

VIEW FROM THE TRENCHES

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COVER: One of the three Stabskompanie Panzer VI Tigers of s.SS-Pz.Abt.102 moves through a small French village in Normandy, July 1944.

PREP FIRE

I'm still alive :-). College has been quick busy this year, and as I have a conditional offer for university for 2016-17, I've been making sure I put in that little bit of extra effort to get a top grade :-). Even my *RB VASL* campaign with Richard Dagnall has been on hold since last June!

Despite that, lack of material has been the main cause of the delay in producing a new *VFTT*. In putting this issue together I went through my files of old *ASL* material (and when I say old, I mean stuff from the late 90s and turn of the century!!) so I could produce a bumper size issue to make up for the long delay since the previous issue came out. Back in those days I never had space to use them. Now I need material I find them difficult to use as they were written in the days of the *ASLRB* 1st edition based and probably need a rewrite to bring them up to date :-(Although they appear as they were originally written I hope you still find them useful.

I've still got plenty of old material and am looking at using some of it for the next issue of *VFTT*, as it would be a shame to see it go to waste, even though much of it is somewhat out of date.

I'm also pleased to see a couple of new scenarios in *VFTT* for the first time in years, to accompany the article on the Italian RSI.

'Til next issue, roll Low and Prosper.

Pete Phillipps

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

Issue 98 might be out at the beginning of September 2016.

VFTT costs £2.00 per issue (overseas £4.00), with a year's subscription costing £5.00 (overseas £10.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers should check their address label to see when their subscription ends. You can also download *VFTT* free from the *VFTT* web site.

Back issue are now out of print but can be downloaded for free from:
<http://www.vftt.co.uk/vfttpdfs.asp>

VIEW FROM THE TRENCHES
19 Main Street
Kirkliston
Midlothian
EH29 9AE

Telephone: (0131) 629 1260

E-mail: pete@vftt.co.uk

World Wide Web Home Page: <http://www.vftt.co.uk>

THE ASL MAILING LIST

The *ASL* Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe go to:
<http://lists.aslml.net/listinfo.cgi/aslml-aslml.net>.

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INCOMING

THE MMP PIPELINE

Work on *Yanks Second Edition* is complete and this long awaited module is now being printed. This edition includes the contents of the original *Yanks*, the essential elements of *Paratrooper*, and 24 additional American scenarios (for a total of 40 scenarios), six countersheets, eight mapboards (16-19, 24, 40-41, and 46) and the Chapter H notes for the American OB. It is expected to ship during the summer and will retail for \$128.

Forgotten War is a forthcoming module covering the Korean War. It will include seven countersheets for troops from a range of nations including the Republic of Korea, the Other United Nations Command, US Army and Marine forces, British and Commonwealth troops, the Korean People's Army, and the Chinese People's Volunteer Army. Four mapsheets will be included, which can be combined to form one large hill or a valley, while the rules will cover Steep Hills, Bayonet Charges, Proximity Fuses, and enhanced Air Support features. It is currently available to pre-order for \$96 – the retail cost will be \$128.

MMP have also announced that *Starter*

Kit Action Pack 1 will be available to pre-order soon. It will include 12 new scenarios for *ASLSK* players, as well as a half countersheet and two existing mapsheets so that owners of *ASLSK1*, 2, and 3 will have all they need to play the scenarios in the pack.

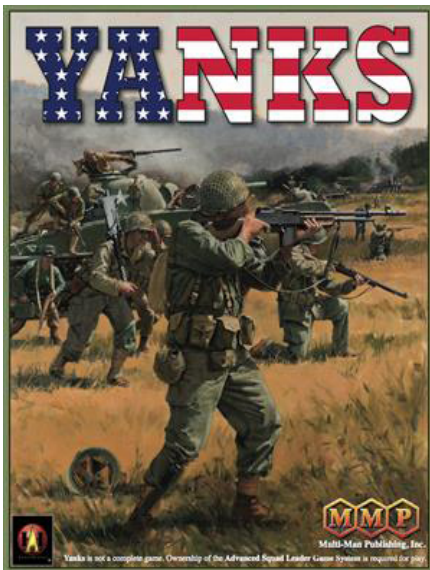
NOR'EASTER PACK

To celebrate the 20th anniversary of the Nor'Easter *ASL* tournament, the organisers have released a scenario pack. It features 13 scenarios covering a wide range of actions in a mix of small, medium and large scenarios. There is also one scenario takes place on te Riley's Road map from *Operation Veritable*, and a Deluxe scenario that makes use of boards from LFT's *Deluxe Pack*. Also included are two overlays that are combinations of several standard overlays used in two of the scenarios.

It is being distributed as a PDF for \$15. Payments can be made by PayPal to chnogueira@aol.com or by cheque made payable to Carl H. Nogueira and posted to Carl Nogueira, 7 Green Street, New Bedford MA 02740.

which have had their material which was reprinted in *Out of the Bunker* replaced and are only \$£2.00 each. Issue 1 is available for free upon request, by emailing them at aslunker@aol.com. You can pay by PayPal to PinkFloydFan1954@aol.com or by cheques made payable to Vic Provost and sent to Dispatches from the Bunker, P.O. Box 2024, Hinsdale MA 01235.

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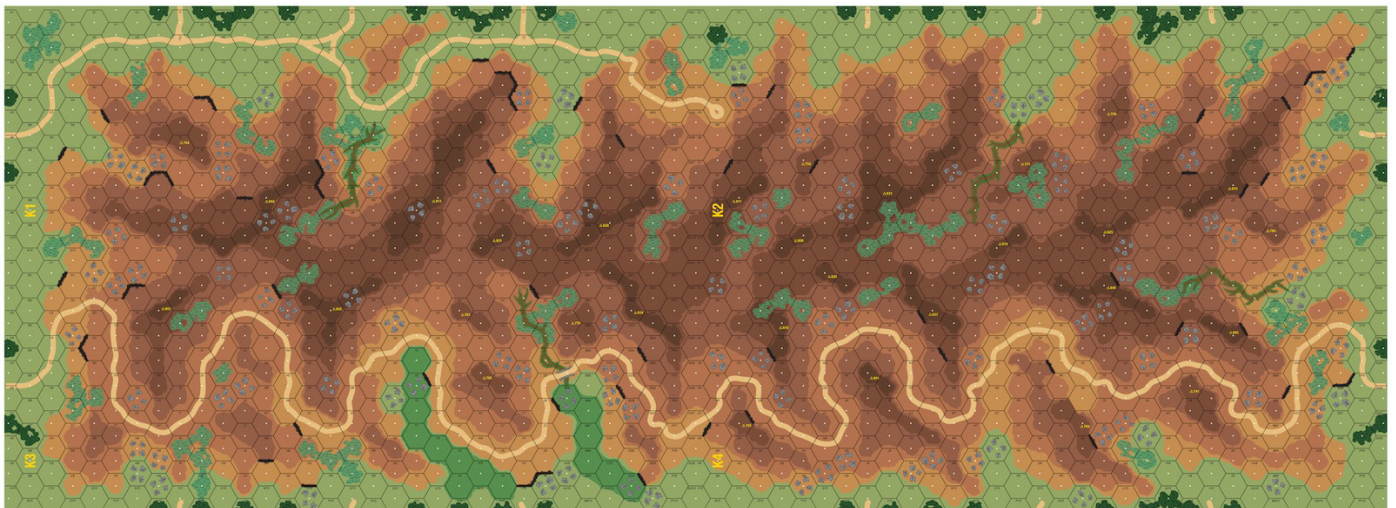
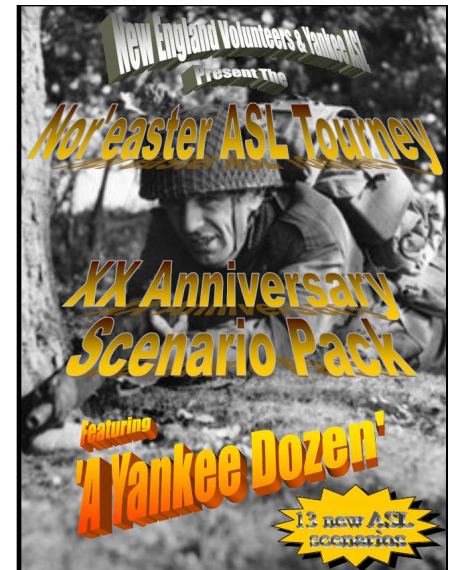
BUNKER 42

Dispatches from the Bunker 42 was released in March, and features four new scenarios. 'Grand Hotel Britannia' features British troops against German marines, while 'Unnoticed Victory' takes place on Wilkes Island and sees an American counterattack against captured Japanese gun positions. 'Silencing Sinzig' is a late war American Blitz to seize the Bridge over the board 40 river, and 'Tigers and Flames' is a large Eastern Front scenario.

The issue also includes an article about *Festung Budapest* and a look at air power in *ASL*.

Playtesting for *Dispatches from the Bunker 43* is well underway, with four scenarios being worked on.

A four issue subscription starting with issue 40 is \$15.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription starting with issue 40) is \$60.00. Individual PDF back issues are available for \$3.00 each, except for issues 2-8, 10, 13, and 16-19



Drive to the Volga – STOPPED!

The Russian View of the Opening Day of VotG CGI

Craig Benn

Clench those cheeks, this is going to hurt...

Wow, you crazy fool - what were you thinking of, agreeing to go Russians? Bet you feel stupid now. There are some harsh facts you need to be aware of:

1) You have to defend forward – non reserve infantry can't set up east of hexrow L.

2) You can't run away – the auto pins from the Stukas will prevent you if their guns and bomb don't. Plus because half of your troops are conscripts with 3 MF and the Germans have many more leaders, they can out run you.

3) You can't fight – the German leadership and superior firepower will win.

4) You can't skulk – conscripts have 3MF. Rubble and gutted buildings cost 3MF so say goodbye to concealment (in the MPh) or put on a CX counter (in the APh).

5) You can't rally – because there aren't enough leaders to go round. And the commissars will casualty reduce your conscripts on a DR of 8+ normally.

6) You can't react when the Germans blow holes in your lines – because your troops inherent firepower range is 2, they have virtually no long range SW, and you can't manoeuvre to fill the gaps because of the Stukas.

7) You can't leave NKVD strongpoints – so you can't do anything if the Germans simply bypass them.

It's going to be *bad*. So what can you do? Well accept that you're in for a tough time and do whatever you need to pass that PMC - whether its drink, stirring soviet march music, or a picture of a commissar with a loaded Tokarev and a steely gaze.



Your time will come, possibly in the very next night scenario – but for 14th September day it's all about damage limitation.

The biggest single factor affecting how far the Germans advance is probably not anything you do but what they roll for their Green entry code reinforcements. Some 40-50% of their infantry strength will come on map any time from turn two to turn seven. Based on my past experience the centre/right of your lines will completely collapse four turns from when they enter. But this isn't the end of the world, and is sort of supposed to happen. So what should you be aiming for – how much ground and blood can you afford to lose?

Everyone needs a plan...

Well you should be as un-egalitarian as possible. Save the guns, tanks and leaders and let the conscripts die. Guns should set up deep. Tanks should not move except in flak corridors, or on turns with no Stukas, keeping a wary eye on the Luftwaffe. Leaders safely at the back.

You're going to lose most of your conscripts. However even if you saved them, they'd only die in the next date or the one after. Although in theory you can battle harden them to 5-2-7s, you need every man in the front lines in the first few dates. Even if you save a lot, the majority will bite the dust before you get enough Refit Phases to battle-harden them all. So get them into close combat if you can, even with a slight/moderate disadvantage. They'll lose more times than not, but its the best you're going to do with conscripts. Sure pulling back will save their worthless lives for another turn or two, but they're never going to kill anyone in a firefight.

How big a disadvantage to risk? Well the actual odds don't matter too much, you've gotta assume your boys are going to die. If not in the initial round of CC the Germans will probably fire into the melee and break them. As long as you can get a hand to hand dig in at 1:4 (hitting on 5s) or better that's fine. The issue really is the ambush dr. Conscripts being Lax you start one pip down. If you get ambushed first with the hand to hand option you're probably going to die before you do anything. One pip is a 27% chance, two pips is 41% and three a 58% of being ambushed. Accept one pip, three is too many, hum and haw over two. If the conscripts are likely to run out of retreating room next turn then risk it for a biscuit.

How many squads can you afford to lose? Well it depends on the kill ratio of course but you can afford to (and will)

lose a lot. In 14 Night you're going to be buying approximately 30 squads which will have decent SWs and decent-ish leaders. So you could lose 40-50 squads and still be a tougher proposition for the Germans in the next date than you were in the first one. Less is better of course. More than fifty and you're going to have real trouble holding a line and launching any kind of night counterattack.

What kind of kill ratio? Anything less than 1.5:1 and the Russians should be very happy. Even 1.5:1 is okay, slightly better than draw-ish. Something like 1.75:1 in the German favour is a slight German win, 2:1 a solid German win and 2.5:1+ an ass kicking. 1.6:1 is probably the median but it's not the be all and end all. It can be worth losing squads to hold key terrain, and if the total loss of squads is low then it's sort of meaningless.

It's all about the real estate...

It's painful seeing all the ground you lose on the first date. You can start having bad thoughts. If the day goes badly the Germans can take nearly half the map. They certainly seem to get more than the one-fourteenth they need. But don't worry about that, the first date is different. The tactical situation will never be quite this bad again.

So keeping squads alive is generally more important than turf. This doesn't mean you give up ground without a fight and certainly not key terrain. But generally across most of the map you'll be retreating just fast enough to make the Landsers lose concealment to get at you.

What do you mean...Flash Gordon approaching?

But what is key terrain? The obvious answer is Level 2 buildings with good LOS but this is not the full story. In a typical scenario, the attacker will have superior firepower, so a defender will use a 'reverse slope' type defence. The attacker won't have good Prep Fire shots and will have to move forward allowing the defender to fire first. While this often works in a scenario, over the length of a campaign it involves giving up too much ground. But... the alternative of packing the front lines is usually very costly.

So key ground is also areas where the Russian can set up without being in the gunsights of kill stacks and where there are adequate routing options. Areas which can be defended without a blood-letting. These areas can change depending on who holds the surrounding terrain. But things like the

E49-H48 gully (stick a foxhole in every location), the waterworks (in a cellar behind a wall) and the NKVD House (where you can set up immediately behind a front row of buildings) are key terrain. They allow you to hit first at point blank and protect you from covering fire. Unless things go very badly only the gully is really in danger of being taken on the opening date.

Pavlov's and Zablanatov's Houses are key terrain for the Germans. German kill stacks and observers here can see deep into your backfield. But they are not too easy to defend against German firepower. Personally I prefer to demolish them with Set DC rather than pay the blood price to hold them. As you don't start with any DC this means you can't lose them on the first date and it's worth putting in a small garrison to hold them (although any infantry will have to be reserves).

What to buy?

Obviously you need to buy two companies of infantry, which is the max allowed. Essentially you have the choice of two NKVD companies or one NKVD and one SMG company. You could in theory buy a Yellow code rifle company but it would either set up in reserve on/south of hexrow 46 or appear as reinforcements on a DR less than the turn (so might not turn up at all). It would also be one less company over the campaign as the NKVD and one SMG company disappear if you don't buy them on the first date.

There's not a lot to choose between a

NKVD and a SMG company. Given average dice there will be light depletion so 3x 6-2-8 NKVD and 5 x 4-2-6s versus 7 x 5-2-7s and 2 x 4-2-6s. The NKVD are clearly better than the 5-2-7s and won't ELR into conscripts, have higher broken morale, set up fanatic strongpoints, etc. You also get a 50% chance of a MMG (33% if depleted). Given the lack of long range SW and the range 2 inherent firepower, a MMG is worth a lot on the first date.

I've played the opening scenario three times now as Russians and gone for two NKVD each time. I think I was wrong. Next time I'll go for the SMG company as it has fewer conscripts which just die and potentially 6 more semi-decent squads if not depleted. (Note a purchased SMG company doesn't have the same set-up restrictions as the OB given one and does not have to pay +2 CPP to set up on map).

The next question is whether to pay one point less to have them in reserve or not. There's no right answer – you won't really miss 2 purchase points if you don't – but it's handy to be able to garrison certain points east of hexrow L. Simply because you're not going to be moving around much because of the stukas, poor inherent range and plenty of places to put them where LOS is less than the three hexes needed to activate, I'm in favour. (Bear in mind enemy units activate them even if concealed.)

Toys for the boys

This leaves you a massive 13 points to spend on toys. I don't subscribe to the

double Katyusha strike on the first turn while the Germans are hemmed in by fire lanes theory. It would be fun to do for a laugh but listen to your inner accountant – 4/8 points for something that will probably deviate somewhere harmless is not value for money. If you're playing a newb though...

There are a number of once only buys for 14 September and you can't get them all. My personal preference is ten big points on the TD battery and the 37mm AA guns. The reasons for this – you're going to be facing 10-12 StuGs on the first date probably. 45mm guns don't have the punch to go through a StuG's front armour and while the 76L's aren't fantastic, they'll keep the Germans honest. The smoke 8 is also useful. On the downside they can't set up in buildings/rubble except factories while the 76* Inf guns can – but it's the A-T capability that's important. And it's now or never.

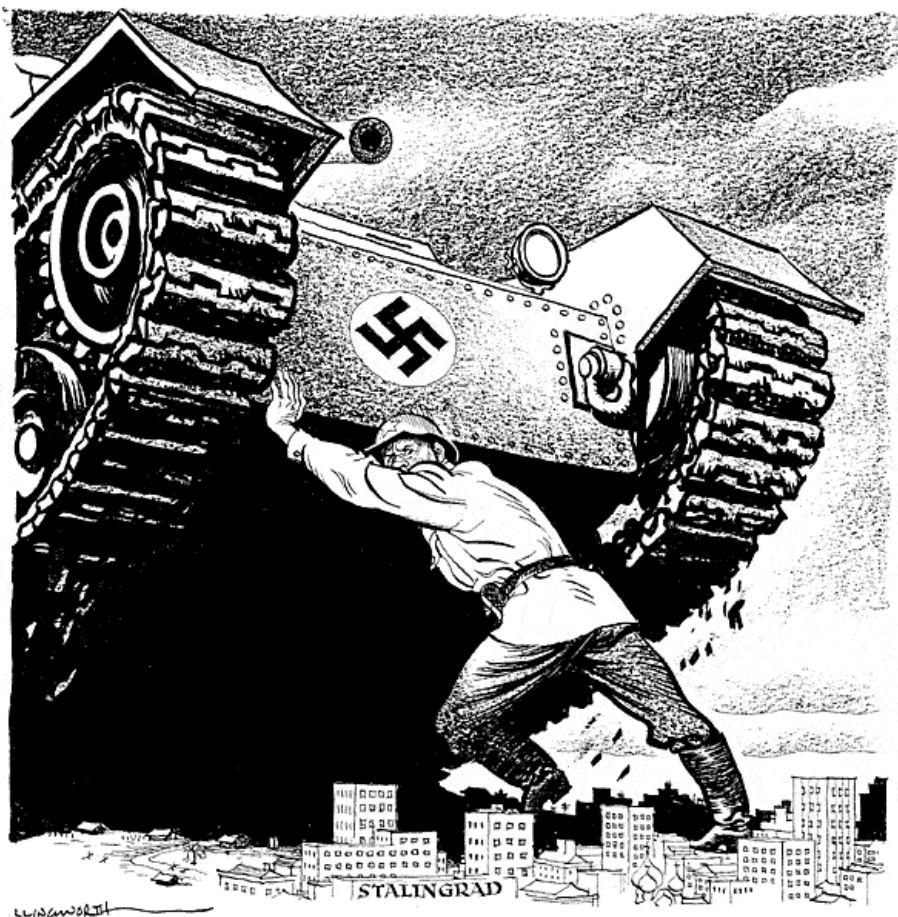
You're also likely to be facing the recycling stukas – given clear weather and guaranteed eight turns, why would a German player not choose them? As Stukas disappear at the end of each turn, even forcing them to break off a run is effectively a kill. This means the AA guns are effective on sixes (7 on the * line for an 8FP attack, +2 Stuka armour, but one over causes a break off). This doesn't stop the auto-pin and first MG attack but it will hopefully stop the 200mm bomb being dropped.

You can only buy one other AA battery for the rest of the campaign, so these boys have to last you. Tempting though it is to put them where their IFE can do some good, think about the long game. My preference is to mass them all on the left (south) within supporting distance of each other and back a bit but not too far (AA is half FP beyond 8 hexes, which makes them effective on fours, Case B for arc changes may also apply). That way they can cover your KV's when they eventually show up.

There are a variety of ways to spend the three remaining CPP. My favoured choice is 2 CPP on fortifications to bump the booby traps up to max. It's not earth shattering but it will increase German casualties by 3-4 squads (probably) and over the entire CG it mounts up. There are always reasons to spend CPP on other things so discipline yourself to do it now and keep it at that level. It has the most effect when there's a lot of dice rolls – and on 14 September there are 80+ squads a side, 8 turns and a fair amount of Russian armour that the Germans might take PAATC against.

The last point goes on 80mm OBA – you can't argue with the price, and it can block an avenue of attack for a couple of turns.

Alternatively SAN+1 and Molotovs is an option. It's good to make sure StuGs stay dead and don't resurrect later in the campaign and SAN+1 benefits from the number of DR on the opening scenario same as the booby traps.



However don't spend points on dug in tanks, fortifications or large OBA modules. You'll be withdrawing a good ways on the first date, possibly a long ways and probably for the next few dates. Anything that can't move will get overrun and lost. Dug in tanks are very vulnerable to CC, so pay the extra for the boys that can overrun and cut rout paths. Fortifications have their place but apart from the vital HIP and Set DC's, you shouldn't be buying them until later in the campaign when things are hopefully more static. Your starting OB gives you the 4OFPP you need to HIP and put down a few dummies – don't get any more.

I generally don't buy expensive OBA at the beginning of a campaign as you only get to use it for a scenario and it's gone. Guns, tanks and especially infantry can last a number of scenarios, so expensive OBA makes more sense towards the end of a campaign when this doesn't apply. You also have some problems as you can't put an observer east of hexrow L.

Fanatic Strongpoints

I like historic strongpoints. I have mixed feelings about NKVD strongpoints. If the German player is just going to attack head-on, then fine but you can't always expect them to be so accommodating – they can (and should) just bypass. In theory the strongpoints can block key routes of advance and cover gaps with fire. However in reality the map is cluttered and the Russians have a dearth of long range weapons. It is easy to bypass them on 14th September.

You get 12 Fortified Building locations for free on the first date. There are two schools of thought. Use 'em forward – typically on the Central Railway Station, the Central Switching Station (G23) and the Milchaus (L7) (to do all three you'll have to spend some FPP). Secondly accept these will all be lost so better to fortify Pavlov's and Zablanov's Houses, the Univermag etc. I generally tend towards the latter viewpoint. However it can be hard not to fortify the Central Railway Station, so I'm going to take a detailed look at the specific problems if that's what you decide to do.

The first thing to remember is that this is a historic strongpoint so it doesn't need to have a commissar and NKVD MMC in to get all the Fanatic benefits. In fact there are disadvantages to doing so, you can't rout or leave when the position gets outflanked and NKVD love can be hard on rallying conscripts. Preferably you want either a commissar without any 6-2-8s or a normal leader with 6-2-8s.

Secondly this is the most likely spot on the entire map for the Germans OB given aerial bombardment. You have to factor in building collapses into rubble on a DR of 10+, and as it's a roofless factory hex TEM is only +2 which gives a flat MC from the

bombardment.

Thirdly, it's outside the set-up area of your OB given rifle and SMG companies and normal leaders (but not the purchasable SMG company) – and close to the German set up areas. It's likely they'll want to try and exploit the shock effect of the bombardment and get a foothold before it can be reinforced.

So, how to defend it?

Green (hexes D32-D36, E37-39, and D39-D42) – these hexes can be hit from the German set-up area in the first turn Prep Fire. Don't put anyone real here unless HIP or if you stick a bunch of dummies there as well.

Yellow (hexes K40-K45) – From Level two here you can cover both the northern and the southern approaches to the station. Here you really should have one or both of the OB given 82mm mortars, an observer with a field phone if you got OBA and 1 or 2 MGs. Note any Rifle Coy MG have to be in K43-K45, while NKVD MMG can only be in K40-K42 due to the set up restrictions.

Blue (hex C40) – you could stick a MG in C44 (possibly HIP) which could put a fire lane down to C34 – even with a hard hindrance in C40, any infantry going through it without assault moving will take a 2 flat attack. Due to SAN and booby traps that 2 flat can slow up the advance for a turn or even cause casualties. However you really need to use a leader to avoid covering and also to have any chance of having the MF to get away. However Leaders and MG are scarce and it's quite possible for a StuG to drive into the hex to cancel it. (Supporting infantry in D41-43 can Street Fight due to the rubble on the other side of the road).

Red (hexes F42, H42, and I43) – the railway station can turn into a meatgrinder for the bad guys, but you'll also need a supply of fresh bodies. These are the closest points where the 4-4-7s and 5-2-7s from your OB given Rifle and SMG company can reinforce – you need to CX and stack a leader so some of them can get into the station on turn 1.

Mines – the Germans will want to attack the station from north and south at the same time, but the southern avenue depends on reinforcement dice rolls – both his and yours. By putting guys in E37 and G36, Russians in the weakest point of the defence (F36) will die instead of just rallying via commissar, and that gives the first foothold. Mines complicates this (if you do buy them), but you also want to defend the H33/I33 building as long as you can. Someone at Level one there can make routing awkward.

Trenches – I think it's worth sticking a commissar in the G39 trench as it can't be rubbled by the pre-game bombardment and people can generally rout there by low crawl (you can ignore the building you're in). This gives you a bit more flexibility to move and skulk. H39 allows your reinforcements in.

VBM is a problem as there are not that many good sites for 76L guns (J42, S43 and J33 but whopee-do). You might want to think about sticking one of the guns in the station (which is a factory) – but it is far forward and liable to be overrun if the bombardment doesn't get it...

Also you want your 37mm AA's to be able to cover the K row buildings at full strength (IE within 8 hexes of).

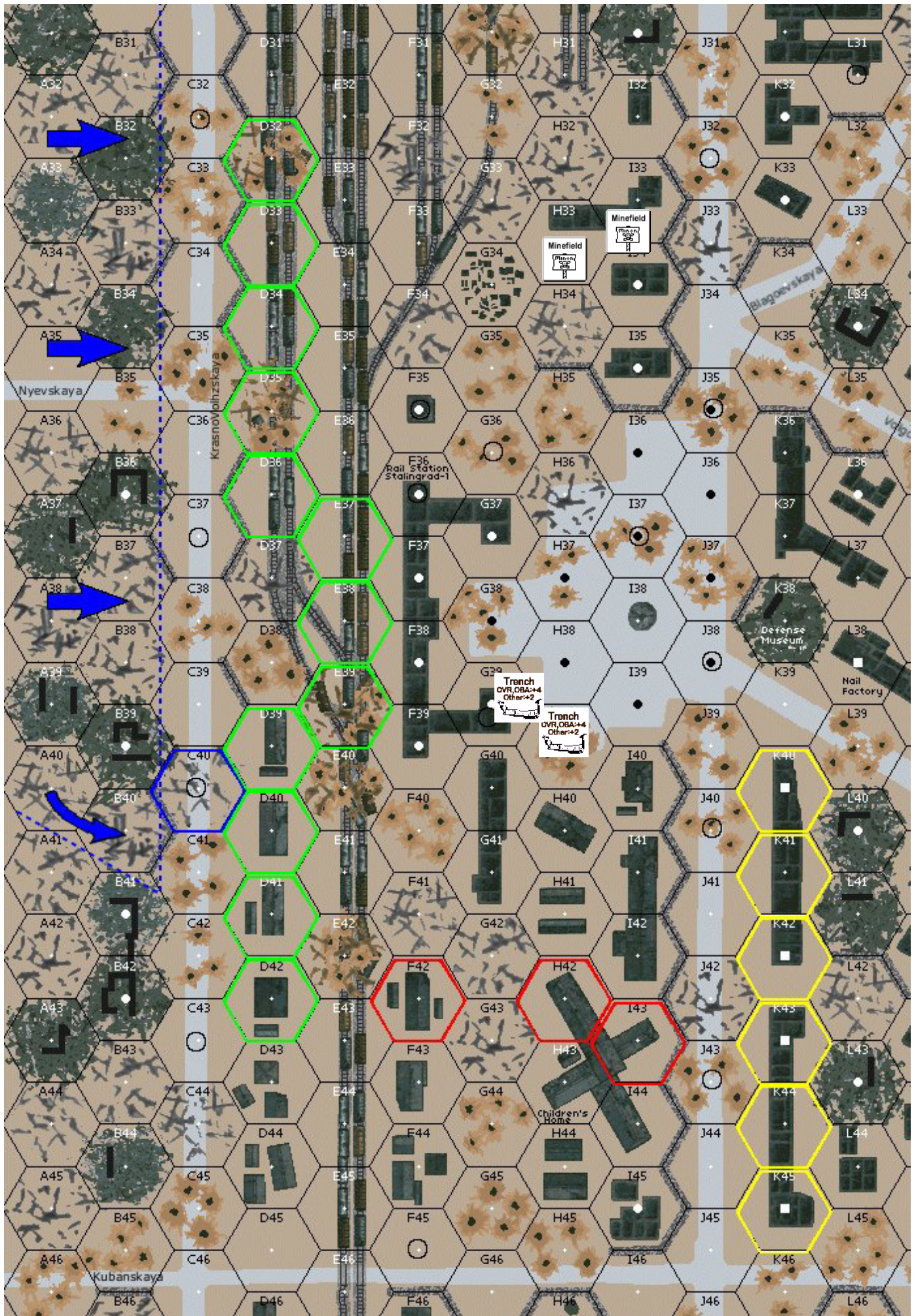
Its not you, it's the scenario

Lastly, don't be downhearted. It's definitely not your own incompetence killing you, the odds are stacked against you. Recently I lost 52 vs. 31 squads and huge chunks of the map against Mark Blackmore in the opening day. When we swapped sides for a re-match he got an even bigger ass-kicking defending. It's the way its meant to be.

You really shouldn't see this date as a competitive struggle – try and think of it as just a pre-game that sets up the conditions for the first night counterattack. Make the final perimeter as awkward as possible for the Landsers and save as much as you can...

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VIEW FROM THE TRENCHES 95-97 - SEPT 2015 - AUG 2016

DOUBLE ONE 2015

Friday Minis

- The Last Samurai – Marc Hanna
- Heavy Metal Heaven – Michael Hastrup-Leth
- Downfall – Bo Siemsen
- Dave's Deluxe Emporium – Ian Morris
- Kicking the Tin Can – Gerard Burton

Main Tournament

- Group A - Michael Hastrup-Leth
- Group B - Bo Siemsen
- Group C – John Johnson
- Group D – Stuart Brant
- Group E – Jamie Westlake

There were also special awards for Indy Lagu and Andy Waller, recognising the long distances that they had travelled to attend.

DOUBLE ONE 2016 takes place over the weekend of June 23rd to 26th.

PLAYER RESULTS

PLAYER	P	W	L
Joe Arthur	6	2	4
Martin Barker	3	2	1
William Binns	2	1	1
Nigel Blair	6	0	6
Stuart Brant	5	4	1
Gerard Burton	5	2	3
Derek Cox	1	1	0
Marc Hanna	6	5	1
Michael Hastrup-Leth	5	5	0
Malcolm Hatfield	3	1	2
Tim Hundsdorfer	5	2	3
John Johnson	4	3	1
Indy Lagu	3	1	2
Paul Legg	5	3	2
Paco Mainez	4	1	3
Martin Mayers	1	0	1
Dominic McGrath	4	1	3
Ian Morris	6	4	2
Gary Norman	6	2	4
Pete Phillipps	5	3	2
Sam Prior	2	1	1
Nick Ranson	5	0	5
Bo Siemsen	5	5	0
Simon Staniforth	5	2	3
Andy Waller	2	0	2
Jamie Westlake	4	3	1

THE SCENARIOS

SCENARIO	ALLIED AXIS		
129 Slamming of the Door	6	3	
23 Under the Noel Trees	2	5	
A104 In Front of the Storm	1	0	
A111 Cattern's Position	1	0	
A115 Blockbusters	1	0	
A32 Zon with the Wind	0	1	
AP62 Shouting Into The Storm	1	1	
AP89 To the Pain	0	1	
FrF62 Dryga Larpengar	0	2	
FT197 Spoiled Afternoon	0	2	
FT199 Playing Uno	0	1	
G15 Bone of Contention	1	0	
J68 Unlucky Thirteenth	1	1	
J76 Ultimate Treachery	1	0	
NQNG1 Fuhrerbefehl	1	0	
OA18 Parry and Strike	1	0	
OA2 Skirmish In The Snow	2	1	
OA29 The Amy H	1	0	
OzB1 Vines of Red Marines	1	0	
RPT76 Duropa Plantation	4	3	
RPT78 Bounty Hunters	0	1	
SP74 The Last Tiger	1	1	
SP95 Burn Gurkha Burn!	0	1	
SP97 Twilight of the Reich	1	0	
SP99 The Feineisen Factor	1	0	
TAC2 Entre le Marteau et l'Enclume	0	1	
TAC51 L'Union Fait la Force	0	1	
TOTALS	54	28	26

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INTENSIVE FIRE 2015

Friday Minis

- Shelling on the East Front – Craig Benn
- St Louis Burma Pack – Martin Mayers

Fire Team Tournament

Because of the low turnout this year, there weren't enough players available to form even a single division of four teams, so the eight players were divided into two groups of four and played each other. Group A consisted of Craig Benn, Ian Morris, Lee Bray and Joe Arthur, while Group B consisted of Simon Staniforth, Chris Walton, Gary Norman and Paul Legg.

- Group A – Craig Benn
- Group B – Simon Staniforth

Despite the low turnout there was still enthusiasm for INTENSIVE FIRE to continue, so INTENSIVE FIRE 2016 will take place over the weekend of Thursday 3 - Sunday 6 November.

PLAYER RESULTS

PLAYER	P	W	L
Joe Arthur	7	3	4
Nigel Ashcroft	1	0	1
Craig Benn	5	5	0
William Binns	1	1	0
Nigella Blair	7	2	5
Lee Bray	4	1	3
Gerard Burton	3	1	2
Paul Case	1	1	0
Eric Gerstenberg	2	0	2
Steve Hunt	2	1	1
Paul Legg	5	1	4
Tim Macaire	1	1	0
Martin Mayers	8	8	0
Dominic McGrath	1	0	1
Ian Morris	6	3	3
Gary Norman	6	2	4
Pete Phillipps	4	2	2
Ian Pollard	3	0	3
Simon Staniforth	7	5	2
Chris Walton	4	1	3

THE SCENARIOS

SCENARIO	ALLIED AXIS		
170 11th Company Counterattack	0	1	
173 Father Sunshine	0	2	
AP106 Helluva Patrol Leader	0	1	
AP107 Better Fields Of Fire	0	1	
AP108 Yes Sir!	1	0	
AP42 Frontiers and Pioneers	1	0	
AP99 Bare Foot Beating	0	1	
CM3 "That Darned Gun"	0	1	
J41 By Ourselves	0	1	
J76 Ultimate Treachery	0	1	
O3 A Frosty Morning	0	2	
OA18 Parry and Strike	0	1	
SP168 Muhlenkamp's Miracle	1	1	
SP180 Encircle This!	1	1	
SP240 Quiet Desperation	2	2	
SP247 The Golden Arrow	0	1	
SP97 Twilight of the Reich	1	1	
STL10 Revenge Is A Dish	0	1	
STL2 Nothing Ventured	2	2	
STL3 It Isn't Over	2	0	
STL5 Put That In Your Pipe	1	0	
TAC43 Massacre au Paradis	1	0	
TAC51 L'Union Fait la Force	0	1	
TX-6 Tough Enough	2	1	
WP15 Burnt, Blue And Grey	0	1	
TOTALS	39	15	24

Ω



HEROES 2016

The latest HEROES tournament took place over the weekend of Thursday 10 to Sunday 13 March, although a number of people were in attendance by late Wednesday afternoon.

The main tournament took place over Friday to Sunday, with one round on Friday, two on Saturday and Sunday. With MMP having placed *Yanks! II* on pre-order in November 2015, previous experience had suggested it would be out soon after, so the tournament scenarios all featured American forces, with a copy of *Yanks! II* (and a trophy) available to the winner. 14 players battled it, with Simon Stanisforth beating William Binns in the final. Fingers crossed

he'll get his copy of *Yanks! II* to go with his trophy some time this year!

As usual there were a large number of friendly games played throughout the weekend, along with a playing of the CG from Lone Canuck's *Hell's Bridgehead* pack, and the monster all armour scenario 'Flying Turrets' scenario from BFP's *Crucible of Steel* pack.

HEROES 2017 will take place over the weekend of Thursday 2 to Sunday 5 March.

Ω

TOURNAMENT RESULTS

POS.	PLAYER	P	W	L	CRUS
1	Simon Stanisforth	4	4	0	3126.3
2	William Binns	4	3	1	3125.0
3	Michael Davies	4	3	1	2820.0
4	Paul Chamberland	4	2	2	3370.0
5	David Blackwood	4	1	3	2555.0
6	Martin Vicca	3	2	1	2962.5
7	John Martin	3	2	1	2947.5
8	Ian Morris	3	2	1	2655.0
9	Mark Blackmore	3	1	2	3235.0
10	Nigella Blair	3	1	2	2785.0
11	Paul Legg	3	1	2	2775.0
12	John Tait	3	1	2	2755.0
13	Gary Norman	3	0	3	No Wins
14	Chris Walton	2	0	2	No Wins

The CRUS column is the average Crusader Ladder rating of the opponents beaten.

PLAYER RESULTS

PLAYER	P	W	L
William Binns	4	3	1
Mark Blackmore	3	1	2
David Blackwood	6	1	5
Nigella Blair	7	3	4
Neil Brunger	1	0	1
Rob Bywater	1	1	0
Paul Case	2	1	1
Paul Chamberland	4	2	2
Michael Davies	6	5	1
Paul Legg	3	1	2
John Martin	3	2	1
Martin Mayers	6	3	3
Ian Morris	6	2	4
Gary Norman	7	0	7
Pete Phillipps	4	3	1
Sam Prior	3	1	2
Ulric Schwela	2	2	0
Simon Stanisforth	7	6	1
John Tait	4	2	2
David Turpin	3	3	0
John Turpin	3	0	3
Martin Vicca	5	4	1
Chris Walton	2	0	2

THE SCENARIOS

SCENARIO	ALLIED	
AXIS		
1 Fighting Withdrawal	0	1
125 First Crisis at Army Group North	0	1
126 Commando Schenke	1	0
175 Hunters at Ylimaa	1	0
21 Among the Ruins	3	1
23 Under the Noel Trees	2	3
A69 Broich Bash	1	0
A71 Patton's Prayers	1	1
AP101 When I Call Roll	1	0
AP104 Link Up	1	0
AP106 Helluva Patrol Leader	1	0
AP108 Yes Sir!	1	1
AP116 Mook Point	0	2
BFP-108 Ceramic City	1	0
BFP-22 Speed Over Caution	1	0
BFP-23 Prelim to Death Night	1	0
BFP-30 Melee Near the Coast	1	0
BtB 9 Norman "D"	0	1
FT198 Full of Fire	1	0
FT204 Fear Naught	0	1
G30 Morgan's Stand	1	5
J103 Lenin's Sons	0	1
J180 The Hour Zero	0	1
L Hitdorf on the Rhine	0	2
LSSAH27 Thrust to the North	0	1
NOC SCENARIO ID NOT RECORDED	1	0
SP245 Matira's Secret	1	0
SP247 The Golden Arrow	0	1
SP249 Non-Stop Gurkhas	1	0
SP251 Kettenrad Blitz	1	0
TOTALS	46	23



INTENSIVE FIRE 2016

3 – 6 NOVEMBER 2016



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2016 sees us enter our 22nd year and players of all standards are invited to attend.

FORMAT

The well-established Fire Team Tournament is the main event and offers the chance for competitive play on the Saturday and Sunday. In addition, the Friday mini-tourneys offer the chance for glory in more specialised fields of warfare. There will also be a Training Camp for inexperienced players.

For those not interested in tournament play, or not able to make it for the whole weekend, there is always room for pick-up games and friendly play.

VENUE

Centrally located in Bournemouth, the Travel Rest offers both excellent gaming facilities and reduced accommodation rates (£47 per night for a single room or £37 per night per person for a double room). The hotel is within a short taxi-ride of Bournemouth rail station and ample parking is available. To book contact the hotel on (01202) 555 889 (+44 1202 555 889 from outside the UK). You can also book online at <http://www.travelrest.co.uk/Default.aspx?pagename=Bournemouth-Travelrest-hotel>.

For foreign visitors, lifts can often be pre-arranged to and from major airports. For those contemplating an extended stay, Bournemouth offers an excellent base for the military historian, being within easy reach of important military museums at Bovington Camp, Winchester, Portsmouth and Aldershot.

COST

Weekend registration for the tournament is just £20, or just £15 if you register before 24th October. The tournament program listing the weekend's scenarios and events is available from the start of October to anyone registering in advance.

FURTHER DETAILS / REGISTRATION

Contact Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE. Telephone (0131) 629 1260 (+44 131 629 1260 from outside the UK) or email if@vftt.co.uk.

An American in Stoumont

KGP CGI Game Analysis and Strategy Notes

Phillip M. Swanson

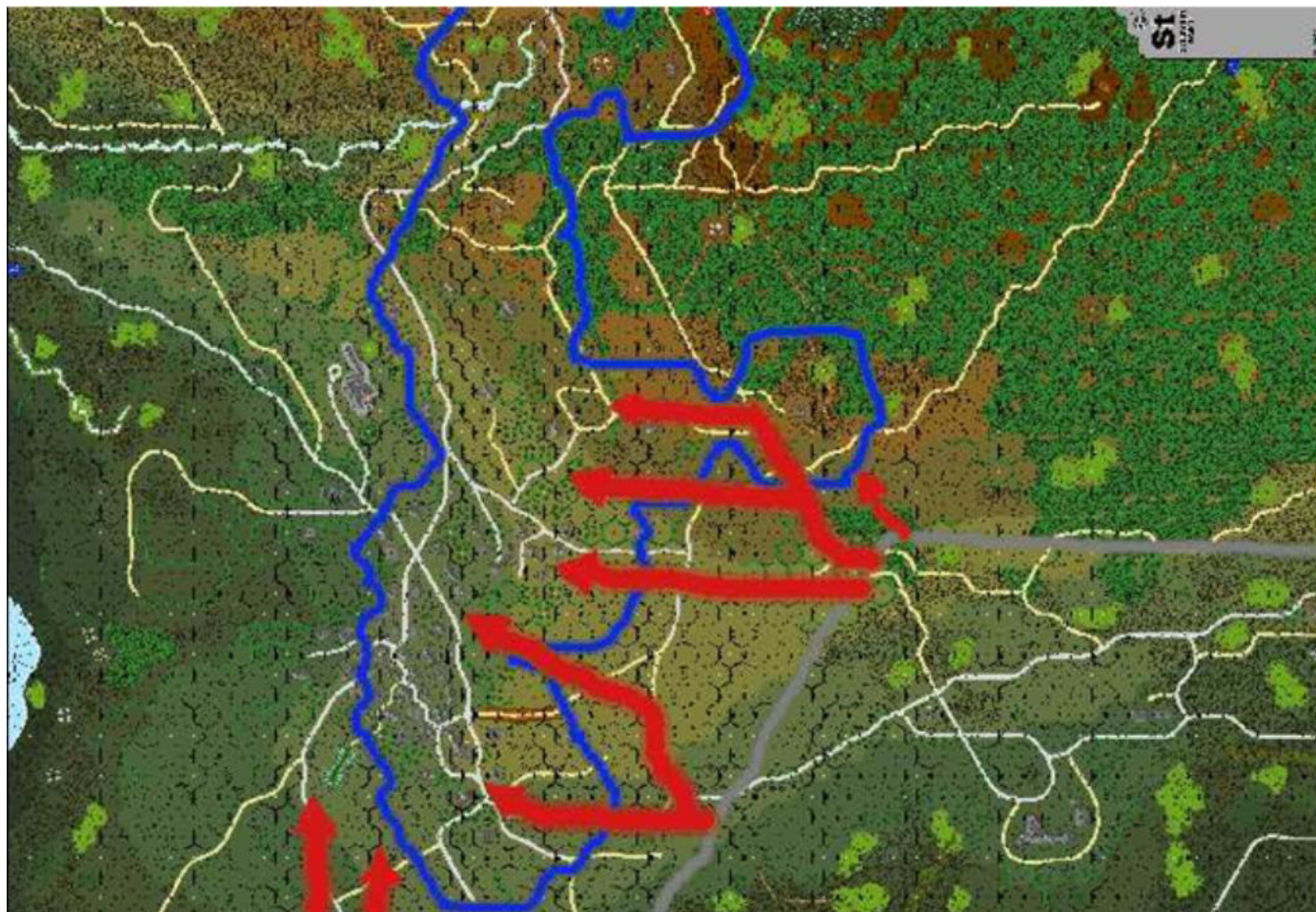
Kampfgruppe Peiper CGI focuses on the small Belgian town of Stoumont during the Battle of the Bulge. Over the course of the past few years I have chalked up five CGI campaigns; three of those games have been on the American side with the other two being German (see one of those in review on Robert Delwood's well-linked website). Overall I have clocked in a 4-1 record in the fight for Stoumont. At the conclusion of my third game as the American I decided that what I may or may not have learned would be of interest to other American commanders. You will find this write-up to be very much from the American perspective and for the benefit of the American commander. I intended it that way. Despite the published ROAR record, I and most all with whom I have discussed the game firmly believe the American have the much more difficult challenge. But it's an exciting challenge that can be won. The battle for Stoumont is a very fun, topsy-turvy, and action packed game. Both sides have their opportunities at large-scale attack and defence with a collage of units from mighty King Tigers and fighter bombers to ammunition deprived

paratroopers and wayward green half squads. Fighting day and night through three days in mist-enshrouded woods and villages, the Americans and Germans fight and strive for the upper hand. The following sections provide insight and recommendations regarding strategy, tactics, unit purchases, rules information, detailed defences, and other notes that an American commander might find helpful in the battle. I am certainly interested in any comments, contradictions, or additional thoughts anyone might have.

Introduction and the Map

The figure below shows the Stoumont battlefield. The area in Blue is the American setup area and note that the sanatarium itself is not within that area. You must secure it during play. Also remember that your guns and at least fifteen squad/equivalents must set-up exclusive of buildings. The grey represents the German start line. Red arrows show traditional paths of attack in the initial scenario with the central five arrows being the most powerful. The map is dominated by the town of Stoumont and the attached village of Roua, the large forested hill in

the north-central region, shallow streams cutting their way through ravines in the northwest, and the most important building on the map, the Sanatarium. Wooded areas in the southeast and southwest corners of the map should have little bearing on the game. If I could have made any recommendations regarding this map it would have been to cut half a dozen hexes from the eastern edge with another few from the bottom and have them added to the opposing edges. Recommendations aside, there are no official errata out against the map albeit one minor item needs to be pointed out; hexside P28-Q29 does or does not contain barbed wire depending upon which mapsheet overlays the other. Barbed wire is of course good for the Americans. Whichever way you play it, have a look over the terrain and then read on to the following sections on victory conditions, purchases, strategies, ploys, and rules notes. The intent of this write up is to serve as a guide for the American preparing to defend Stoumont against the attack of Kampfgruppe Peiper and hopefully to provide insights that can lead to eventual American victory. The German is a tough nut to crack in this one. Good luck and



hopefully you will find something here that will help you along.

Victory Conditions

This is the most important set of paragraphs for any American commander to read. Give particular attention to the paragraph on personal morale checks (PMCs) and when you've finished give it yet another read for good measure. Now on with the show. Any potential Patton has got to have a good grasp on what it takes to win. And before I go into anything else I have to say that this isn't easy for the good guys. The German elite start with a massive force of the best Germany has to offer. At sundown on the first day they will be in control of most of the map; but hopefully not the whole map and hopefully at a painful cost. Here is the truth: the Americans must (1) have accumulated 130 Location Victory Points (LVPs) at any scenario finish, or (2) they must control all three of the widely-separated Sanatorium, St. Hubert's Church, and Ste. Anne Chapel at game end. Table 1 shows the way the projected numbers break down, and depicts average and competent play on both sides leaving the American short of victory. I have also listed the projected usage of attack chits; there will be more on that later. The biggest challenge for the American commander is to find ways to elevate the American position from 'Average' to 'Promising'. Subsequent sections of this write-up attempt to provide insights into purchases, defences, and strategies and tactics that will enable the American to do just that. But before skipping to those subjects, there are still some very important points to make about the victory conditions.

All of the above cases factor in the Americans occupying and holding the sanatorium on the first scenario (19AM). Most American commanders should be able to accomplish this but failing to do so can quickly put one on a fast track to a gloomy finish. A quick inspection shows that somewhere during the PM turn, the Germans invariably conquer the Sanatorium. In this first-day afternoon scenario the sanatorium becomes something akin to the Alamo, surrounded and without hope of rescue or reinforcement. In the most powerful game I have played as the Americans, after killing 13 German tanks and a slew of supporting elements and infantry in the AM turn, the sanatorium still fell in the PM turn. At this stage of the game, the Germans are still going to be just too powerful. Do not sacrifice the major part of your remaining army for a sanatorium that is going to fall anyway. What's important is the units that survive and when you take the sanatorium back.

Again looking at the table, you will note that the most important single factor in accumulating the needed victory points is the date on which the sanatorium is retaken. 20PM is desirable but difficult and 20N

RESULT	19AM	19PM	19N	20AM	20PM	20N	21AM	21PM	TOTAL
Gloomy	22	0	0	0	1	3	18	24	68
Hoping	23	1	0	0	3	4	24	26	81
Average	24	2	0	1	3	24	26	30	110
Promising	25	3	2	2	24	24	26	32	138
Smashing	26	3	3	14	26	28	34	52	186
German Chit	N/A	A	A	-	-	A	-	-	3
Ami Chit	N/A	-	?	?	A	A	?	A	5

Table-1: American Accumulation of Location Victory Points (LVPs) – 130 needed for victory

can still get you where you need to go. The Germans have spent the first three scenarios exterminating Americans and it takes time to rebuild an army capable of marching across the open and ejecting well-armed and potentially fanatic SS Infantry from stone buildings, especially given the amount of armour the German has at his disposal. It's difficult but certainly not unobtainable. Strategies and tactics for accomplishing this will be discussed in subsequent sections.

One final note about the victory conditions, maybe the most important note. The most common cause of American defeat is the American commander failing a premature personal morale check (PMC). The German onslaught seems so overwhelming and the American position progressively begins to seem so tenuous.

Many American commanders lose sight of any hope whatsoever and defeatist talk from your opponent helps cast a darkening cloud. The means to victory just can't be seen. But believe me it's there. Even if you fall behind on the chart in Table-1, it's there. The best thing you can do for yourself is just put on a stoic face when disaster occurs or as the bottom seems to be falling out. Put on the mentality of a Churchill. One example but not the only one to communicate the point: in my last American game and despite my attrition of the Germans it looked like I was going to fall short of taking the sanatorium on 20PM. I was falling into the repeatable trap of, "If I don't take it now, I don't see how I can win. The German's still seem so strong and they still control most of the map and all of the Major buildings. And I'm running out of time!" I was helped in passing this personal morale check when I was fortunate enough to survive fire from upstairs and squeeze a couple of half squads and a leader past a Panther into the sanatorium before the sun set. But the point is NOT that I succeeded in taking most of the sanatorium that turn. The point is that over the course of the next few scenarios German attrition quietly turned the perceived German monolith into a paper tiger. It snuck up on me. In the end and in the last scenario, I possessed such a surprising advantage overall that I was able to fracture the remaining resistance and cascade across the rest of the board. I got all the points I would have needed, and the buildings necessary for automatic victory to boot! Had someone told me this would happen earlier I would have scoffed. And

had I failed that earlier personal morale check I would have lost a game that in the end turned out to be an overwhelming American Victory. Just to push the point a bit further, I failed a PMC in a previous game as the Americans and lost a game that in hindsight was a potential win if only I could have seen it. This happens all too often if you talk around, especially in the 19N, 20AM, and 20PM scenarios. The Churchill mentality is critically important in this game.

In summary, hold the sanatorium on the first campaign date while attriting the German and then focus on the means to retake the sanatorium thereafter. Look at LVPs on the Eastern half of the board if they can be had at some point and don't discount Automatic Victory Conditions, it may in fact be how you win in the end. With that I will leave the discussion on victory conditions and move on to the things that will help get you there.

German Initial Purchase

This discussion on German purchases comes up front so the American knows what he is up against. The Germans start off with a given force of 16 Tanks, 15 half tracks, and 12 squads. This armoured force is easily strong enough for the first day of battle in Stoumont and what the Germans really need is more infantry. Thus don't be surprised when the German commander starts buying infantry fast and furious. Table2 shows what I would purchase as the German commander.

The list shows maximum infantry minus one Para platoon that can be had. The Whirblewinds are anticipated because they are the only effective German AA weapon available and will most probably be purchased here in the AM to prepare for the destructive appearance of American fighter-bombers in the PM turn. They will also be useful throughout the game vs. American infantry and the American should expect to see them, from a distance that is. The Flame half-tracks are best in the attack and are useful against Americans in stone buildings so expect them too. The kublewagons are effective and annoying scout weapons especially when MG equipped. So there you have it in total, 16 Tanks, 23 half tracks of various capability, some Whirblewinds, some scout cars, 33 Infantry, and probably 10 leaders.

Oh, and the King Tigers... you should hope that the German buys them in the beginning rather than later. They are not needed for the attack, stay in motion constantly just to keep up, risk startup immobilization or otherwise in what will become the rear area, are nice juicy targets for the PM fighter bombers, and take money away from what is really needed. Hope the German buys them at start rather than waiting to plop them down intact at the sanatorium where they will be most effective and where you least want to see them.

American Initial Purchase

With the given on-board force and only 25 points to spend, this is where the Americans can make their first big mistake. So putting things in perspective is important. What are the goals? The goals in descending order are:

- 1 – prevent capture of the sanatorium on 19AM
- 2 – bloody the Germans and start the attrition process
- 3 – live to fight another day
- 4 – get a good position for the following PM scenario, and
- 5 – hold on to whatever minor LVPs you can.

So what purchase most helps you do that? I am going to say right up front that the purchase list shown in Table 3 is the most productive.

Here are my reasons. First, all five fortifications will be needed for just about any defence you come up with so there are really only 20 points to spend. Second, the Germans are coming at you with roughly 40 vehicles and this is your best chance to take some of them out. Go for the 57Ls for ‘multiple’ reasons. Third, you’re going to need additional infantry and this is what you can afford. If you’re thinking about buying all infantry consider the German combined arms coming at you and put the pieces down and play with them, you’ll see what I mean. Fourth, there will never be another turn with this many German attack and morale die rolls. Take advantage of it; buy the sniper and kill the German leaders and whatever else you can manage. I think these purchases are a good and effective balance that will do more toward the above goals than any other combination.

And the other options:

Engineers

I really enjoyed purchasing the Engineers in one game. The flamethrower is a good anti-tank weapon and a good weapon in general. Doyle Motes employed a single HIP flame throwing HS to stop an entire armoured column in one of our games. The DCs can be hard to use but it would be fun watching a half squad in the steeple dropping one down on the bad guys two floors below; if only the Germans

UNIT	QUANTITY	COST (ea)	TOTAL
SS Infantry Platoon	2 (CG Date Max)	9	18
SS PzGr Platoon	2 (CG Date Max)	12	24
SS Engineering Platoon	1 (last available)	14	14
Paratroop Infantry Platoon	2	5	10
FlaKPz IV/20 Whirblewinds	1 (last available)	8	8
Flam HT Section	1 (last available)	7	7
Sniper	1 (CG Date Max)	2	2
Kfz Kublewagons	1 (last available)	1	1
85 Points Available	-	-	84 (Save One)

Table-2: German Projected Initial Scenario Purchases (85 Purchase Points)

UNIT	QUANTITY	COST (ea)	TOTAL
Infantry Platoon	1	7	7
AT Pltn I [57L Guns]	1	10	10
Fortifications	5	1	5
Sniper (see Option-[D] below)	1	3	3
25 Points Available	-	-	25

Table-3: Recommended American Initial Scenario Purchases (25 Purchase Points)

would cooperate. But those Engineers cost 12 points, tempting for sure but not really worth the three anti-tank guns and the sniper you would have to throw away.

HMG Platoon

Again 12 points. Ouch. Prior to the second edition the fire lane rules were different and these MGs were a competitive option. Not any more. Don’t buy them in the initial scenario. The MGs will just get captured and then used against you.

Artillery

The Germans move quickly and don’t stay put, you can’t see squat, and by the time you can see something and try to grab the radio, the Germans are on top of you. Buy something tangible, save the artillery for later. And on that point, don’t voluntarily eliminate three of your half squads and their 60 mm mortars as the rules allow per the American ordnance note. They won’t cause a commensurate amount of damage for their loss and the same point above will apply. Those units are needed on the board. There are some really good mortar positions, take advantage of them.

Other Purchases

There are a couple of other considerations worth the thought. Fighter-bombers, jeeps, and believe it or not trucks. If you bought the 57Ls you already have the potential bonus of some extra 50. cal from the Jeeps. At a cost of only two points and a gamble you might want to purchase more jeeps somewhere down the road but not now. 1-1/2 ton trucks are good at blocking city streets and forest roads and only cost a point (see **Blocking Traffic in General and Specific Strategy and Tactics**). The fighter-bombers are sooo tempting. In the PM turn you have just got to buy the one allowed being that they are only two points, the weather will be relatively clear, and they can legitimately destroy Panthers or

anything else. But what if you bought one in the AM as well? Two flights and up to six Fighter-Bombers would be a god-send. Trading three points of Sniper for three points of fighter bombers and trucks to block the road is certainly an option but I’ll stick with my recommended purchase of the sniper for now. It’s a tough call. Regarding the purchase of fortifications for this game, roadblocks are as valuable as it gets. Put them in key positions and look at the Appendices if you want to know what I mean. Next in value comes AT mines and dummies. I generally don’t use question marks for dummies in campaign games simply because over the course of time things happen, stacks get knocked, the wrong unit gets picked up, and mistakes get made. Dummies are exposed as dummies before they get to be dummies. I use regular infantry counters and support weapons and generally mark them on the back in pencil, use elite counters (if it doesn’t confuse things), or mark them on a side note or whatever. Disguise your dummies. It’s definitely worth the effort to keep them legit so that they aren’t purchased in vain.

One final note because I haven’t said anything about American armour. The Stuart is the American’s friend. Shermans are large easy targets, the armour factor difference is irrelevant, and you’ll find them burning more often than not. The +2 to-hit DRM between the two is the difference between death and survival in a map canvassed with Panthers and panzerfausts. The Americans need things and things that can survive from campaign date to campaign date. The Stuarts are off-limits in the initial scenario but when it comes time for the counterattack, buy them. The tank destroyers are also good but keep in mind they can’t fire if buttoned up. I’ll touch on a few other purchase related things in other sections but next stop is the American defensive setup on 19AM.

American Initial Front Line Defence

I have put detailed information on several defences into the appendices. I recommend pulling out the map and playing with the units, shuffling them around in the different defences so you can evaluate them first hand. The defences are:

- The Stoumont Defence
- The Roua City Core Defence
- The Hill Defence

The Roua and Hill defences are the ones that will be the most effective with respect to the goals described in Victory Conditions (I personally prefer the Hill Defence). The Stoumont Defence was shown for completeness and I don't recommend playing it. Table 4 describes the force allocations for each defence on a percentage basis relative to where those forces are actually deployed on the map:

I'll try to keep the discussion short and to the point. The Roua City Core Defence detailed in Appendix B is solid. It's the one I used to slaughter 13 German Tanks and a slew of supporting infantry. But it is best against the direct attack and is susceptible to surgical enemy thrusts just to the north and underneath just south. Most of you know ASL players that are handy with the scalpel and that would do just such a thing (one Dirk Walker comes to mind). The flanking units have been positioned to blunt the surgeon's knife but they don't offer total immunity from such an attack.

The Hill Defence defined in Appendix C on the other hand puts a lot of Americans up on the high ground and in the woods where they would most like to be. This American position on the high ground is difficult to assault, has secure wooded route paths, and allows for a good volume of flanking fire on the German right wing trying to strike upon well-defended Roua. The German simply cannot allow you to hold these hill positions especially given their central access to so many strategic LVPs. The Hill Defence also should prevent even the most surgical player from handing your defence to you on a platter. And if you're looking at the map in Appendix C, the American Objective Hexes (green stars) aren't where they are by accident. They are a lot of what you are defending and ownership provides a good jumping off point to capture major LVPs farther along in the game.

Alternatively, don't play the Stoumont Defence shown in Appendix-A. After a short feeling of strength you'll find your force surrounded and destroyed. That will do nothing to further the goals described earlier.

Having described the defences, I thought I might throw out a slight variant that can be applied commonly across each

Defense\Position	Defending Stoumont	Defending Roua	Defending the Hill	Rear
A: Stoumont Defence	50%	35%	5%	10%
B: Roua Defence	25%	50%	15%	10%
C: Hill Defence	15%	35%	40%	10%

Table-4: American Defence Options and Disposition of Forces

for those players who always have an eye to the rear. Moving a couple/few guns to rear positions in the vicinity of La Rochelle can put more teeth into the PM defence when it comes time for that. Doing this robs your initial defence of some stopping power and ambush potential. I myself generally allocate only one 57L gun for this (see appendices) and rely on survivors, purchases, and the Medium Tank Platoon for PM defence. Anyway, if you do decide to do this, just be sure that each rear gun is within three hexes of where you would want it in the PM or that it can be hooked up to a Jeep/Tractor before the AM ends. I mention this only as a note. The Appendix B and C defences as written will serve you well.

One other note, when looking at the Appendices you should be aware that I showed a representative and average 'pull'. Thus you will see green units and elite units that you yourself may not actually get depending on your luck. And I only pulled five leaders to be conservative. In conclusion I recommend choosing the Roua defence or my favourite, the Hill defence, depending on whom it is you are up against. Playing with the pieces and defences should give you a feel for it so I'll go on to strategies and tactics.

General and Specific Strategy and Tactics

I'll start off with some generalized comments and then break out specific strategies and tactics that hopefully will help. Aside from defending the Sanatorium, the American defence on the initial scenario exists to bloody the Germans. I have heard about players thinking that retreating the whole American force out of harms way is a good idea. NOT. Throwing away the best opportunity from good defensive positions to attrition the German ensures an intact Kampfgruppe Peiper that can stop any planned American counterattack. It is a bad idea bar none that will probably also lead to German early capture of the Sanatorium. You must attrition the German to win this game. Utilize the defence to hold off the infantry, force the German to apply his armoured assets and get in close to break you, use APCR/APDS and White Phosphorous liberally, surprise him with side shots from hidden guns and concealed Bazookas, and look for immobilization opportunities when you can. If you manage to break a German squad, give it more attention rather than less. Get the death; the German will always be hurting for infantry

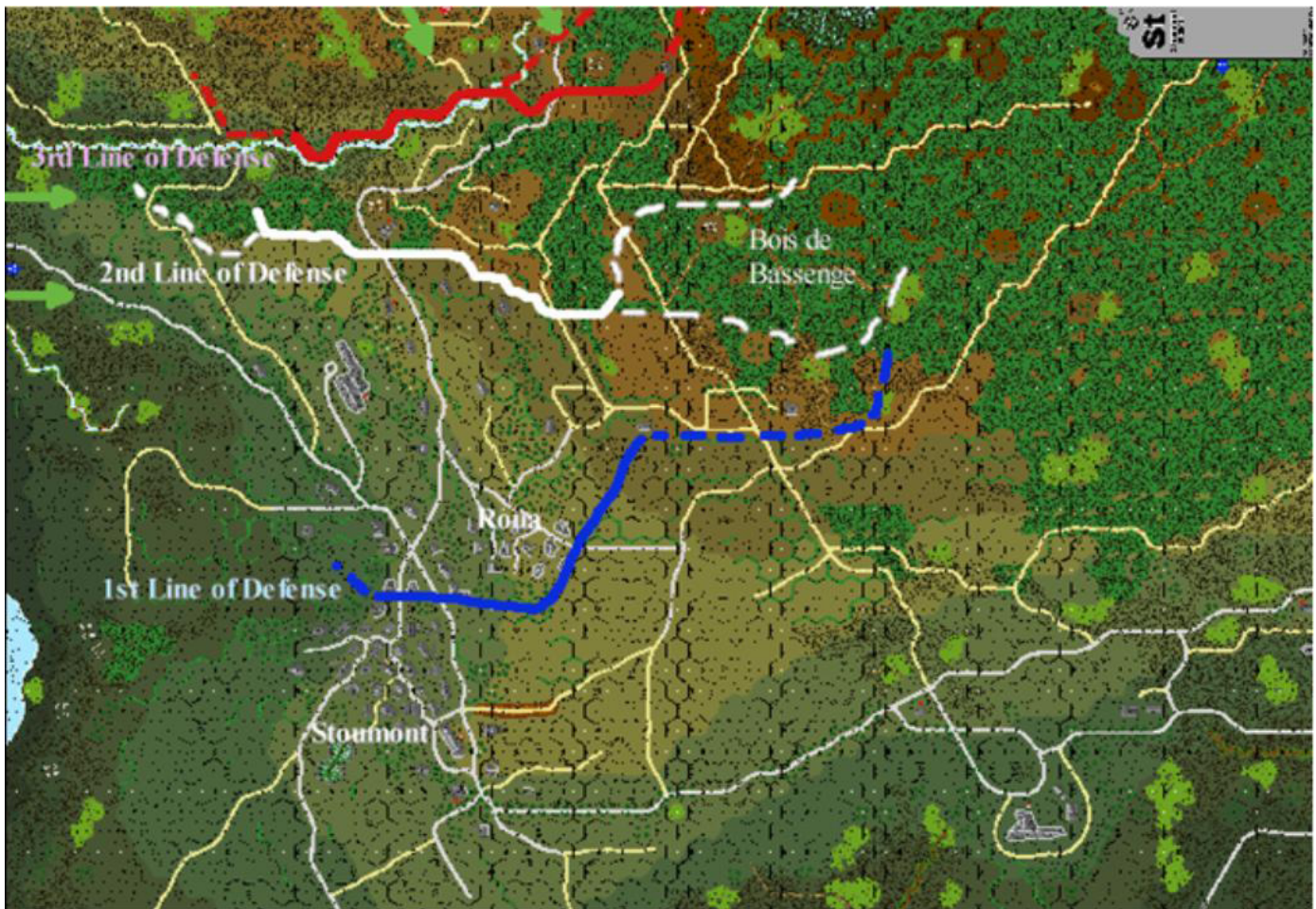
and he knows how painful each loss is with such a limited infantry force-pool. Good luck killing things and tangling up the German advance; it's what the 19AM defence is all about. Now onto something more specific.

Lines of Defence

Every American defence has a strong contingent centered on Roua. This is your first line of defence and it will speak for itself. I'll address any units up on the hill in the Bois de Bassenge later. Once the initial American positions in the Roua first line of defence are breached decisively, there really isn't another good defensive position until you get back to the high ground around La Rochelle. With the amount of German armour, any line out in the open is doomed to failure. The second line around La Rochelle is probably where the most bitter fighting in 19PM will occur. Behind that is the final defensive positions along the river line and anchored by the critical Trou du Ruy House at RR23. This is where the most bitter fighting in 19N will probably be. If you can hold one of those lines to the conclusion of 19N then you will be in good shape for the counter attack. Being kicked off the map entirely or doing so voluntarily is a bad thing. Now why these three lines? Why am I not recommending a line in the western woods protecting the entry area at GG1? I'll start by explaining a very realistic possibility. Imagine a German Roadblock from the Trou du Ruy to the woods in SS25. Imagine a German five factor AT mine in OO21. Imagine German Panthers, guns, and infantry on the high ground surrounding the resulting entry area pocket. Imagine artillery zeroed in on the resulting entry area. Imagine trying to bring in the infantry-deficient Task Force Jordan under those circumstances. Imagine a forest fire of burning American vehicles. You need Task Force Jordan to win. Task Force Harrison over in the west on the other hand has scads of infantry and they enter in wooded areas and even if the Germans control the entire entry area (hopefully not but even so), you will still gain entry and be successful in pushing somewhat forward toward the Sanatorium. You'll need the units of Task Force Jordan for the critical push. The lines of defence I advocate here give good locality to some LVPs, take advantage of good defensive terrain, and enable the forces of Task Force Jordan to be brought to bear without slaughter or delay.

Campaign Strategy

Playing a good defence through the



first day is important but at least as much importance should be given to planning an overall campaign strategy. The American really has two choices in this regard. After fighting for survival through the first day, the American can either (1) wait and take the time to gather together the largest American force possible for the purpose of making a single massive assault geared to taking the sanatorium (using idle dates as necessary), or (2) press the attack straight through for the purpose of keeping up the attrition and never giving the German a chance to rest or bolster their forces and defences with the bounty of an idle date. With only five American attack chits you will probably have to allow for an idle date at some point so the difference between (1) and (2) really comes down to whether you take the idle date sooner or later (see the attack chit placements in Table-1). The condition and positions of the opposing armies at the beginning of 20AM will influence this choice. Both approaches have their pros and cons and I personally have won games using either. On a comparative balance sheet and with my personal experience, I would have to give the nod to the second option, don't give the Germans a moments rest.

Objective Hexes & Strategic Locations

As the American don't place objective hexes to help yourself for the moment while helping the capturing German for a whole

game. In the Appendices I have shown three strategies for objective hexes that will help. The two versions up in the Northwest woods are interchangeable depending on how you would like to play it but the one in the Bois de Bassenge is closely tied to a Hill Defence Strategy. The later gives you access to the Chateaux de Froidcour, the Ste Anne Chapel, Peiper's headquarters, and the western approaches to Stoumont once you have them in your possession. The former gives you a good link between Task Force Jordan and Task Force Harrison and provides good defensive and attack positions opposite the Sanatorium. You will get more objective hexes along the way so choose the initial locations that best fit your strategy along the way because you can always fill in later. On another note, Entrenchments are a key part of all of this. Each one becomes a strategic location so don't place them such that the Germans are happy in the end. One good tactic, especially if the German is keying in on known fortifications and avenues of attack, is to place single foxholes out of the way and out of sight (such as buried in a clump of forest out of eyesight). At the end of the scenario these positions become your own setup area in maybe some of the most annoying places for the German. Ploys like this can give you jumping off points the German wished you didn't have.

Blocking Traffic

Slowing down the Germans is critical.

I have already talked about roadblocks as the most important fortification and I have given the best locations for them in the Appendices. Another important ploy involves taking advantage of the narrow forest roads and narrow city streets. Remember that all forest dirt roads are single lane (SSR KGP7) as are narrow city streets (P5.11). A regular sized vehicle immobilized, destroyed, or otherwise sitting in motion in one of these hexes will block traffic (regular refers to anything but double small vehicles like jeeps and kublewagons). The German has a tremendous advantage in vehicles and more than anything you will see dozens of German half tracks being used expensively to get behind you to induce failure-to-rout, crews jumping out to take important buildings, firing for encirclement, and other nasty things. It's a very serious threat. Block the roads whenever you can. I always employ at least four roadblocks if not five and do what I can with my vehicles. After taking the MG out of the American M4 Tractor it becomes the perfect roadblock (see the appendices). In the 19N I have bought 1-1/2 ton trucks not only to open up the Task Force Jordan entry area up in the north early (and at no additional early-entry cost) but also to run up the forest roads to block them. If they get destroyed back there then it most likely will illuminate the Germans. Do the same to help yourself when you can. You might even want to consider buying them in the initial scenario

to block roads (just don't stop them and let them get captured).

Advantage in the Mist

Most of the advantage is with the attacking Germans but the American can gain advantage as well. Dummy infantry and perhaps more surprisingly dummy guns up front slow the German down. Place an otherwise useless unit up front like an SMC Jeep to strip concealment (just don't forget that motion attempt if the German gets close; you don't want to get captured: D2.401). That jeep will prevent the German from running up against real units with their concealment intact. Also, attack the German with machine guns and let the fire lanes fly. Mist has no effect on them and it might be the most advantageous thing the game gives you tactically. Examples are a 50. Cal HMG in W26 laying one out to W37, another in T26 laying one out to N35, and maybe an MMG in H21 laying another out to H28. In later scenarios an HMG in EE12 with a fire lane to O20 would be beneficial. There are others. Pick your own. The Fire Lane rule was an order of magnitude better for the Americans when Peiper was published but the ASL 2nd Edition is the one in effect.

The Battle

The Americans want close combat, especially if the Germans are foolish enough to use Fanaticism on the first turn (the Germans aren't initially in a particular hurry and Fanaticism will be more dearly needed later). Anyway, keep some kind of concealment around even if it is just a leader. Use white phosphorous liberally during any fire phase whether it be from Mortars, Bazookas, or Infantry. Multi-hex buildings have basements, if a German tries to crash his AFV into one (the sanitarium for example) roll and see if it crashes through and dies. At this point in the game it's a free for all and I wish you the best.

Counter Attack

The best avenue of attack against the sanitarium is from up-hill and from the northeast thus another reason for the recommended lines of defence described above. It puts you in a position to do so. Attacking from the western Task Force Harrison area is up-hill across open terrain and through mine infested areas subject to German crossfire from above. Attacking from uphill in the Northeast with all those orchards in the way gives better terrain and eliminates most any FFMO DRM. Use armour, artillery, mortar WP, and infantry smoke whenever you can and cascade downward to secure the Sanitarium. You will have better results this way.

Night Fighting

Night Fighting skills are important in this game; learn them well. The Germans will most probably use attack chits in both

night scenarios to avoid being pinned down without the ability to attack and move. The Americans will most probably follow suit for the same reason unless on 19N they have so few units/areas to defend that an attack chit makes no sense. While getting some free goodies as the defender, the defender will still be at the disadvantage due to movement restrictions. Overall I would say that the American has the advantage at night. There will be a lot of potential for close combat. Vehicles are hindered especially when the NVR is zero, and the German has nothing as good as the American Mortars for throwing up light when it is needed. In general the American will throw up all the light they can during the German turn but be very selective on their own turn. Don't throw up light everywhere during prep fire and then run out into it during movement. It's a good way to get killed. Read the night LV DRM rule closely and make sure you understand that being in a hex with terrain one or more levels higher than the FIRER will take away the DRM benefit. Thus avoid bypassing a woods hex when the enemy is at your own level. Look to find other paths that maximize your positive DRMs. Also look closely at the straying rules and try to stick close to creeks, roads, and out-of-sight illuminated areas. Movement factors through concealment at night are penalized which should help the American especially if they are defending the northern creek-line on 19N. Fire groups are illegal at night. Loss by failure to Rout doesn't exist and all broken units must low crawl rather than rout normally. Finally, cloaking is a great luxury and in KGP it's not just for units starting off map. Don't throw it away thinking that it is nothing more than a fancy concealment. It allows you to move quickly even while carrying a heavy load, allows you to haul ass through concealment terrain, hides the strength of the unit(s), and has other benefits. Also note that night is the only time it can rain in Stoumont.

I have some more recommendations that will help in the form of dirty tricks and favourite hexes. The rules notes are also important. These are the subject of the next few sections.

Dirty Tricks

Ten of my favourites in descending order:

Jeep Assault

Running down the X36 Trails with loaded jeeps can make the Germans jump out of their britches. I did this one game and captured the Chateaux de Froidcour on 19AM. The attacking German didn't realize the trails could be used as a road by the jeeps and was turned for a 180. The result stuck. A win? Sure. But don't expect a stunt like that to work every time. But then again... See SSR KGP7 for the rule.

Blitz From The Woods

Another tactic to take the Chateaux de Froidcour. On this second occasion I ran and armoured assault group of half-tracks, tanks, and infantry down the CC42 road on 20AM with the same objective in mind. I was stopped short at L42 by a hidden flame thrower manned by Doyle Motes, without that the Froidcour would have been in my hands. The territory I gained was still invaluable for victory. The point of this assault is a lightening strike that can net you 12 LVPs or more while capturing valuable rear-area territory. Keep in mind your initial 19AM foxhole placement; if they are captured and are too close to this avenue you'll find this option taken away before you can even consider it.

Double Bombardment

Purchase a bombardment while idle and another immediately thereafter prior to the attack. The first one comes down breaking units and the second one comes down inducing casualty reductions. Be careful you don't rubble your LVPs.

Cutting off the Germans

This one's tough to pull off but worth mentioning if you are feeling fortunate. I came within one foxhole of accomplishing this on 20PM just before the German 50 point night turn. What I'm talking about is cutting off the German entry area. It's way better than capturing it. The attempt started with a Hill Defence and a 20AM attack described above in item [2]. My American lines extended well to the east. Had I linked my setup area to the edge of the board such that the grey German entry arrow was isolated, the Germans on the next turn would have been forced to place all 50 points along the Eastern edge of the map with no chance of reinforcing the sanitarium and virtually no chance of using those units during that night turn. I just missed. Damn. Maybe you will get luckier.

Night Time Surprise

Hidden initial placement half-squads in the northern creek at night where the German didn't want to tread. Thinking they had secured the area the Germans moved on and the hidden Americans jumped out at the end to claim Objective/Strategic Locations. Just smile when you hear the German scream, "What!?!"

Foxhole Sleaze

Purchasing foxholes tucked over there in out of the way places. If they can't be seen then they don't appear; until the end that is when they can affect setup area placement. I already mentioned this in General and Specific Strategy and Tactics but it's a good way of sneakily expanding your lines.

Dummy Cloaking

Cloaking at night is lost only when moving in the light or upon entry of an enemy occupied hex. Use a single dummy at the cost of only 1 FPP and give it the allowed cloaking. Use it to scout ahead, find mines, draw snipers, and whatever. Nighttime dummies have the advantage over daytime dummies in a lot of ways.

Trucks to the Rescue

Bring in 1-1/2 ton trucks from the TT19 entry area on 19N at no extra cost to open up the entry area. This allows retreat there if need be, enables blockage of critical one-lane roads with the vehicles, and can create burning trucks at night behind the German front line (advantage American).

Tunneling to the Sanatarium

Placement of Trenches leading up to the sanatarium on 19PM before the Americans are forced to retreat. Those trenches will still be there when the American returns and the German would wish there was some way to fill them in as they look to the Sanatarium's defence. Mines don't exist inside a trench and Americans advancing along them get the TEM benefit and have no concern for FFMO. It's a relative red carpet to the sanatarium compared to the alternative. But it's expensive so you have to balance considerations.

Destruction of the Victory Locations

I'd like to see this outlawed. Germans detonating Demo Charges or bringing down artillery to rubble sanatarium, Chateaux, or church hexes and reducing the number of available LVPs. If the sanatarium is only worth 10 points the American will kick the closest cat. Hopefully a fuzzy stuffed one. It's just not cricket.

Favourite Hexes

Again, ten of my favourites in descending order:

W25

My very favourite. I killed three Panthers and a King Tiger with a single 57L from here. Great ambush Hex. An Orchard/concealment hex with barbed wire and hedges that is on the path to nowhere. The Germans need to pass close by but have virtually no reason to want to go through the hex itself. I recommend a 57L for rate of fire and because you might be twisting and turning a bit as you shoot up the German army. Woووоо Hoooooo

OO23

Great defensive hex when defending the river line. I recommend a double foxhole, the best MG you can find and hopefully a bazooka or more if you have

them. Two green units with a leader would man the location just fine if you're running short of good troops. This location is hard for the German to zero in on unless he moves adjacent at which point he gets peppered, bazooka'd, and/or more of the same: break, die, break. It really holds up the German in what is your last on-board defensive line. And it has good route paths if you need them. Use this hex.

Z33

Wonderful location for the flame-throwing Sherman. Facing a German avenue of attack, it can't be fired on or even seen due to Plateau until something is adjacent. With a flame thrower that's where you want them. Flame them and pop the gun off at point blank range a few times. 16-point machine gun shots. Infantry in the adjacent house can make this a very tough position for the Germans to take and you should bag some good casualties here. And if you're lucky you might even escape up the woods road after some success.

O22

A great mortar hex. A squad with two Mortars under a 1S Foxhole. Enemy from the east, enemy from the west, and swing it all the way down and around. How many times and how many ways can you spell WP? It has such a good angle on so many good hexes. Get 'em.

BB29

Another good mortar hex. Same thing as above but maybe a 2S foxhole to fit in a bazooka HS. It's effective if your playing a defence that could use the help.

V26

An imposing 90L hex right down the throat of where the German wants to go. It can engage Germans fronting the position or making an attempt against Roua. I hope your gun doesn't break right off the bat as mine has done two out of two in that position.

W26

A great fire lane straight east if you ever get the shot. It would protect the whole approach to the hill.

T26

Another great fire lane firing Southeast. You probably will get this shot off. Hope a German armour unit closes to R29 and you can impact all of the German infantry coming out of the woods to the East.

Q21

Not sure what to say about this avenue of hex(es) starting here, except that the Germans can take advantage and turn it into a threatening northwest avenue of attack to the sanatarium.. About all you can

do is put a gun here and mine it. In all the games I have played it has never been as important as it could have been but the next game will probably be the one that bites me. Guard this area.

KK16

A bad hex for the Americans. A Panther sitting up here facing LL14 and/or MM16 can scour the whole valley and can put a hurting on any units defending along the river if you have any. Don't mention it and maybe the Germans won't notice.

Rules Notes

Units starting play in a setup area, including those just purchased, can set up dismounted, abandoned, and/or with any/all of its armament removed. Peiper CG9 on page P7.

Onboard setup: Vehicles cannot set up over stacked and must begin Stopped. A 2.9

CX infantry cannot cross the inherent barbed wire fences shown on the KGP map! P3.2

Vehicles can't traverse combined crest/slope hexsides (the one exception shouldn't matter). This limits the Germans in many areas and is very important in the grand scheme of American things. Don't forget this rule. P2.53

Vehicles cannot enter sunken roads except via a road hex. B4.42

Squads can't set up MMGs or HMGs in crest status. B20.95

Extra Heavy and Very Heavy Mist is equivalent to smoke in that it negates FFMO and Interdiction. KGP SSR3

There is no mist modifier when firing internal to a building (i.e. inside the sanatarium to an adjacent position inside the Sanatarium) E3.8.

Double small vehicles (jeeps, kublewagons, etc.) can use trails as if they were one-lane roads. SSR KGP7

Forest roads are one-lane. So are narrow village roads and sunken lanes. A destroyed or immobilized vehicle in any of these prevents vehicular movement in either direction except double small vehicles. B6.431

Mines can be set up in the shallow streams the Stoumont Map has (i.e. they are not water obstacles). B28.1

A hindrance accumulation of +6 blocks line of sight completely. This is important in Stoumont. B.10

Motion status vehicles cannot hold infantry in melee. A 11.7

Advancing fire with assault fire bonus ROUNDS UP, thus American 2nd line Infantry fire on the four table in advance fire at normal ranges. A7.36

Infantry can CC vehicles in their own hex even if they weren't over-run. If you can kill the local vehicle you can fire at the next one in line. Again, important in Peiper. D7.2.

Night rules: No fire groups at night.

E1.75 Sniper increased by +2 at night. E1.72 Steeples can only accommodate 1/2 squads or less. B31.21

Gas rules will have minimal effect on the game but remember to roll gas for vehicle covered arc changes. Also remember that changing TCA has a +1 or more penalty when out of gas. SSR KGP13.

Low ammo will have more effect than gas rules even though low ammo rolls start at 12. An eight (8) results in German low ammo on 21PM and it scales down evenly in between. P8.618

Reconnaissance. The American will probably want it at least once and probably forget it at least once. It's the last thing in the purchase sequence; AFTER all units have been bought. P8.6222.

Gun pits: The +2 TEM for a gun pit can be used only by crews (not squads or half squads) and the gun pit ceases to exist if the gun is destroyed. C11.3

The U.S. Tractor should have a 4FP AAMG MA using the 12.7mm To Kill number with "2" ROF per U.S. Multi-Applicable Vehicle Note O, and its overhead depiction should not be printed on a white background. ASL Journal #1, page 62.

U.S. M3MMG/HMG Half-Tracks: Passenger(s) may Remove its secondary AAMG either as a dm MMG for the M3(MMG) or dm HMG for the M3(HMG). The MA of either AFV may be removed (but only as per D6.631) as a dm.50-cal HMG." *ASL Annual 1996.*

Wrap-Up and Summary

American success in this campaign depends upon:

Continual attrition of the German force including significant German loss on the first morning,

Holding together a competent force (counting reinforcements) during the ensuing retreat,

American on-board forces holding a final line of defence,

American conduct of territory grabbing missions that stretch the German defensive lines, and

The conduct of a focused and successful counterattack against a weakened German geared to capturing the required LVPs, geared to automatic victory, or both.

In pursuing these aims don't be shy about paying extra for on map setup to hold up the integrity of on-map forces. It's no good to be penny wise and pound foolish as the Cavalry arrives just to find Custer and everyone else dead. Also, don't underestimate the value of a dead German half-track. Take the shot. The German can easily obtain over 30 half-tracks through the course of the game and they have the penchant for being numerous, expendable, and dangerous. The German will repeatedly use them to conduct reconnaissance, enter American hexes to 'freeze' fire, and

get behind the lines to prevent route. Do yourself a favour, put them on your initial 'hit-list' and start killing them early and often.

Regarding attrition, a 1.75 ratio of dead American/German Infantry is the upper threshold the Americans can bear over a sustained campaign. Somewhere closer to 1.25 is more comfortable and less stressful. Good luck in your campaign.

If you feel any of the advice, tips, points, rules, or anything else in this write up could be improved on, are in error, or whatever else might come to mind, feel free to e-mail me at LegionKid@aol.com with the subject of **Phil's KGP Writeup**. I certainly welcome feedback.

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Stoumont City Defence Order of Battle

Unit Purchase	Qty	FPPs	Cost
Infantry Platoon	1	-	7
57L Gun	1	-	10
Sniper	1	-	3
Roadblock	4	(28)	-
AT Mines	-	(30)	-
Dummies	-	(16)	-
Hidden Setup	-	(1)	-
Total Fort.	-	(75)	5
Total CPP	-	-	25

This initial American defence will commit most units in Stoumont to with maybe a benefit of holding some ground and points in Stoumont. The front Jeep in F25 will strip concealments prior to the German assault (start the Jeep up when a German unit gets close). The units at Roua and the chain of AT mines nearby should prevent the capture of the Sanitarium and should also slow down the German flanking move around the North. Be liberal with White Phosphorous from the Mortars and Canister from the Armoured Cars. Keep foxholes out of sight until they are actually found.

Roua Core Defence Order of Battle

Unit Purchase	Qty	FPPs	Cost
Infantry Platoon	1	-	7
57L Gun	1	-	10
Sniper	1	-	3
Roadblock	5	(35)	-
AT Mines	-	(30)	-
Dummies	-	(10)	-
Total Fort.	-	(75)	5
Total CPP	-	-	25

American units in the south exist primarily to divert/delay the German infantry flanking attack coming up from the south edge of the board. The front Jeep in G24 will strip concealments and the spattering of real units in the area should give the 'Dummies' some legitimacy. The units at Roua should bear the brunt of the attack. American infantry up on the hill should move to delay and block German advances up the wooded roads and trails. Be liberal with White Phosphorous from the Mortars and Canisters from the Armored Cars. Keep foxholes out of sight until they are actually found.

Hill Defence Order of Battle

Unit Purchase	Qty	FPPs	Cost
Infantry Platoon	1	-	7
57L Gun	1	-	10
Sniper 1	-	3	-
Roadblock	4	(28)	-
AT Mines	-	(30)	-
Dummies	-	(16)	-
Hidden Setup	-	(1)	-
Total Fort.	-	(75)	5
Total CPP	-	-	25

American units in the south exist primarily to divert/delay the German infantry flanking attack coming up from the south edge of the board. The front Jeep in G24 will strip concealments and the spattering of real units in the area should give the 'Dummies' some legitimacy. The units on Roua and on the Hill should bear the brunt of the attack. American infantry up on the hill in the Eastern woods should guard/move to prevent German flanking advances up onto the hill and into the woods. Be liberal with White Phosphorous from the Mortars and Canister from the Armored Cars.

Stoumont City Defence Order of Battle

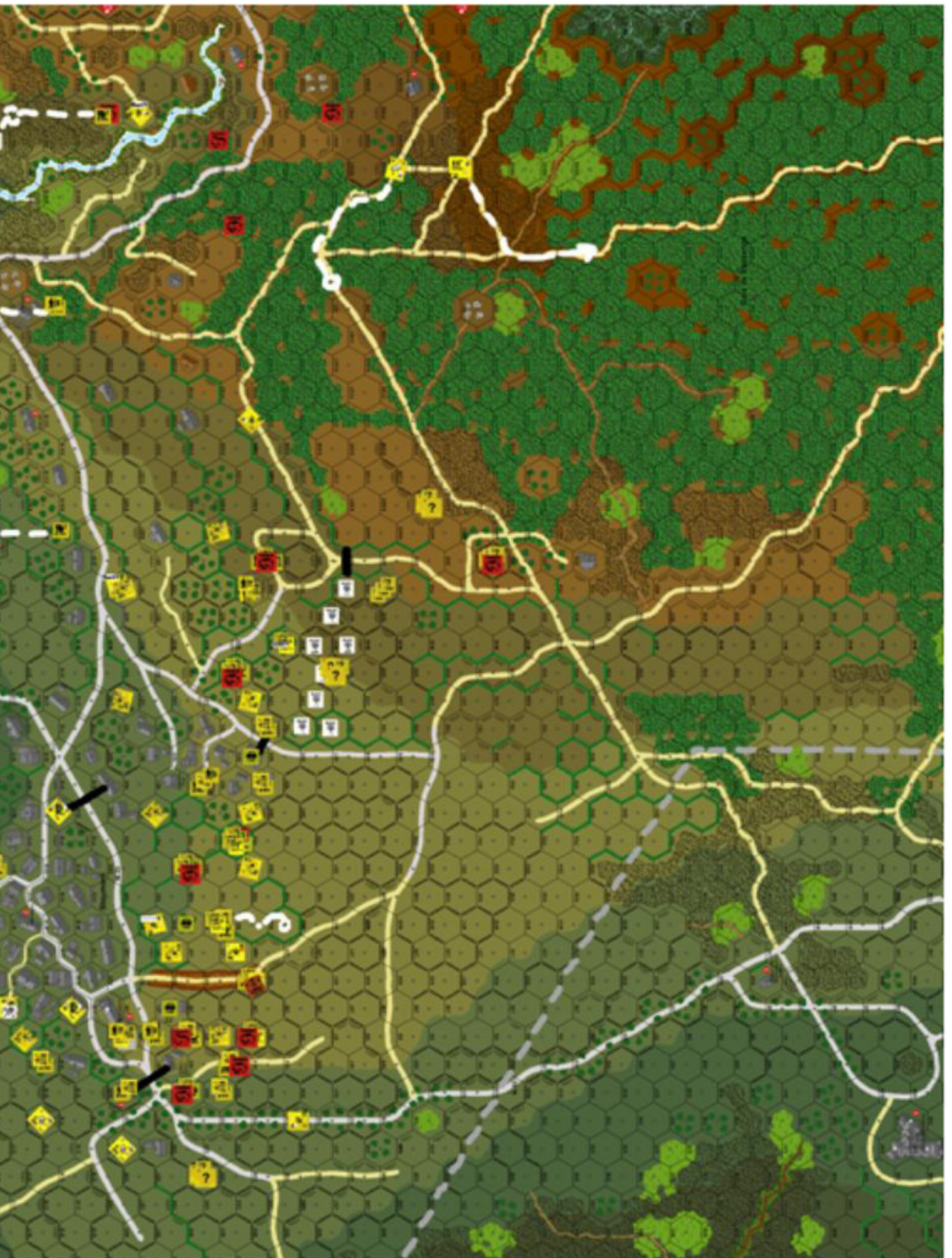
Unit Purchase	Qty	FPPs	Cost
Infantry Platoon	1	-	7
57L Gun	1	-	10
Sniper	1	-	3
Roadblock	4	(28)	-
AT Mines	-	(30)	-
Dummies	-	(16)	-
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Stoumont City Defence – Hex Unit Setup

D22 3 * Dummy (5/8" + 1/2" + 5/8") Simulated Gun	R22 546/MMG, & 8-1 Leader
E20 M8 Armored Car, CA: C20	R24 666/MMG
E23 666/MMG	S24 126 Crew
F17 M8 Armored Car, CA: D17	T24 666/MMG
F25 Jeep (single Man), CA: G24	U20 57L Gun + Crew, CA: V21 (Free Hidden)
G20 666/MMG	U24 76L Gun + Crew, CA: V25
G22 126 Crew/Bazooka, under 1S Foxhole	V23 546/Mtr/Mtr under 1S Foxhole
G23 666/MMG	V26 3 * Dummy (5/8" + 1/2" + 5/8") Simulated Gun
H17 546/MMG	W25 347/Bazooka [Paid Hidden]
H23 666/MMG	Y24 667/.50 Cal MG, & 7-0 Leader
I17 57L Gun + Crew, CA: G17	Y28 3 * Dummy (1/2" + 1/2" + 1/2")
I20 347 HS/.50 Cal MG, 7-0 Leader, both at Level-1	Z24 546/Mtr/Bazooka under 1S Foxhole
I22 666/MMG under 2S Foxhole	Z31 3 * Dummy (1/2" + 1/2" + 1/2") under 1S Foxhole
I23 57L Gun + Crew, CA: H24	AA23 57L Gun + Crew, CA: Z24
I24 347 HS/Bazooka under 1S Foxhole	Y20 57L Gun + Crew, CA: X21, Abandoned Jeep, CA: Z18
J16 Sherman (Open Topped), CA: I15	AA18 536 Green Squad
J18 Sherman Flame Thrower (Buttoned Up), CA H18	BB29 3 * Dummy (5/8" + 1/2" + 5/8") simulated gun
J21 126 Crew	EE24 Jeep (One Man), CA: GG24
K24 546/Bazooka, & 346 HS, both in crest status: J23/J24/K25	II18 536, & 8-0 Leader
I21 666, & 9-2 Leader	LL23 1S Foxhole
L21 76L Gun + Crew, CA: K23	OO23 2S Foxhole
L23 90L Gun + Crew, CA: K25	NN30 226 HS in Jeep, CA: MM32
M21 Abandoned Jeep, CA: L22	PP19 536 on top of 1S Foxhole
M22 126 Crew	PP20 Abandoned Jeep, CA: NN20
M23 546/MMG, & 347 HS/Bazooka (to advance move & advance to M25)	PP25 1S Foxhole
O16 666/MMG	
O22 666/Mtr/Mtr under 1S Foxhole	Mines (1AT): X27, W27, W26, U26, T26, & T25
O24 76L Gun + Crew, CA: P25	Mines (2AT): Y27, & V26
P23 546/Mtr/Mtr, & 347 HS/Bazooka, both on top of 2S Foxhole	Strategic Locations: JJ8, JJ11, JJ14, LL6, MM10, MM14, & OO16
Q18 Sherman (Buttoned Up), CA: O18	Road Blocks: #1 (G20 - H21), #2 (S24 - T24), #3 (Q18 - R19), & #4 (AA27 - Y27)
Q21 57L Gun + Crew, CA: O21	
Q24 76L Gun + Crew, CA: P25	





Roua Core Defence Order of Battle

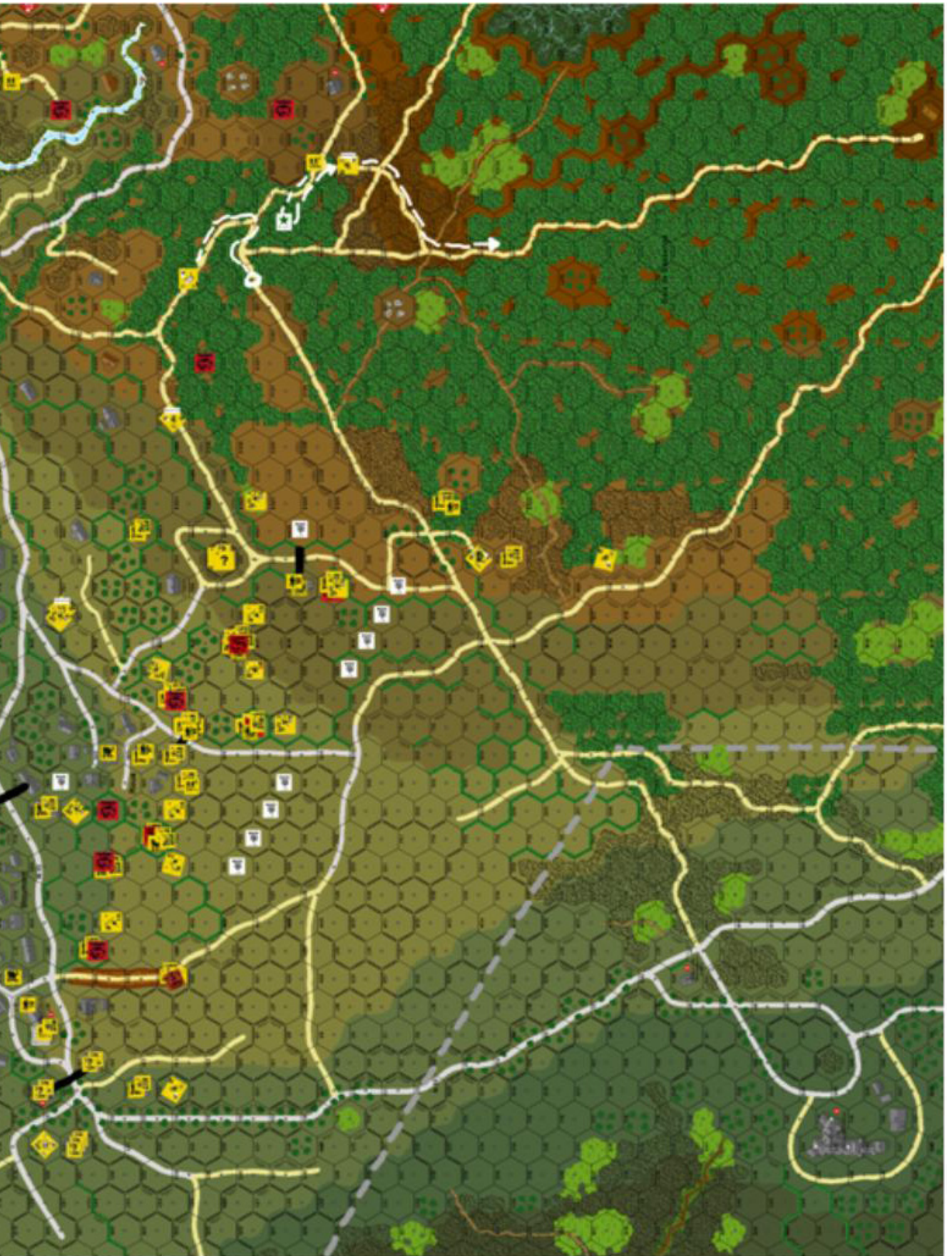
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Roua Core Defence – Hex Unit Setup

QQ19 346 HS	S23 546, & 8-1 Leader
PP20 1S Foxhole	R24 546/mmg, & 346 HS
PP27 1S Foxhole	Q24 76L Gun + Crew, CA: P25
NN28 226 HS	Q22 1S Foxhole
NN29 Abandoned Jeep, CA MM31	Q21 57L Gun + Crew, CA: O21 (Free Hidden)
JJ24 Tractor, CA: KK26	Q20 666/mmg
II18 536	Q18 Sherman (Closed Top for now), CA: O18
GG25 1S Foxhole	Q17 546/mmg
GG18 1S Foxhole	P23 126 Crew/Bazooka UNDER 2S Foxhole, & 667/Mtr/Mtr on top
X20 57L Gun + Crew, CA: V20, & Abandoned Jeep CA Z20	O24 76L Gun + Crew, CA: P25
EE24 Abandoned Jeep, CA: GG24 (Don't forget Concealment)	O22 546/Mtr/Mtr under 1S Foxhole
BB32 666/Bazooka, & 7-0 Leader	O16 666
BB26 57L Gun + Crew, CA AA28 (Free Hidden)	M22 76L Gun + Crew, CA: L23 (Free Hidden)
AA23 536/Mtr	L21 666/Bazooka, under 1S Foxhole
AA18 Abandoned Jeep, CA CC18	K24 546/Bazooka, & 346 HS, both in Crest Status
Z37 Jeep (One-Man Crew) CA: Y36	K19 546
Z34 666/mmg	J19 7-0 Leader
Z33 M4A3 Sherman Flame Thrower (Buttoned Up), VCA: X33, TCA: X33	J16 Sherman Open Top, CA: I15
Z25 3 * Dummy (5/8" + 1/2" + 5/8")	I20 347 HS/.50 Cal MG at Level 1
Simulated Gun	H21 2 * Dummy (1/2" + 1/2")
Y29 666/MMG, & 57L Gun + Crew, CA X30, both on top of 1S Foxhole	G24 Jeep (Single Man Crew), CA: F22
Y28 126 Crew, & 8-0 Leader	G23 666/mmg
X26 76L Gun + Crew, CA: W28 (Free Hidden)	G20 2 * Dummy (1/2" + 1/2")
W26 666/mmg/Bazooka, & 126 crew/Mtr, both under 2S Foxhole	F17 M8 Armored Car, CA: D17 (Open Topped)
V26 90L Gun + Crew, CA: U28	E21 3 * Dummy (1/2" + 1/2" + 1/2")
V23 57L Gun + Crew, CA: W25 (Free Hidden)	E20 M8 Armored Car, CA: C20 (Open Topped)
U24 347 HS/Mtr/Bazooka under 1S Foxhole	Mines (1AT): AA28, Y31, X30, W30, V29, R27, Q27, P26, O26, & R20
T27 57L Gun + Crew, CA: S29	Strategic Locations: MM14, NN16, QQ17, QQ13, NN10, QQ 9, & LL27
T26 667/mmg/Bazooka UNDER 2S Foxhole, + 126 Crew/.50cal MG on top	Road Blocks: #1 (S24 - T24), #2 (R19 - Q18), #3 (Q18 - Q17), #4 (H21 - G20), & #5 (Y28 - AA28)
T24 546/mmg, 346 HS, & 9-2 Leader	
S24 666/mmg	
S22 536	





Hill Defence Order of Battle

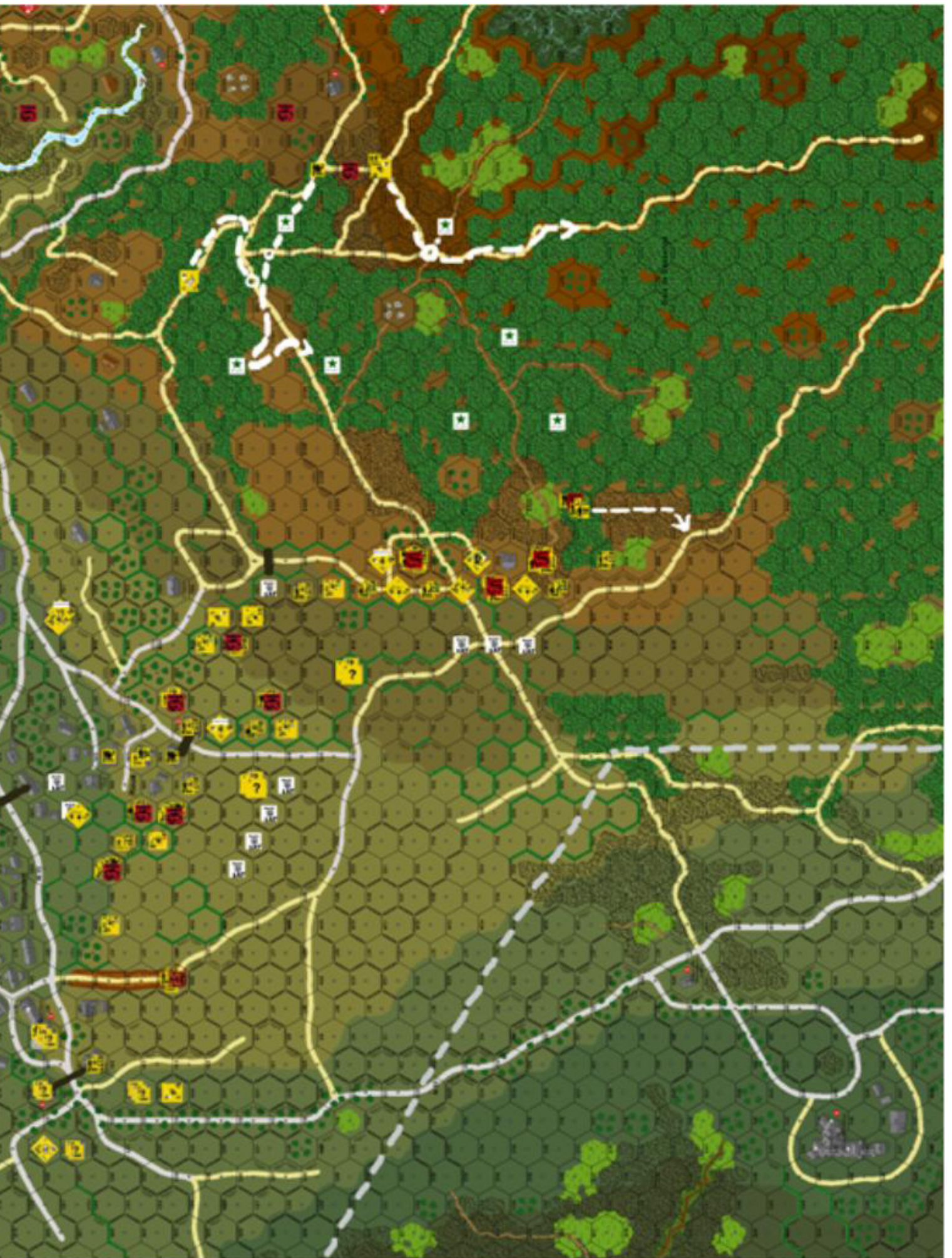
Unit Purchase	Qty	FPPs	Cost
Infantry Platoon	1	-	7
57L Gun	1	-	10
Sniper	1	-	3
Roadblock	4	(28)	-
AT Mines	-	(30)	-
Dummies	-	(16)	-
Hidden Setup	-	(1)	-
Total Fort.	-	(75)	5
Total CPP	-	-	25

American units in the south exist primarily to divert/delay the German infantry flanking attack coming up from the south edge of the board. The front Jeep in G24 will strip concealments and the spattering of real units in the area should give the 'Dummies' some legitimacy. The units on Roua and on the Hill should bear the brunt of the attack. American infantry up on the hill in the Eastern woods should guard/move to prevent German flanking advances up onto the hill and into the woods. Be liberal with White Phosphorous from the Mortars and Canister from the Armored Cars.

Hill Defence – Hex Unit Setup

PP27 1S Foxhole	T24 666/MMG
PP19 1S Foxhole	S24 666
NN30 Jeep w/ 226 Green HS, CA: MM32	S23 346 HS + 8-1 Leader
NN29 1S Foxhole	S22 536
NN28 536	R26 3 * Dummy (5/8" + 1/2" + 5/8"),
JJ24 Tractor (MMG Removed), CA: KK26	Simulated Gun
II18 536	R24 666/MMG
BB36 546 Under 1S Foxhole, with 666/MMG	Q24 546/Mtr/Mtr under 1S Foxhole
& 7-0 Leader above	Q23 126 Crew/Bazooka under 1S Foxhole
Z37 666/MMG	Q21 76L Gun + Crew, CA: O21 (Free
Z35 546/MMG, 347 HS/Bazooka, & 9-2	hidden)
Leader, all under 2S Foxhole	Q18 Sherman (Buttoned Up to Begin with),
Z33 Sherman FlameThrower Buttoned Up	CA: O18
Initially CA: X33	P23 90L Gun + Crew, CA: O25 (Free
Z31 546/MMG, 347 HS/Bazooka, & 8-0	Hidden)
Leader, all under 2S Foxhole	P22 347 HS/Bazooka
Z30 Abandoned Jeep, CA: BB30	O22 546/Mtr/Mtr under 1S Foxhole
Y36 126 Crew/Mortar	O16 666/MMG
Y35 76L Gun + Crew, CA: W35 (Free	M22 57L Gun + Crew, CA: L23 (Free
Hidden)	Hidden)
Y34 546/MMG, & 347/Bazooka, all under 2S	K24 546/Bazooka, & 346 HS, Crest Status:
Foxhole	J24/K25/L24
Y33 57L Gun + Crew, CA: W33	J16 Sherman (Open-Topped to begin with),
Y32 666/Mtr	CA: I15
Y31 76L Gun + Crew, CA: W31	I20 7-0 Leader + 2 * 1/2" Dummy all up on
Y30 126 Crew/Mtr	the 1st floor
Y29 57L Gun, CA: X30	H21 666/MMG
Y28 666/MMG	G24 Jeep (One Man Crew), CA: H22
X26 76L Gun + Crew, CA: W28 (Free	G23 3 * dummy (1/2" + 1/2" + 1/2")
Hidden)	G20 2 * dummy (1/2" + 1/2")
X25 Jeep (one-man crew), CA: Y24	F17 M8 Armored Car (Open Topped), CA:
X20 57L Gun + Crew, CA: V20, &	D17
Abandoned Jeep, CA: Z20	E21 2 * dummy (1/2" + 1/2")
W26 347 HS/50. Cal HMG under 1S	E20 M8 Armored Car (Open Topped), CA:
Foxhole	C20
W25 57L Gun + Crew, CA: V26 (Free	
Hidden)	
V29 3 * Dummy (5/8" + 1/2" + 5/8")	Mines (1AT): O26, P26, O27, R27, Q21,
Simulated Gun	R20, W33, W34, W35, & Y27
U27 667/Bazooka under 1S Foxhole	Strategic Locations: EE33, EE36, HH34,
U24 346 + 1/2" Dummy under 1S Foxhole	GG29, GG26, LL27, & LL32
T27 57L Gun + Crew, CA: S29	Road Blocks: #1 (Q18 to R19), #2 (S24 to
T26 126 Crew/50. Cal HMG	T24), #3 (G20 to H21), & #4 (Y27 to AA27)
T25 Abandoned Jeep, CA: V25	





Yet Another Kampfgruppe Peiper After Action Report

Simon Strevens

This campaign game was played online using *VASL* which cannot be recommended highly enough. I wish to express my gratitude to Rodney Kinney and all the *VASL* contributors for providing such a fantastic system.

Dave Schofield commanded the Germans and Simon Strevens the Americans.

19AM

Initial purchases

USA: 1xFB, 1x AT Gun Pltn I, 1xInf Pltn, 5xFort, 1xTruck (1.5ton)

German: 3xFallschirmjager, 2xSS PzGr, 1xSS Inf, 1xFlam, 1xSPAA, 1xSchwimm, 1xKubel, 1xPzGrHW, 1xPz4, 1cpp

The American decides to go with the hill defence and puts 3 platoons of infantry, the AA gun and the 4 76Ls along the woods line. 8 roadblocks are situated on the main approaches to Stoumont and several AT mines added to the hill line. Another 3 platoons of infantry are located in and around Roua with the last platoon being used as a screen around the church in Stoumont and in the backfield to activate various strategic locations to join up the American setup areas. The remaining anti tank guns are scattered around to the north of Roua and the AFVs placed near the main crossroads to the south of the sanatorium.

The German sets up with his infantry mounted in the halftracks, a brace of half squads near Stoumont with some Pz4s and the 3 Fallschirmjager platoons ready to sweep into the village from the flank. The two main columns are led by kubelwagens to find mines and draw fire. The armour is split 50-50 to support the attack on the hill massif and to race down the N33 into the village.

The Fallschirmjager run onto the map, advancing past the graveyard into the outskirts of Stoumont, where a thin line of GIs fall back before them. The main thrust down the highway motors toward the town slowed briefly by a couple of abandoned jeeps dumped on the road by the obviously panicking American forces. Through the mist, scurrying shapes can be made out heading for the church on the hill, probably to pray for divine intervention from the dicebot.

The lead kubelwagen guns its engine up the muddy road leading to the mist wreathed hills, as it approaches the crossroads it bounces off an unseen barrier...filling out the insurance form with one hand the heroic driver bounces up the hill, weaving between several recently disturbed circular marks in the road he zooms down the road. Unfortunately, an American team of elite marksmen (as it turns out, the *only* team of marksmen) blow the kubelwagen away just as it is heading beneath the trees. First blood USA!

The main column follows up the road forming a large traffic jam short of the now revealed roadblock. Infantry leap from the halftracks and scuttle forward to start removing the obstruction, unfortunately a hidden brace of .50 cal mgs open up disrupting their efforts.

While Panthers deploy onto the soggy

slopes each side of the road and start returning fire, a small group of panzer grenadiers follow their halftrack towards the wooded slopes. A sharp crack followed by the spurt of flames from the halftrack announce the presence of an antitank gun in the tree line, enraged at the loss of their comrades (and coincidentally their personal effects) the half squad storms up the hill and enact revenge at bayonet point. In return, the .50 cal swings round and cut the troopers down. Some GIs are moved forward to puzzle over the workings of the now abandoned ATG.

Meanwhile the main assault into Stoumont arrives at the outskirts of the village where a roadblock delays further progress. More infantry dismount to remove this obstruction while others advance to the church and disturb several GIs eating their K rations. The church is swiftly cleared and the prisoners herded down the road.

The Fallschirmjager company move through Stoumont clearing the houses and also the bulging cupboards of the locals. Enraged by the theft of his last 7 sacks of waffles the baker fatally stabs a passing Fallschirmjager platoon leader. Lost in the mist an SS squad asks a local farmer where the hell are the Americans; 10 minutes later after discussing the unseasonable mist, they give up and move on.

To the east of the crossroads, as the other claw of the German pincer attack churns their way up the hill, another gun opens up and destroys the left track on the lead Mk4. The crew decide that excretion is the better part of valour and dart off down the hill, leaving the vehicle to be destroyed by further AP rounds.

The main attack joins up with the conquerors of Roua and close in on the final bastion of defence around the sanatorium. The last couple of anti tank guns are overwhelmed and captured for no loss. A probing halftrack is destroyed by a bazooka on the main road up to the pass and the attack sputters out and consolidates in preparation for the afternoon's onslaught.

On the hill massif several squads infiltrate the gun positions and kill the crews but are then eliminated by counterattacking GIs.

The battlefield falls silent for a while.

Losses

USA: 2xATG captured, 6xATG destroyed, 4xCrews captured, 2x2nd line HS captured, 1xJeep captured, 1xTractor captured, 3x2nd line HS KIA, 1x8-1 KIA, 4xCrew KIA, 3xJeep KIA. 60cvp

Germans: 6xHT destroyed, 1x75mm HT destroyed, 2xPz4 destroyed (1xCrew survived), 1.5xDFallschirmjager squad KIA, 5 SS squads KIA, 1x7-0 KIA. 63cvp

The Germans won the scenario on LVP and promoted 2xFallschirmjager squads and a 9-1 to another 9-2. The Americans promoted 1x2nd line squad and a 7-0 and score 24 LVP.

The Germans select an ATTACK chit and have 30cpp for the 19PM scenario and the Americans go IDLE and have 28cpp.

19PM

Purchases

USA: 1xAC, 3xInf Pltns, 5xFort
German: SAN increase, 1xSS Inf Pltn
on-map, 1xSS PzGr on-map, 1xFort, announces FANATIC

The remains of the American force fall back to the Bois de Bassenge leaving a number of dummy stacks around the switchback to entertain the nazi horde. Anti tank mines are laid at choke points leading into the forest and the remaining guns are relocated into the forest to where a slope overlooks a clearing in the pinewoods. Two platoons and some supporting bazooka teams are detailed to attack downhill toward Chapel St Anne.

Concerned about an American bombardment disrupting the afternoon assault the German commander disperses his armour around Stoumont and the assault force near the sanatorium is entrenched. Many halftracks are abandoned and the crews used as panzerschreck teams. The thinning mist is eyed nervously as the troops wait for zero hour. After a rousing pep talk the troops are in excellent spirits, almost *fanatical* you could say.

The lead troops charge into the sanatorium finding nobody home. A combined arms force advances along the N33 against no visible opposition. Scouts run forward to the northern ridgeline searching houses and capturing positions abandoned by the obviously terrified GIs. Once again the amiable Belgian farmer entertains an enthralled ss HMG crew for a 10-minute break from the horrors of war. A company attack finally captures the wooded hill position that gave so much trouble in the morning, destroying an anti tank gun lurking in the stone building overlooking the crossroads. The advance is going well and the Landser note with satisfaction that the mist is getting thicker.

As the leading elements approach a clearing leading to a crest line, two American guns open up from the ridge. The firing is painfully accurate and remorseless as the lead SS squad and some Fallschirmjager are wiped out by point blank fire. Another squad is driven berserk and is gunned down in turn. The accompanying Panther crashes its way through the pine forest towards the gun position supported by more panzer grenadiers; the 90L AA gun turns to aim, fires, hits the turret...and the shot bounces off. The gun crew work furiously to reload the gun, firing again, the shot hits and the Panther goes quiet. While the escorting infantry sweep forward up the hill to capture the guns, the Panther starts up again when the shocked crew recovers. As the American commander peers into the mist an SS sniper shoots him in the leg; shocked by this turn of events the American line staggers back up the hill. Abandoning the last gun its crew avoid the bayonets of a fanatic SS squad and slip away into the lightening mist. A Panther charging up the woods road to the American flank loses a track to an anti tank mine.

Concealed Americans move cautiously onto the map and begin to entrench and the kampfguppe deploys to attack them.

Meanwhile, in the south, the German commander realises with horror that there is American infantry approaching his line of communication with La Gleize. All uncommitted vehicles are ordered south in a desperate effort

to hold the line. The roads south fill with racing halftracks and Panzer 4s.

Above, the mist clears, showing an empty sky as, true to form, the American airforce decide that an extended lunch break is preferable to braving the AA fire.

In the north the advancing grenadiers push back an American skirmish line. The GI's decide that living to fight another day is preferable and

retire past their start line cursing the airforce that would probably be late for its own funeral.

In the south the long queue of vehicles win the race to chapel St Anne and unload the accompanying infantry, all one half squad of them. The GI's move from the tree line and start shooting rockets at the long line of waiting halftracks. A flakwagen opens up with its quad 20mm, which is immediately struck with bazooka



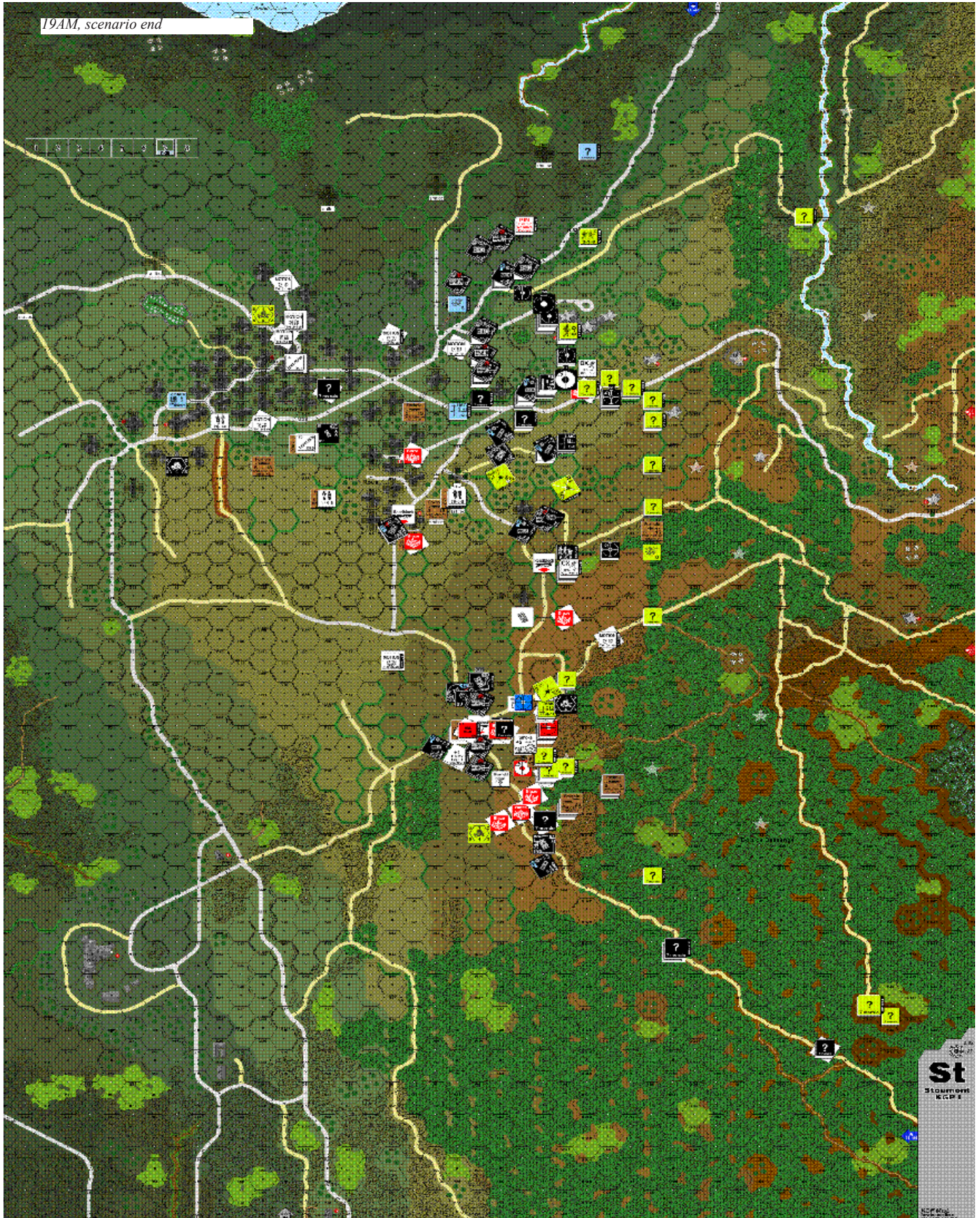
rounds and the crew bail out. The second wave of vehicles is ordered down the wooded road led by a flamm halftrack. The awaiting bazooka teams brace themselves for hot death but it is the Germans who burn as, *finally*, the Thunderbolts arrive.

German vehicles scuttle for cover as three fighter-bombers circle overhead. The other flammtrack goes up in flames and a Panther that

ran out of smoke for the dispenser is destroyed. In the Chapel St Anne the fanatic defenders discover there is a new leader in their ranks as they hold the building against ever more despairing American assaults. Around the chapel more German halftracks burn as the bazooka rounds rain down. A GI squad, led by an enterprising sergeant, skirts the bottom of the hill and heads for the nearby Chateau Froidcour. Paralysed by

the fighter-bombers overhead, the remaining halftracks lurk in their wooded sanctuaries.

While amusing himself with a bit of looting, an American sergeant comes across a nice new schwimmwagen in a forest clearing. Deciding to take it for a drive, he hurtles down the road passing assorted amazed krauts. Unfortunately for him, this is not a re-run of *Kelly's Heroes* and the flakwagen crew, enraged



by the loss of their vehicle, blow him and his new toy away.

As the crew of the immobilised Panther fill out a requisition form for new track links and some tools, a Thunderbolt appears over the trees and neatly drops a bomb into the engine covers. The resulting explosion is heard in Brussels as the Panther distributes itself across Belgium, and in line with approved Hollywood guidelines a

burning road wheel rolls down the road.

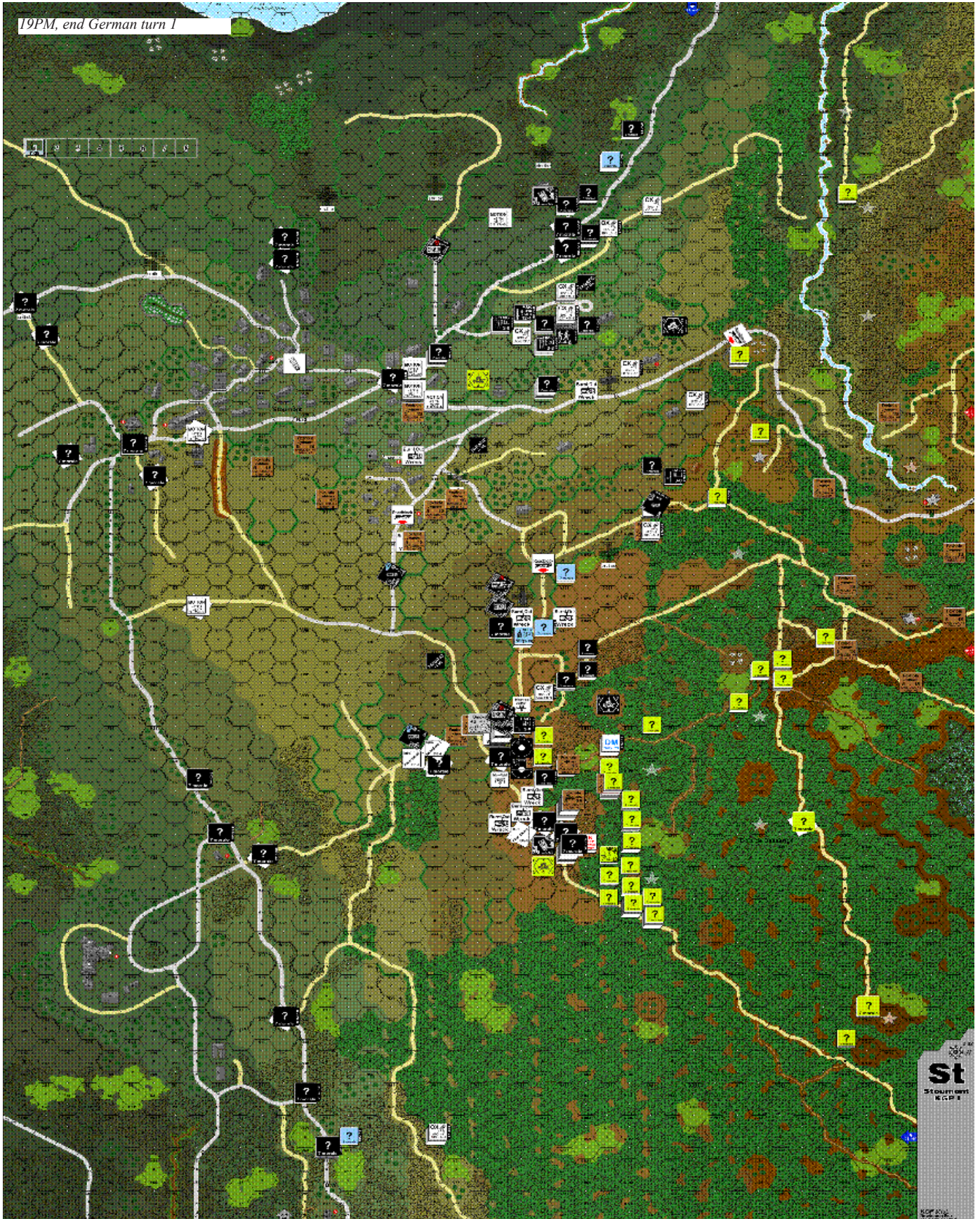
The GI's mop up the chateau, especially the wine cellar and settle in for an evening's entertainment. At the Chapel St Anne, an American squad finally finds the door key under a nearby pot plant and run into the building shooting wildly into the air. Disturbed from their prayers to the dicebot, the defenders leap upon the invaders with bayonets flying. The melee seems

prayer books settle, all the GI's are dead. Sadly, the newly promoted Fallschirmjager sergeant falls leading his men to victory.

Silence falls over the battlefield, as does night.

Losses

USA: 2xATG captured, 1xATG destroyed,



3xSquads KIA, 2xCrew KIA, 1x8-0 KIA,
1xSschwimwagen (captured) KIA. 22cvp

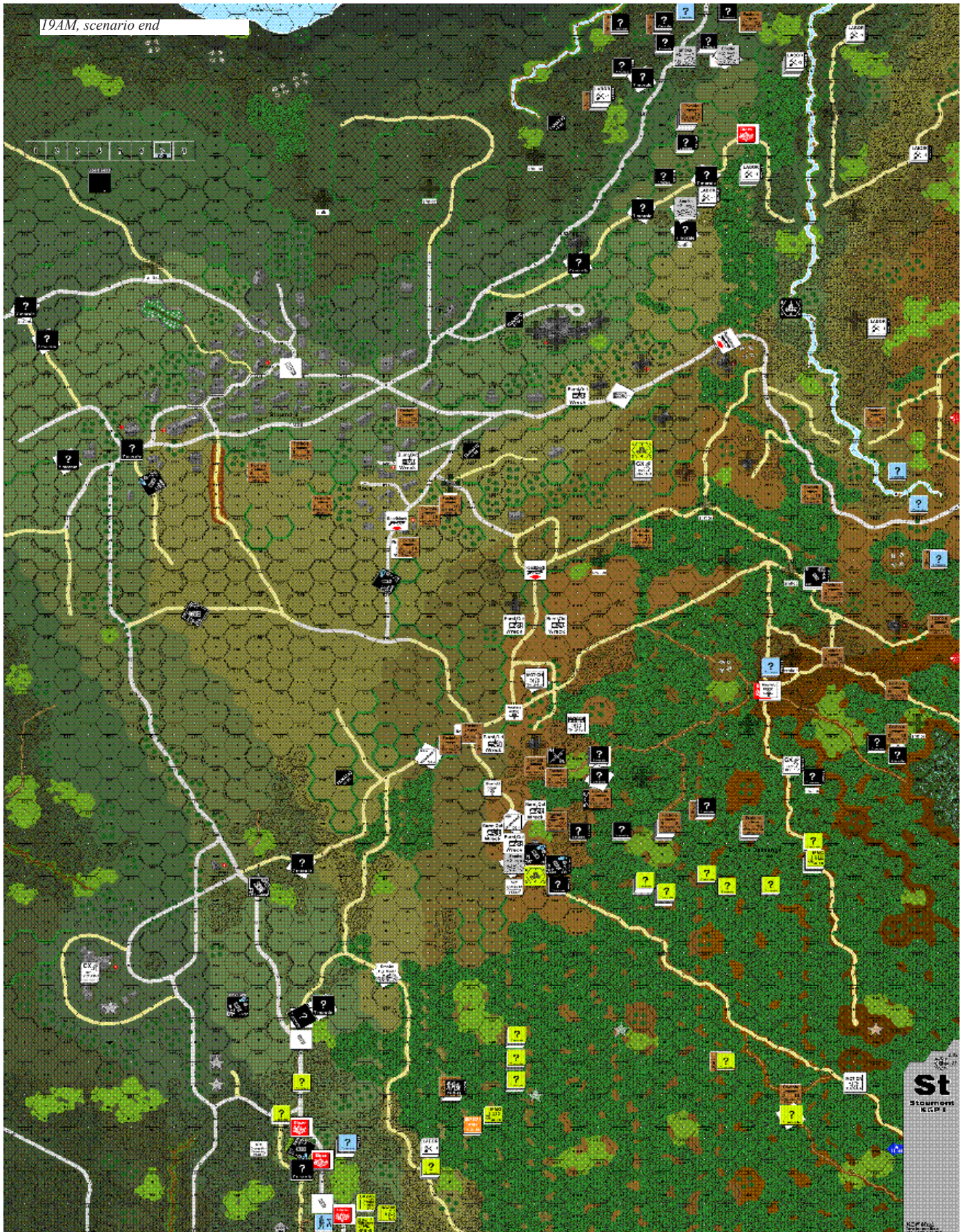
Germans: 3xHT destroyed, 1xCMG HT
destroyed, 2xFlamtrak destroyed, 2xPanthers
destroyed, 1xSPAA destroyed (crew survived),
1xFallschirmjäger squad KIA, 2 SS squads KIA,
1x8-1 KIA. 59cvp

The Germans won the scenario on LVP
gain (+> 20%) and promote an 8-1 to 9-1. The
Americans promote *another* 7-0 and score 12 LVP
for a total of 36. All remaining American forces
are isolated and will start the night scenario under
low ammo restrictions. The wounded 9-2 decides
to fight on.

The Germans have 20cgp for the 19N

scenario and the Americans 43cgp.

Both sides choose an ATTACK chit
and the dicebot selects the Americans to set up
second. The isolated GI's set up first followed by
the Germans, everyone is cloaked. NVR is 1, mist
is moderate and rain is expected.



19N Purchases

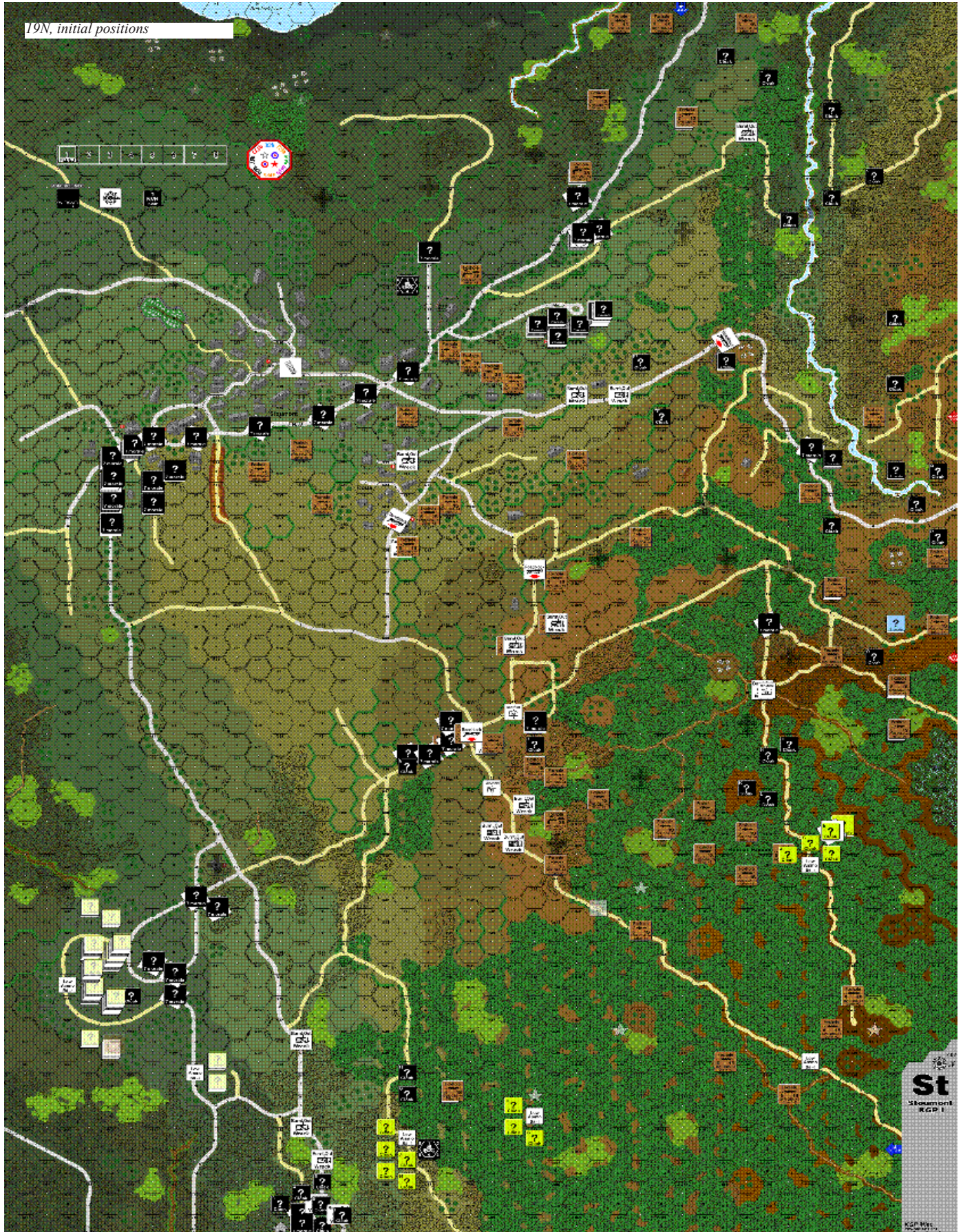
USA: 4xInf Pltns, 1x Eng Pltn, 1xFort, 2xRecece

German; SAN increase, 1xSS Eng Pltn on-map, 1xFort

During the Refit Phase the American player shifts all on-map forces into the Chateau Froidcour except the two remaining jeeps. The dicebot smiles on the move and everyone makes it with no losses. Cloaking counters are setup suggesting another attack on the chapel is imminent and also a break out to the north west.

The Germans set up strong in the sanatorium and around the Chapel St Anne. Having setup, the dicebot is consulted as to who moves first.

It's the Yanks and the massive counterattack onto the map is setup and ready to go. The mist level increases and under its cover



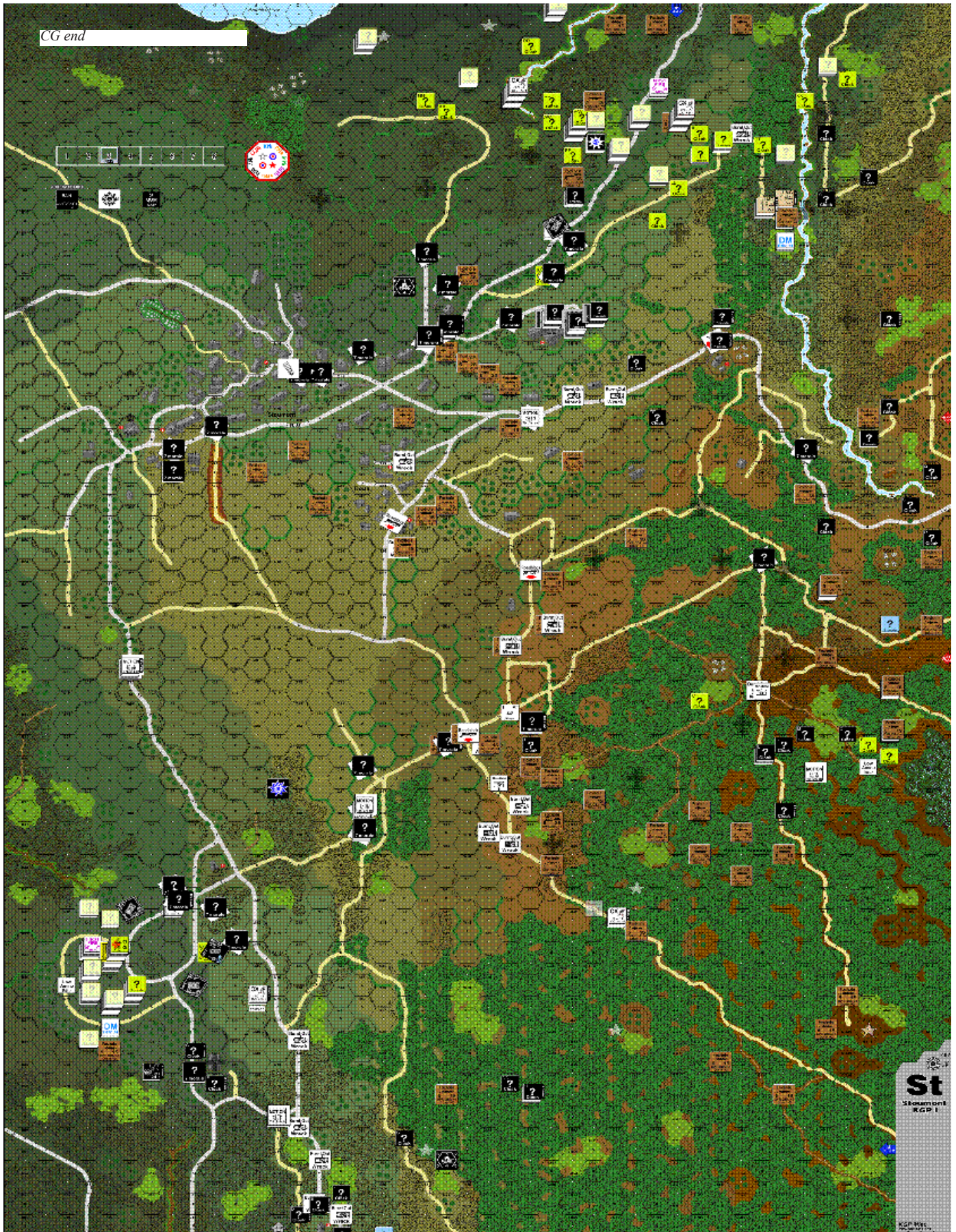
many columns of GI's move onto the map. Most of the German stacks around the entry point turn out to be dummies and the advance continues. In the south the German player advances what turns out to be an engineer squad with flamethrower towards the Chateau. Expecting only a squad or so of American troops to defend the Chateau the

German player only commits 2-3 squads and the on site vehicles to the attack. Rain begins to fall and the flamethrower squad bumps into a HIP bazooka squad and both are revealed. To the west of the Chateau an SS half squad flanks the single GI squad that German HQ expected to see and is promptly despatched by massive firepower from

the ground and first floor of the building.

At this point the German player concedes the campaign game.

Ω



BLACK LEGIONS

Alan Hume

Subsequent to the 'Fall of the Italian Empire' (the defeats in Africa and the Allied invasion of Sicily in July 1943) the Fascist Grand Council met on 24 July (the only time they had done so since the start of the war), to forge a solution. That solution would only bring more turmoil and bloodshed to an already war weary country.

Overwhelmingly, the Grand Council backed a move asking King Victor Emmanuel, to resume his authority (IE to remove Benito Mussolini). The King immediately replaced Mussolini (who was placed under arrest) with Marshal Pietro Badoglio who told the Germans that Italy would, of course, remain loyal to the Axis (despite secret peace negotiations with the Allies having already begun).

The Armistice was declared on 8th September 1943 and the government (along with the King) fled Rome. This left the Italian Army leaderless and it swiftly disintegrated into chaos as a veritable 'civil war' erupted between those who wished to join the Allies (indeed, under the flag of the 'Corpo Italiano di Liberazione (CIL) many Italians would fight for the Allies against both Germany and their fellow Italians) and those who still favoured the fascist cause and wished to continue to support Germany.

However, the Germans (who had, thinking the worst, prepared for such an eventuality) rapidly occupied northern and central Italy (while the more backward south remained firmly in Allied hands) and restored order with a brutal efficiency. Thousands of Italian soldiers were killed in an attempt to blunt resistance and to restore order, whilst the majority of the Italian army was disarmed and disbanded their men sent to Germany and imprisoned in work camps.

Meanwhile, it was discovered that 'il Duce' was being held captive in the 'Campo Imperatore Hotel' in Italy's Gran Sasso high in the Appenine Mountains and Hitler, still perceiving a use for his erstwhile hero, set about plotting the release of Mussolini.

On 12th September 1943 a team led Otto Skorzeny, "The Most Dangerous Man in Europe", freed Mussolini from his mountain prison and, three days later, he was taken to Germany for a meeting with

Hitler.

Mussolini was in poor health and wished to retire but Hitler would have none of it, he wanted him to return to Italy and establish a new Fascist State and, when Mussolini wavered, he threatened to destroy Milan, Turin and Genoa unless he agreed.

Reluctantly Mussolini conceded to Hitler's request and so, on 23rd September 1943, at Salo on Lake Garda, the Repubblica Sociale Italiana (RSI; Italian Social Republic) was born. However, the new regime was generally considered to have been nothing more than a puppet state controlled by Germany.

Shortly after the formation of the RSI, plans were drawn up for the reconstruction of the Italian forces that remained loyal to Mussolini (despite the misgivings of the German High Command. "The only Italian Army that will not be treacherous", Keitel remarked, "is one that does not exist.")

The Armed Forces of the Italian Social Republic were officially established on 28 October 1943, to defend the new state from both external and internal enemies.

This 'New Army' included a sizable minority of the Regia Esercito (Royal Army) that had not already surrendered to the Allies, the vast majority of the Regia Aeronautica Italiana (Royal Italian Airforce), a considerable number of Blackshirt militiamen and, perhaps most notably, a small number of units from the Regia Marina (Italian Navy), the majority being centred around the elite 10th MAS Flotilla (Italy's famed Naval Commando Brigade).

Thus, not only was the RSI able to raise an entirely new army (almost from scratch) but it was also able to put together its own navy and air force (whilst not to be applauded it was still a not inconsiderable

achievement given the circumstances). Furthermore, a new internal security force (the GNR) was created from the ashes of the proscribed pre-armistice organisation, a Fascist Party Militia was formed (The Black Brigades) and many Italians (for a variety of different reasons) volunteered (or were conscripted) into service fighting with the German armed forces in such units as the Waffen SS or the Luftwaffe.

Thus the RSI military was very diverse and had a rather wide selection of troop types available, everything from parachutists to marines and even some armour! It was also well armed with a mix of Italian and German weapons (including the dreaded MG42 machine gun). The RSI military divided its ground forces into four distinct elements: the Republican Army (Esercito Nazionale Repubblicano), the Ground Forces of the Republican Navy (Divisione Fanteria di Marina Decima), the Republican Police Forces (Polizia Repubblicana) and the Republican National Guard (Guarda Nazionale Repubblicana).

In addition to this a myriad of small autonomous units were raised (as well as the famed X-MAS which was, at best, only very loosely attached to the Navy). Adding further confusion to the mix is the fact that it was not unusual for those forces to work together (often with German aid) particularly on anti-partisan operations.

However, despite the fanaticism of her loyalists the RSI state was doomed from the start, the end finally came on 27th April 1945 when Mussolini, attempting to flee to Switzerland, was captured (along with his mistress, Clara Petacci and several members of his government) by partisans of the 52nd Garibaldi Brigade. On 28th April they were shot and their bodies unceremoniously hanged upside down at a petrol station.



The war flag of the RSI



Now, with the Axis forces in Italy in full retreat, hostilities formally came to an end on 2 May 1945 with the final and total Axis surrender. The black days of fascism in Italy were over for good.

Esercito Nazionale Repubblicano (ENR)

Mussolini's government ordered the formation of four frontline infantry divisions (to be supported by a wide range of smaller formations) that were to be trained and equipped in Germany. Those Esercito Nazionale Repubblicano (ENR) troops would prove to be reasonably sound yet, ironically, were never to fully realise their potential as the Germans still did not trust Italy to any great extent and so those new fighting formations (which, on paper at least, should have been of a legitimately high standard) were essentially allowed to atrophy and degenerate without having been put to any really decisive or constructive use.

When the divisions (after a very hard period of training in Germany) returned to Italy they were assigned to anti-partisan duties and coastal defence operations. This resulted in an immediate lowering of morale and operational skill which led to a very high desertion rate.

However, besides such unglamorous duties the ENR did find themselves caught up in battle with regular forces. The ENR was to fight on the north-east frontier against the Yugoslavian partisans (who were by now, for all intents and purposes, a regular army) that were advancing against Udine, Trieste and Venice. Additionally, the ENR (in common with other RSI forces) did actually find itself in action against the Allies proper, fighting both the Brazilian Expeditionary Forces and, during the 'Christmas Offensive' of December 1944 (their only large offensive operation of the war), the US 92nd Infantry Division,

'Buffalo Soldiers', in the 'Battle of Garfagnana' ('Operation Winter Storm' to the Germans). The battle was a regimental-sized tactical counterattack in the Appenines and, ultimately, proved the ENR's worth as skilled and aggressive soldiers in this hard fought (but otherwise brief) encounter.

By April 1945 however the ENR (and other RSI) troops were in full retreat, moving northwards before the unrelenting mass of Allied troops spreading out into the Padana Plain (after successfully breaking the Gothic Line). With the Axis capitulation the RSI ceased all military operations and surrendered to the advancing American troops (or to the few 'legitimate' Partisan units in the region.)

The four ENR divisions consisted of:

Monterosa Alpini
Littorio Fucilieri
San Marco Fanteria di Marina
Italia Bersaglieri

Marina Nazionale Repubblicana (MNR)

Whereas Italy's air force and army effectively disintegrated when the armistice was announced on 8 September the Regia Marina (Royal Navy) however was to prove more resilient.

Coveted by the Allies (the Italian Navy consisted of almost 206 ships in total, a formidable arsenal) and predominantly loyal to the King the majority of the Navy went over to the Allies. Many ships were destroyed by the Germans in the subsequent fighting but a large number did escape to the Allies leaving behind a few battered (often sabotaged or scuttled by their own crews) destroyers, cruisers and submarines for the Germans to acquire (such vessels were never returned to the Republican Navy, not in operational condition anyhow). Far more 'smaller' vessels such as torpedo boats and



The coat of arms of the RSI

other auxiliary craft were taken over by the Germans.

The biggest land based fighting formation provided to the RSI by the Navy was the Divisione Fanteria di Marina Decima, an organisation born from the Xth MAS Flotilla (Italy's famed Naval Special Forces unit and the original frogmen formed by Prince Junio Valerio Scipione Borghese, a dashing and highly decorated submarine commander). The morning after the armistice Borghese, Commander of the Xth MAS Flotilla began to gather around himself all the seamen still loyal to Mussolini that he could find in La Spezia (the Xth MAS barracks) and marched them to the local German command where he offered their service to the Germans.

Despite their bemusement at this turn of events the Germans accepted and, in the following weeks, Borghese travelled all over Italy recruiting hundreds of soldiers.

The X-MAS was, literally, huge (and was, in fact, actually much larger than any other of the MNR forces available to the RSI government). When the RSI was initially formed the new government (coveting their resources or feeling threatened perhaps) endeavoured to disband the X-MAS but Borghese rejected this outright threatening to shoot on sight anyone who attempted to close the Decima barracks. An arrangement was reached and thereafter the X-MAS officially became an independent formation within the Marina Nazionale Repubblicana (National Republican Navy).

Relations between Borghese, his X-MAS and the MNR however were never cordial, the majority of his men were not fascists and the X-MAS was a complex structure with both naval and infantry units (scattered far and wide across Italy) which the (ship poor) MNR wanted for itself. This all came to a head however with the arrest and imprisonment of Borghese himself, leading to a mutiny by his men (who wished to free him). Borghese was released only after intervention on his behalf by the





famous submarine commander Enzo Grossi. However, the soldiers of the 'Barbarigo' battalion who had dared to speak of rescuing their commander were subsequently sent to the Anzio front as a punishment.

With the exception of the small (but elite) number of naval commandos and frogmen, the vast majority of the men in the X-MAS were grouped into myriad marine or naval infantry battalions. The first of these was the NP 'Nuotatori-Paracadutisti' or 'swimmer's-Parachutists' battalion (forged from the remnants of the elite special forces battalion 'Regio Esercito' that had remained loyal to Mussolini.)

The Marine Infantry battalions were created from scratch but they made use of existing cadres of sailors, Alpini, paratroopers, Bersaglieri and even Black Shirt militia. In effect anyone, no matter what their background and training (or lack thereof), who wished to serve in the X-MAS was given the green light (even going so far as to form the 3rd company of the 'Fulmine' battalion, the 'Voluntari di Francia' from 250 French volunteers of ethnic Italian ancestry.)

The X-MAS was a very complex organisation (which more closely resembled the stereotypical German Freikorps of the post World War 1 period than any proper formal military body of troops) and while, technically, part of the MNR the X-MAS was, in reality, an independent fighting force (it remained out of both the RSI and German command structures. In essence it was a latter day mercenary unit, more properly under the control of (and loyal to) their leader Prince Junio Valerio Scipione Borghese.

Dubbed 'The Black Prince' by his detractors (who perceived his support for Mussolini as a betrayal of his Royal heritage) Borghese was, in actual fact, a courageous and honourable man and it must be stated that, despite his support for an evil cause, unlike many others (notably the Black Brigades) he and his men served bravely and did not commit war crimes or

atrocities. During its brief existence the X-MAS saw a lot of action, most notably at Anzio, but also in fighting against the partisans and in various commando raids (it is even reputed that members of the X-MAS were present during the Ardennes Offensive of 1944.)

What is particularly remarkable about the X-MAS is that a section of the Decima stayed in the South after the Armistice and continued operating for the Allies under the name Mariassalto, this led to a particularly uncomfortable situation as soldiers of the Northern X-MAS could find themselves fighting against their 'enemy-brothers' as indeed happened at the River Po.

Polizia Repubblicana

The Polizia Repubblicana (Republican Police Force) was formed in December 1944 as an integral part of the armed forces. Tasked with maintaining public safety (alongside the GNR) the Polizia Repubblicana also contributed men to the anti-partisan war in such units as the 1st Mobile Assault Unit (Special Anti-Partisan Police Inspectorate) – Brescia

Guarda Nazionale Repubblicana (GNR)

The Guarda Nazionale Repubblicana (Italian National Guard) was created on 8 December 1943 as a paramilitary force intended to replace the National Security Volunteer Militia (MVSN) (who had been disbanded under the terms of the armistice) and the Carabinieri (who had split into both pro-Allied and pro-Axis factions.) with a remit to act as the internal police of the new state.

The GNR included former MVSN militiamen, Carabinieri, police officers, old Royal Army soldiers and even members of the Italian African Police. On 15 August 1944 the GNR officially became a part of the army of the Italian Social Republic

and was charged with carrying out internal security tasks behind the lines and anti-partisan warfare. The GNR reached a total strength of around 80,000 men and included such units as the 'Mazzarini' Parachute battalion (consisting of some 300 men they fought the partisans in the Padovana Plains until the end of the war) and the 'Leonessa' Armoured Group (one of the largest armoured units available to the RSI forces.)

Aeronautica Nazionale Repubblicana (ANR)

By contrast with the Regia Marina most of the members of Italy's Regia Aeronautica (Royal Air Force) went north to join up with the fascists and became ardent supporters of Mussolini's regime. This is not surprising when you consider that the air force was by far the most fascist of all the Italian armed forces. The nucleus of the nascent Republican Air Force was its fighter units (sent against Allied heavy bombers). Initially they were outfitted with Italian aircraft but as those wore down and spare parts and other supplies ran out German aircraft (most notably BF-109s) were introduced.

By the end of the war a small group of Italian pilots was located in Germany, all set to begin training on the Me-163 and Me-262, but the war ended before they could begin their actual training.

As can be expected the Regia Aeronautica TO&E included ground defence troops designated with the defence of their airfields (including a small number of 'anti-parachutist' battalions which were, in essence, little more than bicycle mounted infantry.) However, in addition to those regular troops they also had a very small cadre of Parachutists.

The Reggimento Arditi Paracadutisti 'Folgore' parachutist regiment was formed from a small number of fascist veterans of the elite 'Folgore' parachute division. Like its predecessor it was an elite unit designed



primarily for special operations work but was, in reality, pressed into service wherever needed.

Other RSI units

The RSI armed forces were a real polyglot of diverse factions and many autonomous units were raised by the regime during its short life unfortunately far too many to list here some of the more colourful however were: Comando Controguerriglia (Counter-Guerrilla Command), Centro Addestramento Reparti Speciali (Special Units training centre), 1st Independent Cavalry Coy (armoured cars), 221st "Italiani all'Estero" Legion (its volunteers had returned to Italy from abroad), and Assault Battalion "Fiamme Bianche" (made up of boys assembled from the party youth organizations.)

Corpo femminile volontario per i servizi ausiliari delle Forze Armate repubblicane (SAF)

Women played a large role in the Italian Social Republic and were enrolled into all the disparate forces of the regime (including the X-MAS, Army, GNR and Black Brigades), although not allowed to bear arms they were trained in their use for self defence and were considered a full part of the armed forces like any other corps.

Women carried out many supporting roles (such as working in military administration or hospitals) and some even gained notoriety as spies risking death by crossing the lines in search of intelligence on the enemy.

The main organisation that women served within was the Female Volunteer Corps for Republican Armed Forces Auxiliary Services (SAF). The SAF was established on 18 April 1944; it was the government's answer to the demands of many young women reactionaries who sought a patriotic redemption from the shame of the unconditional surrender of 8 September. It was only meant to be in

existence for the duration of the war. It's organisation, ranks, discipline and hierarchy were established on 19 April in a list of regulations based upon the legislation for volunteer combatants. Roughly six thousand women were enrolled in the SAF (including those of the Legione Muti and the X-MAS who considered themselves separate from the rest.)

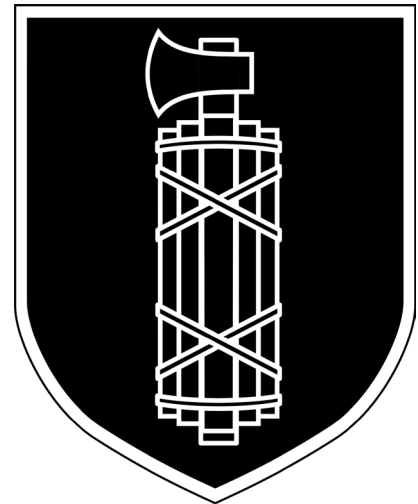
Of course, we must not interpret those women as heroines or take this as an example that Italian fascism 'empowered' or 'liberated' women, it did not, it's aims were reactionary in the extreme and any 'freedom' or 'heroic' role it offered women we must consider as merely, yet another, cynical act of expediency brought on by circumstance. If we wish to find truly heroic examples of Italian women from this period then we must look to the ranks of the Italian Resistance.

Brigate Neri (The Black Brigades)

Formed from members of the Fascist Republican Party in 1944 the Black Brigades were a volunteer political militia rather than an official branch of the military per se (in essence making them little better than the partisans they purported to despise) and was typically made up from older, die-hard fascists of the 1920's revolution reinforced by enthusiastic members of the Fascist youth movement (the Black Brigades were fanatically loyal).

This militia did not actually consist of brigade sized units but rather were, typically, strong companies or weak battalions (individually named after fascist heroes) each comprising around 200 to 300 men which were then formed into larger units termed 'Black Brigades'. In total there were 41 'territorial' (including one comprised entirely of women!), 7 'independent' and 8 'mobile' brigades (equipped with trucks and makeshift armoured vehicles) plus the second Arditi Brigade.

Despite a lack of equipment and proper training the Black Brigades not only



fought against the Italian Partisans but also amongst themselves and against political opponents of the regime. Many Black Brigade members (whose support of 'the cause' was considered less than exemplary) were murdered in this type of infighting.

The Black Brigades were well named as they were infamous for their actions, most members were war criminals and, as the war dragged on and they became increasingly desperate and their actions became ever more horrendous until the end of the war finally brought an stop to them.

29th Waffen SS (Legione SS Italiana)

Though not strictly a part of the armed forces of the RSI, given their support for fascism and the Axis (and in an attempt at completion) I feel it would be remiss not to mention here the Italian Waffen SS.

The second biggest pro-Axis Italian formation (after the X-MAS) was the Legione SS Italiana (officially renamed the 29th Waffen-Grenadier Division Der SS on 10 February 1945).

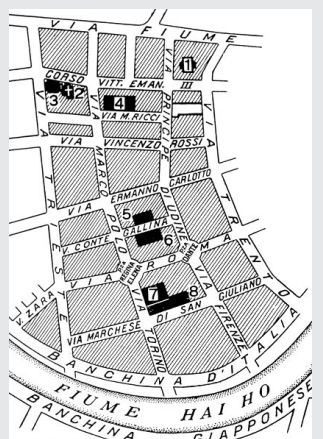
Himmler began to recruit Italians into his private army almost as soon as Mussolini was returned to power. The best of the Italian volunteers were organised into the Italian Waffen-Verband of the SS, with an original strength of 15,000 men in 1943. However, due to the worsening war situation for the Axis this number dropped to 9,000 men by February 1944 (all said, perhaps 10,000 men saw active service with the Italian Waffen SS including a cadre of German NCOs and officers).

Two reinforced Italian Waffen SS battalions fought at Anzio in May 1944 and they occasionally took part in German defensive operations against the advancing Allies but, overall, their main role was anti-partisan warfare and they continued to fight the partisans until surrendering to US Forces in late April/early May 1945.

The Italians in China

Following the Boxer Rebellion in 1900, Italy was granted a concession of terrain in Tientsin in China. During World War II, the concession had a garrison of approximately 600 Italian marines from the San Marco regiment on the side of the Axis powers, and assumed the responsibility of protecting western civilians in Peking. Following the Italian armistice, the Japanese launched an unsuccessful attack to seize control of the concession, before an Italian surrender was negotiated.

There are two scenarios which depict this action, 'TAP21 Last Message Home' and 'TAP22 Last Outpost', both from Critical Hit's *Total Axis Pack II*.



ASL SK1 Aide Memoire (LASL)

London ASL Group

This has been put together by various members of the London ASL Group.

[A] ATTACKING Player
[D] DEFENDING Player
[B:AF] Both; ATTACKER first

1. RPh (Rally Phase)
2. PFPh (Prep Fire Phase)
3. Movement Phase (MPh)
4. Defensive Fire Phase (DFPh)
5. Advancing Fire Phase (AFPh)
6. Rout Phase (RtPh)
7. Advance Phase (Aph)
8. Close Combat Phase (CCPh)
9. Turn Record Chart

1. RPh (Rally Phase)

- a. [A]. Reinforcements specified in SSR due to enter this turn? Roll for and set up offboard forces
- b. [B:AF]. Any unpossessed SW? Good Order unit in same hex can attempt to recover as sole action by rolling <6 on D6 (+1 DRM if CX)
- c. [B:AF]. Broken SW? Good Order possessing SW of their own nationality/colour. Fixed if D6 <= # on back of SW counter. 6 eliminates SW permanently
- d. [B:AF]. Change possession of SW between Good Order units within stack (unless SW was recovered this Phase)
- e. [B:AF]. Broken Units with box around broken side Morale value? May attempt self-rally. MMC: only one MMC self-rally attempt per Phase, +1 DRM. Leader: +1 DRM (does not apply leadership modifier to self)
- f. [B:AF]. Broken units not able to self-rally may be rallied by Good Order leader in same hex. One attempt per unit
- g. Any units marked with DM counters? If not adjacent to Known enemy unit, can remove (if NOT building or woods this is optional)

	Rally: D12 +DRMs:
DM	+4
Woods/buildings leadership modifier	-1 #

	Results:
unmodified 12 rolled	unit suffers casualty reduction
unmodified 2 rolled	unit gains field promotion - see 5.3 and Leader Creation table
<= Morale	passed
> Morale	failed

2. PFPh (Prep Fire Phase)

- a. [A]. May voluntarily destroy SW (counts as use of SW)
- b. [A]. Follow **Firing Procedure**
- c. [A]. After resolving each attack, mark all firing units and leaders who add leadership modifiers with Prep Fire Marker

3. Movement Phase (MPh)

- a. [A]. Remove any CX markers
- b. [A]. May move any units not marked Prep Fire, not Broken and not in Melee. Stacking limit MMC 3 Squad equivalent + 4 SMC
 - SMC 6MF
 - MMC 4MF (Inexperienced* 3MF)
 - MMCs performing complete move in stack with SMC = +1 MF
 - units performing complete move along Road hexes = +1 MF
 - units moving only 1 hex with unexpended MF left after movement can elect to be performing Assault Movement (thereby avoiding the FFNAM -1 DRM):
 - units not broken, pinned or CX may Double Time: MFx2 then mark as CX
 - unit with Smoke Exponent may attempt to place smoke (once per unit per MPh), D6:
 - 1MF to attempt placement in own hex
 - 2MF to attempt placement in adjacent hex
 - <= Smoke Exponent = success, place smoke
 - 6 = fail, unit must immediately end MPh where it currently is
 - CX. ALL dr and DR +1, IPC-1, units CC attacking a unit marked CX have their CC DRM -1
 - SW Recovery during MPh, costs 1MF, must roll < 6 on D6
- c. [A]. Terrain MF Costs:

Hex type	Cost
Open Ground,	
Grain Oct-May inc.,	
Roads, Orchard	1MF
Grain Jun-Sept inc.	1.5MF
Building, Woods	2MF
Road-Woods	player chooses which MF Cost to use, but using Road may affect TEM if attacked, see d) of Firing Procedure
Smoke	+1MF
- d. [A]. Support Weapons: Units may carry SW:
 - MMC have 3PP, SMC have 1PP
 - one Good Order leader may add his 1PP to the 3PP of an MMC if they move as stack
 - SW cost 1MF for each IPC over the carrying unit's PP
 - SMCs can never carry more than 2PP
 - Cannot carry AW if they have already portaged this MPh
 - If may drops possession of SW prior to expending MF and move
 - dropped SW are left unattended and must be subsequently recovered
- e. [A]. Move counters, announcing running MF cost/balance, announce when movement finished (and Assault Move where applicable)
- f. [D]. Defensive First Fire or Final Protective Fire. Defender may halt Attacker's movement temporarily to resolve DFF or FPF:
 - Residual FP. ALWAYS DETERMINE THIS FIRST.

- after attack in that hex resolved, place Residual FP marker up 1/2 of column used (max 12) on the IFT for the attack
- a SW that malfunctions leaves no Residual FP
- one Residual FP counter only in the same hex - lesser value Residual FPs can be replaced by subsequent higher value ones in same hex
- any unit subsequently entering or expending MF in the hex (not leaving hex) where Residual FP apply is attacked using the IFT column indicated by the Residual FP - follow **Firing Procedure** for Residual FP, applying any DRMs (FFNAM, FFMO)
- a unit may be attacked more than once in the same hex by the same Residual FP only if it has expended more MF subsequently within the same hex AND that MF expenditure results in less favourable DRMs for the unit(s)
- If units attacked by DFF, SFF or FPF:
 - Did attacking units expend MFs (inc. Smoke attempts, SW recovery etc as well as movement) in the LOS of Good Order defending units?
 - if Defending units already marked with First Fire marker and target unit(s) are within range AND there are not any enemy units closer than the target unit(s) then can DFF again (Subsequent First Fire) at 1/2 FP
 - Defenders may use Subsequent First Fire at the same target, before they continue their movement, if the target units expended more than 1MF to get to current location
 - if Defending units already marked with First Fire marker and target unit(s) move adjacent during MPh, then can FPF at 1/2 FP, but then x2 FP for PBF
 - Follow **Firing Procedure** for DFF (& SFF) or FPF
 - after resolving each DFF/SFF, mark all unmarked firing units and leaders who add leadership modifiers with First Fire Marker, if already marked with First Fire marker, mark as Final Fire
 - after resolving each FPF, use the modified IFT DR as a NMC roll against the units using FPF
- [A]. Remove smoke markers
- Remove Residual FP markers

4. Defensive Fire Phase (DFPh)

- a. [A]. May voluntarily destroy SW (counts as use of SW)
- b. [D]. Final Fire. Any Defending units NOT marked as Final Fire may fire:
 - also eligible are MGs maintaining ROF
 - units already marked First Fire may fire at units in adjacent hex only at 1/2 FP
 - Final Fire attacks affect all units in targeted hex, not just those moving but FFFNAM and FFFMO DRMs do not apply
- c. Follow **Firing Procedure** for DFPh (Final Fire)
- d. Change any defending units marked First Fire to Final Fire
- e. Remove all First and Final counters

5. Advancing Fire Phase (AFPh)

- a. [A]. Attacking units not firing in Prep Fire Phase may now fire at 1/2 FP:
 - units with underlined FP values may use Assault Fire (+1 FP to final FP)
 - HMG and MMG which moved in current MPh may use Advancing Fire
- b. Follow firing procedure for AFPh
- c. Remove all Prep Fire markers

6. Rout Phase (RtPh)

- a. [B:AF]. Broken unit, not in melee may not:
 - end RtPh in same/adjacent hex as Known Good Order enemy
 - remain in open ground (not using Low Crawl) in LOS of a Good Order Known enemy unit which could fire on it with at least 1FP
- b. If either of the above apply, the unit is Routing:
 - place a DM marker on the unit
 - all routing units get 6MF
- c. Must rout away, one unit at a time, towards nearest Woods or Buildings:
 - units must drop SW in excess of their IPC before they can rout
 - must not rout into open ground hex in enemy LOS (unless using Low Crawl)
 - cannot end RtPh adjacent to unbroken Known enemy unit. If so, eliminated
 - cannot move from one hex to another if both are adjacent to same enemy unit(s)
 - CAN move closer to enemy unit unless moving WITHIN its LOS or moving after having been in its LOS
 - if unit reaches building/woods, it must halt unless it has remaining MF AND can enter immediately adjacent building/woods
- d. Low Crawl - can move 1 hex using up all 6MF but cannot be Interdicted
- e. Interdiction - if routing unit enters open ground hex, not Low Crawling, while in normal range and LOS of enemy:
 - enemy must be unbroken and unpinned enemy
 - enemy must be capable of firing with at least 1FP
 - enemy must not be CX or in Melee
 - enemy leader may not fire alone with MG
 - An interdicted unit must make a NMC, if it fails then it suffers casualty reduction
 - units reduced to HS through Interdiction may continue to rout
 - units pinned may not rout further (if halted adjacent to enemy unit they are eliminated)
 - a broken unit cannot be Interdicted more than once per hex entered, irrespective of how many units are able to Interdict

7. Advance Phase (APh)

- a. [A]. May transfer SW between Good Order units and may move any Good Order infantry units to adjacent hex, including enemy occupied hexes:
 - if all MFs required to advance one hex, mark as CX
 - a unit already CX cannot advance into an adjacent hex which would require all of its MF
- b. Place a CC marker on any units entering enemy occupied hexes

8. Close Combat Phase (CCPh)

- a. [B]. If advancing into Woods or Building hex (unless reinforcing a melee) check for ambush:
 - each player roll D6
 - +1 DRM for being CX
 - +1 DRM for being Pinned
 - +1 DRM for being Inexperienced*
 - +/- leadership modifier (unless leader is alone)
 - if either rolls 3-5 less than the other he ambushes him
 - ambush gives player a -1 DRM to CC attacks and +1 DRM to enemy CC attacks against it until CC become Melee
 - ambush allows the ambushing players CC result to be applied to defender BEFORE defender works out his CC attack
- b. Attacker declares order of CC hexes to be resolved for each hex in turn, attacker then defender designate which units will be attacking which:
 - broken units may not attack
 - broken units may defend but concede -2 DRM to attackers roll
 - SMCs attack and defend with 1FP
 - if SMCs attack alone then they must defend alone, otherwise they must defend with the same units they attacked with leaders, attacking/defending with other units, may add their leadership to the DR
- c. Attacker resolves attack, followed by defender BEFORE defender applies results (unless Ambush):
 - unmodified 2 rolled, unit gains field promotion - see 5.3 and Leader Creation table
 - for each attack, compare FP of attacking units to defending units and work out ratio
 - DR for each attack on Close Combat Table (CCT)
 - if DR < Kill number, all attacked units is eliminated
 - if DR = Kill number, one random unit takes casualty reduction
 - if DR > Kill number - no effect
- d. Once all CC results applied, if units from BOTH sides still survive and ANY of them are Unbroken, units are locked in Melee and may not do anything other than CC
- e. Other units may subsequently join the Melee in CC, or may fire at the enemy but must apply results to both enemy AND friendly units in the targeted hex
- f. Remove Melee counters if melee no longer applies
Remove Pinned counters

9. Turn Record Chart

- a. use a non-playing nationality MMC for the turn record counter
- b. at the end of a game turn, if the counter is Unbroken, flip it over to Broken and the defender becomes the attacker, vice versa
- c. at the end of a game turn, if the counter is Broken, flip it to unbroken and advance one box on Turn Record Chart
- d. a box coloured red diagonally indicates only first half of turn is to be played
- e. nationality symbols in turn box indicates reinforcements are due

Firing Procedure

- a. Declare firing units - FGs must be MMCs in same or adjacent hexes, units in same hex firing at same target must form FG (Flamethrowers may not join FGs)
- b. Check LOS - excludes firing and target hex
 - woods and buildings block LOS (inc. woods-road only if traced LOS touches woods)
 - smoke (+2 per hex), orchards and grain (June-Sept inc.) (+1 per hex) hinder LOS. 6+ hexes hindrance = blocked
- c. If any units LOS blocked, mark as Fired, if any were part of FG, links in FG may be affected and the group broken up
- d. Support Weapons
 - a squad can fire one SW as well as its own FP, or 2 SW and forfeit its FP for current and remaining fire phases in turn (not inc. CCPh)
 - a SMC may fire a SW but cannot exert his leadership DRM during that fire phase
 - unit must apply all its FP to same target, but can direct SW at separate target
- e. Total up FP of unit or FG (unit must apply all its FP to same target, but can direct SW at separate target) and factor in DR modifiers:
 - PBF x2 (excl. Flamethrowers)
 - hindered LOS, +1 per hex hindered
 - Good Order leader in same hex as firing unit(s), leadership modifier (leader can support fire once per turn only), if multi-hex FG, leaders must be in all hexes of the FG, use the lowest leadership modifier (excl. Flamethrowers)
 - leader who applied his leadership modifier in DFF may still apply his leadership modifier to ONE unit or FG using FF, PPF or Final Fire but ONLY if it's the the [remnants of] same unit or FG that he helped in DFF
 - long range (up to double unit's stated range) /2
 - if DFF, and targeted unit is moving not using Assault Movement then -1 FFNAM DRM
 - if DFF and firing units already marked First Fire and firing at adjacent hex, 1/2 FP doubled for PBF
 - FP 1/2 if Advancing Fire, but after all modifications, +1 FP if unit using Assault Fire
 - if DFF and unit already broken by prior DFF in this turn, is attacked in its broken state, FFNAM and FFMO still apply
 - if DFF and unit already pinned by prior DFF in this turn, it is attacked in its pinned state, FFMO and FFNAM DO NOT apply

- if a unit using firing during Assault Movement subsequently breaks, it can no longer use Assault Movement and is subsequently subject to -1 DRM for FFNAM the rest of the MPH

- Terrain Effects (excl. Flamethrowers):

Hex type	Cost
Orchard, Grain (Oct-May inc.)	none and no FFMO
Open Ground, Roads, Grain (Jun-Sept inc.)	if unit targeted by DFF and no hindrance in LOS then -1 FFMO DRM
Woods-Road	If LOS does NOT cross Woods AND units utilized the road MF when entering the hex then treat as Road, otherwise treat as Woods
Woods	+1
Wooden Building	+2
Stone Building	+3

f. If unmodified DR is doubles, unit Cowers and 1 column shift left on IFT (2 columns if unit is Inexperienced*)

g. Find highest column in IFT which does not exceed total of FP, roll D12, applying any modifiers, and lookup result:

- #KIA. eliminate stated number of units randomly, if any remainders are Broken, they are casualty reduced, if not then remainders are Broken and DM. Make subsequent D6 roll on same column for each SW possessed by the unit - if subsequent result is KIA, the SW is destroyed, if K then SW is malfunctioned
- K/#. one random unit suffers casualty reduction, then all units make MC, adding the specified # to DR
- Casualty reduction. squad->HS, HS->eliminated, SMC->wounded roll
- wounded roll is D6 (+1 DRM if already Wounded): 1-4 = Wounded, 5-6 = eliminated
- Wounded - place Wound counter, SMC 3MF, IPC0, no Double Time, Morale reduced by 1, Leadership reduced by 1
- NMC. begin with best leader in hex first (leaders who pass can add leadership modifier to other units' DRMs), then downwards, Roll D12:
 - modified roll <= Morale value = pass
 - modified roll = highest MC pass value then Pinned
 - > Morale value = If not already Broken then Broken, invert and DM (if failed MC by more than ELR check for replacement by lesser unit 5.1). If already Broken, casualty reduction
- unmodified 12 rolled. If not already Broken AND casualty reduction. if already Broken, eliminated
- if leader breaks, all Good Order units in same hex with lower Morale value than leader must, after the normal attack is resolved, make a further PTC ADDING any leader's negative leadership modifier
- if leader is eliminated, all Good Order units in same hex (and not in CC) with lower Morale value than leader must, after the normal attack is resolved, make a further NMC ADDING any leader's negative leadership modifier
- MC#. Morale Check adding # as DRM
- PTC. Pin Task Check. Begin with best leader in hex first (leaders who pass can add leadership modifier to other units' DRMs), then downwards, Roll D12:
 - <= Morale Value = Pass
 - > Morale Value = Pinned

- Pinned - place Pin counter, unit may not move, loses any ROF and has FP halved this turn
- Support Weapons:
 - if original IFT DR of MG attack => its B#, it is Malfunctioned (B# lowered by 2 if Subsequent First Fire)
 - Pinned units cannot fire Flamethrowers
 - when attacking player attacks units which possess flamethrowers, attacker gets -1 DRM on the IFT for each flamethrower possessed

Support Weapons (SW)

- B# or X# lowered by 1 if Inexperienced*
- captured SW have ROF lowered by 1 and B# or X# lowered by 2
- a MG with no B# shown has inherent B# of 12

Inexperienced

- Green MMC not stacked with Good Order Leader
- Conscript MMC



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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.

Basic Tactics

Matthew Shostak

I'm not sure where this came from, and although my file is dated from 2013 the fact that it refers to an article published in a recent issue of The General suggests it originated some time in the mid-90s – Pete

ATTENTION GROGNARDS: You may want to delete this message right now.

Evil Minion Advice to Newbies (Take it for what it's worth)

I have seen several messages lately from newbies asking for generic tactical advice. Even one of my regular face to face opponents is often asking for the same type of thing. So I thought I'd throw out some of my wisdom, garnered through about 140 or so hard-fought games. A much better treatment of this subject is given by the noteworthy Mike McGrath in a recent copy of *The General*. I asked Dade Cariaga, Tom Repetti, and Tim Hunsdorfer to look over my thoughts and give me some feedback. So their ideas are represented here as well. In fact, after incorporating their ideas, the size of this post about doubled. I hope you find it of some use.

General Tactical Tips

This list could probably be a mile long, since tactical tips seem endless. They may seem obvious to most of the readers of this group, but they are worth repeating. I will limit it to just the three most important ones, in my opinion.

1 – Concealment

Gain concealment as much as possible. Even when it looks like you won't need it, such as when you have a unit that is well out of the fighting, DO IT ANYWAY. It is a good habit to get into.

2 – Skulking

Learn to skulk. This was probably my single most valuable *ASL* lesson, brought

home to me in a big way by Mike Seningen in one of my first games. You will use this technique incredibly often.

What is skulking, you ask? At its most basic, it is Assault Moving a unit back and out of LOS of the enemy, then advancing it forward again in the advance phase. It sure cuts down on how much fire the unit is subjected to. Basically, you are trading the value of firing the unit that turn for the value of ensuring that it is alive and in place at the beginning of the next turn. Taken to its highest art form, skulking involves moving unconcealed front line units back, and leaving them back, while second line concealed units advance forward to man the positions again. The ones that fell back then gain concealment and are ready to do the same thing next turn. It also provides the opportunity for the defensive player to play a "shell game" with his units to confuse the attacker.

3 – Stacking

Don't move in stacks. This one has been beaten to death also.

It should be mentioned that there are exceptions to this rule. Sometimes you simply must get your troops there as fast as possible, and the leader bonus is crucial. But remember the dangers, and make **dang** sure there are no -2 shots with your stack 's name on them.

Subtler Tips

1 – Deception and Intelligence

Try to give your opponent as little, or even misleading(!) information about your own force, while learning as much as you can about his. This little head game begins before the first dice roll, with the setup. If both sides start onboard, so you can't count on concealing all of your units automatically, put your leaders on the **bottoms** of their respective stacks. This is because the opposing player cannot inspect the stack until the game begins, and even then only for stacks that he has LOS to. He can therefore only see the top unit. No need to tell him where your best guy is so he can put his sniper close to him. Try to hide your best weapons too. Have the leaders possess the machineguns at first, with a squad stacked on top of them. Transfer in the first rally phase. It can be useful to keep your opponent guessing about which group has the HMG and which has the MMG. Consider deploying a squad, and stacking the two half-squads together under concealment. Maybe your

opponent will think there is a SW in there. Maybe your opponent counts counters. Consider **not** using all of your given ? counters, just to throw him off.

By the same token, gain as much information about your opponent's force as possible. Count the counters. It may pay off.

Once the game has started, try to make your dummies look like real units and vice-versa. Beginners often tend to strip concealment at every opportunity, thus giving away some information. Consider letting your opponent keep his concealment once in a while when moving around in your line of sight. He may decide that the unit is a dummy and get careless. Then whack him.

You can play all sorts of mind games with your dummies, and we heartily encourage you to experiment. Consider using dummies to encourage your opponent to attack into your strength, rather than your weakness. You could put most of your dummies on one side, giving the illusion of strength, while your main line of resistance, augmented by any HIP you may have, is on the other side. If your opponent guesses wrong, he could be in for a big surprise.

Also, when one of your units loses concealment, move him out of LOS and into a hex containing a dummy stack. When he regains concealment, you can move him out and keep your opponent guessing as to which stack is the dummy and which is "live." A sort of dummy stack shell game, if you will.

2 – Fire Discipline

Before the game begins, you must have a plan, containing some very broad "rules of engagement." If you are the defender with a weak force, and you generally can't win firefights with the opposition, you might want to tell yourself beforehand, "I will only fire at point blank range or when I get a negative modifier shot." Such rules of engagement, of course, will vary with the scenario, but you get the idea. It can help you from getting carried away during the game.

Also, don't take the first shot that presents itself if your opponent still has a lot of units that have yet to move. Grognards usually feint with a squad or HS at the beginning of movement to draw fire, then pursue their real objective with relative impunity once a First Fire marker is placed on the defender. As an example, in a recent game of 'Valhalla Bound; my infantry held their fire against infantry targets, no matter how tempting. This made my opponent reluctant to move his armour, fearing PFs. At the end of his move, my infantry fired at the opposing infantry as they weren't marked with Final Fire. I gave up the FFNAM modifier, but it was worth it to hold



his tanks off for fear of getting fausted.

Make a strong effort to understand first/final fire. New players often fire too early at the enemy's weaker decoy units. It's often better to hold your fire and wait for the better target; remember your opponent is trying to get you to fire at his lesser moves. Remember that units marked with a First Fire counter can still Final Fire at adjacent enemy units in the DFPh. Resid, resid, resid. Fire lanes. They are SO important.

3 – Be Meticulous

Hey, we're talking about details, right? Get in the habit of remembering your SAN, and calling it out every time your opponent rolls it. I'd bet that snipers are missed in nearly every *ASL* game that gets played. Remember and call out your opponent's SAN too. It's good sportsmanship, and he'll start to do the same for you.

Sportsmanship is the be-all, end-all to this game.

4 – Set Goals

Set rough intermediate goals. Understanding the pace of a scenario is one of the most difficult things, for beginners and experienced players alike. One thing that can help is to try to determine roughly how your forces should be doing at the midpoint of the scenario, and shoot for that goal early on. It can help give you an idea whether you are ahead of schedule or behind.

5 – Never Give Up

This may seem obvious, but it's a rule that I have a hard time following myself. Why is it a big deal? First of all, you will never experience one of those "miracle wins" if you always give up when things look bad. You will only be able to read about them. Second, it is important to know what it is like in the endgame portion of a scenario. A large portion of my games have resulted in concessions before the final turn, many, in my opinion, before all hope was lost. If you rarely play a game to conclusion, you will be at a disadvantage whenever you play someone who regularly does.

Luck in this game is SO weird that most situations can be instantly turned around by a lucky shot or sniper kill.

6 – Leaders

Leaders are for rallying, not for directing fire (EXC: -2 leaders or better). This one may be subject to debate, but I am coming around to the school of thought that even -1 leaders should generally be busy rallying troops, not directing fire. Most players, including me, tend to want that extra -1 modifier, so they stack squads with an 8-1 or 9-1. But the dangers of stacking, and loss of rally capability, may very well outweigh the advantage of having an extra

-1 DRM to a few attacks per turn.

This is where my colleagues disagreed with me, pointing out the importance of avoiding cowering, and the necessity of the extra modifier on attacks. All of us agree that it depends on the situation. I guess if you can form a strong opinion on this issue, you are no longer a beginner.

7 – SMOKE!

SMOKE, SMOKE, SMOKE. Infantry smoke. Vehicle smoke. Mortar smoke. You cannot win some scenarios without it. It is vital.

8 – Be Hard to Hit

Generally I try to make my opponent shoot at me with as many half-FP situations as possible. I grow concealment when I can. I Dash when I can. I make him hit me with Advancing Fire.

9 – Routing

Plan out your rout paths and rout havens. You need to try to find spots where your boys will get out of the enemy's line of fire so they can lose those DM markers and get a good chance to rally. On the other side of the coin, coin, keep broken enemy units under DM and out of the game. Kill them for failure to rout - it's so much easier than getting KIA or double-breaks on the IFT.

10 – Know the Odds

When trying to figure the odds of a unit breaking, remember that firing at a ML 8 unit on the 8 column of the IFT with a 0 modifier has a roughly 50% chance of breaking the unit. Adjust up or down by 10% for the first DRM either way. That is, an 8(+4) vs. an 8 ML unit has a roughly 10% chance of breaking it. Since one column shift on the IFT is the equivalent of one DRM, that 8(+4) vs. the ML8 unit is the same as a 6(+3), a 4(+2), a 2(+1), or a 1(+0). Or a 12(+5), etc.

Also, since a difference of one morale level does the same thing, that 8(+4) vs. the ML8 unit is the same as an 8(+5) vs. an ML7 unit or an 8(+3) vs. a ML9 unit. 8(+0) vs. ML8, 4(-1) vs. ML7, 20(+1) vs. ML10, all have 50% chance of breaking the unit.

11 – Defensive Fire

Learn to love the DFPh. That is where you hurt the enemy and set up your next turn's move. He is using his turn to get himself prepared for your next Prep Fire early Prep Fire.

12 – Half Squads

Use half squads to do the dirty work like drawing enemy fire, probing for hidden or concealed enemy units, etc. Searching with HS can be a powerful tool.

13 – Negative Modifiers

FFMO, with the FFNAM is a nasty combination. Very nasty. A 4FP squad effectively doubles his firepower firing at a FFMO/FFNAM target. If you get a chance to take this shot, you'll rarely find an exception to the rule that you take the shot. Air bursts are bad as well. You've got a 60MM mortar shooting 4FP-1 shots with a 3 ROF (the equivalent of a HMG). Sure, he has to hit, but with a -2 acquisition (which he'll probably get in the first fire phase) makes a hit pretty damned likely. The corollary, of course, is avoiding negative modifiers like the plague. If your opponent has a -2 leader, there's not much you can do about that, but FFMO/FFNAM, air bursts and hazardous movement are headaches you can do without. Use smoke. Stay in cover. Assault move. Do what it takes, but don't let your opponent amplify his FP by taking negative modifier shots.

14 – Remember the Bell Curve

Rolling two dice for almost every *ASL* action produces a bell curve of likelihood. Are you more likely to roll a 5 or a 6? Good players know and remember that you are much more likely to roll a 6. SS squads are so tough because they pass a 1MC better than 50% of the time. Americans and Italians are weenies because that 1MC will break them 75% of the time. Should you shoot that 8FP shot first, or the 4FP? If you know the likelihood of the results, you'll know.

15 – Ask!

Ask your opponent why they did something you don't understand. Most players will be happy to give you pointers during the course of the game.

16 – Rout Paths

I've already mentioned routing but it's worth repeating. Remember your rout paths! It's been said a million times, but having your leaders in a position to rally broken troops, and having your troops in a position where they can legally rout back to your leaders is the mark of a good squad leader.

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ASL 201

It's the Little Things that Count

Russ Gifford

This article can be found at Russ's excellent gaming site (http://www.russgifford.net/Articles/asl_201part1.htm) and is printed here with his permission – Pete



Tactics

I see beginning ASLers take their lumps and they frequently have no idea why things are going badly. Unable to fathom the reasons for their problems, they blame the dice. That's the beginning of the end of a potentially good player in my book. When they decide the dice are the problem, and they can't control the dice, then QED: they can't change the outcome of their games.

That's like saying "I'm perfect, so it can't be my fault. It has to be the dice!" Is that really true?

Accepting that you're going to lose is not the problem. Deciding that you can't do anything about it is the problem!

A grizzled old veteran of **SQUAD LEADER** (at least a three striper) told me when I started *ASL*, "If football is a game of inches, then **SQUAD LEADER** is a game of details. If you're going to play *ASL* well, you gotta remember: it's the little things that count."

As with all advice, it is wasted on people who don't know enough to grasp the valuable information they are being offered. But gradually, as the scratches on my win-loss record continue to mount, I've come to understand what he was trying to tell me. Best of all, I've learned he was right.

Yep. Occasionally, the dice will cost you some games. It's a fact of life and *ASL*. What the Sarge was trying to beat through my thick skull was that while I couldn't control the dice, I damn well controlled the troops doing the shooting and the moving. If I put them in harm's way by overlooking "the little things" I could be certain that sooner or later the law of dice averages would cause bad things to happen.

For example: moving in a stack when moving one unit at a time is appropriate. That's simple, and everyone knows that, right? Then think about this – how often do you take fire when you could have avoided it, and still made your point? How many time have you Prep fired with little chance

of success, when manoeuvring to flank might have caused your opponent more difficulty? These are the things you need to master to play *ASL*.

Rule #1: The squad leader that pays attention to the details is going to win more games than an opponent that doesn't.

Let's make it clear with an example, using the known probabilities of any two-dice roll (DR). The odds are best that you'll roll a "7" anytime you toss two dice. We know that – it is a fact. So let's look at the IFT chart.

The "7" on a 4 IFT is a PTC. But take a single negative modifier and instead of rolling for a PTC, your opponent will then be rolling to pass a morale check instead. (A '6' on the 4 IFT is an NMC.)

So, it is your movement phase. Your 7-4-7 American Paratroopers are moving up on two German 4-4-7 squads in two adjacent locations. Your first squad has moved one hex, and you are now behind a building that you think you'd like to take. Currently, you are still out of the enemy LOS, but once inside the wood building, you'll be in their LOS and within 4 hexes. What to do?



Most of the time, we all move into the building. We want the ability to take our Advancing fire, right? And we believe a +2 wood building is enough cover.

Think about this. Two standard 4-4-7 squads DFFing together is an 8FP column attack. If you non-assault move into a wooden building you could say you're asking for an NMC couldn't you?

How do I figure that? 8FP + 2 TEM -1 NAM = 8FP with +1 modifier. So, if they

roll a "7" – best odds – then 7FP +1 on the 8 IFT column is an NMC. And you are rolling for the difference between being ok, and being routed.



OK, you say - if they roll a 7, I can too. Yes – but when you roll a 7 in response, your 7-4-7 is a pinned unit. In fact, out of 36 possible rolls, 6 say you are pinned, and 15 say you are broken, meaning 21 out of 36 chances that your Advancing Fire is worthless!

Though you'd like to think that +1 TEM should be good enough, this should show that it is not out of line for the result to be a chance for a break.

I think of it this way - there's always that shot lurking around, where one pip difference will spell the doom of a poor plan and some good troops!

Minding the "little things"

Where do the details come into this example? Things to consider: Yeah, you want that four hex range to get your Assault Fire bonus. But halved for movement - 3.5 FP - and if you pin, halved again, gets you a 2 FP – not great odds. (Takes a '5' DR to get an NMC – not counting their cover, which we haven't discussed!) Five to get a pin chance on them. Woo - big deal! What's their sniper number? Worse, if you didn't pin, you still only hit on a 6 or less. Wow. There's something to cause fear in a 4-4-7!

And if they are in a wooden building too, and you did not pin, you'd still need a 4, 3, or 2 to get a worthwhile result. Oops – on 2 you'll cover off the chart! So, there's two ways to get a 3, and three ways for a 4 – but

one of those is a cover also, right? OK, out of 36 die rolls, you can get a meaningful hit on 4 of them – that’s an 11%?

But they have what percentage chance of hurting you? 21 out of 36? Almost 60% chances of hitting you. That’s a significant difference, isn’t it? *Exposing troops to potential breaking fire for no real gain is crazy.*

Still think your dice are at fault?

Corollary to Rule #1: *If you need to be extremely lucky, your plan isn’t a plan, it’s a prayer.*

Can you see that knowing the details come into play in making this decision?

As I said, on that same example, if you roll average on an NMC, at worst you’ll likely only pin. But I’ve found if you count on the enemy DRs to hit and your morale check DRs to fail, you can go a long way in this game. Every shot that doesn’t break you is a joy and a treasure; every time you hit and break an opponent’s squad is a godsend. Too, if you expect the worst it keeps you from getting too discouraged about “the dice” and you can worry about playing “the game.”

All this is actually good news, because if we look beyond this example, what we are saying is the odds are in our favor *if we play smart and remember “it’s the little things that count.”*

Look at the details in the examples above:

If a 4+ 1 isn’t a great shot, what is?

Where do the chances “even out” on the IFT?

What are the chances of a squad of getting a hit?

If you do get the hit, what are the chances of that shot breaking them?

Those are details of the game system, meaning “the rules.” This is not only about rules, though: it’s about *tactics*.

Knowing the rules decides what tactics you have available.

But you don’t have to know all the rules. Every phase in ASL presents the player with decisions, and how a player responds to those decisions makes the difference.

The choice may be as simple as knowing when is the right time to stack a leader with a squad and when is absolutely the WRONG time! Knowing your chances will decide which squads are best to use prep fire to suppress the enemy, which squad should

go into the street first and which should wait to cross after the first squad has drawn off some of the enemy fire. Sounds like real life fire and movement tactics, doesn’t it?

Most of these points are so ingrained in veteran squad leaders that they never consciously consider them. This article is not for the vets, but the beginners.

With that in mind, let’s look at this example again. What’s the right way to do this?

There could be a good reason to move into the building if the range would be 4 hexes. Your paratrooper has an underlined FP, so he gets an assault fire bonus IF he is advance firing at something in normal range. 3.5 + 1 Assault Fire bonus = 5 FP. If the enemy 4-4-7 was in the open, ok, it could be worth it. Better yet, if you could bring up at least one other 7-4-7 into an adjacent location, then yeah, it looks like it might be worth the risk. You get something out of being able to fire in the advancing fire phase.

If you have other units that might move to flank the 4-4-7’s if they first fire, then yes, you get something by drawing their fire, no matter what the result is.

For example, if you moved into T3, and both 4-4-7’s fired, they would be marked with First Fire. If you HAD more units, they could now run from T4 to U4 to V3 to W3 to W2 and into W1 with no risk!



But... do you have those units? If not, or unless there is a good reason to be in the building for advancing fire, consider instead moving behind the building in the movement phase, and waiting to enter in the Advance Phase can be a very smart move.

Advancing in has some real merit.

You’ll not give them a “free shot” in the Defensive Fire Phase.

Since they can’t break you in Defensive Fire, you’ll be a threat in their Prep Fire phase.

If they choose to shoot at you in the Prep Phase, you get the full +2 TEM.

And if they shoot at you in the Prep Fire Phase, they aren’t moving, and they aren’t shooting at someone else!

This is even better if you started concealed. Advancing into the building - a non-open ground location - you’ll KEEP the concealment! That’s VERY nice, since their Prep Fire would be halved as well.

Even without the concealment, or the other squads, moving in during the advance might be more appropriate than risking the break. I mentioned the “threat” your unbroken 7-4-7 portends to the enemy in his player-turn.

Corollary to Rule #1: *In ASL, as in life, threats are often more powerful than the execution.*

The *threat* of your 7-4-7 at 4 hexes during the enemy movement phase could change your opponent’s plans, and that means he could make a mistake. Force your opponent to think on the fly. Put the dice in HIS hands - meaning, make him rely on luck, not you!

The above passages should help beginners recognize two aspects of ASL. They are the often mentioned but rarely understood concepts of *strategy* and *tactics*.

Strategy

So far we’ve discussed the need to consider the “little things” - to analyze what makes a good move, and what’s a risky move. Those are all tactical issues. Now I want to talk about strategy, and how it should decide which tactics you are going to use.

Tactics refers to the actual movements and manoeuvres of the troops on the board. Since most players move and utilize pieces when they play ASL (at least I hope they do!) everyone has a grasp of the idea of “tactical” play. Whether they employ tactical *skill* is what these articles hope to achieve.

Strategy is another subject entirely. Before we can discuss tactics we must first discuss and understand strategy, because it decides *everything* you do in the game. Most importantly, it is decided often before you ever hit the first wind-change dice roll!

RULE #2: Deciding scenario strategy should happen before you ever place the pieces on the board.

As an example, think of it this way in a scenario where you are the defender of building on Board 3:

Do you defend up front and fall back slowly?

Or, do you cede your opponent the front hexes, and make it a pitched battle for the town itself?

You make those choices based on your weapons, your squads, and the time factor.

Strategy applies to both sides. It means the choices you make of how you're going to proceed in a given scenario. As the attacker, you choose between a frontal assault in force or an end run. It might be you've decided on a slow advance with minimum losses, or a war of attrition, trading losses to try to stretch the defender beyond his limit.

The strategy you *choose* will decide the tactics you employ. But as that line implies, your choices must be made *before* you decide your setup - or you'll spend valuable game time trying to ready your troops for the battle they were not prepared to fight!

RULE #3: Whatever your strategic choices, make certain you've MADE them. Evaluate the situation, and DECIDE how you want to fight the battle.

Too many beginners, and experienced players too, just "go with the flow" If you abdicate your choices for deciding the strategy you wish to pursue, your opponent already has an advantage, because *he* will get to decide the pace of the game, and where the battles will be fought, and when. This is almost as good as that time-honored American Civil War example of finding your opponent's battle plans neatly wrapped around a package of cigars! In fact, you'd be better to do exactly that, since at least then they'd be *your* plans, not his!

"Well, great," you say. "Everyone always talks about strategy. How do I *decide* strategy?"

The first step sounds stupidly simple:

Corollary to Rule #2: Read the victory conditions.

VICTORY CONDITIONS: The American player wins immediately when he Controls either building O10 or building Q7.

As I've been stressing in this article, it is the little things that count. You'd be astounded how many times I've watched people lose just because they didn't pay attention to the VCs! Examples are easy: *Rocket's Red Glare*, a classic scenario (G6). The VC's say "The American player wins immediately when he Controls either building O10 or building Q7."

So, if you're the defender, realize you not only have to protect the building,

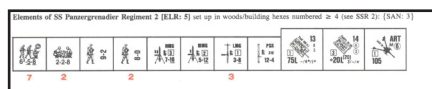
but the ADJACENT hexes, too. Why? As we showed in the last example, if you survive all the fire, there isn't much to stop you advancing into an ADJACENT hex. So, obviously, the hexes ADJACENT to Q7 and O10 have to be kill zones, don't they? Otherwise, you'll see someone advance into the victory hex if you let him live. Then it's 'game over!'

But I've seen more than one player, damn good ones, in fact, lose G6 just that way!

So the rule of thumb on deciding strategy? READ the VCs and DECIDE what you have to do to achieve your side of them - which often means preventing your opponent from achieving HIS side of them!

Let's use G6 as an example, with you as the Germans. To decide your strategy, you first look at where you set up and where the enemy sets up. Assess your situation, specifically, your troops, and consider the victory hexes, but also all of the hexes ADJACENT to those VC hexes, as well.

We've read the VC, so let's look at the forces, the map, and the scenario length.



German Advantages: Good Defensive terrain, compact area, good troops, good weapons - and a 9-2 leader! Also - HIP and Emplacement available for gun (if positioned in the right terrain). High broken morale, too - a good chance of getting back into the game quickly.

Quick quiz - what's the date? Do the German's have inherent PFs, and if so, what's the dr to get them? Or, if they are available, should you negotiate the right to use the optional rule to pre-allocate the PFs? (Again, little things that make a difference!)

So, once we've decided the German advantages, how do you decide where to spend your limited resources? Where those advantages are maximized. And to do that, it is good to turn the board around and see what your opponent has for advantages and how he might be planning to attack this problem. (This is often where beginners - and veterans! - go astray, in my opinion.)



American Advantages: Lots of troops! Lots of Leaders! Lots of Firepower - and it has lots of reach! (MMGs!) Plus some armoured support! What more do they need?

Well, how about this thought?



American Disadvantage: TIME. With only 6 turns, they have to *move*. And with a morale of 7, speed can kill. You like something higher than morale of 7 when you are assaulting. Also, while the AFV is nice, driving armored vehicles into close quarters invites burning wrecks!

German Disadvantages: Limited troops, close quarters. (If Americans get into the town proper, they get the advantage of the good defensive terrain as well.) **Big trouble:** Sudden Death victory means BOTH VC hexes must be covered since there is NO chance to retake the hex. Also, bad news - the two victory hexes are not necessarily mutually defensive positions. So, to maximize the German's advantages? *The goal has to be to slow up the American.*

But remember, as the American sets up second and will fire first, the German can't expose themselves to the withering fire those 7-4-7's and their MMGs put out in a fire group!!

So, in Wellington's terms, G6 appears to call for a "reverse slope" defence, where you try to interdict the areas the American will have to cross rather than meeting him "up front."

Another consideration: You're (very) limited on forces, too, so make sure as you fall back you're not going to be channelled away from your defensive points. Meaning, for my money, don't hang too many units on the wings.

If that's the case, how do you hold the wings of the battlefield?

You don't - let him have them! Just make certain it takes him longer to try an end around than he has turns.

How?

Go upstairs with a machine gun on the first floor, look to interdict those hilltops that he'll have to cross if he uses the wings for speed! From a first floor building, those level 1 hills are OPEN GROUND. Even an LMG makes life tough, and a -2 leader with a squad and a light, or better yet, with a medium or heavy MG, and those open ground hexes should become kill zones!

Knowing I hold the hills if I hold the level one buildings, I can worry less about o10 and more about the closer building. If he chooses the woods, then he has slower going still. And that's to the German's advantage, too. Again, I am also playing for time, the key factor in all scenarios.

OK, so where do I next want to make things tough for the American player?

To figure this out, again, it is important to look at things from the opponent's point of view. Where does the American set up, and where would I, as the American, want to be?

The American set up is scary for the German. The Americans forces can start in S1, T1, U1, V1 and X3, And/Or enter on Turn 1 on road hexes I1/Y1.

Whooo-boy. This will definitely be a nail-biter for the German!

Looks to me that as the American, my initial objective might be the stone building in S3. From there, I have a GREAT firebase, I can suppress all the fire in R5, and not have to stack everyone together to do it. In fact, it looks DAMN inviting – except that if I can see R5, he can see me, too. But, that's what they pay us the big bucks for!

So, back to the German side, how do I keep the American's out of the R3 building, at least for a few turns?

If it was only a matter of a very short time, you'd stack up in the S3/R3 building and say, 'Come and get me!' But could you also try to make it too hot to inhabit by targeting it with your 9-2 and a heavy in R5?

Umm - if you are upstairs, realize you'd be inviting an American kill stack to form in U1. Three 7-4-7 with MMGs is at least a 20FP hit on the upstairs R5 location - and they shoot first! If the Americans put ONE of their -2 leaders with it, it becomes a 20 FP +1 TEM. (What's that for a hit? Let's see - 10 +1 nets an NMC??? (Uh, that would be 1 chance out of 36 that they don't get at least a PTC!!! How does that sound to you? Now you see why I mentioned the 'reverse slope' concept of not exposing your troops to first turn fire?)

And if they get ROF on the MMGs, there's a follow-up shot of 12 +1? Trust me, if your 9-2 and the HMG goes down on the first shot in this scenario, it might be one of the few cases where you could extend your hand for a quick shake, and say, "OK, how about best two out of three?"

OK. Let's look downstairs instead

in R5? Tell me - what is the month? Is the grain hindrance in effect, or not? (Ah, there's those 'little things' again!)

OK, if you don't like those options, what about using your big Gun to target the building, set up emplaced in non-open ground, it will be HIP. You could lure them in and ka-bang!

Or perhaps you'd like to make it hard to get into the building by laying a fire lane on the street in front from M5?

Or put the 9-2 and the HMG in R6 Lvl 1 - again, the reverse slope concept to avoid taking pre-planned hits.

All these are possibilities. But also be considering what if the big hit you planned doesn't work - what is plan B? Do I survive to DO Plan B?

The best thing to make that happen is consider when your troops break, where do they have to rout? That's the hex where the leaders need to be, to put the troops back together.

As you can see, you'll answer these questions differently than I, so our games



will be different. These are the questions that decide the course of the game, because how you answer them will choose your strategy. Perhaps one time you'll try one method, and the next, another.

That's why *ASL* is so much fun, because in most scenarios, there are no perfect answers. It's a matter of what's comfortable for you. Play the game and see if it works! That's one reason *ASL* has such a draw.

But as you play, take home the lessons you learn, and try to improve your choices, rather than saying it was just "bad dice." Learn from your mistakes. Every game is different, but there are crucial details that are similar -- you all shoot, and you all take MC's. When and where you decide to do both of these things makes or breaks *every* game.

Pull G6 out, and do your own analysis. Then give it a try, and let me know how it plays out!

Sometimes your choices will work, and other times you'll have played into your opponent's plan. In any case, it'll be the things you do that make the difference! And as I said, it's the little things that count!

Tactical Considerations

New players often get hung up remembering the rules, rather than thinking about playing the game. The following is my list of tactical considerations that beginning players should be considering as they work through a turn! While you need to know the rules to do these things, knowing what you want to achieve decides what rules you need to know!

So here is a shorthand set of things to think about in each game turn. *You can always think of them as Russell's Rules, if you like!*

Getting Started:

Before anything else - are your reinforcements set up to come on board???

Do the Wind Change - if you've done that, you know you've at least done SOMETHING right this turn!

Rally Phase:

Do leaders first - but before I try an MMC, remember if it is my turn I could do one MMC who is not stacked with a leader. So - who do I need most? Or who has the best chance?

Do I need to trade equipment between troops?

Do I need to deploy any half squads? (Only possible if it is my player

turn.)

Even if I failed to rally - don't forget to get rid of the DM badge (if I am in cover!)

Prep Fire:

Big Note #1:

If I am going to shoot SMOKE, it has to be the FIRST SHOT!!!

(So - where do I need it to cover my troops that will be moving later?)

Big Note #2:

If I shoot with a unit in Prep Fire, I can't move - so ask yourself, does shooting REALLY achieve my objective?

Meaning:

Movement might be more important than *Firing*. That is almost always true for the attacker.

If I'm the attacker in a scenario: I usually have to GET SOMEWHERE or TAKE CONTROL of something. Should I be sneaking closer to my objective hex instead? Or getting closer to trying for a BETTER shot on troops that are blocking my way?)

Also, remember, yes, units that you shoot and break might run away, which is good. But broken units come back. However, units that break AND that have your units in front and behind them will surrender (or die for failure to rout) which is MUCH BETTER!

If I'm the defender in a scenario: Would I be better off NOT shooting so I can duck BEHIND something, preventing the enemy from shooting at me this turn? (If I only move one location, I can advance back into where I was at the end of the turn!)

For everyone, there is one question you should be asking yourself:

Is there someone I SHOULD shoot? Like that broken guy, so I can put a DM back on him?

Movement Phase:

First Thoughts: What am I trying to ACHIEVE? How will this move help that?

Next First Thought: Did I get SMOKE where I needed it? Can I maneuver some troops close and then use a Smoke grenade to cover the next squad who has to move?

Remember:

Rule 1: Non Assault Movement in OPEN GROUND is DEATH! (Repeat often)

Rule 2: Assault Movement in OPEN GROUND is often DEATH! (Repeat

often, too.)

And consider: Non Assault Movement in a wooden building means it is still likely your troop will have to roll for a morale check! (Do the math: 8FP +2 TEM - 1 FFNAM means a 7 or less [75% probability] + 1 DRM will net an NMC!) So, in the immortal words of Dirty Harry, "Do you feel lucky, punk?"

And most important:

Rule 0: Moving in a STACK is JUST PLAIN STUPID!!! And remember how bad this is when you add in Rules 1 and 2 above....

Your goal for Movement:

Use your movement to get a better TEM

Use your movement to get within Normal FP range for your troops.

Use your movement to threaten to get behind an enemy unit. (See note above about units that can't Rout away!)

But if you don't need to advance fire (for example, the enemy would be likely to laugh off your pitiful half FP Advancing Fire, or you are armed with a LAW) stay behind your intended final location - and advance into it during the Advance Phase.

Now, if you have enough troops, and you can move to good TEM within your normal FP range, *especially if you have Assault Fire Bonus*, it might be worth it. But think about it first.

Use your movement to set up advances so you will have fire groups of multiple hex locations. (I mentioned moving in a STACK is stupid, right? Well, often, creating STACKS of troops is an invitation for trouble in the form of a single lucky dice roll by your opponent! So SPREAD OUT to make a chain of units in multiple hexes.)

Use your movement to end where you can gain Concealment.

In short,

Use your movement to put pressure on your opponent.

Defensive First Fire Phase:

Recognize often the THREAT of a Def. First Fire SHOT is more powerful than SHOOTING would be! Meaning - if they have to WORRY about you shooting, they change their course, taking safer, SLOWER terrain routes, or using assault movement.

However, if you shoot, now they don't have to worry about that unit again for any later troop movement. Then they take the fastest route, and go where they want. That

is BAD!! (If you shot and MISSED, it is REALLY BAD! If you shot and COWERED, it is ANNOYING AS HELL!!!)

So, the idea is, hold unless you have a GOOD SHOT. (Almost anything moving in Open Ground is a GOOD SHOT, by definition - but don't COUNT ON IT. See above list for other 'good shots.')

Cowering SUCKS! And if you do, your opponent might be able to completely run past you since you now have earned a Final Fire badge! If you don't have friends around for more protection, you might find yourself surrounded - so hold your fire unless it is TOO GOOD TO PASS UP!

If you can, use your DFF shots as they pass through locations to leave residual in those locations, This is true of places you don't want them to 'get through' in case you can't shoot again. But remember, TEM still counts for them on later residual fire shots. So: shooting First Fire shots at units moving in stone Bldgs is NOT a GOOD SHOT.

Best thing to remember about shooting - ROLL LOW.

Second best thing to remember - if you aren't named 'Lucky' for a reason, don't count on rolling low!

Advancing Fire:

Do I WANT this enemy to break, or might I rather get into Close Combat with them? (if CC is better, don't fire!)

If you have Assault Fire bonus, you can get a bonus if your troops are Advance Firing within their Normal FP range.

Don't waste LAW shots in the Adv. Fire Phase. If you have an BAZ shot now, you'll have it in Def. Fire, too. (Or you will have made him shoot you in Prep Fire, meaning his guys aren't moving!)

Rout:

Your DM badge is your 'Ticket to Ride' - What is my NEAREST Woods or building? Can I avoid open ground to get there?

I can't move CLOSER to a known enemy unit - Yikes!

Where is my Sgt when I need him????

Avoid 'dead ends' if possible - up stairs in buildings are often death traps.

Advance

I can change one location - but don't do it with too much equipment or you might be CX'd!

Advancing is a great way to move and still maintain concealment! (as long as I am not advancing into an Open Ground location, defined as a location with no TEM. (but don't overlook hindrances!))

And about advancing into enemy occupied locations...

Close Combat

BIG RULE ON HEAVEN'S GATE: Close Combat is a CRAP SHOOT! You can outnumber someone 3 to 1 and STILL DIE!!!

But sometimes, just a chance to tie enemy units up is good enough reason to try CC. (BUT also remember, if he has troops around and can reinforce, well, you will likely have that chance for a Bronze Star posthumanously... if you can roll REALLY LOW.)

Don't forget if you AMBUSH someone, you can LEAVE CC without penalty!

Also remember - statistically speaking, Ambush is NOT a GOOD ODDS die roll!! So even at a -3 differential, DON'T

BETTHE FARM ON IT!!!! (and see Big Rule on Heaven's Gate for additional details...)

Ending of Player Turn:

Don't forget to remove Pins.

Don't forget to take concealment if possible.

Don't forget to request a free LOS check if your opponent tries for concealment.

Don't forget to get your troops ready for next turn if you have reinforcements.

Don't forget to advance or flip the turn record counter.

Don't forget you are having fun, and remember that no matter how bad your dice may seem.

Until next time - Move out!

Ω

A Few Good Men

Bob Walden

What is the largest amount of IFT firepower that can be applied from a SINGLE, NON-OVERSTACKED LOCATION, by INFANTRY and any 1/2" SW they possess at a range of 2 hexes, without a TH roll, and what DRMs, if any, apply?

Since 5 SMC = 1HS (A5.5), and one location can contain 3 squads/equivalents + 4 SMCs maximum (A5.1), then a single location can contain 34 Heroes. Those 34 Heroes can operate 34 .50 cal HMGs, each worth 8FP with an IFT DRM of +1, offset by the Heroic -1 DRM (A15.23). $34 \times 8 = 272\text{FP}$, DRM 0. And no cowering. Golly.



FORTIFICATIONS IN ACTION

This article was written 24 August 1998, probably following a discussion about fortifications on the ASL Mailing List at the time — Pete

What follows is a brief look at uses for fortifications. Much of this is taken from various sources as well as play.



ENTRENCHMENTS

Being inside entrenchments offers several advantages to those inside them, the most obvious being the protection from fire. However, they can also be used to hinder wheeled vehicle road travel, since wheeled vehicles cannot enter trench hexes. They can also be used to provide a safe haven for broken troops, and/or a rout lane for routing troops.

However, foxholes do offer several problems. They are time consuming to construct (indeed trenches cannot be produced during the timeframe of a typical scenario), although this is a lesser problem for Russian troops and those led by good leaders. Then there is also the affect on the unit's LOS for being inside the foxhole, such as not being able to see beyond an adjacent wall or hedge to non-adjacent hexes. Probably the most serious disadvantage, although it is thankfully rare, occurs when a shot simply drops right into the foxhole and turns its previous protection against the occupants.

Properly placed, foxholes and trenches offer troops a safe haven from which they can strike out against the enemy.

The worse thing about foxholes is that you have to blow a point to *leave* them. If the foxhole is in open ground, and you are in a hurry, you'll likely eat a -2 IFT shot as you boogie. No using assault movement to leave the foxhole AND moving one hex away. Think twice about putting units into foxholes, particularly if conducting a fall back defence, often they never make it out of the hex. Kind of convenient, because all you have to do is put them back in the foxholes and push dirt in on top of them.

However, don't forget that they make decent rout avenues! If you need a way to

rout out of a building through open ground or across a dirt road, digging (or setting up) foxholes is a good way to allow rout, as these units are not interdicted. It can be very useful if you think of them ahead of time, if you can dig them without being shot at, of course.

Foxholes have limitations and there are right and wrong places to use them. For example, behind a wall, they make EXCELLENT skulking terrain, as you are invulnerable to enemy fire when IN the foxhole (of course, you can't shoot back). Therefore, in your Movement phase, enter the foxhole (1MP), you are now out of LOS from same or lower level units across the wall hexside. In the Advance phase you can pop back up OR wait for a unit to move adjacent to the wall, claim wall advantage, and blow him to bits, all the while safe and sound from his Prep Fire!

However, remember that in woods hexes, you don't want to move into the foxholes with enemy mortars in LOS, as they will get three shots at you (2MF for the woods, one for the foxholes), the first two with a -1 mod. Stay out of LOS, and advance in instead.

I find the dynamics of foxholes in the movement phase a little artificial, but once you learn the rules, you learn the right and wrong places for foxholes and where they help you and where they don't. But don't ignore them, they are most useful.



MINES AND BOOBY TRAPS

Minefields are mainly used to channel an enemy into a pre-selected killing field.

There are a number of general rules to consider when using mines. Firstly, ensure that an area is adequately sown. A density of 2 factors per hex offers a cost effective density against infantry, with a similar number of A-T mines if the assault force also contains armour. The number of mines sown will depend on the number of mines available, but they should be sown in belts of adjacent hexes, ideally in depth as well as in width. Although friendly fire must be concentrated on un-mined areas, mined areas must also be covered in case the enemy is not worried about casualties and/or

tries to clear a way through.

Daisy chains are best used in cities and similar close terrain.



PILLBOXES AND BUNKERS

The classic image of a bunker is that of the Maginot Line or the Atlantic Wall. Nothing could be further from the truth. Most field bunkers are little more than foxholes with a roof. They offer strong protection against enemy fire, but present a limited field of fire to their occupants, which means they will often be unable to respond to enemy fire. On the positive side, the Covered Arc is also the best spot for an attacker to fire through, particularly if a FT is being used (as was often the case in the Pacific). However, if the enemy does not feel up to attacking a bunker, he can simply sit atop it and prevent the occupants from doing anything, since they cannot leave the bunker or fire at the enemy above them.

Despite all these problems, they do offer some uses, particularly for troops with low morale, whose survival chances are greatly improved by being inside a pillbox or bunker.

The important thing is to ensure that pillboxes and bunkers are protected by outside troops, who are ideally in pillboxes or bunkers themselves. By placing three pillboxes in a triangle it is possible to allow each one a clear LOS to the top and rear of its neighbour. Even better is using six pillboxes in a circle.

A pillbox or bunker in a covered position behind friendly lines offers an ideal rally point or a jump off point for a counter-attack force. A pillbox ahead of your own front line and with its Covered Arc facing your lines allows friendly forces to attack the enemy from behind as they move forward. To attack the pillbox through its Covered Arc the enemy must then place themselves between the forces inside the pillbox and your front lines, thus exposing themselves to a deadly cross-fire.

Taking out pillboxes is much the same as taking out a stone building, particularly thru its CA.

If you have to take the PB as a VC then things are a lot tougher. You could SMOKE them and then try to move in to CC with the occupants.

Honestly though it is really difficult to give you a tactic that would always work against PB. It depends a lot on the terrain you will operate in, the type Ordnance & SW your opponent has, the quantity and quality of the enemy troops, and the other fortifications that you are up against. All this will determine your tactics for the scenario.

Of course, if the pillbox is not related directly to the victory conditions you might consider bypassing them if possible. Their CA does limit their usefulness and makes them prone to being out flanked. Try and get behind him (particularly if using an AFV against an AT Gun in a pillbox, since guns set up in pillboxes can't leave them). You can even manoeuvre out of infantry LOS. The drawback from the attacker's point of view is the use of trenches to turn the pillboxes into bunkers. The trench location is ADJACENT to the pillbox location (unlike all other adjacent hexes) and so you can advance/assault move from one to the other. A common tactic is to skulk back from the bunker into the pillbox in the movement phase and advance back out, leaving the defending infantry in good +2 terrain for the attacker's Prep Fire phase and out of LOS for his Defensive Fire (if the pillbox happens not to be facing the attacker's troops, as would be the case if the attacker were doing what he ought to be doing.)

The best way to attack a pillbox if you have tanks is to fire AP at it. Basically, you ignore the pillbox's TEM for TH purposes and attack using HE equivalency against the contents. Generally, this means you attack on the 2 table, but 2 straight is worth 8 + 3, and if you have ROF weapons on your tanks, and possibility of multiple hits (Shermans, for example), you can really do some damage.

Another good possibility is Close Combat. Guys in a pillbox are _lots_ easier to ambush, giving you a -1 to your CC DR. You don't advance into their location to CC either, and so you can keep shooting at a pillbox that's being attacked in CC without risking harm to the CC attackers.

If your victory conditions require control of a hex that a pillbox can be set up in, beware. A broken defender does not have to rout from a pillbox and can keep attackers from occupying it. To control a hex you have to actually enter the pillbox location (B30.91). This means you have to have a movement phase left on the last Game Turn in order to occupy any enemy pillboxes. This is the problem with the Close Combat approach to clearing pillboxes -- the CC attacker doesn't enter the pillbox location, so he doesn't control it, or the victory hex. The scenario isn't as long as you think!

Of course, if you can destroy the pillbox there isn't any location and thus you

control the hex by controlling its ground level location per A whatever it is. This is the nice thing about DC or really big OBA/Guns. This is a good tactic in Kangaroo Hop, for example.--dismount the British AVRE crews and have them Set DC's in the German pillboxes and blow them up on the last turn.

Alternatively, use AP from tanks to shoot through the sides of the Pillbox (assuming a TK# of 10 or greater). Last solution, move the tanks close in the CA and use PBF MG and PB Canon fire using HE to knock them out.

How do you set up a good pillbox defence? Are there any disadvantages to attaching a trench (bunker) for reinforcement purposes? Should one place wire and/or mines in the pillbox hex? Are they worth the expense in Red Barricades?

The general how-to depends on how many pillboxes you've got and in what terrain, and therefore in how you can best set up interlocking fields of fire which will keep the enemy from coming at your pillboxes from the flank to kill the occupants in CC.

Mines in the pillboxes hex make sense since enemy infantry without flamethrowers or heavy armour support will need to advance into the hex to CC you. On the other hand, if the enemy's got flamethrowers you might want the mines in front of the pillbox' CA to get 'em when they come in to torch you.

Some people are wild about Wire on top of pillboxes since the main benefit is a small CC DRM. Better to put the Wire somewhere where it'll keep the enemy exposed to your fire for a while as he moves in, unless of course you've got a hell of a lot of wire.

If you've got enough units I'd think it would make sense to put some firepower behind/between the pillboxes to cover them from a flanking manoeuvre. My sense is that a lot of folks put the pillboxes in the back of the line with the long-range weapons, and once the forward line falls the pillboxes become very vulnerable to flanking.



ROADBLOCKS

Although rubble can be considered a form of roadblock, more often than not a roadblock is simply a couple of trees brought down across a road, ideally out of sight until the last moment. The primary use of roadblocks is to channel enemy vehicles

either into a pre-chosen killing area or away from their objective.

Since roadblocks can be cleared by troops and some specialised vehicles, they should be covered by friendly fire to make the task more hazardous. This is particularly the case if the roadblock blocks a key route.

Roadblocks can also be used to allow Guns and vehicles to assume a hull-down position behind them. Placing AFVs (particularly Soviet AFVs) behind a roadblock on a height can be considered to represent a form of improved position.



WIRE

WIRE best functions when used en masse. Therefore try to think in terms of blocks of WIRE along rather poorly defended route, rather than spread out in several different areas. The most effective placement entails alternating rows of WIRE and clear hexes as this ensures maximum MP loss. As WIRE can be cleared by infantry, DC, FFE and fully tracked vehicles, WIRED areas should be covered by defensive fire to make this a dangerous task.



RUBBLE

Rubble is a common feature of a determined assault on a city. The attacker, aiming to make his job easier, calls in artillery and air support to blast the defender out, only to create a mass of rubble. Being easy to defend from, the end result is that the attack is hampered rather than eased by the prior bombardment.

Rubble slows down movement, even for infantry. Only vehicles which are tracked may move through rubble, and even they are subject to possible Bog.

Rubble can be cleared by troops and some specialised vehicles given time, but this is not to be recommended under fire.

Caves and WP

J R VanMechelen

Yet another old article from my archives. Again I have no idea where I got this from, other than that J R VanMechelen was the author and I saved it in October 2001 – Pete

My recent encounter at Tanigawa's Outpost resulted in an overwhelming victory for the Imperial Japanese defenders, so much so that their caves were never even approached by the defilers of the Empire. Nevertheless, preparing for the scenario prompted me to review my cave-busting tactics. One tactic that has always fascinated me is WP grenade placement into the cave, and I wondered how effective it is. Should units with six or seven FP, especially if they are ADJACENT, Prep Fire, or could tossing WP grenades be more effective? I decided to find out by computing some rough and ready statistics.

The procedure for placing WP grenades into a cave requires two drs. First, you have to pass the normal smoke grenade dr [A24.1] (with the +1 drm for WP), then you have to make a dr to see whether the grenades land in the cave (1-3) or in the entrance hex (4-6). If the WP grenades land in the cave, however, the payoff is big: the defender has to take the usual WP NMC, but all WP placed in a cave are automatically critical hits [G11.85] (there is no NMC if the WP grenades land in the thrower's Location; otherwise their use would be really risky).

An ordinary American squad typically has six FP (doubled to twelve for PBF) and

a smoke usage number of three (which will be two for WP). Assume that such a squad starts ADJACENT to a Japanese unit in a cave. Which is better: a twelve FP shot up four or a smoke grenade placement? The chart below compares such a shot against a smoke grenade placement by a regular unit with a smoke usage dr of two and an assault engineer with a usage dr of four.

Chance of break or better

Defender morale	WP (usage 2)	WP (usage 4)	12 FP +4
7	13.9%	27.8%	13.9%
8	12.0%	24.0%	9.7%
9	9.7%	19.4%	6.2%
10	6.9%	13.9%	3.5%

The WP smoke grenade attack is as or more effective, especially against units with higher morale. This is because the WP NMC has a plus four DRM because of the automatic CH. If there are two squads, however, they are better off firing into the cave than doing two grenade placements. Also, if the attacker has a minus leader, this will probably tip the balance in favor of firing.

Although these numbers make the WP grenades look great, there are some other considerations. First, the Japanese unit might fire at the unit or units using the smoke grenades. If they manage to get down good Residual FP in the entrance hex they can disrupt a whole series of placement

attempts. But unlike DC placement, smoke grenade placement is effective **before** the defender fires, which will reduce the attack and the Residual FP. Smoke in the entrance hex as well will reduce the effects of DFF. Finally, a unit placing smoke grenades need not start ADJACENT, and may also fire in the AFPh (although the effects of the smoke grenades persists until the end of the turn, not the phase [per G11.85, Infantry SMOKE in caves persists until the end of the Player Turn, unlike normal Infantry SMOKE which is removed at the end of the MPh], adding to the attacker's DRM). Although a IFT shot can produce a KIA/K result, with the plus four TEM, this isn't likely to substantially affect the results.

In sum, smoke grenades are surprisingly effective against Japanese in caves. They are especially useful when the attacking units don't start ADJACENT to the cave. A typical attack might put smoke in the entrance hex, then have several units move into the entrance hex and attempt to place WP in the cave. Ideally the units placing WP into the cave would include a leader (which would allow assault movement) and would be concealed (until the smoke placement, of course, but long enough for DFF), then remain in the entrance Location for fire in the AFPh. Even when you can't achieve this ideal, placing WP grenades into a cave should be considered part of the normal approach a cave; I know I'll be using them.

Addendum

Other players have noted that placing WP into caves is a great ploy. One suggestion is to start with a stack adjacent to a cave entrance, Prep Fire all but one of the squads into the cave. The remaining squad then attempts to place WP grenades into the cave and move away. Then any other squads in range would move up and make a WP grenade attempt.

This is very unnerving for the Japanese player, since each WP attempt carries the risk of a 4MC, like a mini demo charge. He has to fire before he sees the result of the usage dr and the best part is that if he does fire at any of the moving units, then he's halved in Final Fire against the adjacent units. If he really wants to break those two squads and 8-1 leader, he just has to sit there and risk WP attempts from anyone within two hexes. Fun.



The Finer Points of ASL

Jeff Shields

The rules are complicated enough that it's easy to forget some of the finer points of the game. Most of the below points will be obvious, but you may be surprised at what you've forgotten. The list below is not inclusive; it is not meant as a synopsis of the rules; nor is it meant as a tactical discussion. Some of these points may be out of context, so double check the cited rule if you think I've made a mistake. I've so far made two and have had to clarify two more. There are 86 pointers. How many of them do you know?

Infantry Drills – Chapter A

- Stationary MMG or HMG can be Recovered and fired at half during the AFPH (4.41).
- SMC can take SW away from Broken units with dr <6 (4.44).
- CX penalties apply to IFT, TH, Labor, IPC, CC, Search, Recovery, Ambush, MOL, DC detonation, ATMM check, PF check (4.51, and various sections).
- Routing units ignore concealed units (10.533).
- Infantry using Assault Move are subject to FFNAM and FFMO if they break (4.61).
- Infantry and guns cannot fire out of their hex if an attacking unit is in the same hex (EXC: unarmored vehicle) [aka: the Vehicular Freeze Tactic, it also applies to VBM] (7.212).
- Pin negates FFNAM and FFMO (7.83).
- FT not halved for Advancing Fire (7.24, 22.1).
- Defending infantry cannot use SFF against units farther away than the closest armed and known enemy infantry within Normal Range (8.3).
- FPF can be used as many times as possible, but is required for within hex fire. The IFT attack is used as MC on the FPFing infantry (8.31).
- Hindrances do not affect the placement or strength of Fire Lanes (EXC: >+5 Hindrances, and only if they exist prior to the FL) (9.22).
- MG Field of Fire only applies over 1 Phase and only from woods, building, rubble (9.21).
- Sustained Fire is NA to AFV MGs (EXC: MA) (9.3).
- Bore Sighted MGs only get BS advantage in Defensive First Fire (MGs not MMCs) (C6.44).
- Save HMGs in exposed positions by Dismantling them to rout with units that will probably break and rout away (9.8).
- Leadership modifiers apply as positive DRM for LLMCs and LLTCs (10.2).
- Routing units ignore concealed units (10.533).
- Ambusher can "withdraw" 1 hex before CC or after successful CC (11.41).
- Concealed units do not lose Concealment for fire attacks and CC while solely against Broken units (12.14).
- HIP Fortifications must be revealed if enemy has LOS and is within 16 hexes (EXC: G.2) (12.33).

- In cases of ties, SAN results are applied to one unit with a new SAN roll for the other (14.2).
- Heroship modifier can be used in multi-hex FG but only within Normal Range of Hero or his SW (15.24).
- DC FP modified only by Concealed units (23).
- DC can be placed against Fortified Buildings for full effect as the placing unit does not actually expend MP in the "placed" hex (A23.3).
- SMOKE does not apply in Mud, Deep Snow, Rain, or Heavy Wind (24.6).

Lay of the Land – Chapter B

- Bridges have +1 TEM; they do not provide HD status (6.31).
- Infantry advancing out of Tunnels gain automatic Concealment (8.61).
- AFV denied WA can use BMG to fire over the wall (9.321).
- Elevation effects change TEM to Walls/Hedges, Shellholes, Entrenchments and OT Vehicles (9.33, D6.61).
- Guns cannot change CA and fire in Bocage (cf. Conditional ROF) (9.531).
- Bocage is concealment terrain even in LOS of enemy (9.55).
- Broken units on Wire are eliminated if unsuccessful in routing away from an adjacent enemy (26.41).
- Infantry cannot CX to move beneath Wire (26.46).
- Entrenchments (and Shellholes) are not considered OG to routing units if they pay the MF cost for the entrenchment (27.41).
- AFV are HD if under a Trench (27.52).
- Infantry do not lose Concealment while moving through Trenches (27.54).
- Occupants of a Pillbox can only fire at units in their CA or those moving through the vertices of the CA in their hex. They can only CC, place smoke, and throw DCs in their non-CA hex location (30.2).
- Pillboxes can be attacked by AP (HE equivalency) without using the PB TEM for TH purposes (30.35).
- Placed or Set DCs gain a -2 DRM to Pillbox Elimination attempts (TEM < DC KIA#) (30.92).

Gun Points – Chapter C

- When using OBA, always have LOS to the AR request hex (1.3, 1.4, 1.6).
- OBA and Indirect Fire can be effective against AFVs (1.55).
- Radio Contact and Maintenance are automatic for Offboard Observers (1.63).
- OBA attacks add +1 per level against targets in lower levels of building hexes (B23.2).

- OBA FFEs greater than or equal to 70 mm are +1 Hindrances and are not cumulative with same OBA-FFE hindrances (1.57).
- A module of Rocket OBA only gets 1 fire mission (i.e., 2 Fire Attacks, with no correction for the second attack) (1.9).
- Guns lose concealment on colored die TH DR >4, or for changing their CA (A12.34).
- Stationary Guns can be Recovered and fired in the AFPh (A4.41, C2.7)
- Guns can only change their CA in a Fire Phase. A Gun can change its CA in PFPPh and fire in fire in AFPh without Case A penalties (3.22).
- Hits using Area Target Type affect all units in LOS in a hex. MRT hits affect all units regardless of LOS (3.33).
- MRT do not lose ROF for Area Target Type, hence they can fire SMOKE without losing ROF (3.33).
- Infantry and Area Target Types can be used to attack a hex devoid of targets (3.41), but Acquisition is only gained when using Area Target Type against Concealed or HIP targets (6.57).
- Critical Hits affect one target in hex. Use Random Selection to determine target (3.74).
- During that phase, a Gun cannot change its CA after having fired in a woods, building, rubble hex (5.11), even for OVR protection (5.64).
- Deliberate Immobilization cannot be used against immobilized vehicles (i.e., to draw a TC) (5.71). The crew of immobilized vehicles take a TC only if the TK# is > 5 (D5.5).
- Point Blank modifiers (Case L) are not applicable if the firer or the target are in motion/moving that turn (6.3).
- Concealed units cannot be acquired as Vehicle or Infantry Target Types (unless broken/hit by the firer) (6.57).
- Smoke fired in any phase other than PFPPh is dispersed (8.52).
- Some players use the Depletion rules to gain "extra" shots against valid targets (8.9).
- RFNM Guns cannot change CA (10.25).
- Gunshields add +2 unless struck by a Direct Hit (11.24).
- MRT are the only Guns allowed on Rooftops or in Crags (B17.4, B23.85).
- Cannister gets ROF [NB: should probably be ROF-1 like IFE but that remains to be determined] (Q&A 1996).
- PF usage is equivalent to SW usage, except a PF attack can only effect one unit (EXC: random selection ties (A7.351, C13.31).
- Backblast affects units in buildings, and rubble unless using Opportunity Fire (3, 13.8).
- PF, BAZ, PIAT, PSK are effective against Infantry only when in/behind walls, buildings, rubble, and pillboxes (8.31).
- PIAT attacks do not suffer Backblast (13.8).
- AFVs lose Acquisition if their CMG fires at other than the acquired location (C6.5, D1.82).
- AFVs are useful for "pinning" infantry via VBM (A7.212).
- Vehicles can make Motion attempts if threatened by enemy AFVs (2.401). This tactic can keep weak tanks in the game when coupled with sD, sM, sP, or sN.
- AFVs are not eligible for Opportunity Fire (3.3).
- Vehicular MGs make only 1 fire attack unless it is MA (EXC: CC, OVR) (3.5).
- After firing a weapon, an AFV's TCA and/or VCA can only change if firing on a Known enemy unit (3.51).
- The AFPh penalty, Case B, does not apply to AFV MGs if the AFV did not move during that turn (3.53).
- An AFV is Recalled if its MA becomes disabled (X) (3.7).
- AFV can attempt to set up HD on crests (4.221).
- CE status is required for any OT AFV to fire any non-bow mounted weapon (5.3).
- Elevation effects can reduce CE TEM to 0 (D6.6).
- Some inherent weapons (MG, PSK) can be Removed (6.631) not unloaded.
- Certain AFVs can form FGs with PRC and Infantry within their hex (6.64).
- Street Fighting cannot be used if marked with FF, etc. (7.211).
- AFV/wreck TEM doesn't apply to within location attacks (TPBF, OVR) (9.3).
- Smoke dispensers do not break nor do they run out of smoke (13.3).
- Smoke dispensers have +1 BU modifiers. sM have +2 motion, and Case A modifiers.

If you find these helpful or have other pointers, [Let me know](#).

Ω



Tank Treads – Chapter D

- Normal range for vehicular FTs is 2 if the FT is underlined (1.8).

The T-26

Michael Davis

In this article I'll cover the early history and development of the T-26 tank, describe platoon organization, go on a bit about armament, express a few opinions about interwar tank design, and provide some details of historical use.

Interwar Tank Design and Theory

During WW I the main function of tanks was to create gaps in wire, then to engage enemy troops in support of the infantry. Early levels of armour protection were around 8-10mm, just enough to stop a standard Mauser Bullet and give some protection against blast or shrapnel, though the crew were still vulnerable to blast and splatter through gaps in the armour. The aim was to provide enough cover for the crews for long enough to reach the wire, then a fighting chance whilst engaging enemy machine guns. It was understood that direct fire from a German 77mm field gun was likely to destroy a Mark V or Renault FT and attempts made to destroy known gun positions using artillery early in an attack. Further, every German field gun in the front line was one less available to shell the infantry as they crossed no man's land.

From an early stage British tanks were influenced by naval designers and theorists, in part because naval officers were involved in the project, but also because most of the manufacturers of components were already involved in naval construction. This had a subtle influence on design leading to casemated guns, the use of nautical terms and the original name "Land ship" which never really stuck. Post WW I naval terms and theories drifted into armoured warfare, with "Destroyer" tanks designed to engage other tanks and "Cruiser" tanks intended to create havoc behind enemy lines. Naval theory also gave rise to multi turreted designs, from the notion that tanks would be involved in wild melees engaging targets from all points of the compass simultaneously. The model of Tanks being a balance of armour, firepower and mobility was originally applied to naval cruisers at the start of the 20th Century; for tanks the model was seriously constrained by cost, a few expensive heavy tanks were wanted, but most would have to be as inexpensive as possible. The cost constraint pretty much reduced everything, well almost, as even with a cheap small engine tanks with limited protection and armament would be faster and more agile. The model works, and even now is extremely useful for evaluating armoured fighting vehicles.

After WW I there was much

discussion of the future of armour. A number of polo players and fox hunters fondly imagined that the tank was only really needed for static warfare, and that somehow the tank thing wouldn't happen again. Others saw the tank as necessary for breaching fortified lines, and perhaps useful for other stuff. A few had some remarkable ideas about the future of mechanised warfare. In Britain Major-General J F C Fuller ("Boney" to his mates), was the most radical theorist; he favoured the development of a mechanised and armoured army, developed ideas on military theory, and suggested armour could be most effectively used in mass to penetrate and disrupt the enemy lines. His ideas found some support at home, but excited Guderian in Germany, and captured the imagination of the Soviet Marshal Tukhachevsky.

Tukhachevsky helped develop the theory of Deep Battle in Russia, which proposed massive armoured formations breaking through the line then spreading out to create havoc in rear areas. Tukhachevsky's ideas influenced the type of tanks the Red Army designed. In the 1920s the Red Army used a number of captured British Mk V, and French Renault, as well as the T-18 (also known as the MS-1), an improved Renault intended to be an infantry support tank. In the 1930s Stalin took an interest in mechanisation, pressing for the development of improved tank designs and lots of them, calling for around 20,000 at a time when other major tank users were thinking in terms of hundreds.

The Red Army planned to produce four main types of armoured vehicles:

- Tankettes and armoured cars for scouting, liaison, patrolling, and in extremis infantry support (T-27, T-37, BA-10, BA-20 and small number of other armoured cars)
- A light tank for infantry support and to assist the medium and heavy Tanks (T-26)
- A fast tank for exploitation of a breakthrough and to support cavalry divisions (BT Series)
- Medium and heavy tanks to penetrate enemy lines (T-28 and T-35)

To speed up design several foreign tanks were purchased with the intention of improving then producing licensed copies; one of the British tanks selected was the Vickers 6 Ton.

Vickers 6 Ton/Vickers Mark E

In 1928 British engineering firm Vickers designed the Vickers 6 Ton (also

known as the Vickers Mark E) tank as a private venture with the hope of either selling it to the British Army or exporting it around the world. It was lightly armoured (at best 13mm) and came in two standard configurations. The Type A was armed with twin turret mounted Vickers machine guns, while the Type B was armed with a 3 pounder 47mm gun and a coaxial Vickers machine gun. It was noticed that the Duplex mounting of the armament in a two man turret increased rate of fire, one man could blaze away whilst his colleague either loaded the weapons or looked for ammunition. The British Army looked at the design, didn't like the weak suspension and declined to buy it. Which left the export market; about 150 were built and sold to nine or ten countries in small numbers. Both Poland and Russia liked the Vickers 6 Ton, going on to produce their own licensed copies. Britain did acquire a few, by cancelling a Thai order when WW II kicked off.

The Vickers 6 Ton was used in the Chaco War, Sino-Japanese War, the Winter War and WW II. For infantry support against lightly armed troops it was effective.

T-26

The Russians ordered some Vickers 6 Ton Mark A tanks in 1929 for evaluation as an infantry support tank. There was some debate as to whether to make a licensed copy or stick with the existing Russian T-19 (an improved Renault 17) which was comparable in most respect but cost twice as much to produce as a Vickers 6 Ton derivative would. What probably swung the argument was Military Intelligence suggesting the Poles were interested in the Vickers 6 Ton tank or rather a Polish derivative, the 7TP. In 1931 the Red Army decided on producing the T-26, a licensed copy of the Vickers; it was a decision that saved money and ensured the Soviets would have a decent infantry support tank in the 1930s. The twin turret T-26 would be known as the T-26A.

One major issue was converting Imperial dimension on the British tank to Metric on the Soviet model; initial work used mild steel for construction to get the dimensions and construction details right. Even from the start minor changes were incorporated so that the British and Soviet tanks would look similar but not identical. There were issues with the suspension, transmission, turrets, engine, and even the thinner 10mm plates that had been chosen to make manufacturing easier proved difficult to produce. Slow progress was made and by the end of 1931 about 120 tanks had been

produced; although 20 were deemed unfit for service, it was a promising start.

The Vickers 6 ton Tank Type A was armed with two Vickers Machine Guns. Although the Russians had a similar Maxim based water cooled machine gun they also had the DT 1929 Machine gun (in 1929) as a weapon for tanks and armoured cars designed by Vasily Degtyaryov a talented Soviet engineer. Using his DP 1928 light machine gun as a starting point, he replaced the wooden stock with a retractable metal stock, increased the magazine capacity from 47 to 60 rounds, fitted a heavier barrel and increased the cyclic rate of fire from 550 to 600 RPM. The barrel was 0.5 of an inch shorter which dropped the muzzle velocity slightly by about 15ft per second. Ammunition was .300 inch or 7.62mm, a round comparable to the American .03-06, or British .303; it is fair to say the cartridge design limits the amount of propellant that the round can use, but it's lethal. There are credible accounts of the round killing the occasional bear, as well as killing or wounding several million people. In addition to the basic ball loads, there are light and heavy rounds, two AP rounds, Armour Piercing Incendiary, Armour Piercing Tracer, Armour Piercing Tracer Incendiary, High Explosive Incendiary, as well as dummy, practice and "silent" rounds all available during WW II. As the magazines were hand loaded, the contents would depend on what rounds were available and the intended target. Generally a mix of ball and tracer would be used for anti personnel work. The DT could be removed and used on a small bipod as a LMG, with some DT being issued during the Great Patriotic War to infantry units in place of DP LMGs due to shortages. The DT 1929 was noisy, reliable and lethal. One source suggests 6,615 rounds were carried or about 3,300 rounds per gun, probably in preloaded 60 round drums, as loading during a fire fight

would simply take too long. Spent rounds were caught in a leather bag, not so much to recycle but to prevent hot casing bouncing around the vehicle. Barrels were air cooled so likely to be changed after firing 1000+ rounds at a steady pace, or after 240-300 rounds with the gunner just blazing away for some mad reason.

Against infantry two DT machine guns was enough for Infantry support. The Red Army liked the idea of giving the tank platoon commander something with a bit more punch to deal with bunkers or enemy armoured vehicles. Experimental mounting of a 12.7mm machine gun, 20mm and 27mm cannon were tried, then the PS-1 Gochkis gun (a slightly lengthened copy of the French Hotchkiss 37* gun) that sort of worked and led to some 37L B-3 gun being fitted but that proved a bit much for the one man turret. The performance of Soviet shells was degraded by poorly designed ammunition; whilst most countries were using Cordite as a propellant the Red Army stuck with Nitrocellulose primer which was less powerful. The projectiles themselves were also poorly made. In the early 1930s this was insignificant as a 37* gun firing Soviet ammunition would still go through the frontal and rear armour of a tank, scything through the crew on the way; it became more of an issue in 1941 during the Great Patriotic War. But for 1930s sticking a 37mm gun on a T-26A was progress, fitting it with a radio it served as the platoon commander's vehicle. All T-26A carried flags for signalling; these would be supplemented by hand signals, shouting and occasionally flares. Flags worked reasonably well in good visibility, basic commands could be transmitted very quickly, and even complex messages spelled out if time allowed. The main problems were crew exposure, and reducing the crew members available to service weapons.

There was an attempt to mount a recoilless gun on the T-26A, but there were issues with blast; further, to load the weapon a crew member had to exit the vehicle, so the idea fizzled out. More successful was the fitting of a flame gun, in the OT-26, although the firing position was cramped and fuel supply limited it provided a flame thrower operator with some protection against small arms fire, and the Russians really liked the idea and would develop it further.

Fitting a 37* gun in one of the twin turrets of a T-26A was a good idea, but it proved difficult to load and fire the gun quickly, and the small turret ring was damaged by repeated firing. These two issues encouraged the Soviets to look at the Vickers Mark B again; a Duplex mounting would allow two crewmen to service the armament and a bigger turret ring might allow a larger gun to be mounted. This led to the single turreted T-26B. Early work with mounting a 37L gun was encouraging, and prompted two new ideas. The Soviets were planning to use a 45mm gun as anti tank artillery and experimented with fitting it in the T-26B; the idea of mounting a low velocity 76mm infantry gun was also explored. The 76mm idea was dropped for the T-26 fairly quickly, but was later used on BT series tanks. The 45mm Model 32 idea was more promising but hit problems. The semi automatic breech wasn't working as it should. It was almost certainly a simple design fault but fanciful suggestions of sabotage delayed the work whilst people were shouted at and threatened unnecessarily. An improved design, the 45mm 32/34 allowed fully automatic AP fire, but was only semi automatic for High Explosive rounds; sensibly it was decided to accept the gun as it was and try to solve the issue later on. The 45mm gun was only slightly more effective against armour than the 37mm Rheinmetall gun, the main advantage was a more powerful High Explosive round, increasing from 22g to 118g. Both would have a similar blast effect to a grenade, additionally the impact of the shell could cause damage, powerful enough to knock a door off its hinges. In the 1930s both guns would be effective against enemy armour, field fortifications and soft targets. The 45mm HE round was more effective than the 37mm, in part to the larger explosive charge, plus it had a slightly greater mass of metal to throw around.

The larger turret of the T-26B could handle the 45mm guns recoil. The breech was semi automatic till 1935 when fully automatic operation was developed. Target acquisition was by periscope; ideally the Commander/Gunner would look for targets whilst the loader used the ready ammunition then opened boxes to ensure a steady supply of shells. There was an attempt to develop



T-26 light tanks during the Battle of Moscow

a photoelectric gun stabiliser to allow fire on the move against a selected target, but this wasn't effective in action. Ammunition steadily increased from 100 rounds in early models to 205/165 for later models with/without a radio. A mix of APHE-T and HE rounds would be carried, the HE round was pretty good, the AP round wasn't. The Soviets seem to have had a blind spot when it came to shell design in the 1930s, being slow to introduce ballistic caps, and modern propellants, certainly there was an improvement after German, British and American guns and ammunition was examined. It is doubtful T-26B were ever issued with APCR, or canister ever issued to T-26 units; there's always a slim chance that crews got hold of a few rounds.

The larger 45mm gun did create a greater volume of fumes, which was helped by fitting an extractor to the turret. Most of the other changes were to armour, turret design, MG armament, developing a flame gunned tank, fitting intercom and improving radio stowage. A limited number of 76mm gunned tanks were developed, the AT-26 or T-26B1, with 32 rounds carried. After a catastrophic round failure during testing the idea was dropped, with the same turret being used to develop a BT Artillery Tank. A rear mounted turret machine gun was fitted to several mid-production T-26B; it was marginally useful but was dropped in favour of additional ammunition stowage. A DT MG and bipod was carried for crew protection, to replace a malfunction or disabled MG, or for anti aircraft fire hand held by a crewman firing from an open hatch. Pistol ports were fitted in the turret for close defence. My guess is the crew would have carried revolvers and grenades, maybe SMG in the 1940s, although to date I have not seen a T-26 crewman with a pistol or any weapon other than a DT on a bipod outside of a tank, which is puzzling.

All T-26 carried a three man crew; driver, loader, and commander/gunner. The commander was an incredibly demanding role. He needed to know how to command a crew, operate a gun and MG, be familiar with radio and/or flag operations, and have mechanical knowledge to assist with maintenance. Platoon commanders would have been even busier, but somehow they coped.

The Soviets experimented with a number of artillery tanks based on the T-26, mounting 37mm, 76mm, 122mm, and even 152mm guns, intended to provide artillery support for tank units. Most of the designs did not enter service, except for the SU-5-2 mounting a 122mm gun, which was used against the Japanese. It was difficult to fit a big gun in a small tank without sacrificing mobility, ammunition and protection but a lot was learned in the attempt. Later the Soviets became interested in using the T-26 to tow artillery, using the chassis with

a canvas screen. The idea showed some promise, with a small number produced and the idea of developing command, and ancillary vehicles. Very small numbers of tow vehicles were trialled.

Plenty of other ideas for using the T-26 were explored; mine rollers, ploughs, and rakes were briefly explored, as well as ideas for bridging and fording tanks. Only the ST-26 bridging tank saw service.

One unusual idea was to develop radio controlled tanks. The TT-26 Robot or Teletanks, were T-26A fitted with a short range radio control system, directed by another TU-26 command tank with a control box. The TT-26 was usually a flame thrower tank, intended to get close to enemy bunkers without risking the crew. On an open plane in good weather it worked very well. Later models were developed to use single turret tanks, and to deliver chemical smoke. It was an exciting idea, helped by gradual improvements in the control equipment. By 1937 the control range had reached 1.5 miles, but progress was hampered by the lead designer being arrested and shot in 1938. The Teletanks were used against the Mannerheim Line during the Winter War. Some problems arose. Snow concealed anti tank defences and it was hard to avoid these when using remote control, and the control equipment could fail, either in transmitting signals or when controlling the remote vehicles equipment. On occasions the crews removed the control equipment and drove the tanks into action. An armoured TT-26 to drop explosives then retire was developed too late for the Winter War. Some TT units were still in service when the Germans invaded Russia; most accounts suggest these were used as conventionally manned vehicles.

Most of the later work on the T-26 was to improve armour, suspension and address technical issues arising in the field. In the late 1930s there was a serious attempt to develop armour resistant to 37L shells but the engine and suspension weren't up to it, besides the Red Army was losing interest in light tanks, moving instead towards the heavier and more capable T34/76 and KV series tanks.

Platoon Organisation and Tactics

In the early 1930s the Red Army planned for each infantry division to have an inherent tank battalion. This would be led by an HQ of two or three T-26 and a command car, a signals platoon in trucks, a motorcycle platoon, and trains elements of supply, mechanics and engineers also in trucks. This led three tank companies, two of T-26, and one of T-37 (or later T-38). The T-37 company was a command tank, plus three platoons of five tanks for a total of sixteen vehicles. T-26 companies were usually

smaller, comprising a command tank, and three platoons of three tanks for a total of ten T-26 tanks per company. At full strength a battalion had an establishment of sixteen T-37 amphibious tanks, and twenty two or twenty three T-26 tanks. Very occasionally an infantry division's T-26 platoons might be five vehicles each in Guards or special purpose divisions. That said it would be rare for any company to be at full strength even in peacetime.

Armoured divisions and brigades had a similar organization with three companies in a battalion, but most would have five tank platoons, and a small reserve of perhaps eight T-26 held at brigade or more at divisional level, and trains elements capable of a wider range of repairs and maintenance.

Chemical battalions organisation varied but typically would have two or three command tanks, signal and trains units, plus three companies each of one gun armed T-26B, and three platoons of five OT-26 or similar. During the Winter War platoons were mixed units of gun armed and flame armed tanks.

Almost invariably command tanks would be radio equipped, and the best T-26 variant available. The proportion of radio equipped tanks did slowly increase, with some platoons all equipped with radios. Usually radios were used to connect to higher command, and flags, torches, vehicle lights, klaxons, or hand signals supplemented by shouting were used to communicate between tanks without radios or accompanying infantry. This wasn't unusual; the British had experimented with radio in every vehicle as had the Germans but most other armies believed platoons didn't really need that many.

In the late 1930s doctrine moved towards much larger armoured formations, the armoured corps of two armoured and one mechanised division. To form these T-26 and T-37 tanks were taken from infantry divisions and concentrated in armoured units. By the time of the Great Patriotic War very few infantry units still had an armoured battalion, but some did.

Although equipment was included in the Table of Organization it might not have actually been supplied to a unit, or even if present be in working order with a full load of ammunition and fuel. As long as a unit was static for a reasonable amount of time, fuel and ammunition requirements could be solved, and with enough mechanics and parts mechanical problems fixed. Soviet production had concentrated on producing complete tanks, and to an extent had ignored spares, and replacement equipment. Like virtually every other tank of the period the T-26 required maintenance after fairly short periods of operation. After 150 hours an engine would need servicing, and after 600 hours would need to be removed from

the tank and sent back to the factory. The tracks also needed attention after travelling about 500 miles, with either the track pins or individual track plates prone to failure. Other mechanical failures occurred in drive and gear transmission depending on the terrain covered. Pretty much all of the issues highlighted could be solved but they needed time, resources and commitment to do so. At the time of Barbarossa between 20-40% (depending on the source) of the T-26 tanks in service were static due to delays in maintenance procedures. It should be stressed that German Panzer I and II Tanks had similar mechanical reliability features but the Germans put more effort into keeping them running.

Ideally a full strength platoon of three tanks would be allocated to each infantry platoon, and in crucial attacks, the entire tank battalion would go into action supporting an infantry battalion with fire support from the entire division, plus air assets. More often a tank platoon would have to support a larger infantry unit, or very occasionally act independently.

Platoon tactics were pretty basic. Most training focused on moving in a Column to March, then forming a Line to attack or defend. In the case of a deliberate attack or deliberate defence then platoon commanders would plan the actions of all tanks under their command, briefing other tank commanders, and making use of maps or models during the briefing. It was pretty basic stuff but gave everyone involved a rough idea of what they should be doing. In defence tanks could be dug in, the easiest way to do so was to form a breastwork in front of the tank; with more digging a hull down position the tank could drive in and out of could be excavated. Mainly such positions were for defence from artillery, direct firing guns and air attack. The Red Army was big on camouflage and would

try to conceal units from observation. On occasions tanks would be hidden in ditches, gullies, or dug out positions that tanks would drive out of to fight. Tanks with engine or transmission problems were used as defensive bunkers; this might mean towing them into position then leaving a weapons crew to fight, or digging tanks in. Spare or salvaged turrets were also included in defensive lines.

Chemical units tactics evolved from rushing towards the enemy then shooting flame at them to more developed combined arms attacks with mixed flame throwing and gun armed tanks, backed by infantry and a field gun or anti tank gun. The main problem was the vulnerability of T-26 to grenades, and short range small arms fire directed against vision slits and suspected crew positions, there are even reports of Japanese Soldiers using bayonets to attack the engine intakes in early models. Thicker armour and redesign of the engine cover did improve protection but parking on top of enemy Infantry concentrations remained a calculated risk.

The Red Army was pretty good at both concealment and field fortification. An attempt would be made to conceal tanks from observation, at the very least by parking in cover, but if time allowed camouflage and clearing tank track marks. In defence tanks could be driven into or behind terrain features for cover or concealment. In deliberate defence hull down position might be dug out for tanks to be driven into then concealed. A variation of this was to dig tank hides which a tank could reverse into, be covered with branches, ready to drive out of to attack.

T-26 could be dug in as part of static fortifications. A tank sized hole was excavated then the tank driven into or towed and the earth compacted. This wasn't ideal

as access to the vehicle was more difficult but it provided better protection against artillery and direct fire attacks. Obsolete tank turrets were part of the Stalin and Molotov Defensive Lines, a number of dug in Tanks were added to the Stalin lines in 1941, with both sets of defences using spare T-26, and salvaged T-26 turrets from battle damaged Tanks. The turrets were added to very strong concrete bunkers, called Type T (Tank) pillboxes (or Tankovaya ognievaya totshka (TOT) in Russian). These tended to be in secondary positions behind several other defensive belts of mines, wire and tank obstacles; ideally they would be engaging infantry separated from armour support. The main weakness of TOT was the thin turret armour. Generally the Soviets were pleased if a defence held up the enemy advance and inflicted significant casualties, before falling to a coordinated assault.

It's reasonable to suggest Soviet 1930s tank tactics were an improvement on those of WW I, but fell short of what the Germans were capable of in the early 1940s. As long as strong enemy anti tank, armour or air support weren't available, T-26 Tanks were useful for infantry support.

Historical Use

In 1931-32 the Japanese Invaded Manchuria. The proximity of Japanese troops on Soviet and Mongolian borders gave the drive to mechanise the Red Army further impetus. Tsarist Russia had fought the Japanese in 1904-5, and Japanese troops had intervened during the Civil War. The possibility of a fair sized shooting war encouraged Soviet Tank Research and Development. There was scope for disagreement about the land Borders between Japanese occupied territory, Mongolia and the Soviet Union, and several hundred minor incidents occurred along the border. Most were very small engagements with less than thirty troops a side, with the occasional larger action. In 1938 the Red Army was constructing a base on a hill near Lake Khasan in North East China, the Japanese responded by attacking the position, which led to a full scale battle involving about 7,000 Japanese Troops fighting 20,000+ Soviet troops including 345 Tanks, supported by artillery and air assets. Most of the Red Army tanks were T-26B, including ten flame throwing tanks, three bridge laying ST-26, and about 80 BT series tanks. Despite considerably stronger forces the Soviet attacks were badly coordinated, infantry being mown down by machine guns, and tanks lost to the very few field guns the Japanese possessed. After two months of fighting a cease fire was agreed and the Japanese withdrew. Stalin wasn't happy. Massed frontal attacks had failed miserably against enthusiastic dug in troops, the Local Red Army Commander Vasily Konstantinovich Blyukher was dismissed,



T-26 light tank during the Battle of Moscow, winter 1941/1942

later being arrested during the Great Purge of 1936-38 and dying in custody. Nine tanks were destroyed including one flame throwing tank, and about seventy five others damaged. Some tanks had been damaged or destroyed by close assaulting infantry, using small arms at close range, grenades and even bayonets. The T-26 had stood up fairly well to Japanese 37mm guns, but the idea of armour that offered more complete protection against 37-45mm projectiles and some protection against 70-76mm rounds was beginning to influence Soviet design. Short term the rear hull was improved to give better protection against bayonet and grenade attacks. Undoubtedly the use of tanks had reduced the overall number of Soviet casualties, armour support had been effective, particularly the small number of flame throwing tanks which proved effective against Japanese troops in bunkers and trenches.

It wasn't over, the underlying hostility fermented and other small border incidents were contrived. Mongolia in 1938 was a people's Republic, allied with the Soviet Union who had troops stationed there to resist Chinese or Japanese occupation. Cavalry from both sides of the border provoked each other with frequent loss of life. Over 100 Japanese troops were killed in May 1938 during one unfortunate incursion and that triggered a rapid build up of forces in the area. On 27 June 1938 the Japanese Air force attacked a Soviet Air Base in Mongolia. The raid was the idea of the Kwangtung Army and had not been sanctioned by the IJA High command or Japanese Government. Though both sides were used to minor skirmishes, the use of aircraft in a premeditated raid escalated tensions. Cavalry skirmishes in Nomonhan Eastern Mongolia were seen as a *Casus Belli* by the Japanese who built up forces ready to invade. On the other side of the disputed Khalin River Georgy Zhukov took command of Red Army and Mongolian forces with reinforcing Tank and Motorised units.

Zhukov's first move was to organise logistical support by road improvement and motorised transport to connect to the nearest railhead 500 miles away. He improved defences whilst building massive superiority in forces over the Japanese in the region. The Japanese attacked first, and were slowed by stubborn defence, stiffened by 45mm anti tank guns which proved very effective against Japanese armour. The Japanese supply line struggled and the pace of their attack slowed after two weeks, Zhukov massed close to 1,000 tanks and armoured cars, supported by over 800 aircraft, and 500 guns, as well as superiority in infantry. When ready he launched an unrelenting attack, starting with air and artillery bombardment, then tank and infantry attacks. Large pockets of Japanese

defenders were encircled then reduced by successive attacks, with very few survivors. Perhaps as many as 20,000 Japanese troops were casualties out of an initial force of 30-38,000, and a lesser proportion of their tanks, artillery and aircraft. Soviet casualties had been much higher, but they had succeeded in driving the Japanese out of Mongolian territory and convincing Tokyo a war with the Soviet Union would prove costly. Local Japanese forces were keen to continue fighting but a ceasefire and subsequent peace treaty held. Minor skirmishes on the border still occurred, but neither side wanted to kick off another conflict that would claim 60,000+ lives and leave cartography unchanged.

The Soviets were fairly pleased with their success, Armour in conjunction with artillery, infantry and aircraft had proved reasonably effective against a determined and aggressive defender in a prepared position. The BT and T-26 tanks had sparred successfully with Japanese armour, finding their 45mm guns outranged their opponents, and not suffering too badly against 37mm tank and antitank guns. Some losses to Japanese infantry had occurred as well as mechanical failures, which led to changes in suspension, engine, and engine cover design. Lessons were also learned about armoured warfare. Most of the Red Army attacks had been similar to the combined arms operations of late WW I, but massed armour bypassing known defences had proven more effective. The biggest disappointment had been the effectiveness of command below Zhukov all the way down to individual platoons, a lack of training, and in some cases a chronic lack of ability was reducing the Red Army's effectiveness. Although the Red Army was technologically advanced and capable of putting strong forces into the field, it suffered problems with lower level leadership which would continue well into the Great Patriotic War (WW II, well the bit from June 1941).

The Soviet Union supplied armoured vehicles and other weapons as well as some support staff to the Republican Army during the Spanish Civil War, 1936-38. About 331 tanks, mostly T-26 and fifty BT-5 tanks were supplied, as well as armoured cars, artillery, ammunition and small arms famously paid for by the bulk of Spain's gold reserves. Although some of the small arms and artillery supplied were old or obsolescent, the T-26 and BT-5 tanks were generally newly manufactured vehicles.

The first use of T-26 Tanks in Spain was at Seseña, on 29th October 1936. Fifteen T-26B manned by Spanish and Soviet crews launched a poorly coordinated attack against Nationalist infantry supported by Italian tanks and some artillery. The defence included anti tank mines and is notable for the first well documented use of

Molotov cocktails. The Republican force lost three tanks with another three damaged, but inflicted considerably more damage on the defenders. Overall the attack was a limited success, although a great shock to the Nationalists and a boost to Republican morale the town remained in Nationalist hands. The use of Soviet tanks did help the Republicans, the T-26B was very effective in infantry support, shooting in attacks and providing cover for retreating or defending infantry. Against Nationalist armour the T-26 had better protection, more effective armament than German Panzer I and II tanks and greatly outclassed Italian CV-33 tanks. The Germans were generally disparaging of Soviet armour, but made use of captured T-26 when they could; post-war they incorporated thicker armour and heavier armament in their designs. The biggest surprise for Soviet armour was the effectiveness of the 37mm Pak 36, which convinced most Soviet designers that tanks needed better armour protection. The Red Army almost certainly learned more from the fighting in the Far East than operations in Spain but the combat experience there was important.

In September 1939 Soviet forces invaded Poland with a massive force including 4,700+ tanks, of which 1,675 were T-26. Fighting was sporadic, the bulk of Polish Forces were in the west fighting the Germans, and the Polish Government suggested that troops only responded defensively to the Soviet Incursion. About fifteen T-26 Tanks were destroyed in action. Many more tanks were damaged by mechanical failure, and traffic accidents pointing towards inadequate crew training and poor maintenance; the distances travelled were also a factor. The T-26 was intended to cover fairly short distances, the limit on the tracks was about 500 miles, after which individual tracks and pins would need replacing, and the drive mechanism would also be showing signs of strain. Although some maintenance could be done in the field, engines needed a more complete workshop overall was needed after 150 hours of operation, and would need sending back to the factory for a refit after 600+ hours. Most 1930s tanks had similar maintenance constraints, and the German Army encountered similar difficulties in its operations. The main lessons to be learned were the need for better command and control and the need to improve mechanical reliability, crew training, and to improve the availability of spares. The Germans did learn, the Red Army sort of didn't.

The next combat trial for the T-26 was the Winter War of 1939-40 or the Russo-Finnish War. Most of the T-26 fought in infantry division tank battalions, with the rest in light tank brigades and one tank corps. Many old problems

resurfaced, with some losses attributed to poor maintenance, supply problems, driver error and additionally traction difficulties in deep snow. Roughly half of all tank losses were mechanical failures, the rest were combat losses. The Finns had very little artillery, very limited anti tank weapons but still managed to inflict close to 1,900 tank losses. Over half due to gunfire, about 380 by mines, and the rest due to a number of causes ranging from Molotov cocktails to tank traps. The losses suggested poor coordination between armour and infantry/artillery support, and weaknesses in mobility and protection, though the enthusiasm of the Finns to engage armour with whatever was available also played a part. Most of the destroyed armour could be repaired, except for those captured by the Finns or burnt out. The Soviets were shocked by their losses and the failure of light tanks in Infantry support.

In the 1940s the Red Army planned to introduce the next generation of armour. The T-40 was intended to be the new light reconnaissance tank replacing the aging T-37/38. The T-26 was seen as under armoured and it was doubted the design could be improved sufficiently to remain useful. It would gradually be replaced either by a newly designed light tank (the T-50), or a medium tank (the T-34). The BT series would also be replaced by T-50. T-28 medium tanks and T-32/35 heavy tanks were to be replaced by a mix of T-34 and KV tanks. The T-40 proved to be poorly armoured and of limited combat value whilst the T-50 was seen to be difficult to manufacture, pretty soon both were replaced by a 20mm cannon armed light tank (the T-60), and the plan amended to replace BT and T-26 with T-34. There was discussion about the proportion of T-34 to KV Tanks, with competition for each tank's approval, luckily both were seen as useful and went into mass

production.

Alongside the changes to equipment, there were massive changes to the way armour would be organised and used. Tank battalions were removed from the TOE of infantry units and brigaded or formed into larger mechanized units as regiments in support of heavier tanks. The biggest units were armoured corps intended to have over 800 tanks, most of them medium or heavy, supported by modern artillery, motorised infantry, inherent anti aircraft units and engineers, truly enormous units limited by equipment shortages and weaknesses in command structure and communications. For infantry support brigade sized armoured units were created, as well as battalion sized units allocated to army fronts and used for specific missions.

Certainly there was a plan. It was a plan that required 20,000 tanks to be replaced by another 20,000 tanks, the disbandment of old units and the formation of new ones, and considerable movement of equipment. Adding to the logistical problem were changes in armament, in fuel to diesel from diesel/petrol, and differences in crew numbers. All this required massive amounts of paperwork and administration. Further many units had moved from barracks in Russia to new quarters in the Baltic States, Poland and the Balkans. At every level there was a certain amount of confusion and friction. The main problems created were low levels of maintenance due to personnel and spares shortages, limited crew training, and in some units shortages of fuel and munitions. Given four or five years the Red Army would have slowly re-equipped with T-40, T-50 or T-60, T-34s and KVs, in massive corps led by well trained General Staff and served by well trained crews.

Hitler spoilt the whole thing by

invading Russia. Stalin and many within Russia did expect a German attack, but were uncertain as to when it would happen and whether the Germans would aim for the rich resources of the Ukraine and Don Basin, or push towards Leningrad and Moscow. The Soviet plan was to hold a line for about ten day whilst mobilising, then counter strike to drive the Germans back. The German attack surprised the Red Army by aiming thrusts at Leningrad, Moscow, Kharkov and Kiev in the Ukraine. Initial attacks proved phenomenally successful with driving deep into Russia. Within days the Germans had nearly destroyed the Red Army Air force, gaining air superiority, perhaps air supremacy allowing unescorted fighter bomber support. Within days Soviet mechanised corps in the Baltic were shattered; a week later those in the Ukraine were also depleted. Over 20,000 Soviet tanks were lost in 1941, most of them T-26, various BT, and T-37/38. Roughly 10% were combat losses, the rest were lost to mechanical failures, lack of fuel, or were captured by the Germans being sent back to the Reich to be scrapped. Lessons were learned from the fighting. Tactically the Red Army would try to use guns, mines and infantry to stop enemy armour, whilst avoiding tank to tank combat unless unavoidable. The tank corps were seen as difficult to command, and unexpectedly difficult to move around. Light tanks outpaced heavy ones on roads, medium tanks were faster cross country, and the heavies were not only slow, they broke bridges and destroyed bad roads.

T-26s certainly did their bit in 1941, fighting German armour and supporting infantry. Despite massive numbers being destroyed some reserves still remained. In Leningrad, where they could be repaired and stocks of spares existed, the T-26 remained in service throughout the war. T-26 were also in service in the Far East. In November 1941 about 300 T-26 were moved from the east to launch counter attacks to save Moscow. In some respects this was to be the T-26's finest hour, playing its part in slowing the German attacks and pushing the invader back. Despite the T-26's short comings its support for infantry attacks could prove decisive, boosting morale and protecting its crew from the harsh weather.

By 1942 T-26 were becoming rare on the western front. Several hundred were still in service, but tended to be used for crew training, and occasionally infantry support. In the east about 1,200-1,500 T-26 remained serviceable, to be used against the Japanese in 1945.

Captured T-26 were used by the Axis. The Germans tended to assign them to Police units, while the Finns used them as tanks for a while then later to train crews,



Destroyed T-26 light tank and KV-1 heavy tank

and to teach infantry anti tank tactics.

Conclusion

The T-26 provided sterling service throughout the 1930s and was still of some use in the 1940s. They had taught the Soviet Union how to produce massive numbers of tanks in a short time, how to steadily improve an armoured weapon system by experimentation and apply lessons learned in combat, discouraged real or imagined foreign threats, and provided a vehicle to use for training and in battle.

In the early 1930s it was comparable to most other light tanks in production, with slightly better main gun than most, reasonable mobility, and armour that was just as thin as most other vehicles. Crews, particularly drivers, and also commanders were not adequately trained, the entire crew was overworked, which didn't matter as long as other nations tanks were similarly crewed, but became an issue as newer tanks such as the Panzer III and IV with better organised cockpits became more common. The limited number of radios carried by T-26 units, and the other troops they were fighting in conjunction with was also a problem. Attacks were often poorly coordinated and entire platoons or at times tank companies operated within sight of each other, genuinely confused as to what they should be doing. The Germans with better communications could fight more nimbly massing armour against smaller Soviet tank units, or call in support to shell or bomb them.

Beyond that basic tank tactics let the Red Army down; until 1942 tanks often fired on the move, charged around aimlessly for little gain. The Soviets enjoyed greater success when enemy armour was engaged by artillery and anti tank guns, whilst using Soviet tanks in planned attacks against infantry, ideally in conjunction with artillery, air and infantry support. Improving 45mm ammunition, better gun sights, radios and an improved suspension might have extended the service life of the T-26 a little longer, but with the main production facilities at Leningrad cut off it made more sense to develop newer models of light tanks, and make much greater use of the newer T-34 medium tank which was far more effective.

With more resources devoted to routine maintenance, better crew training, and less purging of commanding officers the T-26 could have formed an effective fighting force capable of driving into Poland without ending up wrapped round trees or stuck in ditches, better performance invading Finland, and stiffer resistance during the Great Patriotic War. That said poorly maintained T-26 tanks, with barely trained crews and limited radio equipment, led by a weak command structure did slow the Nazis in 1941, and kept Russia in the War.

French Tanks

James Rimmer

At first glance in an OB French armour seems like a poor counter to what it will be facing. Slow, using red to hit numbers with few machine guns and little smoke - and radioless to boot! H39s and FCM36s look like weak responses to the PzIIIF and PzIVC across the table.

However, if used correctly, French medium tanks can make short work of blitzing Germans. The key is trusting the strengths of your D1s and to make your opponent come to you.

Trust the Armour

The key to using French tanks is to remember who they will be facing. A H35 with its 4 armour may seem weak against Tigers or even late war PzIVJs – but mercifully it never does face those beasts.

French armour only has to withstand what was around in May 1940. Which, in the vast majority of scenarios, is ATRs, 20LL, 37L, 50(L) and 75*.

Assuming an AF of 4, only the 50 and the 50L are worrying with modified To Kills of 7 and 8 respectively. The 75* is a coin flip killing on a 6. Everything else needs a 5 or less. Further, most French medium tanks have superior turret armour, boosting them to 6. French side armour is also very good, almost always equal to the front.

Other than the 88 no gun in a May 1940 scenario is guaranteed a kill against a French tank.

This gives French tanks the ability to hold their ground. They can survive a Defensive Fire-Prep Ffire cycle. You can put them in the direct avenue of attack and not get brushed aside.

For example, in 'SP263 Hammer Time', my opponent drove his S35 smack in the middle of my attack. He lost one to a CH (it had survived fire earlier) but the one survived everything I threw at it, taking out 3 tanks in the process.

Trust the Gun

French guns, while requiring the use of Red To Hit numbers, can be very effective against German tanks of the era. Often with front armour of only 3, French 37s, 47* and 47L can kill a German tank with a 5, 6 and 8 respectively. German tanks often have weaker turret and side armour. Mostly important is that almost no

French AFV has a B# less than 12. This means you are a little more free to use Intensive Fire to make up for the lack of ROF.

Once they hit, French tanks can hold their own against their foes. Coupled with their superior armour it means don't fear slugfests against a Pz38.

Make Him Come to You

Mobility is the Achilles heel of French tanks no question. Radioless, often suffering from mechanical reliability issues, great big swinging flanking moves are almost always out of the question.

Instead make your opponent come to you. Set up behind walls. Set up in woods and buildings. Set up in the middle of their avenue of attack, making them confront you directly. In many ways a FCM36 or D2(L) is a particularly well protected gun that is easier to move. Use the platoon to prevent flanking by having each tank cover a range of angles.

In the images you can see how my opponent sticks his ACs – which lack many of the benefits described – behind walls and are mutually supporting. Both survived the scenario.



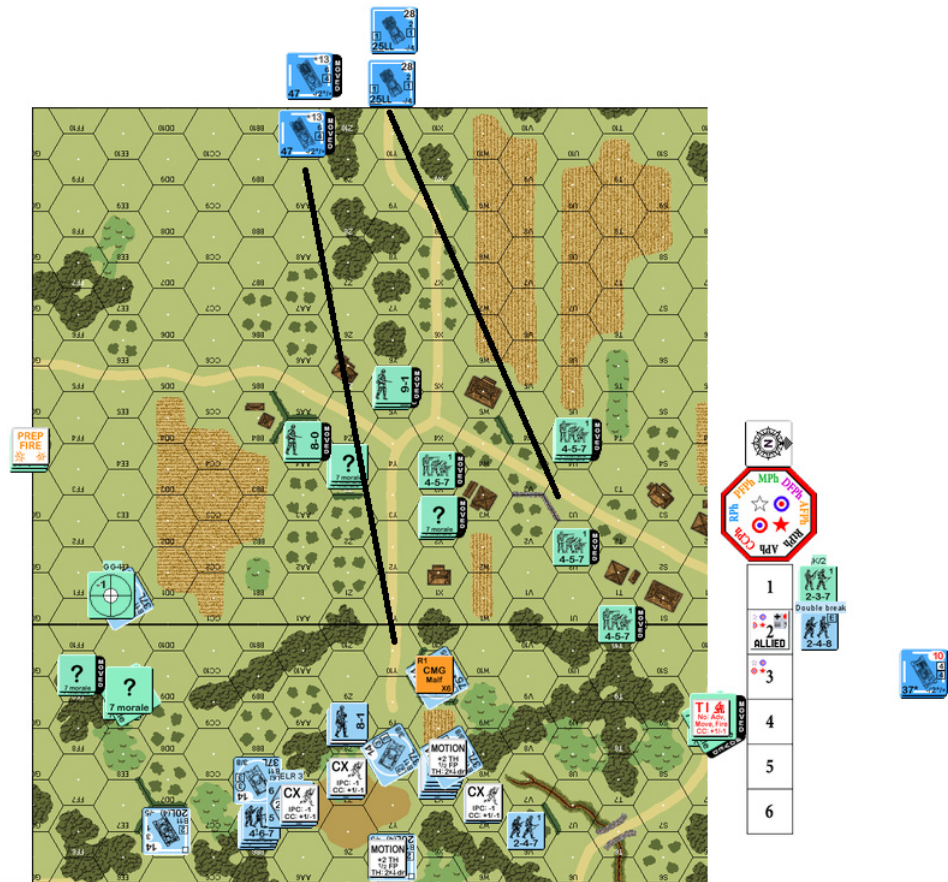
Don't try to rush your Frenchmen across long stretches of open ground. Don't spend turns trying to tweak them into the perfect position. Their armour is good enough that they can be a little open.

If attacking with H35s use them as platforms to soften up your opponent. Set up them to shell kill stacks then roll forward. The 4 IFT column can do plenty of damage. Or use them for Armoured Assault to bring your troops right up to buildings. Platoon movement can make this more effective by having effectively a protected wave of troops. As they never have to face Panzerfausts you can be more aggressive in urban spaces.

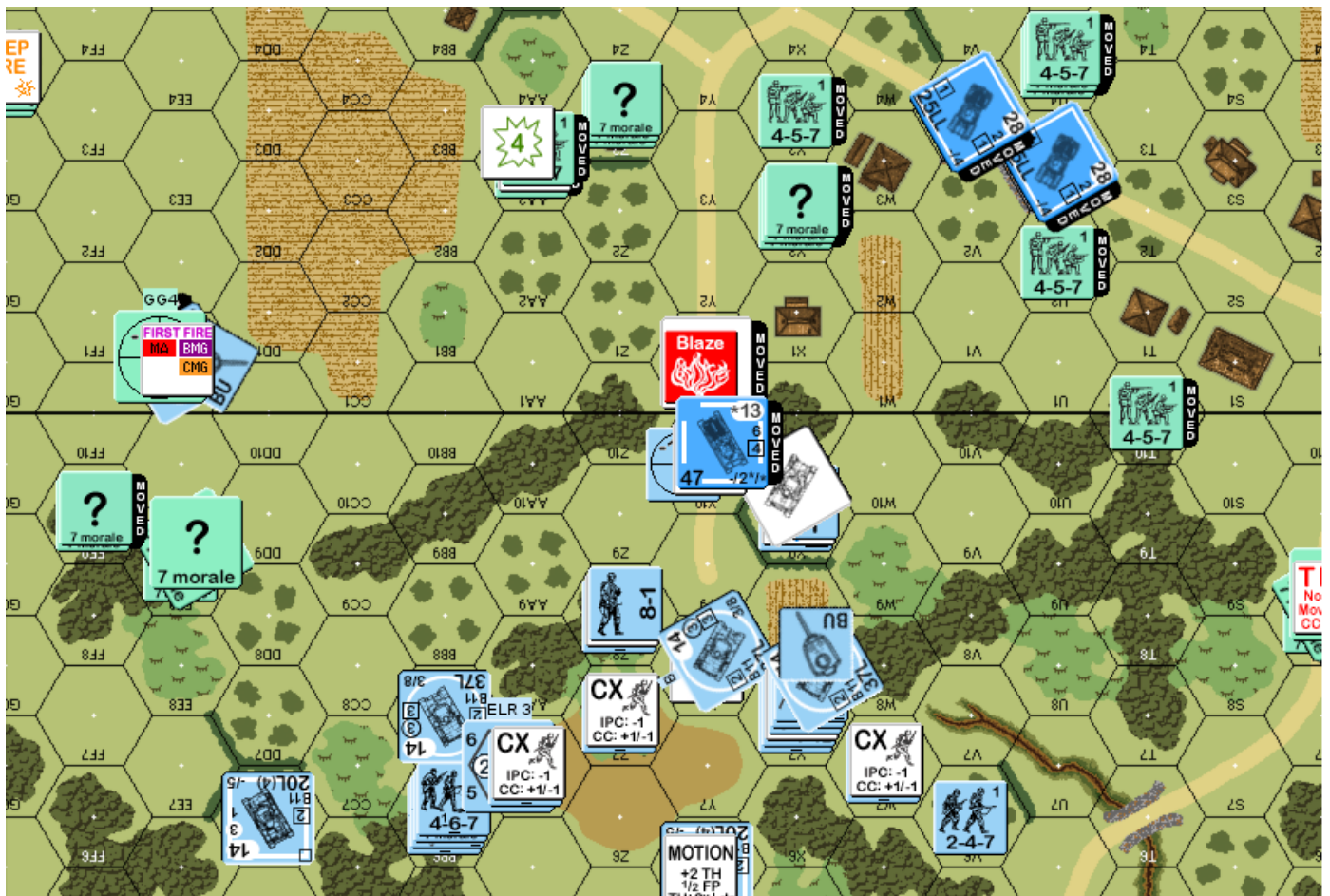
In summation French tanks are at their best in shooting matches. Set them in ways in which they force your opponent into trading blows. The advantages in protection and firepower means you should be happy to trade fire rounds with your opponent.

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Above: the planned drive.
 Below: my opponent has dropped his S35 right in the middle of my attack.
 Even his side armour of 4 means my German 37L kill on 5s or less.





SLOPES

Rick Carter

Slopes were introduced in the *KGP* modules. The intent was to recreate undulations in terrain and allow for clear LOS over intervening hindrances and obstacles. They were not a new form of hill but rather a way to recreate some elevation advantage and eliminate the “wedding cake” or plateau terrain of *ASL* boards. The images of Kursk below illustrate a sloping terrain that may fall short of a series of *ASL* crest lines but are not re-created by treating the whole area as open ground or as brush/ grain covered level zero hexes.

However in my attempt to grasp the rule I was confused by the meaning of term “upslope.”

“Upslope” does not mean that the slope lines should be treated like crest lines. Rather, a firing unit is “upslope” to a target when the line of fire is traced through the slope hexside that forms part of the firing unit’s hex. In determining “upslope” status, slope lines that are in the firing unit’s hex or along hexsides not bordering the firing unit’s hex, or in another hex altogether have no bearing.

Now “downslope” also has a technical meaning. Units are not necessarily “downslope” to the units that are “upslope” to them. Rather, a unit is “downslope” only to an adjacent hex. A unit is “downslope” to

an adjacent hex if that unit is in a hex w/ the slope artwork and the LOS or movement is traced across the slope hexside. A unit can be both “downslope” to some hexes and “upslope” to others. Being “downslope” only affects movement costs and possible TEM conferred by the slope hexsides. It really does not change LOS. A “downslope” unit can see normally to hexes beyond the adjacent hex even if they are “downslope” to that adjacent hex.

If you establish that the firer is upslope to a target then that unit is firing from $\frac{3}{4}$ above the base elevation of the firer’s hex.

So what does this change?

Well now you can fire over $\frac{1}{2}$ level obstacles and hindrances such as walls and hedges, vehicles, grain, brush, etc (see Chapter F for further examples of $\frac{1}{2}$ level hindrances).

Now you can also see and fire at a unit at a lower elevation over a crest line that would normally block LOS due to the so called “plateau effect.”

Take a look at the following example.

The Russian squad w/ the LMG in F6 is upslope to the German 467’s in CC9 and BB8 as well as the German vehicle in AA9. So if that unit were to fire they are $\frac{3}{4}$ levels above those units and thus can see over the

intervening grain as well as the hedge. Of course normal hedge tem would apply to the unit in CC9 and AA9 per Chapter B. But fire at the 467 in BB8 would be unaffected by the hedge along the BB9/BB10 hexside.

Now that same Russian squad is not upslope to the German 548’s in I9 or N9.

The Russian squads in E5 and F5 are not upslope to anyone. So the intervening grain and hedges would hinder and block LOS to the German units.

The Russian MMG in K6 is upslope to the German unit in I9. Though the LOS is along a hexspine, the slope hexside is considered “inclusive of the vertices.” It is also upslope to the German unit in W8. On the other hand, the slope hexside in D6 would not confer “upslope” status to a unit in D5 firing at E7. While slope hexsides are inclusive of the vertices, in order to be “upslope” the slope hexside must form part of the firers hex.

The Russian AT gun is upslope to the German Vehicle and to the 548 in I9 but not the 548 in crest status in N9.

The Russian MMG in T3 on the hill is upslope (level $1\frac{3}{4}$) to all German units and can see over the S5/T5 crest line to the 548 in crest status in N9. Further, that unit in T3 can see all the way to CC10 over the $1\frac{1}{2}$ level bldg in J8.

The Russian unit in N6 moves to M5

along the path traced by the arrow. When moving from N5 to M5, that unit is moving upslope and thus would incur an additional ½ mf cost. So the cost of movement from N6 to M5 would be 3.5 mf's. In this case, that might not mean much but if he was trying to portage one of the MMGs he would be unable to do that on his own. A unit on ski's moving "downslope" (e.g. from M5 to N5) would get a ½ mf bonus. For vehicles, moving upslope incurs an additional 1 mp cost. The Rain/Snow penalties are incurred just as if a unit was changing elevation across a crest line.



In terms of TEM, being upslope confers no benefits. Slopes might give you a +1 TEM but only if you were actually in the hex w/ the slope artwork and only if 3 contiguous or 2 non contiguous hexsides were slope hexsides. None of the hexes in our example therefore would confer this +1 TEM.

If, though, the G7/F6 hexside or the G6/G7 hexside were a slope hexsides such that the artwork was in G7 then a unit in that hex may be able to claim a +1 TEM if the

line of fire was traced through one of the slope hexsides inclusive of the vertices.

Now, as in all things ASL, there are exceptions to being able to claim this +1 TEM

If the Firer is adjacent to the target, no slope TEM can be claimed

If the firer's elevation above the target is > or equal to the range to the target, no slope TEM can be claimed. So a firer at level 2 at a range of 2 hexes to a target at level 0 would not be able to claim the slope TEM even if the target would otherwise be able to.

Fire lanes can still be traced from firers who are upslope to other units, but

there is a +1 DRM (not TEM) given to targets who are ¾ level below and not adjacent to the firer. Of course normal fire lane rules otherwise apply. And it is important to remember that the base level of the firer should still be kept in mind. So the Russian MMG can lay a fire lane to T9 but would not affect units in T9. Units in T5 would get a +1 DRM. The Russian MMG in K5 can lay a fire lane down to W8 and any units moving into or through those fire lane hexes (except K6) would get the +1 DRM. A unit may be able to claim the +1 DRM as well as the +1 TEM of a slope.

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SASL, STEP BY BLOODY STEP

This article was written 23 March 1998, after my first experiences with SASL, which had recently been released at the time. ASLAP was a very handy computer program (Windows only) that was quite popular at the time for dice rolling, especially as it could keep track of them so you could view stats at the end of a game. And the British SASL tables referred to are those that were released in VFTT11 – Pete

I jotted down the following check list as I was beginning my first SASL Mission, and found it to be quick useful when generating subsequent Missions, so I thought I would share it with everyone in the hope that you also find it useful

STARTING OUT

Choose Date

Choose Mission (or roll on A7.)

If Partisan, see S12.21.

Make DR for EC (B25.5)

Make DR for Wind (B25.63)

Make DR for Weather (E3.)

In Snow, make dr for each side for Winter Camouflage (S12.31)

See Mission Card for ENEMY Prevailing Attitude

Roll on Mission Tables for SAN, RE, ENEMY AC#

Use Chapter H to determine ELR

See Mission Card for mapboard selection and activation

If Randomly generated, make a DR on Table A8 and then a DR on A9 (board number is North on dr 1-3)

Place S? / VPO as required

If a "City" mapboard a building 7+ hexes is a Factory (B23.74) on dr 1-3

Determine Stream/Water Obstacle Depth, Current etc as required

Make dr on table A9c for each one hex bridge

See Mission Card for VPO Locations

Purchase FRIENDLY Infantry MMC (only) expending 130 BPV at most.

See Mission Card for S? Placement/Entry (cannot be within 3 hexes of FBE)

FRIENDLY BOARD EDGE - West edge of mapboard (east is ENEMY BOARD EDGE)

RE NUMBERS - if Wind Change DR = ATTACKER RE Number, and Activated ENEMY unit is in play

ACTIVATION

IFT Concealment loss vs S?

Proximity/Net DRM to moving/routing/

advancing FRIENDLY unit

S? Location Searched/Mopped Up

Flame appears in Location

Long Range Activation (S5.32)

Moves/Advance losing Concealment (NA if HOLD)

Enters ADJACENT to FRIENDLY unit (NA if HOLD)

Long Range - Moving non-vehicular FRIENDLY unit with Final IFT DRM of -2 or more within 16 hexes to xA Case A

Original DR 2 activates, anything else is NE, S? remains in place.

COMMAND

Must pass CMD DR =< CMD # (Morale; Morale +1 for leader, crew, vehicle) to perform any non-RPh action that Player Turn.

NA to BERSERK, HERO, Broken, Melee, Recall

If fail, PANIC - apply TI penalties,

place Final Fire and MUST FPF vs all targets; +2 Ambush dr, +1/-1 CC DRM.

Leaders who pass allow all units except better leaders within 2 hexes and LOS to auto pass. Applies until next leader makes CMD DR..

MY FIRST MISSION

For my first Mission, I selected 'Block Party', as it looked smallish and I quite like city fighting and close quarter combat. I also choose to use board 1 since I already had it set up from a previous game of Guards Counterattack. So I decided on Stalingrad, October 1942 and started rolling.

With hex row GG forming the west edge, the EC were Very Dry, Clear and with a Mild Breeze in direction 5.

The ENEMY SAN was 5, RE 3/4, ELR 3 and AC# 4, while I had a SAN 2, RE 5/6 and ELR 4.

I rolled up an Assault Engineer section, and brought 4 8-3-8 squads, 5 4-6-7s and a pair of 4-4-7s, giving me a squad equivalent of 12 and allowing me a pair of LMGs, a MMG, 2 ATRs and a pair of light mortars. For leaders I got an 8-0, 8-1 and a 9-1, while I rolled a 10-2 for the assault section. I decided not to supplement my OB with an OBA module or an SPG section,



partly for the VPs but also to keep the game simpler.

I started rolling for S? placement from hex row GG and worked my way east. I stopped about half way though as I ran out of level markers, and figured I'd continue as the game progressed.

While looking at the VP schedule, I had a question. It says that a city block contains 3 or more building Locations, yet the third example is not a city block because it only contains 3 building Locations.

And another thing - where do you set up the ENEMY Sniper? I couldn't find anything in Chapter S, so in the end I just stuck him in the middle of the board.

Well I started the game off, and (using *ASLAP*) the first roll results in me receiving an Aufklarungs Abteilung arriving, a PSW222, a PSW234/2 and a SPW250/10! So I set these up to enter along the road, along with a pair of HS using Armoured Assault to spot ENEMY resistance. I also enter a kill stack containing the 10-2, 3 engineers with the DC, FT, LMG and MMG on GG7, and a couple of squads with a leader on GG4. The plan was to steadily advance forward, probing the suspected enemy positions, and bringing the kill stack into use against any ENEMY units revealed.

And that's pretty much what happened. A pair of ENEMY OBA gave me a fright on GT2 as my kill stack was in woods but it was only 80mm mortar fire and with a 10-2 IMC don't normally worry me; in fact I came out even better off I the 10-3 battle hardened, and one of the engineers created a hero! In fact there was a rash of Heat of Battle results which left me with 3 heroes, a Fanatic 8-3-8 and the aforementioned 10-3 by game end!

I was also quite lucky with Random Events, receiving a pair of Marder II on GT2, having the ENEMY resistance slacken on GT3, and getting some Panzers on GT4.

At about 3am, after 4 hours play and a couple of hours before that scanning the rules, setting up and watching various TV programmes, I called it quits for the night with the German GT4 about to start.

Sunday morning, and having had breakfast and read the morning paper, it's back to the game. At which point I remember that this game has a Command Control rule! D'oh! A read of the rules makes me think that my units would most likely be in CMD due to the presence of the 10-2 leader being able to pass his CMD DR and exert his influence on my other leaders, so I carry on without it. In future I'll have to remember it though!!

Anyway the rest of the game consists of my German units steadily advancing building by building, clearing out the odd pockets of Russian resistance, the kill stack (10-3, hero, 3 engineers, LMG and MMG doing most of the damage - 33FP -4!! Even using Spraying Fire against a stone building gives me a 16FP -1 against both hexes!!).

The last couple of turns saw me hit hex row R, and bump into a more formidable defensive line, as I encountered half a dozen squads in the 1N4 building, who managed to break the 10-3 leader with a NMC!! But I still have enough firepower to bear against the building to bring the Russians to their knees and soon had them broken. I was about to enter the building on GT9 when the game ended.

It came as no surprise to find that I had won, as I had cleared nearly a dozen city blocks and only lost a tank doing so (and even the crew managed to bail out safely).

The *ASLAP* statistics made some interesting reading. Each side had made just over 160 DR, with the average being 7 for the Russians and 6.9 for the Germans. It was interesting to note that the Russian Sniper had been activated 13 times to my 4! Of course, in addition to the 330 DR made, *ASLAP* also made a LOT of DR for ENEMY Activation and Action Commands, which certainly eased my workload!

Overall I felt that the victory had been a bit easy for me, in part due to some poor ENEMY Activation Checks, and also due to not using the Command Control rules, but I guess that is part of the problem with any system where the opposition is randomly determined. It'll be interesting to see how the next game goes, especially with Command Control restrictions in place.

AFTERMATH

In the aftermath of my first game I posted my AAR to the InterNet *ASL* Mailing List to see what others thought. They raised some interesting points, particularly about how important the Command Control rules are, so I decided to fight the same Mission again.

This time I decided to fight in Caen in June 1944, giving me a chance to use the British SASL Tables which were printed in *VFTT*.

The EC were Moist with No Wind at start and with Fog/Mist in effect. This latter led to a quick check of Chapter E to see what effect it would have - a dr of 5 meant it was Fog, with another dr of 5 meaning it affected level 3 and below and a dr of 4 meant it was equal to +3 SMOKE per hex! Hmm, this would make it very difficult

for the ENEMY to see me, but would also make it harder for my leaders to exert their Command Influence.

The ENEMY Attitude is Hold, and the DR/dr gave him a SAN of 3, an AC# of 4 and a RE of 3/4. I rolled a 3 SAN and a RE of 5/6! Finally the Booby Trap Level was A! (this one something else I forgot about in my first game). Being June 1944 my ELR was 3 while the British ELR was 4.

The battle ground would be mapboard 20, with hexrow A being the east edge. A dr for building 20C6 showed it not to be a Factory, while additional dr showed that both bridges in 20U9 and 20T8 were functioning but the one in 20Q6 had been destroyed. The city had not been devastated though (MSR5).

In view of the closeness of the terrain, I decided to buy the same forces as before, 4 8-3-8 squads, 5 4-6-7s and a pair of 4-4-7s, giving me a squad equivalent of 12 and allowing me 3 LMGs, 2 MMG, a light mortar and 2 PSKs. For leaders I got an 8-0, 8-1 and a 9-1. I again received an Assault Engineer section, but this time only led by a 9-1, and I again decided not to supplement my OB with an OBA module or an SPG section, partly for the VPs but also to keep the game simpler.

Again I started rolling for S? placement from hex row GG and worked my way east, stopping just over half way when I ran out of level markers - I think we'll have to get AH to print some more in the next module!

The assault engineers entered along GG8 to GG10, while the rest of the company entered along GG4 to GG7. With the +3 Fog per hex, it meant that LOS was pretty much limited to adjacent hexes, so I was able to make rapid progress without causing too many Activation Checks.

As turn 4 opened, I was faced with the dilemma of getting across the FF2-Y6-Y10 road. Even with the +3 Fog still in effect, this left me worried as there were a lot of ENEMY S? units in the buildings on the other side of the road, two of which suddenly revealed 648 squads with FT due to a RE, 1 in X6 the other on the second level of Z5. I managed to push a couple of squads into the Z5 building only to get locked in melee for two turns with a pesky 457 squad who refused to die, even taking out one of my squads before I finished him off with a snake-eyes.

X6 proved more difficult, and it wasn't until turn 6 that I was able to get a pair of squads into the hex, only to get locked into CC.



ALONE IN THE DESERT

SASL in North Africa

Nick Smith

Other than knowing the name of the author, and the fact that it was last updated in October 1999, I've no idea where I downloaded this from. As the date suggests, this pre-dates the second edition of SASL but is should be just as useable with it as I am not aware of any rules that were changed or added between the editions – Pete

This article came about as a result of an email I had from a fellow SASL aficionado. He said that in his experience the standard SASL rules and scenarios did not seem to work very well in the North African theatre. We did not go into much detail, but I assume that the principal problem is one of LOS. Even with hillocks in play, the chances are that all Suspect counters would be immediately revealed as soon as they or the Friendly units entered the boards. Added to this, of course, is the lack of infantry cover (the only natural TEM available is usually +1), the difficulties of Entrenching owing to that +2 DRM, and the historical tactics adopted by all sides of placing artillery (if not tanks) with infantry in entrenched, all-round defensive positions protected by mines and wire (so-called “boxes”).

With this in mind, therefore, I offer the following rules amendments and supplements to be used in Desert scenarios. These are unofficial and are subject to constructive criticism from fellow SASL players.

Rules

NAF1 Boards are rolled for on the Desert Board Activation Table. Overlays are then rolled for as per Chapter F12 of the *ASLRB*.

Desert Board Activation Table

1	26
2	27
3	28
4	29
5	30
6	31

NAF2 S? Placement and Entry rules are amended as follows in *SASL North Africa*:

- 4.1(b) Substitute “hillock/deir/wadi/sand” for “woods/brush” in the first sentence. Such hexes do not have to be part of >2 connected hexes.

- 4.1(c) & (d) S? are placed within one or two hexes of each VPO Location, whether these contain Concealment Terrain or not.

- 4.1(f) Place S? in any scrub Location.

NAF3 No more than 1 Suspect counter may enter per hex if the Enemy is in Advance Attitude.

NAF4 If the Enemy is in Hold Attitude, the above rule also applies unless the Suspect counter(s) are in a building Location.

NAF5 To reflect the importance of Guns and AFVs in the North African campaign, each time a Suspect counter is activated, make a subsequent dr. On a dr of 1 an AFV is activated on the Enemy Standard AFV Table (x6) *instead* of any unit(s) on Table A1. On a dr of 2 a Gun [with Crew] is activated on the Enemy Standard Gun Table (x5) *instead* of any unit(s) on Table A1. On a dr of >2 make a DR as normal on the A1 table.

NAF6 If a Suspect counter is activated as Infantry or a Gun and the Enemy is in Hold Attitude, make a subsequent dr. On a dr of <4 a Fortification is automatically activated on the Desert Fortification Table. There is a -2 drm if there is a Fortification in any of the adjacent hexes.

Desert Fortification Table

Final dr	Fortification Type
0	x+5+7 ¹
1	x+3+5 ¹
2	Trench
3	Trench
4	Entrenchment ^{1,2}
5	Sangar ^{3,4}
6	Sangar ^{3,5}
7+	Nothing

Cumulative drm:

+x	As per RE instructions
+y	As per MSR
-1	Any MMC is Elite
+1	All MMC are Conscript

¹ The capacity of the fortification equals the number of ENEMY MMC just generated in the fortification's Location.

² Trench is generated if ADJACENT to an already-generated Pillbox/Trench or if a Gun is also being Activated in the Location; otherwise use a Foxhole of the proper capacity (see note 1 of this table).

³ If the number of units generated exceeds the Sangar's capacity, units are placed therein in the following order of priority: highest-ranking leader; unit with highest-firepower HW; highest-quality unit; any Infantry unit; any non-AT Gun; any Gun.

⁴ If a Sangar is generated in prohibited Terrain, an Entrenchment is created instead.

⁵ A Sangar generated in prohibited Terrain is forfeit.

NAF7 Long range Anti-Tank Activation rule: each time an AFV or armed vehicle moves within the LOS of a Suspect counter, make a DR. On a DR of 2, make a subsequent dr:

1-3 Enemy AT Gun [and Crew] is automatically generated on Table x5a. On a subsequent dr of <4 a Fortification is also Activated on the Desert Fortification Table in the same hex: the AT Gun is placed within the Fortification.

4-6 Enemy AFV is automatically generated on Table x6. [EXC: the AFV generated must be capable of destroying the Target Friendly AFV in its current Target Facing with a non-CH TK DR. If the AFV received does not meet this criteria, reroll until one is received that does. If none is available, reroll for an AT Gun (x5a) instead].

The AT Gun/AFV just Activated treats the Activating Friendly AFV as its Target for First Fire purposes. Regardless of the number of Suspect counters eligible to be Activated by this rule, only one may be so Activated per moving AFV.

NAF8 Amendment to S5.31: if Long Range Activation is successful, make a subsequent dr: 1=roll on Table x5 for an Enemy Gun *instead of an Enemy HMG/.50 cal*: 2=a Lt. Mtr is Activated *instead of an HMG/.50 cal if the Friendly Target would be within that SW's maximum range*, otherwise an HMG/.50 cal is Activated as per normal: 3-6=normal application of S5.31 (ie the HMG/.50 cal is Activated with a Fortification and Leader).

NAF9 VPO objectives are determined somewhat differently. On boards 26-31 only hillock overlays are counted for VPO, these boards having no inherent VPO of their own.. Note also S14.33.

NAF10 DLV Hindrances (F11.) affect Command Control as follows: in Heavy or Very Dust, the radius of a Leader's Control is reduced to adjacent hexes. In Extremely Heavy Dust a Leader exerts Command Control only over those MMC/CE vehicles in his own hex.

NAF11 *Modifications to Table A11*: The following Random Events replace those of the same number on Table A11:

12 Enact RE 12 on Table A11 unless there are no FRIENDLY Infantry units in a Building location, in which case enact RE 03-04.

***42** If the Mission takes place during a season when Mud & Overcast conditions are possible (Arid Weather Chart, F11.2) then conduct this RE as per Table A11. Otherwise (ie during May-Sept), the Dust Level is increased by one (eg Light to Moderate, Heavy to Extra Heavy). If there is No Wind, then the Wind Force is increased to Light Breeze.

***43** If the Mission takes place during a season when Mud & Overcast conditions are possible (Arid Weather Chart, F11.2) then a flash flood occurs. Heavy Rain is in effect for the rest of the Mission, subject to Wind Change DR. Otherwise (ie during May-Sept), a sandstorm has occurred. The Dust Level is increased by two

(to a minimum of Heavy) and the Wind Force is increased to Heavy, regardless of its prior level.

Scenarios

The following *SASL* Missions are suitable for use with these Desert Rules:

- Cautious Advance
- Bunker Busting
- Take The Highway
- Enemy Offensive
- Tank Attack
- Hold The Line
- The Bridge

The following custom *GSASL* Scenarios (available from <http://www.netins.net/showcase/lubbensite/gsaslsцен.htm> [NOTE: this link is no longer active – Pete]) are suitable for use with these Desert Rules:

- Pursuit
- Meeting Engagement
- Convoy Escort

Official Scenario Modifications

1. All “official” scenarios (ie Missions 1-14) being played in North Africa use the Desert Board Table except where otherwise stated.
2. Fortifications are rolled for on the Desert Fortification Table.
3. DVP (F.3) instead of VP are in play for victory determination conditions as to Guns and Vehicles.
4. If the Final DR on Table G2 would yield a 6-5-8 squad, a 4-6-8 (non-SS) is generated instead.

Specific Scenario Modifications

•Mission 13 (The Bridge): The river mapboard is selected from boards 7,8 or 40, but terrain is modified as follows. All brush and wood hexes are scrub, and all orchard hexes are crags. Marsh hexes are cactus patches (F13). Buildings exist at Level 1 only: all are of stone construction. The “river” actually represents a ravine at Level -1. The crest lines made by the “river” hexes are actually cliffs. All Level -1 “river” hexes are in addition Broken Terrain (F13).

Apart from vague mental notions of mathematical probabilities, I cannot claim to have rigorously tested any of these rules, so any feedback from other players would be very welcome.

I'd like to add acknowledgements and grateful thanks to Rick Lubben and Pete Wenman for their input, advice and encouragement while putting this together.

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Solitary Musings

Some Suggested Extra or Optional Rules for SASL

I have little knowledge of where this material is from. The footer on the original document suggests it may be from the same site as the SASL North Africa article but has no other information about the author or its date. I saved the web page in May 2005 but would suspect the article is older than that. If you can shed any light on its origins please let me know – Pete

It is inevitable with such a complex game as *SASL*, where inevitably some things must be left to the player's judgement (and conscience) as to what is in the best interest of an ENEMY unit or side as a whole, that there are times when some things are not so clear cut. Also, due to the all-encompassing nature of *ASL* combat which covers virtually every facet of WWII tactical combat, some situations arise which were possibly not considered for *SASL*. With that in mind, I offer some completely unofficial suggestions for a few house rules covering more unusual situations.

Frozen Rivers

The following situation arose when playing in a winter scenario with a frozen (and Flooded) river (Board 8). A JgPzIV/70 received a Move Command to head for the nearest (in MP) Friendly-held VPO Location. It so happened that the AFV was near the south-east bank of the river, and the only Friendly-held VPO Location was a four-hex building on the opposite bank. To have used the bridge would have been a very long way round. As the JgPzIV/70 weighed a surprisingly modest 26 tons, I decided it was in the ENEMY's best interest to risk it. Unfortunately it just failed the Ice Collapse DR and was removed from the board. To avoid such head-scratching in future, try these rules:

1. Any ENEMY vehicle weighing less than 5 tons may cross Ice as required or appropriate.
2. An ENEMY vehicle weighing greater than 5 tons may cross Ice provided it first passes a normal Crew TC. There is a +1 to this DR for every multiple of five tons (FRU) in excess of 10 tons. [This will obviously reduce the chances of heavy tanks attempting such a foolhardy adventure!]

German Vehicle Listings

While on the whole the designers have done a good job on the very difficult task of the G5 tables (Random Selection of German AFVs), there are a few idiosyncracies. Perhaps the most telling is that the G5x tables do not seem to take North Africa into account. No Czech-built tanks (ie PzKpfw 38(t) and PzKpfw 35(t)) were used in North Africa, although Marder-

type vehicles on their chassis were. Also, a company of Tiger Is was present in Tunisia from 1/43 onwards, and similarly took battle in the crucial Kharkov battles of 3/43, yet they are not available in the 1-6/43 column.

Another possible quirk seems to be that armed halftracks (SPW 250s / 251s) seem to proliferate in the same period, only to disappear later. Also there is no selection for the Jagdtiger (admittedly a rare beast with only 48 produced), the Wirbelwind or the Ostwind.

For the purists, PzIVA and PzIVC are listed in the German Vehicle Listings for 1940 but do not appear in the 1940 column.

One possible solution would be to rejig the table columns to add these rarer vehicles. The main difficulty would be squeezing yet more German AFVs into the later periods without forcing out the more common vehicles. I have had the germ of another idea, but I will have to test it before putting it on these pages.

In the interim, should you wish to include Tigers in your Tunisian *SASL* scenarios, I suggest the following. Should a DR be called for on the G5 table, first make a Tiger DR. If the DR is 2 or 3, Tigers are chosen: otherwise roll on the G5 table as normal. This rule could also be applied to Russian scenarios in 1-6/43, where if anything they were more common.

Vehicle Listings

This is a list of apparent errors or suggestions for improvement:

German

The 1-6/44 column of table G6 lists Pz IIIH (DR = 4). This should probably be Pz IIIN.

Table G6c, 8/44-45, DR 12: suggest amending "StuPz IV" to "StuPz IV: if 1945 then JgdPz VI on subsequent dr of >3".

British

A result of "Quad FAT" on the B7 table is ignored unless the Transport is to be used to Tow a Gun.

British Prime Movers Table

The following is an optional method for choosing transport for guns should ordnance be rolled up on the RE table:

- 25LL AT Gun: no transport
- 40L AT Gun: no transport
- 57L AT Gun: dr 1-3 Loyd Carrier, dr 4 Carrier A, dr 5 Carrier B, dr 6 Carrier C
- 76LL AT Gun: dr 1-3 Quad FAT, dr 4 M5, dr 5 M9, dr 6 Kangaroo
- 88 ART: no transport
- 40LL AA Gun: 3t truck

Mud/Deep Snow in Variable Ending Scenarios

It is virtually impossible for most vehicles in *ASL* to cross three boards of Open Ground during Mud or Deep Snow scenarios within 10 turns, and many would be pressed to do it within 12 or 14 turns. This is especially true of Desert scenarios during those months where Mud often appears, since there are few other terrain features to provide firm ground: even the Overlays are mostly Open Ground for the purposes of Mud. Therefore in scenarios where the Prevailing Attitude of the ENEMY side is Advance (eg Tank Attack!), a +2 drm should apply to any dr made for possible Game Turn End. Even with this I still consider the odds during such a scenario tilt towards the defender since the attacking AFVs will be slowed, possibly to the point where they become vulnerable to FRIENDLY infantry, and furthermore some will inevitably be Bogged, Mired or Immobilized.

Cavalry

Cavalry was still a fairly important service in many armies in WWII, especially for Poles, Russians and Germans. *ASL* addresses this very well but at present there is no chance of using cavalry in *SASL* under the official rules. The following are an attempt to redress this.

XC1 Should any Elite MMC [EXC: Elite or 1st Line if Russian] be received, either by S? Activation or RE, make a further DR to determine whether these are Cavalry:

DR Nationality

- 4 Polish, Russian
- 3 German, French (5-6/40), Greek, Yugoslav, Hungarian, Romanian, Japanese (vs Chinese/Russians only), Italian (vs. Russians only)
- 2 British (Middle East up to 12/41, not North Africa), US (Philippines up to 5/41 only), Chinese

DRM:

- 1 if in Advance Attitude
- 1 if Germans vs. Russians or Partisans (EXC: France)

Any SMC received as part of the same RE/Activation-dr are also considered Cavalry.

XC1.1 Should the Cavalry MMC be received as part of an RE required to enter from offboard, or was Activated as an S? in the ENEMY MPh, or the ENEMY Attitude is Advance, then the appropriate-sized Horse counter is received as follows:



•If the MMC was Activated during the ENEMY MPH, or enters onboard as part of an RE, it is placed as a Rider on the Horse counter. Any Leader received at the same time is placed with the MMC and is considered a Rider.

•If the MMC was Activated during any other phase, the MMC is placed under the Horse counter.

•If the MMC is in a hex that would prohibit entry of a Horse unit, the Horse counter is placed in an adjacent hex in the following order of priority: highest TEM: unit(s) of same side in hex: out of LOS of FRIENDLY unit(s): any non-prohibited hex (make Random dr in the event of a tie). If no such hex is available, the Horse counter is forfeit.

XC1.2 If any SW is received for a Rider on a Horse counter that would exceed the Rider's PP capacity, it is forfeit.

XC2 CAVALRY AUTOMATIC

ACTIONS: All normal SASL rules for ENEMY unit automatic actions apply except where stated below.

XC3 CAVALRY FIRE: All normal SASL fire rules for ENEMY units apply except where stated below.

XC4 CAVALRY MOVEMENT: All movement rules for ENEMY units apply except where stated below.

XC4.1 ENEMY MOVEMENT TABLES: ENEMY Cavalry units use the A4 Tables except as noted below:

•Hold Attitude

For "Assault Move" (Move Command 2, 3, 4, 5), read "Dismount". If the Cavalry unit is not within LOS or within range of any FRIENDLY MMC/stack with > 4 FP it may then carry out the rest of the command, otherwise it stops.

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XC4a: Hold Attitude	
ENEMY Cavalry Movement Table	
DR	Move Command
2	Dismount and move one hex toward nearest VPO Location; toward nearest Infantry Target; towards nearest Target.
3	Dismount and move into any adjacent higher or building Location (if possible) if Target exists therefrom; dismount and move one hex toward nearest Target in LOS; into adjacent Location with TEM > TEM of current Location; toward nearest building Location in LOS; otherwise see Move Command 7.
4	Dismount and move one hex toward nearest FRIENDLY-Controlled VPO Location in LOS; toward nearest FRIENDLY-Controlled VPO Location; toward nearest VPO Location; toward FBE; into best TEM.
5	Dismount and move into adjacent Location with TEM > TEM of current Location; into Location with any positive inherent/hexside TEM with Target available therefrom; into any Location with positive TEM; random direction.
6	If any Good Order FRIENDLY unit in LOS see Move Command 5; otherwise see Move Command 11.
7	Move full MF, RAS. Stop and dismount upon entering any Location with positive TEM if a Known Good Order Target exists, or stop and dismount upon entering any (previously) FRIENDLY-Controlled VPO Location.
8	If in LOS and range of Known Good Order FRIENDLY unit dismount and move into adjacent Location with best TEM; any positive TEM; with most Targets available therefrom. If not within a Known Good Order FRIENDLY unit's range and LOS move full MF toward closest building Location in LOS; building Location with best TEM. Stop and dismount upon entering any Location with positive TEM if a Known Good Order Target exists, or stop and dismount upon entering any (previously) FRIENDLY-Controlled VPO Location.
9	Move full MF toward nearest FRIENDLY-Controlled VPO Location in LOS; not in LOS. Stop upon entering a VPO location or by expenditure of all MF.
10	If >=3 GOTs exist dismount and move into adjacent Location with best TEM; out of FRIENDLY LOS. If <=2 GOTs exist, dismount and move one hex toward closest Target; into best TEM; out of most FRIENDLY units' LOS. If no GOT exists move full MF, RAS. Stop and dismount upon entering any Location with positive TEM, or any VPO Location, if a Known Good Order Target exists.
11	Move toward nearest FRIENDLY-Controlled VPO Location in LOS; otherwise one not in LOS but closest (in hexes). Gallop if necessary. Stop and dismount upon entering a VPO Location or by expenditure of all MF.
12	If Known FRIENDLY unit in LOS the unit(s) Charge! Any Leader present must take a NTC: if this is passed, a Cavalry Wave is formed (if possible [A13.62]). If no Known FRIENDLY unit in LOS see Move Command 10.

XC4b: Hold Attitude	
ENEMY Cavalry Movement Table	
DR	Move Command
2	Dismount and move into adjacent Location with best TEM; toward nearest F-CVL.
3	Move toward nearest FRIENDLY-Controlled VPO Location in LOS; if no such Location in LOS see Move Command 5.
4	If >=2 KGO FUTs in LOS see MC 2; otherwise Charge nearest FRIENDLY unit in LOS if in range, else move full MF towards it; if no FUT in LOS move full MF (REH), stop and dismount upon entering any Location with inherent TEM of >=+1, or any VPO Location.
5	If any Known FUT.
6	If any Good Order FRIENDLY unit in LOS see Move Command 5; otherwise see Move Command 11.
7	Move full MF, RAS. Stop and dismount upon entering any Location with positive TEM if a Known Good Order Target exists, or stop and dismount upon entering any (previously) FRIENDLY-Controlled VPO Location.
8	If in LOS and range of Known Good Order FRIENDLY unit dismount and move into adjacent Location with best TEM; any positive TEM; with most Targets available therefrom. If not within a Known Good Order FRIENDLY unit's range and LOS move full MF toward closest building Location in LOS; building Location with best TEM. Stop and dismount upon entering any Location with positive TEM if a Known Good Order Target exists, or stop and dismount upon entering any (previously) FRIENDLY-Controlled VPO Location.
9	Move full MF toward nearest FRIENDLY-Controlled VPO Location in LOS; not in LOS. Stop upon entering a VPO location or by expenditure of all MF.
10	If >=3 GOTs exist dismount and move into adjacent Location with best TEM; out of FRIENDLY LOS. If <=2 GOTs exist, dismount and move one hex toward closest Target; into best TEM; out of most FRIENDLY units' LOS. If no GOT exists move full MF, RAS. Stop and dismount upon entering any Location with positive TEM, or any VPO Location, if a Known Good Order Target exists.
11	Move toward nearest FRIENDLY-Controlled VPO Location in LOS; otherwise one not in LOS but closest (in hexes). Gallop if necessary. Stop and dismount upon entering a VPO Location or by expenditure of all MF.
12	If Known FRIENDLY unit in LOS the unit(s) Charge! Any Leader present must take a NTC: if this is passed, a Cavalry Wave is formed (if possible [A13.62]). If no Known FRIENDLY unit in LOS see Move Command 10.

Return to Villeneuve d'Ascq

Joe Arthur

I attended Villeneuve d'Ascq in 2001 and 2002. I was working in Brussels for both those years and it is an easy drive from there to Villeneuve d'Ascq – which is near Lille in the Pas du Nord region of France. It is a mere one hour drive from Calais.

In 2001 I turned up and found Toby Pilling sleeping on the floor in the corner of the games room. He was the only other Brit there. In 2002 he flew into Brussels and I gave him a lift to the tournament – again we were the only Brits there. This was back in the day when Toby was doing his “European *ASL* Tour”. He's stopped attending most tournaments now because he's worried that he'll pass on all he has learned to the rest of us (thanks Toby).

The tournament, called the *ASL* Ring, has been run from the start by Francois Boudrenghien. His email is f.boudrenghien@neuf.fr if you want to get in touch with him. The *ASL* Ring has a website (<http://www.chaumieres.org/simulateurs/>) though it is of course all in French. The tournament is held in a community centre called LCR Des Cygnes, Rue du Colibri, 59650 Villeneuve d'Ascq. It is in the middle of a housing estate near the Museum of Modern Art. In fact the park of the museum is just a short walk away.

There are plenty of hotels to stay in – I chose the cheapest option of the F1 hotel (hey – all I needed was a clean bed). If you stay there remember to take your flip flops because the showers are communal and if you don't protect your feet you can leave the hotel with some interesting fungal infections (what I go through to play *ASL*). I did think of trying couchsurfing (<https://www.couchsurfing.com/>) but rolling up late at night after an *ASL* game is not very sociable.....and the days of sleeping in the games room have gone.

The 2016 tournament was from Friday 13th May to Sunday 15th May. Francois told me to turn up at around 7.30 pm on the Friday at the LCR Des Cygnes. I thought that was a bit of a late start. Francois rolled up at about 8.30 pm (very French of him,

they're generally late, it's a cultural thing) – the room had been booked by a dance class (who threw me out when I walked in at 7.30 pm) till 8.30 pm. It was going to be a long night. In fact after Francois had gone through the introduction speech, the tables had been put out and opponents drawn we sat down around 9 pm. I started my game at 9.30 pm to finish at around 2 pm. It's not a great way to start because you are tired from the first game – especially as it was going to be an 8.30 am start the next day. Francois was telling me the story of how he was so tired one year he played *ASL* in English until his opponent pointed out “Francois, je suis francais”. My advice – don't turn up tired.

Francois has played all the scenarios and created an Australian Balance Sstem for each of them – which was a lot of work for him. The theme for this year was Axis Minor and French. He didn't tell me that when he gave me the scenarios so I just thought I'm in France – they must like playing a lot of French army scenarios. Quite a few *Le Franc Tireur* scenarios were chosen. I later found out that the first prize for the tournament (*Poland in Flames*) was kindly provided by Le Franc Tireur - hence Francois using their scenarios. It was actually good to have a chance to play some of them – they are fun and sometimes quite different. I played ‘FT 155 Once Upon A Time.....In The East’. There is no-one on board at game start. The Russians come on as cavalry and the Germans are legging it for all they are worth to try to get to a village where each building is worth 2 Victory Points. That one was good fun.

One thing to note about the early war scenarios – if the Germans have tanks, play them. I played ‘WO2 Failure to Communicate’ and my French 25LL ATG banged away at a German tank with 3 AF on the front – needed a 4 or better. One defensive fire and prep fire phase later the tank was still there and the crew gone. A French squad took over and after one prep and a defensive fire later it had gone fanatic and then broke. The German tank was

still there. That game ended with two French squads clinging on in a victory condition building surrounded by 5 German tanks – Les Braves died and my opponent won. The winner of the tournament, from Marseilles, played ‘ESG 116 Tornado of Souls’ to win. He wanted to play the Germans so much in that scenario he bid G2 giving away a French crew plus MMG, 3 one squad foxholes, and battle hardening two 4-5-7 French squads. The German tanks rolled over the French for him to win the tournament.

There was a small kitchen off the main room and Francois provided drinks and snacks. It was an honesty system – a sheet with names was placed on the fridge and you ticked off what you used. The bill was settled at the end of the tournament on the Sunday. Saturday was pizza night – again added to your tab to be paid on the Sunday. Francois' wife and daughter very kindly made us sandwiches for Saturday and Sunday lunch. There were free croissants and pain au chocolat for breakfast. Coffee was on tap and free (and did I need it).

The games room was provided free of charge to Francois and there was an entry fee of 20 euros for the tournament. What did Francois spend the money on? Prizes! Prizes for all the people who attend and what prizes.....there was *Pegasus Bridge* on the table, *Arnhem the Third Bridge* from Critical Hit. I was stunned at what was there – I thought someone had laid out the stuff to try to sell it. I walked away with a *Le Franc Tireur* pack that included *Out of the Cellar 6* and *7*, and *Le Franc Tireur 5* and *12*. Try buying that lot and it would cost you £20 + £20 + £30 + £30 = £100 and that is if you could find the magazines. I pointed this out to Francois and said are you sure? He then offered me the most recent *Le Franc Tireur* magazine as well – I think that something may have got lost in translation. I just could not believe how generous the prizes were – you cannot find some of the items that were on that table. Where Francois had got them from I do not know. The system was that the winner goes up first

and then you work down the results table till the last person picks his prize.

I should point out that there was a bloke selling stuff who was from Le Franc Tireur. If you want to save on postage costs then drop Alexandre a line before you turn up – Francois will have his email address. Prices were very reasonable – cheaper than buying the stuff in the UK. That includes the Bounding Fire and Heat of Battle stuff that Le Franc Tireur sell.

Twenty four people attended. I was the only Brit. There was one American who was working in Brussels for NATO. Other than that everyone was Belgian or French – I was surprised that no Germans had made it there. It's nice if you try to play in French "deux moins deux" or "deux plus deux" is not that difficult. The reality is though if you are playing someone who has read the ASL rules in English (they have not been translated to French – I asked) then playing in English is not going to present a problem. The trouble is it is more effort for your opponent who is probably already tired – you might just be able to see the hate in his eyes. Francois had arranged for my first opponent to be the American – just so that the French speakers were guaranteed one game in French.

What I can't understand is why I was the only Brit there.....

One last observation is the difference that the internet and sat nav has made to travel. In 2002 it was a pain to find the place - Francois had to book the hotel for us and provide street maps. Toby and I rolled up and then left – looking around was too much effort and what was there to see? Now I look on Google street view to see where I'm trying to get to and just program the address into the sat nav. I booked the hotel on the internet from the UK. Looking up Lille on the internet and you find three museums – Lille Museum of Modern Art, La Piscine and Palais des Beaux-Arts. If you want to get around there is a metro system (the VAL) who knew? So if you want to take your partner there is plenty for them to see and do. The ferry crossing was cheaper than in 2002 – so why were you not there?

Ω

Deliberate Immobilisation

This is a combination of material from posts to the ASL Mailing List in September 1998. The primary contributors were Russ Bunten (the numbers part) and Brian Williams (the rest) – Pete

Here are some non-egghead numbers for you. Some of the "real" math guys may want to elaborate but I have tried to make this as brief as I can. The numbers listed is that Final TK# that will generate an effect on the vehicle (including a Possible Shock) from Direct Fire AP at least as often as a DI Attempt will hit and immobilize the target. HE Ammo is a bit different and is not included here. No final TK # of >6 were included. I figure that if the Final TK is 7 or greater, then you'll probably not be too interested in immobilizing it. The percentages are the actual numbers that will cause the effects at the listed DRM and Final TK#.

Assumptions

Final Modified TH# = 10

Total TH DRM from +7 to +1 (these are the most common total DRM including moving target DRM, target size, leadership, range, etc)

The TH and TK DR are taken as a sequence (IE they cannot be separated and examined as individual events.)

The Total TH DRM from the non-DI TH Attempt is 5 less than the DI Attempt TH DRM (i.e. if the DI TH DRM = +6, then the non-DI attempt is +1). This will not necessarily hold true for all cases (particularly LATW) but is sufficient for this analysis.

Total DI

TH DRM	TK #	DI %	TK %
+7	2	5.6	6.0
+6	3	11.1	13.9
+5	4	16.7	25.6
+4	5	27.8	40.5
+3	6	33.3	41.0
+2	6	41.7	47.3
+1	6	47.2	47.3

As you can see, a Final TK or 4 or more makes DI almost a waste of time unless you are able to reduce the TH DRM in some way. Leaders can really swing this



in your favour though. Look at the numbers for a +5 DI attempt and a +3 DI attempt. That 9-2 can really give you an edge to at least stop that tank from moving. Hopefully these numbers hold water (though not all factors have been taken into account). Bottom line is that if your Final TK is 4 or higher, shoot to kill unless you can get the TH DRM below +4.

USE IN PLAY

As a rule of thumb, I use DI when my best possible TK is ≥ 2 less than a DI TH DR. For example: a 76L (American) at 6 hexes against a Panther will have a TK of -1 and 3 (an 8% chance of a result once (non-CH) hit: 2/36 chance of killing plus a 2/36*10/36 chance of shocking). The same shot with DI (against a stationary Panther) yields a 25% chance of Immobilization; that is a TH DR of 6 on a hull hit gives 9 DR out of a possible of 36. Of course, any other mods need to be taken into account as well, such as leadership, hindrances, etc. I generally play that a Hull hit Final TK# 4 means one should almost always go for a normal attack (i.e. barring major negative mods on the DI TH DR).

And all this should be taken with a grain of salt; sometimes immobilization doesn't help you with VC at all. In the example above, firing on the ATT (for a 17% chance of a result) a DR4 would shock/immobilize the Panther as well but it does add the extra DR so that you have to hit and roll a result. Of course it sucks when you roll snakes on a DI attempt: you missed a possible CH ☹

In normal game play, the situation usually arises that DI is being attempted when there is almost no chance (i.e. TH/TK DR2) of penetration, i.e. bazookas or PIATs vs. King Tigers/Panthers, ATR vs. Panzer III/Panzer IV/Shermans. It does make it easier to play late war Germans; everything you hit burns ☺

Don't forget target size, especially in late war. A stopped Tiger II can be immobilized on a 7, a Panther on a 6. My money's on the DI if it's a large target, but as is so usually the case, it's the situation that dictates the tactic.

And don't forget that in order to use DI you need to have a chance of TK against the lowest Hull AF, which often is not the one which you are currently aiming. It happens often that you have NO TK chance against the current facing of the AFV, still can try DI. For example, an ATR vs. T28E/M40.

Ω

TMSASL (Two-Man SASL)

Brent Pollock

More SASL material from my archive, this dating from March 1998 – Pete

The following tweak to the SASL system which essentially is an attempt to incorporate:

S2
RANDOM EVENTS S12
THE MISSIONS S13
MAPBOARD SELECTION AND FEATURES S14
VICTORY POINT OBJECTIVES S16
FRIENDLY COMMAND CONTROL S17
SOLITAIRE CAMPAIGN S18
FRIENDLY COMPANIES

...into a two-player (or more) adversarial setting.

I've only begun to dabble with this so the 'Patrol' Mission has been my only experiment so far and all comments pertain to that one Mission.

Set Up

A. Who & When & Weather...

Using whatever method is mutually agreeable – I use the DYO MY WAY system from *The General Vol 24 No 1* – determine the date, theatre, nationalities, night, weather, etc.

B. The OBs

For the OB, either use DYO (with equal BPV for each side) or the Historical ones from S18 (although I usually boost the Russian companies listed therein by adding a leader and six extra squads...do the math). I even go so far as to roll for each squad in the OB as per S17.821 instead of taking the homogeneous spread of squads in S18.

Another option I use is to enable the selection of an Elite company, which loses three squads from the printed OB but gains a -1 drm/DRM for the MISSION TABLES (12.32), or a Green/Conscript company, which adds three squads to the printed OB but gets dinged by a +1 drm/DRM on the 12.32 tables. Your opponent gets VP equal to your ELR, SAN and leaders according to the following scale:

VP awarded	Leader	to Opponent
6+1		1
7-0		2
8-0		3
8-1/9-0		4
9-1/10-0		5
9-2/10-1		6
10-2		7
10-3		8

All SW TEAM (17.14) in an Elite unit are Infantry crews while vehicle crews are

used in Green/Conscript units. No HS listed in the S18 OBs may be Green/Conscript; reroll until a non-Green/Conscript result is obtained.

C. SAN & RE#s

Only one DR/dr is made per MISSION TABLE. Each player adjusts his Final dr/DR using his applicable modifier for Elite or Green/Conscript. Your opponent receives VP equal to your SAN.

D. Rock 'n' Roll

Randomly determine each side's board edge (West or East).

Entry of all units is restricted to on/adjacent to road edge-hexes. Exit VP are only awarded for units exiting on/adjacent to the road edge-hex that the opposing company initially entered on.

POSSIBLE MISSION END is the printed one minus the average (FRD) of all four RE#. During play it is increased by one for every armed vehicle, FB/DB, OBA module, or three (FRD) squads that arrive by RE.

Opponent receives VP equal to the BPV total of all reinforcements divided by 20 (FRD). VP are also awarded for RE Leaders. The BPV of any RE which enters on the flank (i.e. North or South edge) is increased 50%.

I've also contemplated making the arrival of reinforcements dependent upon the opponent failing an E7.1 Air Support Availability DR, maybe with a -1 DRM if there's a vehicle in the group and a +1 DRM if Air Support is currently prohibited (e.g. Night or Overcast), just to add that Operational layer to the game:

HQ promised tank/engineer/OBA

support...but the Stukas/Tempests/Sturmoviks nailed them at the crossroads.

Play nice.

A Play Example

MISSION 8 – Patrol

May '45, Weather/EC = Mud, Mild Breeze to NE
Board configuration: 19 and 33 (see below)

OBs

Russian Guard Rifle Company [ELR: 4] {SAN: 3 from DR 8 - 1 = 7} (RE#s: 4/5 from dr = 3 - 1 = 2)
6 x 458 6 x 447 1 x 248 4 x 228 1 x HMG 4 x LMG 2 x MTR 50 2 x ATR 1 x 9-2 1 x 9-1 1 x 8-1
Enter West edge as per MSR

German Conscript Rifle Company [ELR: 2] {SAN: 2 from DR 8 + 1 = 9} (RE#s: 3/4 from dr = 3 + 1 = 4)
4 x 467 8 x 436 2 x 247 4 x 127 1 x HMG 1 x MMG 4 x LMG 2 x PSK 2 x MTR 81 1 x 8-1 1 x 8-0 1 x 7-0
Enter East edge as per MSR

At Start VP

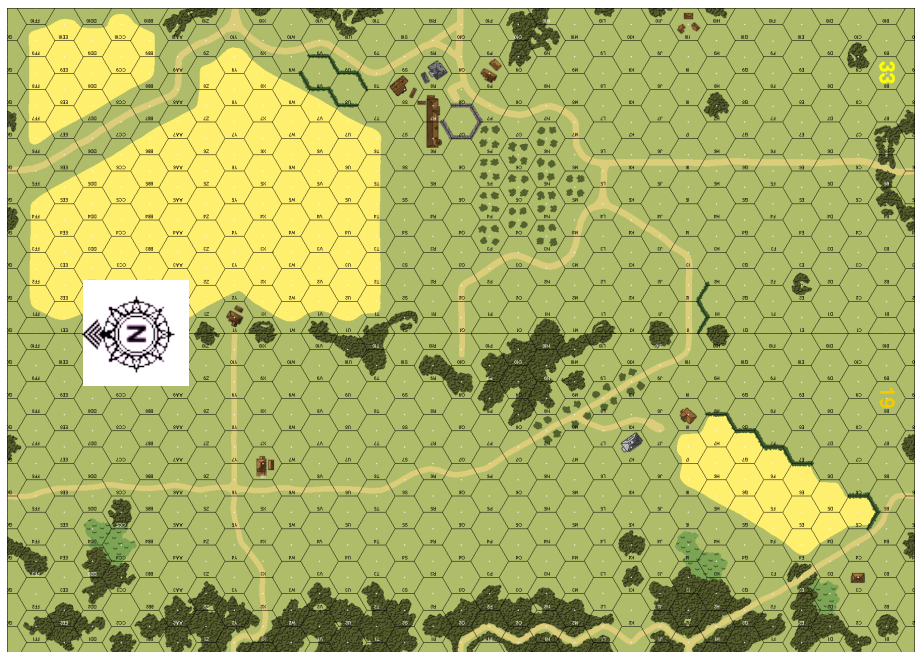
Russians = 2 (German SAN) + 2 (German ELR) + 9 (German Leaders) = 13
German = 3 (Russian SAN) + 4 (Russian ELR) + 15 (Russian Leaders) = 22

Game Progress

MSR 2: Russian Enters first. Russian Moves first. MISSION END POSSIBLE marker set at 8 - (3 + 4 + 4 + 5)/4 = 4

Turn 4a: Russian RE13 4 x 527 1 x 7-0 2 x GAZ-MM (59 BPV) (2 VP awarded to Germans for the 7-0 Leader) MISSION END marker moved to turn 5 box (GAZ-MM are not armed so don't affect mission end).

Turn 5b: German RE61 70+ OBA Normal Ammo



(63 BPV) MISSION END marker moved to 6 box.

Turn 7b: German RE16 2 x Stu PzIV (no MG) (2 x 72 BPV) MISSION END marker moved to 8 box.

Turn 10a: Russian RE26 3 x ISU-122 (no MG) (3 x 68 BPV x 150% for entering on south edge) 1 x 8-1 AL (4 VP to Germans) MISSION END marker moved to 11 box.

Game ends after German turn 12.

Russian VP: 34 CVP + 23 Other VP = 57 VP
German VP: 17 CVP + 46 Other VP = 63 VP

German victory... despite being thrashed 2-to-1 in CVP.

Since the Germans had a 9 VP edge from the get go, obviously how many VP get awarded for soft factors (i.e. ELR, SAN, Leaders, reinforcements, flanking) can have a great impact on determining who wins.

The Future

I'm now trying to convert SASL Mission 1 Cautious Advance to a FTF format. Here's what I've come up with so far:

A. Determine Who, When, Where & Weather, SAN, RE#, etc.

B. Scenario Defender Set Up

(i) Select the initial board as per Mission 1.

(ii) Determine the number of VPO Locations as per the {A6c} procedure. This also is the maximum number of leaders which MAY set up on board.

(iii) The Scenario Defender then secretly determines the next two possible boards, including their orientation and VPO Locations. These boards are not put in to play until activated by the Scenario Attacker or MSR 2.

(iv) The Scenario Defender must set up within two hexes of a VPO Location. Any leader retained off board during set up must be accompanied by at least one-third (FRD) of the squads. On board units set up and activate as per CG7 of Chapter P [EXC: The {A6c} result used to determine the number of VPO on the board is also the number of dummy cloaking counters allowed on that board. Also, that is the number of half-squad equivalents that may set up using HIP, including SW/Leader stacked with them.

(v) Units retained off-map are secretly assigned to the other boards during initial set up. Their exact locations are NOT pre-designated.

In addition to VP being awarded for VPO Locations, the Scenario Attacker also gets the 3VP per non-Initial board Activated and the VP schedule set forth for the TMSASL variant of Mission 8 (Patrol) still stands...and, yes, both sides get CVP.

Share & Enjoy! Brent Pollock

Leader Survival Guide

Robert Seulowitz

Considering when your leaders are likely to break is critical to planning a good strategy.

Simply count the possible dice rolls that will screw you, normalize by the critical nature of the leader, and you can predict reliably what the outcome will be.

For example, the probability that a 7-0 will fail a NMC is 15/36, or about 42%. Thus, a 7-0 that is not currently satisfying a victory condition or otherwise worth his weight in gold will go down about 42% of the time.

Thus the probability that any leader will fail a NMC is simply a progression of this statistical procedure, which when combined with correction for criticality, provides us with the following:

Unit	Currently Doing:	Chance of failing NMC
7-0	nothing fancy	40%
7-0	ultra-grondo charge across OG, OBA, for yucks	10%
8-0	nothing fancy	50%
9-2	directing crucial kill stack	80%
10-3	Assault Moving with FT group in stone building	97%
10-3	fanatic, reverse slope, surrounded by sniper bait	0%*

* note: the 10-3 in this case cannot fail a NMC, because it is a statistical certainty that he will be gacked by a sniper, and thus will already be dead. But you can roll anyway. He would have made it!

Also note that the chance of rolling a DR of 2, followed by a 12, is only 1 in 1036. However, the chance of a critical Panzerfaust hit being a DUD is almost 50%! Amazing, isn't it!

So, remember, DO THE MATH!

Ω

Gun IF Options

After exhausting its normal ROF, a Gun can use IF:

1. In its Prep Fire Phase.
2. In its Movement Phase as Bounding First Fire (vehicular only).
3. In its Advancing Fire Phase by an Infantry unit marked with Opportunity Fire.
4. When marked First Fire in the enemy Movement Phase.
5. As OVR Prevention during the enemy Movement Phase (non-vehicular Gun only).
6. When marked First Fire in the Defensive Fire Phase but only at a same-hex or adjacent target.

A Gun cannot use IF in the Defensive Fire Phase if it begins that phase unmarked by a fire counter as once it's ROF (if any) is used up it becomes marked Final Fire. Guns marked Final Fire cannot use IF.

Also a non-vehicular NT Gun with no printed ROF which changes its CA can't intensive fire thereafter (C2.5).

Ω



Panzerfaust Cheat Card

IFE = 16FP*

TK=PF31/PFk22

Shots

Availability dr	SMC	.5s/cre	Squad	+1 ~AFV; +1 CX	Shots				
8/43 to 9/43	0	1	2		11	12	13	14	15
10/43 to 12/44	1	2	3	16	17	18	19	20	
1945	2	3	4	21	22	23	24	25	
To Hit	0	1	2	26	27	28	29	30	
	10	8	6	31	32	33	34	35	
				36	37	38	39	40	

Other effects: Pin on original Avdr =6 (Break if already pinned or heroic);

12 TH = CR (firer); 12TK/IFT =dud

Eating the Blast: Firer in Building (exc: Factory) , Vehicle or Pillbox must apply C3 thdrm OR all units in location take an attack on the 1FP using the Cthdr.

Going for two: A squad (only) may make a second PF check by forging it's inherent FP.

of shots = Sq (43) 1.5Sq (44) 2Sq (45)

Ω

Reanimating The Monster

The Quest for Borisov

Vincent Maresca

In days long past, there was a scenario that rose like a black mountain in the distance, casting a hulking shadow down across the valley floor. Lesser men counterattacked the Guards, withstood the brown waves at Piepsk, or smashed the armour at Sowchos 79 at the foot of the mountain. But a brave few made it to the top of Hill 621 only to look out and up at that dark tower; that looming spectre in the distance with its five map boards, eleven AFVs, and 54 Russian squads only to cast away their gaze in horror and disbelief. Some tried to conquer the sleeping giant, boards laid out, units ready to deploy, hands trembling, indecision, retreat. Legends are full of those brave few who looked into the eyes of the beast itself.

Then the dark days came. A schism in the tomes left some behind while others followed an unclear Q&A path forward. Most thought the light was leaving the world. But one man came forward and united the separate texts into a single red volume. With The Book in one hand and his AH staff in the other; he led his people out of the desert into the green wood beyond.

Now many years later during the renaissance of light and counter hues there are those who still look back beyond the edge of the desert to that dark place where legends speak of a tomb containing a long dead monster. A few intrepid adventures have struck out across the wilderness to find that which many thought should remain buried. But they found it they did. They pried upon the crypt doors, pushed forth, and found a half buried and dust shrouded sarcophagus. Within lied the hulking mass of the beast. How did they reanimate this monster from Borisov and bring it back into the modern age? This is our story....

Controversy has always followed the scenario 'SL20 Breakout from Borisov' (BfB) – the June 2-3, 1941 clash between the 18th Panzer Division ordered to expand their Berezina River bridgehead east of the town of Borisov and the 1st Moscow (Proletariat) Motor Division ordered to destroy it. The original *Squad Leader* (SL) scenario from *Cross of Iron* (COI) had its fans who enjoyed this unusually large, or "monster", scenario and its detractors who claimed it was nothing more than a "box drop" trying to use every game counter included but had no substance as a legitimate scenario. But all had to agreed it was the largest engagement ever designed (at that time) with a board configuration equivalent to today's HASL maps and an exotic, as well as, extensive order of battle.

BfB is actually two separate engagements modelled into one large scenario. The initial engagement was the July 2nd capture of Borisov defended by the (tank-less) Borisov Tank School cadets, the seizure of the Berezina River bridges, and the eastern bridgehead formed by the 18th Panzer Division. On July 3rd, the follow-up meeting engagement between the 18th Panzer Division and the 1st Moscow (Proletariat) Motor Division began 6 miles east of Borisov near the village of Lipki. While BfB provides this two day battle in one engagement, it is interesting to note that the designers also published two smaller scenarios of the same engagement later converted to ASL as 'ASL127 Land Leviathans' and 'ASLA44 Blocking Action at Lipki'. It is clear from comparing the three orders of battle (OOB) that they are all related but employ slightly different board configurations with hills (ASL127) giving way to a more historically accurate level plain (A44). The background research information for the battle appears to have been drawn from the sources available of the time – Erickson's *The Road to Stalingrad*, Zhukov's *Memoirs*, Carell's *Hitler Moves East*, and Guderian's *Panzer Leader*. It is this dynamic clash between opposing armoured forces during the early days of Barbarossa, including the first contact with Russian heavy armour, that has kept BfB in the memories of older ASL Players. BfB was the first of the monster scenarios sowing the fields for later colossal conflicts such as Bounding Fire Productions' 'Flying Turrets' and East Side Gamer's 'Destroy All Monsters'. This romanticism and nostalgia naturally called out to that rare old breed of player who enjoyed extremely large scenarios and hungered for an ASL adaption of the earlier SL version of BfB.

This article looks in detail at the following four ASL adaptations of BfB available to the author: Jim Stahler's official 2009 remake (U25) and three unofficial adaptations by Bruce Kirkaldy (2001), Scott Holst (2005), and an unknown author(s) from the early 1990s. So you are probably asking yourself right now, why are there



so many versions for one scenario? This is part of the journey forming the basis of this article demonstrating that there are many roads that can lead to the same destination. This study compared the similarities, differences, mutual challenges, and design decisions made for the above five conversions to help better demonstrate how each designer's vision, or to borrow the Hollywood term *mise en scène* meaning a director's personal artistic conception for a play or movie, produced their own unique take on Breakout from Borisov.

Now, it would seem transitioning an earlier SL scenario into ASL would be relatively straight forward affair as most of the work has been done already, correct? Unfortunately this was not the case. The majority of designer challenges revolved around how best to adapt the original SL edition's order of battle (OOB), leadership, board configuration, scenario special rules, and the victory conditions into an equally enjoyable ASL scenario. Finally, this analysis identified that the designer's creative process was generally divided into two main camps: those who took a new direction and those who followed a more traditional, or faithful, adaptation of the original in their quest to resurrect a monster.

The Official Version

A good example of a faithful adaption of BfB is the official 2009 version developed by Jim Stahler and published by MMP as scenario U25. Now quick, to follow along, go dig out your copy of 'U25 Breakout from Borisov' from MMP's *Turning the Tide* pack – I'll wait. Published 31 years after the original SL edition, at first glance, U25 looks very similar to the SL version: same board configure, victory conditions, and very similar order of battle with only a few minor tweaks (including SAN and ELR) and clarifications divined through the playtesting process. However, two major changes are quickly apparent – leadership an initiative.

The SL BfB version contained a SSR allowed players to select their own leader pool (10 German leaders with 11 negative leadership modifiers and 8 Russian leaders with 7 negative leadership modifiers). Scenario U25, however, matching the original selection parameters but provides both sides with a fixed and robust leadership force for this early 1941 encounter. This was clearly a balancing decision removing player (random) variability from the design providing

Stahler tighter control over crafting scenario balance. Why not allow players to choose their own leaders? While accounting for leadership modifiers, this method did not account for the SMC morale leading to balancing issues. For example, there was nothing stopping a German player in the original version from selecting a “superman SMC force” of 3x10-3, 10-2 and 6x8-0 leaders. Stahler’s version provides a more rational distribution of leadership while in line with Chapter H requirements. Interestingly, no Commissar(s) was provided in the Russian OOB for this early war elite force but they are available through the Balance option and the regular Commissar replacement rule (A25.22).

Regarding initiative, Stahler chose to give the first turn opening movement to the German player. The original provided the Russian player with a slim 33-percent chance of moving first on a dr 1 or 2, but a chance none the less. While retaining the original SSR that the opening player has only half movement, this designer decision allows German mechanized forces to take initial control of Boards 2 and 3 on Turn 2 while an initial Russian advance would but the German player in a much tougher position fighting to gain entry onto Board 3 on Turn 2. This is a big positional advantage to the German player as Board 3 control is a key ingredient for winning the game.

all the random selection elements from the original version and provides fixed variables including initial entry, leadership, artillery, and Stuka support allowing tighter control over playtesting producing a more balanced scenario.

Scott Holst’s Version

Scott Holst produced his own unofficial, but faithful, adaptation of BfB in 2005 (as ‘ASL Cross of Iron 20 Breakout from Borisov’) developed through a cooperative process with other designers and players on the GAMESQUAD website forum. Limited playtest and designer notes were available allowing a better understanding of Holst’s vision. Holst was also very faithful to the original scenario design including the random initial entry force, original board configuration and the original leader pool SRR. However, it should be noted that an earlier version had the leader force provided but through comment regarding the lower number of leaders selected, quality, perceived balance issues, and good old nostalgia, the final version reverted back to the original SSR for leader selection with all its possible pitfalls discussed above.

The Holst version provides some interesting changes in the order of battle ostensibly so that a player would only needed one copy of *Beyond Valor* to play but also to add additional “flavour”. For

the German side, the number of MGs was lowered, dismantled the heavy and medium MGs, and introduced four new light mortars and ATRs consistent with Chapter H special weapon distributions. Probably the most interesting change was replacing the 50L Pz. IIIG with the more historically accurate 37L Pz. IIIF. Holst makes a point to including the three German radios included in the original scenario in case of a breakdown roll removes it from play making things very tough on the German player. It is interesting to note that the Stahler version reduced the German radios to one. For the Russians, in addition to adding 6 dismantled light mortars, he reduced the original 36 First Line 447s to 24 while distributing the 12 previous 447 MMCs across to the other infantry units as follows: 8x628, 12x527, and 10x426. The cavalry were also expanded to 12, matching the 527s, creating a true cavalry force. The 527s were also given underline morale to make them distinguishable while broken from the conscript squads during game play. Holst clearly wanted to make the Soviet cavalry a presence in the game while added more game “colour” and mobility to the Russian forces.

Holst also ran into difficulty over the board control victory conditions including half hex control and the real possibility of a draw result. Holst notes VC with board control alone had the effect

SL#20	
STAHLER	
HOLST	
HYLER	
METHUSELAH	
KIRKALDY	

TABLE 2: SOVIET FORCES BY SCENARIO DESIGNER

SL#20	
STAHLER	
HOLST	
HYLER	
METHUSELAH	
KIRKALDY	

TABLE 1: GERMAN FORCES BY SCENARIO DESIGNER

of killing mobility as players tended not to move and hold onto what they were able to gain or turn degenerating into a long-range shooting match contrary to the historic meeting engagement. Holst decided to introduce* Using VP/CVP has its advantages for countering the real possibility that neither side would gain board control ending in stalemate but with such a large scenario, players were turned off by “bean counting”. Adding terrain objectives was another method to break-up a stalemate while reducing “bean counting” however this is counter-intuitive to the battle history where both sides vied to breakthrough the other – not capture terrain. In the end, Holst developed a hybrid VC allowing the German player to immediately win upon existing ≥ 64 VPs off the east edge but would require an additional 2 exit VP per each level 3 hill hex and each multi-hex building in Russian Control. This VC not only forced both players to be proactive, it was the only design with a VC tied to exiting units – the historic object of both combatants.

Early Internet Adaptions

The earliest *ASL* scenario conversion identified were two very similar internet versions (one text-based and one a scenario card) by a now unknown author(s) from the early 1990s.

Counter to the traditional conversions of Stahler and Holst, the early 1990s internet versions (here referenced as the “Methuselah” version as the original designer(s) is unknown at this time) were less an *ASL* adaptation and more an *ASL* reinvention of BfB. The Methuselah version was a radical departure from the original sweeping away the old board configuration and provided additional narrative to an already exotic order of battle.

Methuselah brought entirely new elements into the scenario included a completely revised set of map boards, new SRR, a new configuration of Soviet forces, victory conditions and leadership. One of the more interesting changes was the new board configuration swapping out the originals for a more open board configuration (Boards 16 for 4, 15 for 3, 18 for 3, 21 for 1 [Board 5 stayed the same] and inserting Board 28 for the “phantom” swamp board in the *SL* original. In addition, a 3-tiered leader pool was developed allowing players to pick one of 3 leader force pool configurations. This was an early attempt at bringing a more structured and balanced leadership selection to the scenario that the original “pot luck” method. It is interesting to note that the Germans were reduced to 7 leaders with a total 6 negative modifiers and the Russians were given 5 leaders with a total negative modifier of 3. The leadership pool, while still maintaining some options for the player, provided a more rational and structures approach to both leadership and



scenario balance.

Significant changes to the order of battle included increasing the Soviet BT and T-28 forces to 3 each giving a total Soviet AFV strength of 15. While there were no changes to the German AFV strength, a previously unarmed halftrack was upgraded to a single SPW 251/2 with an 81mm mortar. A new SSR allowed a leader with a radio to provide spotting fire for the SPW 251/2 providing greater German artillery flexibility in addition to their one module of 100mm OBA and the SSR for random air support. While no playtest notes are available, the Soviet armour increase was possibly to counter the new open board configuration against better German gunnery.

Probably the most interesting OOB change was reducing the original number of 1st line infantry MMCs for both forces and replacing them with new elite MMCs (Russian 24x458 and German 6x468). The Soviet forces are now provided not only with a quantitative, but also a qualitative, increase over the original *SL* design. The addition of these elite forces was possibly a response to the elite status of both engaged formations. Finally, the Soviet OOB, while still one entry force, was divided into the Borisov Garrison (the 527s with cavalry, LMG and ATR), a workers battalion (the conscript 426s with an ATR) and the remaining units comprising the Armed Forced Training College. This device not only added a face to the “Russian masses” but also provides a more interesting character and depth to the Russian player’s “narrative”.

The Kirkaldy Version

The second internet version was developed by Bruce Kirkaldy who employed these earlier internet versions as the base for developing his own more refined scenario that was published in the Southern



California *ASL* Club’s fanzine *Hit the Beach Vol 6 No 3* in 2001. Limited playtest and designer notes were available for Kirkaldy.

Bruce Kirkaldy built on Methuselah bringing forth his own BfB version in 2001. Much of what was new in Methuselah was retained by Kirkaldy: the 3-tiered leader pool, three groupings of Soviet forces, the Board 28 “swamp”, and the German SPW 251/2 81mm mortar and spotter SSR. While the Methuselah new board layout was initially used, playtesters all longed for the original board configuration and Kirkaldy reverted to the original board layout. Kirkaldy noted that through playtesting that the massed human waves of 24 elite Russian 458s and 15 AFVs in Platoon Movement of 2 tanks allowing an assault across a broad front proved too powerful so he lowered the elite force to 12x458 and increased the 447s to 24. The Russian AFVs were equally lowered almost to the *SL* version with 2 each for the BT, T-28 M34s, and T-26s. While Kirkaldy’s comments on the superiority of Soviet forces hints at possible limited playtesting of the Methuselah version, it is unclear what impact replacing the Methuselah open board configuration with the more hilly original boards had on Kirkaldy’s playtest results. What is clear is Kirkaldy refined the earlier internet version(s) into a viable scenario of his own design.

Kirkaldy also struggled with developing appropriate victory conditions for this massive meeting engagement like all the other designers. He removed the old condition for board control hinging on twice the number units as your opponent and through a combination of controlling specific terrain objectives in combination with CVP in an attempted to avoid “bean counting” and streamline the victory conditions. Board control now hinged on controlling limited terrain objectives such as multi-hex buildings, Level 3 hills, and bridge locations (See Table 3) thereby avoiding half-hex control questions and “bean counting” but also linked to Germans winning through more CVP in cases of a tie or lack of board control. While this was an attempt to make it easier for the players to quickly gauge victory (board control) during play, there was still an issue tracking CVP with the large forces involved.

Victory

Developing a streamlined and battle appropriate victory condition(s) was probably one of the greatest challenges faced by all the designers. Table 3 provides all the victory conditions developed for BfB discussed in this article. The issue of board control and what that means has dogged designers and players since the original *SL* design. The use of individual board control while an easy concept to understand breaks down during game play as: 1) it is not easy

during play to easily gauge board advantage with the large number of units involved; and 2) the ever present reality that no one would gain superiority on a board or boards leading to a stalemate. Who wanted a stalemate after playing a 10 turn scenario lasting an entire weekend if not longer?! While each designer developed victory condition language clarifying what control meant and how to achieve it (conceptually anyway), Methuselah and Kirkaldy, and to a lesser extent Holst, provided more traditional limited terrain objectives so that players would have a better idea during game play if they were “winning” and, as Holst pointed out, it made players attack and not descend into a sitzkrieg with players holding onto what they captures and hesitant to advance.

The greatest problem with the board control concept itself was the historical narrative of a meeting engagement where each armoured formation was ordered to break the enemy, drive them from the battlefield, and continue the advance. The concept of board control itself is the antithesis of a mobile battle. Only Holst in the spirit of the historic account employed exit VP forcing the German player to advance off the eastern board edge while also clearing out key terrain objectives cajoling the Russian player to maintain

Table 4: SAN/ELR comparison by Designer

Scenario Edition	German ELR/SAN	Russian ELR/SAN
Stahler	4/3	2/3
Holst 4/2	2/2	
Methuselah	4*/2	2/5
Kirkalby	4*/2	2/4

* German 838/338 ELR 5

sizable forces on the centre of the board. The simple concept of board control has proven to be its own monster through the design concept of BfB.

ELR and SAN

Finally, as BfB was converted from its *SL* roots into *ASL*, each designer tackled the issue of both SAN and ELR, as summarized in Table 4. The designers all adhered to the ELR table in Chapter H (1.28) providing the panzer grenadiers with a robust ELR of 4 and the early war Russian motorized troops with a more fragile ELR of 2. While SAN for the Germans was universally negligible, an interesting range was provided for the Russians from minimal to keep your German SMCs stacked!

The Attraction of Monsters

Why play a monster? While large

scenarios will never be as popular as tournament scenarios, monster scenarios do allow players to employ multiple tactical options and provide multiple attack routes not available in smaller set piece tournament scenarios. In fact, monster scenarios allow players to experience zones of both attack and defence along their front requiring the use of several tactical methods concurrently. These large battles provide momentum swings allowing players to feel the ebb and flow of the engagement over the single thrust option in a small scenario. Another advantage to large scenarios is the loss of a key unit, or even a small group of units, has less of an effect on the overall game as there are additional units to take their place. In the same vein, the large battles tend to remove the dice from the game as a bad die roll (DR), or a string of bad rolls, doesn't end the scenario but allows a player to come back from this loss through the sheer number of dice cast averaging out the die. The result is that the scenario turns less on a few key DRs or the loss of a key unit requiring greater use of tactics during play. Finally, monster scenarios require the use of combined arms tactics providing the player with more of an epic experience conducting battle on a grand scale. This is the attraction of today's *HASLs* but it is yet to be seen if the Monster will someday succumb to the *HASL* or keep crawling up from the abyss to challenge those who seek them out.

Conclusion

What scenario designers enjoy developing is adapting a real world engagement into a mutually enjoyable encounter that is both interesting and challenging for both sides to play.

You can see how four separate individuals approached the same scenario design, the individual choices they decided to make and the individual scenario “personality” they each produced. While some changed only small sections and others much more, they all focused on different parts of the original to bring their own “monster” back to life.

So which one is best? That depends on how you look through the scenario and say “that is how I see the battle” and pick that version. If you say, “I see a few things I like in each but they would all need to be put together into one scenario”, then you are on your way to designing your own scenario.

TABLE 3: VICTORY CONDITION SUMMARY

SL Cross of Iron #20

The winner is the side having control of the most game boards after ten turns. Control is defined as having at least twice the opponent's number of unbroken squads on a board at game end. A functioning AFV which has all of its guns in working order and is not immobilized counts as two squads; otherwise it counts as one squad. Occupation of half hexes does not count for control of either board.

Stahler ASL U25

The Russians win at game end by controlling more boards than the Germans. Control of a board is accomplished by having \geq twice (minimum of 1) as many VP on the board than the enemy, excluding hexes shared by ≥ 2 boards. VP are counted as Good Order Exit VP [EXC: prisoners are NA].

Holst

The Germans win immediately upon existing ≥ 64 VP's off the east edge. The VP requirement is increased by 2 for each level 3 hill hex and each multi-hex building in Russian Control.

Methuselah

The German player wins at game end by controlling more boards than the Soviet player, or by controlling as many boards as the Soviets *and* controlling more building hexes on uncontrolled boards. Board Control is defined as having \geq twice the number of CVP [EXC: Prisoners do not count double] on that board that the enemy. The Soviet player wins by avoiding German conditions.

Kirkaldy

After resolving all Melees, the German player wins at game end by controlling more boards than the Soviet player. Board Control is defined as follows for each board:

Boards 1 and 3: Control more multi-hex buildings

Board 2: Control more Level 3 hexes

Board 4: Control buildings

Board 5: Control more bridge hexes

If neither side controls more boards, the German player wins if he has earned more CVP than the Soviet player. The Soviet player wins by avoiding the German victory conditions. Neither side controls any boards at start.

"THIS IS THE CALL TO ARMS!"

This is the latest edition of the *ASL* Players Directory. It is broken down by country and then by postal code region. Where a date (in dd mm yyyy format) is shown at the end of each entry this indicates when it was last confirmed.

England

David Turpin, 24 Chestnut Rise, Bar Hill, Cambs (21 Mar 2016)
F. B. Dickens, 62 Yarnfield Road, Tyseley, Birmingham, W. Mids., B11 3PG (31 Dec 1995)
Billy Carslaw, 52 Spring Lane, Birmingham, B24 9BZ (19 Mar 2005)
Ian Morris, 18 Quarry Walk, Rednal, Birmingham, West Midlands, B45 9BQ (19 Mar 2016)
Garry Cramp, 25 Ferndale Road, Hall Green, Birmingham, W. Mids, B20 8HP (31 Oct 1996)
Gary Lock, 7 Dover Place, Bath, BA1 6DX (25 Mar 2004)
Jeff Hawarden, 9 Laburnum Road, Helmsford, Rossendale, Lancs., BB4 4LF (07 Apr 2000)
Craig Ambler, 5 Ambleton Way, Queensbury, Bradford, W. Yorks., BD13 2DZ (27 Jan 2015)
Phil Ward, 7 Bumsall Mews, Silsden, Keighley, W. Yorks., BD20 9NY (06 Mar 2000)
Mat Haas, 8A Farcroft Road, Poole, Dorset, BH12 3BQ (26 Oct 2012)
Dave Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY (31 Oct 2014)
Stuart Holmes, 1 Milne Street, Irwell Vale, Ramsbottom, Lancs., BL0 0QP (08 Mar 2002)
Shaun Carter, 3 Arnsde Grove, Brightmet, Bolton, Lancs., BL2 6PL (25 Oct 2011)
Paul Jones, 111 Kildare Street, Farnworth, Bolton, BL4 9NX (19 Mar 2012)
Mike Standbridge, 31 Hunstanton Drive, Bury, Lancs., BL8 1EG (15 Sep 2012)
Peter Nurbury, 13, Argyle Street, Bury, B9 5DX (29 Jul 2014)
Ian Kenney, 53 Withdean Crescent, Brighton, W. Sussex, BN1 6WG (03 Nov 1995)
Lee Hyde, Sompting, West Sussex, BN15 0LD (14 Oct 2015)
Marc Hanna, 17 The Lawns, St. Marys Close, Eastbourne, Sussex, BN20 8HB (30 Jun 2015)
Graham Smith, 56 Durhan Road, Bromley, Kent, BR2 0SW (20 Jan 2012)
Andy Tucker, 78 Constance Crescent, Hayes, Bromley, Kent, BR7 7QQ (11 Nov 1999)
Neil Piggot, 2 Beechmount Grove, Hengrove, Bristol, Avon, BS14 9DN (03 Nov 1995)
Mark Warren, 5 Gazzard Road, Winterbourne, Bristol, BS36 1NR (26 Oct 2006)
Rasmus Jensen, 17 Berkeley Road, Bishopston, Bristol, Avon, BS7 8HF (29 Oct 1997)
Gaute Strokkenes, Girton College, Cambridge, CB3 0IG (23 Oct 1998)
Paul O'Donald, 13 Archway Court, Barton Road, Cambridge, Cambs., CB3 9LW (07 Aug 2002)
Martin Barker, Tradewinds, Wratting Rd, Haverhill, Suffolk, CB9 0DA (02 Mar 2015)
Ken Watson, 18 Arrendene Road, Haverhill, Suffolk, CB9 9JQ (18 Apr 2011)
Andrew Eynon, 36 Greenbank Drive, Pensby, Wirral, CH51 4JY (21 Nov 2011)
Gareth Evans, 29 Hillfield Road, Little Sutton, West Cheshire, Cheshire, CH66 1JA (06 Feb 2016)
Ian Ainsworth, 23 Lyneal Avenue, Great Sutton, Ellesmere Port, Cheshire, CH66 2HX (02 Feb 2016)
Paco Maine, 9 Elgin Avenue, Chelmsford, Essex, CM1 1TN (29 Jun 2015)
Brendan Clark, 5 Borda Close, Chelmsford, Essex, CM1 4JY (21 Nov 2011)
Miles Wiehahn, 37 Nursery Rise, Great Dunmow, Essex, CM6 1XW (19 Mar 2014)
Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE (28 Dec 2014)
Alistair Fairbairn, 3 School Lane, Brantham, Manningtree, Essex, CO11 1QE (03 Nov 1995)
Martin Johnson, 16 Wick Lane, Dovercourt, Harwich, Essex, CO12 3FA (31 Dec 1995)
Matthew Leach, 12 Lodge Road, Little Oakley, Dovercourt, Essex, CO12 5ED (19 Aug 2002)
Rob Gallagher, 153 Halstead Rd, Stanway, Colchester, Essex, CO3 5JT (31 Jul 2001)
Nick Ranson, 31 Ashlong Grove, Halstead, Essex, CO9 2QH (14 May 2016)
Derek Tocher, 19 Tyrell Square, Mitcham, Surrey, CR4 3SD (25 Oct 2007)
Derek Briscoe, 129b Melfort Road, Thornton Heath, Croydon, Surrey, CR7 7RX (18 Jan 1999)
Joe Arthur, 33 Cedar Close, St Peters, Broadstairs, Kent, CT10 3BU (06 Dec 2015)
Paul Osborne, deliberately missing, Littlebourne, Canterbury, Kent, CT3 (30 Aug 2014)
Neil Martin, 63a Harbour Street, Whitstable, Kent, CT5 1AG (16 Apr 2012)
Adam Carter, Whitstable, Kent, CT5 4HN (20 Feb 2015)
Peter Wenman, 12 Clementine Close, Belting, Herne Bay, Kent, CT6 6SN (26 Jul 1998)
Aaron Sibley, 79 Dane Road, Margate, Kent, CT9 2AE (04 Oct 2014)
Andy Back, 21 Elmwood Court, St Nicholas Street, Coventry, W. Mids., CV1 4BS (31 Dec 1995)
Hubert Noar, 39 Rugby Road, Clifton, Rugby, Warks., CV23 0DE (06 Jan 2004)
Tim Collier, 71 Kinross Road, Leamington Spa, Warks., CV32 7EN (09 May 2005)
Tony Wardlow, 6 Beech Tree Avenue, Coventry, W. Mids., CV4 9FG (31 Dec 1995)
Ian Pollard, 19 Doria Drive, Gravesend, Kent, DA12 4HS (07 Mar 2014)
Kris Pugh, 22 Norfolk Place, Welling, Kent, DA16 3HR (25 Oct 2007)
Kai Sizmur, 81 Millfield, New Ash Green, Longfield, Kent, DA3 8HN (25 Oct 2007)
Sean Pratt, Bankside Cottage, Duffield Bank, Belper, Derbyshire, DE56 4BG (28 Jan 2014)
Neil Brunger, 72 Penhill Close, Ouston, Chester Le Street, Co. Durham, DH2 1SG (10 Mar 2015)
M. W. Jones, 1 Cheviot View, Front St, Dipton, Stanley, Co. Durham, DH9 9DQ (31 Dec 1995)
Brian Hooper, 38 Ridsdale Street, Darlington, County Durham, DL1 4EG (25 Jan 2016)
Gavin White, 28 Elton Rd, Darlington, Co Durham, DL3 8HS (17 Feb 2012)
Chris Bunyan, 89 Hallcroft Road, Retford, Notts., DN22 7PY (17 Oct 1998)
Roy Quarton, 8 Basseys Road, Branton, Doncaster, S. Yorks., DN3 3NS (01 Nov 2000)
Kevin Horner, Doncaster, South Yorkshire, DN8 (17 Mar 2013)
David Farr, First Floor Flat, 259 High Road Leyton, Leyton, London, E10 5QE (25 Apr 1999)
Georgios Kioqsoglou, 51 Chesterford Road, Manor Park, London, E12 6LD (09 Mar 2015)
Larry Devis, 104 The Mission, 747 Commercial Road, London, E14 7LE (21 Jul 2001)
Michael Chantler, Flat 7, Pickwick House, 100-102 Goswell Road, London, EC1V 7DH (04 May 2004)
Lee Bray, 16 Admiral Way, Exeter, Devon, EX2 7GA (11 Nov 2015)
Mike Elan, 26 King Edward Street, St. Davids, Exeter, Devon, EX4 4NY (01 Jun 2000)
Chawn Harlow, Exeter, EX5 1DF (11 Jul 2015)
Andrew Saunders, 3 Torbay Court, 221 Devonshire Road, Blackpool, Lancs., FY2 0TJ (29 Dec 2000)
Nigel Brown, 3 Chestow Road, Blackpool, Lancs., FY3 7NN (31 Oct 1996)
Ulric Schwela, 18 Stuart Road, Thornton, Lancashire, FY5 4AE (10 Feb 2016)
Arthur Garlick, 23 St. Annes Road East, Lytham St. Annes, Lancs., FY8 1TA (04 May 1998)
Michael Davies, 36 Heyhouses Court, Heyhouses Lane, Lytham St Annes, Lancs., FY8 3RF (21 Mar 2016)
Russell Gough, 'Bellare', New Road, Cheltenham, Gloucestershire, GL52 3NX (20 Oct 2015)
Tim Bunce, 33 Ryde Court, Newport Road, Aldershot, Hants., GU12 4LL (19 Dec 2011)
Jeff Cansell, 24a Upper Queen Street, Godalming, Surrey, GU7 1DQ (17 Mar 1997)
Giulio Manganoni, 111 Kings Road, Godalming, Farncombe, Surrey, GU7 3EU (30 Apr 1996)
Simon Croomie, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)
Jackie Eves, 1 Dowling Parade, Bridgewater Road, Wembley, Middx., HA0 1AJ (25 Oct 2007)
Malcolm Hatfield, 336B Alexandra Ave, South Harrow, Middlesex, HA2 9DB (07 Apr 2014)
Chris Littlejohn, 214A Field End Road, Eastcote, Pinner, Middx., HA5 1RD (30 Oct 1998)
Ben Kellington, 12 Clayton Fields, Huddersfield, West Yorkshire, HD2 2BA (21 Apr 2007)
Fish Flowers, Church Farm, Westerns Lane, Markington, HG3 3PB (27 Nov 2004)
Paul Kettlewell, 1 Puffin Way, Watermead, Aylesbury, Bucks., HP20 2UG (06 Mar 2008)
Chris Walton, nb Burgan Pod, Aylesbury Canal Society, Canal Basin, Walton Street, Aylesbury, HP21 7QG (12 Feb 2016)
Nick Edelstein, 139 Hivings Hill, Chesham, Bucks., HP5 2PN (05 Sep 2001)
Malcolm Holland, 57 Westfield Rise, Barrow Lane, Hesse, Humberside, HU13 0NA (31 Dec 1995)
Ruairigh Dale, 77 Riverview Avenue, North Ferry, HU14 3DT (27 Oct 2005)
Steve Balcam, 1 Cornwall Street, Cottingham, N. Humberside, HU16 4NB (01 Jan 1996)
Mark Furnell, 123 Roycroft Avenue, Thames View, Barking, Essex, IG1 0NS (03 Apr 2013)
Tony Maryou, 41 Benton Road, Ilford, Essex, IG1 4AU (15 Aug 2000)
Kevin Gookey, 95 Willingdale Road, Loughton, Essex, IG10 2DD (17 Feb 2001)
Malcolm Harlock, House, High Street, Laxfield, Suffolk, IP13 8DU (17 Jun 2015)
David Austin, 86 Lindsey Way, Stowmarket, Suffolk, IP14 2PD (04 Jan 2000)
Paul Legg, 21 Grimsey Road, Leiston, Suffolk, IP16 4BW (12 Mar 2016)
Denis Read, 21 Clench Rd, Holbrook, Ipswich, Suffolk, IP92PP (05 Sep 2015)
Gerry Crowe, 1 Abbey Meadows, Chertsey, Surrey, KT16 8RA (18 Jan 2013)
Sam Prior, 19 Beresford Road, Kingston upon Thames, Surrey, KT2 6LP (25 Feb 2016)
Andy Smith, 31 Egerton Road, New Malden, Surrey, KT3 4AP (29 Oct 2013)
Mark Blackmore, 39 Southdale Road, Liverpool, Merseyside, L15 4HX (21 Mar 2016)
Craig Benn, 122 Larkfield Road, Aigburth, Liverpool, L17 9PU (31 Jan 2016)
Damien Maher, 4 Woolton Court, Quarry Street, Liverpool, L25 6HF (05 Jul 2010)
Andy Ashton, 62 Earlston Drive, Wallasey, The Wirral, Merseyside, L45 5DZ (31 Dec 1995)
Wayne Kelly, 72 Grassmere Road, Lancaster, Lancs., LA1 3HB (19 Mar 2005)
Mark Wickens, Haven Lea, Queens Drive, Windermere, Cumbria, LA23 2EL (29 Sep 2015)
Adrian Bland, 15 Blankney Road, Cottesmore, Oakham, Rutland, LE15 7AG (10 Dec 2004)
Patrick Dale, 28 Bancroft Road, Cottingham, Market Harborough, Leics., LE16 8XA (25 Oct 2007)

Richard Hartland, 38 Cunningham Drive, Lutterworth, Leicestershire, LE17 4YR (03 Jun 2012)
Brett Lynes, 2 Church Row, Little Stretton, Leicester, LE2 2FT (03 Apr 2016)
Nick Brown, 53 Henley Crescent, Braunstone, Leicester, Leics., LE3 2SA (15 Nov 1996)
Joss Attridge, Newtown Linford, Leicester, Leicestershire, LE6 0AA (02 Jul 2014)
John Overton, 68 Brantingham Road, Whalley Range, Manchester, M18 8QH (18 Sep 2002)
Bernard Savage, 73 Penrhyn Avenue, Middleton, Manchester, M24 1FP (10 Mar 1998)
Rob Bywater, 66 Firs Road, Sale, Cheshire, M33 5EJ (11 Feb 2016)
Simon Sayers, 21 Barlea Avenue, New Moston, Manchester, M40 3WL (21 Nov 2008)
Bob Eburne, 33 Whitton Way, Newport Pagnell, Bucks., MK16 0PR (28 Oct 2004)
Daniel Ryan, 110 Maidstone Road, Bounds Green, Enfield, London, N11 2JP (28 Aug 2015)
Greg Stroud, 96 Mercers Road, Flat A, London, N19 4PU (01 Feb 2016)
Jamie Sewell, 115 Crescent Road, Alexandra Palace, London, N22 4RU (31 Dec 1995)
Jas Bal, 63 Gardner Park, North Shields, Tyne and Wear, NE29 0EA (09 Mar 2006)
Philip Jones, 10 hazeldene, Jarrow, Tyne and Wear, NE32 4RB (09 Mar 2006)
Steve Jones, 90 Biddick Lane, Fairfield Village, Washington, Tyne and Wear, NE38 8AA (04 Apr 2005)
Martin Sabais, 36 Chalfont Road, Walker, Newcastle upon Tyne, Tyne & Wear, NE6 3ES (17 Sep 2008)
Andy McMaster, 29 Kingsley Place, Heaton, Newcastle upon Tyne, NE6 5AN (06 Mar 2008)
Andrew Cochrane, 25 Willow Close, Morpeth, Northumberland, NE61 1XG (13 Mar 2014)
Mike Rudd, 2 Blueberry Hill, Rothbury, Northumberland, NE65 7YU (12 Mar 2002)
Geoff Geddes, 30 Sheepwalk Lane, Ravenshead, Nottingham, Notts., NG15 9FD (31 Dec 1995)
Ian Willey, 17 Strawberry Bank, Huthwaite, Sutton-In-Ashfield, Notts., NG17 2QG (12 Mar 2014)
George Jaycock, 51 Burleigh Road, West Bridgford, Nottingham, Notts., NG2 6FQ (31 Dec 1995)
Chris Gower, 7 Boxley Drive, West Bridgford, Nottingham, Notts., NG2 7GQ (28 Sep 1998)
L. Othacche, 17 Russell Drive, Wollaton, Notts., NG8 2BA (03 Nov 1995)
Duncan Spencer, 33 St Anthonys Road, Kettering, Northants, NN15 5HT (03 Nov 1995)
A. Kendall, 12 Hunsbury Close, West Hunsbury, Northampton, NN16 5UE (13 Dec 1998)
Nigel Ashcroft, 5 Grasmere Way, Thornwell, Chestow, Gwent, NP16 5SS (11 Nov 2015)
Phil Williams, The Cottage, Robins Lane, Devauden, Chestow, Monmouthshire, NP16 6PB (14 Aug 2010)
Clive Haden, Holly House, The Street, Swanton Abbott, Norfolk, NR10 5DU (09 May 2005)
Stuart Brant, 8 Camden Mews, London, NW1 9DA (11 Sep 2015)
Tom Jackson, 40 Keyes Rd, London, NW2 3XA (09 Feb 2015)
Steve Joyce, 23 South End Close, London, NW3 2RB (31 Jan 2001)
Peter Fraser, 66 Salcombe Gardens, Millhill, London, NW7 2NT (31 Dec 1995)
Nick Hughes, 15 Layfield Road, Hendon, London, NW9 3UH (31 Dec 1995)
Martin Meyers, 41 Frank Fold, Heywood, Lancs., OL10 4FF (14 May 2016)
Stephen Ashworth, 1 Nelson Street, Walsden, Manchester, Lancashire, OL14 7SP (12 Dec 2006)
Toby Pilling, 51 Wensum Drive, Dicot, Oxon, OX11 7RJ (25 Feb 2014)
John Sharp, 3 Union Street, Oxford, Oxon, OX4 1JP (23 Oct 1998)
John Turpin, 18 Mallard Way, March, Cambridgeshire, PE15 9HF (21 Mar 2016)
Simon Stevenson, East Dairy Cottage, Welton Le Marsh, Spilsby, Lincolnshire, PE23 5TA (28 May 2005)
Jason Johns, 70 Newton Road, Sawtry, CAMBS, PE28 5UT (22 Aug 2013)
Alan Anderson, Penmarrey, Maddever Crescent, Liskeard, Cornwall, PL14 3PT (11 Dec 1998)
Nigel Blair, 105 Stanborough Road, Plymstock, Plymouth, PL9 8PG (22 Mar 2016)
Paul Rideout, 5 Fisher Close, Stubbington, Fareham, Hants., PO14 3RA (31 Dec 1995)
Keith Bristow, 39 Carromade Walk, Portsmouth, Hampshire, PO4 5LX (05 Nov 2012)
Simon Stevens, 14 Teddington Road, Southsea, Hampshire, PO4 8DB (25 Oct 2007)
Simon Prior, 29 Burgoyne Road, Southsea, Hampshire, PO5 2JY (23 Jan 2014)
Justin Key, 25 Hilary Avenue, Portsmouth, Hants., PO6 2PP (09 Nov 2015)
Simon Hunt, 26 Inhurst Avenue, Waterlooville, Portsmouth, PO7 7QR (31 Aug 2000)
Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL (23 Oct 1998)
Trevor Edwards, 11 Thirlmere Road, Preston, Lancs., PR1 5TR (29 Jan 2015)
Bill Shrepper, 16 The Heathers, Bamber Bridge, Preston, Lancs., PR5 8LJ (06 Mar 2014)
Phil Draker, 8 Chesterman Street, Reading, Berks., RG1 2PR (25 Oct 2007)
Paul Sanderson, Flat 4, Russell Street, Reading, Berks., RG1 7XD (26 Mar 2000)
Michael Strefford, 3 Walton Way, Shaw, Newbury, Berkshire, RG4 1LA (05 Jun 1998)
Chris Netherton, 36 Lurgar Road, Whitechurch, Hants, RG28 7EY (26 Oct 2006)
Inuka Jayasekera, Flaxman Close, Reading, RG6 5TH (13 Apr 2015)
Kevin Croskey, 4 Beechey Way, Cophorne, W. Sussex, RH10 3LT (07 Sep 2011)
Richard Webb, 14 Kitsmead, Cophorne, W. Sussex, RH10 3PW (14 Aug 2015)
Bill Hensby, 32 The Vineries, Burgess Hill, W. Sussex, RH15 0NF (18 Jan 1999)
John Barton, 194 Chanetonbury Road, Burgess Hill, W. Sussex, RH15 9HN (08 May 2007)
Gerard Burton, Flat 7 The Beacons, Beaconsfield Road, Chelwood Gate, East Sussex, RH17 7LH (09 Mar 2016)
Andy Ayles, 8 Wordsworth Rise, East Grinstead, West Sussex, RH19 1TW (09 Sep 2015)
Wayne Baumber, 39 Station Road, Lingfield, Surrey, RH7 6DZ (30 Sep 2014)
Keith Graves, 51 Humber Avenue, South Ockenden, Essex, RM15 5JL (31 Dec 1995)
David Higginbotham, 18 Westfield Garden, Brampton, Cheshirefield, S40 3SN (03 Jul 2000)
Mark Tomlinson, 12 Briar Road, Sheffield, S7 1SA (30 Jan 2014)
Andy Osborne, 42 Atlantis Close, Lee, London, SE12 8RE (31 Dec 1995)
Simon Horspool, 188 Leahurst Road, Hither Green, London, SE13 5SN (03 Aug 2007)
Martin Edwards, 127 Pepps Road, London, SE14 5SE (02 Sep 1999)
Michael Essex, 18 Wrottesley Road, London, SE18 3EW (03 Apr 2013)
David Ramsey, 25 Grenville Way, Stevenage, Herts, SG2 8XZ (15 Jul 2013)
Chris Milne, 19 Redoubt Close, Hitchin, Herts., SG4 0FP (25 Mar 2004)
Andrew Dando, 26 Constable Drive, Marple Bridge, Stockport, Cheshire, SK6 5BG (17 Sep 2002)
Andrew Daglish, 7 The Spinney, Cheadle, Cheshire, SK8 1JA (31 Dec 1995)
Pete Bennett, 84 Littlebrook Avenue, Burnham, Slough, Bucks., SL2 2NN (16 Sep 2002)
Steve Crowley, 2 Mossy Vale, Maidenhead, Berks., SL6 7RX (23 Oct 2003)
William Binns, 20 The Warren, Carshalton, Surrey, SM5 4EH (22 Mar 2016)
Gordon Watson, Banstead, Surrey, SM7 3JJ (09 Apr 2012)
Adrian Catchpole, The Malting Barn, Top Lane, Whitley, Melksham, Wilt., SN12 8QJ (29 Mar 2001)
Jon Williams, 17 Larch Road, Colerne, Chippenham, Wilt., SN14 8QG (06 Dec 1998)
William Roberts, 20 Clayhill Copse, Peatmoor, Swindon, Wilt., SN5 5AL (10 Sep 2011)
Bill Gunning, 14 Eagles, Faringdon, Oxon, SN7 7TD (14 Sep 1997)
Roger Cook, The Brick Farmhouse, Cleuch Common, Marlborough, Wilt., SN8 4DS (26 Oct 2006)
Martin Lane, 52 Oaktree Road, Southampton, SO18 1PH (08 Apr 2016)
Dominic McGrath, 129 Archers Road, Eastleigh, Hampshire, SO50 9BE (02 Jan 2016)
James Crosfield, Lower Langham Farm, Langham Lane, Gillingham, Dorset, SP8 5NT (15 Feb 2009)
Jonathan Smith, 3 Lingdale Avenue, Sunderland, Tyne and Wear, SR6 8AZ (05 Dec 2015)
Michael Parsons, Rochford, Essex, SS4 2BS (05 Dec 2012)
John Fletcher, 191 Trent Valley Road, Stoke-On-Trent, Staffordshire, ST4 5LE (23 Oct 1998)
Robert Seeley, 43 Priory Road, Newcastle Under Lyme, Staffs., ST5 2EN (19 Mar 2005)
Ronnie Tan, 250 Hydeathorp Road, Balham, London, SW12 0JH (21 Jul 2001)
Simon Church, 7 Beuchamp Terrace, Putney, London, SW15 1BW (15 Oct 2015)
Simon Taylor, 81 Valley Road, London, SW16 2XL (30 Sep 2014)
Julian Blakeney-Edwards, 1 Elmbourne Road, London, SW17 8JS (21 Oct 1998)
Lee Brimmicombe-Wood, 49 Edgcombe House, Whitlock Drive, Southfields, London, SW19 6SL (03 Aug 2009)
Christopher Chen, Flat 11, 14 Sloane Gardens, London, SW1W 8DL (25 Feb 1999)
Jonathan Pickles, 115 Wavertree Road, Streamhead Hill, London, SW2 3SN (26 Mar 1999)
David Tye, 35 Redburn Street, London, SW3 4DA (25 Jun 2010)
Chris Courter, 17 Hargyvine Street, London, SW9 9RQ (23 Oct 1998)
John Sparks, Taunton, Somerset, TA2 8QC (29 Jan 2012)
Paul Case, 4 Brymas House, Rockwell Green, Wellington, Somerset, TA21 9BZ (25 Jan 2015)
Frazier Greenhields, Coxland House, Huntworth, Bridgwater, Somerset, TA7 0AJ (23 Sep 2013)
Nick Carter, 13 Oak Tree Court, Uckfield, East Sussex, TN22 1TT (03 Aug 2013)
Mike Batley, 2 The Gables, Argos Hill, East Sussex, TN6 3QJ (29 Apr 2001)
Gerard Eaton, Dart House, 20 Bridgetown, Totnes, Devon, TQ9 5BA (02 Sep 2008)
Bill Linehan, 8 Gander Green Crescent, Hampton, TW12 2FA (12 Apr 2016)
Mick Allen, 107 Gresham Road, Staines, TW18 2FB (02 Jul 2014)
Richard Dagnall, 480 Chertsey Road, Twickenham, Middlesex, TW2 6PQ (10 Sep 2015)
Ivor Gardiner, 19 Gibson Road, Ickenham, London, Middlesex, UB10 BEW (03 Sep 2008)
Christopher Bourne, 52 horsenden lane north, greenford, middlesex, ub6 0pa (04 Dec 2014)
Aaron Patrick, 9 Arundel Gardens, London, W11 2LN (31 Dec 2004)



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!

OCTOBER ASLOK XXXI

When: 2 – 9 October.
Where: Holiday Inn Airport, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850 or visit <http://www.holidayinn.com/cle-airport>. Room rates are \$89.
Fee: \$30.00 before 28 September, \$40.00 thereafter and on the door.
Format: Same as always. Weekend tournament plus numerous mini-tournaments. There is also an informal USA vs. World Cup where everyone keeps track of their games and a plaque is presented to the winning side.
Notes: T-shirts are \$10.00 ea (XXL \$13.00, XXXL \$15.00, 4XL \$18.00)
Contact: Bret Hildebran, 17810 Geauga Lake Rd, Chagrin Falls, OH 44023-2208 or by email damaivs@alltel.net. Check out the web site at www.aslok.org for the latest details.

NOVEMBER INTENSIVE FIRE 2016

When: 3 – 6 November.
Where: The Travel Rest Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone

Nick Quinn, 7 Woodgrange Avenue, Ealing, London, W5 3NY (04 Mar 2002)
Alan Lynott, 34 Ollerbarrow Rd, Hale, Cheshire, WA15 9PP (09 Jul 2015)
John Kennedy, 2 Hawthorn Road, Hale, Altrincham, Cheshire, WA15 9RG (22 Oct 2013)
Dave Booth, 47 Duncock Grove, Oakwood, Warrington, Cheshire, WA3 6NW (07 Oct 1996)
Paul Ryde-Weller, 44 Farm Way, Watford, Herts., WD2 3SY (30 Oct 1998)
Matt Blackman, 10 Alfred St, Wigan, Lancs., WN1 2HL (14 Mar 2008)
Ian Parkes, 45 School Lane, Standish, Wigan, Lancs., WN6 0TG (23 Sep 2008)
Michael Murray, 34 Bell Road, Walsall, West Mids., WS5 3JW (30 Mar 1999)
Andy Evans, 232 Bushbury Road, Wolverhampton., West Midlands, WV10 0NT (27 Apr 2010)
Ian Price, 19 Upper Green, Yettenhall, Wolverhampton, W. Mids., WV6 8QN (31 Dec 1995)
Michael Clark, Wold View, East Heslerton, Malton, N. Yorks, YO17 8RN (12 Feb 2002)
Colin Bell, RAF Fylingdales, Whithy, North Yorkshire, YO18 7NT (25 Jan 2015)
David Murray, 29 Middle Street, Nafferton, Driffield, S. Yorks, YO25 4JS (02 Sep 2008)

Scotland

Steven Trease, 2 Charlestown Circle, Cove, Aberdeen, AB12 3EY (17 Jun 1999)
Paul Saunders, 2 Devenick Way, Portlethen, Aberdeen, AB12 4PP (07 Jan 2014)
Tony Gibson, 107 Queen's Drive, Hazelhead, Aberdeen, AB15 8BN (24 Jan 2012)
Steve Cook, 159 Lee Crescent, Aberdeen, AB22 8FH (16 Feb 2013)
Martin Vicca, 14 Leslie Crescent, Westhill, Aberdeen, AB32 6UZ (09 Mar 2016)
Michael Green, 27 Rotchell Park, Dumfries, DG2 7RH (12 Sep 2002)
Mark Chapman, Flat 7, 265 Gorgie Road, Edinburgh, EH11 1TX (01 Dec 2005)
Garry Ferguson, 30E Forrester Park Avenue, Edinburgh, EH12 9AW (07 Dec 1998)
Pete Phillipps, 19 Main Street, Kirkliston, Midlothian, EH29 9AE (19 Apr 2016)
Darren Kifara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GF (26 Sep 2013)
Alan Sheffield, 1 Barns Ness Terrace, Innerwick, Dunbar, East Lothian, EH42 1SF (09 Sep 2011)
Lauchlan Brown, 20 Union Road, Broxburn, West Lothian, EH52 6HR (03 Feb 2013)
John Martin, 85 Pyothall Road, Broxburn, West Lothian, EH52 6HW (08 Mar 2016)
Stewart Thain, 77 Birrell Gardens, Murrieston, Livingston, West Lothian, EH54 9LF (25 Oct 2007)
Bill Finlayson, 19 Taymouth Road, Polmont, Falkirk, Stirlingshire, FK2 0PF (16 Jun 2001)
John McLintock, B25 434 St Georges Rd, Woodside, Glasgow, G66 5DQ (18 Feb 2014)
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (18 Feb 2014)
Hamish Hughson, 15 Esmonde Gardens, Elgin, Moray, IV30 4LB (21 Mar 2010)
Steve Mackintosh, 54 Firrhiview Drive, Inverness, IV38QE (27 Jan 2013)
Oliver Gray, 117 Upper Dalgaime, Cupar, Fife, KY15 4JQ (04 Feb 2009)
Garry Marshall, 24 Allardice Crescent, Kirkcaldy, Fife, KY21 5TY (21 May 2001)
Neil Stevens, Linton Mill Farmhouse, Morebottle, Kelso, Roxburghshire, TD5 8AE (08 Jan 2015)
Jonathan Williamson, Da Croft, Bridge End, Burra, Shetland Islands, ZE2 9LE (01 May 1998)

Wales

Andrew Whinnett, 6 Aquilla Court, Conway Road, Cardiff, CF11 9PA (03 Sep 2008)
Paul Jones, 9 Cwm Nofydd, Rhibwina, Cardiff, CF14 6JX (22 Nov 2002)
Chris Dalgety, 4 Library Street, Canton, Cardiff, Cardiff, CF5 1QD (30 Dec 2014)
Martin Castrey, 1, Thomas Cottages, The Highway, Hawarden, Flintshire, CH5 3DY (03 Sep 2008)
Kev Sutton, 1 Gorphwysfa, Windsor Road, New Broughton, Wrexham, LL11 6SP (25 Feb 1999)
Nick Rijke, Aneddfa, Cellan, Lampeter, Ceredigion, SA48 8HY (06 Sep 2010)
C. Jones, Deer Park Lodge, Stepaside, Narbeth, Pembrokeshire, SA67 8JL (31 Dec 1995)
Emyr Phillips, 2 Cysgod Y Bryn, Aberystwyth, Ceredigion, SY23 4LR (27 Aug 2002)

If there are any mistakes, please let me know so I can correct them for the next edition. If you have Internet access you can also correct your details on the *VFTT* web site at www.vfft.co.uk/my-account.asp.

(01202) 555 889 or fax (01202) 789 567 to arrange accommodation. Room rates are £47 per night for a single room, and £37 per night per person for a double room.

Fee: £15.00 if registering with the organisers before 24 October, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in October.

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

Contact: For more details or to register contact Pete Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email if@vfft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vfft.co.uk.

2017 FEBRUARY SCANDANAVIAN ASL OPEN

When: 23 – 26 February (provisionally. Date to be confirmed soon).
Where: Danhostel Copenhagen Amager, Vejlands Allé 200, 2300København S, Denmark. Accommodation is available at a cost of 1500 Danish Kroner (about €200) per person sharing a four person bedroom including breakfast, lunch and dinner. Other room options are available – contact the organisers for a price.

Fee: Similar to 2016, which was 200 Danish Kroner (about €27).
Format: The tournament will be a five round Swiss style affair.
Contact: Michael Hastrup-Leth, Favrholtmvanget 15, 3400 Hillerød, Denmark, or email at hastrupleth@gmail.com. For the latest information visit the website at <http://www.asl-so.dk/>.

MARCH HEROES 2017

When: 2 – 5 March.
Where: Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. Tel 01253 341 024. Room rates are £31.00 for a shared room or £34.00 for a single room and include breakfast. Bar meals and good beer are also available at the hotel.

Fee: £15.00 if registering with the organisers prior to 20 February, £20.00 thereafter and on the door (entry is free for those only able to attend for one day). In addition to a discount on the entry fee, players pre-registering will receive a tournament program in January.

Format: Four round tournament beginning Friday morning, with three scenarios to choose from in each round. There will be an additional round on Friday after if the number of participants warrants it. Players will be expected to have knowledge of the first half of the Chapter G rules to play in the tournament. CG and friendly games can also be found throughout the weekend. There will also be opportunities for new players to learn the game and friendly games available.

Contact: For more details or to register contact Pete Phillipps, 19 Main Street, Kirkliston, Scotland, EH29 9AE. Phone (1031) 629 1260 (evenings only) or email if@vfft.co.uk. For up to date information check out the UK *ASL* tournament web site at www.vfft.co.uk.

JUNE DOUBLE ONE 2017

When: 22 – 25 June (date to be confirmed).
Where: Writtle College, Chelmsford, Essex, CM1 3RR. On-site facilities include en-suite and standard bedrooms, free car parking on application, mini market, cash points, a self-service cafeteria and licensed bars. Bedroom rates start at £36.00 for a single room and breakfast.

Fee: £15.00 if paid before 30 April, £20.00 thereafter.
Format: A two day tournament with two rounds on Saturday and one on Sunday offering a choice of scenarios. A number of mini-tournaments will be run on Friday, and friendly games will also be available throughout the weekend.

Contact: For a booking form contact Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE or by email at derek@doubleone-online.net. Check out the web site at <http://www.doubleone-online.net/> for the latest details.

Ω

London's Advanced Squad Leaders (LASL) welcome ASL/ASLSK players or potential players. If you're passing through or staying over in London, contact us along and take part in the tournament. **We will be moving at the end of June - contact us for details of the new venue when it is confirmed** The venue is quiet and has space for up to 20 games. If you want to come along send your name and contact details to derek@doubleone-online.net to arrange a game and ensure there are no last minute problems.

Ω

HEROES 2017

ADVANCED SQUAD LEADER TOURNAMENT

2ND - 5TH MARCH (THURSDAY THROUGH SUNDAY) 2017

COLWYN HOTEL, NEW SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

Following its success in previous years HEROES continues in 2017 to fill the gap for UK ASL action in the first half of the year. As normal the action starts on Thursday and continues through to Sunday so you can play in an ASL tournament and/or play friendly games (or even try your hand at a campaign game if you can find an opponent). The focus of the weekend will be the main tournament, in which players of like record are paired off to allow us to determine the winners - depending on numbers attending there will be four or five rounds. The first round will start on Friday morning and each round sees players choose from three carefully selected scenarios. Main tournament entrants are to be familiar with the rules through to the first half of Chapter G.

BOOT CAMP

Don't worry if you are a new player (someone who has only ever played five or fewer games against a live opponent), as there are plenty of chances to learn the game with an experienced player nearby to offer advice on rules. There will never be a better time to try your hand at ASL!

Remember, you can also drop in just for part of a day if you can't make it for the full weekend.

THE VENUE

The Colwyn Hotel is familiar to those who have attended in the past and offers plenty of gaming room for the whole weekend, Meals and good beer are also available in the hotel, and numerous alternative food outlets are close by. The hotel is easily accessible from the M55 and the train station is a 5 minute walk away. Bed and breakfast is just £31 per person for a shared room or £34 for a single room.

THE COST

The weekend, whether you enter a tournament or just play games with the people you will meet, is fantastic value at only £15.00 if you register before the beginning of 20 February 2017 (entry is £20.00 after that date).

HEROES 2017 HOTEL BOOKING FORM

To book your room simply fill in this form and send it with a cheque for £10.00 to cover your deposit (payable to COLWYN HOTEL) to Colwyn Hotel, 569 New South Promenade, Blackpool, England, FY4 1NG. You can also telephone them on 01253 341 024 to book your room.

NAME							
ADDRESS							
NIGHTS ROOM REQUIRED FOR (tick each one)							
THURS		FRI		SAT		SUN	
SINGLE ROOM				DOUBLE ROOM			
NAME OF PERSON SHARING WITH							