

# VIEW FROM THE TRENCHES

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**COVER:** British troops fire at German aircraft during the evacuation from Dunkrik.

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You MUST use lower case letters!

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*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 ASLers. Don't be a silent voice.

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VIEW FROM THE TRENCHES

49 Lombardy Rise

Leicester

LE5 OFQ

Telephone:

(0116) 212 6747

E-mail:

[pete@vftt.co.uk](mailto:pete@vftt.co.uk)

World Wide Web Home Page:

<http://www.vftt.co.uk>

# PREP FIRE

Another *View From The Trenches*, another month late. As usual the lack of articles is the main contributing factor to the lateness. As I seem to ask every time now, don't just buy, play and read about ASL, **WRITE** about ASL!!

As always, I'm not asking for big, masterful insights into every aspect of the game. Try you hand at writing a single page on the use of concealment, or vehicle Bypass Movement sleaze, or... Look at the old 'SL Clinic' articles that appeared in *The General* years ago and try to write something along similar lines. If you're on the ASL Mailing List take one of the occasional tactical discussions and mould that into an article.

Or try you hand at scenario analysis. Cover a scenario in detail, like Mark Nixon's 'Crossfire' articles, or cover a bunch in broad strokes like Michael Davies has done this issue with his look at the *Hell On Wheels* scenarios.

I'm not looking for scenarios at the moment as I have around 20 which need some play-testing. You'll also find the first pair of the six scenarios from the Canadian ASL Association's newsletter *Maple Leaf Route* in this issue of *VFTT*.

Double 1. My last, best hope for victory.

Pete Phillipps

### EMOTICONS

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

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

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

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# INCOMING

## UNMOUNTED MAPS BACK IN PRINT

The first part of the ASL reprint has been completed with the release of unmounted mapboards 1 through 50. Mounted versions and the DASL boards will be available in the near future.

The price is \$5 per map, although a full set is available for the special price of \$200. Maps will be shipped in mail tubes so they do not get bent.

Boards 48, 49, and 50 are three of the five in *Armies of Oblivion*. One features a small village strung out along a crossroads in the centre of the map. The second is described as "a 'transition' board which is sorta empty along one edge and builds up towards the other. Imagine taking an open field board, then the "transition" board, then a city board". The third is a wooded mountain board along the lines of board 2. The other two AOO maps are currently being painted and laid out.

In other AOO news, Mike Reed is working on the scenarios for play-test now (as well as the scenarios for the introductory ASL module) and Curt Schilling is working on Chapter H. MMP are also looking into including clear overlays. These will have woods, hedges, buildings or other features on them, but the base will be clear so that you can put buildings in a woods hex or terrain on hill hexes.

Out at the beginning of August is *G.I.'s Dozen*, a collection of thirteen *G.I.: Anvil of Victory* and *Series 300* scenarios adapted for ASL. Among the scenarios included are 'Climax at Nijmegen Bridge', 'Weissenhof Crossroads', 'Thrust and Parry' and 'The French Decide to Fight'. *G.I.'s Dozen* will sell for \$12.00.

Both *SASL II* and *ASLRB 2* are still on course for release at ASLOK. *SASL II* will contain all the material from *SASL* and some new material. An upgrade kit containing just the new material will also be released for those who already own *SASL*.

Further ahead, work continues on *ASL Journal 3*, which will feature a set of scenarios from the *Provence Pack* team on the Norway 1940 campaign.

## HOB ON HIGH GROUND!

Printing problems have been blamed

for the delay in the release of Heat of Battle's *High Ground!*. These have been resolved and shipping is expected to commence soon.

The pack features eight new scenarios based on two new geomorphic map boards. Unlike normal map boards these are designed so that they can be put together side by side to form one large hill four levels high and up to fifteen hexes wide. In addition to the hill the map boards feature a sprawling village, shell-shattered roads, forested roads and realistic grainfields.

HOB are using the Roman Numeral system for the board numbers (EX: board V instead of board 5) and printing them in blue in hex C10 rather than in yellow in hex B8, while the green being used has a more earthy tone to it.

The actions including range from elite Italian Alpine troops vs. the French to Gurkhas vs. the Japanese in Burma via the deserts of Tobruk and the Eastern Front.

*High Ground!* is available for \$25.00 from Heat of Battle, PO Box 15073, Newport Beach, CA 92659. Add \$4 for S&H in the US (add \$2 for each additional order), \$5 to Canada (add \$2.50 for each additional order) and \$6 overseas (add \$3 for each additional order).

## CRITICAL HITS AT KURSK

*Hell's Bridgehead: The Battle Of Kursk 1943* is a new module covering the fighting around the Psel River bridgehead during Operation Zitadelle. The module contains a large 22" x 34" historical game map, six brand new scenarios and two 5-7 scenario CG, and new charts, tables and special rules. Also included is a sheet of 140 die-cut counters providing the entire German infantry order of battle, new SMCs, control markers, Attack Option counters, counters for use with the new tank ramming rules and additional 1/2" wreck mark-

ers. The module is shipping now for \$31.95 and work has already started on another module covering Kursk.

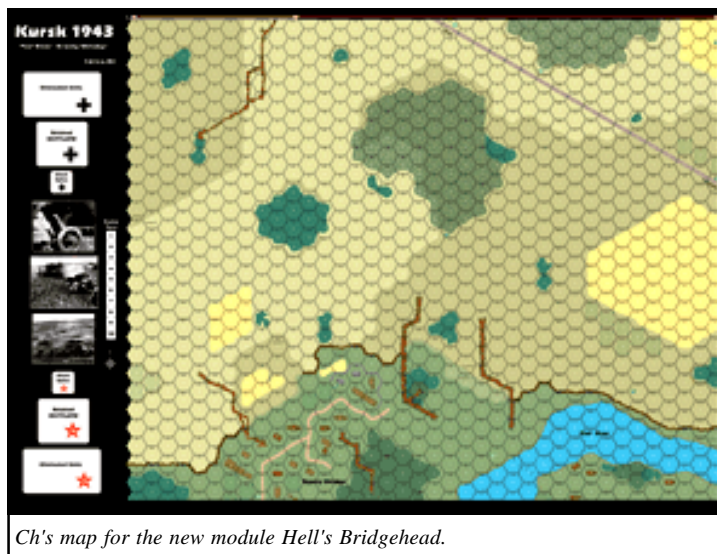
## TENTH BUNKER BUILT

*Despatches From The Bunker 10* will be release at the World Boardgames Championship at the beginning of August and contain two scenarios with accompanying analyses, an analysis of 'Merzenhausen Zoo', a review of the New England ASL Championship, tactical tips, and the usual ASL features.

Both scenarios are tournament sized offerings playable in around four hours. 'The Trail to Hell(zapoppin' Ridge)' is the third in the Bougainville serie and is a meeting engagement between US Marines and the Japanese on the East-West trail. The other scenario, '3rd RTR In The Rain' is a tournament sized action that sees a British combined arms force trying to buy time for the Dunkirk evacuations.

Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA). Payments should be payable to Vic Provost and sent to *Despatches from the Bunker*, 209 Granby Road, Apt: 18, Chicopee, MA 01013. Tel (413)594-4301 (evenings) or email [aslunker@aol.com](mailto:aslunker@aol.com).

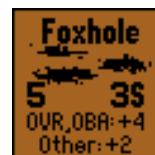
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Ch's map for the new module *Hell's Bridgehead*.



# FOXY FOX-HOLES



I believe we've all been there. Our scenario OB gives us a bunch of foxholes and one of three things happens:

1. You've completed your setup, everything looks good, but wait! You've still got a handful of FH counters that have to go on the board somewhere. But where? And why?
2. You've set up your FHs, begun play and they have quickly turned into nothing but deathtraps.
3. You have unknowingly (because your units are no longer occupying them) given your opponent +2 terrain he shouldn't be entitled to.

What can be done? Well, let's take a look at these troublesome counters and see if we can't put them to better use.

## The Big No-No

Setting up foxholes in open ground with nothing to fall back on is generally a huge mistake, especially as your forward defence. Let's see what happens to units set up in FHs in open ground up front. Can anyone say "speed bumps"? I think I can even put it in sequence. Your unit will:

- Get off a couple of shots
- Break
- Be forced to rout when the enemy becomes ADJACENT
- Be interdicted
- Be captured (if it can't rout without either using Low Crawl or suffering Interdiction) or eliminated

Alternatively, your unit will:

- Get off a couple of shots
- It will get too hot to stay there
- You exit your FH and will be shot with -2 for FFNAM and FFMO.

Of course you could Assault Move out, but more than likely you will still get -1 FFMO and your unit will then still be left standing in the adjacent open ground hex with it's skivvies down around its ankles. Not a pretty picture There is however an exception to all this (there always is) as we will see later.

Now let's look at some positives.

Foxholes add +4 to an enemy AFV overrun, +4 against OBA and +2 to all other incoming shots including onboard MTRs. That +2 TEM may not be much but it is better than brush or orchard's TEM. Ever play a

scenario in woods where your opponent has OBA? Pray for foxholes! +1 TEM is better than -1 TEM any day. They are, of course, essential when the enemy starts the game with a bombardment, the +4 DRM makes troops hard to affect in them. Similarly the +4 DRM is very useful to preserve troops from OBA. Often if troops are in foxholes the OBA will go elsewhere after more attractive targets.

Also units in foxholes don't have to rout. They can stay in place and try to rally and force your opponent to cross the open ground to come and dig them out. They can be set up in areas where defenders wouldn't normally be. On a flank in the open with a good field of fire.

## Some Tips

Place your foxholes in woods, brush, grain, and orchards and similar types of terrain along the edge facing the enemy. This way you do not incur penalties to your shots, but will be able to rout your units without being interdicted (B27.41) and exit without that nasty -2 or -1 for FFNAM or FFMO. This placing will also make them of limited use to your opponent. Placing them in hindrance type terrain will also allow you to move away while putting more hindrance hexes between you and your attacker. In Woods, you are going to be out of LOS generally with the first hex you retreat into (although you'll still get shot at as you exit the FH). As said before foxholes in woods will also add +4 and +2 to OBA and onboard MTRs respectively. That'll take the sting out of that -1 air burst.

Don't forget foxholes set up behind walls and hedges can only see into hexes adjacent on the other side. Not good! Well, most of the time. If you can't see them, then they can't see you! This is often most useful in a hedgehog defence against an enemy advancing with overwhelming firepower.

Some scenarios only allow you to exit from one hex for a win, and an occupied foxhole here can prevent the enemy from exiting. Even if the occupier is broken he can prevent enemy infantry from entering the hex (unless they use Human Wave/Banzai or are berserk, or the broken unit is disrupted) and even if he has to rout when enemy is

ADJACENT the enemy will only be able to advance into his Location and not off the mapboard.

In CGs your setup area is often defined by strategic locations. In open country such as *Kampfgruppe Peiper* and *Pegasus Bridge* the digging of foxholes plays a key role in expanding or linking your set up area.

Foxholes and HIP don't mix well, except in the PTO terrain. Typically, though your HIP dude remains hidden, the FH will go on board as soon as the bad guys get LOS. Finally, don't forget that units exiting/entering HIP FHs and Trenches don't pay the +1 MF if they do so out of LOS of the enemy.

It's occasionally useful to HIP a MMC in a stack with a non-HIP unit, the idea being that the attacker will use small units to draw the DFF and SFF of the on-board unit, then move up the big stack, in the belief that your defender is fire-dead. The attacker is surprised when the HIPster appears and nails his stack, with a -2 shot from such an unlikely location.

A similar trick is to HIP a unit IN a HIP Foxhole, stack a unit there, outside and, before the Foxhole is placed owing to an enemy LOS, move the outside unit away. When the approaching enemy gains LOS to the Foxhole, place it while saying something like, "Oh, you also now see this Foxhole where such-and-such unit was setup." Your opponent may not consider the possibility that a HIP unit may be in such a Foxhole.

Another note about foxholes - they work both ways. Be careful and put your foxholes where they do **you** more good than your opponent. If you're a bit careless, that "oh what the heck, I'll put it there" foxhole may provide the enemy with a nice comfy fire base for his own troops.

If you feel that your opponent gets to use your foxholes as cover then you are probably setting them up in the wrong places. remember you are not the attacker! Set them up where they will cause him problems to get to them and they will aid you in interdicting his movement toward the objective. Look at the positioning of the foxholes and ask yourself "would I be able



to use these if I were attacking?" If the answer is yes, MOVE THEM!

A Foxhole allows you to put a defensive position in an area that you normally wouldn't. Look at the terrain to find that area that would be a good spot for a fire base if it only had some cover. Perhaps behind the objective covering the approaches to the objective with fire.

## Rout Paths

Don't have a use for those extra foxholes? Make your own rout paths! Be careful here, two foxholes placed in a row to allow rout will cost 5MF so you won't have enough to get to that building or woods you so desperately need to reach. (see example B27.41). So you'll still be broke, DM and stranded in a FH. Try to use them to rout a total of 2 hexes. Sure it takes some extra thinking but it's better than getting your guys eliminated or captured. Don't forget you can rout out of a foxhole without getting interdicted, as long as you combine the movement expenditure for leaving the foxhole with the expenditure to enter non-OG in an adjacent hex, even if that non-OG is another foxhole.

Crossing dirt roads in those villages. Give this some thought: Things are getting hot for your boys and you need to get across that dirt road and set up another defensive line in those buildings on the other side. You would however like to do it without getting shot without those -2 DRMs! Think ahead and place foxholes where you want to cross. Assault move in and advance out.

Caution sign goes up here!

Be aware of what you want to move in this manner. A squad carrying that 4PP SW advancing out of a FH and into a building or woods is "advancing vs. difficult terrain" (A4.72) and will be CX upon entry. Now, suppose your squad/4PP SW was CX after entering that FH, or your Russian squad lugged one of those 5PP MMG beasts into that FH but still wasn't CX. Neither of them can advance into that building or woods! The squad (CX) w/4PP cannot advance vs. difficult terrain and the Russian w/MMG doesn't even have enough MFs to try it because of the extra MF required to exit the FH, without making an Advance vs. Difficult Terrain!

## Labor

Here is the exception to the Big No-No. Sometimes you just don't have any other TEM and you aren't given any FHs in your OB ('A24 Regalbuto Ridge' comes to mind).

You're on a bare hill and have to defend it. Your opponent has one of those big 81mm mtrs and good troops, but you just have nowhere to hide. Start digging! Creating your own terrain won't always work, you have to roll less than or equal to 5 (DR) and if you don't get it done you can place a Labor counter. Sometimes though, it's the only option you have and those hard worked for Foxholes will seem heaven sent when the

81 starts getting the range!

I hope these tips will help you with your playing of foxholes and I also hope I got everything right. As always, if you see anything wrong here or wish to add to it, speak up!

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# MAX AIRPOWER

## Rules for Pets in ASL - In memory of 147

Steven Linton

147 (one four seven) was my budgie. I say was because he died on Thursday.

He was to my knowledge the only budgie in the world who actually played ASL. Sure, he wasn't much for the rules (though he did find the pages tasty), but he loved rolling dice and his interest in counters was second to none. Mortars were his particular favourite - as most of my slightly chewed counters can attest.

So intense was his interest that I wrote the following rules some time ago to clarify his role in the game. Not that he ever felt compelled to adhere to them of course.

### 147

147: a designation that brings fear into the hearts of every ASL'er known. Combining the effectiveness of a hero with the movement capabilities of a Sturmovik, this terrifyingly effective combination of pet and self-defence weapon leaves such mundane devices as that Neubevehrschit thing in the shade. The following rules are designed to simulate in game terms the tremendous impact of a 147 on the battlefield.

#### 1. AVAILABILITY

1.1 A maximum of 1 147 unit may be deployed in any scenario. Use is subject to a BSTC (Bird Shit Task Check) by either side, passing which makes the unit available at any point in the scenario.

#### 2. APPLICATION

2.1 Once deployed, neither player may directly influence the use of a 147 - effects are random and subject to the discretion of the unit.

#### 3. MOVEMENT

3.1 The 147 has unlimited movement

capability, and is able to move and attack in any phase.

3.2 All movement by a 147 is random. Unlike other units, the 147 may enter and exit the playing area at will.

#### 4 STACKING

4.1 A 147 has no affect on stacking, though all units that it stacks with, including entrenchments, become automatically disrupted.

#### 5. COMBAT

5.1 Any attack by a 147 is an automatic concealment loss activity.

5.2 The 147 has both front and rear main armament, both of which can be used regardless of BCA (Budgie Covered Arc). 147 attacks are not subject to Case C modifiers.

5.3 Multiple Hits: Random selection applies if more than one unit is in the hex under attack. If the players are out of the room, multiple hits are automatic.

5.4. Critical Hit: Any attack which results in 147 throwing 'floors' with the unit being attacked is a CH. In the case of Multiple hits, CHs are automatic. Any unit subject to a CH must take a 2 DYRHMUYHMC (Do You Remember How Many Units You Had? Morale Check) before that unit can undertake any further action in the game.

5.5 CC All counters are subject to a +6 ambush DRM when entering into CC with a 147. Any units attacked must also undergo a WTFWTTC (What The Fuck Was That!?! Task Check) before regaining freedom of movement.

5.6 A 147 is immune to attack. Any attempt to do so will result in the automatic insertion of the offending players die in their smallest available body cavity.

# RIGHT OF INSPECTION

Roy Connelly

*A12.16 Right of Inspection: If a stack is not concealed after play begins (2.9), the opposing player may inspect its contents- unless the stack is out of the LOS of all of his Good Order ground units.....*

Man! How many times have I shot myself in the foot because I didn't go through my opponent's stacks in LOS of my units after the first Wind Change DR; I can't even begin to count 'em. It helps to be able to know what you are fighting against, and if you are given the chance to do so, take it!

Let's look at some things involved in this rule:

1. The scenario must state that both sides set up on board. If entering from off board the Defender gets to conceal all units, and the Attacker may enter concealed (A12.12);
2. OB given "?" may be placed on top of units/stacks in concealment terrain. (A12.12);
3. Neither player may inspect the others stacks before Play begins (A2.9);
4. Stacks out of LOS of Good Order enemy ground units may not be inspected, although he will be able to see the top counter of the stack.

What this says to me is, after set up but before the first Wind Change DR, each player may inspect any of his opponents stacks that don't have an OB given "?", and must show which GO unit has LOS to it, and units not in LOS of GO enemy units may receive a "?". So here are some tips to foil his evil plans.

1. Don't have enough OB given "?" to cover every unit or stack? Leave one off of that 7-0 rally man in back, it's obvious what he is and you will be able to conceal him after your opponent sets up, just make sure he's in a place that won't be seen by your opponents units. Then put that "?" counter to better use in a more important place.

2. There seems to be an unwritten rule saying that leaders have to go on top of stacks. Almost every game I play, my opponent puts leaders on top of stacks. Well, it just ain't so. Got a 10-2 or 9-2 or even a 9-1 you don't have up on the front line and you don't have any OB given "?"? Put said stack where you want him but make sure he's not going to be in LOS, your opponent will

see only that 467 on top of the stack, cannot inspect it and then you can place a "?" on it. Why show it to him when you don't have to. The same goes for important SWs.

And for bonus points, combine these two concepts. Give the HMG to the 9-2, then put the 458 on top of the stack. In the first Rally Phase of the game, have the 9-2 give the HMG to the 458. Voila.

Sometimes you might also put those Entrenchments onboard at the start of the game, even though they're allowed to set up HIP, because they'll be the top counter of a stack that you don't want your opponent to look at.

3. After your defending opponent has set up, take a good look at the board, see if he might have missed an LOS from your setup area, if so and you weren't going to set up way out there, use your pre game deployment and put a HS out there so you can inspect that stack he thought he had safe and deny him "?". (unless you're Russian of course, then you may have to sacrifice a squad out there if you deem it worth it.)

Even a piddly HS with the right LOS to the whole board can save you a whole lotta trouble later on in dealing with concealed enemies.

4. Upper levels can sometimes be good or bad, you have LOS to a lot more, but they usually become immediate targets. If the risk is too great to put a SMC/SW/MMC upstairs, use a HS just for the beginning of the game to be able to inspect stacks and deny concealment.

These are just the ones I can think of now, some of the other guys may have more, and some ASL vets may find flaws here. Let me know and I hope I have done at least one newbie some good.



## Grab 'Em While They're Young

*How to Introduce Kids To ASL*

OK, so you've got a nine year old daughter, a seven year old son, and a two year old son. How do you get them into ASL? Well for what it's worth, here is some advice I've stolen from the InterNet ASL Mailing List members (who probably ought to know better!).

First, as we all know ASL is a very complicated game. Nine year olds can't play it, seven year olds can't play it; in fact no-one is sure when they'll be able to! When they start to understand abstract maths, they can probably handle ASL!

However, before then start them on a series of games that teach them some of the skills they'll need later. For example:

### Game 1: Race

The children take a counter and move it across the board counting movement factors. This teaches them terrain types, and MF for moving through various boards.

### Game 2: Hide and Seek

The children set down a counter, then figure out which hexes they can be seen from. The sole purpose of this game is to teach them LOS.

### Game 3: Fire fight

The children take three squad counters each. They have to set them up such that every counter has LOS to every other counter. No moving allowed. They simply fire at one another and do table look ups on the IFT to determine the result.

The purpose of the game is to teach them to do table look ups, and TEM. I also let them fire group.

The winner is the last side with an unbroken counter.

Try giving the children SS or Americans against your Partisans, or Italians, as this goes with another lesson to help encourage young children - fathers need to LOSE and LOSE often!

### Game 4: Sniper!

Fire fight with a sniper to add randomness to the game. Set SANs at 6 and 7, as there is more action and excitement that way.

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VIEW FROM

# STREET FIGHTIN' MAN!

... how I learned to stop worrying and love the Flamethrower

by: Jim McLeod

*This article originally appeared in Maple Leaf Route, the newsletter of the Canadian ASL Association. This quarterly newsletter is available for CDN\$10.00 from The Canadian ASL Association, 978 Strathcona Street, Winnipeg, Manitoba, Canada, R3G 3G5.*

If you played *Squad Leader* when that great game came out, the first scenario you set eyes upon was something called "Guards Counterattack". Roll into that "The Tractor Works" and you had "The Streets Of Stalingrad". Classic infantry combat in an urban setting (or Built Up Area [BUA] as the military likes to refer to such a place). Short ranges and high firepower IFT attacks are the hallmarks of such combat. Throw in a usually higher than average SAN, Flamethrowers, Demolition Charges, far too much CC for a squad's good health, along with the occasional AFV or two and we have a decidedly unhealthy environment for infantry. What I will attempt to convey here is how to try and stay alive a little longer in those nasty bullet-swept streets. I'll give setup pointers for the Defender and the Attacker as well as possible tactics for both sides.

## HOW NOT TO BE SEEN ...

Concealment... is good. As the defender, make every effort to stay out of sight during setup. This may not always be tactically sound or possible and will depend upon the situation and scenario. That little "?" counter on your gallant defenders often makes the difference between a K/ (or worse) and a MC, an MC and PTC or a PTC and no effect at all.

Use any OB-given "?" wisely. Create a little fog-of-war with them or give those front line speed bumps half a chance during your opponent's first PFPh. Also remember, a stack of dummies begets other dummies. A single dummy stack of 5 "?" can yield 5 individual stacks of 2 "?" counters. Every time one of those Dummy "?" comes out of the mother stack, it gets it's very own Concealment counter free of charge. If you simply must have that defender kill stack in enemy LOS, plop one of those OB given "?" on those guys. At least that first blast of fire will be halved and any Smoke shot will get

the extra +2 TH DRM. It all helps.

You will lose your valuable concealment status soon enough in street fighting. Don't give the other guy any more of an advantage than he may already have.

For you lads in the assault platoons, advance and be recognised! The attacker seldom receives OB given "?" counters. Any concealment you will gain initially will be from setting up out of the defender's LOS. Since you will be taking it to the defender, most of your guys will probably be in the LOS of the other side's units. No concealment gain here. However, there will be times when you should have a manoeuvre element set-up to gain concealment. Those guys can move and then advance into the enemy's LOS all the while retaining concealment because you made this game-breaking move out of the other guy's LOS... right?!

Throughout the street fighting scenario you are playing, and regardless of which side you are leading onto victory/defeat, try to be in a position to place that life preserving "?" counter on your dudes at the end of your CCPh. The current game situation may not always permit this but when it does, don't forget to blend into the shadows.

## OUT OF SIGHT, OUT OF MIND

HIP units are very cool. Some players get totally psyched out by an opponent's Hipsters. Others couldn't give a rat's ass. The later will run his Half Squad screen out front and usually find any HIP dudes by getting shot at; recon by death as they say.

Use of your HIP units very much depends upon the scenario. The VC may advocate one method of usage over another. If you plan on blasting away with that HMG right from the get go, no sense wasting HIP status on it. But if you want to try for an ambush MG attack you may want to HIP your HMG. It all depends on your style and philosophy of play.

You can use Hipsters as "sleepers". They wait patiently in that unlikely Location for the last turn move/advance to secure victory. A hidden HS or two can make a nice little ambush as well. They may catch moving enemy units in the open or, by springing up during the RtPh, eliminate an enemy stack

for failure to Rout. It happens my friend, just don't let it happen to you.

Another neat tactic is to have multiple HIP units in the same Hex/Location. You move one Hipster out and buddy thinks all is clear. He now confidently moves past your still HIP'd HS w/MMG in that building and you blast him, ideally with that nice -2 DRM for FFNAM/ FFMO. Such fun.

HIP units may also cause your opponent to spend too much time searching them out. That is a good thing as (in addition to time lost Searching/Mopping Up) any casualties they will incur while Searching are always bonus. As well, if you have Booby Traps a Search Casualty dr must be made by said Searching units.

## MANNING THE BARRICADES

It should almost go without saying that your best units man your most important weapons; MG's, LATW's etc. Setup the MG's in Locations with good Firelane potential. If you have any Fortified Building Locations, place your more important MG(s) there to withstand the heat they will surely draw. Or, use the FBL to act like a dam. Place it in the path where perhaps the enemy has no choice but to go through or past.

FBL's deny the enemy access to that Location provided that FBL contains at least one un-Pinned squad equivalent in the Location that the enemy unit is attempting to enter. Such a position can hold up the other guy for precious turns. With regard to squad equivalency, the consensus is that a Crew manning a Gun does not count as a Squad equivalent.

Cellars can be cool but can also be deathtraps. Their use is dictated by the scenario and the current situation in that scenario.

Rooftops can give you that bird's eye view on things. However, if you can see them, they can see you. A +1 DRM for height advantage pales when compared to the comfy confidence that is usually imparted by that +3 DRM of a stone building. A HS with a Lt. Mtr on a rooftop can soak up some enemy attacks before he dies. On the other hand, if he survives, you will have some cool shots coming up in the enemy's MPH and your DFPh.

## LEAD THE WAY!

Place your 8-0 and 7-0 Leaders with broken routing units in mind. It is very easy to have units cut off in street fighting so have those guys deployed accordingly. But... beware the Sniper! That rat will ruin your day. As the defender and with some OB given "?" counters at your disposal, you can deploy your Dummy stack of 5 "?" counters into 5 two "?" counter Dummy stacks. Place those Sniper absorbers around your important fire base or other critical Leader. If you are short on Dummy concealment counters, deploy a squad or two into HS's and let them take the bullet.

Have you ever done a Sniper Check? Probably not. In street fighting there are times when you may violate the general rule of "No Stacking". If such a stack is subject to a Sniper attack, you may want to try a Sniper Check. With two or three squads on hand, or maybe a negative modifier Leader, you may have a decent chance of knocking down your opponent's SAN.

Negative modifier Leaders should be directing the defender's important MG's. The attacker's 9 and 10 morale Leaders should be leading the assault. I have had a 9-2 or a 10-2 do more damage to the enemy with a squad and an LMG than they would have directing two HMGs. That big morale and leadership modifier pulls those sometimes hesitant squads through heavy enemy fire. The havoc they can cause once behind a bunch of broken enemy units is considerable.

## THINGS AND STUFF

If you have any Fortifications (Mines, Wire, Roadblocks etc.) place them in choke points. A Wire counter in the street will force the other guy to spend more time than he normally would eating that nice -2 DRM for FFNAM/ FFMO. Try and have a M/HMG covering that Wire. Each MF spent getting through that Wire is another possible shot for you.

A Mined building hex will give a nasty surprise to the squad (which miraculously survived all the defensive fire you put onto it) that advances into your Location for a little CC. Advancing into a building with an enemy squad therein and then promptly breaking from the Mine attack sucks. There are few CC situations worse than being broken in CC and having to Withdraw back through the Minefield that broke you.

Mines can sometimes be exchanged for Booby Traps as well. Bear in mind that the odds are fairly low that they will inflict a lot of casualties on your opponent. However, all too often you will roll that 11 or 12 on a PTC. This can be really bad news in a stack

of squads with a Leader. Booby Traps are triggered, Leader croaks, all the squads break. It happens but what are you doing running around with three squads in a stack for?!

You may also receive Bunkers, Foxholes, Trenches or Tunnels. Again, how you use them depends on your style of play. Bunkers can control road intersections quite well; Foxholes let you do the Jack-In-A-Box thing behind a hedge or wall, now you see me now you don't; Trenches make very cool connections to Cellars; and Tunnels are just plain fun! Watch your opponent flip through the rulebook after you move that Hidden unit through the Tunnel and back into the building Location he just captured. You are Concealed. He probably is not. Who's laughing now! After you whip his ass in CC you graciously accept the win and move on into the next round of the hunt while buddy



slides into the beer track.

## ATTACK!

Spread your assault squads out. If you have a MG firebase, place it where you can hit the most enemy units possible. HMGs with a little ROF and a negative modifier Leader have done horrendous damage to even the most well thought out defensive plan. A multi-location Fire Group should be your goal for your DFPh in your opponent's turn. For the attacker, movement is good. Try not have too many of your squads Prep firing.

Smoke is golden. If you have any units capable of putting down Smoke do it. Don't forget about the possibility of using Intensive Fire to place more Smoke. Smoke out the other guy's main MG position or the hex that will best cover your moving guys in the open.

Infantry Smoke is great as well but unless you are the Americans or have Assault Engineers, your chances of getting that little smoke counter are fairly slim. If you have that +2 Infantry smoke counter in the street, you may want to thicken it up a bit with another Infantry smoke counter. A +3 DRM is better than a +2 DRM. This goes for

Ordnance Smoke as well.

And then there is WP. Besides the LOS hindrances provided, WP forces any units in the target Location to take a NMC when it is placed.

Do the dash. Use the HS screen to soak up enemy fire attacks. Force the other fellow to make those tough decisions. Does he shoot that measly HS or wait for the 9-1, 4-6-8, LMG stack to break cover? Forget about the HS and all of the sudden you may have a MMC in the rear cutting off rout paths. Move, move, move!

## TOYS

As the scenario attacker, you may find yourself with some goodies in your OB. In street fighting the most important of these are the Demolition Charge and the Flamethrower.

The DC is your friend. Use it to soften up that Location you hope to enter in the APH for a little CC. They are primo for Breaching walls in Rowhouses or creating a Breach in a FBL. Try and give the cookie to your better units. Besides the non-Elite unit paying the non-qualified use penalties, DC totting dudes are bound to attract a lot of defensive fire. That in itself can be a very good thing. I personally like to give my DC's to a 9-1 Leader if I have one. They can take a hit most of the time and still be un-Pinned... except for when I **really** need it.

If the scenario defender has an OB given DC, they may be able to set it up as a Set DC (per any SSR). Having a 36 -3 Set DC attack go off under your 10-2 and 8-3-8 sucks big time.

The only real question in a situation like that is whether or not everyone is going to get the KIA.

If DC's are your friend, the FT is your best buddy! Nothing says lovin' like a 24 straight up attack on that enemy strongpoint in a FBL. The only trick here is getting close to your intended victim and staying alive and un-Pinned.

The lucky swine that gets to carry the FT into battle has a -1 DRM to any MG/SA IFT attacks made against them. And... if you thought DC boy drew some lead, imagine what the FT lads can expect! Once again, drawing that fire has benefits in its own right. By having all those enemy units using up their fire options on the FT guy, your other squads may be able to move about with less risk to themselves.

And, don't forget that FT's usually have a 2 hex long range fire capability. A 12 straight IFT attack is nothing to sneeze at.

If you have a DC and a FT in the same Location and the other guy is hiding behind





a Rowhouse/Interior Factory Wall, blast a Breach with the DC in the MPh and then give them a squirt through the Breach with the FT in the AFPh. Great fun!

However, the Flamethrower is not always the all-conquering beast we would like it to be. FT's can be fickle. I have fired my FT every chance I had in a six turn scenario and never lost it. Other times it gacks out on the first squirt. I firmly believe that you have to get into the Zen *ASL* mind set at times like that. Sometimes the magic works and sometimes it doesn't.

Is that FBL still getting you down? Can't Pin (let alone break) 4-3-6 boy in there to save your life? Well, do ya' have a closed top AFV in your OB? Depending on how bad you want to get your people into that FBL, risking a tank to create a Breach in that FBL may be a worthwhile risk to take. Sure you might fall into the cellar or get whacked by a CC Reaction Fire attack or get smoked by the LATW of your opponents choice but hey... now you have a breach. Provided you made it into the building before dying of course.

## THE SHARP END

It is the infantry that will carry the day in urban combat. In open ground, OBA, AFVs and air support may be enough to gain an objective. In the concrete jungle, the grunt is king. Your OBA is difficult to bring onto the target in a BUA, armour is susceptible to Street Fighting/CC attacks and air support is almost as likely to gun up your guys as they are the enemy.

It is the infantry who can get in close and blast the other guy out of his strong points. Everybody else plays a supporting role.

Identify and isolate the group of buildings you wish to capture. If possible, cut off the other guy's escape routes with MG Fire Lanes. Try and break up the defender's Fire Groups in the PFPh. Hopefully your fire base will have neutralised some of the other guy's more deadly positions. If you've got it, use your Smoke to cover your moves. Assault Move into the streets or Dash across them!

You will suffer some casualties. That's the way it goes. You've got to break a few eggs to make an omelette, as they say.

So some of your guys survived, and it's time to advance into CC. Gaining 2-1 odds in CC is the minimum you should be looking at. Being concealed or having a negative modifier leader with you is even better. If you achieve Ambush, be happy. Consider your options at this point. You can withdraw and avoid CC altogether. Such a move may get you behind your opponent and

this may be more beneficial than killing him in that CC.

Take prisoners. If there are some broken enemy squads upstairs that are denying you control of a building, declare Mopping Up and they are yours as is the building. Even if they are not denying you control of a building, there will be many instances of surrender for failure to rout. Eliminating enemy units in this manner is very efficient but can not be done if No Quarter is in effect. Think twice before you gun down those guys with their hands up.

Encirclement is good. Whether by fire or by Upper Level Encirclement, being encircled is often the precursor to surrender. If the other guy is about to do the ultimate in slime-ball tactics to win (voluntarily break and rout upstairs on the last turn to win, he still controls the building apparently) here is what you do. Encircle the swine by fire!



Now he can not voluntarily break but must take his chances in CC like a man.

Have you just lost your sixth squad trying to take that now seemingly impregnable enemy strongpoint? How important is it to capture that position? While this certainly depends on the current situation and VC's, that invulnerable strongpoint should sometimes be simply avoided. If the VC and circumstances allow, mask off that position and don't attack it. This is especially true in CG's.

During a play-test of the *Ortona* CG, I started sending my guys into a meatgrinder of a German strongpoint. After losing a number of squads I stopped attacking and began to make plans for the next CG scenario. I will **crush** that Building next scenario! However, in sober second thought I realised that it was not imperative that I capture that position.

In the next CG scenario, I left a small force to put the German escape routes under fire and then sent my main attack into the town. The German player invested valuable resources and manpower in fortifying that strongpoint and by the next CG scenario, that

strongpoint was in danger of becoming isolated. I ended up occupying that building with a HS and discovered that nearly all Locations had been fortified. Choose your fights carefully. Don't attack a position just because it's there. You may end up losing far to many units than it may be worth.

## ILS NE PASSERONT PAS!

How you defend in a BUA will of course depend greatly on the VC's. Sometimes a spread out line of squads is called for or other times staying together in platoon sized strongpoints is best. There are too many variables here.

Try and keep good rout paths open. If when routing you **must** take interdiction, the time to pull back has passed.

Use your heavy weapons to cover any wire or minefields you might have. Certain guns can setup on the First or even the Second level of a building if all the levels below it are fortified. That is a cool trick to pull on an unsuspecting attacker as he moves a three squad stack through a supposedly Blind hex!

SKULK! I know, many players ridicule those who do this time honoured tactic. Assault Move out of enemy LOS and Advance, maybe even still concealed, back into his LOS to dish out the lead in the next MPh/DFPh. Bottom line ... it works, end of story.

## MOPPING UP

Street Fighting is a facet of *ASL* that will add greatly to your gaming enjoyment. While the cardboard carnage is often great, those who survive probably did so in extreme circumstances. I have many exciting memories of last turn heroics that have won or lost games.

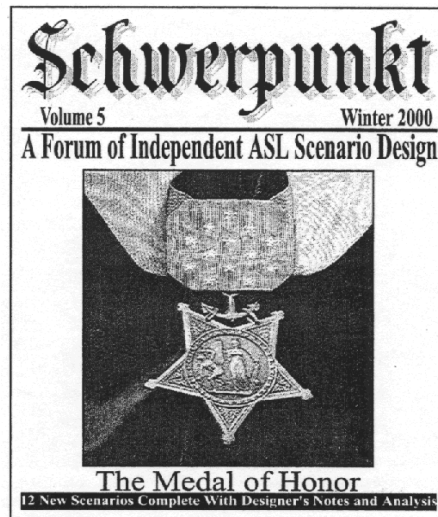
"Guards Counterattack", "Fighting Withdrawal" and "Bread Factory #2" are great primers for introductory street fighting. For the next step try "Commando Schenke" (a bit doggy for the Russian in my opinion but bags of fun for the German) or "Le Herrison". If they leave you wanting more, be the man and march off to "The Citadel". If you are still standing after that, there is the finishing school of fighting in a BUA, the *Red Barricades* campaign game. *RB* will leave you battered yet begging for more.

Alright you guys! Move up to the start line and bring more DC's!

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## THE TRENCHES





## Schwerpunkt Earn Medal of Honor

Trev Edwards

When asked by your esteemed editor (that's got to be worth a drink at INTENSIVE FIRE this year I reckon) (*fine, but your advert for BERSERK! 2001 will cost a few beers as well :-)* – Pete) to review the new *Schwerpunkt* scenario pack I agreed but did so with not a little trepidation. Having read it through briefly but not played any of the scenarios at that time I felt was possibly going to be in a situation new for me: That of writing a review of something I wasn't entirely happy with. So far all my reviews for *VFTT* have been positive at the least and sometimes extremely enthusiastic (as in that for the latest Journal I reviewed earlier this year). Things didn't improve when I sat down to play the first scenario 'SP49 Audie Murphy.'

But before we get to that, a quick overview of *Schwerpunkt* (*SP*) and their new product is warranted. *Schwerpunkt* is a so-called "Third Party Publisher" (TPP) of *ASL* scenarios (although no-one can tell me who the second party is). What this means is that you are not buying an official Hasbro/Avalon Hill/MMP product. You perhaps wouldn't guess this because the scenario cards feature the same layout and counter artwork just like the "real thing." In this day of controversy about the TPPs and their effect on the hobby for good or bad (depending who's interest is at stake) I can only say that I buy all the MMP products without fail and then also buy the better quality TPP offerings. Therefore, I feel that have done all I can for MMP and I'm not wasting my spare *ASL* money on second rate stuff. One final note is that some of the newest *SP* scenarios use relatively recently

issued boards and overlays, so you really do need to have bought your "core modules" to fully utilise the scenario pack.

*Schwerpunkt* is been published in Florida by the Tampa *ASL* Group. Since October 1996 they have released five issues if you include the present one. *Schwerpunkt* has a reputation for quality, balanced and fun to play scenarios which is well deserved. They are largely errata free too, although I recall that issue two had one or two bugs that needed ironing out in the second edition. Since then they have published entire issues which were entirely free of errata, a *very* impressive thing to do! As a co-tournament director (of *BERSERK!*, the British spring *ASL* event) I can't count the number of *SP* scenarios we have used over the years. The dud scenarios (there will almost always be one or two) are pretty thin on the ground and it is difficult to regard any of them as "filler." The original issue explained the policy that the scenario designer maintains editorial control over his work, which may explain a lot about the quality we've seen.

A *Schwerpunkt* issue is always a black-and white booklet containing 12 scenarios on six loose cards, analysis of the scenarios by their designers and a few other miscellaneous short articles. The emphasis is squarely on the delivery of the scenarios and I would best describe *SP* as being something that is more than just a scenario pack but less than a magazine.

The new issue is a departure from the usual format, where a mixed bag of scenarios are presented which are not tied together by

a theme. The present set are linked in that they all involve actions where one or more Medals of Honor (is shall stick with the US spelling just this once) were won. There is an enlightening article on the Medal of Honor (note that the word "Congressional" is not part of the official title) and its history and a short essay on the hero in *ASL*. This latter piece suggests how heroes may be used by players who control them but I was surprised to note that the one thing that I usually prefer to use them for – adding an extra –1 DRM to a FG- is not touched upon. There is a three page bio on Audie Murphy himself. Although I already knew a bit about his exploits as a soldier and as a movie star (I really like "The Red Badge of Courage"), I was not aware that "Murph" suffered from post traumatic stress disorder in the years that followed the war. Makes him seem all the more human and not just a killing machine somehow. So, onto the scenario...

Audie Murphy is a 10-3 and he is heroic (figures), however he doesn't die on multiple failed MC but takes wounds like a normal leader. And he can *move* a field 'phone, albeit one hex. Did I mention the pre-reg 150mm artillery module it is used to direct? That's a ten-and-three chit mix. Oh and don't forget that he can climb aboard a *burning wreck* M10 and fire the AA machine gun with a –4 modifier and ignore the smoke. Now, I could have swallowed all this. I've seen the movie "To Hell And Back," and I broadly recall the quote from the autobiography that runs along the lines "What was I thinking of while I stood on the engine deck of the M-10 shooting at those

Germans? I was thinking "My feet are warm for the first time in weeks!" (note that this is as I remember it, not as it was probably written) However, my biggest problem is that the Germans in the scenario are awful: 2<sup>nd</sup> line or conscript with an ELR of 2.

As it pans out this first scenario seems very pro US. The Germans have Panthers sure enough and the US infantry is thin on the ground at first, but the HIP Audie Murphy with his pre-registered 150mm artillery is likely to kill, maim and ELR to disruption the majority of the German infantry by the DFPh of the first player turn, even if he uses harassing fire. And it is these German infantry MMC that are built into the VC: They must outnumber the US MMC in VP in the woods. As I played this one a second time (trying to give the scenario a chance) I can remember feeling that ASL had met its match in trying to recreate this man's actions that day in January 1945.

I was very concerned at this point that the scenario pack was going to disappoint. I noted some other super-heroic leaders in other scenarios and a general lack of quality in the opponents. Many Axis forces in these scenarios have very poor ELR and are of poor quality. There are exceptions but you can generally see a trend of the US having better quality troops than the opponents. By now I was thinking that the whole thing was a little contrived. Fortunately, by playing some more scenarios I have discovered that they are by no means all the same. Furthermore the method by which the medal winner is represented varies a lot more than I had initially feared, as I learned on a closer look.

The second scenario 'Paco Station' is a close range city fight set in the battle of Manila where the two medal winners are represented by 1-4-9s who have bonuses to their heroic modifiers, but only when working together. As an aside, after playing this one I was struck by the loss of defensive options that arise from having pillboxes but no trenches ("Oh how we fans of playing defending Japanese are spoiled on Tarawa!" I thought). Trying to manoeuvre out of the pillbox into the OG of the hex is deadly, so once your unit sets up inside one had better want to stay there. This is a good scenario that will often come down to a slogging match through the upper levels of the target building.

'Stryker's Charge' sees some 1945 US paratroopers attacking a quartet of HIP infantry guns with a scattering of infantry to help the defenders. The "medal" mechanism in this one works via the SSR that makes the

third US that has to take an MMC automatically go berserk. A nice idea and the scenario was fun to play, even if I did originally misread the set up locations for my guns. The short range firepower of those INF guns is pitted against the paratrooper's excellent firepower in a close fight to the death.

The penultimate scenario, "River's End," sees a 9-2 armoured leader representing the Medal of Honor winner in a scenario that sees a small force mixed bag of US tanks and TD trying to stalk some well placed 75L German AT guns protected by a thinly spread force of HIP infantry. This one will test ones nerves and knowledge of the vehicle and gun rules to the hilt. It is a lot of fun to play since the US can take heavy losses and still win. One interesting note in the aftermath makes it clear that the hero of the piece was denied the posthumous award of the medal for 53 years because he was black. Outrageous if it is true.

The last scenario in the pack is a honey. "Commando Kelly" is a large three board combination of city fight and open country armoured clash that will have smoothing for everyone. The hero herein is a very small part of this action and so much in contrast to those of Murphy in the first scenario because his actions alone will not really effect the scenario's outcome much. He has his FP quadrupled for PBF which represents him manually throwing 60mm mortar rounds at the enemy (just like Private Ryan). The scenario will most likely be decided by the armoured battle long after the hero is no more and the US infantry are overrun. I have had some fun with this one and I'm playing it a second time at the time I write this. The attraction of pitting 9

PzIVF2, plus other Panzers against eight Shermans with their dreadful red TH numbers is probably going to bring people back to this one again and again.

After playing five of the twelve scenarios on offer I am in a better position to offer an opinion on this issue of *Schwerpunkt*. Whilst I still have my reservations about that first scenario I have thoroughly enjoyed what I have played since. I think it is a good enough product and is well worth the money I paid, only £10 from our venerated editor (a shot *and* a beer at IF I think!) (*think I'll have to increase my rates to cover all these free beers people want :-)* – Pete). The only thing I'd say to someone who has yet to by SP and is thinking of doing so is, wait and buy the others first as I think they are all probably better than this one. Well, one of their issues had to be the worst after all! The worst SP is still a good product and I would remind you that my opinion is based on playing less than half of the scenarios.

A final note on the *Schwerpunkt* ethos: After playing the first scenario I read the designer's advice and thought they'd made a mistake with the way that HIP AFV set up in concealment lose their HIP status. As it transpired my regular opponent and I had got it wrong. Badly wrong. I emailed Evan Sherry and within 48 hours he had checked his rulebook and emailed me back, thus putting us straight. This attitude to providing excellent customer service will keep me coming back for more and I'll be buying the next issue (due in October 2000) which will be dedicated to the Victoria Cross... A medal which has "valour" spelled on it correctly.

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If you are interested in what Audie Murphy did to win the medal, this is the text of the US army citation.

*2d Lt. Murphy commanded Company B, which was attacked by 6 tanks and waves of infantry. 2d Lt. Murphy ordered his men to withdraw to prepared positions in a woods, while he remained forward at his command post and continued to give fire directions to the artillery by telephone. Behind him, to his right, 1 of our tank destroyers received a direct hit and began to burn. Its crew withdrew to the woods. 2d Lt. Murphy continued to direct artillery fire which killed large numbers of the advancing enemy infantry. With the enemy tanks abreast of his position, 2d Lt. Murphy climbed on the burning tank destroyer, which was in danger of blowing up at any moment, and employed its .50 caliber machine gun against the enemy. He was alone and exposed to German fire from 3 sides, but his deadly fire killed dozens of Germans and caused their infantry attack to waver. The enemy tanks, losing infantry support, began to fall back. For an hour the Germans tried every available weapon to eliminate 2d Lt. Murphy, but he continued to hold his position and wiped out a squad which was trying to creep up unnoticed on his right flank. Germans reached as close as 10 yards, only to be mowed down by his fire. He received a leg wound, but ignored it and continued the single-handed fight until his ammunition was exhausted. He then made his way to his company, refused medical attention, and organized the company in a counterattack which forced the Germans to withdraw. His directing of artillery fire wiped out many of the enemy; he killed or wounded about 50. 2d Lt. Murphy's indomitable courage and his refusal to give an inch of ground saved his company from possible encirclement and destruction, and enabled it to hold the woods which had been the enemy's objective.*



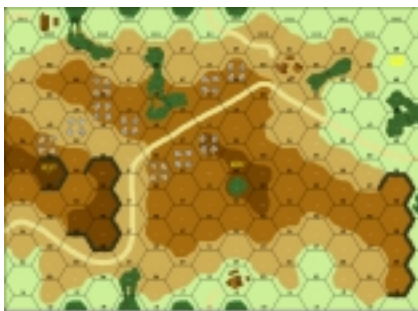
# Fighting with Hell On Wheels

## An analysis of the Hell On Wheels scenarios

Michael Davies

I've just finished playing the *Hell On Wheels* pack and thought I'd compose a review of the scenarios contained in it.

Overall I think the pack is good value with 13 scenarios featuring the 2<sup>nd</sup> Armored Division. There are some interesting support articles including a brief history of the 2<sup>nd</sup> Armored Division, and two on armoured tactics in *ASL* (both of which have been reprinted in *ASL Journal 2*). As a bonus there is a *Deluxe ASL* mapsheet (which I used) and some *Deluxe ASL* rubble counter (which I didn't). There's also another bonus scenario featuring Graebner's charge over the Arnhem Bridge for Heat of Battle's *God Save The King!* module. I couldn't try this as I don't have *GSTK*, and it's a scenario that appears in other packs already.



### HOW1 The Guns of Naro

This scenario features a hasty assault by the 2<sup>nd</sup> Armored Division on an Italian

defensive position. It was reprinted in *ASL Journal 2* along with an analysis.

For the Italians two set ups are worth considering. One option is to try and hide from the Americans trying to keep one gun and crew alive until game end. The killing zone would comprise the infantry up front backed by guns. One idea from the *Operation Compass* pack is to put some of the Italian Leaders with the Guns. This doesn't improve the guns performance but does allow the crews a better chance of rallying. Against this you need to offset the benefits of improving the combat performance of the Italian infantry.

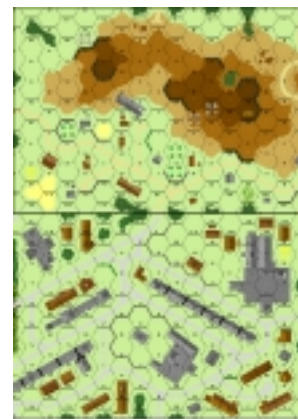
The Americans have tactical options as well; against a dispersed set up their mobility will allow concentration against individual Italian positions. It's difficult to judge, but for best results use enough force to move into position during the friendly MPh, destroy or neutralise in the Italian MPh, and then be ready to move again in your next MPh. It's a bit hard to quantify how much is enough force, but I'd estimate two squads or AFVs against a squad, three or four against a gun.

Against an aggressive set up, try either a direct frontal assault, an assault against one flank or encircling the position. A frontal assault can work but encirclement makes better use of the US mobility. An attack on a single flank has the advantage of reducing the number of firing Italian units.

The US reinforcements offer a chance to recover from any turn one disasters. The Italians should benefit from the Air Support on turn two. Air support effectiveness is variable but at the very least it should urge the

US to disperse attack troops.

This isn't the best scenario in the pack but I enjoyed playing it; it's nice to see the Italians putting up a good fight from a strong position.



### HOW2 Canicatti

The Germans win by having a Good Order MMC in a hill hex at or above level two. Setting up one or two defensive positions on the hill is a good idea. The Germans can also set up elsewhere on board 15. Good ideas include setting up on ground level ahead of the main defensive positions, with the intention of persuading US troops to dismount as soon as possible. Knocking out, shocking, recalling, or immobilising five US tanks will win this one for the Germans – with hot dice it's just about possible.

The US forces need to cross board 20 then assault the hills on board 15. It is worth the US avoiding Bog checks required for

overrunning units in buildings, trenches or woods. Try to use tanks against infantry, and the US infantry against the AT Guns. Staying buttoned up makes sense considering the German SAN and MGs.

Not a bad scenario.



### HOW3 Redlegs As Infantry

A personal favourite. An unusual scenario with low quality infantry and direct fire artillery support on both sides. The US is 2<sup>nd</sup> line, the Germans a mix of 2<sup>nd</sup> line and conscript.

The Germans can win by either killing 20 CVP of US troops, or preventing the US amassing 32 CVP. Three tactics are worth considering to kill US troops. The Germans can set up a forward position and try to kill US troops. Knocking out a couple of tanks would be nice, as would overrunning the two US guns and burning the trucks and jeeps. Killing infantry is rather more likely; try for double break kills. If a defensive option is selected, use the woods on board 42 to hide and cover the main force with a few units set up to slow the US advance across board 16.

A third option is to set up a strong defensive line back from a string of outposts then decide to either fight or run away when the US attack develops. Initial placement of troops should take into account of the need to rout.

To win the US must earn at least 32 CVPs. To make this challenging try declaring No Quarter; the number of potential CVPs drops to 38, which includes six for the three Guns. If you declare No Quarter you will be hoping the Germans benefit from the leader creation table or have a couple of leaders battle harden. By taking prisoners the US will find this scenario easier. Dismounting the .50 cal from the jeep seems a good idea to me. How to use the US guns is difficult, and depends on the German set up. Use the guns for direct fire against a strong set up. If only a screening force it might be ad-

visable to set up towed.

An interesting scenario which would teach a valuable lesson to grognards who don't like taking prisoners. A mistake I made myself the first time I played this!



### HOW4 Inch by Inch

The Germans have to defend two hills on board 11 against a tank heavy US force. The German force is small but adequate. Split the infantry and Guns between the two hills, and use some deployed squads to slow the advance of the US armour. I would be tempted to use all the wire on one hill to give good protection to one position rather than weak protection to both.

The 88mm AA gun is a potent tank killer, but at short range the German infantry and even the leaders can kill any tank with PF shots. Use the artillery to kill tanks, use the mortars to kill tanks, use the reinforcements to kill tanks. Kill all the tanks and two US leaders and the Germans have won this one. Kill most of the US tanks and it gets harder for the US to win this one. Don't expect too much from the Marders, they have good guns but very poor armour.

The US player needs to cross the open ground quickly, using armoured assault or entering as passengers. Getting close to one hilltop position will prevent fire from the other being effective. Make use of SMOKE, smoke mortars and the gyrostabilisers. I would use the gyros on the M4A3(75)W as there is a chance of multiple hits using the 75mm guns and the armour/speed is better than that on the M4s. One tactic that is occasionally useful is to get outside the covered arc of a bunker and use AP to kill the crew.

I would rate this scenario as tough on the Americans, but rather good fun for the Germans.



### HOW5 The Narrow Front

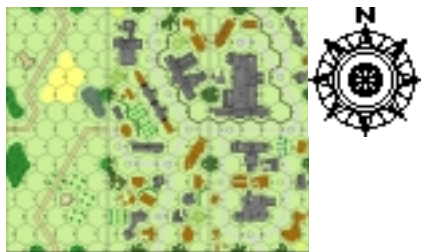
This scenario makes use of *Deluxe ASL* maps and the new board BF1 supplied with the *HOW* pack. I left BF1 under a few heavy books for a few days then positioned it on top of an unused *DASL* board. You can use the new rubble overlays but I couldn't be bothered to cut them out, so used *ASL* ones instead.

This one is a tough one for the Germans, they have limited forces to defend a wide area. One approach would be to decide which buildings would be held at all costs. It is hard to see how anything on board b could be defended, but board BF1 is defensible. A couple of deployed first line squads in stone buildings on board b would slow the US advance or at least delay the movement of some units detailed to suppress or kill them. Obviously the Panther turret can't move after the initial placement so think carefully about how it fits into your defensive plans. Even a deliberate defence will need to cover a wide area, protecting all of board d and half of board BF1. The observer should go in the upper level of a multi-storey building on board d. When the PzIVs arrive the Germans might be able to launch a counter-attack, but avoid the temptation to charge the M5A1 tanks as these are capable of knocking out one or both PzIVs.

The Americans should have little trouble taking the buildings on board b, even if the Germans decide to make a stand and commit significant forces. Try to cut off the retreat of broken units or at least hit them again with advancing fire from adjacent infantry or tanks. The upper levels of buildings can be used to set up the observer and a machine gun position. Don't worry too much about the dug-in tank; once found it can be bypassed, destroyed by a concerted effort, covered in smoke or blasted by OBA. Only the tanks should avoid it unless it is either stunned, shocked or malfunctioned. Expect a German counter-attack around turn four. If you manage to trade the Germans squad

for squad you will win,

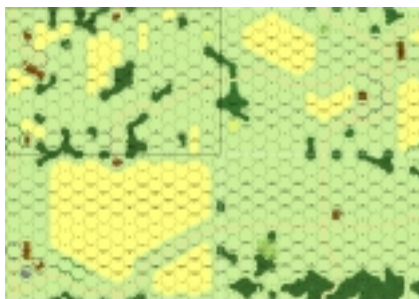
I enjoyed playing this one; it's hard to win whichever side you are playing.



## HOW6 From Bad to Wuerslen

Runner up in the bad pun stakes to "GSTK8 Premature Evaluation". The US forces are on the defensive in this one. The Germans need to gain 95 VPs or more for capturing buildings (35 VPs worth), killing US tanks and infantry (circa 70 VPs worth), or exiting units (84 VPs max). The easiest way to gain VPs is to kill the US armour which would net 35 VPs, then exit the Panthers for another 32 VPs, leaving the infantry to capture a few buildings and kill a few squads. For each German tank lost more buildings or CVPs are needed. It's a simplistic plan but it does have some merit. To kill the tanks quickly use all four JgdPz V on board BF1 backed up by 3-4 squads, a leader and the PSKs. Protect the tank destroyers with the infantry. If the US tanks are destroyed very quickly consider using the armour to support the attack on the town but keep in mind a broken gun would recall the JagdPanther and lose valuable Exit VPs. The infantry attack on the town is pretty standard, using the 10-2 leader to direct a fire base which will either gain territory or inflict casualties. Try to kill one or two squads a game turn and you will win.

The US forces face difficult victory conditions but can fight back to win. The city fight on boards a and b is pretty straight forward trading space for time, killing the odd unit if you can. It is likely the Jagdpanthers will appear on board BF1. Running away might be a good idea! Try for deliberate immobilisation; this prevents exit and might allow a side or rear shot later in the game. If the JagdPanthers head for the city fight use the Shermans at a distance to attack German squads. The US troops will have a tough time in this one and the Germans have a lot to do, so this scenario remains interesting right up to the last turn.



## HOW7 Trench Warfare

I didn't like the look of this one to start with, but it plays fairly well. The German set up is important. I would be tempted to put all the wire close to the gap in the AT ditch, then cover the gap with two guns, three squads and a leader. I would put the squads into a trench complex that includes the 75mm gun. The remaining forces can be placed on board 4. Although this concentration of force is vulnerable to Artillery or OBA WP, this is a calculated risk. The flanking force should try to kill tanks; go for the M4 dozers first but shoot a half-track if there are no other targets. Support the tanks with infantry as the US will counter-attack.

For the US I would be tempted to head for the gap in the AT trench unless the whole German force appears to be covering it. Make use of the M4 dozer armament until it malfunctions (expect this to happen on the first shot), whilst trying to get into a position to make a breach. The German flanking forces will kill a few tanks but should be overwhelmed by the combined might of CCA and CCB. The M36GMCs are little darlings; it's worth sticking an armour leader in one.

The OBA is critical. I prefer using HE to WP against troops in trenches but WP against pillboxes. If the flanking force proves frisky try directing the OBA on to it.

The US has a lot to do to win this one, the exit and casualty victory conditions are hard to pull off but not impossible. The Germans have a strong defensive position and the excitement of a flank attack. If the flanking force arrives behind the AT ditch I couldn't see the US winning this one.



## HOW8 Merzenhausen Zoo

The Germans need to hold off attacks from two directions from a superior attacking force that includes a lot of armour. This defence is made more difficult by the presence of Churchill Crocodiles in the attacker's OB, and the NTC before play starts. Vehicles, AT crew and other hidden units are exempt from the NTC. I'd use the HIP allocation to hide the two crews, the HMGs and one or two leaders. This is just a personal view and using the crews to man the PSKs would be equally valid, as would other choices. The basic idea is to avoid the NTC for vital units. For the first four and a half turns the Germans will struggle.

The Allied force needs to cross open ground quickly against an enemy equipped with a number of MGs and powerful anti-tank units. Armoured assault and tank descent (erm riders) should be considered. It's worth remembering the Crocodiles can still use their flamethrowers to full effect after moving, whilst still in motion and at two hex range. The Crocs can also fire at three hex range. Don't expose the Crocs to a hail of low odds PF attacks without good reason but don't be too cautious either. The Crocs can also be used against armour, particularly the PzJg III/IV or later in the game against the King Tigers. Make use of gyrostabilisers and the armour leader. When the King Tigers arrive make use of deliberate immobilisation and try for flank and rear shots; keep forcing them to move as there is a chance of mechanical reliability. An immobilised Tiger isn't a sitting duck but can be avoided or killed in a rush if the need arises.

The German reinforcement is small but very powerful. If the Allies are making slow progress it can be used as reinforcements sent to each threatened area. If the Allies have made significant progress though it can be used as a counter-attack force. Keep

the victory conditions in sight; Allied casualties don't matter, control of the building does. One big advantage is that the Germans move last; you can use this opportunity to wrestle control of any buildings you can without regard to your own casualties.

I liked this scenario, it's bound to be fun and talked about afterwards.



## HOW9 A Perfect Match

I liked the look of this one when I opened the pack, but changed my mind when I started playing it – well I was losing badly!

For both sides the easiest way to gain VPs is to kill vehicles, and both sides set up and subsequent actions should take account of this. Either or both sides could combine half-squads into squads, but in this scenario leaving them deployed does feel right.

The German set up should try to keep the US forces out of the stone buildings for at least the first couple of turns. After surviving the US Prep Fire, retaliate during the MPh and DFPh; go for AFVs where possible and use small arms against soft skinned vehicles. The Germans get 12 PFs with a three hex range, and in this scenario eating backblast is worth the risk. Do not forget the inherent PSK in the Sdkfz 250/10, and remind the US player he has 6 bazookas in his M2s – mentioning this after blowing them up would be bad form!

Some vehicles have limited ammo stowage; if these vehicles or any others are subject to recall remember they will not count for CVPs. The German should be happy to withdraw vehicles but should refrain from using intensive fire to prompt recall – it's bad tactics for one thing. A tough call is deciding whether to abandon half-tracks and remove their MG armament. I'd be tempted not to except for the AAMG from the Sdkfz 250/Smg.

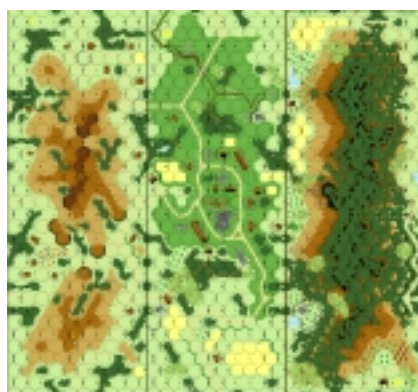
The US player has to gain 23 CVP more than the Germans, say four or five vehicles, when faced with opponents in stone buildings or at least some cover. I would remove the MGs and bazookas from the jeeps and half-tracks and put them out of harms way. If he German sets up a strong defen-

sive line initiate a firefight; if he hasn't move into the town and gain solid cover. Use WP from the bazookas and mortar to cover any Death Star killer stacks.

Any firefight should go in the Americans favour. The turn one forces should either engage the Germans on board b or if unopposed move into cover. Don't forget to use the AAMGHs on the M8s and M8HMC. I would stay buttoned up in the M5A1s and the Sdkfz 234/2.

The low German ELR will result in some conscripts and disrupted units and the US player should always consider taking prisoners as they are worth more VPs alive.

This strikes me as a fun scenario and educational one that teaches the value of deployed squads.



## HOW10 In The Bag

The German set up depends on how you want to win this one. If you plan to hold on to one or more multi-hex buildings on board 24 then concentrate your forces ahead on that board and the easiest approaches into town. Alternatively if you think you can stop the US forces from exiting setting up back from the town makes more sense. I think a winning strategy must try to slow down the US entry, make taking the town expensive and restrict the easy exits.

To slow down the US use the Panthers on board 2 and the edge of board 24. I would position the AA guns to cover the Panthers from air attack, and add two or three squads and a leader to protect the tanks from US swarms. On board 24 position the immobile Panther and the bulk of the infantry, at some stage the US must occupy all the multi-hex buildings. The Panzer IV can be deployed at the edge of the village but could equally go somewhere else. On board 39 the HIP observer should cover the village and the

hills on board 2; putting him in a foxhole or even with other troops will attract speculative mortar shots. Two or three squads along the tree line would slow down any efforts along the west of the board 39 hill, and still be within reach of the village. I would put the 75mm gun with this force, unless you think it is better placed covering the village. A small mobile reserve of a half-track, squad and the Panzer IV could be useful but the German OB is limited and you might have to wait until turn five before you have any reserves.

The US attacker has impressive mobility, the only minor fault being the possibility of half-tracks becoming immobilised when they start, which is mildly annoying when it happens. The Panthers are tough to fight (not a new problem for ASL players) but the Sherman Jumbos might be able to shrug off a few AP rounds. The hardest tactical problem is to concentrate enough to hammer the German points of resistance but disperse to avoid OBA or the attention of Panthers. Keep in mind the OBA can only hit one board at a time. A strong effort on board 2 is required; on board 39 the large hill is a significant obstacle to movement. Sending a few squads down the road towards the German blocking force with an M5A1 appeals (this would make an interesting mini-scenario). It is hard to get these forces back into the village but it does pin a small German force or earn some easy exit VPs. The US observer is a bit difficult to use, ideally it should be on a board 2 hill sheltering in a wrecked but not burning half-track. A decision on dismounting weapons from half-tracks is necessary; certainly the bazookas should be removed. Some MGs might be needed, though the Shermans and half-tracks can provide fire support. Keeping the MG armament allows the half-tracks to exit for 5 VPs. Make sure you leave enough time to exit units before the game ends. The air support might knock out three Panthers and a hoard of infantry, but on the other hand it might hit some of your own units. Treat it as a random event and make the most of any good fortune. If you get the OBA it has a fair chance of disabling a Panther, although its primary target should be any strongpoint in the village.

When the turn five reinforcements arrive the German should consider reinforcing any blocks ahead of the US units. The bulk of this force should move towards the town to seize one or more multi-hex buildings though. Having the last turn keeps this one tense right to the end.



## HOW11 Inhumaine

Most of the German force should set up in the chateau at ground level to take advantage of the fortification and fanaticism it offers. Rubble building 6K8 (to the NE of the chateau) then give serious thought to the placement of hidden units. The AT gun can be set up HIP on the ground floor of the fortified chateau, giving it a good field of fire. Finding a really cunning spot outside the chateau is also an option. Only one other MMC and SW can set up HIP, and I think this comes down to a choice between squad or half-squad equipped with either a MG or PSK. I think the MGs should be at level two to interdict movement, pushing the choice towards a cunning PSK ambush. It might kill a Sherman or a Croc or just serve as a distraction for the US forces. One idea is to put a concealed squad, MMG and leader in the P9 building to ambush the US forces. A nasty surprise but a bit risky to my mind.

The US, or rather the Allies, have a strong force but a lot to do. As it is assaulting a fortified building it is slightly harder to gain control of each hex. Deploy a squad and use it to clear terrain ahead of the M4s; they can do this simply by moving through hexes. If they don't find an ambush and the Shermans do you may lose a tank, although at least you will know where the PSK is and can try to avoid it! Move the Shermans into position to shell the chateau. The infantry will take two turns to get into position to assault the chateau. Use firepower to break squads, keep them under DM if possible and only move in when no opposition is visible, the US numerical advantage is not great. Try to get into CC, use WP to reduce the effectiveness of German defensive fire, and maybe pin or break a squad. The bazookas and Shermans also have WP which is worth firing at the first opportunity. The US DC can create a breach, as can driving a tank into a building. If you are feeling lucky you can try this with a Crocodile.

The Crocs arrive on turn five, and the German morale collapses on turn six. The Crocs should keep moving, to make them harder to hit from PF shots. On turn seven go crazy, all remaining tanks should be ad-

acent to the building using intensive fire and the infantry should be aggressive. Casualties do not matter, only control of the building.

I think this was my favourite scenario. I don't particularly like SSR7, it's probably there to stop the British wiping out the remaining elements of the 9<sup>th</sup> Panzer Division in CC. I ignored SSR7; one Croc burnt, the other wasn't touched but I felt I'd made a point.



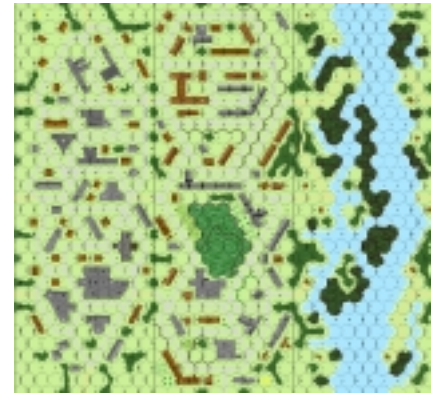
## HOW12 Lee's Charge

The Germans have a small but powerful force but will have a difficult time stopping the US attack. A strong force in the centre should occupy the fortified buildings. The radio can be with this force or set up further back either on its own or with a MMC in support. I would place a small flanking force in the woods on either side, perhaps a squad or just a half-squad with a PSK. Being in woods makes the force slightly more vulnerable to OBA, but this is offset by using foxholes and the high probability that the fortified building will be the target for 105mm fire. The basic German plan is to separate the infantry from the armour using MG fire, whilst killing the Shermans with PSK and PF shots. If possible use leadership modifiers to improve the chances of PF hits; remember, you have limited shots so make every one count. OBA can be effective against armour but it will be more effective against infantry in the open who may be close to armour anyway. Each tank immobilised, KO'd, or recalled makes it much harder for the US to win. The US OBA can be painful; without it the German set up would be concentrated around the fortified building. If you ice the tank or the US draw two red cards the German chance of victory improves.

On a sunny day the US would have a much easier time of it. The reduced effect of OBA does not offset the risk of Bog off-road.

One approach is to advance across a broad front using armoured assault, stop five or six hexes away from any concealment counter, and then start to reduce the German positions. Fire everything in the AFPH then advance any unbroken US infantry to screen the Shermans from PF or PSK shots. Some tanks may bog; this is not bad at this stage as the US objective is to reduce the Germans by firepower not mobility. Try to get the OBA working against the main German position and don't draw any red cards! By turn four, gaps should be appearing in the German lines. If this isn't happening Lee's charge may be in order. If you have plenty of infantry left push them forwards to tempt the Germans to fire, then start up the Shermans and move them forwards. This isn't ideal but it's a fighting chance if the dice have been against you. If gaps do appear in the German line exploit these using movement; it is not necessary to kill the entire German OB to win.

This is a good quick play scenario; one idea is for both players to take turns being the German and US.



## HOW13 Hitler's Bridge

To win the Germans need to inflict US casualties or restrict the number of VPs gained by the US by holding on to 6 VPs worth of buildings. Whichever objective is chosen the German should set up to slow the US advance and inflict casualties at every opportunity.

Start by putting an HMG, MMG, a deployed squad and a leader in 7P2 at level 3. I'd listen to a good argument not to do this, and accept it might be a reasonable sight for the OBA observer. The idea is to interdict US troops moving in the open at long



range. An HMG and a half-squad on its own would work, as would a MMG, or you could add a LMG to the stack. One thing that's a definite no-no is three squads, the HMG, two MMGs and the OBA observer. Use the road-block to limit the approaches for tanks, then cover any remaining routes with the AT guns and PSK. If the observer doesn't go into 7P2 find a spot overlooking the cemetery or with a LOS to the upper levels of board 1 buildings. The bulk of the infantry should be in the victory points buildings, with an infantry screen of squads and half-squads ahead of the main positions. One idea is to put a half-squad with a PSK in an ambush position; this might get lucky. The advance force should retire after taking any shots, to try for another ambush further back before the US reach the main position. The main targets of these attacks should be Shermans, or the exposed crew of the M36 GMC. You will notice your ELR is 2 as your squads and leaders suffer ELR replacement.

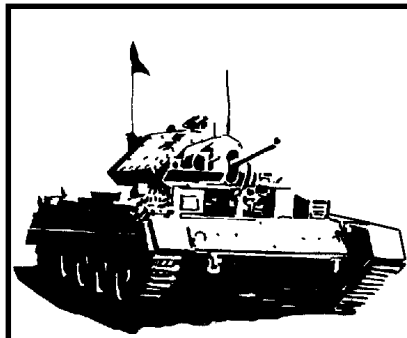
As the attacker the US main problem is getting onto the board in the face of long range MG interdiction, whilst avoiding a concentration of force that will invite OBA. Armoured assault should help, there are enough tanks to avoid movement in large stacks. The first two turns should be spent moving across board 1. A kill stack using the HMGs should be set up in the second level of a board 1 building to persuade the Germans to withdraw; later on this stack can duel with any units in 7P2 or targets of opportunity. It might attract the attention of the German OBA but accept this will land somewhere and can't land everywhere. Although the US has a casualty cap it is quite a high one and some risks can be taken with US infantry. More caution is needed with the tanks, although keeping them at a distance from the German infantry should do. Use SMOKE to cover strong German units, don't forget the squads inherent Smoke and WP. The US has a very strong force and can attack on a broad front, and given enough time they should expect to prevail against a smaller more fragile German force. The M4A3(105)s should move quickly to the main points of resistance by turn five. They can be used to place Smoke but they can be more effective with HE.



### GSTK8 Premature Evaluation

This is a bonus scenario included in the *Hell On Wheels* pack for use with the GSTK module, and deals with Graebner's charge across Arnhem Bridge. I haven't got the GSTK module so don't have the map and can't play the game, which makes analysis a bit difficult! As Jerry I'd be tempted to advance in a column and take my lumps firing back when I could. Picking up the mines would save some grief. The Brits should shoot things up, concentrating on the half-tracks carrying squads and stopping the Germans picking up mines. This would probably be a great scenario to play solitaire.

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### THIRD PARTY PRODUCERS UK AVAILABILITY

As well as editing *VFTT* I also help to distribute those third party products not generally available in the shops over here.

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

<i>Schwerpunkt</i>	£8.00
<i>Schwerpunkt Volume 2</i>	£8.00
<i>Schwerpunkt Volume 3</i>	£8.00
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<i>Schwerpunkt Volume 5</i>	£10.00
<i>Leibstandarte Pack 1</i>	£5.00
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Add 50p per item for postage and send your payment made out to PETE PHILLIPPS to The Crusaders, 49 Lombardy Rise, Leicester, England, LE5 0FQ.

For the latest on stock availability telephone me on (0116) 212 6747 (as usual evenings when Man United are not playing are your best bet!), or email me at [pete@vftt.co.uk](mailto:pete@vftt.co.uk)

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If you know of other shops stocking third party *ASL* products let me know so I can include them here in future issues.

# AT Gun Placement

A few thoughts on correct set up of an AT gun.

(a) Never put an ATG where your opponent expects it. Location, location, location.

(b) Place your ATG where you'll have a high probability of a side or rear shot. An 8 TK on the side or rear is a whole sight better than a 3 TK on the frontal.

(c) Be sure to use Special Ammo as it can increase your TK chances markedly.

(d) Know thy Gun mechanics. Costs to change your CA are doubled in certain terrain, and ROF changes depending upon your actions.

(e) Know thy Gun's special rules. These can make a difference.

(f) Don't forget that a CE crew can be very vulnerable to Collateral Attack. It's one of the few times that you'll use the rule. Fire HE in this case using the Vehicle Target Type. You get much higher TH numbers.

Don't forget to place residual FP too. That Panther may not be affected by your bazooka, but placing 4 Residual FP in the hex can help slow the infantry.

This is something to remember for those 75\* gun-toting PzIII and PzIV in early war scenarios. A Recall is as good as a Kill.

Of course, against Russian tanks you'll rarely see them CE, what with their RST - especially pre-43 T-34s!

(g) If the Gun is in a woods or building hex, it'll be that much harder to OVR, and less susceptible to fire attacks, but see (d).

An Emplaced Gun in a brush or orchard hex is just as vulnerable as if it was in a wooden building and actually better off than if it was in the woods (if there is OBA or mortars on board). And the brush or orchard doesn't result in double the CA change penalties. On the other hand, it is more vulnerable to OVR.

(h) BUT MOST IMPORTANTLY: Hold your fire until you see the whites of their eyes!

# KLINGON PHRASES FOR ASL

KLINGON CULTURE MINISTER SCOTT ROMANOSWIKI

ONE FACTOR USUALLY OVERLOOKED IN ASL IS PSYCHING OUT YOUR OPPONENT. ONE WAY TO PSYCH OUT YOUR OPPONENT IS TO RATTLE OFF PHRASES IN A FOREIGN LANGUAGE WHEN IMPORTANT THINGS ARE AT STAKE. NOT JUST ANY LANGUAGE, THOUGH, MUST LACK THE IMPRESSIVENESS NEEDED TO REALLY PSYCH SOMEONE OUT. FORTUNATELY THERE IS ONE OUT THERE THAT IS MEANT TO INTIMIDATE AS SPOKEN KLINGON.

YES, THE LANGUAGE OF THE PROUD KLINGON WARRIORS, SPOKEN IN A NORMAL (FOR THEM) SPEAKING TONE, WILL RATTLE YOUR OPPONENT. TO THAT END, I HAVE COMPILED A LIST OF USEFUL ASL PHRASES.

**SUCCESS!**  
QAPLA' (KKHA-PLA)

**FAILURE!**  
LUJ (LUGE)

HE GOES BERSERK! THEY GO BERSERK!  
YOHCHOHCHU' (YOKH-CHOKH-CHU, NOTE THE LONG 'O' IN 'YOKH' AND 'CHOKH')  
YAI' = BE BRAVE CHAI' = CHANGE IN STATE CHIV' = PERFECTLY. LITERALLY, HE THEY BECAME(S) TOTALLY BRAVE

**CRITICAL HIT!**  
BAHCHU' (BAKH-CHEW)  
BAI' = TO FIRE CHIV' = PERFECTLY. LITERALLY, PERFECT SHOT

**IT BURNS!**  
MEQ (MEKKH) (SAID OF A FLAMING VEHICLE)  
MEQ = TO BURN

THE SHOT CAUSES THE TARGET TO BURN  
DOS MEQMOH BACH (DOSH MEKKH-MOKH BACH, NOTE 'BACH' IS PRONOUNCED LIKE 'BATCH' WITHOUT THE 'T'; KLINGON GRAMMAR IS BASICALLY OBJECT VERB SUBJECT)  
DAS = TARGET MEQ = TO BURN  
MAI' = CAUSE BACH = SHOT

IT KEPT RATE OF FIRE!

BAHQA'LAH (BAKH-KA-LAKH)  
BAI' = TO FIRE QA' = DO AGAIN  
LAI' = CAN. LITERALLY, IT CAN FIRE AGAIN

**MINEFIELD!**  
JORWI'MEY SO' (JOR-WI-MEY SHOW)  
JORWI' = EXPLOSIVE MEY = PLURAL, GENERAL USAGE SO' = TO HIDE. LITERALLY, HIDDEN EXPLOSIVES

YOUR TROOPS BREAK!  
LIM GASLIJ (LIM KHASH-LIJ)  
LIM = TO PANIC QAS = TROOPS  
LIJ = YOUR

YOUR TROOPS ELK  
'ARGH GASLIJ (ARGH KHASH-LIJ)  
'ARGH = WARREN QAS = TROOPS  
LIJ = YOUR

MY SNIPER KILLS YOUR LEADER!  
LA'LIJ HOH BACHWI'WIJ PO'QU'  
(LA-LIJ BACH-WI-WIJ POE-KOO, NOTE 'BACH' IS PRONOUNCED LIKE 'BATCH' WITHOUT THE 'T')  
LA' = COMMANDER LIJ = YOUR  
I'AI' = TO KILL BACHWI' = SHOOTER (BACH = TO SHOOT, WI' = ONE WITH) WIJ = MY PA' = TO BE SKILLED QA' = VERY. LITERALLY, YOUR COMMANDER IS KILLED BY MY VERY SKILLED SHOOTER

MY TROOPS CAPTURE YOUR WEAPON!  
NUHLIJ LUTLHAP GASWIJ (NUKH-LIJ LU-TLHAP KHASH-WIJ)  
NIWI' = WEAPON LIJ = YOUR TLHAP = TO TAKE LV = THEY... IT VERB CONJUGATION QAS = TROOPS WIJ = MY

MY TROOPS KILL YOUR TROOPS!  
GASLIJ HOH GASWIJ (KHASH-LIJ KHOKH KHASH-WIJ, NOTE THE LONG 'O' IN 'KHOKH')  
QAS = TROOPS LIJ = YOUR I'AI' = TO KILL QAS = TROOPS WIJ = MY

THESE SHOULD BE SPOKEN FORCEFULLY AND CLEARLY

DO NOT BE AFRAID WHEN YOU SPEAK KLINGON,

VIEW FROM

# "THIS IS THE CALL TO AMERICAN ARMS!"

This is the latest edition of the North American ASL Players Directory.

It is broken down by country. Within the country, players are listed according to their ZIP/Postal Code.

## CANADA

Martin Hubley, 105 Melrose Avenue, Halifax, Nova Scotia, B3N 2E6  
L. Fernandez, 3220 Milleret, Ste Foy, Quebec, G 1 X- 1 N8  
'T' Gongora, 3316 Edouard Montpetit #10, Montreal, Quebec, H3T 1K5  
Jim MacLeod, 978 Strathcona Street, Winnipeg, Manitoba, R3G 3G5  
Rick L. Fortier, 766 Brock Street, Winnipeg, Manitoba, R3N 0Z5  
D Mattieson, PO BOX 3124 Medley, Alberta, T0A 2M0  
R Sanderson, 19005-76th Ave., Surrey, British Columbia, V4N 3G5  
S.P Smith, 1001 1 NE 9th Street, Vancouver, WA98664

## UNITED STATES OF AMERICA

M. Allenbaugh, 1117 Beall Place, Laurel, MD20707  
E. Angleton, 4818 Cross Creek Lane APT O, Indianapolis, IN46254  
G. Ashton, 2880 Carter Road, Trevoise, PA19053  
Chris Barlow, 24 Audubon Avenue, Braintree, MA02184  
Linda Barnickel, 555 Moorland Road #302, Madison, WI 53713  
J. Berhalter, 2900 Colerain Rd #223, St Marys, GA31558  
Brian Blad, 1031 S. Stewart #2204, Mesa, AZ 85202  
Wayne Boudreaux Jr., Apt. #8, 4420 Wimbledon Drive, Grandville, MI 49418  
L. Bradbury, 13127 South 2615 West, Riverton, Utah 84065  
Scott Brady, 273 Merline Road, Vernon, CT 06066-4024  
David Cabera, 1206 Spring Street, Apt #9, Syracuse, NY 13208  
M. Cadieux, 11610 Zandra Ave, Midwest City, 73130  
T. Campbell, PO BOX 23591, Sacramento, CA95823  
E. Carter, 410 N. State, Geneseo, IL61254  
R.F Conabee, 1014 Washington Street, Apt 3, Hoboken, NJ07030-52022  
J. Coyle, 13226 Shady Ridge Lane, Fairfax, VA22033  
C. Cuneo, 628 Fairfield Avenue, Gretna, LA70056  
S. D'elia, 77 Maple Ave, Greenwich, CT06830  
D.A. Dally, 901, Oeffring Drive, McHenry, IL60050  
Robert Delwood, 5034 326th Pl. NE, Carnation, WA 98014  
Steve Dethlefsen, 11808 April Ann Avenue, Bakersfield, CA 93312  
B. Dey, 610 N. Willis, Champaign, IL61821  
J.C. Doughan, 1903 Chesnut Circle, Ardmore, PA19003  
R. Duenskie, 13 Hickory Drive, Stanhope, NJ07874  
W.B. Edwards III, 2400 New Berne Rd, Richmond, VA23228  
Ben Emanuele, 256 Lake Shore Drive, Pleasantville, NY 10570-1304  
Mark Evans, 4740 Rusina Road, Apt #109, Colorado Springs, CO 80907  
C. Fago, 1012 Saxton Drive, State College, PA16801  
J. Farris, PO BOX 547, Norman, OK73070  
Stephen Foren, 406 Northwood Dr. #3, West Palm Beach, FL 33407  
G. Fortenberry, 232 Linda Drive, Burleson, TX76028  
Carl Fung, Castle Point, P. O. Box S-359, Hoboken, NJ 09030  
Russ Gifford, 320 E. 27th Street, South Sioux, NE 68776

Randy Giesing, 10040 Penrith Drive, Indianapolis, Indiana 46229  
Chuck Goetz, 531 S. Sharp Street, Baltimore, MD 21201  
Eric Gustafson, 3 Mercier Drive, Belchertown, MA 01007  
W. Hancock, 728 Dutton Hill Road, Gray, Maine, CT04039  
B. Harden, 237 Montecito Avenue -Apt 1, Monterey, CA93940  
Jeff Harris, 4501 Tillery Road, Apt # D-30, Knoxville, TN 37912  
Charles Harris, PO Box 39215, Tacoma, WA 98439-0215  
A. Hershey, 361 Hilitop Drive #335, King of Prussia, PA19406  
G. Holmberg, 9051E 7th Street, Tucson, AZ85710  
Scott Holst, 5530 N. Artesian, Chicago, IL 60625  
P. Hornbeck, 6504 NW 31st Street, Bethany, OK73008  
Tu.x Humphrey, 730 Chester Street, Oakland, CA94607  
Rich Jenulis, 6713 Classen Avenue, Cleveland, OH 44105  
Richie Johns, 9771 Jefferson Highway #185, Baton Rouge, LA 70809  
C. Kavanagh, 59 Ridgefield Drive, Centerport, NY11721  
Stewart King, 13826 S. Meyers Road, Apt #2037, Oregon City, OR 97045  
Randolph Knight, 419 Shore Road, Westerly, RI 02891  
L.P. Kreitz, HC64, Box 462, Trout Run, PA17771  
M. Laney, 7608 Monterey Drive, Oklahoma City, OK73139  
V. Lewonski, 509 South Bishop Ave, Secane, PA19018  
D. Lundy, 54 Wilshire St, Bronxville, NY10708  
R. Lyon, 5125 Heather Drive #111, Dearborn, MI48126  
Chris Maloney, 319 Larkfield Road, East Northport, NY 11731-2903  
Roger March, 469 Avenida De Socies #11, Nipomo, CA 93444  
Kurt Martin, 2684 Avonhurst, Troy, MI48084-1028  
Brian Martuzas, 108 Church Street, Mooup, CT 06354  
Douglas Maston, 4 Three Meadows Ct, Greensboro, NC 27455-1728  
Bob McNamara, 216 Brittany Dr, Joppa, MD 21085  
L.R. Mehr, 718 Cascade Creek Dr, Katy, TX77450-3210  
K. Meyer, 1090 Peggy Drive, Apt #7, Hummelstown, PA17036  
M. Monczunski, 233B Fielding, Ferndale, MI48220  
W.B. Nagel, 9712 W. 105th Terrace, Overland Park, KS66212  
Mark Neukom, Time On Target, PO Box 291580, Hollywood, CA90029  
J. Paull, 404 Trappers Run, Cary, NC27513  
S. Petersen, 112 Vernon Ave, Glen Burnie, MD21061  
Glenn Petroski, 210 W. Hunt, Twin Lakes, WI 53181-9786  
P. Pomerant, 818 Redwood Avenue, Wyoming, PA19610  
J.J. Quinn Jr, 707 Mitchell Street, Ridley Park, PA19078  
Tom Repetti, 17322 Paoli Way, Parker, CO808134  
R. Rossi, 30970 Stone Ridge Drive #12301, Wixom, MI48393  
Bob Schaaaf, 2335 Middle Creek Lane, Reston, VA  
Curt Schilling, 1105 Blackshire Court, Kennett Square, PA 19348  
C. Smith, 3736 Sacramento ave, Santa Rosa, CA95405  
W. Smith, 426 Beech St #8B, Kearny, NJ07032  
Jan Spoor, 2849 Woodlawn Avenue, Falls Church, VA22042-2045  
Ray Tapio, Critical Hit! Inc., 88 Lodar Lane, Brewster, NY 10509  
S. Tinsley, 8444 NW 87th, Oklahoma City, OK73132  
J. R. Tracy, 59 W. 9th Street, New York, NY 10011  
Rick Troha, 4485 Oak Circle, North Olmsted, OH 44070-2838  
W. Ulicki, 230 Washington Valley Road, Randolph, NJ07869  
Paul Venard, PO Box 1716, Bonners Ferry, Idaho, 83805

D. Wetzelberger, 24 Dulaney Hills Ct, Hunt Valley, MD21030  
William Wiesing, 1936 Pine Meadow Avenue, Tom's River, New Jersey, NJ 08753-7823  
K. Wilhite, 121 Springfield Lane, Madison, AL35758-1973  
G. Windau, PO BOX 13134, Toledo, OH43613  
R. Wolkey, E6208 6th #D 1, Spokane, WA99212  
Paul W. Works, Jr., 1242 Mountain View Road, Ridgecrest, CA93555  
Paul W. Works, Jr., 12018 W. 68th Street, Shawnee, Kansas, 66216  
Darrell Wright, 1007 West Cole Street, Dunn, NC 28334  
Brian Youse, 309 Chase Hill Court, Severn, MD 31144  
Eddie Zeman, Heat of Battle, PO Box 15073, Newport Beach, CA 92659  
Steve Zundel, 3601 Dawn Smoke Court, Raleigh, NC 27615  
Nadir El-Farra, Front Line Productions, PO Box 10345, Glendale, CA 91209-3345  
Tom Huntington, 1425 Bison Ridge Drive, Colorado Springs, CO 80919  
Evan Sherry, Sherry Enterprises, PO Box 3, Ruskin, FL 33570  
Vic Provost, Dispatches From The Bunker, 1454 Northampton Street, Holyoake, MA 01040  
Donald Garlit, 17430 Brady, Redford, Michigan, MI 48240  
J R Van Mechelen, Apt 8E, 301 Heights Lane, Feasterville, PA 19053

If there are any mistakes, please let me know so I can correct them for the next edition.

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# ON THE CONVENTION TRAIL

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

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

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

## AUGUST

### WILD WEST FEST SIX

**When:** 25 - 27 August.

**Where:** The Holiday Inn Southeast, Denver, Colorado.

**Fee:** \$20.00 pre-registered.

**Format:** Open format, six rounds minimum required to win.

**Notes:** mini-tournaments and all skill levels welcome.

Come and have fun at the Rocky Mountain's biggest, baddest, boldest, ugliest, weirdest, wildest ASL tourney Come and partake of the elk jerky. Come and whup the tar off the Front Range ASL Club. Come and behold the beautiful Front Range (but then LEAVE when the weekend's done, cuz we don't want no more of your kind moving here).

**Contact:** Tim Wilson at [twilson@wyoming.com](mailto:twilson@wyoming.com).

### SISSUKONI 2K

**When:** 25 - 27 August.

**Where:** Parola Finnish Armor Museum, near Hämeenlinna, about 50 miles north of Helsinki, Finland.

**Fee:** 100FIM, which includes bed and breakfast, tournament entry, sauna and a tour of the museum.

**Format:** Five round tournament with the first round starting at around 1800 hrs on Friday, three on Saturday and the final round finishing by 1500 hrs on Sunday.

**Notes:** Among the vehicles on display at the museum is an ISU-152.

**Contact:** Eero Viheraari by email at [aslguru@icenet.fi](mailto:aslguru@icenet.fi).

## OCTOBER

### OKTOBERFEST ASLOK 2000

**When:** 3 - 8 October.

**Where:** Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040.

Room Rates are \$85.00 for 1-4 occupants before September 9<sup>th</sup>. Be sure to mention "ASL Oktoberfest" when reserving.

**Fee:** \$20.00 before September 9<sup>th</sup>, \$25 thereafter.

**Format:** Same as always. Weekend tournament plus numerous mini-tournaments.

**Notes:** If pre-registering be sure to request any mini-tournaments you would like to enter.

Medium, large and extra large t-shirts are \$10.00 each, double-X-large are \$13.00 each, triple-X-large are

\$15.00 each, quadruple-X-large are \$20.00.

**Contact:** Mark Nixon, 443 Richmond Park West, #201D, Richmond Heights, OH 44143, or by telephone on (440) 473 1680. You can also email Rick Troha at [aslok@nwsup.com](mailto:aslok@nwsup.com) or visit the ASLOK home page at <http://www.nwsup.com/aslok/>.

## INTENSIVE FIRE 2000

**When:** 27- 29 October.

**Where:** The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Accommodation is available for £30 per night and includes service and breakfast.

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

**Format:** Three round Fire Team tournament (two rounds on Saturday, one on Sunday). There should also be some single day mini-tournaments. Open gaming is available for those who do not wish to take part in the tournament.

**Notes:** Prizes are awarded to winning players and the Convention Champion, who is the player judged to have had the most successful tournament with all games played over the weekend being taken into consideration.

**Contact:** For more details or to register contact Pete Phillips, 49 Lombardy Rise, Leicester, LE5 0FQ. Phone (0116) 212 6747 (evenings only) or email [if2000@vftt.co.uk](mailto:if2000@vftt.co.uk)

## 2001

### MARCH

#### BERSEKR! 2001

**When:** 29 March - 1 April

**Where:** Hotel Skye, saouth Promenade, Blackpool, England. Shared rooms are £1'50, single rooms £26.50 and include breakfast. Bar meals and good beer are also available at the hotel.

**Fee:** £5.00.

**Format:** Likely to be the same as usual - details to be confirmed.

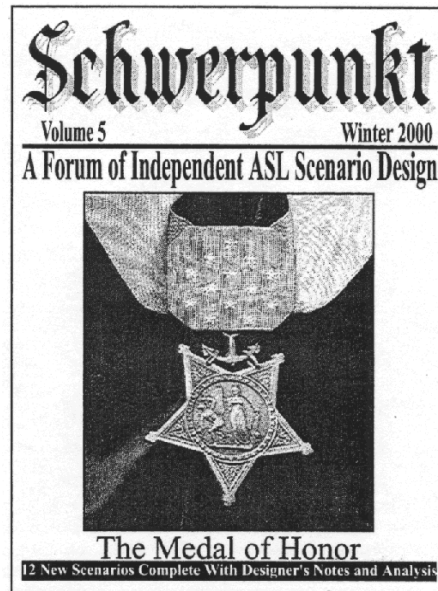
**Contact:** Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL, or email Trev Edwards at [trev.hulldown@freuk.com](mailto:trev.hulldown@freuk.com).

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## THE TRENCHES



The long awaited  
**SCHWERPUNKT VOLUME #5:**  
**THE MEDAL OF HONOR**  
is finally available!



SP49 Audie Murphy: The name says it all. A reinforced company of Volkgrenadiers supported by six tanks, attacks a small force of infantry supported by tank destroyers. Second Lieutenant Audie L. Murphy and his 150mm artillery support try to save the day. Boards 10, 17, 19, and 44 are needed.

SP50 Paco Station: Private Cleto Rodriguez and Private First Class John N. Reese are at the front of a company of infantry that is trying to clear the Japanese out of a railroad station in Manila. Two heroes, flamethrowers, and DC's make this double Medal of Honor action a fun Japanese city fight. Boards 10 and 22 are in play.

SP51 Stryker's Charge: Private First Class Stuart F. Stryker and a company of the 17th Airborne attacks to destroy a German artillery 75mm infantry gun battery and to seize a headquarters building. This is a fast tournament action set on board 22.

SP52 The Amazing Tominac: Two platoons of infantry led by a heroic 9-2, First Lieutenant John J. Tominac, try to destroy a series of four German positions including a hidden Marder. This is a tournament favorite set on two half boards of 18 and 20.

SP53 Thorne In Your Side: A small combat patrol attacks to clear out a group of hidden Volksgrenadiers from a Belgian wood-line. Corporal Horace M. Thorne and two M5A1 Light tanks struggle with a PzIII to make this a close fight. Boards 19 and 44 are in play.

SP54 Manila John: A U.S. Marine machinegun platoon, led by heroic 10-2, Sergeant John Basilone, tries to prevent the Japanese from getting through to Henderson Field, Guadalcanal. This is a bloody night action set on half of board 37.

SP55 Batterie Du Port: Colonel William H. Wilbur leads an infantry company supported by a platoon of Stuarts in an attack to destroy a 105mm Vichy French artillery battery and clear a trench-line in Fedala, Morocco. This scenario uses boards 10 and 17.

SP56 No Good Reason: Captain Everett Pope leads his battered platoon of U.S. Marines in the defense of a board 36 hilltop on Peleliu, against a determined Japanese night attack.

SP57 Big Toul Pocket: Lieutenant Willibald Bianchi and his platoon of infantry, supported by light tanks, fight their way down a jungle road in the Philippines. This is a tournament level action set on board 34.

SP58 Mars' Last Fight: Led by First Lieutenant Jack L. Knight, Troop F, 124th Cavalry, attacks to clear a Burmese village held by Japanese in pillboxes, supported by AA guns, mortars and an assortment of machineguns. This medium sized scenario has lot of toys and uses boards 37 and 39.

SP59 Rivers' End: Sergeant Ruben Rivers commands a Sherman tank in this attack on Volksgrenadiers and a 75mm anti-tank gun platoon. This very tense and unique armor action will test your tank fighting skills. Boards 44 and 46 are in play.

SP60 Commando Kelly: Corporal Charles E. Kelly and his company try to hold on to the town of Altavilla in the face of a massive German counter-attack against the Salerno Beachhead. This large combined arms action is actually two battles that make a great three-player game. Boards 18, 44, and 46 are in play.

This issue's 24-page booklet contains three articles as well as our trademark analyses and designer's notes for each of the scenarios. The twelve scenarios feature actions for which the Medal of Honor was awarded. Each of the 12 scenarios is printed on cardstock in the standard format. The scenarios are in keeping with the Schwerpunkt tradition of mostly tournament-sized actions. We have also thrown in a couple medium to large combined arms actions for those players who enjoy beefier scenarios. This pack has something for every ASL player.

Schwerpunkt 5: The medal of Honor, as well as Volumes 1-4 are ALL currently still available for \$13.00 each. Please add \$3.00 (\$6.00 outside the U.S.) for a single volume, for shipping and handling, plus \$1.00 for each volume > 1 ordered (Example: Shipping for one copy each of Volumes 1,2,3, and 4 is \$6.00 in the U.S). (Foreign Orders for 2-7 copies please use the following Global Priority Mail shipping rate: Canada and Europe \$9.00; Japan and the Pacific: \$10.00).

Send your check or money order in U.S. funds payable to Sherry Enterprises, P.O. Box 3, Ruskin, FL 33570