



# VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

Issue 98/99 Sep 2016 - Apr 2017 Free from [www.vfft.co.uk](http://www.vfft.co.uk)

UK £4.00 US \$10.00

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**COVER:** The box art from MMP's *Blood Reef: Tarawa* module.

# PREP FIRE

Better late than never. While the study workload has increased a little in the transition from college to university, the primary reason for the delay in producing a new *VFTT* continues to be the lack of new material. As with the previous issue, I've gone through my files of old *ASL* material to produce this issue, but even with doing this I'm starting to run low on use-able material. I do have a mass of material on *Red Barricades*, which I am saving for use in a future issue of *VFTT* once MMP release the reprint of this classic CG module.

'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 100 should be out at the beginning of May 2017.

*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>

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## 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 FACTORY

MMP have announced plans to release *Red Factories*, a new module that contains a reprint of *Red Barricades* and a new CG *Red October*, set in the factories directly to the south of the RB factories. It will contain four maps, eight countersheets, 21 scenarios (the original six from RB, seven additional RB scenarios from various sources, and seven for RO), and a total of seven CG (the original three from RB, three for RO, and the RB CG IV from ASL Journal 1). The module is available for pre-order for \$123 and is expected to retail for \$164. For those who already own RB and do not wish to purchase another copy, *Red October* will also be available for a limited time as a separate module.

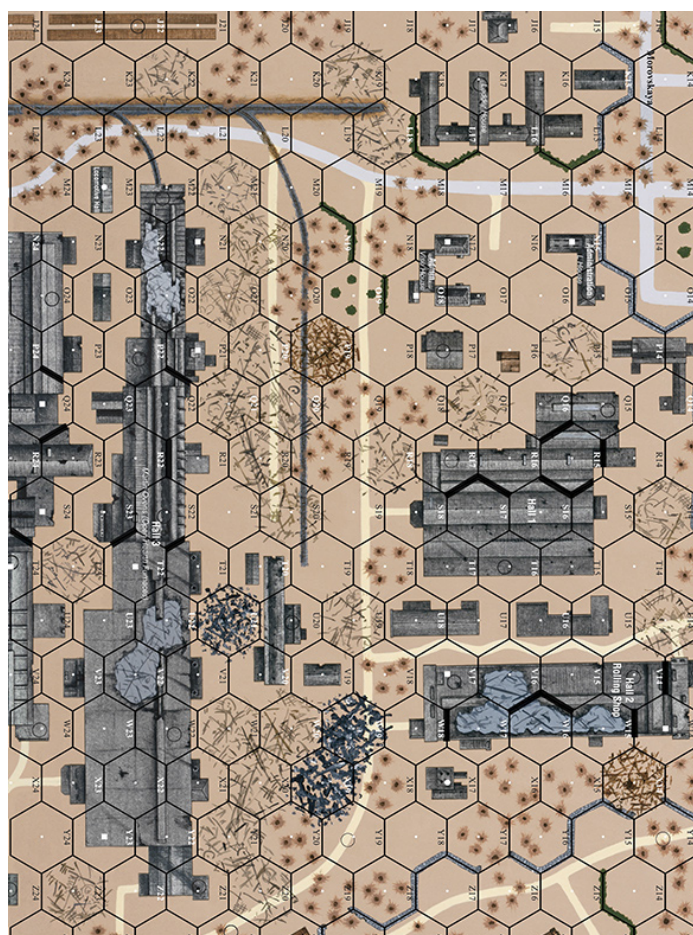
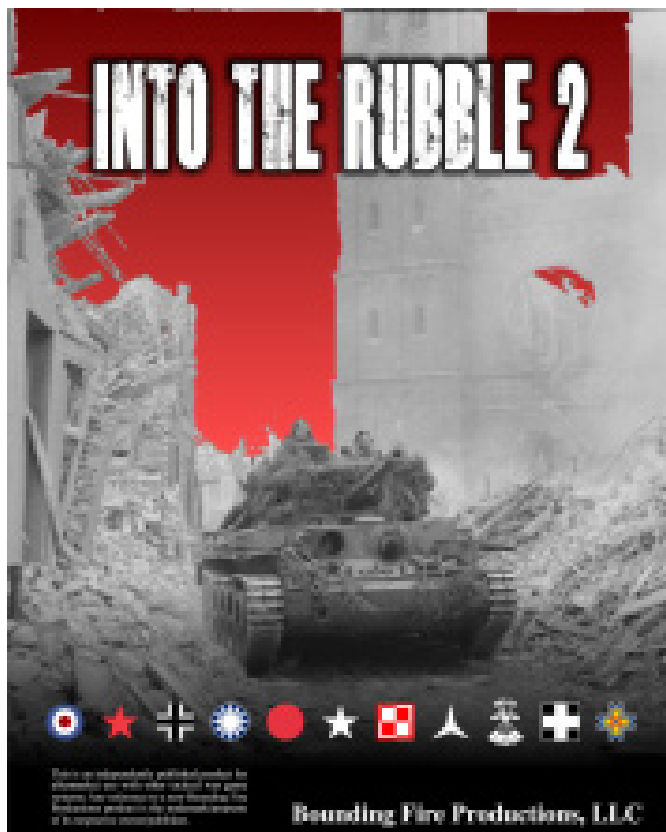
MMP expect to have a news issue of the *ASL Journal* available in the New Year. It is likely to be similar in style and price to the previous issue.

## BUNKER 44

Work is under way for *Dispatches from the Bunker 44*, which will be a Special 20th Anniversary edition. It will contain five scenarios, a CG, and a HASL map which can be taken to a printer and professionally produced. The *HASL*, by *VoTG* designer Tom Morin, covers the fighting in the town of Rees along the Rhine River in 1945, as the British 51st Highland Division attempt to clear the town from a mixed group of

Fallschirmjaegers and Volksturm.

A four issue subscription starting with issue 43 is \$1.00, while a 'Digital The WORKS' order containing PDFs of all prior issues plus a subscription starting with issue 43) is \$55.00. Individual PDF back issues are available for \$3.00 each, except for issues 2-8, 10, 13, 16-19 and 28 which have had their material which was reprinted by MMP replaced and are only \$£2.00 each. Issue 1 is available for free upon request, by emailing them at [aslunker@aol.com](mailto:aslunker@aol.com). You can pay by PayPal to [PinkFloydFan1954@aol.com](mailto: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.



### UK STOCKISTS OF THIRD PARTY PRODUCTS

To purchase other third party products such as Critical Hit, Schwerpunkt, Bounding Fire Products, or Heat of Battle contact any of the following shops.

**LEISURE GAMES**, 100 Ballards Lane, Finchley, London, N3 2DN. Telephone (020) 8346 2327, e-mail them at [shop@leisuregames.com](mailto:shop@leisuregames.com) or go to [www.leisuregames.com](http://www.leisuregames.com).

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**BATTLEQUEST GAMES**, 29 Victory Road, Horsham, West Sussex, RH12 2JF. Telephone 01403 242003 or go to [www.battlequestgames.com](http://www.battlequestgames.com).

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

# DOUBLE ONE 2016

## Friday Minis

- The Last Samurai – Marc Hanna
- Heavy Metal Heaven – Michael Hastrup-Leth (defeating Jamie Westlake from Australia in a very tight game that went through into the early hours)
- Downfall – Bo Siemsen
- Deluxe – 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

DOUBLE ONE 2017 takes place over the weekend of June 23rd to 26th, and details are included elsewhere in this issue of *VFTT*.

Ω

## PLAYER RESULTS

PLAYER	P	W	L
Mick Allen	3	1	2
Joe Arthur	5	2	3
Martin Barker	3	3	0
Nigella Blair	6	2	4
Stuart Brant	6	1	5
Hans Brugge	4	2	2
Gerard Burton	6	3	3
Richard Dagnall	5	5	0
Michael Essex	2	2	0
Marc Hanna	4	2	2
Malcolm Hatfield	3	1	2
Ketil Hogenhaug	4	3	1
Tim Hundsorfer	6	4	2
John Johnson	3	0	3
Gordon Jupp	2	2	0
Indy Lagu	2	0	2
Paul Legg	5	3	2
Martin Mayers	6	3	3
Dominic McGrath	3	1	2
Ian Morris	6	4	2
Gary Norman	6	4	2
Pete Phillipps	4	1	3
Ian Pollard	3	0	3
Nick Ranson	5	1	4
Paul Schaeffer	5	3	2
Simon Staniforth	6	4	2
Andy Waller	1	0	1

## THE SCENARIOS

SCENARIO	ALLIED AXIS
55 Retribution	1 0
80 Play Ball	1 0
A89 First Day at Diadem	0 1
AP107 Better Fields Of Fire	1 3
AP96 Food Fight	4 6
BFP-107 Costly Baptism	0 2
BFP-111 Before the Blunder	1 1
BFP-127 The Road to Warsaw	1 3
BFP-38 Sugar Cane Shuffle	1 0
DB 123 Probe on the Trail to Hell	2 3
DB 124 Death on the Eismeer Strasse	3 0
ESG106 Splatter Spray	0 1
ESG116 Tornado of Souls	1 0
FE108 No Walkover	0 3
FE193 FE193: Death From Above	1 0
FE89 Crossing The Meuse	1 0
FrF52 Dying For Danzig	1 0
FrF62 Dryga Larpengar	3 1
FT43 Infantry Probe at Argentan	0 1
NOC SCENARIO NOT RECORDED ON	1 1
OA31 With Friends Like These	0 1
SP219 Play Havoc	0 3
TAC51 L'Union Fait la Force	1 0
WO2 Failure to Communicate	0 1
WO3 Counterattack at Carentan	0 2
<b>TOTALS</b>	<b>57 24 33</b>

# INTENSIVE FIRE 2016

## 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 took part in a simple three round knock-out tournament.

Round 1 saw Joe Arthur lose to Simon Staniforth, Ian Morris beat Nigella Blair, Pete Phillipps beat Paul Legg, and Martin Mayers beat Gerard Burton. The latter played 'J175 Bedburg Bite', while 'J167 Hart Attack' was played in the other games.

Round 2 was played on Saturday evening and saw Ian Morris beat Pete Phillipps in 'DB124 Death on the Eismeer Strasse', while Martin Mayers beat Simon Staniforth in a game of 'AP40 Head of the Mace'.

The final round was played on Sunday morning and saw Ian Morris beat Martin Mayers in a quick game of 'AP108 Yes Sir!' In fact the game was over so quick they were packing the game away at 11.30am, just as I was going around to get some photos of the morning action!

Despite the low turnout there was still enthusiasm for INTENSIVE FIRE to continue, so INTENSIVE FIRE 2017 will take place over the weekend of Thursday 16 - Sunday 19 November.

Ω

## PLAYER RESULTS

PLAYER	P	W	L
Joe Arthur	5	3	2
Nigella Blair	8	4	4
Gerard Burton	7	3	4
Paul Case	1	0	1
Brian Hooper	1	0	1
Paul Legg	5	0	5
Martin Mayers	5	4	1
Ian Morris	5	3	2
Pete Phillipps	6	4	2
Simon Staniforth	5	3	2

## THE SCENARIOS

SCENARIO	ALLIED AXIS
A25 Cold Crocodiles	1 0
AP106 Helluva Patrol Leader	2 0
AP108 Yes Sir!	1 2
AP40 The Head Of The Mace	0 1
AP94 Show of Force	1 0
BFP-55 Used and Abused	0 1
DB 124 Death on the Eismeer Strasse	0 1
J138 Point To Make	1 0
J167 Hart Attack	2 2
J174 Heart of Athena	1 0
J175 Bedburg Bite	1 0
J66 Sound Retreat	0 2
NEWS58 Nemesis	0 1
SP184 Cornered Beasts	1 0
SP251 Kettenkrad Blitz	0 1
SP258 Operation Blackwater	0 1
T4 (ClassicASL) Shklov's Labors Lost	1 0
<b>TOTALS</b>	<b>24 12 12</b>





# HEROES 2017

## ADVANCED SQUAD LEADER TOURNAMENT

2<sup>ND</sup> - 5<sup>TH</sup> 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).

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## 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							

# COMBAT PLANNING

*This article was written 24 August 1998, and is an expanded version of an article with the same title that appeared in VFTT2. It was probably done after a discussion about the subject on the ASL Mailing List at the time – Pete*

Before you start playing any ASL scenario, you need to come up with a plan of action if you want to win. But to come up with a reasonable plan, you need to take into account all the factors which might influence the scenario. Whether you have to attack or defend these factors are the same; the aim, the forces involved, and the terrain.

## THE AIM

In any ASL scenario the aim is determined by the victory conditions. Whether you have to capture or destroy an objective, hold a feature, withdraw a portion of your forces, or simply kill a large portion of the enemy force, you must always bear them in mind.

The most important thing to do before starting your attack and/or defence is... **READ AND UNDERSTAND THE VC!!!!** This sounds simple and even insulting to say but I cannot count the times I have been defeated as the attacker/defender simply because I did not fully understand the ramifications of the VC. Balance every

choice during play against the VC. Ask yourself this question...Will this action advance me towards the VC?

Everything else is subjective to the scenario at hand. Try to keep your plans general in scope and flexible in application. But you should definitely start with a plan. Remember "No plan ever survives contact with the enemy" !

## THE FORCES

Knowing your aim you can now consider the forces you have, and those of the enemy. Look at firepower, mobility, morale. Can one or both sides fight at long range, or is close combat fighting preferred? Does either side have the mobility to move rapidly from one position to another? What special weapons (FT, DC, OBA, armour) are available to give one side an advantage? How can you minimise the advantages these give the enemy?

The way one views a scenario depends greatly on the make up of the attacking force...all infantry?, lots of AFV?, OBA present?, Air Support available?, etc... and/or the make up and position of the defending force...lots of Fortifications?, good?, defensive terrain?, Guns?, etc...

## THE TERRAIN

At the same time it is also important to consider the scenario terrain. It is important to find the ground of tactical importance (the piece of ground which, if held, makes it difficult for the enemy to hold the surrounding area), the approaches to it, and the cover available from enemy LOS and fire (not necessarily the same thing). There may be several such areas spread across the board, particularly in a large action.

Any attacker will often have to take this ground, even if it is not a target, simply because the defender controls the approaches while he holds it.

As an attacker, you must also consider the placement of fortifications such as WIRE or Minefields, which are often sited to channel an attacker into a chosen killing ground.

Do not forget to take into account the scenario length. As a defender it is simply a matter of holding out until the end of the scenario, but as an attacker you must take into account the time it will take to approach the objective as well as the time to take it. Scenario length will probably affect your choice of approach to the objective.



## THE SCHWERPUNKT

I've just seen too many games where the attack is bunched up along one side and the defender can collapse in on it. A flanking force doesn't have to be strong enough to win the game, but they're worth their weight in cardboard because \*just by existing\* they keep the defender honest in defending the whole board. I used to live by the Schwerpunkt, throwing every last man at the designated area. Then I noticed that I wasn't getting the maximum Schwer out of my Punkt because the defender would shift to meet me. I'd end up having to go through the whole defending force anyway. Now I always send some guys off to one side. I don't really think of them as a flanking force, because I don't expect them to really get anywhere, but you need someone to make it dangerous for the defender to reinforce your attack point. Vehicles work well of course, and it's a great use for halftracks. Light mortars are good for this as well.

These pinning forces are actually doing a mini-defence more than attacking, since their job is to interdict movement by the other side, usually by threatening FFMO shots. They might well be locally outnumbered, so you have to watch against a counterattack. On the other hand, if the defender is using his forces in that area to counterattack your light mortars and halftracks, that's arguable better for you than seeing those same units shooting at your main force from inside the buildings.

## CHANGING DIRECTION

It's very hard to recover from a bad setup, but it's usually not too hard to shift

the focus of an attack. This of course depends on whether it's a fixed defence (e.g. pillboxes or caves) or a fallback defence. In particular, a scenario with a lot of caves can be over on turn 1 if you've set them up poorly.

In my experience shifting the focus of assault is not impossible in most scenarios but is usually difficult due to a lack of time. It takes the turn or two to get going, another couple of turns to feel out the defence and see how ones plan of attack works. Then to shift focus will probably take at least one if not two turns repositioning units with another couple of turns to get the new assault plan in action and to feel out the defence in the new focus. Also, keep in mind that if one is shifting the focus of attack this means that one has been handed a bloody nose by the defence. So there will be some recovery time needed as well. One might have just enough time in a ten turn scenario. But in an average scenario of seven or eight turns? Add in the fact that the defender will not be sitting idle (at least he shouldn't be) while this shift is going on and I think the difficulties in a focus shift are apparent. In fact a somewhat beaten up attacker trying to shift focus is a clear invitation for a counter attack.

It is easy to say "...shift the focus of attack...", but my experience says it ain't so easy to do. Don't misunderstand me though. I am not saying you shouldn't try it, what I am saying is that when an attacker has to do this in the time frame of an average scenario it usually is an attempt to stave off defeat and is really a last ditch effort.

(NOTE: This is all generalities and will vary in importance from scenario to scenario. Also the DR/dr that accompany

any of these choices will have a significant impact on success.)

## SPECIAL DEFENSIVE CONSIDERATIONS

Whenever you are planning a defence, there are several things to bear in mind. First and foremost, always remember to defend the ground you must hold to win. Although this can be done directly, by placing troops in the area, it is more often done by defending the surrounding area and the approaches.

Any defence needs depth, so it can absorb the enemy attack and slow down its momentum. A "thin red line" can be easily breached. Although the easiest way to provide depth is to have troops spread out in ever-widening defensive circles, all too often a lack of troops prevents such depth. In these cases, each position should be able to provide mutual support to neighbouring positions. Ideally, each position should be able to bring fire to bear on its neighbours and the approaches to them. Without mutual support, it is all too easy for the enemy to overwhelm a single position and surge through the gap.

Also be aware of situations where a defensive position can be attacked from more than one direction, and allow for such situations when setting up. Such situations are common at night, when lines can easily be penetrated by a cautious attacker, and defensive positions must be prepared to face an attack from any direction.

Defensive positions should be concealed where possible. Ideally, key positions and sites should be set up HIP if possible. Many scenarios allow a Scenario Defender to set up one or two squads HIP, and one potential use for these units is to set them up inside your defensive perimeter in positions which cover the key ground. These units can then ambush any advancing enemy units, possibly catching under FFNAM and/or FFMO. Where HIP is not available, try to set up in positions out of sight of the enemy, so that Concealment may be gained.

## CONCLUSION

Having considered all these factors, you are now in a position to make an outline plan. Select your starting point(s), approach(es), and the best location(s) to provide any necessary covering fire. Having done all this, you put the plan to the test. If your plan is good you might win. If not, at least you live to learn and (re)fight it another day. Real soldiers do not have that luxury.





# The Art of Defending

Tom Huntingdon

*This article was at the end of the document containing the 'Combat Planning' article found elsewhere in this issue, and was saved by me on 24 August 1998 Where it originally came from though is a mystery – Pete*

I hate setting up to play defence. Attacking is so easy - you look at where your opponent is hiding, and try to exploit any weaknesses you see. You concentrate fire on a linch-pin point, and charge wherever the defender starts looking vulnerable. As the defender, it's your responsibility to anticipate EVERYTHING the attacker could do, and provide some level of deterrent. EVERYWHERE. His success depends on your failure to foresee what he's up to. Of course, once the game is underway, defending is the easy job. You just roll around to plug the holes he creates, and try to keep him from winning. But the set up, that's what scares me most.

So what do I go through when I'm getting ready to defend? Well, after I'm done weeping, there's the obvious things - read the victory conditions carefully, look at what troops I get, look at his troops, and try to imagine how I can use my toys to stop his toys. I really read the rules on anything that's new - minefields, wire, DCs. I try to imagine how I can use these to stop him. Then I look hard at the mapboards I'll be defending - look for choke points he'll be passing through, look for ways to stop him there. I try to spot a "rally haven" where I can put a leader that can help rally the boys, without getting attacked himself.

I usually assume my opponent is doing the same thing. So I try to put myself in his shoes - if I was attacking this pitiful force, how would I do it? See any great positions to fire from? How would I get across those wide open spaces? If I were attacking, what would be the biggest thing in the defender's arsenal that could cause me the most trouble?

This is all very general advice, and isn't helpful for specific situations. "Know your opponent." "Use terrain to your best advantage." D'uh. But I find myself doing this before any game, and the sweeping generalizations of von Clausewitz and Sun Tzu actually begin to apply to my tactical problems.

There are also a number of rules that help out the defender, but they are scattered throughout the rulebook. Seems a shame that they are so thoroughly hidden.

I try to find places on the mapboard where I can lay down overlapping fields of fire. If a MG was covering one area,

and the crew was broken, could another one of my guns cover for him? I also look for opportunities to lay Fire Lanes - gotten torn apart by them before, and have since added them to my List Of Things I'd Rather Do Unto Thee Than Have Done Unto Me (LOTIRDUTTHDUM). I'm still weak on the notion of defending in depth - usually I present a strong force up front, hoping that they'll break, rout, rally, and come back to reinforce the troops still holding the line. Not a great tactic, and I try to see how to improve on this. One step towards defending in depth is to make sure my big guns are further back, where they won't get overrun on the first few turns. "Never set anything up on the front that you can't afford to have turned around and shot at you later." Sobering thought, and I usually scare myself into pushing even the LMGs towards the rear areas. And often, if no good single rally haven is available, I try to stick a leader near the buildings or woods that a couple of squads would rout to, if they broke.

There's a lot of rules that you can pull out of a hat just because you're setting up to play. I could, in theory, set up in Crest Status (but the opportunity doesn't come up often). If I'm the Scenario Defender - meaning my opponent is coming in from offboard, and I already own any terrain that needs to be held to win - then I get to use Bore Sighting. I always try to remind myself that Bore Sighting is not only for cannons, but also for MMGs, HMGs, and Mortars. Cool stuff, if you think you know where your opponent will be heading. I've been bitten by this before though - if you are shooting an MG at Infantry, a Bore Sighted hex gives your

MG a bonus only during your Defensive First Fire (i.e. when he's moving). I've often Bore Sighted a position that offers cover for the attacker, only to watch him move next to it, stop, then use the Advance Phase to move into it after I can no longer BS him.

If I get neat toys like bazookas, or if I'm playing late war Germans and remember to read up on PFs, I try to remember that these weapons suffer from Backblast if I'm in confining terrain. Best to put them in more airy outdoor places like woods, if I don't want to cook the squad.

Minefields are still an enigma for me. I've gotten to use them a couple of times, and both scenarios only gave me enough minefield points to make them "tempting" without promising carnage. There's nothing more disappointing than having your opponent point at your hidden Minefield hex and say "I'll bet they are all there". Am I that obvious? But then, it's infinitely satisfying to watch your opponent step on the mines - especially when they do you good. One tactic I have yet to work up the nerve to try is to mine the hell out of a building hex that is a Victory Condition building. At least I know he'll be heading there - but how do I rout out if I'm inside?

Lines of Sight are a sticky issue. One of my regular opponents thinks it's cheezy to check LOS when you're setting up. Another opponent does it regularly. I usually plan my set-up on the ps maps, where LOS aren't officially the way it'll play on the board. Keeps me from being tempted to trace lines. But you can tell a



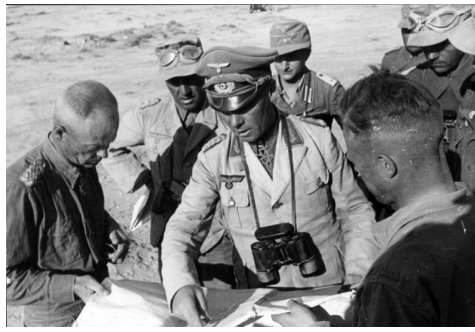
lot if you take the time to absorb the lay of the land. There's always some subtle LOS opportunities along hex-grains, and they are for some reason something that I rarely anticipate. Maybe my opponent doesn't, either. I also need to remind myself that buildings sometimes come with upper levels, and I look at how much the board changes if I can see over that wall or maybe stop worrying about that grain field. Again with the Fire Lanes, I gotta remember that Fire Lanes only fire along the same level, so anyone upstairs can't be setting up a Fire Lane down the street.

Then there's Concealment. Sometimes a scenario gives me "?" counters. If I'm the Scenario Defender, before my opponent moves onboard I get to cover every real unit (but not my dummies) with a free "?". So I can use the OB "?" to create pure dummy stacks. Lots of opportunity to set up strong on one flank, and make my troops look evenly distributed because of my dummies. If my opponent isn't coming from offboard, then sometimes I look for spots where I can set up out of his LOS - anyone out of his LOS gains a "?" after his set-up automatically. That way, I can maximize the use of my "?" counters that the OB gives me.

The Concealment Loss/Gain table has some interesting treats on it. Cannons (which might even HIP for free) can keep their concealment easily (colored die is  $\leq 4$  on the TH DR) when they're firing, but lose it the moment I change their CA. Ouch. Infantry can be in OG and keep their Concealment in an enemy's LOS so long as they don't do anything to lose concealment. There's also a rule (A10.531) that says if there's any TEM or Hindrance for an open ground hex, you can keep your concealment there. So hiding behind a wall, or having HA, is all I need to keep the "?" marker. But I got to remember that dummy stacks must set up in Concealment terrain.

Certainly, the virtues of the half-squad are apparent for any attacker drawing fire and thus, getting a good idea of the defensive set up are obvious reasons for deploying.. However, I think deployment for many, many defensive situations is valid as well especially when one gets "?" markers. Whether or not one has "?" markers to spend or not is a consideration BUT half-squads represent more dice rolls! They can break Full Squads or leaders moving across open terrain or ones that enter adjacent hexes - Therefore, a well placed half-squad can be lethal and one has another half-squad to place somewhere else, while full-squads can be in more crucial positions.

If I get to HIP any of my units, I look around for potential surprises. You must put your HIP units in Concealment terrain. It's popular (I hear) to let a HIP unit get passed



by when the attacker is advancing. Then I can later hope to pop my unit out and kill people for Failure to Rout. It's always tough to actually find a spot where a unit can get passed by without being found, however. It's also good for my soul to review what terrain is Concealment terrain - everyone knows that buildings and woods are, but so are brush, grain fields, and orchards. Orchards look so innocent. It's also legal to deploy a HIP squad during set-up, and hide both half squads. More food for thought.

Cannons are a dream. First, if I get to set them up at the beginning of a scenario, they are considered Emplaced. This is +2 TEM no matter where I put them - why waste the good buildings or woods locations, when the cannon can do just as well on it's own. I already mentioned Bore Sighting, but Cannons can use BS anytime they fire at the right Location (not just against moving targets). Cannons can also set up HIP if they are in concealment terrain - you don't need any SSRs to do it, its just part of being a Cannon.

Defending Vehicles are usually portrayed in the scenario as little more than big targets. I look at their guns' set-up position just like I would with Cannons, and as the Defender I have to weigh moral issues like setting up CE or not. Vehicles can't set up onboard in Motion unless a SSR says they can. But you can set up a vehicle in Bog terrain (woods or buildings, for example), and assume it pulled in there without bogging down. And if the terrain allows it, I can set up behind walls to be HD, or make HD checks during set-up on the edges of hill levels. There's even a short reference of added protection from the IFT for unarmoured vehicles that are HD (A7.308). Seems invariably the best walls are where you don't need them, or they point the same direction that your opponent is approaching you from. Such is life.

Do you have a threshold for acceptable losses. Do any of my guys have to survive the scenario, or can I expend them all in defence of liberty/fascism/the Home Islands? This greatly influences how many guys I'll set up exposed to initial fire, and whether or not I'll deploy half-squads where I know they'll die, but by so doing may slow or derail the attack.

Length of game is another important factor. If the attacker is on a tight schedule, sometimes I'll defend further forward than would usually be the case. This can cost the attacker several turns at the beginning of the scenario, encouraging him to throw in the towel half-way through the game when he realizes he doesn't have time to achieve his objectives. This works well against the generally cautious players I've met - a more aggressive player would punch right through a forward defense and have me calling it quits instead.

Okay, so I'm still defending, and I'm still outnumbered 2 to 1. He's probably got more tanks than me, and they're probably better ones, too. But there are a bunch of tricks the defender can use to mess with an attacker's mind, and hopefully by experimenting with these I can make him worry about my set-up almost as much as I'm worrying about his next six turns. So I hope.

One little trick. If you suspect you are going to be broken in a forthcoming DFPh, dismantle a heavy (IE >3PP) SW, so that you can take it with you when you rout.

How far forward should you set up?

I rarely set up much very far forward. Anybody in front of the front is there to do one specific job and then die in place. Blocking an attack route with their bodies is fine, as is laying some residual FP in key attack hexes.

One very comforting absolute rule is that you always have to think about what you're gonna do if the guys manning your big machine guns break and can't rout away with the MG. Put 'em in the back where their range advantage comes into play and you can re-man them or move them easily. Firelanes, firelanes, firelanes.

If you need to cover a lot of ground or if you have some time before you're gonna use them, dm those heavy SW (MMG's, HMG's, light MTRs) and make 'em more mobile.

Always think about what can happen to your defence if the enemy is able to cancel one of your stacks by using smoke or Banzai/Human Wave/VBM Freeze. Anticipate that it may happen, and you won't fail a Personal MC if it does. Think about what the scenario gives you; rarely are you completely hosed. You are given a certain amount of time/space/force; usually you have to balance these resources against each other. If you have little force, usually you are given a break in time/space - as the defender, maybe the scenario is short; as the attacker, maybe it's long. Use what you are given. If the VC's say nothing about a Casualty VP ceiling, then you are allowed to throw away units and in fact probably need to in order to win.



# Bring Back the Fog of War!

Glenn Elliott

*I'm not sure where this came from; it's one of several articles in this issue that I saved in a document in January 2001 – Pete*

Are you tired of playing the same old scenarios over and over? Knowing exactly what your opponent has and the best tactic for him to use makes scenarios a bit 'blase'. Luckily, *ASL* has a chapter devoted to putting the fog back into the war: chapter H.

I've never written anything about DYO scenarios before because around here, when I mention DYO, everybody looks at me funny. Most of the people at our wargaming club think of *ASL* as a historical simulation of WWII. I, on the other hand, think of *ASL* as a game based on tactical combat in the WWII era.

When I talk about a DYO, I'm not talking about one person sitting down and using chapter H to create a scenario based on extensive historical research. I'm talking about two people sitting down, discussing terrain and victory conditions, and then independently purchasing their respective forces. My primary opponent and I find that this is much more exciting because you never know what your enemy is going to have available. It also means that you may get a rarity factor of 1.0 while your opponent gets 1.6... *C'est la Guerre*.

## The First Steps

The first step in creating a DYO is relatively complex. You and your opponent need to agree upon time frame, theatre,

terrain, nationalities, victory conditions, battle size, and game length. Luckily, this is easier than it sounds.

Time frame, theatre, and nationalities can be randomly determined, but we usually just pick our favourites (late 44-45, NWE, German vs. American). We generate terrain randomly and then adjust it by hand until we are both satisfied.

Given the terrain, coming up with victory conditions is usually pretty easy. Examples are: defend "x", control of building locations at game end, or casualty victory points. We have devised a couple of others that are very ahistorical, but also a lot of fun. I'll explain one of them in more detail later.

Battle size depends a lot on the agreed upon victory conditions. We have found that the larger the battle, the more points the attacker needs. As a general rule of thumb, we start at 500 vs. 300 and work from there. This works well for a 2-3 board battle where the defender will need to hold a major portion of one board or significant portions of two boards in order to win. A good example would be a three board battle in which the defender may set up on two boards, and the VC are control of a majority of building locations on those two boards.

If the defender has less terrain to protect, then the attacker needs a larger point advantage. For instance, if the VC's state that the attacker must take the Chateau in order to win, then the defender will be able to concentrate his forces in and around the Chateau. This makes a much more effective defence, so we would normally increase the attackers points to 600 or so.

In both of these cases, a larger battle means that the attacker needs a larger ratio advantage. For the first

example, 1000 vs 500 also works well. For the second example, 1500 vs. 600 works pretty well, although that is a pretty large battle.

For meeting engagements, both sides should have an equal number of points, but the side that moves first only gets half movement points. We have found that this almost completely removes the advantage of moving first as long as the battlefield is large enough. For a nice sized meeting engagement, we use 8 boards (4 x 2) and 800 to 1000 points each.

## Troop Purchases

Now that you have the basics of the scenario down, it's time to get to the fun part: buying your force. Let's assume that we're doing a fairly standard 500 (American) vs 300 (German) point assault in late 1944.

But what does 500 points mean, you ask? Chapter H gives step by step rules for purchasing a DYO force. It may look complicated, but it is really quite straightforward. The steps, in order, are as follows:

1. Infantry.
2. SAN. If you want your SAN to be >2, you may upgrade it here.
3. Ordnance.
4. Vehicles.
5. OBA.
6. Fortifications.
7. Infantry. This step is included to allow you to spend any unused points. Generally, you won't be purchasing much in this step.
8. Leaders/SW. These are generated based on previous purchases.

Once each side has finished purchasing their force, all that remains is to set up and play out the battle. Not knowing what your opponent will have makes the battles much more interesting.

In order to give you some idea of what 500 points means, here are some examples. Squads are significantly cheaper than vehicles, which can create some interesting problems. DYO battles require a significant amount of good faith from both opponents in order to prevent massive infantry slugfests.



Here are 500 points of Americans purchased in 8/44. Note that it is a pretty large force - 29 squads, 7 leaders, and a pile of SW.

12 7-4-7 elite squads (14 pts each, 168 total)

15 6-6-7 elite squads (14 pts each, 210 total)

2 6-6-6 1st line squads (11 pts each, 22 total)

38 squad equivalents yield the following equipment and leaders:

6 MMG, 3 HMG, 2 .50 HMG, 6 60mm LMTR, 7 BAZ

7-0, 2 x 8-0, 2 x 8-1, 9-1, 9-2

2 M7 HMC "Priest" (50 pts each, 100 total)

Total: 500 points.

Here are the same 500 points, purchased in a slightly different way:

12 7-4-7 elite squads (14 pts each, 168 total)

2 6-6-6 1st line squads (11 pts each, 22 total)

18 squad equivalents yield the following equipment and leaders:

3 MMG, 1 HMG, 1 .50 HMG, 3

60mm LMTR, 3 BAZ

7-0, 8-0, 8-1, 9-1

3 M8 "Scott" HMC (52 pts each, 156 total)

2 M4A3(76)W MT (77 pts each, 154 total)

Total: 500 pts.

As you can see, we have essentially traded 15 squads, their SW, and their leaders for 3 vehicles. This force is much more playable in one afternoon because it doesn't involve as many counters, but it would have a difficult time engaging the first force in a battle.

500 point forces from any nationality tend to be similar in content, but reflect the strong points of that nationality. For example, this 500 point Russian force has an identical squad:vehicle ratio as the second American force above, but the squads are lower quality and the vehicles are much higher quality.

14 4-4-7 1st line squads (7 pts each, 98 total)

14 squad equivalents yield the following equipment and leaders:

2 LMG, 1 MMG, 2 ATR, 1 LMTR

7-0, 8-1

3 T-34/85 MT (76 pts each, 228 total)

2 IS-2m HT (87 pts each, 174 total)

Total: 500 pts.

Of course, the Human Wave is a tactic best used by the Russians, so here is an example of a 500 pt force specifically purchased with that tactic in mind.

18 6-2-8 elite squads (12 pts each, 216 total)

24 5-2-7 1st line squads (7 pts each, 182 total)

48 squad equivalents yield the following equipment and leaders:

6 LMG, 4 MMG, 3 HMG, 2 .50

HMG, 7 ATR, 6 LMTR

8-0, 8-1, 9-1, 9-2, 9-0 Commissar, 10-0 Commissar

1 SU-76M AG (46 pts)

1 SU-85 TD (54 pts)

Total: 498 pts

In this case, I traded one 8-0 leader for one 9-0 Commissar, and one 8-1 leader for one 10-0 Commissar. Commissars are better at keeping an attack going than regular leaders, but they have a tendency to shoot uncooperative troops. Thus, they are best used when you have a LOT of troops.

The Germans probably have the best combination of infantry and vehicles in the game. To a large extent, this is because of the German squad's inherent PF, and the existence of the PzKpfw V-G "Panther". We have found that the Germans generally need fewer tanks than other nationalities, but that the points saved are generally eaten up by the cost of the inherent PF.

12 4-6-8 elite squads (13+2 pts each, 180 total)

4 4-6-7 1st line squads (10+2 pts each, 48 total)

3 PzKpfw V-G "Panther" MT (89 pts each, 267 total)

Total: 495 pts

## "X" Scenarios

One of our favourite types of DYO scenarios is what we call an "X". "X"s are completely ahistorical and may not appeal to a large portion of the readership, but they are also a lot of fun.

The object of an "X" is to cross a large battlefield (4 x 2 is a minimum, 5 x 3 works best) diagonally while earning more "exit victory points" than your opponent does. "Exit victory points" consist of DCVP plus portage points that exit the board.

For EVP purposes, portage points must be printed on the vehicle counter (ie no riding points), and cannot be used for any other purpose during the game.

Think of them as bars of gold, or bales of hay, or whatever you want to call them.

We normally enter on opposite sides of one of the short sides of the battlefield. We have tried entering along opposite sides of one of the long sides of the battlefield

before, but it doesn't work as well since you have no chance of exiting anything before your opponent can get troops to your exit. Note that as with any meeting engagement, the side that moves first only gets half movement points.

1500 points per side seems to be the practical limit on size. We have found that any more than that generally means that you are going to start buying vehicles that you don't need just to spend the points. 1500 points may sound like a lot, but an "X" stresses mobility and vehicles are expensive. A 1500 point "X" will have about 30 vehicles on a side, but roughly half of them will probably be trucks.

Aerial envelopment is allowed, but any troops involved in the aerial envelopment do not count for EVP purposes. Air Support is also allowed, but is not recommended as an "X" rarely lasts more than 4-5 turns.

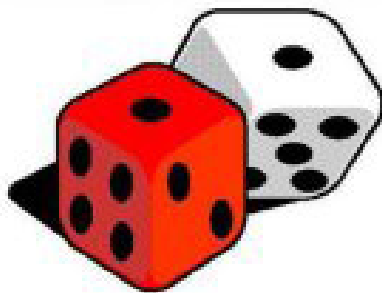
Rarity Factor does not apply to unarmoured and unarmed (EXC: MG armed) vehicles that have a printed portage capacity. This is to ensure that both sides have the capability to buy lots of portage capacity. Since portage capacity serves double duty in an "X" (you buy some to haul "gold" and some to haul troops), we wanted to make sure you could buy plenty.

The games are free flowing and stress manoeuvrability. We often have 4 or 5 separate engagements over the course of a battle as we jockey for position trying to block the enemy's route while holding your own open. Armoured cars are the AFV of choice because of their incredible speed. The German Puma and the American M8 AC are sights to behold as they race from one end of the board to the other setting up temporary blockades or racing to protect their trucks. Tanks, while useful late in the game, spend the first 3 (or more) turns just trying to get to a battle. Dismounted infantry plays a minor role until the endgame, when one side or the other is inevitably forced to try to punch through a hastily prepared defence at their exit.

Ω



# Double One 2017



**Thursday June 22<sup>nd</sup> to Sunday June 25<sup>th</sup>**

The London ASL tournament "Double One" is set for the weekend of June 22<sup>nd</sup> to 25<sup>th</sup>, returning to the regular venue, Writtle College.

Double One's college venue offers excellent value for money bed and breakfast accommodation, large gaming rooms, open for extended gaming times across the whole weekend, and is located close to Chelmsford, Essex, with easy access to London via a 40 minute main rail link, the M25, and Stansted international airport.

## **The weekend**

The tournament starts on the Thursday evening with a curry evening at the college.

The gaming room opens at 8.30am on Friday 23<sup>rd</sup> June. We will be running several one day minis (consisting of 4 participants, straight knock out) but players might like to consider tackling one of those big monster scenarios that you never get chance to play in a morning or afternoon.

On Saturday morning, players will have the option to continue open gaming or enter the main tournament. Participants that want to take part in the latter will be entered approximately according to their ASL ladder rating.

Players will be organised into groups of 4, and will play each other on a round robin basis. Round 1 commences at 9.00am, round 2 by 2.30pm, and round 3 on Sunday morning at 9.00am. Details of the tournament scenarios will be released in published on the website in early 2017.

## **The venue**

The tournament's venue will be the Writtle Room, Writtle College, Lordships Road, Writtle, Chelmsford, Essex CM1 3RR - [www.writtle.ac.uk](http://www.writtle.ac.uk). Room opening times are 8.30am - midnight Friday, 8am-midnight Saturday, and 8am-3.00pm Sunday (prize giving circa 2.30pm)

The venue is less than 2 miles outside Chelmsford and is easily accessible:

- By car - the college is less than 15 miles from both junction 28 of the M25 and junction 7 of the M11.
- By train - Chelmsford station has a regular direct service on the London Liverpool Street line. Free pick ups and travel between the station and college can be arranged with the organisers
- By plane - London Stansted airport is less than 30 minutes from the venue, and for those flying into Stansted, free pick ups and transportation can again be arranged with the organisers.

Participants intending to stay overnight should book their B&B accommodation directly with the college (£30.00 plus VAT per person per night). Contact the organisers for a booking form and T&Cs. Further information can be obtained by contacting the college (phone +44 (0) 1245 424200 ext 25645)

The college has a licensed bar which will be open during the weekend. Sandwiches and snacks will also be available. Writtle village is a very short walk from the college, with a varied selection of pubs, restaurants and a mid-sized supermarket.

## **Attendance fees**

The attendance fee for the weekend is £15.00. Payment can be made by either Paypal or cheque.

For further details, please either visit the tournament's website at [www.doubleone-online.net](http://www.doubleone-online.net) or contact the organisers as follows:

Derek Cox, Whiteways, 77a St Nicholas Road, Witham, Essex, CM8 2JE

[derek.cox@dsl.pipex.com](mailto:derek.cox@dsl.pipex.com)

You can also keep up to date with developments by joining the London ASL Yahoo Group - <http://uk.groups.yahoo.com/group/LASL>

We look forward to welcoming you to Double One in 2017

**BoardGameGuru**

The logo for BoardGameGuru features the text "BoardGameGuru" in a large, white, sans-serif font. The word "Guru" is slightly larger than "BoardGame". Below the text, there is a white outline of a person sitting on a board, with their legs crossed and hands on their knees. The entire logo is set against a solid green background.

# Scenario Design

John Phelps

*I'm not sure where this came from; it's one of several articles in this issue that I saved in a document in January 2001 – Pete*

I am not hung up on the historical accuracy. Dealing with a bunch of overlays to get the terrain as close as possible to the historic setting is a drag. Don't get me wrong, one or two overlays to make a significant change is not bad at all, and actually more interesting (example being the CH *Cemetery Hill* package, or the escarpment overlay). However, multiple changes to the terrain are a pain to have to remember to deal with as you are playing the game.

Also, not having exactly the right number of squads and/or SW, or the exact model of AFV involved, doesn't bother me. Most of the time, formations did not operate at full TO&E strength, nor did they necessarily use the issued equipment. Sometimes they used old stuff, sometimes they "borrowed" stuff from another unit, and sometimes they used captured equipment. Besides, how would you make the leader determination? *ASL* helps that now, in the DYO section, but that is still an guesstimate.

For balance, I'd prefer a scenario

that is a close fight BY THE VICTORY CONDITIONS that could go either way at some point during the game. I don't really like a scenario that one side is going to win most of the time, with the only difference being how much they win by, nor do I like a scenario where it's close fought, but every time you play, no matter what tactic you try, it comes down to the last turn to decide.

Good balanced scenarios are loose enough that either side has the force (or the victory conditions) to win the battle, but good tactics could shorten the battle, or make the victory easier. In other words, if I try something spiff, and it works, I could win halfway through the "scheduled" duration. If it blows up in my face, the game could be over right there against me, or I may still have time to eke out a win anyway (but it's a lot tougher). Another example: the victory conditions are such that the game is uncertain, even if I'm getting my rear end handed to me. I might still prevent the other guy's VC, if I can stop the bleeding. However, I don't want a scenario where if I make ONE mistake (or one bad roll), it's over. Balance should be forgiving to some degree. Both sides should have to work at winning, with a little margin either way for error, or excellent play.

Of course, I realize that balancing a

scenario is one of the hardest things to do! Just remember, balance doesn't mean it's an even fight. Balance means that achieving the victory conditions are an even chance for both sides.

To balance a potential scenario we use to play it a few times without specific victory conditions, just a general VC of "take that village/crossroad/hill/bridge", or "kill enemy forces" or "break through enemy lines".

Then, we played it 3 to 5 times, and recorded how we did, making slight changes to the forces each time. Then based on those records, we would put together

specific conditions and play it a couple more times to maybe tinker with the forces a bit more. So, we did more playtesting against the VC than we did the force selection. Of course, by the time we had done all this, we were tired of that scenario, and switched to something else. :)

Scenarios should feature something. A cool vehicle, a cool setting, whatever. I think one of the articles in CH or an annual said this, I wholeheartedly agree. However, I'll take a brief mention of something, and make a scenario up around it, rather than try to do a lot of digging to research the details of a battle. I don't have a lot of free time, and I'd rather spend it playing than researching.


For instance, in CoI, there was a brief paragraph about the T-35-2 which says the Germans encountered it in some brief action against Army Group South in the first weeks of the invasion. So, we made a scenario for it. We had one of them, 2 or 3 T-26S, and some infantry holding board 3. The Germans entered from board 2, and board 4 was in between. We knew the southern area of the frontier south of the Pripet Marsh was reasonably flat, so we said none of the hills on board 2 were in effect. The date was basically July 1941. The Germans had some infantry, a couple halftracks, 3 or 4 PzIIIs, a PzIV, and I think a couple of small AT guns. I think it was about a 3 to 2 advantage in points to the Germans, with the Russians only allowed to purchase wire and foxholes for defensive fortifications. That's it. We just played. We had fun. That tank is a dog. :)

We have a lot of *ASL* scenarios available. However, we have a whole bunch of counters that don't appear in any of them. A lot of the scenarios seem pretty damn similar to me. When I look through scenarios, I look for a hook. Something to grab me and say "play me!". A board I haven't played on, a unit I haven't seen yet (there's a lot of those currently, just because I haven't played much *ASL* yet), a cool sounding setup or VC, and so forth. The historical description or aftermath is NOT one of the things I look at when I'm doing this skim.

I've rambled enough I guess, so I'll close with this:

Give us more scenarios with a neat thing, I'd rather you NOT spend a bunch of hours researching the exact situation. Especially, give us some more mini-campaigns, even hypothetical ones are okay. I would much rather you spend time balancing than researching.

PLG (ver 2.0) **CEMETERY HILL**



**Galatas Village & Cemetery Hill, Crete 20 May, 1941** Operation Marita was a success. German armored columns had split Greece and forced the Greeks to surrender and the British Expeditionary Force barely escaped German encirclement, evacuating to Crete and Egypt. To insure that the British did not use Crete as an unsinkable aircraft carrier for bombing raids on the Romanian oil fields, the German High Command felt that it was also necessary to capture Crete. This was to be a first in history; a major assault that would be performed by airborne forces in the initial stages. After the German paratroopers had captured the necessary airfield, regular German infantry units would be flown and shipped into Crete. Meanwhile, the defenders of the island distributed the available Greek troops among the veteran New Zealand units. The 6th Greek Regiment, under the command of Lieutenant Colonel Georgatos, was assigned to the 10th N.Z. Brigade and posted to an area the N.Z. commander felt would be a backwater during the coming battle. The 6th Greek Rgt. (2 battalions of mostly Greek recruits) was assigned to cover the high ground, known as Cemetery Hill, just south of the village of Galatas. Little did the N.Z. commander know he had put the Greeks directly in the path of the coming storm. For the invasion of Crete, the German 3rd Fallschirmjäger Regiment had specific orders to attack Galatas. At 0730 on May 21, the German paratroopers began rolling out of the side doors of their Ju-52s in sticks to carry out their orders.

**CG Victory Conditions:** Germans win if they Control all Graveyard hexes on Cemetery Hill (11F4) and the majority of the building hexes on board 12 at end of the CG.

**Initial Scenario Victory Conditions:** None.

**CG Dates:** 0730, 20-MAY-41 to Dusk, 20-MAY-41. [six CG scenarios].

**Initial Scenario:** German Attack, Allied Idle

**Campaign Balance:**  SAN is never lower than 4.  Increase Allied beginning OB CPP to 11.

Receive two FB during Scenario 1.  Light Dust [F11.71] is in effect.

**TURN RECORD CHART**

IDLE Side Sets Up First	1	2	3	4	5	6	7	8	END
ATTACKING Side Moves First									

**TERRAIN CONFIGURATION:** Terrain is MTO. All Orchards are Olive Groves (F13.5). All Grain is Bush. All buildings which contain a stairwell symbol are considered a Two Story House, ignore all printed stairwell symbols. The village overlay on Board 12 uses Village Terrain (P5.1); the cemetery overlay on board 11 uses Slope Hexides (P2.1).

**OVERLAY PLACEMENT:** Place Cemetery, Hill and Gully overlays on matching hexes of board 11. Galatas Village Overlay on matching hexes of board 12. All hexes of Building (N3) are treated as Open Ground. Place overlays OGS and OGA to cover all hexes 603-N3-O4-N4-M3-N3-M6.

**INITIAL ALLIED POS:**

- N.Z. 10th I directed (S)
- 9 CPP
- In Command RG: 1x N.Z.
- In Greek at RG: 1x Cr
- RG: 1x Cr

**CEMETERY HILL, C**

- CT: Weather, EC, Wind, varied below. This version the "■" symbol (Note re C2). No Quarter is in effect between Greek and C3. Greek units are rep side Morale of Greek sq R of board 11 or arrow (A19.13). British and N considered ANZAC troop of hexes S of board 11 C4. Allied entry area is South-East side of Board

**INITIAL GERMAN POS:**

- 3 Regiment (ELR: 4G (SSR) (ER) and by Paratroop (E9.3) on)
- RG: 2x Parachute Inf Plns

automatically Battle Hardens a number other of German MMC just eliminated (w/o Leadership) in order to comply and a half Regiment 3-4-8 squads; then the second Greek 4-3-7 MAC deploys

blowing from the Northwest at start, respective areas (ie. Commonwealth) up as per J 6194. ■

By: All German units entering and/or (ER) or Paratroop (E9.3) (ENC. Each (w/oo) Weapons/Engineers Plns must

# Tango With The Tiger

*I'm not sure who wrote this or where it came from. All I know is that I saved it in February 2000 – Pete*

JR van Mechelen's "Dance With The Tiger" article in *BackBlast 2* is an excellent guide to the overrun rules, while the flowchart included in Action Pack 2 is a fine guide to every aspect of performing an overrun. I have drawn up a basic step by step guide to overruns using the flowchart as a basis. It is not meant to cover all situations, but should help Chapter D newbies get a grasp of the basis procedures.

## STEP 1 - ENTER THE TIGER

As a vehicle enters an enemy occupied Location (even one occupied by an enemy vehicle) it may declare an OVR by expending an additional ¼ MP (rounded down) and taking any necessary Bog check.

The Defender can First Fire at these MP expenditure; any Immobilisation, Shock, Stun, or vehicle destruction result does not prevent an already-announced OVR, but will halve its FP.

## STEP 2 TIGER BITES

An OVR is resolved on the IFT, with a basic 1 FP for an un-armoured vehicle or 2 FP for an AFV (4 FP if it has a use-able non-MG/FT/MTR/ATR/IFE-capable MA).

To this is added the tripled (TPBF) and halved (Bounding Fire) FP of all use-able MG (not RMG) and IFE armament.

CE Passengers in armoured HT may add half their FP and Passengers and Riders of other vehicles can add one fourth their FP; both are subject to TPBF.

All FT FP are added normally with no TPBF/halving modifications.

The total OVR FP is halved against a concealed target, and halved if the vehicle was Immobilised, Shocked, Stunned or destroyed by Defensive First Fire.

The following DRM apply to the

OVR:

Armor Leader (or Passenger Leader directing Passengers)

TEM (NA to FT-only attacks [D7.15])

Wall/hedge applies if the vehicle crossed it entering the Location and no in-hex TEM is applied.

FFMO applies against Infantry or cavalry in Open Ground and is cumulative with any other applicable TEM (including entrenchments, Emplacement, shellhole, vehicle/wreck, bridge, wall, Bocage).

+2 DRM against Motion Vehicle targets and their Vulnerable PRC SMOKE

The OVR affects all enemy units in the Location except AFVs (and even then any vulnerable PRC are still affected).

## STEP 3 REACTION FIRE

The defenders may now use Reaction Fire against the OVR vehicle. Reaction Fire may be used as often as any other kind of First/Final Fire.

PPF Reaction Fire is required if defending Infantry or Cavalry are already marked with Final Fire when OVR or if a Non-Vehicular Gun is marked with any fire counter [D7.23], even if Pinned

### CC Reaction Fire

Inf/Cav must be unbroken, unpinned, armed, not in Melee

Use CC vs Vehicles rules

PAATC (IPAATC for Inexperienced) required unless you took one for this vehicle already.

\* Pass = attack using CC rules

\* Fail = pinned, no attack unless PPF

### CCRF

When done, units and all their SW are marked with CC and First/Final Fire as appropriate

### Non-CC Reaction Fire

Basically any Reaction Fire resolved

on IFT or requiring a TH/TK DR.

NA if already marked with CC counter [D7.22], so NA if unit has already performed a CC RF attack.

Guns: - Must turn CA to match vehicle (thus NA if Gun can't change CA), but Cases A and E are NA (Good for Ordnance pointing close to the way the OVR'ing vehicle is facing). Attack automatically hits rear target facing.

## STEP 4 - EXIT TIGER

The vehicle exits the hex if desired.

If it stays in the hex, a Sangar is automatically eliminated if fully tracked mobile AFV conducted the OVR [F8.41]. Random SW Destruction is possible for un-possessed or non-portable SW/Guns not in an Entrenchment/Pillbox when OVR by a fully-tracked AFV if it ends the turn in the Location. Note that if no Personnel are in the Location, such an OVR would automatically eliminate the SW/Guns [A9.74]. Surviving infantry will be able to attack in CCPh.

Vehicle must be able to Shock/kill enemy AFV on an original TK/IFT DR of 5 [D2.6] if staying in its hex.

## OVR PREVENTION [C5.641]

A non-vehicular Gun may change CA to include the hexside being entered and get a shot off, even if already marked with IF counter. Can't do it if CA fixed by previous fire from woods/bldg/rubble or crew pinned.

TH DR is also NMC vs crew. If crew breaks or Pins, shot has no effect

Mark Gun with No Fire if it had previously IF'd

In-hex target facing from TH cdr [D3.2]:  
1-2 = rear 3-4 = side 5-6 = front

OK, so know you know the basics, go out and practice for a while, then you can confidently dive back into D7 and master overruns.

Ω



# MAN VS. MACHINE

Bob Walden

*Yet another old article from my archives. Again I have no idea where I got this from, other than that Bob was the author and I saved it in September 1998 – Pete*

On what conditions would an infantry unit stand even a margin of a chance to fire a MMG or HMG at a Tank? This seems like an impossibility.

Well, a BIG tank, yeah, but a MG has a kill number of 4, and many of the early tanks (ex. PZI) had armour factors of 0 or 1, so it is possible to kill, it just takes determination and accuracy (both in ASL and real life.)

Since the AP to Kill table gives a +2 bonus to this number at a range of 0-1 hexes, a 6 kill number is possible with standard MG or a 7 with a .50 cal. Coupled with a rear shot, it becomes a possibility. Add in a ROF of 3 for an HMG and you get reasonable odds. Not one to bank on, sure, but considering an ATR is only a little better, MGs can look pretty good in desperate times.



What are the steps for an infantry to assault a tank and is this a wise tactic?

1. Set up HIP or concealed near bottlenecks where the vehicle is likely to pass, particularly if they will bypass. Stay concealed. Often easier said than done. Be patient; let them come to you. Make sure there is support for the attacking infantry nearby.



2. Use an LATW, like a BAZ, PIAT, PSK or the like. Try for a side or rear shot. Don't fire from inside a building unless you like the smell of burned flesh (yours!). Remember after 9/43 all German squads have inherent PZ, see C13.31.

3. If no LATW, use a demo charge.

Give it to a hero (of course) or a high morale leader (Thanks Ray Wolszyn for teaching me this the hard way!) Try to do this when the vehicle is not in Motion. Move up (see #5 for movement options) and place the charge, then hunker down and survive all fire. See C7.346.



4. You can use HE from MTRs if you have 'em. They are resolved on the IFT (see C7.345) and can get an effect For instance, a US 60MM MTR v. a PZIVF2 can kill on a 2 or immob/shock on a 3. Considering the high ROF of a MTR, it's a reasonable chance. If you can place SMOKE from your MTR right on the tank, do it.

5. If all the above fails, jump on it! Try to soak off as much fire from the intended victim as possible before closing. Don't forget to stay concealed, use natural cover, Assault Movement, SMOKE, and get a squad/crew (crews, either vehicular or infantry, are worth the same as squads in CCV) or two with a leader to move adjacent to the vehicle. Before advancing onto the vehicle, you must pass a PAATC (fondly called a "patsy"; it often seems very appropriate when the CC fails and the tank squishes your squaddies.) (PAATC is NA for Berserk/Human Wave, see #7). Check for ATMM capability first (C13.7) See A11.6 & A11.5-11.7.

6. If you opt for #6, God help you. Actually, infantry is the tanker's worst fear (right Evan?) They get close, you can't SEE them, OH MY GOD GET THEM OFF ME!!!!...It's that kind of thing (pant pant...) I feel better now...

7. Seriously, in CCV you also want to try to manoeuvre the tank into a place where



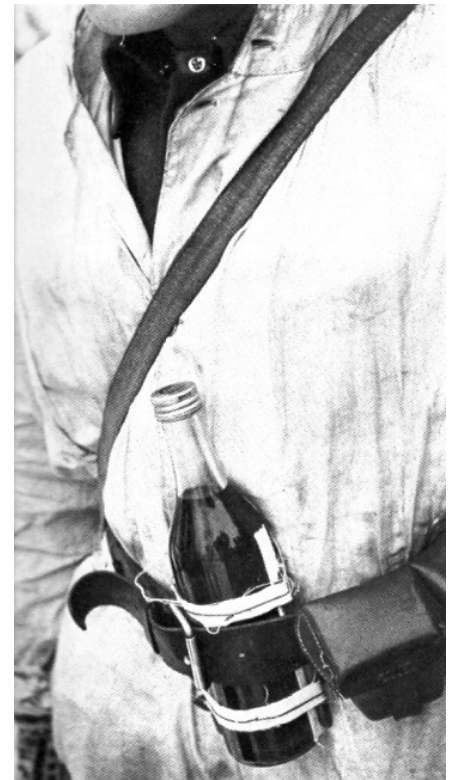
you can Ambush him (A11.4) and even better Street Fight him (A11.8). If you're Russian, those good ol' MOLs are great v. AFVs too... (C7.344 & C7.22) Speaking of Russians, declaring a Human Wave is one way to close with a tank fast, with a better chance of surviving fire.

8. Above all, BE PATIENT. Killing tanks with infantry is doable, but the most common mistake is to spring the trap too early. Let 'em pass, and move up behind. Remember you want side or rear shots. Make 'em swing that turret if they're gonna shoot at ya! Make 'em intensive fire. Sometimes forcing a mal'ed MA is all you need, and you can abort the intended CC attack.



Take heed these words, both newbie grunts AND tankers. You newbie tankers, follow Mom's advice: don't go into strange neighbourhoods alone, stay with big brother (supporting infantry), and DON'T talk to strangers!

Ω





# Blood Reef: Tarawa

## Players Guide

### The Amateur Edition

Adrian Earle

*This is something Adrian wrote back in 2007. I've no idea where I got it from, or if it bears any relation to the guide put out by MMP a few years ago. It's too good a piece to languish on my hard drive though so I hope you all find it useful – Pete*

*Blood Reef: Tarawa (BR:T)* covers the invasion of Betio Island in the Tarawa atoll in November 1943. It features six battalions of the United States 2nd Marine Division with divisional assets assaulting a well dug in Japanese regiment. It was originally released by HOB and then MMP picked up the rights to it. It was finally released at ASLOK 1999 by MMP. Evidently there was some disagreement and difficulties between MMP and HOB and the final product was rushed out the door. Unfortunately this shows in the final product, as some rules sections are just not up to the standard we have come to expect. However, if you want to play a monster invasion Marines versus Japanese campaign game, then *BRT* is it.

This article is designed to be a player's guide to help prospective players sort out all the rules and strategy and tactics. It will concentrate on CGIII but many of the principles will apply to the other CGs as well. A *BRT* CG is a significant undertaking with many rules complexities. It would be a pity to fight half of a CG only to discover that a key rule had been misinterpreted. Unfortunately that seems to have occurred often in the CG AARs available on the net. This article will examine the rules of *BRT*,

then look at the Japanese perspective and then the Marine perspective and finally propose some variants.

### Rules

The rules of *BRT* tend to be awkward as they often have references that go 3 or 4 layers deep. Additionally pieces of rules that might be better together are often split into the SSRs, *BRT* rules and CG SSR. Furthermore some key rules changes were made in the official errata. Some rules are incomplete or are not fully explained. Unfortunately the mechanisms of *BRT* are subtle and complex and minor errors of interpretation can have major impacts. For example one AAR had the Marine player using ESB to gain sufficient MPs to unload his LVTs. This is not allowed and will be discussed later. Another CGII AAR had Z33 treated as a shallow ocean hex rather than a pier hex. This misinterpretation allowed the Marine player to easily slide the Red 2 forces over to Red 3. Prior to playing you need to read all the *BRT* rules, the seaborne assault rules, shallow ocean and wading rules from chapter G, and all the SSR and CG SSR very carefully. Also read all the vehicle notes for all involved guns and AFV of both sides.

The first rule section is Pathfinders. Pathfinders are 0-0-9 SMC which make it less likely that a Marine AFV will bog when wading. Marine AFVs are very likely to bog without Pathfinders. Note that Pathfinders

can not Double Time (T1.2), which means they can only move 1 shallow Ocean hex if a burning wreck is present (the ocean is 3 MF with a +1 for smoke). Note that due to the effects of seaborne assault they will be Fanatic and have an effective morale of 10. Pathfinders only exist if they are in a shallow Ocean hex with their designated AFV. If they break they take a wound die roll and if they break while wounded they are eliminated.

Next we get to *BRT* Ocean and Reef. All the ocean hexes on the map are shallow Ocean. Note that *BRT* SSR 1 makes the beach slope slight. This is key as all LOS from hinterland to the Ocean is treated as being at level 0 (G13.21). This means wrecks and other hindrances in the ocean affect LOS between Ocean and hinterland hexes. Also T2.2 adds a minimum +1 LV hindrance per hinterland hex for LOS to/from Ocean Location. Note that the way T2.2 is worded this LV hindrance applies to ALL LOS not just same level LOS. Shallow Ocean costs wading infantry 3MF, waterproofed vehicles (LVTs) 3MP. Tanks and halftracks cost more as they are not waterproofed (G13.4221). Also Y11 and Z10 are exposed reef hexes. They are treated as hammada as per G13.431. They are the first bits of dry land the Marine units will likely come across. The effects of seaborne assault apply to the Marines in these hammada hexes (as well as on the pier) by BRT4.

Vehicle	MP Cost of Shallow Ocean	MP Cost of Shallow Ocean with Tet.	MP Cost of Shallow Ocean with Tet. and wire	MP Cost of Exposed Reef	Original DR for Bog With Pathfinder (and wire)	Original DR for Bog With Wounded Pathfinder (and wire)	Original DR for Bog With No Pathfinder (and wire)
LVT	3	4	6	2	NA	NA	NA (10)
Stuart	4	5	7	2	12 (10)	11 (9)	9 (7)
Sherman	4	5	7	2	12 (10)	11 (9)	9 (7)
Bulldozer	4	5	7	2	12 (10)	11 (9)	9 (7)
Halftrack	5	6	10	3 *	11 (9)	10 (8)	8 (6)
Jeep	8	9	13	6 *	NA	NA	8 (6)

\* Hammada Immobilization DR required

Table 1: Shallow Ocean Vehicular MP Cost and Bog Chart (T1, T2.3)

The next rule section is SAND. The beaches are hard sand and the hinterland hexes are soft sand. The key difference here is that HE is halved in soft sand but not in hard sand (F7.4 and G13.3). This rule states that HE is not halved when fired at a building, pillbox or bombproof that happens to be located in sand. Japanese units only spend 1.5MF to enter sand while Marine units spend 2MF as per normal. Also this rule extends the -2 sand DRM during bombardments to pillboxes, bombproofs and command bunkers and units in them but not to other terrain or fortifications. This rule also allows foxholes and trenches to exist in sand but reduces their TEM to +2 versus OBA.

Rules sections 4 and 5 cover rubble and *BRT* palm trees. Note that the palm trees are turned into debris during the

bombardments on an original DR of 7 as their Morale is 8 and the +2 Naval DRM applies but the -2 sand DRM does not apply. Creation of debris removes trenches and foxholes.

Bunkers and pillboxes are next in line. This section gives free trenches or passages to the Japanese player during set up. Note that the free trenches/passages are FRU and must be set up with the pillboxes that allowed them. A special terrain feature is added in the command bunkers. These are very tough fortified buildings which can not get rubbled in the bombardment. The ICB is invulnerable to being rubbled by the last sentence of T6.2 while the other command bunkers are effectively immune to the bombardment by their 12 Morale and the application of the -2 Sand DRM (T3.2). Japanese infantry are Fanatic when

in a command bunker hex. This includes the roof. Bombproofs are also covered here. They are like a brown pillbox, with a 360 degree CA, but only non-captured Japanese MGs fire at full strength from it.

Section 7 adds towers to the mix. Essentially you have a wooden building on stilts with a 1/2 squad stacking capacity. Note that the ground level is open to infantry but Guns and vehicles are limited. You may also put fortifications in on the ground level. This rule section also allows units in the tower to spot for all 120L AA, 140L ARTs, and 200L ART gun turrets and mortars within 3 hexes. The spotter rules require all guns controlled by a single spotter to fire at the same target. Multiple spotters are required if you want to fire at multiple targets. That means a HS and a leader are required as spotters to shoot at multiple targets. As the guns are treated as

Terrain	Morale	Eligible for SAND -2drm	Total DRM vs. terrain	Original DR required for effect vs. terrain	Total DRM vs. units in Terrain	Comments
Trench, Foxhole	NA	Y	NA	12	-2	Shellholes possible on a DR of 12
X35 Brown Pillbox	10	Y	+2 -2=0	11	-5	
X46 Brown Pillbox	10	Y	+2 -2=0	11	-6	
Bombproof	10	Y	+2 -2 =0	11	-4	
X57 Grey Pillbox	11	Y	+2 -2 =0	12	-7	
Command Bunker	12	Y	+2 -2 =0	NE	-4/-5	CB/ICB respectively
Command Bunker Roof	NA	Y	NA	NA	-1	
Command Bunker Cellar	NA	Y	NA	NA	-6	Hex M45 Only
Sand	NA	Y	NA	12	0	Shellholes possible
Palm trees	8	N	+2	7	-2	Create debris, remove entrenchments
Printed Rubble	NA	N	NA	12	0	Flames possible on a DR of 12
Wooden Buildings	8	N	+2	7	0	Rubble, Flames possible on a DR of 12
Wire	9	N	+2	8	NA	
Tetrahedron	9	N	+2	8	NA	

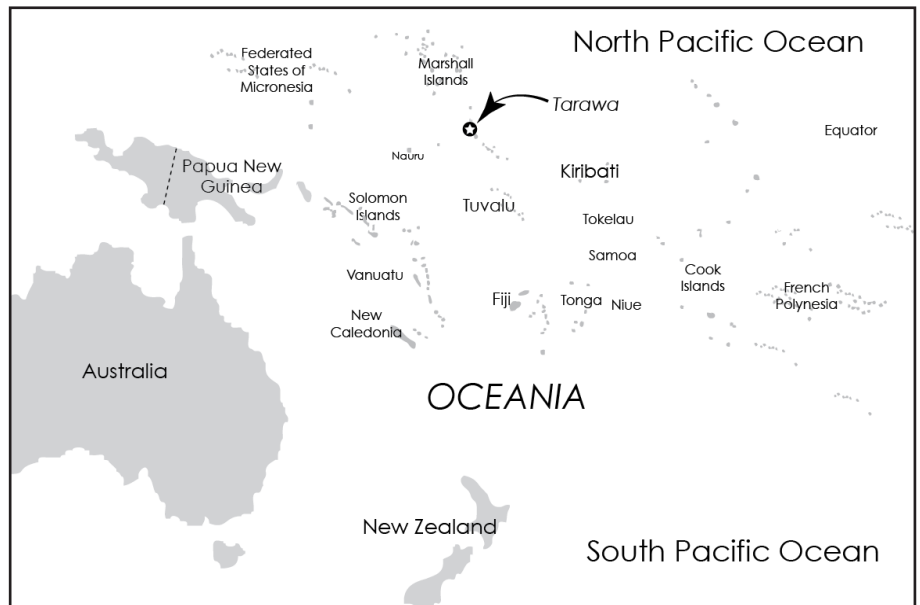
**Table 2: BRT Naval Bombardment Player Aid**

mortars when using this rule they must use the Area Target Type. For example assume we have a 137 HS in Level 2 of the F7 tower who is spotting for the E6 8" gun turret. The target is the Z33 Pier hex. The range from F7 to Z33 is 35 hexes so the base TH is 7. The gun turret is a 200L so the TH is increased by 1 at this range to 8. The DRMs that typically apply are +2 spotted fire, acquisition and LOS hindrances between F7 and Z33 (smoke). Note that the FP is halved for area target type. It is halved again if the target is an ocean hex. Note however that the Pier Location is NOT an Ocean Location so the T2.2 LV hindrance does not apply. That hindrance would apply to Z32. It's a little strange that LOS is clear to Z33 but not Z32.

Section 8 covers the 8" gun turrets. Note that the Japanese player starts with 2 gun turrets for free. Section 9 covers the port and piers. The piers are wooden and therefore only a +1 LOS hindrance (see G13.71). The interesting thing here is that the Japanese player may set up units under the pier (T9.2). Effectively that means that Red Beach 2 units may set up under the pier in W33, X33, Y33 and Z33 pier and Red Beach 3 units may set up under the R43 pier. Also the pier is not open ground (3rd sentence T9.2) so FFMO does not apply to units moving on a pier. Note that the top of a pier is treated as a paved road for setup purposes (G13.73). Section 12 of the *BRT* rules covers the gullies. The smaller ones are treated as AT ditches while the larger ones are wadis. Note that AFVs may get hull down status in wadis (F5.42).

Rule 13 deals with the airfield and rule 14 deals with off map terrain. Rule 14 is particularly problematic in that it makes most off map hexes ocean. This is in direct conflict with CG2.3 (and A2.51 and G13.7) which allows jeeps towing the 37L ATGs to enter on the pier. If off map hex AA33 is an ocean hex how then do the jeeps jump up from the ocean to the Z33 pier location? G13.7 makes that clearly illegal. It's best that the players agree before hand that off map hexes AA33, BB33 and CC33 are pier hexes otherwise the intent of CG2.3 can't possibly be met.

The *BRT* SSR also contain a few key items. BRT1 was mentioned earlier. It is a catch all SSR that covers a number of things. BRT2 makes the weather very nice. BRT3 allows the Marines to declare Hand to Hand combat but makes CC versus Japanese crews in a pillbox slightly more difficult. SSR 4 makes the CGs a seaborne assault. It extends the effects of the seaborne assault to the pier and exposed reef hexes. The effects are that Marine personnel are Fanatic, immune to HOB but suffer casualty reduction for all failed MCs. Seaborne assault has a number of other quirks.



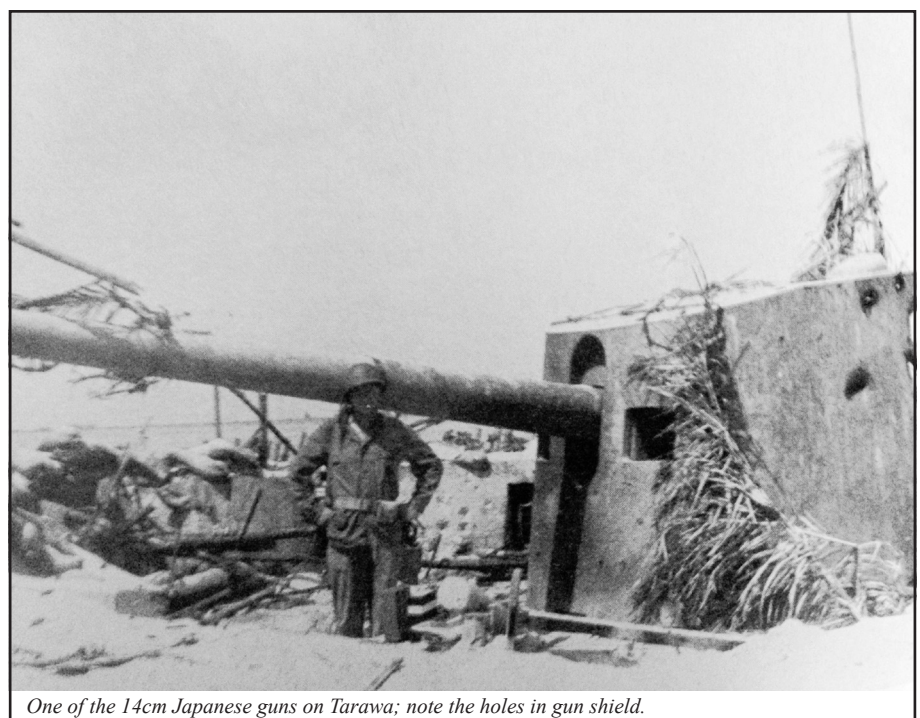
Among them is that if you attempt ESB with a transport vehicle and it becomes immobilized, then the next turn the crew and passengers unload and the vehicle is wrecked (G14.233).

The 5th SSR deals with heroes. The Marines get heroes on a HOB DR of 7 or less. The Japanese get 20% tank hunter heroes and SSR 8 eliminates the pre-1944 ATMM +1 drm. SSR 6 places limitations on gun setup and disallows bore sighting. SSR 8 allows elite and 1st line Japanese infantry MMCs to fire their own MMGs with no penalty. The 9th SSR talks about Marine units. Hint: use 348HS with two letter IDs (eg AA) to represent the assault engineer HSs. SSR 10 lets Shermans have a gyro on a dr of 1 but they can't enter a beach hex with a broken Marine on it. LVTs are covered in SSR 11. They are only worth 1 CVP (including the crew) and don't get crew survival. A NTC is also required to unload

in an ocean hex. SSR 12 removes RECALL but adds other penalties to AFV. SSR 13 eliminates unpossessed disassembled SW on a beach.

One of the more important and more complicated items is the naval bombardment (*BRT* CG SSR CG4). A *BRT* naval bombardment is significantly different from a regular naval bombardment. There is no second attack versus fortifications and the sand DRM applies to pillboxes and command bunkers. Also the bombardments place smoke which is then dispersed in the first Marine Prep Fire Phase.

A number of other rules will have an effect in this game. Japanese units in pillboxes do not go berserk (G1.62). Berserk units do not count wading units as in LOS (G13.491).



One of the 14cm Japanese guns on Tarawa; note the holes in gun shield.

## Japanese Strategy

One of the first things to do as a defender is to look at what it will take to reach victory. In CGIII, the Japanese player either needs to inflict 805 CVP or hold a single pillbox, bombproof or fortified building at the end of the CG. Alternatively you have to break the personal morale of the Marine player and get them to resign. If you attempt to hold a pillbox, bombproof or fortified location, you must delay the Marines and hold them away from your chosen location for 42.5 daylight turns. Furthermore you must inflict serious losses on the Marines in order to slow them down. A full strength Marine battalion has enormous firepower (approximately 400 ROF adjusted FP factors). Add in armour support, NOBA, engineers, air support and plenty of negative modifier leaders, you have a formidable enemy. Should the Marines get one or two full strength battalions ashore, I think it will be almost impossible to hold that last location. Certainly there would be no Japanese troopers left alive after prolonged exposure to that much firepower. Therefore I think you need to go for a CVP cap win. Additionally, inflicting massive casualties is the surest way to break the Marine player's personal morale. Make a point to collect and prominently display all the eliminated

Marine counters. As the pile grows, the Marine player's morale will sag. However, include a couple of fortified localities (to use for a last ditch stand) in your plans in case you need to switch to that victory condition. Note that you can use FPP from the Korean labourers to fortify a building in some far off corner in a later RePh.

Another thing to consider is that due to the huge size of CGIII there will be thousands of die rolls made by each side. Because of the number of die rolls made we should consider probability in our plans. We should also consider the expected result from a given series of actions. For example if we have 12 ROF 2, B12 guns we should expect to get 18 shots per fire phase on average. We should also expect one critical hit and one malfunction every second Fire Phase as we will take 36 shots in two Fire Phases. Mark Nixon uses a ROF adjusted calculation in his analysis articles which is based upon probability. A ROF 1 weapon should average 1.2 shots per phase while a ROF 2 weapon should average 1.5 shots a phase. Similarly a ROF 3 weapon should average 2 shots a phase. Therefore the average firepower expected from a ROF 3 weapon is twice its firepower from a single shot. This article is not going to attempt to be mathematically rigorous but we are going

to consider probability in a general way.

Where and when do I expect to get 805 CVP from? Well a Marine infantry battalion has about 130 CVP in it depending on leader rolls. An engineer platoon should be worth around 20 and the scout snipers are worth 10 CVP. The LVTs are worth 1 each (BRT11), halftracks are worth 5 each, M3A1s are worth 5 and the Sherman tanks are worth 6 each (including the crews). Each gun in a BLT is worth 2 CVP and there are 10 of them (4x81mm, 3x37L, 3x75\*). Each of the beaches should see around 200 CVP enter on 20AM as each will be assaulted by a reinforced battalion. It really depends on the Marine selection for his assault waves. The Japanese objectives are to inflict at least 400 CVP on 20AM, 200 CVP on 20PM, 120 CVP on 21AM and the last 85 CVP on 21PM. Do not count on a night banzai attack but that might finish the Marines off on 20N if things have gone really well. In order to meet these goals you have to inflict a lot of damage to the Marine infantry and take out most of the support units. The Marine AFVs are CVP rich targets. The three initial BLTs have 219 CVP in AFVs in them plus an additional 36 in armoured bulldozers. That is about 30% of the required 805 CVP. In order to reach 400 CVP on 20AM, the Japanese should attempt



to eliminate all the Marine forces on one beach and inflict 100 CVP on each of the others. Completely eliminating the Marines on one beach does give the Japanese good tactical flexibility later on.

This may be stating the obvious but eventual Japanese victory hinges on hitting the 20AM invaders as hard as possible as that is when the Marines are most vulnerable and have the most CVP available. It is also when the Japanese have the most firepower available. Should a significant portion of these forces get ashore you are in trouble. As Japanese commander you need to develop a fire plan. Historically the Japanese chose to concentrate their fire on the reinforcements in the water and ignored the Marines on the beach. This didn't work out too well. Each fire phase you should prioritize your targets. Look for the most dangerous to you and shoot at them first. Then target those that are richest in potential CVP. Then target whatever is closest to the beach. Intensive fire only when the survival of the gun is threatened. It is a long game and you need to keep the guns around. Similarly avoid sustained fire on your MGs unless absolutely necessary. A sustained firing MMG has a B9! In defensive first fire it may be worth giving up the FFNAM, FFMO DRMs with big FP attacks if the Marine is

going to end the MPH stacked. That way you can hurt more units with a single roll. Also remember that T2.4 will reduce residual firepower in the ocean. You'll need a minimum 4FP attack to leave 1 residual FP. However, your fire plan needs to be flexible and dependant on the game situation.

For example say you have a 120LAA with crew in a trench that has a M4 tank in the ocean 6 hexes away acquired. Adjacent to you on the beach is a 348 HS with a FT. While bagging the 7CVP of the M4 might be nice, it would likely be that last thing your gun does. Blast the HS and nail the M4 next turn. However if the M4 was going to reach the hinterland next MPH and duck out of LOS you might choose to kill it first and hope for ROF and/or IF to take down the HS. Of course it would be better to nail the HS with infantry fire from elsewhere and then blow away the tank with the gun.

The first Marine wave enters loaded in LVTs with between 12 and 20 LVTs per beach. Our first concern is how to quickly eliminate these and their passengers. To kill them we must first hit them. A wading LVT has a +2 motion, a +2 wading and a -1 size DRM. The first shots are likely to be hindered by a +3 or +5 smoke DRM from the bombardment. Note that the Japanese player can claim a -1 acquisition

marker (G13.46) prior to the first shot by giving up concealment. Low ROF guns should probably do this. High ROF guns firing from smoke should probably keep their concealment as they will quickly rack up the acquisition DRMs. As you will be faced with a lot of targets you will want a lot of shots. This implies a high ROF gun with reasonable TK. The TK is modified by the LVT's AF (0 or 1) and a +1 ocean DRM (T2.3) for hull hits. High TK number guns are likely to burn the LVTs. This is a double-edged sword for you as a burning LVT's passengers do not survive and are guaranteed CVP but the smoke provides cover for the following waves. Don't forget that MGs are also capable of scrapping LVTs. A base TK of 4 or 5 with the +1 or +2 for range gives a pretty reasonable final TK. It will be especially disheartening for the Marine player when a LVT, which survived your holocaust of fire and reached the beach, is eliminated by a LMG before it can unload its passengers.

Subsequent Marine waves enter by wading. As HE firepower is halved in shallow ocean (G13.421) your principle weapon against wading infantry is leader directed MG fire. However, the larger calibre weapons can still do damage. Note that the Marine leaders and SW will be cloaked and all MMC will be covered with



a ? counter (BRT CG5). This concealment does not halve your firepower but does prevent you from inspecting the contents of the stack. It also prevents you from gaining ½” acquisition markers (C6.5, target must be known). It is removed normally by fire attacks but not for movement in the ocean. One of your goals is to quickly strip concealment from Marines so you can identify high value targets and acquire them.

You will be taking a lot of shots with guns and consequently accumulating a lot of acquisition markers. I suggest having a pre-designated colour coordination system of colour and gun type (EG orange are for the 37Ls, red for the 120Ls). Also be very familiar with C6.51 to 6.52 to know when to place, move (track) or remove an acquisition marker. Just because the target is killed is no reason to remove the acquisition marker.

Note that the Marine is Fanatic in the ocean, pier and beach hexsides but all failed MC are treated as casualty reductions. Also PTCs have no effect. A NMC on a fanatic Marine MMC only has a 16% chance of causing casualties (DRs of 10, 11 or 12 are needed). Obviously to regularly inflict casualties you need the higher MC numbers and KIAs that come from higher FP columns. In order to get those firepower columns you need to stack. This is usually a bad thing in ASL as it exposes more units to risk from a single enemy attack. Fortunately you have some high TEM terrain available to mitigate this risk. Lower FP attacks (4, 6, or 8 FP) need negative DRMs (FFNAM,

FFMO) to reliably hurt the fanatic Marine.

You also need to consider how to defend against the Marine AFVs. The Shermans are hard to kill with their 8 AF. The Shermans and the 75mm halftracks are the only direct fire weapons that can use AP equivalency (B30.35) against your gray pillboxes. You need to kill them quickly when they enter. The 76LAA (TK=13), and 75AA (TK=14) are fine weapons for this but the 120LAA and the 140LART are the true tank killers. The half tracks and LVTs are vulnerable to MG fire, 37mm fire as well as that from the big guns. Stuarts with a 4 AF can be taken care of by any of the AT or AA guns. Once the Marine AFVs get ashore use your tank hunter heroes to go after them. Even if you don’t nail the AFV a lot of fire will be redirected away from your infantry.

Also note that the halftracks, Stuarts and Shermans will enter with a pathfinder. If you eliminate the pathfinder it is very likely that the Marine AFV will bog in the ocean. A Marine AFV that bogs in ocean is automatically mired (T2.31) and has a good chance of immobilization. An immobilized vehicle in the ocean is there for the duration as they can’t be repaired in RePh (T15.6131). However a pathfinder is hard to kill as it has 10 Morale and is considered to be using armoured assault when moving. Even if you do eliminate them they are not worth any CVP and neither is the immobilized AFV. Let the guns take care of the AFV and let your small arms fire target Marine squads that are worth CVP. Shoot at the pathfinders only as an emergency or if

you have no other targets.

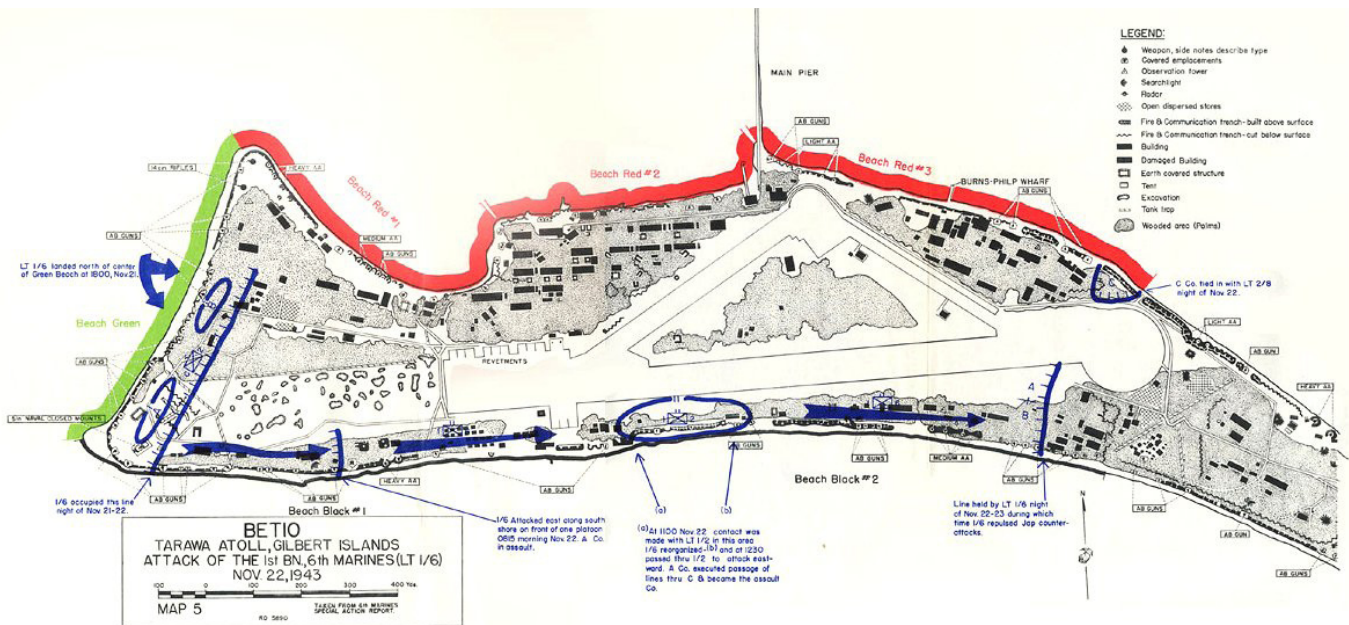
One of the things you need to consider is how to allocate your GPP. You have 3 main objectives for your GPP: to kill LVTs, to kill tanks and to kill wading infantry. Secondary objectives are to reduce the NOBA draw pile for future scenarios, smoke capability and to maintain a supply of heavy machine guns for later CG dates. The 37L AT is a fine anti LVT weapon as it has ROF 3 and TK of 9. It also has some anti infantry capability, as its high ROF will quickly accumulate acquisition and lead to more CHs. Note that a CH versus infantry is not halved for the ocean (G13.421). The 75AA is a very good all around weapon as it has ROF of 2 and a TK of 14 with decent anti-infantry performance. The 120L AA is the best tank killer with ROF 1 and TK of 27 with excellent anti infantry performance. It also takes 1 black card away from a Marine NOBA draw pile. These three types are what the Japanese player should build the defence of Tarawa around.

You have an important decision to make with regard to which HMG to purchase: HMGs or .50cals. You are choosing between 6FP, ROF3, B11, R3 for 4GPP and 8FP, ROF2, B12, R2 for 5GPP. Mathematical analysis indicates that the .50cals deliver more expected firepower after about 5 fire phases. Basically the B11 causes malfunctions of the HMGs and you lose them on repair rolls. You have a 1 in 12 chance of malfunctioning a B11 weapon (DRs of 6,6; 6,5 and 5,6) on every shot

Weapon	GPP	Red 1	Red 2	Red 3	Green	Black 1	Black 2	Total	Notes
HMG	4				4/16	1/4	2/8	7	
.50 cal	5	<b>4/20</b>	<b>4/20</b>	<b>4/20</b>			<b>2/10</b>	14	
37LAT	4	<b>2/8</b>	<b>3/12</b>	<b>3/12</b>	<b>1/4</b>			9	LVT killers
76LAA	5			1/5				1	
75AA	6	<b>2/12</b>	<b>1/6</b>	<b>1/6</b>	<b>2/12</b>			6	
120LAA	7	<b>1/7</b>	<b>2/14</b>	<b>1/7</b>				4	-1 black to NOBA
140LART	8				1/8	1/8		2	+1 red to NOBA
70* INF	3					1/3	2/6	3	WP5
75 INF	5	1/5						1	WP7
12.7 AA	6				1/6				
<b>Total</b>		<b>52 GPP</b>	<b>52 GPP</b>	<b>50 GPP</b>	<b>46 GPP</b>	<b>15 GPP</b>	<b>24 GPP</b>		

Purchases are listed as number of guns and total GPP. Very important purchases are in **BOLD RED**

**Table 3: Suggested GPP Purchases**



as opposed to a 1 in 36 chance for a B12 weapon. This is a long CG and you need to purchase for the long haul. Therefore I recommend purchasing all 14 available .50cals before buying a single HMG. Also the TK of a .50cal is 5 as opposed to 4 for MGs. Another consideration for the GPP is the smoke making capability of the purchased weapons. The OB given 22 50mm MTRs give a great deal of smoke capacity but more is useful. SMOKE capability might just save the lives of many of your troops when the Marines put a 10-3 leader with 4x.50cals and a MMG.

A targeted purchase of 4x.50cals, 3x37Ls, 2x75AAs and 1x120LAA gun is a good balanced approach that works well for each of the Red beaches. Unfortunately it is not always possible. Additionally you want to make sure to purchase both 140Ls and all four 120Ls to reduce the NOBA draw piles. The gun turrets are very fragile when attacked from the air. A strafing fighter will hit a concealed gun turret with its MGs on an 8 (base TH=9, +2 concealed, -1 size) and kill it on an 8 (base TK 6 +1 Arial +1 OT). The Green beach purchases are designed to support Red 1, and the Black Beach purchases are selected for mobility as their goal is to support Red 2 and Red 3.

I'd like to make some comments on some of the gun purchases. The 140L arts get placed near the two gun turrets and spotting tower and are directed by and 8-0 and 137HS from the island command group. Their job is to target two pier or beach hexes with spotted fire (that way they are only halved for area fire, and not halved again for ocean, plus the T2.2 LV hindrance won't apply). Each hex gets a 140L (12FP) and a 200L (16FP) shooting at it. When you get the -2 acquisition those hexes will be very unhealthy for the Marine. The 12.7mm AA gun and the HMG from black beach provide AA cover for the gun turrets so add a AA

mode marker to them ASAP. The rest of the Black beach weapons are destined to move into the triangle and man the fortifications there. Detail a couple of Korean squads to help push the 70\* guns over. The 70\* are cheap guns that have WP5. These guys are intended to keep those marine buzzsaws choking in WP from greater than 5 hexes (WP range of mortars). Between the 3 guns they should be able to smoke a kill stack. Crossing the runway between the Black beaches and the triangle may be difficult when faced with enemy air support. Do not move as a stack. Spread out as the most the Marine player can interdict is 12 hexes (3 x 4 hex strafing run) and try not to give him a nice lined up target. You might have to set up the HMGs allocated to in an AA role.

Other Japanese players have reported success with the strategy of maximizing the purchase of high ROF weapons. One player reported inflicting almost 500CVP in the 20AM CG date with a purchase of 16xHMG, 12x.50 cal, 14x37\* INF, 9x37L AT, 1x70\* INF, 3x75AA and 2x8" Gun turrets. The Shermans caused him some difficulties as he had a few large calibre guns to take them out.

The second thing to consider is what to purchase with the CAPP. As discussed earlier, high TEM locations with 2 or 3 squad capacity is needed to protect the Japanese kill stacks. Use the exponents to upgrade 5 CA tem bunkers. The ICBs on Red 1 and 3 are good starting points as they have high TEM as well as bestow fanatic status on Japanese infantry. You will need 257 and 357 pillboxes in the Red beaches to supplement the ICBs.

On Green and Black beaches the strategy is slightly different. On Green you need to provide shelter for all 22 squads and MG teams and on Black you want as much capacity as possible so you can start as much

of the reserve pool on board as possible. The reserve pool guys don't do anything for you when they are sitting off-board. In CGIII it will take the entire scenario for the entering reserve pool units just to get to Red 3. The setup restrictions are such that the Green and Black forces must start inside pillboxes and bunkers unless they are guns and manning crews. The other consideration for these beaches is the need to set up some defensive strong points for later in the game. Should the Marine push inland you will need fall back positions.

The third thing to consider is what to do with the FPPs. I think 4 tetrahedrons with wire and an extra AT mine are mandatory for each beach. They can hang up infantry due to the wire, slow down vehicles (tetrahedron is +1 MP and wire is +2 MP) and the AT mine can kill a vehicle. As a LVT has a 0 AF it is considered unarmoured versus AT mines and thus burns on a DR of 6 or less and is eliminated on a 12 or less (B28.52). AT mines are one of the few things in ASL that do not malfunction. Note however that T15.6143 prevents setting up fortifications in hexrows Y and Z.

As the Japanese commander you have an advantage over your historical counterpart: you KNOW that the Marines are coming in from the North and you know what they are bringing to the party. There are two significantly weak areas based on the layout of the land. The first is the Birds Beak (junction of Red 1 and Green beaches) and the second is the pier area (junction of Red 2 and Red 3). The beak is weak because it is so close to the Marine entry areas. The pier area has limited cover and a runway turning circle immediately behind it. Defence in depth is difficult here. Marines can also run down the pier a lot faster and safer (no FFMO!) than if they had to wade in.

Here are the key positions of one possible setup. Note that no infantry units set up in wooden buildings. They rubble far too easily and anyone in them is likely to die without firing a shot. However the 8 tanks may set up in buildings relatively safely as long as they are BU. If the bombardment rumbles a building the AFV (being armoured) is unaffected (B24.11). The AFV would still have to pass its own bombardment MC with a ML of 8 and a net DRM of 0. One tactic to consider would be to purchase a number of ? and set them up in wooden buildings. The idea would be to draw a bombardment onto a bunch of ?s and away from real units. If large stacks were setup in and around M25 you might draw a bombardment away from the beaches. Note that as a Japanese defender you get significant HIP capability (CG11). For your initial setup you can not HIP any guns or .50cal MGs (T15.6201) but you can hide a number of other units. You can use this to make a certain sector appear weaker than it is and to try to lure the Marines into attacking exactly where you want them. You can partially hide your heavy hitter stacks.

Also you should make extensive use of bunkers (B30.8) and trench networks to move reinforcements. Also note that B27.54

lets you retain concealment when moving in trenches!

### Red Beach 1/Green

(CAPP: 2x 357, 2x146, 3x135 for Red 1, 357,257, 7x135 for Green)

X11, X12, X13, X14 – tetrahedrons with wire, 1 additional AT mine  
V10, V11, U12 wire

The above are designed to slow the Marines down so the Red 1 forces have longer to reduce them.

U11 – wire, 146 pillbox (CA: North) with leader MMG/447, trench with 37L AT from Green GPP

This is the point of the beak. The MMG/447 covers V10, V11 with 16FP to protect the gun. The wire will hang up any Marines advancing in for CC.

O15 – 357 pillbox (CA: North) with good leader, 2x.50cal/crew, 2xmmg/447, trench with 120L

This position covers the V11 to P14 beach as well as the entire R1 entry area. The 120L can also hit Red Beach 2.

N15 – trench  
50mm MTR teams from Green beach

will move here ASAP as it covers the V11 to P14 beach.

N16 – 75AA in trench  
M17 – good leader, 2x.50cal/crew, 2xMMG/447

These boys advance up to the roof on turn 1 where they will have an unhindered LOS to almost all of Red 1. This spot needs a 10-2 leader. If you don't get one from the Red beach units put one from the Island command force nearby and move him in ASAP. Note that they will be fanatic as this is a command bunker hex. A good ROF run from this position can break up an assault wave.

I17, I18 – tanks. Their job is to move to M19 and M20 (get crest status)  
Q9 to T10 – trenches and pillboxes from Green beach and guns from Green beach

I like a 357 pillbox in T10 (CA to the N) with 8-1 leader 3x347 2xLMG in it and a 75mm AA in the trench. This provides excellent support for the tip of the beak. Each of the remaining hexes should get a pill box and a gun. If the Marines try to sweep around the beak these guns get to stop them. If not they get to pour fire into any Marines in V10, V11 and U11.





T11 to R12, P13 to N16 – trenches and pillboxes from Red Beach 1

These trenches facilitate moving up of reserves to the tip of the beach. It also makes it easier and safer to get in and out of pillboxes. Some argue that trenches only provide cover for the Marine when he gets ashore. A Marine in a trench that is part of a network might find himself smoked with a concealed Japanese squad moving adjacent. Actually I like trench networks as you can Banzai in +2 TEM with no FFNAM! Smoked Marine turned into sushi in the CC phase is a Tarawa specialty. Q9 is also a good spot for some green beach mortar teams.

### Red Beach 2

(CAPP: 3x357,4x135)

X29, X30, X31, X32 – tetrahedrons with wire, 1 additional AT mine

Q23 – 120L in a trench

This spot covers both Red 1 and Red 2

R29 – 75AA in a trench, 357 pillbox, kill stack

R30 – 37L in a trench, 357 pillbox, good

leader, 2x.50cal/crew, 2xmmg/447

R32 – 357 pillbox with leader, 3x447 and 2x LMGs

The pier is likely to get rubbled so MMGs are not likely to have good fire lane opportunities. This is however a significant force to cover the end of the pier.

O32 or P32 – bombproof – back up position  
Q24 to Q29 – trenches and pillboxes and the rest of the guns

P22 – gun in trench to cover flank of Red 1

### Red Beach 3

(CAPP: 357,257 2x146, 2x135)

X34, X35, X36, X37 – tetrahedrons with wire, 1 additional AT mine

S34 – 257 pillbox with leader, 2xmmg/447, trench

S35 – 146 pillbox with 37L AT gun, trench

R35 – trench (if it survives it will allow you to funnel reinforcements into S34, S35)

R36 – 357 pillbox, with good leader, 2x.50cal/crew, 2xmmg/447, trench

R37 – trench with 37L

Q38 - good leader, 2x.50cal/crew, 2xmmg/447

Q40 – 120L AA in a trench

K44, K45 – tanks (move up to beach if the

marines are headed for P45 area)

### Triangle

M35 – 357 pillbox (CA: North) bought from Island command FPP.

L32, L36 – Bombproofs

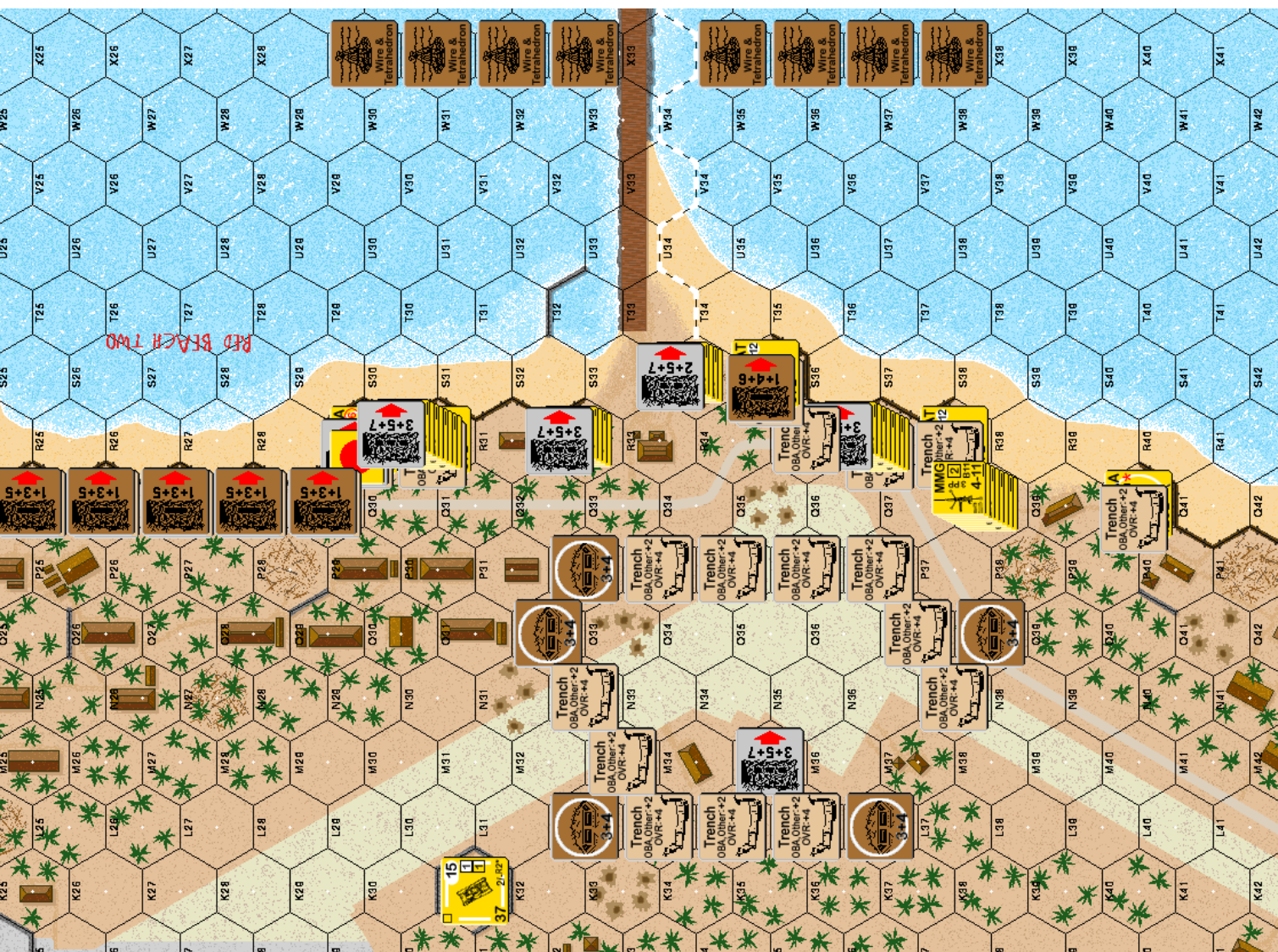
These three locations along with 9 or 10 trenches connecting them form the backbone of the 2nd line of defence in the pier area. Initially they will be filled by Island command units who will reinforce Red 2 and 3. Then they will be manned by the troops from Black 1 and 2. Mortar teams will man the trenches. Leader directed MG kill stacks will occupy the pillboxes and bombproofs. When the Marines overwhelm the first line (R32, R33, S34, S35) they will be met by heavy fire from here. The mortar teams will smoke any dangerous Marine kill stacks. In future CG dates the mortar teams will be supplemented by the 70\* INF guns from Black 1 and 2.

P32, O38 - Bombproofs

These provide flank support for the second line.

K31 - tank

Let us now look at the role of CC in



our plans. CC is a powerful and decisive weapon when applied by the Japanese. Hand to hand CC is very bloody and the Japanese have a slight advantage due to the -1 DRM. At first it would appear that CC is something the Japanese player should seek out. However the Marine squads are strong in CC due to their high FP value. Any CC initiated by the Japanese will likely end up with the annihilation of both sides. Consider the following case: three Japanese 447s are adjacent to one Marine 668. No units are concealed and ambush is not a factor. If the Japanese player advances all 3 squads in he can attack at 2:1 and will eliminate the Marine squad on a DR of 9 or less and reduce it with a DR of 10. The Marine squad can attack all 3 squads at 1:2 and kill them all on a DR of 5 or less. Probability tells us that the Marine has an expected loss of about 1.5 CVP while the Japanese player has an expected loss of around 2 CVP. This would not be a bright move unless we really needed to eliminate that Marine squad.

CC is something the Japanese player should seek out if he has an advantage. If a concealed Japanese 347 can advance into CC with a CX668, it should do so. The 347 has a good chance of achieving ambush and eliminating the 668 with no loss. If there is no ambush the 347 is still likely to eliminate the 668. It is also worth pushing half squads into CC with Marine leaders. A 237 HS will eliminate a 10-3 and 768 in HTH CC with a DR of 5. You lose 1CVP to have about a 30% probability of bagging 6 CVP (expected CVP loss of 1.8 for the Marines).

A key but overlooked unit is the Korean labourers. These guys have two important roles to fulfil: anti-sniper activity and providing future FPP. Spread them out in the hinterland behind the key weapons and locations in low TEM hexes. Stack a couple of them together. Their job is to attract the American sniper away from high value units and to perform sniper checks. Also note that since neither G1 nor G18 apply to these guys then they can deploy. The American SAN of 5 is something to be concerned about, as you will be making a huge number of rolls.

Another strategic consideration is the role of the Night Banzai attack and the reserve pool. If the Japanese commander chooses to enter units from the reserve pool (either in setup or during play) then the Night Banzai will be less likely. The point to consider is whether the Night Banzai benefits the Japanese or Marine player more. A night scenario adds extra turns to the campaign in which the Japanese forces are exposed to even more Marine firepower. The Marines have lots of leaders and lots of 60mm mortars with illuminating rounds. Once night combat is joined, expect the whole map to be lit up. During the night turns the banzai forces will be more



*Lt Alexander Bonnyman (4th from right) and his assault party storming a Japanese stronghold. Bonnyman received the Medal of Honor posthumously.*

vulnerable and exposed to significant loss as FFNAM applies to them regardless of phase (CG10). The banzai might do more damage to the Japanese than the Marines.

The other thing to consider is that the Marines will be wearing down the Japanese troops assigned to the beaches. They will need constant reinforcement to hold the line (if not from turn to turn then at least from CG date to CG date). These reinforcements can only come from the reserve pool. I don't think that the Japanese player can afford to hold the reserve pool units off map to gain a DRM for the night banzai. Those units are needed desperately to kill Marines.

Note that in CGIII the reserve pool units that enter during play do so from the east edge of the map. They will have a long march to get to the fighting. The farthest they will get is to Red Beach 3 in any given CG date. Therefore you should enter the reserve pool counters that you will need for the NEXT CG date. Also this implies that you will have to establish your local reserves in the Red Beach 1 and 2 areas from on map counters.

## Marine Strategy

As commander of most of the US 2nd Marine Division you have probably the largest and most powerful *ASL* force ever assembled. Your cardboard men possess excellent morale and firepower. They are well led and well supported. If you could setup on board this CG would be over very quickly. However you have to invade a very well fortified island.

Historically the Marines took very

heavy casualties. Twelve of fourteen Sherman's were knocked out. The 1st battalion of the 2nd Marine Regiment was wiped out wading in from the reef and isn't in the game for that reason. The other battalions in the first wave were seriously hurt. As the *ASL* commander you need to prepare yourself for horrendous cardboard casualties. Expect that 80% of the counters in your OB will end up in the dead pile. The number of casualties will get to you. Think like a Russian. Don't fail your Personal MC.

The first thing that you have to decide is which BLT will assault which beach. The only significant difference between the BLTs is that two of them have a medium tank company while the third one does not. Once you have assigned BLTs to their beaches you have a one-time opportunity to switch the support formations around (see *BRT* errata). I strongly recommend switching the regimental AT section from Red 3 to Red 2 so that it can use the jeeps to drive down the pier. The manhandling rules make it unlikely that you will be able to manhandle the guns in the water. In all likelihood you will not have sufficient retained LVTs to transport all the guns. Then prior to the start of the CG you have to decide which CG dates will have the 200mm NOBA available. Then you get to decide which formations get assigned to which assault waves. The errata on this topic means that you have to pre-plan the entire invasion now. You must allocate all of your at start formations for all three of your at start BLTs. Furthermore if you would like to bring in the follow on battalion before all of the at start formations have entered, you need to leave 2 consecutive empty assault waves for all three beaches.



about 10 shots per turn. We will assume 20 LVTs enter on our given beach in the first assault wave. The LVTs will be entitled to a +2 wading DRM, +2 motion DRM and a -1 target size DRM for a net +3. On turns 1a and 1b the hindered guns will have a net +8 DRM minus any acquisition DRMs. The four hindered guns should expect to get at most 1 hit per fire phase. The unhindered guns should also 1 hit per phase. Each hit should yield a kill for the 75AAs and the 120LAA. The 37Ls have a better than 50% probability for a kill. When the smoke clears on turn 2a we should expect 7 or 8 hits per phase with 5 or 6 kills per phase. When a LVT gets close to the beach a .50cal will have a final TK of 5 +1 range -1 armour = 5, so we may lose a few LVTs to .50 cal as well. LMGs, MMGs and HMGs can also kill LVTs. The above analysis is not mathematically rigorous but it is a reasonable approximation. The important thing to note is that by the end of defensive fire 3a you will have very few, if any LVTs left from the first wave.

Turn	LVTs eliminated
1a	1-2
1b	2-3
2a	5-7
2b	5-7
3a	5-7

Note that an LVT has a CS7. That means slightly over 50% of a killed LVT's passengers will live. However about 20% of the LVTs will burn resulting in no survivors. Overall that means only about 40% of the first wave will survive to get out of their LVTs let alone reach the beach. Well what can we do to improve this? If we have air support on turn 1 or 2, we can direct it at gun positions. A 44FB doing a point attack would get 2 x 12FP attacks (likely with a +2 DRM) and a bomb attack. Two FBs should be able to suppress a gun position if you can pass the sighting TC.

We should also note that each LVT has 14FP of AAMG. G14.31 allows a watercraft to have a CE crew while its passengers are BU. Each LVT would have 3.5FP in Advancing Fire Phase 1a and 7FP in Defensive Fire 1b. Repeated 2+2 and 6+2 fire attacks should be able to take out a gun position or two per phase. Note that only the 6FP MA MG may use/maintain ROF. Obviously, this will not be so effective if all the Japanese guns are in pillboxes. In that case you might be able to manoeuvre to be outside of his CA. US vehicle note D halves the passenger FP if they are CE. Also the LVT is not a halftrack so its passengers may not use the provision of D6.64 to form a FG with adjacent units. D6.64 does let the passengers of a LVT form a FG with the LVTs weapons. D6.65 makes it clear that only a halftrack's passenger leader may use its leadership DRM. That means the great Marine leadership DRMs don't apply until

You also have to decide what to do with the scout sniper platoon. CG2.3 lets the scout snipers enter on a pier Location not adjacent to a Japanese unit. Some on line rules lawyers have argued that this rule allows the scout snipers to "teleport" to any pier hex. However A2.51 has not been excepted so the scout snipers must set up off board, so in effect this means that Z33 is the only pier hex they may enter on.

You need to have a good hard look at what you can see of the Japanese setup at this time. Are there any tetrahedrons and or wire in the path of the assault troops? Are there any secondary lines of defence? How much is at the pier and how much is at the beak? I think that it is obvious that the pier and the beak are your first objectives. But what if you didn't assault them? You could take the Red 1 forces and bypass the beak and go for the lagoon or Red 2. The problem with that is the Japanese on Red 1 have longer to shoot at you in the water and by the time you get to where you are going they will get side/rear shots. Similarly if you avoid the pier area the Japanese can move down it and get side/rear shots at you. The pier can act as a highway for your assault. I think you need to aim your assault at the pier and the beak.

If there are tetrahedrons (with or without wire) in your way, you have three choices: go around them, go through them or demolish them. If you want to destroy them you can drop a bombardment on them (they have ML9 as per G14.56 and would be eliminated on a DR of 8 with the +2 naval DRM). You can place a demolition charge on them (DR of 5 or less to clear per G14.56) or you can set a DC in the

tetrahedron's hex. Finally you can clear them with or without a bulldozer. Each option has advantages and risks.

If you chose to go through them the wire will slow down infantry. However the tetrahedron turns the hex into non-open ground so the FFMO modifier does not apply. Wire and tetrahedrons will also slow down vehicles as wire costs an additional 2MP and the tetrahedron costs an additional 1MP. Each tetrahedron also comes equipped with an AT mine (or more). If the AT mine goes off it will eliminate or immobilize a tank. It will burn or eliminate an LVT or halftrack as they are made more vulnerable to AT mines by a 0 AF (B28.52). The LVTs that are equipped with wire grapples (ISSR6 of CG2/3) could remove the wire from the hex. Note they remove the wire on entry of the hex and thus even if blown up by the AT mine, you still get a dr to remove the wire. Obviously moving fully loaded LVTs through the tetrahedrons is risky.

LVTs have three roles in this game. The first is transportation, the second is fire support and the third is cover usually by their (burning) wrecks. The latter is the most important role. The first wave of the initial CGS must enter loaded in LVTs by CG2.3. In a normal seaborne assault each LVT must be 2/3rds full. However BRT CG2.3 allows each LVT to only be half full. Let us examine the life span of an LVT in wave 1. We will assume the Japanese have 3x37Ls, 2x75AA and 1x120LAA and 4x.50cals to shoot at the LVTs. We will also assume that 4 of the 6 Guns will be hindered by +5 Smoke on turn 1 from the bombardment. For arguments sake we will assume 1x37L and 1x75AA are unhindered. Accounting for ROF the Japanese ordnance will expect



Marines seek cover among the dead and wounded behind the sea wall on Red Beach 3, Tarawa.

they get out of the LVTs. However exposing the passengers means that they would then be vulnerable to small arms fire. Given the above it may be best to have the LVT and passengers CE and blast away. An LVT with a CE 668 passenger will have 17FP (14MGs + 6/2) which will likely be halved to 8. Repeated 8+2s can wear down the gun crews. You will also receive some attention from the Japanese sniper and you can expect a stunned LVT or two. Overall I think it is worth it to come in CE and take your shots. It will be good for your own personal morale to fight back a bit.

The above analysis indicates that it is very unhealthy to be inside a LVT. Therefore, you should also consider partially unloading the LVTs on turns 1 and 2. The idea is that you want to disperse your forces so that a single Japanese shot can do minimal damage. A LVT2m has 29PP capacity and that means it must be loaded with at least 15pp to enter. This 15pp is likely a 668 squad and a 248 half squad with some support weapon. If you unload the 668 squad in turn 2a, you have now split your 4CVP target into 2 2CVP targets. Unfortunately you will probably have to pass a NTC (*BRT* SSR 11) to do so. As the LVT still has a 248 passenger it is not recalled and can continue. You want the LVT to remain in play (not recalled due to being empty) as its 14FP of MGs are about all you have to fight back with during the first couple of turns. You also want the LVT wreck to provide cover.

The LVT is a difficult beast to operate as it requires 50% of its movement (and its passenger's movement) to unload. Shallow Ocean costs the waterproofed LVT 3MPs to enter, stopping takes 1 and unloading takes 6 or 6.5 MPs. For each 3 (or 3.25) MPs that an LVT spends its passengers spend 1MF. Thus

an LVT can only move 1 shallow ocean hex and unload. Unfortunately unloading into a shallow ocean hex is not guaranteed, as your Marines have to pass a TC to unload (*BRT*11). However as they are fanatic in the shallow ocean you will succeed on a DR of 9 or less and sometimes 10 depending on the morale of any leader in the LVT. Note however that the TC is not required to unload on the pier. Also note that a LVT's passengers may be kept off board (*G14.23*)

Another tactic to consider is to use ESB so that the LVTs can move 5 hexes on turn 1a. *G14.233* covers amphibians that use ESB in a seaborne assault. Basically if you get immobilized by ESB, you must unload ASAP and the crew abandons the vehicle. As *BRT* SSR 11 disallows LVT crew survival, you get a wrecked LVT but that wreck doesn't cost you CVPs. The shortest path from the entry area to the beach will likely be blocked by tetrahedrons. The beach will be at least 2 and sometimes 3 movement phases away. If you ESB on Turn 1 you will have moved 5 hexes. If you unload on turn 2 after moving a hex, you have to ESB to move another hex. It costs 3MP to move 1 hex, 1 stop, 6 or 6.5 to unload, and 1 to start which is a total of 10 or 10.5. This means that you will have to ESB for 1 or 0.5MP. The unloaded infantry can advance to the LVTs hex. On turn 3 you can Armoured Assault onto the beach.

It would also be nice if you could get some smoke cover. Unfortunately you only have 5 sources of smoke available to you. They are infantry smoke grenades, WP8 from the 81mm MTRs, WP8 from the 75mm guns, WP from the 120mm NOBA and burning wrecks. The Shermans don't have smoke until 1944 and this is 1943. The WP from NOBA is not likely to be available until 21AM. In *CGIII*, you do not get any

NOBA modules in the 20AM scenario, and in 20PM the draw pile is still likely to be poor due to counter battery fire. In any case you need a second draw of a black chit to be able to fire WP. Therefore do not count on WP from this source until a number of Japanese big guns have been eliminated. The guns can not be assembled in or fired from the shallow ocean. They can however be fired from the exposed reef hexes (as they are treated as Hammada) and the pier. You can unload some 81mm MTRs on the pier on turn 1a, assemble them on turn 1b and lay smoke on turn 2a. You can use ROF of the mortars and intensive fire as long as the WP lasts. Note that because the Marines are elite the effective WP depletion number is 9. This should help you mask some of the guns but it means that you must include a Heavy Weapons Company in Assault Wave 1.

You can also unload other units onto the pier and form a firebase to suppress guns. Also consider using the 60mm MTRs for this task. They are good for repeated 2+2 attacks with the added bonus that a CH is an automatic elimination of a gun. The Japanese player might overlook them as a serious threat until they start knocking out his guns. You will pay for this in additional sniper attacks.

The other waves will have to wade in. The *BRT* CG 5 gives the Marines a form of cloaking and concealment. Make sure that you use it to full effect. All of your SW and leaders may be recorded and kept off map. Cloaked leaders do not have to take MCs but are wounded if the MMC they are with is reduced. Use this for 6+1, 7-0, and 8-0 leaders. All other leaders should take their own MCs.

The SSR given concealment can be a powerful tool. You do not lose it for moving in shallow Ocean but you do lose it on a pier or beach hex. It is also lost for all the usual reasons (EG firing, enemy fire gets a result). It does NOT halve enemy fire! This allows you some element of deception that you should use to the maximum possible. Feint with half squads.

Stacking MMC is usually bad in *ASL*. It is a deadly sin for wading Marines. As discussed in the Japanese section high FP attacks are needed to hurt Fanatic Marines. If you stack MMC a single Japanese attack can do lots of damage. A single company can expect to lose 50% of its strength wading in. It will lose 75% or more if its MMC stack. I once witnessed a Japanese defence similar to that described above, entirely eliminate 2 Marine companies and 2 MG platoons and the HQ section wading in to Red 1. The damage was severe as the Marine player had to stack to bring in that many men in a single assault wave.

Based on all the above, table 4 shows a suggested landing schedule.

Note the lack of AFVs in the 20 AM date. The Japanese usually manage to keep at least 4 AT/AA guns in action on any given beach in the 20AM scenario. It takes the tanks 3 or 4 turns to reach the beach. In those 3 turns, the 4 guns kill 5 or more tanks. If the tanks stop in the ocean in order to fight effectively they become much easier to hit (as they have no +2 motion DRM). When the remaining tanks reach dry land they will be met by swarms of tank hunter heroes. The Marine player can not afford to give away 30 to 40 CVP worth of armour per beach on day 1. The armour will be needed later. On day 1 it is just free CVP for the Japanese. By the end of 20PM, the number of functioning guns on each beach will have been much reduced and the tanks can come in and most will make the beach. On the other hand, if you believe that your opponent did not buy many big guns then commit the armour earlier. Historically, the Marine commander sent in the M4s in the afternoon of November 20th. The M3s were sent in later.

On Red 3 engineers come in the first wave. Their job is to blast some holes in the tetrahedrons and wire around the pier to clear the way for the follow on waves. Some guys slide under the pier to place DCs on the Red 2 tetrahedrons. If you can blow up 2 of 4 tetrahedrons per beach with these guys it will definitely help the following waves. On Red 2 the engineers come in last as we want to have some around for the afternoons fighting.

In Red 2 the heavy weapons company comes in the first wave and jumps on the pier. Their job is to provide fire support and smoke for as long as they can. Protect the crews in the MG platoons as their role is to be backup crews for the 81mm MTRs. For



Marines alongside an LVT-1 "Alligator"

some reason the Japanese do not like WP. They are joined in assault wave 2 by the heavy weapons company from Red 3. On Red 1, in assault wave 1, the 81mm mortar teams make for the exposed reef and smoke the Japanese strong points. Priority targets are the command bunker rooftop (M17) and U9, U10 and U11.

On each beach the HQ company comes in attached to the F4 rifle company. This is to minimize the amount of time these valuable guys spend exposed to fire. The SFCPs can not do anything in wave 1 as they have no NOBA in CGIII and can not possess a SW or gun (G14.61). The rest of the infantry has plenty of leaders anyway. You will want the SFCPs for the start of the 20PM CGS when the NOBA becomes available. Also note that SFCPs that setup on board may setup HIP (G14.61).

The first phase of the assault is to get some guys ashore and provide cover for the following waves. The second phase

is the build up of Marine strength on the beach and the wearing down of the Japanese manpower. The third phase is the breakout and clearance of the island. Resist the temptation to push inland too soon. Small incursions will get broken up and eliminated by the Japanese. Once inland, Marine personnel break and can be eliminated for failure to route. Also the seawall provides you with +2 TEM on the beach (where the Marines are Fanatic). As you push inland, this TEM disappears as does the Fanatic status. Maintain a continuous line to keep the Japanese from getting behind you. Japanese squads can run down the beach faster than you can. Maintain a healthy personnel escort for all Marine AFVs to protect them from tank hunter heroes.

The 37LL AT guns are a very nice weapon for you. They have adequate TK versus the Japanese armour, good ROF and Canister ammunition. Note the printed depletion number for canister is 7, which

Date	Assault Wave	Red 1	Red 2	Red 3
20AM	1	F2(MG), F5	F2, F5(all), ScSn	F2(MG),F6
	2	F3(MG), F6	F3, F9 (pier)	F3(MG),F5
	3	F4(MG), F1, F8	F4, F1, F6	F4, F1, F8
20PM	1	F8, F10	follow on F2, F3	F8, F11
	2		follow on F4, F5, F1	
	3		F9 (pier), F11	
21AM	1	F6, F11	F10, F12	F10, F12
	2		F6	F6
	3			
21PM	1		Regimental Reserve	
	2			
	3			

Table 4: Suggested Landing Schedule

is increased by 1 for the elite status of the Marines and increased by 3 for use in the PTO. C11 is the final depletion number and the canister has 12FP. Repeated doses of canister help to wear down the Japanese. Also the 37LL can use AP equivalency against brown pillboxes and bombproofs.

## Variants

This section proposes a number of variants that can be used to balance the CG game or to handicap it between players of unequal skill level. None of these variants has been extensively tested so use at your own risk.

Have each player bid for sides. The bid is in CVP adjustment to the Marine CVP cap. The Marine player's bid is subtracted from the CVP cap. The Japanese player's bid is added to the CVP CAP. For example one player bids 50 for the Marines and the other player bids 25 for the Japanese. Each player gets his choice of sides and the final CVP cap is  $804-50+25=779$ . In another case if one player bids 50 for the Marines and the other bids 30 for the Marines as well then the first player gets the Marines with a final CVP cap of 754.

Allow the Marines to purchase an additional 2 hex radius bombardment for use prior to the game. Lower the Marine CVP cap by 35 CVP for this option.

Allow the Marine to have 2 x 120mm NOBA modules for the initial CGS of CGIII. Lower the Marine CVP cap by 10 CVP for this option.

A +1 Low Visibility hindrance is in effect for all LOS/LOF traced over a land hex for the first two game turns. This option lowers the Marine CVP cap by 40. This reflects all the smoke and dust kicked up by the bombardment.

After the Marine player has loaded his LVTs for wave 1, randomly select 1 dr's worth of LVTs from each beach. These LVTs get a pre-game MPH. When they enter they are assumed to have already spent half their movement points. No fire is allowed by either the Japanese or the Marines, during this pre-game MPH. AT mines on the Tetrahedrons still attack and any survivors from LVTs wrecked by AT mines during this pre-game MPH are TI until the end of the first Marine regular turn. These LVTs may not use ESB. These LVTs may not end the pre-game MPH adjacent to each other. This option lowers the Marine CVP cap by 5 CVP per selected LVT.

All Marine 248 are support weapon teams. All Marine SW must enter the map possessed by either a 248 or a crew. The ROF of MGs and 60mm MTRs is reduced

by 1 if not fired by a SWT or crew. Only SWTs and crews may repair Marine MGs and 60mm MTRs. This option raises the Marine CVP cap by 15 CVP. Either the Marine or Japanese player may select this option.

Allow walking wounded Marine MMC. After each of 20AM, 20PM and 20 NT add one 558 squad to any Marine setup area for every 2 (FRD) 668 squads eliminated on a beach or hinterland hex by double breaking (A10.3), Casualty MC (A10.31) or Fate (A10.64) for each of Red 1, Red 2 and Red 3. Each 558 squad added lowers the Marine CVP cap by 3. Each 558 squad is marked with a walking wounded marker and is subject to the provisions of CG17 of Q9.4 (Pegasus Bridge). At the conclusion of 21AM scenario all 558/238 walking wounded MMC are removed from the game (evacuated). Add the CVP value of any such removed MMC back to the Marine CVP cap. Walking wounded Marine MMC may not recombine with non walking wounded MMC

Allow the Japanese player to purchase an additional 25 FPP for use by the island command group. Increase the Marine CVP cap by 10 CVP for this option. This option may be purchased twice.

Add up to 5 228 crews to the Japanese reserve pool. These crews may not setup on board. Each crew added lowers the Marine CVP cap by 3. A few backup crews could help the Japanese out.

Add up to 5 DCs to the Japanese reserve pool. These DC may not setup on board in the initial CG. Each DC added

lowers the Marine CVP cap by 3. DC heroes are fun.

Allow the Japanese player to purchase an additional 5GPP. No more than 2 GPP may be added to any single beach. Each GPP purchased increases the Marine CVP cap by 5 CVP.

Allow the Marines to enter a BLT on Green Beach instead of Red 1. The Marine player must announce his intention to attempt this option prior to the Japanese setup. The Green Beach GPP are increased to 52, and FPP to 75. After the Japanese setup, and prior to the Marine assignment of assault waves, the Marine player makes a dr. On a 1-3 a BLT is assigned to Green and no BLT is assigned to Red 1. On a 4-6 the BLT is assigned to Red 1 as normal. This variant adds some spice and forces a more reasonable Green Beach defence. Otherwise Green beach is set up solely to support Red 1.

Either side may clear debris to recover entrenchments eliminated by the creation of the debris. A successful clearance DR (use of bulldozers is NA) restores a previously eliminated entrenchment. The debris remains in the hex though. Alternatively either player may expend 8FPP to restore an entrenchment.

The Japanese player may purchase new trenches after the initial scenario. Each trench costs 16FPP and may not be placed in a hex within 6 hexes of an American MMC.

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*PFC Newcomb takes a swig from his water bottle.*

# Special Ammunition Probabilities

Scott Romanowski

Yet another old article from my archives. Again I have no idea where I got this from, other than that Scott wrote it and I saved it in September 1999 – Pete

Special ammunition has a special ROF-increasing effect. The increase is caused by the fact if you get special ammo the chance of you also having ROF is greater than normal. For example, take a Gun with ROF 2 and A4.

\* If it takes a shot with AP, its chance of getting ROF is 1/3.

\* If it tries APCR first, there is a 1/6 chance of the gun having APCR. Of the six DR (11, 12, 13, 21, 22, 31) that make it possible to have APCR, five also keep ROF. So to a first approximation, the chance of that Gun having ROF is  $(5/6) * (1/3) + (1/6) * (5/6) = 15/36$ , which is more than 1/3. This is only a first approximation because it ignores the case of keeping ROF and also using your last APCR round.

The increase is slight (the best increase is an effective ROF 3.48 for a Gun with ROF 3 and a depletion number of 8). The only advice that I can give is, based on this analysis, guns with special ammo will get slightly more shots per fire phase than normal.

Shown below is a table of the results. The columns show Guns with ROF of 0, 1, 2 and 3, while the rows show no special ammo and depletion numbers 2-11. “#S” is the expected number of shots with the special ammo. “All” is the expected number of shots with all ammo. “Equiv ROF” is the equivalent ROF: what ROF a Gun w/o special ammo would need to average that many shots.

For example, the Gun with ROF 2 and A4 will average 0.18 shots with APCR and 1.64 shots total. Without special ammo, a Gun would require a ROF of 2.33 to average 1.64 shots per fire phase. Contrast this to

the ‘none’ row (a Gun with ROF 2 without special ammo averages 1.5 shots per fire phase) and the ROF 0 column (for a single shot this gun has a 17% chance of having APCR).

If you have a high depletion number (6-8) you will average 15-20% more shots per phase (ROF 2 or 3). Not insignificant if you have a few of tanks. Might make you save that ammo till the right moment.

There are 12 DR that allow ROF with a ‘2’ ROF gun, 5 of which also allow APCR. The APCR&ROF rolls are a subset of the ROF rolls, and do not add any new ROF results to the original set of 12. The odds for ROF are exactly the same for APCR as for AP, its just that some of those ROF rolls will also give you APCR. Yes, 5 of the 6 APCR rolls will also give ROF, but those results would have been ROF with AP anyway.

There is a slight advantage to guns with special ammo in the sense that if you try for special ammo and roll high, it doesn’t count as a shot and you can try again with different ammo (unless you malf’d the gun.) The general rule of thumb is to try for special ammo when the Final TH # + DRM is equal or greater than the depletion number. It can be a little embarrassing to try for special ammo and fail to get it with a roll that would have been a hit with AP. Sometimes AP won’t do a thing to damage the target so you pretty much have to go for the “good stuff” anyway.

Because of the ‘no shot taken’ chance, the odds are increased. Here’s a table for one shot with a gun trying for A4 special ammo:

cdr wdr Keep ROF? Probability
11 12 13
21 22 yes 5/36
31 no 1/36
14-16, 23-26

32-36, 41-46  
51-56, 61-66 1/3 chance 30/36 No APCR, so did not take a shot. In this case, you can fire AP, with the normal 1/3 chance of keeping ROF.

What is the chance of keeping ROF? It is  $5/36 + 30/36 * 1/3 = 15/36$ .

This is for the first shot. The odds for the second shot have to account for the chance of you keeping ROF and having no more APCR. This is why this gun will average 1.6363 shots instead of 1.7143 shots.

For the mathematically inclined, here’s how I derived the numbers for a ROF2 A4 Gun:

AR = chance of keeping APCR & ROF = 3/36 (rolls 11 12 21)

A = chance of keeping APCR & losing ROF = 0

LR = chance of last APCR round & keeping ROF = 2/36 (rolls 13 22)

L = chance of last APCR round & losing ROF = 1/36 (roll 31)

N = chance of no APCR = 30/36 (all other rolls)

R = chance of ROF with normal ammo = 2/6

expected number of APCR shots =  $(AR + A + LR + L) / (1 - AR) = 6/33$

expected number of non-APCR shots =  $(LR + N) / ((1-AR) * (1-R)) = 48/33$

expected total number of shots = 54/33

These numbers (0.1818, 1.4545 and 1.6363) match what I got from my simulation, so I’m confident the analysis is correct.

Boxcars would still result in malfunction, and thus no subsequent AP shot. I intentionally left that out because I would have to do a different table for B12, B11, etc., and then the circled B numbers B(10). I only wanted to throw so much math at the list at one time.

“There is a slight advantage to guns with special ammo in the sense that if you try for special ammo and roll high, it doesn’t count as a shot and you can try again with different ammo (unless you malf’d the gun.)

That is exactly the cause of the increase I calculated.”

I guess I missed that point in your first post.

This is not the same as an increase in ROF. The “free DR” gained by trying for special ammo does not have the same benefits as keeping rate. There’s no improvement in target acquisition, no CA

ROF 0	ROF 1 Equiv	ROF 2 Equiv	ROF 3 Equiv
Depl# # S All	# S All ROF	# S All ROF	# S All ROF
none 0.00 1.00	0.00 1.20 1.00	0.00 1.50 2.00	0.00 2.00 3.00
2 0.03 1.00	0.03 1.23 1.11	0.03 1.53 2.07	0.03 2.03 3.04
3 0.08 1.00	0.09 1.25 1.21	0.09 1.59 2.22	0.09 2.09 3.12
4 0.17 1.00	0.18 1.27 1.28	0.18 1.64 2.33	0.18 2.18 3.25
5 0.28 1.00	0.30 1.28 1.33	0.32 1.68 2.42	0.33 2.27 3.35
6 0.42 1.00	0.47 1.29 1.36	0.52 1.71 2.48	0.56 2.33 3.43
7 0.58 1.00	0.68 1.30 1.37	0.78 1.72 2.52	0.87 2.38 3.47
8 0.72 1.00	0.87 1.27 1.26	1.04 1.70 2.47	1.24 2.38 3.48
9 0.83 1.00	1.00 1.24 1.16	1.25 1.63 2.31	1.58 2.32 3.41
10 0.92 1.00	1.10 1.22 1.08	1.38 1.56 2.16	1.83 2.17 3.23
11 0.97 1.00	1.17 1.21 1.03	1.46 1.52 2.05	1.94 2.06 3.08

change, and you don't avoid a CA change DRM on the next roll.

The cost of this is the potential loss of the special ammo. You don't want to do take this option unless the TH# + DRM is higher than the depletion number, or the special ammo is needed to penetrate the target's armor. I think it would be a mistake to roll for the special ammo in a case that doesn't fall into one of these categories, even if you do have the chance for an extra DR. The extra roll has no game effect, except possibly breaking the gun, so it does you no good except in these cases.

There is another rule of thumb: when the halftrack horde is driving past your

gun for the win, try all your special ammo first.

This depends on the gun. If the gun is 37L, 28LL, or 45L, APCR does add to your chance to kill the halftrack. AP rounds from larger gun sizes are more than enough to penetrate the armor, so APCR is a waste. In the A4 example, in fact, you would lose seven results that would maintain rate - 1-4, 1-5, 1-6, 2-3, 2-4, 2-5, 2-6. Unless the DRMs are high or the shot is beyond 6 hexes, all of these would be hits \_and\_ rate that would be wasted if you tried for the APCR. So I think the first "rule" still takes precedence.

# Using Special Ammunition

Scott Jackson

*Yet another old article from my archives. Again I have no idea where I got this from, other than that Scott wrote it and I saved it in September 1999 - Pete*

Start with C8.9 (the most important rule) and then read the rest of this section

Note that, basically, the attempted use of Special Ammunition is in reality a "FREE" shot! Well, almost. Since most Depletion numbers are down in the 4-5 range (with a couple of 3, 6, and 7's), that usually means that an attempt to use that Special Ammo will either result in a Hit or in "no special ammo"; and "no special ammo" means that, other than possible Gun Malfunction (and Low Ammo, by errata), there was **NO SHOT!**

Also, note that if there was no shot, then there was usually also no CA change... So, in that case, you can reconsider your options - do you want to shoot again with regular ammo or do you want to pop smoke and go motion instead? Or you could simply fire at a different target!

Another small but vital rule is embedded in C8.2 which states that Elite units of any nationality increase their Depletion Number by one. Note that there is errata that defines "elite" as German SS or Russian Guards Formations; and units defined as such by SSR. The errata also clarifies that all Depletion Numbers of elite units [and not just AFV] are increased by one.

The third important rule is C8.31, where it goes into HE Equivalency.

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## FEELING UNDER THE WEATHER

*Yet another old short article from my archives. Again I have no idea where I got this from, but its size suggests it was a post to the ASL Mailing List I saved 13 April 1997 - Pete*

How do your tactics have to change when it's Muddy, or in Extreme Winter?

When there's a +1 LV Hindrance at 0-6 hexes, the attacker is in Fat City. I'd think all the Defender can do is go for fire lanes and do some aggressive counterattacking of his own; you can rearrange a defence more easily with that LV hindrance working for you. Whichever side has the advantage in CC will want to close the range and get up close and personal.

### Mud

Slows things down across open ground, might make bog checks a little tougher. So, keep in mind you won't be getting where you're going quite as quickly, and plan accordingly. On defense, recall this penalty affects routs, too!



### Extreme Winter

If you're one of those unfortunate nationalities that just can't deal with bitter cold (pre-'41 Russkies, pre-'42 non-Finn Axis), choose your use of SWs wisely. As a Russian in 1940, rattling away with a 2(+1) 'what the heck' shot at a Finn isn't such a good idea when your B# goes down to '9'. Also, you should pass up trying to rally DM'd troops not in buildings unless you absolutely have to - they will CR on an '11', which is about as likely as they'll rally. Now, if you don't suffer these nasty effects and your opponent does, press your advantage - the OoB will take into account your superior Winter skills, and so you'll be forced to use them to win.

### Rain

Yep, a +1 LV for 0-6 hexes is nice on the attack, but with light rain, where the LV doesn't start 'till 7 hexes, the attacker is mildly hosed since he can't use Smoke.

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# The True Cost (And Worth) Of Artillery

Rodney Kinney

*Rodney wrote this article in 1991, but the OBA rules haven't changed since then so the numbers should still be OK. I'm not sure exactly where I got it from, as I wasn't online until 1995, but I assume it was included in one of the ASL Digest e-newsletters that were downloadable at the time – Pete*

To my mind, one of the great features of *ASL* is its lack of predictability. When I was playing prolonged campaigns of *Third Reich*, I could ponder the board until I came up with a detailed plan for the next move, and this move would entail very little uncertainty: air combat was completely deterministic and a 2-1 attack had a 97% chance of succeeding. Not so with recent experiences in the Red Barricades. I did try to compose plans for the next session, but was never able to specify anything with more than the vaguest generality. All attempts to predict the course of the turn inevitably went something like: "Okay, first I'll Prep Fire these guys at those guys. Now, they might break, in which case I'll run with these other guys. If those guys make it then this other stack will go over there. If they don't, then that stack will have to go for it too. Of course if the Prep Fire doesn't break that MMG, then someone else will have to Prep Fire, and then that other stack will have to go somewhere else. Now if some guys make it into the building for the AFPh, then..." The possibilities quickly splinter into a dazzling infinity of alternate universes too numerous to catalogue.

Having said all that, I will assert that *ASL* does leave some avenues of recreation for the probability-inclined, so please allow me to talk briefly about OBA.

It is not difficult to arrive at a formula for the probability of getting a certain number of fire missions from an OBA battery given so many black chits and so many reds (This will be left as an exercise to the reader.). The probability of getting exactly *k* fire missions from *b* black and *r* red chits (where *b+r = n*) is

$$P(k|b,r) = \frac{(k+1) * r * (r-1) * b! * (n-k-2)!}{n! * (b-k)!}$$

There is not too much interesting about this formula except for one feature: the difference between having 2 reds and having 3 reds. With 3 reds, the probability peaks in the middle: the number of missions depends on the location of the middle red, which is just as likely to be in the front as it is to be in the back. With 2 reds, however, the probability peaks at *k=b*, at the maximum number of fire missions possible! This can be seen intuitively by noting that to get 0 missions, both reds have to be drawn first, but to get the maximum, all that is necessary is for either of the two reds to be drawn last. For example, these are the probabilities for normal ammo German and

Russian batteries:

German		Russian	
k	P(k)	k	P(k)
00.055	0	0.048	
10.097	1	0.095	
20.127	2	0.143	
30.145	3	0.190	
40.152	4	0.238	
50.145	5	0.286	
60.127			
70.097			
80.055			

Now, I get as much a kick as the next *ASL* player out of good heartedly disparaging Russian equipment, but hey! These figures aren't half bad! The Germans average 4 fire missions, but the Russians put in at 3 1/3. That's 5/6 of the German average, but the DYO cost is only 2/3 as much (in 44-45, when the radios are the same). Not only that, but the Germans are actually more likely to get 0 or 1 fire mission! Furthermore, I would argue that one seldom gets an opportunity to use a full eight fire missions in your average scenario, because of the time usually spent correcting fire.

For reference, then, the table below shows the average number of fire missions expected, along with the number of fire missions most likely to be obtained (the numbers between the slashes are for scarce, normal, and plentiful ammo).

The parenthesized numbers are my best estimates for the DYO cost of a normal-ammo 100+mm OBA module with no frills (from what I've been able to determine from scouring the tables, IR-capability in a module is worth 1 point, Smoke is worth 2, and SMOKE is worth 6 or 7). The real anomaly in this table is the American cost. Relative to British OBA, it is costlier and less effective. This is mostly due to the fact normal ammo is proportionally more expensive for the Americans, since the table gives costs for a plentiful ammo, and instructs the player to deduct 10% for normal ammo. The other nationalities, meanwhile, have a difference of 20% in the

costs of normal and plentiful ammo. To bring the Americans more in line with the other nationalities, normal ammo should cost 1 / 1.2 = .833 times the plentiful cost, and scarce should cost .8 / 1.2 = .67 times plentiful cost. Thus, I would recommend deducting 15% from the table's cost for normal ammo, and 35% for scarce, instead of the 10% and 25% given in the rules. Note that the Americans also have a huge advantage in the availability of WP. WP is a terrific weapon, especially against multi-level buildings. It not only blinds them, it inflicts NMCs! While a normal FFE may break somebody, a WP FFE will guarantee an NMC and about +4 (or more with drifting smoke) hindrances for firing out; coupled with drifting smoke if you have a mild breeze and fires and such, it's not much fun.

It is possible that this discrepancy was deliberately included in order to encourage American players to buy plentiful ammo. Personally, I do not approve of such tactics. I was a little disappointed that the Japanese got to buy fortifications at a discount. I like to think that 100 pts is worth 100 pts regardless of the nationality, but obviously the system does not work that way anyway, (with the different leader generation numbers and support weapon allocations 20 German second-lines are worth quite a bit more than 20 Russian first-lines even though the costs are the same), so I don't complain too loudly. In any case, that is a matter separate from the discussion at hand.

After all this, my main point is that one should be aware of the lopsided likelihood of getting maximum fire missions out of your module when playing the Russians or British. One needn't be timid after drawing that first red: you're still better off than a German, and sometimes even an American, who's drawn his first red. Above all, don't be angry at that Russian player for defying the odds by pounding you with his shoddy artillery for much longer than you deserve to be subjected to. In fact, he's only doing what the odds tell him to.

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Nationality	Mean k	Most likely k
German (103)	3.20 / 4.00 / 4.50	3.0 / 4.0 / 4.5
Russian (70)	2.50 / 3.33 / 4.00	3.0 / 5.0 / 6.0
American (138*)	3.60 / 4.50 / 5.00	3.0 / 4.5 / 5.0
British (135)	4.00 / 5.33 / 6.00	4.0 / 8.0 / 9.0
French (?)	3.00 / 4.00 / 4.67	3.0 / 6.0 / 7.0
Italian (81)	2.80 / 3.50 / 4.00	2.0 / 3.5 / 4.0
Minors (68)	2.40 / 3.00 / 3.50	2.0 / 3.0 / 3.5
Japanese (70)	2.50 / 3.33 / 4.00	3.0 / 5.0 / 6.0

# Those Amazing Mortars

SSG Walter McWilliams

*I'm not sure where this came from; it's one of several articles in this issue that I saved in a document in January 2001 – Pete*

Mortars are one of the most important weapon systems in the ASL commanders' arsenal. Whether it's the light company mortars or the heavier battalion guns, these weapons are at times the only type of indirect HE available to the lowly infantryman in the trenches of any theatre. Let's take a closer look at the advantages and disadvantages and how we can use them to better support our grunts.

## Advantages

- 1) ROF
- 2) Spotted Fire
- 3) Special Ammo (Not all nationalities and/or gun sizes)
- 4) Indirect Fire Team

It is the rate of fire (ROF) that makes the mortar such an effective weapon. With a ROF of two or three, it is not uncommon for them to gain a -2 acquisition marker in a single fire phase, and in addition I have seen mortars drop 6 or 7 rounds in a single fire phase. I like to magnify this by positioning them in pairs and thus guaranteeing (almost) that at least one will maintain ROF.

Spotted fire is a great asset and should not be overlooked, especially in restrictive terrain which mortars can not fire from (i.e. marsh, streams, crest, buildings, pillboxes, dense jungle, swamp, irrigated rice paddy, panji, caves and shallow ocean). The biggest disadvantages of spotted fire is the reduction in ROF and the +2 TO HIT DRM. Their is nothing we can do to eliminate the first (although when possible, the pairing of two mortars together can help); but, once we have gained our -2 acquisition this DRM is effectively nullified. Pretty convenient eh? Also, spotted fire is not a concealment/HIP loss activity for the firer. Finally, one last note on spotted fire. The spotter must be in the adjacent hex, although not necessarily the adjacent location!

While not all, many mortars have special ammo available to them. This is limited to Smoke, WP, and IR rounds. The most common round fired is Smoke. This is an excellent choice. The mortar is the only weapon that may fire Smoke/WP (Area Fire)



and still maintain its ROF thus allowing it the opportunity to Smoke/WP several hexes.

The indirect fire TEM is one of the most important factors when using mortar fire. While hits may be easy to gain, getting some effect from those hits can be frustrating, especially with the lighter mortars. The -1 indirect fire TEM is applicable in all woods, jungle, bamboo and swamp hexes. This makes targets in these hexes extremely vulnerable to fire from mortars.

## Disadvantages

- 1) Area Fire Only
- 2) Portability
- 3) Sniper Activation
- 4) Minimum Range

By far the Area Fire Only restriction of the mortar is its greatest disadvantage (except for Smoke/WP). The halving of its FP upon securing a hit means your IFT rolls will be primarily on the 2, 4 or 8 FP columns. With positive modifiers, this can become a frustrating series of die rolls, and another reason I advocate the pairing of my mortars whenever possible.

There are a scarce few of even the lightest mortars that can be portaged fully assembled easily. That means that they have trouble keeping up the advance and must be taken out of action early to be disassembled. This can be time consuming and should be accounted for when attacking or withdrawing with these weapons.

All that multiple ROF and IFT rolls can only mean one thing for opponents: SNIPERS. There isn't much that you can do about this except hope that he doesn't roll lucky, and take normal anti-SNIPER precautions for your troops.

The final restrictions on mortars is their minimum range. This is usually 3 hexes, although the JAP 50mm has a one hex minimum. This restriction corresponds with the spotted fire advantage, allowing you to position your mortar just a little further away, however, I have found the positioning of mortars, especially in the PTO Area to be very difficult at times.

In conclusion, there is no doubt that any infantryman worth his salt will always take good care of his company/battalion mortar teams as they provide him with access to his most readily available fire support. Thus, as arm chair commander we should mirror this attitude by taking proper care to use and place our mortars as carefully as we do our MGs and Ordnance.

# EXPLODING TURRETS

Gradie Frederick

*I'm not sure where this came from; it's one of several articles in this issue that I saved in a document in January 2001 – Pete*

Our local gaming group (Steve Szymanski, Bob MacCary, Paul Hart, John Foley, and yours truly) have come up with the following cinematic, optional rule (especially enjoyable in Desert scenarios) which is in character with such rules as those for Bagpiper, Maus, Anti-tank Mine Dogs and Zippo Lighters. Here it is in the usual style too.

**C7.61 Exploding Turret:** Any burning wreck result obtained on a HD (Hull-down), close-topped AFV (D1.24) by the usual means (C7.6) previously secured by an original TH DR that was a CH (C3.7 and C3.72), causes an exploding turret.

The turret is represented by a BU/TCA counter. It is placed by a random direction DR, where the colored dr is direction and the white dr is extent. The final orientation of the counter is not relevant. Any personnel units or open-topped or CE vehicles in the selected target hex must immediately take a Normal Morale Check.

The exploded turret is treated the same as a burning wreck (B25.14, C7.6) and a BLAZE counter is placed on top of it. The blaze will cease, however, at the beginning of the next Prep Fire Phase due to the lower amount of combustibles associated with the turret relative to the entire vehicle.

It has the usual movement effects (D10.2) and cover effects (10.3) while ablaze. It may be removed (D10.4). After the blaze ceases, the turret will no longer be treated as a burning wreck and will have no cover or movement effects.

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# Who Rules The Night

*This is something I wrote back in April 1997 when I was first venturing into the night rules – Pete*

Many players avoid the Night rules, being put off by their apparent complexity. However, the rules themselves are actually pretty straight forward. It is in actual play that the complexity arises, in the way they change the normal play of a scenario. What follows is meant to be a rough guide to how the night rules affect play. Players looking for further details should read the appropriate rules section or the article "Bring on the Night" by J. R. Van Mechelen which was printed in *Backblast 1*. The same magazine also contains "Who Rules The Night" by Chuck Goetz, which offers tactical hints for players venturing into the darkness.

## EXIT LIGHT, ENTER NIGHT

The most fundamental change is that each side's knowledge of the other is limited. This is due primarily to the fact that each unit can only see as far as the Night Visibility Range (NVR) (which is reduced for BU AFVs), and this is likely to decrease during play. Furthermore, the Scenario Defender is allowed to set up his forces using a combination of Concealment and HIP, while the Scenario Attacker enters Cloaked, which is basically a form of Concealment with a number of unique advantages.

To lighten up the battlefield, units may attempt to fire starshells, and some Ordnance is also allowed to fire Illuminating Rounds (IR). Both Illuminate an area, so that units can see into the area even if it is not within their NVR. Units in such an area are handicapped by the fact that they can only see other Illuminated areas, which can lead to situations where a LOS is not reciprocal.

The ability of a unit to move at night is also restricted. Indeed, the Scenario Defender's units may not move unless they have been attacked or have seen a Known enemy unit. Concealment (and Cloaking) is lost much the same as during the daytime, but units are less likely to lose Concealment due to movement. All units are subject to the possibility of Straying and moving in a random direction, while units which are not Cloaked pay additional MF/MP to enter Concealment Terrain.

Combat at night is also more difficult, with a +1 Low Visibility Hindrance DRM applying to many attacks. Acquisition is also limited, and the use of captured MGs can adversely affect the firing unit. Units which attack also reveal their Location to all units with a LOS to it, regardless of the NVR, so that the Location (and any units therein, even units which did not attack) can be attacked.

Routing also changes at Night. Broken units must use Low Crawl and only lose DM when they roll equal to or less than their current Morale level on a Rally attempt. Once a unit breaks at night, plan on it being broken about 2-3 times longer than during the day.

## NIGHTMARE

For my first night action, I played the *Time on Target* scenario 'ToT8 Nightmare' against INTENSIVE FIRE organiser Neil Stevens. This 1/2 board scenario pits 9 US para squads defending against 6 German elite squads with a couple of Pz IVJ in support. The Germans have to gain control of 5 buildings/foxholes at game end (6 turns).

Neil took the US, and set up with the foxholes in K5 (1S FH), I6 (1S FH), H2 (2S FH) and G6 (2S FH). I entered the board

cautiously in the first turn, leaving my tanks offboard, since they can be seen at twice the NVR and therefore give the Scenario Defender more opportunities for making Freedom of Movement dr. The Germans in turn 2 quickly pushed a defending US HS out of building C6 for the first VP location and the start of the fighting.

The Germans then feinted down the left with a couple of dummy Cloaking counters while the main force piled into the gully for an outflanking move in the other direction. At this point in the game we both read on the InterNet *ASL* Mailing List that the defender must defend this gully in this scenario. Guess what - Neil hadn't. For a few turns all he could do was watch helplessly as the German cloaking counters moved all the way through the gully out of LOS whilst his defenders were stuck in their Foxholes unable to gain Freedom of Movement.

Neil's best leader did gain Freedom of Movement and set off on his task to liberate some of his troops from their slumber. This is when the Pz IVs came in on the action. Convenient starshell placement allowed them to put a stop to Neil's leader but the battlefield was now lit up like a 4th July party. I left both of the tanks in the region of the C6 building as a defence force while my squads were sneaking around the back through the gully. They captured O9 and P9 with still no real US resistance and then marched into building M6.

However a HIP squad with a Bazooka got in a good shot against one of the Panzers eliminating it. Unfortunately the crew bailed out and, along with an accompanying HS, they managed to capture a 2S Foxhole location nearby in G6. That gave the Germans 6 locations and a winning position.

The Americans, with more troops being freed up to move, put in a quick counter-attack which dislodged the German units from the 2S Foxhole in G6 (My first WP Grenade CH!) and moved into the buildings in M6, M5 and O4 to prevent any further German advance in this area. Unfortunately whilst counter-attacking the 2S FH a different 1S FH, in I6, was conceded to a self-rallying German squad. So the Germans had 5 locations as the last turn approached - enough for the victory.

The final American turn and the Paras must recapture at least one VP location. The Yanks kept their starshells in their pockets and the German starshell placement went poorly. The plan. The building C6 is covered by the remaining CE





Pz IVJ. The I6 FH is occupied by a 468 w/ LMG. First I wanted to attack on the other side of the board as a bit of a diversion and I just might get lucky over in building O6 which was heavily defended. I advanced an intrepid squad w/MMG into the open and the German defenders opened fire rolling a K/2. Whoops! The squad goes down in a hail of bullets and is left a quivering HS heap on the road. But - the US Sniper wakes up and pops off a round - straight through the head of the commander of the CE AFV for a Shock/Recall! My! My! As there is no illumination over in this part of the battlefield this gives the Americans a free run into this building for a win in the APh of the last player turn!

## AFTER ACTION THOUGHTS

During play, a few important points that became apparent to us.

The initial lack of Freedom of Movement makes the Scenario Defender's set-up crucial, otherwise the enemy can move around them without being seen. Troops need to set up in mutually supporting positions and be aware that for the first few turns Freedom of Movement is likely to be very limiting. To create interlocking and supporting defensive positions troops should be within NVR sight of each other.

Attackers can move normally within NVR and retain concealment as long as there is no illumination about.

As the Scenario Attacker, using AFVs is difficult as they are easier to see (thus granting Freedom of Movement to the

Scenario Defender a lot quicker) and allow attempts to place Starshells if unopposed by enemy armour.

Straying makes movement across Open ground difficult to co-ordinate, so don't make complex plans of movement and expect them to succeed.

Rallying is more difficult at Night since units lose DM less easily.

Night is a very different game to the normal daylight fighting and I can certainly recommend everyone try it.

## GENERAL NIGHT THOUGHTS

Starshells are as capricious as OBA. Sometimes they work wonders and choke off the options of the moving player. Sometimes they don't do squat. Sometimes you don't get any despite having 5 or 6 attempts. You cannot count on getting them at critical junctures.

With a NVR of 2, the attacking player in any PFP has a difficult time placing starshells when he gets them, because there are no gunflashes at the beginning of the turn. Thus, PFP was frequently not effective for my Americans. In retrospect, I would use opportunity fire more frequently, so I could at least fire at the gunflashes.

Never place an AFV where you don't want it to light up the sky. With the NVR dropping, the 2 hex circle of illumination greatly hindered the Germans while being of

immense help to me.

Keep your broken units low crawling back to a leader. Otherwise, they will probably never get rallied. A couple of German squads were broken early and never came back into the fray. Leaders may best be used to move to broken units to rally them. Certainly, the turn where I rallied 3 broken units was the major turning point in the game.

Generally speaking, a night Attacker needs to Search like crazy and have lots of HS and dummy cloaking counters running around trying to expose the enemy. Keep the main thrust of your attack tight, because rallying brokies is nearly impossible. Prepare a firebase and move slowly and with great force once you find your targets.

Try to take advantage of the fact that the defender cannot move freely. If you can take a route that is out of LOS from half of the defender's units - that is almost as good as killing those units because they won't be able to interfere. More than normally, night places great importance on your setup as the defender (because it cannot be changed easily) and on concentrating locally as the attacker (to take advantage of the above). Scouting units should be used, of course, but they should take great care not to move where you don't expect to move valuable units later. There are few things worse than trying to do a flanking move with a couple of squads, only to release 5-6 squads from their "No Move" counters in time for them to move to block the main thrust. It's usually unavoidable, but do your best to delay it.

The Defender should keep a few baffles up front to expose dummies and knock out the scouting HS, but keep your firebases in the rear where they can blast at exposed Attackers without losing concealment. Use the night firelanes to force that attacker to approach you where you are strongest and shut down the flanks.

Stripping cloaking off the attacker is important. That's the main use of those forward surprises besides keeping your enemy on his toes.

However, remember that in order to protect a building, you have to be IN it. You can't count on protecting a building by fire in most cases, especially if the NVR is low. There's nothing like seeing the board edge creep against a bad setup. If you're lucky, you can win the scenario without firing at all.

Avoid the standard bonehead defender move of HIPing your best leader. He will want to move as soon as he pass his dr. Don't expose your HIP units when he does by HIPing him.

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# The Sins Of ASL

*This list of tips 22 March 1997, probably following a discussion on the ASL Mailing List at the time – Pete*

This is a list of tactics that are oft-forgotten by ASL players, particularly inexperienced players.

1. Neglecting to use Smoke, especially infantry Smoke. If you play the Americans, you should make this this is the first thing you consider every time!

2. Forgetting to try rare Ammo shots first (essentially getting a free DR).

It depends on the Original DR you need to hit, but it is usually a good idea if the depletion number is  $\leq$  the Original DR you need.

The corollary is “don’t use rare ammo when you don’t need to”. (e.g., you just moved a JgdPz V into LOS of infantry in a stone building. Fire AP in the AFPh to get acquisition and save your HE7 when you have a decent chance to hit!). But won’t work if the infantry is concealed. (AP can’t use Area Target Type).

Should we tell people about the special-ammo-induced-paranoid effect of

emplaced guns?

Player A is moving a vehicle.

Player B, who has guns in his OB, announces a shot with depletable ammo. The roll is too high, and player B does not take a shot with normal AP. The gun is NOT placed on board.

Player A knows there is a gun, and starts imagining the reasons why player B did not shoot. Paranoia sets in.

Or how about the effective ROF boost with depletable ammo? (more to come)

3. Not watching for SAN, yours and your opponents. And always watch ELR!

4. Moving in stacks in range of enemy fire.

Usually, the one time you do this is such a painful learning experience that you never do it again. [EXC: feints]. However you should avoid getting locked into predictable tendencies. For example...if you always avoid moving in stacks opponents may notice that your real ‘?’ units never move in stacks but your dummy stacks always do. Kinda like in Poker you want to avoid habits that can tip your hand. If you want to always avoid moving in stacks then always do it even with your dummies.

There are also times when I have moved in a stack just to draw fire. I’ll gladly sac a 8-1 and two squads to draw D1F so another unit can run by to win the game.

5. Having a Leader/Hero tote a SW with  $>2PP$  (can’t do it -- he can use it but he can’t carry it).

6. Moving up/down multi-story buildings in non-stairwell hexes.

7. Forgetting that Deliberate Immobilization requires a hull hit.

8. Neglecting to read the vehicle/ordnance notes, yours and your opponents.

This is one of my worst habits. It’s particularly important to find out what your vehicles cannot do, rather than what they can do. For example, when I played Strangers In A Strange Land, I entered both French tanks on separate areas of the board. It wasn’t until my opponent pointed it out to me as I tried to move them next turn that they were both Radioless and needed to take a PTC for non-Platoon Movement!

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# ON THE CONVENTION TRAIL

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

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

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

## 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, Favrholmvanget 15, 3400 Hillerød, Denmark, or email at [hastrupleth@gmail.com](mailto: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

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 Dunnock 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 Kiffara, 68 Wilson Place, Dunbar, East Lothian, EH42 1GG (26 Sep 2013)  
Alan Shellfield, 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, G6 5DQ (18 Feb 2012)  
Andrew Kassian, 7 Burnbrae Road, Auchinloch, Glasgow, G66 5DQ (21 Mar 2014)  
Hamish Hughson, 15 Esmondie Gardens, Elgin, Moray, IV30 4LB (21 Mar 2010)  
Steve Mackintosh, 54 Firrthview Drive, Inverness, IV38QE (27 Jan 2013)  
Oliver Gray, 117 Upper Dalgaun, 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](http://www.vfft.co.uk/my-account.asp).

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](mailto:if@vfft.co.uk). For up to date information check out the UK *ASL* tournament web site at [www.vfft.co.uk](http://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](mailto:derek@doubleone-online.net). Check out the web site at <http://www.doubleone-online.net/1.html> for the latest details.

## OCTOBER ASLOK XXXII

**When:** 1 – 8 October.

**Where:** Four Points by Sheraton, 4181 W. 150th St., Cleveland, Ohio 44135, phone 216-252-7700, fax 216-252-3850 or visit <https://www.starwoodmeeting.com/Book/ACP>. Room rates are \$85 until the start of September. Note that this is the same hotel as in previous years but with a new name.

**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 [damavs@alltel.net](mailto:damavs@alltel.net). Check out the web site at [www.aslok.org](http://www.aslok.org) for the latest details.

## NOVEMBER INTENSIVE FIRE 2017

**When:** 15 – 19 November.

**Where:** The Travel Rest Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (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 1 November, £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:** To be confirmed. Depending on the numbers taking part there may be a three round Fire Team tournament (two rounds on Saturday, one on Sunday) or a knock-out tournament. 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](mailto:if@vfft.co.uk). For up to date information check out the UK *ASL* tournament web site at [www.vfft.co.uk](http://www.vfft.co.uk).

# LASL

L o n d o n ' s  
A d v a n c e d S q u a d  
L e a d e r s

London's Advanced Squad Leaders (LASL) welcome ASL/ASLSK players or potential players. If you're passing through or staying over in London, you're welcome to come along and take part. There's no fee for taking part or spectating.

We usually meet on the second first or Saturday of each month from around 9am until around 5.30pm. We are located in the lower ground floor of Starbucks, 37-39 High Holborn, London, WC1V 6AA. It's 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](mailto:derek@doubleone-online.net) to arrange a game and ensure there are no last minute problems.

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15 - 19 NOVEMBER 2017



INTENSIVE FIRE is the UK's longest running tournament dedicated to the play of Advanced Squad Leader. 2017 sees us enter our 23rd year and players of all standards are invited to attend.

## FORMAT

Depending on the numbers taking part, there will either be the well-established Fire Team Tournament on the Saturday and Sunday, or a simple knock-out tournament. In addition, the Friday mini-tournaments 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 (£39 per night for a single room or £69 per night for two people sharing 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 1st November. The tournament program listing the weekend's scenarios and events is available from mid-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](mailto:if@vftt.co.uk).