenario, and #3 contributing to the ASL hobby."

## GAVIN ROAD

Thanks to the efforts of local councillor and ASL player Nick Brown a road on a new housing estate in Braunstone, England has been named after General James Gavin, the commander of the 82<sup>nd</sup> "All American" Airborne, who were stationed in Braunstone just prior to D-Day. Gavin's daughter responded to the news with the following letter:

*Thank you for your letter, which I received yesterday (28 Sept 98), along with the copy of your letter to the American Embassy.*

*I am so pleased that the Council remembers my father and wants to honor him by naming a street in Braunstone Town after him.*

*In 1994, while travelling with a group of veterans of the 82<sup>nd</sup> Airborne Division, my husband and I had the pleasure of staying in Braunstone. I know that after the fighting in Sicily and Italy, coming to Braunstone was almost like*

Continued on page 13, column 1



## HEAT OF BATTLE, SCHWERPUNKT UK AVAILABILITY

Following Neil Stevens' retirement from the role, I am now acting as the UK distributor for Heat of Battle products and *Schwerpunkt*.

The prices are as follows, and are effective until the next issue of *VFTT*:

<i>God Save The King</i>	O/P
<i>King Of The Hill (last copy then O/P)</i>	£12.00
<i>Berlin: Red Vengeance</i>	O/P
<i>Fortress Cassino</i>	£16.00
<i>Waffen SS: No Quarter No Glory</i>	£11.00 O/S
<i>Waffen SS II: The Fuhrer's Firemen</i>	£12.50 O/S
<i>Schwerpunkt</i>	£8.00
<i>Schwerpunkt 2</i>	£8.00
<i>Schwerpunkt 3</i>	£8.00 O/S

O/S - Out of Stock

O/P - Out of Print

Add 10% for postage and packing [EXC: Crusaders are exempt P&P charges] and send your payment made out to PETE PHILLIPPS to The Crusaders, 49 Lombardy Rise, Leicester, England, LE5 0FQ.

The out of stock items are due in stock around 7<sup>th</sup> February. For the latest on stock availability email me at [pete.phillipps@virgin.net](mailto:pete.phillipps@virgin.net), or telephone me on (0116) 212 6747 (preferably not too early at weekends; some of us like to go out the night before :-)) And don't EVER call when Manchester United are playing :-)).

## UK SUPPLIERS OF OTHER THIRD PARTY PRODUCTS

To purchase goods produced by other third party producers, UK ASLers should contact the following shops.

**LEISURE GAMES**, 91 Ballards Lane, Finchley, London, N3 1XY. Telephone (0181) 346 2327 or e-mail them at [Leisuregames@btinternet.com](mailto:Leisuregames@btinternet.com).

**SECOND CHANCE GAMES**, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at [ahashton@globalnet.co.uk](mailto:ahashton@globalnet.co.uk).

**PLAN 9**, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at [PLAN9@IFB.CO.UK](mailto:PLAN9@IFB.CO.UK).

I shall endeavour to list all UK stockists of third party ASL products here in the future.



# PUMAS PROWLING

Tom Repetti

The purpose of this article is to play out a turn or two of a real scenario in order to focus on the particulars of the armour rules. It is hoped that players new to AFV's will read this example and get comfortable with the concepts of firing and moving AFV's. We are not here to demonstrate the best strategies for winning the scenario in question; we are here to exercise the rules and get people to understand them.

All DRs are given with the coloured die first. Rules references are given in parentheses. I will sometimes refer to a unit's front/side armour factor or kill number with the understanding that the side armour factor also applies to the rear target facing (D1.62). Actions are shown in Courier New typeface to make them clearer.

The scenario we'll be working with is 'T2 - Puma Prowls', found in *The General v24*, #2. There are other good choices for learning armour ('Under the Noel Trees' and 'Blazin' Chariots' are common choices), but 'Puma Prowls' is small, 100% armour, and does not use the desert rules. Let's tool around with these vehicles for a while before having infantry run around underfoot (undertread?).

OK, everybody huddle up. You've restricted yourselves to infantry and Guns before, but you've finally gotten the guts to take on armour. You can handle it. Understanding armour opens up a TON of GREAT scenarios for you to enjoy. It's NOT that hard. Now let's go out there and DOOOO IT!!! (Urrrrahhhh!!!)

## PRE-GAME

The first thing we do with Guns or vehicles is go to Chapter H and find out if there's anything special about them. Note 5 on page H21 covers the Russian T-70; nothing special there. The rightmost column of the chart on page H22 directs us to vehicle note C(dagger) on p. H25, which tells us that the T-70's have Radios at the time of this scenario, which is good news. Being Radioless generally forces you to use AFV Platoon Movement (D14), which makes you slow and vulnerable. Radios make us happy.

Note 75 on page H15 covers the German Puma, again no help there. The rightmost column of the chart on p. H13 also doesn't point to anything special, something of a rarity.

OK, having checked out chapter H for special vehicle notes, let's look at the counters.

## VEHICLE COUNTERS

The FIRST things to look at are the armour and Gun sported by both sides. The balance of firepower often dictates what your AFV's can do on the battlefield; who they try to beat up on and who they run from. Some scenarios

(particularly late-war Eastern Front) are "hit-kill" affairs where the combination of Gun calibre and armour factors yield To Kill numbers that are so high that hitting a target means killing it. In some scenarios, hits are easy but kills are hard to come by. I think the best scenarios yield To Hit and To Kill numbers around 7, where the chances of success are good but nothing will be a sure thing.

At any rate, we see that the Puma sports



a 50L gun (with a boxed ROF of 2) while the T-70 has frontal armour of 6 and side/rear armour of 4.

Looking on the C7.31 AP To Kill Table, the 50L has a basic To Kill (TK) number of 13. Therefore, if a Puma hits a T-70, the German player generally needs to roll a 7 or less for a front shot or a 9 or less for a side/rear shot in order to hurt the T-70. There are some modifications to this number which we'll discuss later, but a front/side kill # of 7/9 is pretty darn good.

On the back of the Puma counter, we see the notation "A5<sup>3</sup>/4<sup>4</sup>", indicating that the Puma can fire APCR in 1944 with a Special Ammo Depletion Number of 4 (C8.1). APCR (or HEAT) is nice to have, as it generally bumps up your Gun's To Kill number by a few notches. The C7.32 APCR To Kill Table shows that 50L APCR has a To Kill # of 17, much better than the Gun's normal Armour Piercing punch, and should have little trouble killing a T-70 from any angle since the front/side kill # would go to 11/13 before final modifications. Of course, you only get APCR if you declare the To Hit shot to be using APCR. If you roll less than or equal to the Depletion Number (C8.9), you get that special ammo and can try to get it again in future shots. If you roll equal to the Depletion Number, you get that special ammo for that shot but no future shots (i.e., that's your last round of that ammo). If you roll greater than the Depletion Number, you don't have that special ammo and all aspects of that shot are stricken from the record; it's as if that shot attempt never took place (except possible Gun Malfunction). Odds are pretty low that the German's To Hit DR will be a 4 or less to enable APCR, but it's something to keep in mind.



For the Russians, their 45L gun has a basic To Kill # of 10, which can punch through the Puma's 4/1 front/side armour to yield To Kill numbers of 6/9, nearly identical to the case of Puma firing at T-70. APCR is available to the T-70 in 1944 with a To Kill number of 12 which will bump the To Kill numbers on the Puma up to 8/11. More importantly, the Russian's APCR Depletion Number is a hefty 6, which is significantly more

dependable than the chances that the German will roll his APCR Depletion number of 4. When trying for APCR, the T-70 will succeed 42% of the time while the Puma will succeed only 17% of the time. Ouch. Toss in the fact that there's one more T-70 and the Russian gets the better armour leader, and the German is wondering what he's gotten himself into.

Well, if the Pumas can't outgun the Russians, can they out-manoeuver them? At the top right of the counter is the AFV's movement factor printed over a white symbol showing the AFV's movement type. The T-70 has 14 Movement Points (MP's, not to be confused with the Movement Factors (MF) used by Infantry and Cavalry) and the white oval background indicates that it moves like a Fully-Tracked vehicle (D1.13). The Puma has a generous 33 MP's, but the white circle background indicates that it moves like an armoured car (AC) (D1.12), which hurts a lot, as we shall see.

Now go to the inside of the Chapter B divider. The big Terrain Chart shows the MP costs for fully-tracked vehicles and armoured cars. Right off the bat, notice how armoured cars expend THREE MP per open ground hex. Over open ground, the T-70 is actually faster than the Puma! Now go down to the lines for Hedges and Walls. Notice that armoured cars spend more MP's to cross hedges than fully-tracked vehicles do and may Bog in the process (note B). Also note that ACs can't cross Walls at all! Reading the rest of the terrain types on this chart will reinforce the notion that AC's need all of those thirty-plus MP's. They're truly Hell on Wheels when they have access to Roads, but over open terrain they're not nearly as mobile as they look.

The other features of the combatants in this scenario are their turret types, target sizes, smoke dischargers, and MG factors. Sometimes all of these factors are vital to an AFV's success, sometimes they're superfluous. Good armour commanders know how to use even small advantages wherever they find them.

Turret types - The Puma's thin white square indicates a Slow Turret (D1.32) while the T-70's broken white square indicates a One Man Turret (D1.322). The One Man Turret is a big deal because the T-70 must be Buttoned Up (BU, D5.2) to fire. Note also that the Russian SAN is zero while the T-70's machine guns are weak, so the German Pumas can feel relatively safe in opening their turret hatches and exposing their crews (CE, D5.3). Since there is a +1 To Hit DRM when firing while BU (C5.9), the Russians will be at a slight disadvantage with regard to rolling on the To Hit table.

Target sizes - The white background on the T-70's front armour factor means that the T-70 is a small target and benefits from a +1 DRM when being fired on the To Hit Table (C6.7). Since the Puma is a normal-sized vehicle, this +1 DRM nicely balances out the BU DRM disadvantage

## THE TRENCHES

the Russians suffer above.

**Smoke Dischargers** - The back of the Puma counter shows "sD7", which means the Puma can fire its smoke discharger with a usage number of 7 (D13.31). If you try for smoke discharger smoke and roll higher than the usage number, you don't get smoke that turn, but you are still eligible to try again in the future. BTW, it's a peeve of mine that boxcarring a smoke usage roll doesn't malf the smoke discharger. C'mon guys, those suckers had to fail once in a while too! Smoke Dischargers are GREAT. They're very powerful on offence and defence. It's excellent to be able to have your AFV pop smoke in convenient places, and this type of smoke is the 5/8" variety that doesn't go away after the MPh like infantry smoke does. Get excited about smoke dischargers, cuz you'll love 'em. In keeping with their national abhorrence of air pollution, the Russians don't get smoke here.

**MG factors** - Of little import here. In armour-heavy scenarios, AFV MGs are often used to keep the other guy's tanks from going CE. The threat of a German tank with 3/5 MGs firing on my CE armour crew at 8(+2) on the IFT is usually enough to make me stay Buttoned Up and eat the +1 To Hit DRM that applies to my Main Armament. In this case, the Russian's puny -2 MG factors aren't going to scare the German tankers away from going CE, and the Russians are going to stay BU themselves (and thus invulnerable to German MG fire) because of their One Man Turrets.

OK. That's a lot of information to go through, but believe it or not you'll get the hang of going through these rundowns of strengths and weaknesses before the game. To summarise:

**German: Strengths** - Nice To Kill #, ROF 2 guns, excellent road mobility, smoke dischargers, freedom to be CE.

**Weaknesses** - Outnumbered, inferior cross-country mobility

**Russian: Strengths** - Good To Kill #, Good APCR availability, 10-2 armour leader, Radios.

**Weaknesses** - Lack of smoke-making

ability is a minor issue only. These ain't T-34's, but they look capable of getting the job done. I don't think the 1 Man turrets are a gigantically big deal, but the ROF zero guns are relatively weak compared to the ROF 2 Guns of the German Pumas.

Russian moves first, both sides enter from offboard. Russian has five T-70's and a 10-2 armour leader; German has four PSW 234/2's and a 9-1 armour leader. Both SANs are zero. Russians enter on 22GG1, Germans enter on 4A10. A SSR gives the Russians only 1/2 of their normal MP's on turn 1. Both SAN's are zero.

Oh yeah, the VC's. Pretty darn symmetric. Victory goes to whoever has the most points; you get 1 pt for each enemy AFV destroyed/Immobilised and 2 points each for exiting your AFV's off the far east/west side of the board on a road. Both sides get to balance attack and defend. Given the small number of units, anything that results in either side having a 2-tank advantage is going to be big. Looks like Tension City.

That's pretty much all you need to know to get going. Certain points like game length and particulars about the VC's are going to be left deliberately unanswered so that I have at least a flimsy defence to hide behind when AH's lawyers bring the hammer down. Do they even HAVE net connections in prison?

Okay Babe, let's kick it in GEAR! VROOM VROOM!!!!

## RUSSIAN TURN 1 Rph

Russian sets up tanks offboard and in Motion (A2.52). All Turret Covered Arcs (TCA) are the same as Vehicular Covered Arcs (VCA), given by the "CA" notation. For play-by-email games, I've found it pays to be careful with noting exactly where your covered arc points to. It's an easily-understood proposition to say that the "1" side of a sniper counter always points toward the hex ID, but it gets hairier with AFV covered arcs, especially when the boards are rotated relative to

each other. For this reason, let's be extra careful and note covered arc according to what hex it points to instead of a direction numbered 1-6.

22GG0: T-70, CA: 22FF1, CE  
22GG(-1): T-70, CA: 22FF0, CE  
22HH(-1): T-70, CA: 22GG1, CE  
22HH0: T-70, CA: 22GG2, CE  
22HH1: T-70, CA: 22FF1, CE

All tanks are CE to cut their road movement rate down to 1/2 MP per hex instead of the 1 MP per hex that a BU tank must pay. Since the T-70's will be buttoning up quickly in order to fire their guns from the 1 man turrets, they've got to get the most out of the road movement while they can.

Note that you don't put the armour leader on the board at the start; you note which tank he's in on a side record (D3.41).

Let's ignore Wind Change DR's for brevity. In a real game you would do them but let's choose to keep the wind out of it. Such power we wield.

## MPh

1. Tank in 22GG0 moves. My play-by-email notation will be to show the AFV's movement and the total number of MP's spent so far. Other people like to show the number of MP's spent in that particular single element of the move. It takes all kinds in this crazy world.

a. GG1 - 1 (Go ahead. Make tank tread noises. It's socially acceptable.)

b. GG2 - 2

c. GG3 - 3

d. FF3 - 4

e. FF4, bypass FF4/EE4 hexside - 6

f. EE5 - 7

g. end in Motion (remember the 1/2 MP SSR restriction on turn 1)

Vehicular Bypass Movement (VBM) (D2.3) is a hugely important way for tanks to navigate the battlefield. Basically you can bypass a woods or building if the gap between the obstacle and the hexside is greater than the thickness of the AFV counter. When in doubt, give the other guy a break; the hexside bypassed above is clearly legal. I'd put up a fuss about bypassing 4FF1/FF2, though.

VBM costs double the hex's non-obstacle terrain, which is why the T-70 paid 2 MP to bypass the woods in FF4. Bypassing 22DD4 along the DD4/DD3 hexside would cost 4 MP since the cost of Brush is 2 MP, but at least you get to bypass the woods and avoid the potential of Bogging your tank.

Bogging - sigh. Let's gloss over it. If your AFV actually enters the terrain in a Bog Hex (like entering the woods in 22FF4) instead of just skirting around it, you have to make a Bog Check to see if you've Bogged in the hex (D8.2). Bogging isn't the end of the world; it's not nearly as final as Immobilisation and usually just costs you time while you try to un-Bog the vehicle. But by the same token, the reason you probably risked Bog in the first place was that you were in a hurry, so Bogging tends to be unbelievably inconvenient. We'll run into Bogging later. Bog hexes are mainly



woods and buildings, although we noted before that the German armoured cars must risk Bog to cross hedges.

Motion (D2.4) - another sigh. We're not spoon-feeding these concepts to you, are we? Motion is one of the hardest things to learn for some people; others just get it right off the bat. The terminology is somewhat confusing, even for native English speakers.

Motion is basically a way of telling you that your vehicle is moving in its hex while it's your opponent's player turn. It's not just sitting there, its treads/wheels/flippers are grinding along, propelling the vehicle across the ground/water/ether. Since it's in Motion, your vehicle is harder for the enemy to hit, but your moving vehicle isn't likely to be shooting its gun with any accuracy either (unless you have one of those beautiful Gyroscopes on your US Sherman).

C.8 (of all places) covers the quantum states of movement which a vehicle can have. When a vehicle starts its MPH, it is either Stopped (in which case it's just sitting there on the board) or in Motion (in which case there's a white Motion counter on it). During the vehicle's MPH, you take the Motion counter off; Motion is a non-applicable concept during your vehicle's MPH but it applies during every other phase of the game, including the phases of your turn before and after your MPH and all of your opponent's player turn. When your vehicle ends its move, it will be either Stopped (having expended 1 MP to Stop) or it will stay in Motion (with no MP expenditure required) and acquire a Motion counter. This dovetails nicely with the second sentence of this paragraph.

Ole Boe had an excellent article in the *ASL Annual 1996* which covers this topic in fine-grained detail. We'll encounter these concepts again as we go along; let's hope Ole doesn't skewer us for using the terminology wrong.

When I was learning this stuff, I remember not being sure of just what Motion was good for. Thankfully, the answer is simple. You want to use Motion mainly for two reasons:

- 1) Because you're in a hurry to get somewhere, or
- 2) Because you're in danger of being blasted to smithereens and you want to remain hard to hit.

#1 above can happen when your vehicle is moving to get into position (like what we've got going on in our game of Puma Prowls). You can save your vehicle 2 MP by staying in Motion at the end of its MPH - the first MP is saved from not expending a Stop MP at the end of its move, and the second MP is saved from not having to expend a Start MP at the start of its next move. Motion is also good for when you're trying to exit the vehicle off the board; why waste time Stopping and Starting when all you care about is leaving the board?

#2 can happen when your vehicle's trying to save its butt from being shot off. This is because Motion targets get a +2 DRM (Case J) added to To Hit rolls against them and because the Case L Point Blank Target modifier does not apply to Motion targets. Using Motion to save your butt is not just for Jeeps that are being run down by Panthers; it's also for Panthers that have been caught with their thinner side armour facing a BAZ team or for any vehicle that is worth more

as Exit VP than as a source of firepower in the fight.

As we mentioned above, Motion is commonly employed by vehicles at the end of their move. However, vehicles that suddenly find themselves in a bad situation during the opponent's MPH can try to kick into Motion at that time (D2.401). This can happen when your defending vehicle is swarmed by overwhelming enemy force. Rather than sit there and get torched, your vehicle can make a Motion Attempt during the enemy MPH and if successful, it kicks into Motion and its chances of survival are greatly increased. Not only is your Motion vehicle harder to hit as described above, it can often spend the first MP of its next move in getting out of enemy LOS; Motion attempts allow for a free VCA (not TCA) change (D2.11), so you can swing your entire hull around and head for the rear echelon before the enemy can squeeze off a First Fire shot next turn. Very nice.

To make a successful Motion attempt during the enemy's MPH, your vehicle has to make a dr which is  $\leq$  the number of MP's spent by any enemy unit which came into your vehicle's LOS from out of its LOS in that MPH. Obviously the attacker wants to cut down on the number of MP's he gives the defender to look at or just not give him any new units to look at in the first place.

We'll see all of this in action here. Suffice to say that this part of the game is often fraught with tension as the defender weighs the options of staying put and firing, blowing vehicle smoke, or kicking into Motion. The rules are simple, but the resulting tactics are complex and subtle. Great game, eh?

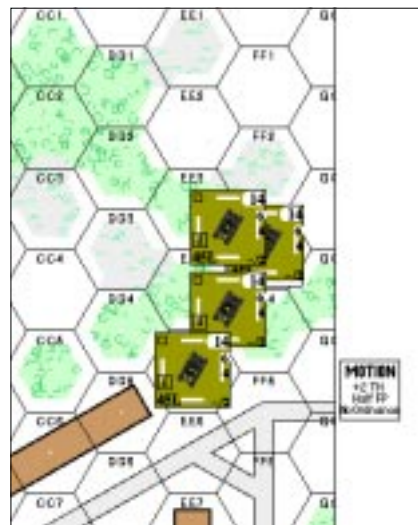
One other thing I should have noted before is that all of the vehicles should be under 5/8" Concealment markers at this point. Vehicles not in Concealment Terrain automatically lose? when the enemy comes into LOS (note H of the A12.121 Concealment Loss Table), but it's often worth something to keep your opponent guessing about just which 5/8" counter is which. Sometimes trucks and half-tracks do a nice job of masquerading as tanks, at least until the enemy heaves into sight. In this scenario it won't help much since both sides have only one kind of vehicle, but it's a good habit to form. And heck, maybe we'll drive a vehicle into good defensive Concealment Terrain to wait for the enemy to show up. Concealed vehicles benefit from the +2 Case K To Hit DRM, so a concealed Puma in a Grain hex can be in a pretty good defensive position. Hmm...

OK, several paragraphs later, we've got one T-70 in Motion in 22EE5 (CA:DD6) with CE and Motion counters on it. Whew. Gruelling stuff, eh?

It's left as an exercise for the reader to move the remaining Russian tanks to their final positions given below. Note that the tank in HH1 will spend its first MP in entering the board on GG1 and its second MP in changing covered arc from EE1 to EE3. VCA changes generally cost 1 MP per hexside (D2.11).

Final positions of Russian T-70 tanks. All tanks CE and in Motion.

- 22EE5 CA:DD6
- 22FF4 (bypass EE4) CA:EE5



- 22EE3 (bypass EE4) CA:DD3
- 22FF3 CA:EE5
- 22FF3 CA:EE5

That last line isn't a typo; we've overstacked the hex. It cost the second tank one extra MP to enter the hex which already contained a vehicle (D2.14), but it was acceptable here since he had the MP's necessary. Now that you've seen vehicles be overstacked, DON'T DO IT AGAIN FOR A LONG LONG TIME. The attack and defence penalties (A5.12, A5.13) are rarely worth it. I have only done it once in 50-odd games and even then I paid the price. I have never seen an opponent do it. The only reason we're getting away with it here is that the overstacked hex is pretty safe from marauding Pumas. DON'T OVERSTACK VEHICLES. At least, not until you know better :-)

As with everything, there are exceptions. What you REALLY want to avoid is to be overstacked at the END of your MPH. However, it is perfectly acceptable to overstack DURING the MPH instead of having that 37-MP Jeep honk when it comes up behind a FT-17 and wants to move along with minimum fuss. Just don't do it when the enemy is watching.

Note that you can't have more than one vehicle bypassing the same hexside, even if two vehicles are bypassing obstacles on different sides of the hexside (D2.31). This is why we couldn't have a T-70 end its MPH in 22EE4, bypassing the EE4/FF4 hexside.

The guy in 22EE3 is there to show the German player that even though we're Russian, we do have some originality of thought and we're not gonna just plow everybody through the same narrow corridor because it looks convenient. These are important things to remind your opponent of :-)

## GERMAN TURN 1 RPh

1. Set up Germans. Hexrow HH is to the off-board side of hexrow A. All vehicles CE and in Motion:

- 4HH9: Puma, CA:4B9
- 4HH10: Puma, CA:4A9
- 4A11: Puma, CA:4B9
- 4A12: Puma, CA:4B10



## MPH

1. Puma in 4HH10 moves  
a. 4A10 - 3  
b. 4B9 - 6  
c. 4B8 - 9  
d. 4C8 - 12  
e. 4C7 - 15  
f. 4C6 - 18  
g. 4C5 - 21  
h. 4D4, E4, F3 - 21.5 (CE movement along road is 0.5 MP each hex)

i. VCA:4H3 - 22.5  
j. 4G4, H3, I3 - 24  
k. VCA:4J1 - 25  
l. 4i2, 4i1, 22i10, 22j9 - 27

m. 22j8 - 30  
n. VCA:22i7 - 31  
End in Motion with the 32<sup>nd</sup> and 33<sup>rd</sup> MP's considered to be expended in the last hex (D2.1).

It's left as an exercise for the reader to move the three remaining Pumas to their final positions:

4HH9 -> 4K4: Puma, CA:M4, stopped  
4A11 -> 4K3: Puma, CA:M3, stopped  
4A12 -> 22J9: Puma, CA:22i8, Motion

Apparently the Germans want to be able to respond to whatever the Russians do, whether it's a thrust onto board 4 or a strike across board 22. The Stopped vehicles in 4K3 and 4K4 don't have great LOS down the length of board 4, but ending the turn in Motion only saves them 1/33 of their MP's and it's a lot easier to hit something when you're Stopped.



Skipping through phases that don't matter, we come to Russian turn 2:

## RUSSIAN TURN 2

### MPH

1. Motion T-70 bypassing in 4EE4/EE3 moves

a. DD3 - 2 MP (no need to expend a start MP since he was in Motion at the start of his move)

b. CC4 - 3  
c. BB4 - 4  
d. AA5 - 5  
e. Z4 - 6  
f. Y4 - 7  
g. VCA:X2 - 8  
h. Y3, Y2 - 9 (he's CE, remember)  
i. VCA:W2 - 10  
j. X2, W2 - 11  
k. V1, U2 - 12  
l. T2, S2 - 13  
m. Stop - 14

The more astute/sleazy of you might wonder why the vehicle didn't save itself a VCA change MP by just firing outside of its VCA and spinning the VCA as a non-turreted vehicle would (C5.1). This would come in handy when you're negotiating road curves like in moves 1h and 1j above. Nice thought, but it's illegal - see the end of D2.11.

2. Motion T-70 in 22EE5 moves

a. You're good enough at this. Move him to EE6 and then along the road to 22Q10 (VCA:4P1) for 11 MP and we'll take it up from there.

b. 4Q1 - 11.5  
c. BU, 4Q2, TCA:4O2 - 12.5  
d. stop - 13.5

Note the free TCA change when expending MP (D3.12). The tank simultaneously Buttoned Up, entered 4Q2, and changed its Turret Covered Arc to 4O2 (placing a BU Turret counter on the vehicle, facing the proper direction). Tim Wilson taught me to say "clank" when Buttoning Up in FTF play.

Buttoning Up - When moving along a road to advance to contact with the enemy, staying CE is fine (unless there's Snipers about). Once you get into the thick of things, Buttoning Up is a good idea, although there are many exceptions and personal preferences about this. We've noted that the Pumas don't have much to fear from the Russian tank MGs, so they're gonna stay CE. The Russians, indoctrinated against boldness and fearful of the Puma's 5 FP CMG, will stay BU here. Note that moving along a road while buttoned up cost one full MP, and that Buttoning Up/going CE is a kind of toggle switch - you can only BU/CE once in YOUR MPH and then once again in YOUR APH. You can't change your BU/CE status during your opponent's player turn.

One of the reasons it's prudent to BU is that you don't want to be caught CE and get whacked in your opponent's AFPh. Also, a CE vehicle that Prep Fires will have to stay CE during the DFPh; it cannot BU until the APH. Being CE is risky, but some people like to take that risk and avoid the +1 To Hit DRM for being BU. Also note that you have to be CE to fire an AAMG (D1.83).

Why didn't the Puma in K3 first fire as soon as the T-70 came into view in Q2? Two reasons. First, the odds of a hit weren't real high. Checking the C3 To Hit table, we see that it takes a 10 to hit a vehicle at 0-6 hexes range. Checking the C5 Firer-Based To Hit DRM table, we see that there are no Firer-Based To Hit DRMs (not even

for being BU, since the Puma is CE). But there are plenty of Target-Based To Hit DRMs on the C6 table:

+2 for case J since the T-70 is moving  
+2 for case J2 since the T-70 spent only 1 MP in entering 4Q2  
+1 for case P since the T-70 is a small target  
+1 for case Q since the hedge gives a +1 TEM  
+2 for case R since there are 2 hexes of Grain hindrance in the way.

The total DRM is +8, which makes a hit very unlikely when you need a final DR of 10.

The second reason the Puma didn't first fire is that he knew that the T-70 was nearly out of MP's when it entered 4Q2. With only 1.5 MP left out of its 14 MP allotment, the T-70 could not enter 4P2 or 4Q3 without risking Excessive Speed Breakdown (more on that later) and it would have to change VCA and expose its weaker side armour to enter 4R2. Since the most likely thing the T-70 was going to do was stop, the Puma held its first fire, waiting for a more juicy target. If none comes along, the Puma can still final fire on the T-70 in the DFPh, when the case J2 DRM won't be applicable (J2 is only applicable to First Fire).

Since we went into such detail about Motion attempts, it's good to note here that the Puma in K3 has seen a new enemy unit enter its LOS for 2 MP, so the Puma can now make a Motion attempt. It would have to make a dr of 2 or less to kick into Motion; if successful, it would acquire a Motion counter and could change its VCA to whatever it wished. It'll hold off here, though.

3. You can do this one yourself:

a. 22FF4 -> 4Y2, CA:W2, Stopped

4. T-70 in 22FF3 moves

a. Take him to 22R5, CE, Motion, VCA:Q4 for 13 MP

A dilemma. He wants to get behind the wall in Q4 because he read something about being behind walls makes you Hull Down, which is supposed to be good. But it would take 15.5 MP to get to Q4 and stop. What to do? Go for Excessive Speed Breakdown (D2.5)! ESB is the way to get up to an extra ¼ of your MP (FRD) for use in such tight situations as this. Good players seldom seem to need this, since they plan ahead and know exactly how many MP's they're gonna need to get where they're going. My tanks seem to ESB all the time, revving those engines far into the red zone :-)

ESB comes with a price, however. You must make an ESB DR < 12 in order to gain the number of extra MP's you desire. A Final DR > 11 means you become Immobilised in the hex you are in, which is a very bad thing indeed, considering that you really wanted to be just a hex or two further on. And Immobilisation, unlike Bog, is permanent, and usually deadly.

Figuring he'll be lucky, the T-70 will plan on risking ESB.

b. Q5 - 13.5

c. ESB, ask for 1.5 extra



MP's (15.5 - 14 = 1.5). ESB DR = 5,3 +1 (Russian manufactured vehicle) +1 (sought 1.5 extra MP's) = 10, OK. He now can use those 1.5 MP's any way he wants.

Q4 - 14.5

d. BU, Stop - 15.5

5. You can do this one yourself:

a. 22FF3 -> 22S7, CA:Q7, Motion (this guy thinks he's the Mobile Reserve)

## DFPh

1. Having seen no better targets, the Puma in 4K3 will fire at the T-70 in 4Q2.

TH # = 10

TH DRM = +2 (case J), +1 (case P, small target), +1 (case Q, hedge), +2 (case R, 2 hexes grain hindrance), total DRM = +6

TH DR = 5,4 miss, -1 acquisition placed on tank in 4Q2.

I'm not going to go into Gun acquisition here. It's not one of my favourite subjects and I'd rather spend the time elsewhere.

2. Figuring the northern bridge to be a bust due to the strong Russian defence covering the 22Q2 road, the Puma in 22J9 will exercise C3.22 and rotate his entire vehicle (turning as a Non-Turreted type vehicle) so that his Covered Arc is now 4I1. No Motion attempt is required; this has nothing to do with Motion. This is just rotating your vehicle's covered arc during your fire phase when the Gun is still eligible to fire without Intensive or Sustained Fire. It's a great way to get a free VCA change and get a head start on next turn's movement.

## AFPh

1. T-70 in 4Q2 returns fire at Puma in 4K3

TH # = 10

TH DRM = +4 (case C, ST-type turret Bounding Firing), +1 (case I, BU firer), +2 (case R, 2 hexes grain hindrance), total DRM = +7

TH DR = 3,2 miss, -1 acquisition placed on Puma in 4K3

2. T-70 in 22Q4 Area Acquires 22O2.

TH DR = 2,1, -1 acquisition (I always seem to roll great on worthless shots).

3. T-70 in 22S2 Area Acquires 22O2

TH DR = 3,4 -1 acquisition

Whoops, no he doesn't! He's a CE1-man turret, so can't fire his Gun! D'ohhh! Remove this acquisition counter.

4. Taking his clue from the Puma in 22J9, the T-70 in 22S7 will rotate his entire tank's CA to 22R8 in preparation for crossing the bridge and reinforcing the defences on that side. He can do this even though he's in Motion; there's nothing preventing it.

## APh

All Russians Button Up if not already.

## GERMAN TURN 2

### PFFh

1. Puma in 4K3 fires APCR at T-70 in Q2

To Hit # = 10

TH DRM = -1 (case N acquired target) +1 (case P small target), +1 (case Q hedge TEM) +2 (case R grain hindrances) = +3

TH DR = 3,2 no APCR, no shot

Well hey, it was worth a shot. Now let's try regular ol' Armour Piercing. Same shot, same To Hit numbers.

TH DR = 2,3 turret hit, ROF, -2 acquisition

C3.9 covers location of vehicle hits; red die < white die is a turret hit. It pays to mind your VCA and TCA facings and keep your best armour facing the biggest threat if you can.

Basic To Kill # = 13 for 50L guns, from the C7.31 To Kill Table. Now we look at the C7.2 Basic To Kill # modifications to see if any apply. None do; we aren't close enough for the range modifications found below the C7.31 table to apply.

Final To Kill # = 13 - 6 (frontal armour) = 7

TK DR = 4,3 Shock. Get this result from the C7.7 AFV Destruction Table, a very handy table to know.

The T-70 is in trouble; place a Shock counter on it and remove the -1 acquisition it had on the Puma.

Following the age-old tradition of kicking 'em while they're down, the Puma will fire again, using its Rate of Fire.

The To Hit numbers are as before, with a -2 acquisition this time.

TH DR = 4,4 hull hit, no more ROF, still -2 acquisition

Final TK # = 7 as before.

TK DR = 3,3 kill. Flip T-70 over to white wreck side.

A moment of silence, please.

Note that vehicles are inherently different than most infantry. When infantry breaks, it can usually rally and bounce back. Vehicles don't break, they die. Sure, sometimes you'll have an Immobilised or Shocked/Stunned vehicle that seems to have a second life or that can be useful in a less-than-100% condition, but generally when you lose a tank, you're gonna have a hole in your line somewhere. Get used to the idea and plan ahead.

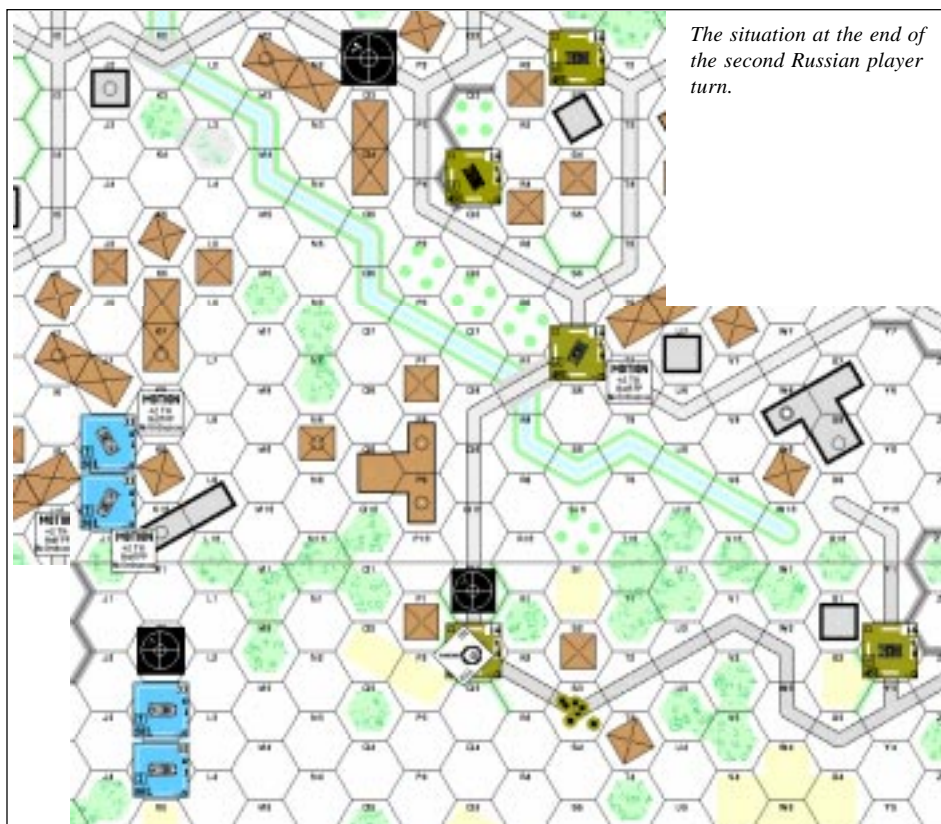
Now we roll for Crew Survival since the AFV didn't burn (D5.6). Since we don't want any inconvenient vehicle tank crews cluttering up our nice clean example, the Crew Survival DR will be 5,6, which is greater than the CS # printed on the back of the T-70, so the crew is gone.

## MPh

1. Motion Puma in 22J8 moves

a. Take him to 22O2, CA:Q2, still moving, for 14 MP. Not necessarily good tactics to go charging into the defence like this, but let's say this guy was emboldened by the results of Prep Fire.

T-70 in 22Q4 fires. Why? Because he



has acquisition on O2, but more importantly, the Puma will be Hull Down (D4.2) to Q4 if he is allowed to enter P2. Oh, and it'll be an APCR shot.

To Hit # = 10  
 TH DRM = +1 (BU firer) +4 (case J2) -1 (converting Area acquisition to ½" acquisition by C6.52) = +4  
 TH DR = 4,3 no APCR, no shot.

Try again with AP.  
 TH DR = 4,2 hull hit, -2 acq placed  
 To Kill # = 10 - 4(armour) = 6

To Kill DR = 4,5 no effect  
 But wait, there's more! You actually get to use those Collateral Attack rules from A.14! Oh Happy Day!

This was an attack that tried To Kill the vehicle but failed, so now we apply the To Kill DR above as a Specific Collateral Attack vs. the CE crew, using the HE Equivalency of 45mm AP ammunition (C8.31). The CE crew suffers a 2 FP attack on the IFT, with a +2 DRM for being CE; we see that the final DR of 11 has no effect. Usually Collateral Attacks have no effect on the CE crew; if you rolled well enough to have an effect on the IFT, you usually rolled well enough to kill the tank. However, Riders don't get the CE DRM, so they can be hurt by Collateral Attacks. And for Guns that only have HE ammunition, the Collateral attack is sometimes their only hope of hurting a well-armoured tank because the HE To Kill numbers are so low (C7.34 HE To Kill Table).

Taking this shot reminds the T-70 commander that he has a CMG too, so he'll fire that at the CE crew.

2(+2) DR = 5,1 no effect

The T-70 doesn't lose its -2 acquisition on the Puma since the CMG fired at the same target that the tank had acquisition on (C6.5).

b. Puma continues to P1, bypass P2 - 20 MP (6 MP for an AC to bypass along open ground). The -2 acquisition from the shot above stays in O2, since that was the last Location the T-70 in Q4 had LOS to (C6.51).

c. Puma continues to Q2 - 23 T-70 in S2 fires using APCR

TH # = 10

TH DRM = +1 (BU) +2 (case J) = +3

The -1 case L modifier for firing at 2 hex range doesn't apply if either the target or the firer is non-stopped or in Motion.

TH DR = 4,2 hull hit, -1 acquisition, this was the last round of APCR for this guy since the To Hit DR equalled the T-70's APCR Depletion Number

To Kill # = 12 (45L APCR) +2 (45mm APCR firing at 2 hex range) -4 (armour), total = 10

To Kill DR = 5,6, aaarrgggghhh! Still, it's a Possible Shock (C7.41).

The Puma takes an NTC to see if it's Shocked.

Shock NTC DR = 3,1 OK. Sigh.

Again, the Puma's CE crew suffers a Specific Collateral Attack, but the To Kill DR above was too high to have any effect on the 2(+2) collateral attack.

Tank in S2 fires its CMG vs. the Puma's crew

2(+2) DR = 2,2 PTC

Can tank crews Pin? You betcha, see A7.82.

PTC DR = 4,1 OK.

T-70 in Q4 Intensive Fires

To Hit # = 10

To Hit DRM = +1(BU) +2 (case F, Intensive Fire) +3 (case J1) +1 (hindrance in Q3) = +7

To Hit DR = 6,4 malfunctions the Gun since Intensive Fire lowers the Gun's breakdown # by 2 (C5.6).

It's always hard to know when to Intensive Fire and when to hold off. The temptation is so strong, and yet the penalty is pretty harsh. In this case, the chances of getting a turret hit (remember hull hits are useless against hull down targets) were just 2/36, while the chances of malfunctioning or breaking the Gun were 6/36, so taking this shot was ill-advised. Note that case J1 applied because the Puma went out of the T-70's LOS; when it came back into LOS, the number of MP's spent in LOS started counting over from zero.

T-70 in S2 Intensive Fires, firing at the 2<sup>nd</sup> of the 3 MP's the Puma expended in entering Q2.

To Hit # = 10

To Hit DRM = +1 (BU) +2 (case

F, Intensive Fire), -1 (acquisition), +2 (case J) = +4

To Hit DR = 4,1 hull hit, -2 acquisition

To Kill # = 10 +1 (45mm AP firing at 2 hex range) -4 (armour) = 7

To Kill DR = 5,2 Immobilisation

The Puma's crew must pass a TC to keep from scrambling out of their tank (D5.5).

TC DR = 4,5

The Russian player smiles, thinking he's finally nailed that damn Puma crew which has survived so much. Then the smile turns to agony as the German player announces that his 10-2 armour leader is in that Puma, and the crew passes the TC. Ho ho ho. Fiendish laughter. What a cruel game.

The To Kill DR is used as the DR for the Specific Collateral attack as above, and a DR of 7 on a 2(+2) IFT shot has no effect.

Just because he can, the Puma will now fire at the T-70 in S2.

To Hit # = 10

To Hit DRM = +4 (case C) -1 (case L, 2 hex range) +1 (small target), -2 (armour leader) = +2

TH DR = 5,3 hull hit, no acquisition allowed during Bounding Fire (C6.55)

To Kill # = 13 +1 (50mm AP firing at 2 hex range) -6 (armour) = 8

To Kill DR = 6,4 no effect

Let's take a minute to look at the -2 armour leader here. Although this shot didn't kill



the target, note how his -2 DRM brought the final To Hit DRM down from +4 to +2. The chances of a hit went from 42% to 72%; an improvement of 30% absolute or 73% relative. This is HUGE. -2 Armour Leaders are tremendously valuable because their To Hit modifiers often swing the bell curve of probability over to your favour. A -2 armour leader is worth at least one tank all by himself, and he should be treated as one of your biggest assets. Heck, even a -1 armour leader is valuable.

Note that the Immobilised Puma is no longer Non-Stopped (i.e., moving), so his shot at the T-70 qualified for case L. Note too that since he is Immobilised, he's pretty much done firing for the turn. Normally you need to spend at least 1 MP between shots (D3.3 and C5.3), but the Puma has no more MP's to spend on movement. However an Immobilised vehicle can still spend MP's for "non-movement" purposes like changing TCA, (un)loading PRC, firing Smoke Dispensers, etc (read D8.5 to clarify this point). I'd say this implies that he could spend a quasi-Delay MP and Intensive Fire if he wanted to.

#### 2. Puma in 4K4 moves

a. Start and move to 22Q9, stopped, CA:R7, for 33 MP. Note that entering 4Q2 from 4R2 costs 2.5 MP because of the wreck (B3.42). (Actually, he could have gotten to the same final location and facing using only 28.5 MP).

#### 3. motion Puma in 22J9 moves

a. move to 4R4 (CA:T4) for 31 MP, end in Motion

### DFPh

#### 1. T-70 in 22S7 fires at Puma in 22Q9

TH = 10

DRM = +1 (BU) +2 (case J) +1 (bridge hindrance, if the LOS crosses the bridge depiction) = +4, PLUS the T-70 is in Motion, so we use case C4, which adds another +4 for case C and doubles the lower dr.

TH DR = 1,2. Double the lower dr to 2, then add the other dr of 2 and the +4 for case C and the +4 for the other cases for a final DR of 12, a miss.

Notice that even with a great To Hit DR, this was a miss because of the gnarly penalties for being in Motion. Motion firers (whether using Bounding Fire or Defensive First/Final Fire) generally aren't going to hit much. The doubling of the lower dr usually kills you; you pretty much need to roll a 1 or a 2 on that lower dr in order to have a chance to hit, because there are usually other positive To Hit DRMs that are going to add on to the Case C4 penalty and make you miss.

Now, the picture isn't entirely bleak; Motion fire does have its times and places. With a good armour leader, or when you have a relatively clear shot at a stationary target (i.e., without the BU/case J/hindrance DRMs like what the T-70 had above), or when firing at a large/very large target, or when you have a Gyroscope,

Motion Fire can stand a reasonable chance. And it's especially good to spring it on an opponent who's not expecting it; the psychological value of taking out an enemy tank during your MPH is terrific. I just wanted to warn armour novices that Motion vehicles don't aim very well, a fact which has definite implications for their own self-protection, as we shall see.

The same T-70 fires its CMG at the CE Puma crew. CMG FP is halved because the firer is in Motion (D2.42).

1(+2) DR = 4,4 no

### AFPh

#### 1. Puma in 22Q9 fires at T-70 in S7

TH = 10

DRM = +4 (case C) +2 (case J) +1 (small target) +1 (bridge hindrance) = +8

TH DR = 3,4 miss, -1 acq

## RUSSIAN TURN 3

### RPh

1. T-70 in 22Q4 attempts to repair its malf'd MA dr= 6, uh oh, the gun is X'd out. As per D3.7, this guy is suddenly Recalled (D5.341). While trying to repair your malf'd Gun might seem obvious, you need to be careful of the possibility of rolling a 6 and being Recalled. Some AFV's are plenty valuable even without their Gun; the Puma could still use its 5 FP CMG or its smoke dispenser, for example. Don't mindlessly try to repair your Gun without thinking about this. A Recalled AFV is almost completely worthless.

### PFPh

#### 1. T-70 in 22S2 fires at Puma in 22Q2

TH # = 10

TH DRM = +1(BU) -2 (acquisition) = -1

TH DR = 4,3 hull hit

To Kill# = 10 +1 (range) -4 (armour) = 7

To Kill DR = 2,1 Burning Wreck (B25.14, C7.7). Crew survival is NA (D5.6)

What this Puma did and what the T-70 did when it moved to 4Q2 on turn 2 are examples of what I call the "basic mode" of AFV tactics, or the "start-move- stop-fire" mode. In both cases,

the attacker's AFV started its turn out of LOS of the enemy, moved up to LOS of the enemy, stopped, and figured it could start beating up on enemy tanks. This mode is what most novices do with AFV's, and it does have its place in the game, but notice how the game really favours the defender when the attacker goes this way. The attacker moves up into LOS and stops. If the defender has a worthwhile chance of killing the attacking AFV, he'll fire on it using First or Final Fire, usually gaining -1 acquisition.

At short ranges where the To Hit # is 10, a BU defender final firing at a moving attacker will suffer only a +3 To Hit DRM, which still gives him a very respectable To Hit probability of 58%. If the defender's DFPh shot didn't kill the attacker outright, the attacker's AFPh shot is penalised by the case C Bounding Fire DRM, which is usually at least 2 DRMs worse than the case J DRM which the defender used when firing on the moving attacker. The attacker's return AFPh shot is usually not a good as the defender's DFPh shot, so the defender will probably still be alive when his next PFPh rolls around. The upcoming PFPh shot has a high probability to hit since nobody's moving and the ex-defender has -1 acquisition on the ex-attacker. So it's no wonder that there's a T-70 wreck in 4Q2 and a Puma wreck in 22Q2. You can't just waltz up to the enemy and give him the first two good shots. Not when the To Kill numbers are as high as they are in this scenario.

Note that as clarified in the errata pages released in *Doomed Battalions*, armour leaders are worth CVP just like infantry leaders. That 10-2 was worth 3 CVP, yow.

### MPh

1. Recalled T-70 in 22Q4 starts and scurries away toward the eastern board edge. The German will let him go.

2. Motion T-70 in 22S7 moves. This guy's pretty hosed; he's acquired by the Puma in Q9 and his VCA is such that he has to stay in the Puma's LOS no matter what he does with his first MP, which means the Puma's gonna get a First Fire shot off no matter what. This would be a great time for the T-70 to try for vehicular smoke discharger use so that he could at least hinder the Puma's shot by +2, but alas, the T-70 has no smoke discharger. All would not be lost if the T-70 were CE; one of the early rules in chapter F

## A RPIMER ON VEHICULAR FT

Fritz Tichy

Vehicular FT have varying FP (from the 24 FP, over the 30, to the mighty 36). Some vehicular FT have a normal range of 2 (and a long range of 3 hexes) which is signified by having an underscored FP. The X# also varies (A22.1).

As with all Bow mounted weapons, Hull down BF mounted FTs can fire only if the FT is the MA (D4.223).

Some vehicles have special rules for CA of the FT - like the infamous SPW 251/16 (which eliminates both FT if it rolls the X# for either one). It pays to check your vehicle notes.

OVr that is based on the FP of the FT only can

ignore TEM (D7.15). Otherwise, if you use base FP and/or any other eligible FP (e.g. MGs), FT FP can be added without halving (but adding TEM), so one can choose between the alternatives of higher FP or disregarding TEM. The base FP for a vehicle with MA FT differs from normal base FP (D7.11). DRM that apply to infantry also apply to vehicular FT (e.g. hindrances) - A22.2.

FT FP is not halved for BFF (D3.31), but it is halved for non-stopped fire (errata *ASL Annual '96*, D2.42). So usually it pays to invest the MP for starting and stopping (although it hurts in case of the cumbersome Crocodile).



(the desert rules found in West of *Alamein*) allows CE vehicle crews to attempt to place ½" smoke counters just like infantry do. But again alas, the T-70 has stayed BU so that he could fire his Gun from the 1-Man turret. Sigh. All he can do is try to get out of the Puma's covered Arc as soon as possible.

a. R7 - 1  
 As expected, the Puma in Q9 fires.  
 To Hit = 10  
 TH DRM = +2 (case J) +1  
 (bridge TEM if the LOS crosses the bridge), 1 (acquisition) +1  
 (small target)=+3  
 To Hit DR = 3,4 turret hit  
 To Kill # = 13 + 1(range) - 6 (armour) = 8  
 To Kill DR= 3,3 eliminates  
 T-70  
 Crew survival DR = 5,5 no

The lesson here is that it's a pain to be caught in somebody's sights when you're in Motion. You generally don't have much of a chance of hitting your opponent, and he can Stop and acquire you and blast you at his leisure. When you're in the thick of the fight, you can defend yourself much better while stopped. If a big enemy tank comes into your LOS and threatens to blast you while you can't do much to penetrate his armour, you try to throw smoke (either with a vehicular smoke discharger or with AFV crew smoke) or you try to kick into Motion. If a beatable enemy tank comes into LOS, you can think about

blasting it. Note that you could actually try all three options (smoke, Motion attempt, and firing your Gun) during the enemy MPH; the only restriction is that the smoke or Motion attempts must come before the Gun fires (D13.2).

3. T-70 in 4Y2 moves
  - a. Start - 1
  - b. X1, bypass X2 - 3
  - c. W2, - 4
  - d. V1 - 5
  - e. U2 - 6
  - f. T2 - 7
  - g. CA:S1 - 8
  - h. S2, bypass T1 - 10
  - i. S1 - 11
  - j. 22R10 - 12
  - k. Q10 - 13
  - l. stop - 14

Having shown you the basic mode of AFV operations, let's show you the advanced mode, or the "start-move-stop-bounding fire-start-move-stop" mode. This is where your AFV tries to kill an enemy vehicle using Bounding Fire. Failing that, making the enemy vehicle kick into Motion is often just as good a result. This is the stuff you use when confronting the infamous problem of how to kill a Panther with 4 Shermans.

Basically, you run up close to an enemy vehicle from out of his covered arc and threaten to kill him with a close-range Bounding Fire shot. I noted above how chancy Bounding Fire is, but if you stop adjacent to your target, you qualify

for the -2 DRM for Point Blank Fire, which greatly helps you. For example, at this point the T-70 above has a To Hit # of 10 with To Hit DRMs of +4(case C) +1 (BU firer) -2 (point blank fire). The Final To Hit DRM of +3 yields a 58% chance of a hit, and the Puma's weak side armour won't do much to stop that 45mm shell.

Once you move up close and stop, the enemy tank will have to respond to your threat. As noted above, the Puma could greatly help himself by popping sD smoke or throwing vehicle crew smoke or even kicking into Motion (which would be automatic since the T-70 came into LOS and spent 6 MP), all of which would add a +2 DRM to the T-70's To Hit DR. And the successful Motion attempt would make the -2 Point Blank Fire DRM Not Applicable as well. HOWEVER, the Puma

has already fired (and lost ROF), so it can't pop smoke or kick into Motion.

This kind of AFV attack mode works best when the opposing enemy tank is already encumbered by a First Fire counter of some kind. If it's not, it retains a lot of options when you make a rush at it. This is why it generally takes at least 3 Shermans to swarm a Panther - the first few Shermans will fail or die, but they soak up the Panther's defensive fire options in the process, making it more vulnerable to the 3<sup>rd</sup>, 4<sup>th</sup>, or 5<sup>th</sup> Shermans to come along.

OK. Returning to our example. With no Smoke or Motion possibilities, the Puma in Q9 will try to Intensive Fire his Gun at the T-70 in Q10, rotating the entire vehicle as a Non-Turreted vehicle in the process so that its covered arc points toward 22R10. However, the T-70 can declare a Gun Duel (C2.2401) and try to beat the Puma's shot. Basically this means the two AFV's compare Firer-Based and Acquisition To Hit DRMs and whoever has the lower DRM gets to shoot first. If the two DRMs are equal, both AFV's fire and the lower To Hit DR is assumed to happen first.

Note that the T-70 would not have even thought of making this move if he wasn't sure he'd win the Gun Duel; what's the point of letting the other guy shoot first? So before he plotted his move, he counted up the Firer-Based and Acquisition DRMs and made SURE he'd get the first shot off. In fact, once the T-70's intentions became clear, the Puma commander also could figure out who would win the Gun Duel, which would have affected his decision on whether to fire or pop smoke or kick into Motion if he had any other options left besides firing.

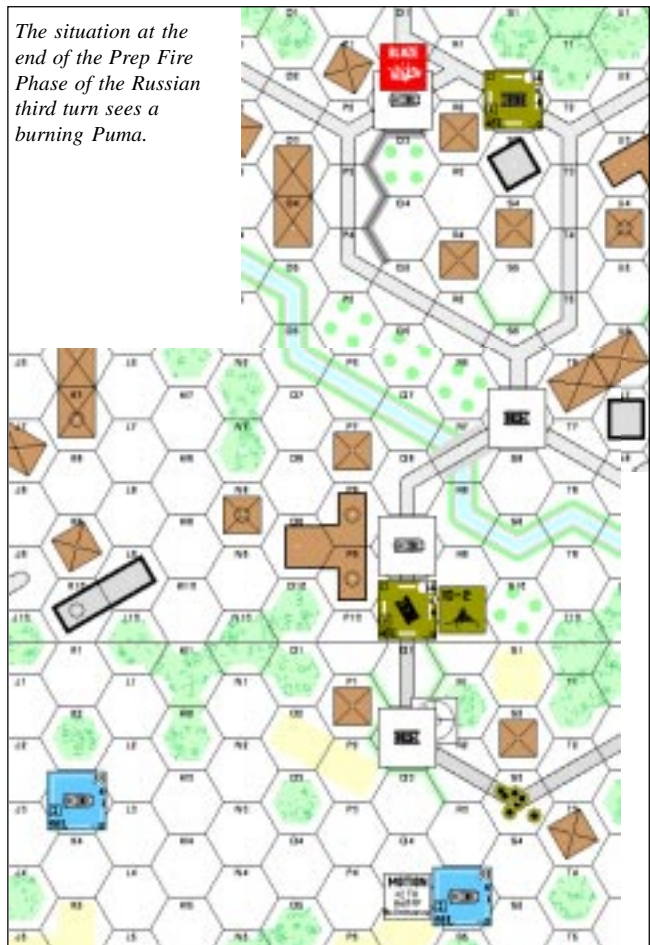
OK, so the T-70 pulls up and pauses, waiting for defensive fire to be declared. The Puma commander sighs and declares his Intensive Fire shot, rotating his VCA to 22R10. The T-70 commander declares a Gun Duel and they add up the Firer-Based and Acquisition DRMs (only):

Puma: +4 (case A) +2 (Intensive Fire) = +6  
 T-70: +4 (case C) +1 (BU firer) -1 (armour leader) = +4

Oh yes baby, that 9-1 armour leader sure came in handy this time. The T-70 wins the Gun Duel and gets to shoot first. Realising that his +6 Gun Duel To Hit DRM would have been greater than the Russian's (even without the 9-1 armour leader being revealed), the German player should probably have just rotated only his TCA to CA:R10, which would have knocked the case A DRM down to +3, which would have made the Gun Duel a tie in the German player's mind. He still would have gotten a surprise when the Russian announced the presence of the 9-1 armor leader which enabled him to win the Gun Duel, but them's the breaks.

To Hit = 10  
 To Hit DRM = +4 (case C) +1 (BU firer) -1 (armour leader), -2 (point blank) = +2  
 To Hit DR = 1,4 turret hit  
 To Kill # = 10 +1 (range) - 1 (armour) = 10

Note that the Puma's side armour factor is used since it lost the Gun Duel and its VCA won't be rotated until after the T-70 gets off its shot.



To Kill DR = 5,3 kill  
Crew Survival DR = 5,6 no

And that's the power and beauty of the "start-move-stop-bounding fire-start-move-stop" mode. You get to nail somebody during your MPH and if you have any MP's left, you can start up and move away to a safer location. It's glorious. I highly recommend it to you and all your friends. It doesn't always work, of course, and sometimes you're better off just standing back and plunking away using the basic mode of operation, but it's definitely something you need to be aware of. Maybe you won't be doing this advanced mode stuff right away, but eventually you'll feel comfortable enough with Bounding Fire and the To Hit DRM tables that you'll want to give this a try. Quite likely, your interest will be driven by the fact that somebody used it on YOU and you want to know how to get even. Such is the ASL Way.

If anybody cares, Bret Hildebran, Dave Ripton, Carl Fago, Adrian Earle, and Rodney Kinney have been and continue to be the major influences on my armour education. Usually they imparted their wisdom while in the process of ROYALLY STOMPING MY BUTT, but always with good grace and a willingness to talk about the nuances of the armour game. I highly recommend any of them as excellent armour teachers, although the educational process is detrimental to one's ranking on the ASL Ladder.

Well boys, that's pretty much a core-dump of my brain's AFV tactics. We didn't get to use everything I wanted to talk about, but we did get a lot in. Put it in gear, boys, and let it roll!

If you have any questions about this example of play or find any errors, feel free to contact me at 17322 Paoli Way, Parker CO 80134, USA. I can also be contacted by email at [tgqr@diac.com](mailto:tgqr@diac.com).

## BIG GAME HUNTING WITH PEA-SHOOTERS

### Design Notes for Hunting Tigers

Ian Daglish

This scenario began with a brief mention in David Fletcher's standard work: "The Universal Tank", volume two of his history of British armour in the Second World War. Here was a challenge: could the ASL system replicate so unique an event?

Well, it seemed to work, with just a minor tweaking of the standard rules. Admittedly, to scare the German crew out of their tank, the ASL armoured car is going to have to get a hit from very close indeed, far less than the 500 yard range which did the trick in reality. But then, in desert tank combat, ranges of 400 and 500 yards were often referred to as "point blank". Maybe a game like *Steel Panthers* would better replicate the cumulative morale effect of light rounds pouring onto the armour of an immobilised tank.

The actual date of the engagement is confirmed by Robin Neillands in his book "The Desert Rats". Identification of the German unit is based on the more likely of the two Tiger-equipped units around at the time.

Many thanks to Shaun "Treads" Carter for his assistance with the research for this scenario.

Ω

## THE TRAIN NOW BOARDING...

### Design notes for Last Train To Lodz

Shaun Carter

On too many occasions we have felt that there is insufficient emphasis on the quality and quantity of late war Soviet AFVs in ASL scenarios so here is our corrective. After playing this you will have a better idea of how the Soviets were able to win given the quality of German opposition.

The breakout following the January 1945 offensive in Poland pits elements of Gross Deutschland Panzer Corps being caught in the process of detrainning by 2<sup>nd</sup> Guards Tank Army. This is a consequence of Hitler's decision to commit it to battle in the midst of a Soviet breakthrough.

A quick look at this scenario shows a preponderance of Soviet armour; this is quite deliberate on the designers part. Many of the 'classic' eastern front ASL scenarios are based upon German historiography such as the works of Paul Carell's *Scorched Earth*. These works paint only a partial picture of Eastern front warfare. The Soviets are shown to be a juggernaut lacking in skill and finesse. Consequently rarely in an ASL scenario are they given a fair crack of the whip. Newer historical works by the likes of John Erickson, David Glantz, Christopher Duffy and Steven Zaloga show the Red Army to have won on the eastern front rather than the German reasons for losing. Quite often they are not given credit for either their tactical expertise or superiority of equipment.

The elite status of Gross Deutschland determines the use of 5-4-8 squads and the AFV's selected. Rather than have penny packets of Soviet armour a proper mass is given forcing the German player to use his forces carefully. Every vehicle in this action is vulnerable even the King Tigers.

I'd like to especially thank Trevor Edwards for his help in play testing this scenario and rewriting the SSRs to make them as clear as possible.

# THE CRUSADERS

This year I celebrated my very first "Hogmany". For those readers from abroad Hogmanay is what they call the New Year celebrations up here in Scotland. I have always wondered why they have an extra days bank holiday in Scotland after the New Year. In England we get the 1st January as a bank holiday but the Scots are not satisfied with that and they get the 1st and the 2nd of January off as holidays. This year I found out why!! I had a hangover that would have made Pete Phillipps proud and definitely needed the additional day to recover. This year midnight itself was spent in the freezing cold on the patio, drinking champagne and watching the fireworks from Edinburgh in the distance. I hope all of you had a similarly enjoyable New Year experience. The New Year is of course the time to make resolutions and to ponder on what the coming year has in store. I admit I have not really made any resolutions but it is interesting to speculate on what the New Year holds for ASL.

Of course looking into the close future there is the 3rd BERSERK tournament being held in Blackpool. There was a great turn out last year and I know Trev and Steve are working hard to make sure this year is bigger and better. The 5th INTENSIVE FIRE I can now say will be held over the weekend 29-31 Oct 99 in Bourmemouth, at the Kiwi Hotel again. The Kiwi Hotel was so popular last year I couldn't really not return there. There are now also ASL tournaments being held all over Europe. There are tournaments in Germany, Denmark, Sweden, France, Belgium and Holland to name but a few so there is bound to be something for everyone in every location. For tournament directors it will mean that people are going to have more choice for their limited time so we are going to have to make that little bit of extra effort to draw in the crowds and make our tournaments special.

HASBRO have announced that they have plans for ASL so the whole community waits with baited breath. I anticipate yet another attempt at computer ASL of one description or another but I doubt it will see the light of day this year. I believe 1999 is going to be a year of intense activity on the third party front as projects that designers hoped would be published by Avalon Hill make their appearance in other guises - we might even see our first "boxed" third party publication. Now there's a thought. For those of you with internet connections computerised Virtual ASL will undoubtedly advance another couple of versions over the next year. One thing I am sure we would really like to see is VASL where you can speak to your opponent live on the internet during a game.

What about closer to home? Well, the hobby in UK has developed significantly over the last five years. The chosen few that held the reins through the early years of ASL in the UK have been joined by a throng. No longer should ASLers in this country feel isolated; there should always be someone to call on wherever your business takes you throughout the UK - just look at Pete's "Call to Arms" if proof be needed. So whatever 1999 brings for us it will certainly bring an increase in the number of opportunities to play the game. So let's make the most of it.

"Should auld acquaintance be forgot for the sake of old lang syne!"

Yours in gaming,  
Neil Stevens

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**You know.. I helped run a successful ASL event, beat Steve Pleva, had a winning record at ASLOK, won a team prize at IF \_and\_ beat Patrik Manlig all in one year. Wow!**

**Trev Edwards**

Ω

## INCOMING

Continued from page 4

*returning home to the young men of the 82nd Airborne who ere stationed there. The people of Braunstone accepted them into their lives with warmth and good humor.*

*I believe that my father would be pleased to have a street in your town named in his honour.*

*My best wishes.*

*Barbara Gavin Fauntleroy.*

Ω

# TAMING THE WAFFEN SS

Scott Holst

Hi all; here you will find a kinda sorta review/ tactical tips and play of HoB's *Waffen-SS* scenario's. For two weeks now, Rob Banozic and I have been playing these little monsters of Eddie Z's and five outta six of them are very wonderful engagements indeed.

First lets look over the mounted SS counters; they are black; they have the Totenkopf skull symbol in place of the SS moniker in the upper right hand corner, way cool indeed! And they are quite worthy of the price alone but in addition, for \$17.50, ya get 6 well crafted scenario's, very nice!

Now on to HoB's scenario's.



## FUHRERBEFEHL

We open with one o' the best ones to boot. Personally, I have no Idea what the title means, so perhaps one of the HoB lads could enlighten us English speaking folk.

Fuhrerbefehl uses the following boards: 43 and 40 with A to P in use for board 40 and R to GG in use on board 43. Note: use T-34/M41's, the nomenclature is correct, but the counter Art depicts a T-34/M43's movement and armour.

Situation and what does this scenario have going for it; The Russians may either control the Bridge Hexes(NA as per SSR for AFV's, though crews can abandon their armor to control those hexes.) And/or there are no good order SS on map at games end. Pretty straight forward.

Now; before looking over the SS set-up. The Russians have four groups of units to choose from; they have the option to set-up the first turn group on board 43 with a hex coordinate of <=2. The other three groups then enter on turn 2, 3, 4.

Group 1: 9-1, 7-0, 7 4-5-8's, and 2 LMG's.

Group 2: 8-1, and 6 ski capable 6-2-8's

Group 3: 8-0, 5 4-4-7's and 1 LMG

Group 4: 3 T-34/M41's

The rest of the groups enter from the southwest map edge from hex 43GG1 to 43R9.

The Germans have some awesome fire power in the form of 8 8-3-8's, 2 MMG's, 2 LMG's, and 2 Demo charges. They also have some decent fortifications too, 2 1+3+5 pillboxes, 1 1+5+7 concrete Pillbox, 4 trenches and 4 foxhole Equivalents.

Key things to keep in mind: Deep snow is in effect, so secret bog rolls are the order of the day with regards to the T-34's. HE attacks are

halved in deep snow locations. Your T-34's are one man turrets, so no firing the MA while CE. You would not believe how many people forget this rule. The Russians have winter camouflage.

My defensive set-up is as follows: One 1+3+5 pillbox with a 9-1, 8-3-8 and MMG in hex 40P9, with a CA 40P10/ 40O10, the reason for this placement are for firelanes going down the 43 R hexrow, Remember; 43R9 to R0 are Russian entry points. Since all the Orchards are now shellholes on both boards and per the SSR, no entrenchment may be placed in those shell hole hexes bumper. (This is in accordance with the SSR) Next I placed another 1+3+5 pillbox with 1 8-3-8 and LMG in hex 40B9 with a CA of 40B10/ C10, with more firelane possibilities at my disposal. I then placed 1 assault engineer in hex 43X9 and another in 43Z10 with the intent to keep any onboard units from gaining concealment if at all possible. I then placed two assault engineers with an LMG and MMG in hex in the 40I6 building with a trench adjacent in hex 40I7 and 40I8, 40I8 was my bunker 1+5+7 Pillbox overlooking the Bridge. So depending on where the Russians attacked, Which is usually every where, I had an escape rout set-up. Plus My MMG man could then link up with the 10-2 late in the game.

My last two engineers set-up with the 10-2 in hex 40I4, both toting the DC's. My plan for this was to set the DC in I4 and another on bridge I3 itself. Of course this plan is kinda risky as I'll explain in the Russian Attack further down. I also had set-up a trench's in 40I4 and 40I5. Remember; Trenches are bog terrain for AFV's, then again the Russian player can take a chance of going on the river's ice to reach the Bridge hexes also. Remember, even if the bridge gets blown, the Russian can still control the Hex.

Well as I expected; Rob set-up Group 1 on board 43 around the CC2, DD2 area. He did'nt get concealment but my engineer in hex 43X8 was outta range as he CX'ed his Siberians into the large hedge enclosed area of 43BB5 and CC5, and with winter Camouflage, his concealment gain is much better in open ground as he advanced into BB6/ CC6 and a lone straggler 4-5-8 AA6 in LOS of my engineer in hex 43X8.

During my turn, I attempted to set the DC in 40I4 and failed, I rolled a six and need a 5 (leader drm+US#) So I tried with my other engineer, and guess what? I failed. Ack! I Just hope I can try again next turn. Everybody else except the squad in 43X8 holds their positions. I Bring Mr. Assault engineer over to 43Z10 to hook up with his fellow buddy. This is meant to give the flanking Russians a little hell as they approach the BB8/ CC9/ DD9 hedges. Even my lads up in building 40I6 are licking their chops in anticipation of cutting down the Russian scum coming across the hedge enclosed field.

Turn 2 and Rob brings his T-34's along the 43R9 hex, drives past the 40P9 pillbox into hexes 40O6, O7 and in bypass of building O8. I guess trying to set the DC in 40I4 kinda lit a fire under the Russians ass. Now I have a T-34 staring at me saying"Go ahead punk, make my day". Well guess there will be no set-dc today, hey that

bunker up on 40I8 is looking mighty inviting right about now. Robs 4-5-8 group slowly creeps up to the 43CC, BB and DD hedge line concealed. He also arranges his units in such a way that I might be looking at a possible Human Wave next turn and in this scenario, you don't want to give the Russians the chance to do such things.

During my turn two, I manage to knock out one T-34 in bypass, marched my 10-2 along with an 8-3-8/DC up to 40I8, remember, if ya have connecting trenches, your units are not subject to FFMO/FFNAM and they can also keep their concealment. Trenches are also great as a pseudo AT-ditch. I had skulked my two engineers back to 40I10 then advanced them back to 43Z10, this move was to be my undoing as will be seen.

On turn three Rob brings on board his ski troops along 43R hexrow and quickly overwhelms my 8-1 and 8-3-8 engineers. Next he launches a human wave towards my lads in 43Z10. I manage to cut down a couple of 4-5-8's, but soon after, I'm overwhelmed and defenses of the Lovet River begin to crack.

For more or less the rest of the game becomes one of cat and mouse. I realize that not only is he going for the bridges, but for added insurance, he plans on wiping out my SS.

I end up losing as the Apologists, but still, this is fun scenario to play with plenty of options for both sides to consider.

I think the best bet for the Russian player here is to go after all the SS and try to crush him with numbers. Taking the bridge might be a bit tougher, the 10-2 can fall back to a bunker-pillbox up on 40I8 that overlooks the Bridge, thus trying to get on the bridge might prove to be much to costly. Then again you can go underneath the bridge location and still control the hex. A very tactically complicated scenario indeed. But one with lots of replay value.



## PRECIOUS PRICE OF TIME

The only one I felt to be kinda crappy was the Precious Price of Time, it kinda hoses the Canadians due to a king of the hill victory condition and the poor slob's are out numbered two to one by the SS with Goliaths to boot.





## BEAR HUNT

What kinda toys are there? Well it depends on which Partisan RG you take, which I'll explain further down. As for the SS apologists, we have 1 SPW 251/Smg, 4 Pz IIF but the MF are wrong on the counter, they should be 14 as per the German vehicle notes. 1 SPW 251/2 81mm mortar HT. And one Motor Cycle along with six SS squads. The rarely seen board 39 makes an appearance, and before you all start going "what the hell is up with Eddie using board 39" it really is arranged in way where it makes sense. And this is another reason I really like this pak, we get to use some of the rarely seen boards in ASL.

Ok, lets talk deep snow here. As might be seen, the SS look like they have lots of stuff to crush the partisans with, BUT, those vehicles must pass plenty of bog checks to reach the Russian bandits and this is where looks can be deceiving. Unless you are really, really lucky, only about half your armor will reach the battle, the rest will more then likely be mired on boards 39 and/ or 34 roads. In fact plan your tactics in a way where the armor in minimal with the end result.

Now as for bog checks, I'll make this easy on those who have not played this little gem yet, the fully tracked vehicles bog on a 10 or greater, your opponent makes a secret DR with a third die being the HEX that your tank bogs in. Example: Fritz Himmler is the nasty SS apologists and Leonid Gurev are the cut throat bandits. It's the SS movement phase so Fritz announces he will start moving his PZ IIF, well Leonid makes a secret bog roll and rolls 10 with the third die being 3, so when Frize enters the third HEX, his PZ II is bogged.

As for the HT's, they bog on an 8 or better, so its best to line up your PZII's first so as not to pay higher MF's in a bogged HT's hex.

So whats this scenario all about? Glad you asked, I'm not really big on Partisans, but between "Chateau Neblerwerfer" and this one, Im having a hell of a time deciding which one is awesome, both are gems though and these should be the top two on anyone's playlist.

In a nut shell, the Bandits are trying to wipe out a German Garrison and the SS are coming to their rescue. The Bandits must have 6 more CVP's at games end then the Germans, the Garrison units are worth 11 CVP's: 4 4-4-7's, 1 8-0 and two 2-3-7's with one LMG. So once the Partisans get their CVP's its best they fade back into the woods on board 5 and/ or board 32.

This is gonna sound weird, but here I go; ok, the German Garrison sets-up on board 32 less then or equal to three hexes from 32D3, basically they are being forced to set-up in the board 32 village. Now, as per the SSR, the Garrison may not exit their set-up area until a good order SS

unit reaches hexrow 39EE and 34C, then the Garrison is released from their restrictions, if they are still around by then of course. Sure ya can break yourself and make an attempt to leave the area, but a good partisan player will have that Garrison surrounded with no chance what so ever to get away. So basically the German Garrison must fight.

Another thing, this is not a large scenario at all, it just has a lot going on the 4 half boards.

There are three different Partisan groups to choose from, group 1 consists of one 9-1, one 7-0, fourteen 3-3-7 Bandit squads, one 5-2-7 and two ATR's. Group 2 consists of one 9-1, one 7-0, ten 3-3-7 Bandit squads, three 5-2-7's one LMG and one ATR. Group 3 consists of one 9-1, one 7-0, four 3-3-7 Bandit squads, seven 5-2-7's and two LMG's.

Oh ya before I forget, both sides suffer from extreme winter effects (E3.74) but the break down number for everything is down only by one. BUT, Fate is now an 11 and 12 in woods and open ground, so rallying your lads have the added danger of giving your opponent CVP's. When I played this one, if My bandits or SS were not in a building, I would not rally them, no need in giving your opponent CVP's if ya still have the forces to get the job done.

Ok, lets look over the Groups, this might be a small scenario, but as I said before, there are a ton of things going on for both sides. Which ever group you do pick must set-up greater then or equal to five hexes from 32D3 and on west of the 39Z and 34H hexrow, the SS are entering from the east. This is important to know and will depend on the type of set-up you may want to employ. You see; the 5-2-7's in each group may use MOL, and as can be seen, the number of 5-2-7's varies. Personally, thats a bit risky, why? Well, its one thing to get the Molotov, but if you roll a 6 on the color DR, the lad that threw the Molotov is broken. What's worse, if you're in a building or woods, a flame is placed in that hex, more so if in a building because you are depriving yourself of rally terrain.

Anyhow, group 1 can also use HIP for up to 4 bandits, and having two ATR's, you can now set-up an AT ambush plus have some kind of chance of combating your opponents AFV's should he luck out on his bog rolls.

Groups 2 has only one ATR and is allowed to only set-up two bandits HIP, but ya have three 5-2-7's to play with and the last group has a higher number of 5-2-7's (7) whereas the 3-3-7's only number 4 with two LMG's and no ATR and HIP capability. So if you pick this last group out, ya better hope the SS bog most of their vehicles. I would recommend group one, their FP is not great, but you have 14 of them little buggers flying around plus you don't have to rely on your lone 5-2-7 hoping to get a molotov off at the Germans.

As for set-up and attack, surround the Garrison and prevent them from also gaining concealment at start. HIP one ATR squad in hex 39DD8 and another in 34H7. If you manage to bag at least one AFV, your way ahead of the game. As for the rest of your units, surround the Garrison and squeeze the life outta them, you have time, it will take the SS rescue party at least three turns to reach your positions, so you have that much time to make short work of the garrison.

As for the Germans, spread your Garrison

troops out with hopes that the Partisan players set-up will allow you to rout out of the village with at least a squad, those forcing him to stick around to finish the garrison off if he did take losses which is usually likely.

The best approach for the SS reinforcements is down the 39R9 to EE9 road, expect Partisan HIP squads in 39DD8, 39FF8 and 39EE10. Don't go down the 34A8 to P6 road, chances are, you will get bogged with no way around the bogged AFV plus the chances are, the Partisan might have a HIP squad which might further add to the bottle-neck.

A very well done scenario with lots of replay value built in to it. More then likely my favourite of the pak.



## NOBLE CRAFT OF WARFARE

What kinda toys are there? We have 1 Sherman Crab, 1 Croc FT, 1 AVRE and 2 Sherman 3's. The SS have, well, the SS. We also have Minefields along with 1 81mm Mortar.

Rob and I played this one twice; and the first time around I was the SS trying to hold off the Tommy engineers. The scenario went down to the last turn after which, we counted up the CVP's and found I only lost by 1 CVP, Bummer.

Anyhow this is how I set-up, which in retrospect was severely flawed. I had set-my known minefields up in hexes 42H3(6AP), H4(6AP), I4(8AP), E5(1AT), F4(1AT), and J4(1AT). My 2 dummy's were placed 42F10 and F9 My Mortar. Was HIP in Hex 42I4 with a CA of H3/H4. My PSK HS was placed in hex 42B2. My 9-2 with an MMG and Squad were placed 42B6. LMG Squad with Mr. Hero went to hex 42B7 to cover Mr.9-2's back. Mr.8-0 with another LMG squad are assigned to 42B9. The rest of my SS troopers set-up adjacent to most of my SW teams to give them added support in firepower and PF capability.

What was I expecting with this crappy set-up? Well I was under the assumption that Rob would try to push his way down the board 42A6/P3 road. Boy was I wrong, I forgot that those Croc FT's can fire at half FP at a range of 3 hexes and my fausts are the 44 type with only a two hex range. Though I did have a clear shot with my PSK at one point in the game, but I boxcared that shot.

Nonetheless, I persevered and by games end, I had no leaders left and two or three squads hanging on to what was left of the Frenchy village, basically, I had sacrificed most of my OB to take out his armor which I did partially. I had managed to take out the Croc FT, the AVRE and one Sherman, still, my bad set-up dogged me

threw out this scenario.

As was pointed out to me afterwards, I made an error in the German minefield set-up, I failed to pay attention to the set-up restriction on the scenario card in "Noble Craft of War". Well I guess I am human after all. Apologies to all for my deplorable error.

Second time Rob set the SS up, and the damn thing was over in three turns. His minefield covered the flanks and he HIP'ed his Mortar in Hex 42B4, thus when my Croc went over to flame his 9-2 in hex 42B6, I was within PF range from the Mortar crew and they did get the PF and they did Flame my Croc. But more key here is the fact that the Mortar can hit 43EE5 woods area, so ya kinda have to be careful when approaching that village and try to area fire on his suspect HIP positions and/ or fire with SM from the Shermans.

At first, I thought this scenario really had no replay value, but it does once ya get a handle on the possible SS set-up possibility's. Very Tricky scenario indeed.

Lastly, I'd say this scenario is even and I would have no qualms about taking either side.



## CHATEAU NEBELWERFER

This scenario uses Boards 42 and 41. The situation involves the SS trying to wrest control of the Chateau (42V2) with out losing >=15 CVP's. The U.S Player gets 1 57L ATG, 2 BAZ 44's, HIP for one Squad/Equivalent. The Germans receive 2 Panthers, 8 SS squads and 1 9-2 and 8-1 SMC's. There is also an abandoned Panther in Hex 42J4 which the SS can possibly re-man with an SS HS or the U.S can also make an attempt to re-man the Tank also. But the whole capture/ non-qualified use thing can be a real pain and might not be worth it for the SS.

In regards to the SS re-manning the Panther, it now becomes more points for the U.S to kill. As for having the Americans trying to re-man the Panther, this might be a good option depending on where the SS might enter the playing area, if I recall, I think the total B# is an 8 with red MP's and half MP's if the U.S decides to possess the Panther I should also mention that the U.S OB comes with an extra 2-2-7 crew, so there is a possible option to re-man the Panther with a less severe penalty then say an American HS.

American set-up: This set-up is not all inclusive for there are much more set-up possibilities for The U.S, this is just one that I think is ok. Set the ATG up on Hex 41O8 with CA of 41O10/41P9 then BS the 42P3 road. Next; Set-up the road block along the 41P6/41P5 hexside. Adjacent to the road block, in building 41O6, place a 5-4-6 with 6+1 leader. The entry points for the

SS coming onboard pretty much necessitate this set-up, but most of the time, the SS player will enter on the south edge of board 42 with his whole force, but the Roadblock and Squad will give the SS headaches if they so choose to enter on the 41I1 road. Once you know where the SS are committed, you can then shift the 5-4-6 and 6+1 over to the Chateau. Next, set-up the other 2-2-7 crew HIP in hex 42M7 woods and if the Germans don't repossess the Panther and they have moved further towards the Chateau, pop that Crew outta HIP and make a dash for the abandoned Panther, who know's, this tactic might work or it might not, but its an option, an the Americans need as many options as possible.

Alternatively; the U.S can deploy 1 squad into two HS, each with a BAZ and set-up an ambush for the SS armour. This can be a little tricky though because you know and I know that the SS are going to be in out force scouring as many possible HIP positions along side the board 42 south to north road but nonetheless, here are two decent hexes to place your BAZ teams. One is hex 42O2 and another in hex 42R4. Remember, the SS have only so much time to take the Chateau, so he can't spend valuable resources on uncovering HIP teams forever, so a juicy target might be the ticket to entice the American BAZ teams outta HIP, say aint there an abandoned Panther some where.....

Lastly, take the 9-1 with two 6-6-7 squads and both MMG's and place them on the first level 41V7. There you will have a commanding view of the board 42 grainfields, not to mention that you can slow down the German progress for a turn or two. After that, the Panthers start pounding that position with impunity, once that occurs, fall back to the Chateau to reinforce the rest of the Americans with-in.

The German Attack: As the SS, don't waste your time entering the 41I1 road, more then likely the Roadblock will be in that area along with a couple of American squads to harass your progress towards the Chateau. Another thing is; ya don't want that abandoned Panther falling into American hands. Like I said in the beginning of this post; captured/ non-qualified usage could be a chore. One option the SS can utilize is using the Panther as a way to uncover HIP BAZ teams and possibly the ATG; as I said, this is just an option and might not be needed.

Another thing; have at least one SS squad along with the 8-1 leader recon 41O9 and 41O8, these are prime ATG positions. Towards the end game, and many players tend to forget that as long as a unit is behind Boccage, they gain concealment automatically, this is key when the SS might have to deal with a large U.S FG in the Chateau. Sure you will lose wall advantage with some units, but with others, have them keep there wall advantage so as to prevent the U.S player from gaining concealment.

Next, if your Panthers managed to survive this far along in the game, have them move up adjacent to the chateau to start lobbing rounds into the Americans. By the way, if it does come down to fighting off two or three Panthers at this point in the scenario, the U.S player should just throw in the towel and call it a day.

This is a fun scenario with plenty of options for both sides, though I feel it might be 55% pro-SS, I would still take either side and for the

chance to try and set-up an ambush for the SS armor is quite fun in its self.



## ONE EYE TO THE WEST

What kinda Toys are there? Welllllll we have all kinds of neat stuff here, lets see, we have 1 King Tiger, 1 killer Flakvrig gun, 10-2 armor leader and panther, 2 IS-2m's, and two lend lease Shermans. Get to use board 45 from DB. Personally, I felt this scenario to be a tad pro-SS, Bridge crossings are a precarious affair and the added heavy metal on both sides make for a dicey bridge crossing indeed. Don't get me wrong; I like this one and would have no problem playing with either side. And it is after all, a fun little scenario.

Anyhow, Rob and I played this one twice, plus I also had the pleasure to play Paul Hassler in this scenario to at ASLOK. So basically; I have played this one quite a number of times.

In my 2nd go around with "One Eye to the West", I was the nasty invading Russians, with only rape and looting on our commie minds. Then our are commander points our Red Hoards to the west to flush more toilets and loot more western cities. But wait! There are bridges to cross and low down nazi apologists to overcome.

Hmmm, looking over board 22 (the playing area was from A to P on board 22) The best approach seemed best suited towards the 22P7 bridge, lots of cover on the approach, so concealment can be maintained moving up. But of course Rob spoil's my plan by setting up his Tiger II in hex 22P5 along with an SS squad in woods hex 22O5. Perhaps giving them murky HW rules a go might be the ticket. Later I would find out Rob placed his Flak gun in hex 22G4, and believe me; 20 FP is nothing to sneeze at.

During the game, my IS-2m's traded shots with the Tiger II, all of them hitting the turret but with a TK of 25 vs an AF of 18 was not a guaranteed kill were as when the Tiger II fired back my IS-2m's turret, there kill is just about sealed. I tried Smoke mortars from the Sherman but I rolled to high to get, ran out of smoke rounds on my first shots to cover the bridges during the first turns of the game.

So I thought, lets bum rush the bastards. Well, I remember seeing a picture of one lone Panzer IV and in a semi-circle lay the burning hulks of a 1/2 dozen Russian Tanks. My Russian armor just got butchered trying to overwhelm his one Tiger II, though I did bust up his Flak gun and a couple of SS apologists but with my Armor pretty much flamed up I threw in the Towel.

I still think a push towards the 22P7 bridge is the best bet, and placement of smoke rounds in

hexes 22I4 and P7 are just about mandatory.

Another thing not to do is launch a HW, the firepower of the SS coupled with the flak gun alone can make such a maneuver disastrous.

I think what hurts the Russians here is the fact that those IS-2m's can only get off one shot with no chance to intense fire. Secondly; if you run out of smoke but do knock out the Tiger II, Armored Assault might be your next best chance or riders if your feeling squirrely. Still this is a fine scenario to play with a very very high replay value.

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## THE CULLIN HEDGEROW DEVICE

The Cullin was a very simple invention. Sergeant Curtiss Grubb Cullin III invented it to help his Stuart M5A1 light tank go through the hedgerow country of Normandy.

A soldier named Roberts said the Army should put sawteeth on the front of the tanks. The troops laughed at the suggestion but Cullin felt Roberts' had an idea, and set about making Roberts' dream a reality.

In retrospect, Cullin's solution was so simple that one has to wonder why nobody thought of it sooner. Basically it consisted of two to four sharpened steel beams projecting from the front of the tank. These beams would bite into the hedgerow so that, instead of being forced over it, the tank would be kept on an even keel, using its powerful engine to push its way through the obstacle - and through any Germans hiding behind it.

The most delicious irony was that to build the device the Americans would use the underwater obstacles that the Germans had laid along the beach or the anti-tank barriers they had set up in the interior. It is unclear whether Cullin scoured the local area or actually went back to the beach to procure what he needed, but using pieces of angled steel from the barriers, he welded four sharpened, tusk-like prongs to a steel crossbar and fitted it to the front of his tank's hull."

Cullin survived the war, but not without tragedy. He stepped on a land mine in the Hurtgen Forest, which blew off his foot.

Cullin is remembered in his hometown with a plaque set into a rock on the lawn of the Cranford Municipal Building. At a post-war housing development in the town, four 3-foot-tall tusk-like concrete and stone obelisks with reflective markers denote Cullin Drive and its intersections. A building is also named for him at the U.S. Army's tank training facility at Ft. Knox.

# OLD MAN FORWARD

Pete Philipps and Patrik Manlig

**CH89 "Old Man Forward" is a fascinating scenario but from numerous comments significantly weakened by the fact that the Germans are allowed to exit the map to escape victory conditions. It was felt this was a flaw in what is otherwise an interesting scenario.**

Neil Stevens wrote the above in the last issue of *VFTT* while discussing the scenarios used at INTENSIVE FIRE '98. I played this one at IF98 after a few of us spend the time between rounds 1 and 2 in the bar discussing it, and I never even considered the possibility of exiting as the Germans. What follows is based on a discussion conducted by email between my fellow team-mate Patrik Manlig and myself a couple of days after INTENSIVE FIRE '98. Patrik's comments are in italics.

The Germans have 56CVP of infantry and must exit at least 20 from turn 3 onward between the road net on the east and/or west edges.

*They also need to keep at least 11 CVP on the board. OTOH, they win \*immediately\* after exiting. In addition, they step-reduce much like the Japanese (658 - 548 - 348).*

The problem is that the Russian reinforcements can enter on the east edge on turn 2, thus blocking this area off.

*Yes, the eastern exit area isn't an option.*

Although they cannot set up close to the west exit area (due to the proximity of the victory building in the middle of the board), they can set up a couple of MG armed squads to move into position to put some fire lanes down for the Germans to cross.

*The problem with this is that the Germans get to place a couple of rubble counters (5 to be exact). He can use these to cut off any fire lane possibility. The German player also have a couple of Smoke-firing mortars & AFVs and 5 (possibly-burning) wrecks to help block the LOS to his exit area. Besides, what do 9-ML step-reducing SS care about a fire lane anyway?*

Having said that, the Germans could Advance their reinforcements, worth 12 CVP, onto the west edge on GT1, and hope they survive until GT3. If the German player sets up the 10-3 (which makes all units within 2 hexes of him Fanatic), 3 MG/PSK armed squads and a couple of tank hunter crews on the same edge, he might stand a fair chance of surviving.

*If they are running short on infantry, they can abandon a couple of their tanks to get 10 extra CVP from them. Note that the Germans only need 11 CVP on the map - \*not\* 11 CVP of unbroken units.*

Of course, with this kind of commitment to exiting, the Russians will be able to bring a fair amount of their forces to bear on these troops, including 82mm HE (Harassing Fire would be fairly effective against the Germans), a dozen tanks (including 3 IS-2s), and depending on where they set up, a fair number of infantry squads.

*False. First off, the Russian player might not realize what the German player is doing before it's too late. He needs a grand total of 1 MPh to exit.*

*If he does, the German still has the 10-3 & HMGs to clear his exit area for him. Any Russian units trying to block the exit area will be very vulnerable with at most a +1 TEM from woods. They can't stand up to the 10-3 for long.*

*The OBA might be about the only thing that can get between the Germans and the exit area safely. Harassing fire? Even that isn't big enough to cover the exit area completely - and even if it were, a 6+1 attack against step-reducing 9-ML SS isn't much of a threat (again, assuming that a couple of wrecks/vehicles were placed to provide cover for the exiting units). A normal concentration might be some deterrent, but that would be easy to bypass, OTOH.*

*The thing that makes the SS unstoppable in this is that they can take one residual attack with impunity - the only result that would negatively affect their ability to get off is a pin.*

So my initial conclusion is that it might be possible for the Germans to win this way, but that any competent Russian will have allowed for this when setting up and can bring some heavy duty firepower against German troops trying to exit.

*Hardly possible, as there are no good firing positions from which you would have a good LOS to the exit area (a competent German would block off any ground-level LOS with rubble counters). In addition, the Germans have at least 3 ordnance weapons that can fire smoke should there be a need for it.*

*My situation was made even worse by having the Germans move first. Even with my reinforcements going all-out, they didn't get far enough to interdict the Germans - due to the smoke from one burning wreck too many. If the Germans move first, this is absolutely unwinnable for the Russians. If the Russians get the first turn, they have a 10-20% chance of winning at best should they realize the threat. There just isn't any stopping this German. He has a total of 58 CVP (including the inherent vehicular crews). He needs 31 of them to win, hence the Russians would have to \*eliminate\* (not just break) 28 CVP of Germans in the first two turns to win. The SS are probably waiting out the exit in stone buildings. You figure the odds of the Russians accomplishing that.*

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# "THIS IS THE CALL TO ARMS!"

This is the latest edition of the UK ASL Players Directory.

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

## ENGLAND

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Dominic McGrath, 59 Upper Village Road, Sunninghill, Berks., SL5 7AJ  
Steve Crowley, 58 Portlock Road, Maidenhead, Berks., SL6 6DZ  
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG14 2LL  
Paul Kettlewell, 15 Willowherb, Watermead, Aylesbury, Bucks., HP19 3FH  
Nick Edelsten, 22 Wey Lane, Chesham, Bucks., HP5 1JH  
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR  
Paul Layzell, 5 Sparsholt Close, Emerson Valley, Milton Keynes, Bucks., MK4 2HU  
Peter Bennet, 84 Littlebrook Avenue, Burnham, Bucks., SL2 2NN  
Andy Ralls, 11 Edridge Close, Bushey, Watford, Bucks., WD2 3PF  
Chris Foulds, 35 Parkside (upstairs rear), Cambridge, Cambs., CB1 1JB  
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW  
Alan Leigh, 190 Hurdfield Road, Macclesfield, Cheshire  
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire  
Iain Mckay, 8 Southfields Close, Wyburnham, Cheshire, CW5 7SE  
Roger Underwood, 34 Woodside Lane, Poynton, Cheshire, SK12 1BB  
Andrew Dando, 52 Redhouse Lane, Disley, Cheshire, SK12 2HP  
Ian Daglish, 5 Swiss Hill Mews, Alderley Edge, Cheshire, SK9 7DP  
Dave Booth, 47 Dunnoch Grove, Oakwood, Warrington, Cheshire, WA3 6NW  
Martin Mayers, 38 Syddall Street, Hyde, Cheshire, SK14 1JH  
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M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ  
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Sean Pratt, 19 Premier Avenue, Ashbourne, Derbyshire, DE6 1LH  
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Ben Jones, 72 Church Road, Hale, Liverpool, Merseyside, L24 4BA  
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ  
Gareth Evans, 29 Hillfield Road, Little Sutton, South Wirral, Merseyside, L66 1JA  
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If there are any mistakes, please let me know so I can correct them for the next edition.

Ω

## All Taken Care of...

Eddie Zeman

*This week we lost a good man in Kent Smoak. Yesterday we took care of him.*

*I had the brief honor to be a Pallbearer for Kent as we brought him to his goodbyes. Every family member who spoke at the Funeral mentioned Kent and his ASL life. On the back of his Service Program was a full color picture of Kent with Steve Pleva and Mike McGrath on the "Dogs Of War Team". he was obviously very proud to be apart of this team.*

*Kent played his last game of ASL while still in the hospital against Jeff Allen in Debaele At Koroston.*

*Kent won.*

*Jeff left in Kent's possession Board #1 and a pair of dice. At the Funeral, Kent's 8-1 counter was placed into his sarcophagus...along with many flowers.*

*Kent is all taken care of.*

*See you at the Kent Smoak Memorial Tournament on February 5-7th, 1999.*

# 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.

If you contact anyone regarding these tournaments, please tell them that I sent you!

## 1999

### FEBRUARY

#### THE KENT SMOAK MEMORIAL 1999 WEST COAST MELEE II

NOTE: This tourney was started by fellow *ASL*er Kent Smoak who recently passed away.

**When:** 5 - 7 February.

**Where:** The Radisson Hotel, 6161 Centinela Ave., Culver City, Ca 90230. Tel 310-649-1776. The hotel is within 15 minutes of Los Angeles International Airport and it offers free courtesy service to and from the LAX every fifteen minutes. Accommodations at the hotel are \$89.00 single/double and \$99.00 triple/quadruple.

**Fee:** Registration is \$20.00, or \$30.00 on the door.

**Format:** The six round tournament begins promptly at mid-day on Friday and should end by 1600 hrs. on Sunday. The structured tournament format is a modified version of Avaloncon and the *ASL* Open that allows a player to reject any one scenario in each round. There are three scenarios per round to select and these will not be publicised in advance.

**Notes:** All the scenarios are published and selected from Avalon Hill and independent designers like TOT, CH, Paddington Bears, Schwerpunkt, WCW and others. The scenarios in each round will vary in complexity to meet the skill level of newbies and grognards alike.

T-shirts are \$13.00 (\$15.00 2XL, \$16.00 3XL).

Prizes are guaranteed by our local publishers-HOB and the like, plus a great trophy.

**Contact:** Make any checks payable to Rodney Kinney, 10787 Massachusetts Ave., Los Angeles, CA 90024 or by e-mail at [kinney@atmos.ucla.edu](mailto:kinney@atmos.ucla.edu).

#### WINTER WAR 99

**When:** 4 - 6 February. The tournament is on the 4<sup>th</sup> and 5<sup>th</sup> with open gaming on the 6<sup>th</sup>.

**Where:** The Clarion Hotel, Champaign, IL.

**Fee:** \$5.00 in advance, \$8.00 on the door. This goes to the con organisers, so they will ask each *ASL* player to chip in \$2 for awards.

**Format:** Five rounds, open scenarios with the winner being the player with the best record.

**Notes:** For more details check out the web page at [www.offerspace.com/~pete/ww99.html](http://www.offerspace.com/~pete/ww99.html).

**Contact:** Pete Belford, 1611-D2 Valley Road, Champaign, IL 61820. Tel (217) 351-7276.

#### 2<sup>ND</sup> SCANDANAVIAN OPEN

**When:** 26 - 28 February.

**Where:** The tournament will be held at the Danish national arms museum "Tøjhus museet" in central Copenhagen.

**Fee:** to be announced.

**Format:** Five round Swiss-style tournament with three scenarios to choose from in each round. The first round commences at 1800 Friday evening and the winners are announced at 2000 Sunday evening.

**Notes:** Last year saw 35 players from England, Germany, Sweden and Denmark compete for the trophy.

**Contact:** Michael Hastrup-Leth by email at [hastrup@image.dk](mailto:hastrup@image.dk).

#### TORONTO ASL OPEN

**When:** 26 - 28 February.

**Where:** 295 College Street, Toronto, Canada.

**Fee:** \$20.00 Canadian, \$15.00 US.

**Format:** The tournament will be run in a five round "Swiss Style" format with all participants seeded according to their AREA rating. Players without an AREA rating will be assigned a provisional rating of 1500 for seeding purposes. The Tournament Champion will be determined on the basis of points accumulated during the five rounds of tournament play. Each win earns the player ten points and one point for each of his opponents' victories during the tournament. This tournament will also play a major role in determining the Canadian National Champion. Don't miss out on the points, plaques or prizes!

**Notes:** The selected scenarios span the spectrum of theatres (DTO, ETO, PTO), nationalities (American, British, French, Partisan, Russian; Axis Minor, German, Italian, Japanese), as well as game sets (ASL, DASL, HASL). With five scenario choices per round, you can decide just how diverse your gaming experience will be. Scenario PRE-PLANNING is strongly encouraged prior to the tournament. Players should be familiar with the scenarios to maximise playing time and minimise set-up time. This will require players to examine their scenario choices; considering the SSR's, VC's and any requirements for setting a defence.

Hot scenarios, the traditional Canadian pre-tournament shot of Scotch, and friendly competition will take the chill out of February.

**Contact:** Tom Kirkpatrick, 431 Herring Circle Newmarket, Ontario, Canada L3Y 7H7 or by email at [tkirkpat@home.com](mailto:tkirkpat@home.com).

## MARCH

### MARCH MADNESS '99

**When:** 5 - 7 March.

**Where:** Radisson Hotel, 8787 Reeder Rd, Overland Park, KS 66214 (about 20 miles south of Kansas City International Airport, right off of the Interstate I-35 & 69 interchange). Room rate is \$79 per night, single/double occupancy. For booking info call (913) 888-8440, under the group "Kinetic Energy". The room block/rate guaranteed until Feb 5<sup>th</sup>. This new location should fix any previous problems with overcrowding and access to food outside the hotel restaurant.

**Fee:** \$20.00 prior to February 14; after that point, or at the door, it will be \$25.00.

**Format:** Unlike the previous three years, MM '99 will NOT feature a strict 'Avaloncon'-style scenario list. This year, it will have a 'semi-Open' format, with no fixed rounds, similar to ASLOK. The scenarios that may be played in the tournament are any published "TOT/KE" scenario that you and your opponent mutually agree upon. Players without a loss must play like-record opponents, and the sole remaining undefeated player after 5 or 6 rounds (whichever comes first) will be declared the champion. Any tiebreakers will be based on head-to-head & 'strength of schedule'. To keep things moving, all players competing in the tournament are asked to have at least 4 rounds complete by the end of Saturday night. If necessary, the Tournament Director can make pairings. All games may be AREA rated at the player's discretion.

**Notes:** Kinetic Energy Productions will once again sponsor this weekend event, with prizes including \$250.00 and a plaque for first place. Other prizes, consisting of plaques for things like "Most AFV Kills", "Team Tourney", etc. will be announced at the tournament.

Each registrant will receive a copy of the *March Madness '99* pack at the door. This will feature 10 of the better 'tournament sized' scenarios from the now out-of-print *Time on Target Issues #1 & 2*. These will not merely be reprints, they are all re-tuned, and play-tested, all ready to get a second life.

**Contact:** Registration can be made by mail, using US\$ check or money order, made out to "Michael T. Reed", and mailed to Kinetic Energy Productions PO Box 3831 Olathe, KS 66063. Phone (913) 780-1297 (home) or (913) 458-4274 (work) or email [mreed@sky.net](mailto:mreed@sky.net).

### BERSERK '99

**When:** 26 - 29 March.

**Where:** Hotel Skye, South Promenade, Blackpool, England. Double rooms are £21.50 per night, and a limited number of single rooms are also available for £24.50 per night.

**Fee:** £6.00 for members of The Crusaders, £8.50 otherwise.

**Format:** Five rounds are planned with the first starting on Friday afternoon. If you cannot arrive until Friday evening please contact us and arrangements will be made.

**Notes:** The gaming room will be open 24 hours on Friday and Saturday, and we will be open as of Thursday lunchtime for those arriving early.

**Contact:** Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs, PR1 4YJ, or email at [Trev@cableinet.co.uk](mailto:Trev@cableinet.co.uk).

## APRIL

### CHICAGO OPEN

**When:** 30 April - 2 May.

**Where:** West Western Inn, Burr Ridge, Chicago. Telephone (630) 325-2900. Rooms are \$77.00 per night if you mention WCW or the *ASL* Open. The hotel allows a maximum of four people per room.

**Fee:** \$20.00 for pre-registration by 3<sup>rd</sup> January 99, \$25.00 thereafter.

**Format:** Teams of 3 players will compete over seven rounds for the team championship.

**Notes:** The tournament t-shirt is \$10.00 and features the art of Louie Tokarz.

**Contact:** WCW, Meryl Rutz, 7933 W. Barry Avenue, Elmwood Park, IL 60707-1025. Telephone 708-453-1978 or by email at [mrutz@niu.edu](mailto:mrutz@niu.edu).

## MAY

### 1999 MONTREAL ASL FESTIVAL

**When:** 1 - 2 May.

**Where:** Downtown Days Inn, 1005 Guy Street, Montreal, Quebec, Canada, H3H 2K4. Phone 1-800-567-0880 toll free or (514) 938-4611 for rates and reservations. Most rooms have 2 double beds. All rooms are air-conditioned and have colour television. We have permission to consume non-hotel food and beverage in the game room. The hotel is near a variety of restaurants, as well as shops and night clubs. Indoor and outdoor parking available (charges apply). The hotel has resolved its labour problems.

**Fee:** The registration fee for both days is \$22.00 Canadian or \$16.00 US, with the registration fee for one day half of that. Pre-registrants for two days will receive tournament information and scenarios before the event. The package will be mailed out no later than the second week of February. Limit of 28 players.

**Format:** 5 time-limited rounds of action starting on Saturday at 9 a.m. Each round will have a choice of three scenarios, with scenario substitution possible by mutual player consent. At least one choice will require knowledge of only chapters A to D. Each player secretly chooses two scenarios, then they compare choices to arrive at the scenario they will play. There is more to this and it is explained completely in the Tournament Rules included in the information package. Due to the scoring method, the winner might have only 4 wins over the five rounds. This is not a single elimination type tournament.

**Notes:** There will be prizes for at least the top two players, depending on attendance and other things. Last year, there were prizes for the top four players. For information about last year's event, visit <http://ourworld.compuserve.com/homepages/MichaelRodgers>.

**Contact:** For any questions, email [MichaelRodgers@COMPUSERVE.COM](mailto:MichaelRodgers@COMPUSERVE.COM). Send registration fee (cheque or postal money order, payable to Michael Rodgers) to Montreal *ASL* Festival, 5187 Beamish Drive, Pierrefonds, Quebec, H8Z 3G4.

### ASL RING

**When:** 22 - 23 May.

**Where:** Villeneuve d'Ascq, near Lille (north of France, near the Belgium border) in "LCR des Chaumières".

**Fee:** 50 FF (something around \$10 or 5 pounds).

**Format:** Five round, Swiss-style, three scenarios to choose from in each round. Three rounds on Saturday, beginning around 0930 (one of these is a small one) and two on Sunday, should end at 1900.

**Notes:** one of the two major French tournaments. Each year between 30 and 40 people. Cheap hotels around, something under 200FF per room (up to 3 people).

**Contact:** François Boudrenghien, 195 rue de la Liberté, 59650 Villeneuve d'Ascq, France or by e-mail [aero@calvanet.calvacon.fr](mailto:aero@calvanet.calvacon.fr) "attn Philippe Briaux".

## JULY

### WESTWALL '99

**When:** 1 - 4 July.

**Where:** Saarbrücken, Germany.

**Fee:** About 8 Euros and 14 Euro per night.

**Format:** AvalonCon Style like Berserk. 5 rounds with 2 blocks of 3 scenarios to choose from.

**Notes:** The Scenarios will be announced early in April (and the organisers are open to suggestions for which scenarios to use), so everybody can be prepared. The second (optional) block in each round will deal with "special" themes like night, desert, airborne, PTO... Additionally we will offer some very quick-playing scenarios. People who missed round 1 (Friday Morning) can get in line by playing two of them while the rest plays a regular round.

**Contact:** Peter Ladwein on 0681 8318570 or by email at [Pela@stud.uni-sb.de](mailto:Pela@stud.uni-sb.de) or Stephan Jacobi on 0177 5241051 0681 35157.

# WAFFEN-SS II: THE FUHRER'S FIREMEN

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*This work is dedicated to Kent Smoak. Kent left us on December 15<sup>th</sup>, 1998 at 8:05 AM, but before he left he single-handedly built us our own SoCal ASL Club. Kent worked on this to the very end. His last words to me, just days before he left us were, "...call me when you know what scenarios you want me to put in the (West Coast Melee) tournament." Thanks Kent. EZ*

**WAFFEN SS II: The Fuhrer's Firemen** is yours for only \$20.00 (plus \$2.00 S&H in the continental US or \$4.00 outside). We have Fortress Cassino and a limited supply of Berlin: Red Vengeance still available for \$26.50 and \$25 respectively (please include \$2.50 S&H for all orders in the continental US and \$5.00 if outside). God Save The King and King Of The Hill are both now out of print.

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