

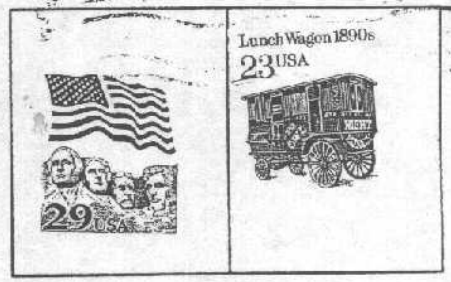


# At The Point

The Journ of AS

#4

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## FAUST PONTIFICATES

Greetings again! Welcome to yet another issue of the self-award winning zine of the 90's featuring that gamer-par-excellence, Faust. Now I know that may seem immodest, but hey, this is wargaming, folks! We do battle! We are unique! We require large egos to justify spending our valuable leisure time pushing cardboard over cardboard! In fact, I've decided that, with work, there just isn't enough time available for gaming and drinking fine California wine. Ergo, I am very pleased to announce:

### THE GREAT ADVENTURE.

As of 5:00 PM on May 31st, I will no longer be gainfully employed. On June 7, my exemplary wife will join me in this idle bliss! We are both taking a sabbatical from the rigors of Silicon Valley life and journeying forth across the USA to seek the roots of American culture.

Yes, friends, my wife and I will spend a month travelling across the Sierras, through the majestic valleys of the Rockies, eat raw bear meat in Glacier park, bag foreign tourists plaguing Yellowstone, grass ski the slopes of the Tetons, climb over George's nose at Rushmore, clamber carefree in the Badlands, sup on fine Wisconsin cheese, spend a few days with the in-laws in Indiana—to finally arrive at that ASL mecca, Ohio.

But that's not all folks! After a heady two weeks visiting the folks and doing battle with the legends, it's off to Avaloncon; though, sadly, my wife does not see fit to attend this fete. Then, it's on to the beaches of the Carolinas to brave the fundamental elements nature will sling onto the coast. Whew. Courageous readers, fear not! We expect to survive and put out issues of ATP on the usual schedule (for the most part).

To be sure, I am forced to skip a month's publication in July, and regretfully must inform those who might expect me to drop in to mooch off your food and ASL set for a weekend that...well, my wife forbids this activity. Honestly, we'll be too

busy doing different things, including driving about 200-300 miles per day, to visit, though I wish I had the time to do so; so to any of you who might have offered, thanks. The (second) June issue is scheduled to be sent out days before we depart on June 28, and the August issue is hopefully to be done before Avaloncon; one of these will have 20 pages to cover the shortfall in this issue.

Readers who would like to send mail after June 28 should send it to this address:

**Marc Hanna, 2085 Stine Road,  
Box 141, Peninsula, OH 44264**

After August 20, for the next 8-10 months we will be located in Sunset Beach, NC, but as my parents do not normally have mail sent there, there is no address. We expect that this will be available by June, as it's obviously a necessity!

### THE LATEST AND GREATST

Dan Dolan has offered to be the playtest coordinator for ATP, and I certainly look forward to working with him. Dan has been pretty active in the hobby of late; in addition to his interesting piece that appeared in #3, he is organizing the Greater NY/NJ ASL Championships and has a reservoir of 30+ ASL playtesters to tap in his gaming club.

This is NOT to say, however, that ATP does not need playtesters. We are hurting for them, in fact. It seems that some gaming company is tying up a lot of our current volunteers with the testing of a certain Marine module. Hmmm. **WE NEED PLAY-TESTERS!** All you need is a semi-regular opponent, even PBEM is workable. All Dan asks is that you send him a postcard with the scenario, which side won and your estimate of the play-balance. Any other suggestions regarding the OB, historical authenticity and so on are welcome but entirely optional.

We've got some great scenarios brewing: "Bloody Cavalry" (SS vs Brits in Normandy), "Debauch at Montrevel" (heroic US Armored Cavalry action in southern France), "Bunshin Gogeki" (unique clash on

the Mongolian Steppes between mobile Japanese and Russian forces) and "Kakazu Ridge" (Okinawan scenario featuring caves, we hope). All of these scenarios have been well researched and, in my perhaps biased opinion, well designed. Contributors so far include Scott "Heavy Metal" Holst, Robert Banczic, and Dan himself. Rick Troha, original designer of some of my favorite official scenarios (e.g. "Midnight Massacre", "Red Star Red Sun") has offered to contribute as well. We have now and will have more scenarios for those of you out there who would like to help develop scenarios for "At The Point." We need you. Please send your name and address to:

**Dan Dolan, RR2 Box 443,  
Highland Lakes, NJ 07422,  
(201) 764-8381.**

He will gladly send you a packet of scenarios for you to try. Thanks for your help. Scenario designers: Please send your efforts directly to Dan with a copy to me, if you like. This will help speed up the playtest process and ultimately result in more prompt publication of your efforts.

By the way, ATP is still looking for that special individual who wants to lay out completed scenario designs. If I don't find someone I will do it myself, because I expect people are looking forward to new scenarios as soon as possible. I personally am anxious to publish Robert's entertaining scenario, "Waltzing Mathildas." If you want to be the Scenario Editor, contact me now.

**HONORARIUMS:** First, let me clarify a little something. Contributor Emeritus individuals are not to be considered "retired" from submitting articles to ATP! Far from it! What it means is that, by virtue of their entirely voluntary and outstanding toils, they have been "retired" from paying for the magazine for life! I hope that clears up any confusion, and I apologize for any inconvenience this may have caused to whomever.

Second, I am very pleased to announce that all non-staffers can earn this coveted accolade. What (cont. on page 4, col. 3)

## ANALYSIS

### SMOKE 'EM IF YA GOT 'EM

*Mark C. Nixon*

One of my favorite ASL tactics is the use of smoke. Picture a small cluster of stone buildings defended by sturdy defenders well armed with machineguns and dynamic leadership modifiers, covering several open ground hexes which your own troops must cross in order to take those buildings for a win. Without an overpowering force on the attack, this is a near hopeless situation. But throw in some smoke for cover, even to the point of blocking LOS between adjacent hexes by virtue of the +6 or greater smoke hindrance, and the issue suddenly becomes a matter of who can win the most CC attacks the fastest. This is a matter which requires only a slight superiority in force and, with the right kind of ambush modifiers (check out the Japanese), might even work well enough with a lesser attacking force. Likewise, even single hexes of smoke placed by vehicle dischargers, infantry, mild breeze or guns can often open avenues of attack otherwise too risky to attempt.

I wasn't always a practitioner of smokology, however. I received my degree from the Scenario of Hard Knocks, by losing many encounters due to my futile efforts to blast apart a defense rather than finesse my way to a win with an elegant smoke assault. Perhaps some might argue I have graduated beyond the point of reason, for it may well be true that some of the mechanics of the various rules governing smoke allow a bit too much freedom in its use, but we're here to play the game the way it is written. After all, weird things will happen on the battlefield, and there are always ways to justify nearly any event which occurs. In a large way, I would still point to the day I finally fathomed the full value of smoke usage as the single most enlightening experience I have encountered on the

path to a true comprehension of what playing ASL is all about. And yes, there are still miles of that trail lying before me.

#### DISPENSING SMOKE

The most dynamic form of smoke is that which is placed by vehicular smoke dispensers. Rules section D13 spells out the particulars, and some major changes were incorporated with the 1989 errata. These have forced dispenser smoke placement to consume more time (MP) and/or to involve exposing the crew to fire. Since the location where your vehicle usually wants to place such smoke will be in the line of fire, this prospect of spending additional time there and often with the crew exposed cannot be a welcome event for tankers. Raw recruits will do well to remember that as a usage Number, these dispensers differ from the Depletion Numbers of C8.9,

[and thus have no +1 benefit for being utilized by an elite force—Faust]

in that failure of the usage DR does not preclude subsequent attempts in following player turns (but check out the armor notes for aberrations, like the T-34/85). Probably the oddest fact about these dispensers is that they can be used in the Mph or DFPh only if the AFV/PRC have not yet fired that player turn; and yet, the converse is NOT true. The AFV/PRC can fire after using or trying to use the dispenser. This simple matter is exceedingly important to keep straight in the midst of the battle.

Armed now with these little hindsights and your own careful reading of the complete rules in D13, where do we use this capability on the battlefield? Take a look a Deluxe Bd. 'c', with a US 666 in H4, a German 467 in E5 and a StuG IIIG at F2/3. For whatever reason, the German wants to get the 467 into CC with the 666, and his StuG failed its attempt to Prep Fire smoke into G4 by rolling a 9 DR and depleting s8. Notice that per C8.9, it is free to ditch any thoughts of Prep Fire and can use movement instead. Note too that were this an Elite German contingent,

[defined thusly if the majority squad type of the Germans were Elite..Faust]

a 9 DR would have allowed smoke placement (C8.2) albeit the last attempt of the game for this particular Gun. Again, for whatever reason, the German is not keen on risking his AFV to this end (did I forget to mention that the 666 might have a HIP Baz, or a HIP ATG might just be in H4?) and so opts for a bit of a "sleeze move". In the Mph, the StuG starts, moves to G3-5 (bypass along hexside #5, which is G3/F3), turns and moves to G4-6, where it goes CE and rolls for its sD7 dispenser smoke. If it rolls a '7' or less, the will be white dispersed smoke in G4, and the 467 can move F4-G4 with a fair chance of making it into CC with the 666, weathering only a 6+1 in F4 or a 12+4 in G4, with potential of SFF/FPF or Baz/ATG fire. Hey, if the US plaer exposes HIP units or tries FPF at these odds, the 467 succeeds in his mission without even gaining CC!

The beauty of this move is that the StuG is able to assist the infantry forward without exposing itself to potentially killing fire; to a spot where the 467 can then scope out the defense and ascertain whether there is anything for the AFV to fear. But there are always dangers, and this situation abounds. First of all, consider the position the StuG has ended its turn, in bypass G4-6/5 (along hexside #6 facing vertex #5). Its only movement options are to enter F4, continue bypass to G4-5/4, or stop, start and reverse bypass to G3-5/4 and then out again to F2/3, a move which would consume a total of 15MP, more than a single MPh for this vehicle. Notice from the starting point at G4-5/6, the AFV does not have the option to immediately spin and enter F3; that would be an illegal move, which is only clear after careful reading of D2.33. Of course the other two movement options, F4 and G4-5/4, might entail danger from H4 if not silenced by the 467, and possibly not screened by smoke if the sD7 DR was failed that MPh. If the squad fails to knock out/ tie up the 666, then the 666

sitting in G4-6/5 becomes a perfect target for a counterattack in the US player turn.

Because the StuG commander has timed his move properly he can, failing sD7, opt to continue movement to F4, spin and fire at H4. Taking an even greater chance, he could elect to move to G4-4/3 or G5-1 to fire point blank at the 666. But this is risky business indeed, usually saved for times of high pressure, or when other considerations in the larger battle are demanding attention from that 666.

[I should say so, bounding first fire point blank and CE, the StuG will face a +5 Case B plus +3 TEM plus -2 Case L for a net +6, needing snakes for a hit! Better to wait for the AFPh when at least acquisition will be gained! Ha Ha, in this little example, Mark is obviously trying to give us advice for US to follow while playing HIM at Oktoberfest, mitigated by his otherwise excellent advice regarding smoke usage....Faust]

But if we assume the dispenser does work and the StuG proceeds quite safely to F4/4 and F5-6/5, it is a target in F4 for only one MP, is moving and must be hit through +2 dispersed smoke just laid in G4; an ATG in H4/5 would have to roll a 3 or less to hit since the AFV is also a small target; any Baz shot would be looking for eyes, which would guarantee a K/1 on the 666 if it foolishly opted for a C13.81 Desperation shot. Once the StuG reaches F5-6/5 it is no longer a target, since LOS to vehicles in bypass must trace to the CAPP only; at no point of this move would the StuG be a target at vertex F5/6.

After successfully placing dispenser smoke in G4 and getting away free to F5-6/5, revealing both the Baz and ATG which took low odds shots into F4, the German player opts to move the 467 to E4/3, F3 and into G3. In pre-Red Barricades days I would have had to worry about whether that smoke fills all of hex G4, on both sides of the multi-hex building which actually ought to obstruct smoke dispensed on one side of the building from filtering over to the other side within the same hex, similar to the

way the example in O5.441 works for factory walls. In fact the rule still does read that this dispensed smoke fills the entire hex, but perhaps a bit of reason might allow a house rule to keep smoke on one side (and the inside) of the building. The complexity of such house rules is evident when one ponders why the smoke would pervade the building itself but not through to the other side, and how best to handle drifting smoke into G3; wouldn't it drift from inside the building G4 to both sides of the G3 building? Problems such as these highlight the difficulty in tampering with the written rules, and ought to convince most of us to play it as written. We could argue that the windows, doors and much of the walls have been blown out of G4, allowing smoke to fill the whole hex. This is the way I recommend visualizing it.

Finally, even if the StuG failed the sD7 attempt, remember that it could still try throwing vehicular smoke grenades (F.10) to provide a MPh only screen. Now, VSG use the same rules as attempting to fire a smoke dispenser, and D13.2 states that an AFV's smoke dispenser may attempt to place smoke once per Player Turn, but I view these as two different sources of smoke, so they both get to try in the same player turn. Any argument, Faust?

[No. This is substantiated in the armor listings for such vehicles as a Cromwell VII, which has both sM8 and sD7. The listings specially indicate that only one may be fired during a given MPh or DFPh, implying that other vehicles not so restricted could try both methods if otherwise given that capability....]

Notice that F.10 does not directly address the matter of placing VSG in Adjacent locations, which costs infantry placing them 2MP, so we are to surmise this, too is handles with a single MP per D13.2.

Now let's keep with the same situation only put the 666 in E5 and an M4 tank at F2/3 trying to CC the 467 in H4. The premise is the same; the M4 fears a HIP ATG and the PF

capability of the German in a July, 1944 scenario. The first option is a Prep fire shot with 75mm s5 capability. If that fails, it can try to fire WP7, or it might have attempted these in reverse order. Notice that C8.6 does not allow firing WP as Bounding First Fire, since that would occur during the Mph. Should both forms deplete, the M4 can try its sM5 during the MPH, making sure to CE before the attempt. Since this dispenser is a smoke mortar, the M4 must be sure that the intended placement hex is within its TCA, which it can do during the MPH without paying the TCA Case A TH DRM by spending one MP to make that change free, should the TCA be pointing elsewhere. Comparing the two cases, I find it interesting to note that the StuG has about an 88% chance of landing smoke in G4 and the M4 about 78% chance, despite its three potential attempts. The chances are not affected by acquisition, since all DR within usage numbers of 5,7,8 are hits anyway, but the big advantage wielded by the M4 is that its three attempts can all be made from its starting position; assuming a successful sM attempt, the rest of its MP are available for some other adventure. It did not have to place itself in the awkward situation we saw the StuG take in order to safely utilize its sD7. Of course, unfortunately for the M4, numbers of s5 and sM5 will probably not see all that much actual "usage" after all, but it can still manage an occasional laugh when that StuG wastes its MPH getting into position only to fail the sD7 roll.

I can't leave this area of board c without mentioning one of my favorite little tactics from past battles, involving one of my favorite scenarios, "To The Last Man", from THE GENERAL. In that scenario the German has a couple of MkIVJ's which, considering their opposition, are really of marginal utility in a strictly armor/firepower comparison. Also part of the German repertoire, playing a very large role in their chances to stop the Russian, are six fortified building locations. If we fortify H4 and begin the game with one of the MkIV's in H4-1/6, a CAPP which can only be seen from G3, G4, H2, H3, 13

and I4, we have the capability of firing the sN9 to place dispersed smoke in the hex for a total +6 DRM to protect troops in this building. Sooner or later the Russians will haul enough firepower forward to nail the fortified +4, but he will find a +6 somewhat tougher to overcome. As you clever readers must already be thinking, yes, there are some drawbacks to this little ploy, like the immense problems that tank would encounter were it ever to try to get out of that courtyard. It would have to either reverse move out, or bypass all the way around the courtyard until it could finally exit at I4-5.

[Or just hammer its way out through the building at G4.....]

Also, firing out of the smoke would be frustrating for the in-hex troops and tank, but overall, this little trick could save a full turn at this juncture of the battle, which is no mean feat for those of you familiar with the scenario. I have found the tactic a valuable one to remember for similar situations everywhere, especially in this scenario, when the enemy finally hauls the FT up to the line, expecting to force you out by threat or flame, only to be caught by the trick when you stay put and Prep the FT user or, failing that, fire the sN9 in the Mph to suddenly add a +2 DRM into play against the flames.

### SPECIFICS TO REMEMBER

One of the things that confused me for about five years was the true meaning of A24.4: "smoke is treated as a two level hindrance to LOS." Don't ask me how it is possible to be confused about something for five years; I think it must involve forgetting to ask the right person (Bob McNamara) the question. My literal interpretation was that if smoke hindered two levels, that would be everything at ground level and level 1. Well, that's not the case. Smoke hinders everything THROUGH LEVEL 2, which covers three levels: ground, level 1 and level 2. If fills every level up to the feet of a soldier standing at level 3.

Also important to remember is the height of the smoke emanating from a

burning building. It may be rare that it matters much, but the smoke rises up from the level of the blaze, so a level 2 building blaze sends smoke up to fill all of level 6, and smoke drifting from it in a mild breeze fills all of levels 2, 3 and 4. Also, watch for those case where you have a LOS free of drifting smoke due to being underneath its level.

One of the easiest bits of ASL trivia to forget to do is drift smoke from all seven of your FFE blast hexes. Since every hex can accommodate a maximum of +3 smoke hindrance DRM, or +4 for outgoing LOS, drifting this FFE smoke properly makes a +1 DRM difference in six downwind hexes at full effect and in seven when dispersed. Considering a WP FFE, the full effect hindrance increases in seven hexes and the dispersed increases in four.

By the way, if you've never placed a WP FFE and correctly tried to drift all seven of the hexes, you likely haven't noticed that the game does not provide enough gray WP counters. Either that, or one of mine has been missing for years.

Equally difficult to remember at times is to place that dispersed smoke FFE on the FFE2 turn. Sometimes its just hard to believe that you have more coming! Of course if the FFE1 had occurred in your DFP, it would have been dispersed smoke, the FFE2 will lay the full-power smoke.

Some minor items to remember are that you cannot place smoke grenades in the three hexes facing into a mild breeze nor at all if heavy winds exist; that a subsequent dr of 1-3 is required to place grenades 1 level higher, a 4-6 results in the grenades being placed in the units own location. Gusts affect only smoke currently on board; B25.651 says nothing about gusts affecting smoke placed during the ensuing turn. We can discard with a smile that A24.3 line about WP use being limited to SSR now that the Japanese have arrived, continue to blink in bewilderment when heavy winds reduce a burning wreck from wonderful cover to no cover at all, and gawk in amazement if we ever

lose a scenario because an audacious opponent uncorked WP grenades in his own hex and managed to battleharden his squad, 9-2 and create a hero! Ah, that could never happen!

ATP

(continued from page 1)

it takes: submit articles/letters approved for publication resulting in awards of free issues of at least two years. Anyone who does that kind of work deserves an honor, and the only thing I can give them right now is that! Once the circulation improves to the level of "The ASL Annual", well, heh heh. Thanks, Eric and Kurt.

### NOTICE

Faust's Forum was again omitted from this issue due to space and topic constraints. It's not that the readership doesn't want it: I received a very positive bunch of 'yes' votes for keeping the forum. However, most of the letters I received in response to the last forum dealt, naturally, with last issue's subject matter. However, a close reading of the forum will reveal unto you that I do not intend to discuss that particular subject in the pages of ATP anymore, so I couldn't print the letters! Foiled by my own brilliance again...Anyway, send some letters! Make 'em controversial! I'd like to see an exchange of views between readers, for instance, and not just between Faust and y'all. That's all...**FAUST.**

PLEASE WELCOME LOUIS TOKARZ AS THE STAFF ARTIST FOR ATP! HE'S THE MAN WHO CREATED THE VERY APPROPRIATE LOGO THAT ADORNS OUR NEW AND MUCH NICER COVER!

LOUIS WAS THE SOLE ENTRANT IN THE COVER ART CONTEST; I'M VERY THANKFUL THAT HE IS SO TALENTED. WE EXPECT TO INCLUDE MORE OF HIS WORK IN FUTURE ISSUES.

# BLOODY RUBBLE: THE SCENARIOS OF RED BARRICADES

## PART 1

*Guy Chaney*

Now that we ASL fanatics have a new source of enjoyment in ATP, I thought it would be a good time to submit this look at the Red Barricades scenarios. This module has become one of my favorite venues for gunning since its introduction into the ASL family. The main reason I like it so much is the wonderful RB mapboard. The artwork is terrific, and the large hexes are a joy to work with. Charlie Kibler has done another great job. This map has been on our gaming table, covered with a sheet of Plexiglass, for over a year now. We just lay other scenarios over it when not playing RB. I also enjoy the close-in nature of the fighting, HH CC, etc. The RB scenarios are a pretty good bunch in my opinion. Save one, I feel that they are fairly well balanced. All are fun to play and involving for both players. Without further delay, let's take a look at the first:

### ASL SCENARIO RB1, "ONE DOWN, TWO TO GO"

**RATING:** 75% Pro-Russian

**RUSSIAN ADVANTAGES:** Excellent defensive terrain, Numerical superiority.

**RUSSIAN DISADVANTAGES:** Initial set-up MC.

**GERMAN ADVANTAGES:** Armor, Stukas.

**GERMAN DISADVANTAGES:** Very little cover.

Well, this is the "one" I spoke of in the opening. Barring unusual occurrences or a poor Russian set up, the Wehrmacht is doomed. The lack of good cover for the advancing German troops is the main problem. I do not feel that the German force is powerful enough to withstand the pounding it will take while approaching the Russian defenses, and still have the strength to take 20 stone locations from the well dug-in Soviets.

The approaching attackers, for the most part, will be limited to the +1 TEM afforded by shellholes and debris. A smattering of buildings and rubble is available, but SSR2 will take care of a few of these. Other possibilities for cover include the wall running from J4-M4 and an advance up the railway embankment.

Meanwhile, the defenders will be sitting in +3/+4 terrain. The possess 10 MGs with which to play firelanes and dish out punishment. Once the German units break, many will be under DM for the remainder of the game because there is nowhere to hide. The Russians, on the other hand, have numerous places to rout where they will not be fired on; allowing them to rally without DM status.

### **RUSSIAN DEFENSE**

The Russians seek to build a wall across their front, denying the Germans a toehold in the +3/+4 positions they hold at start. A look at the possible attack routes is in order. The two most likely are those mentioned above, pushing along the railway to P5 as the first objective, or straight up the middle to the J4-M4 wall and on into M6. An attack in the East towards the Chemist's Shop (X10) and the big factory (R10) is a mistake by the Germans. There are just not many stone locations within reach on the East side. The scenario is only 8 turns long; AA6 and U6 will fall, but it is a big leap from these to X10 and R10. This leap would be made into the midst of 22 Russian reinforcement squads.

Therefore, as the Russian, I lightly defend this area. Perhaps a squad in W8, one or two in the Chemist's shop, two in the debris field in hexrow 8-10. I would place dummies in U6, R5,S5,T5,W4,W5. A few of these should survive the initial MC. If the Germans come this way, everyone acts as a delaying force and waits for reinforcements. Units in factory O6 can move east if a major German push is under way. The squads in the debris field, safe from the initial MC, can move up behind the R5-S5-T5 wall, fall back into the big factory, or head west as needed. Artillery fire can

also be brought in on the Germans if they push into the debris field (rows Q-T). The defense here counts on the illusion of strength, the long distance the enemy must cover and the arrival of reinforcements (shifted units or off-board forces).

The main defense is in the Soviet center. Building M6 is the key to the defensive line. We will fortify the ground floor on the entire building and level 1 in L5. On the ground floor of N5 we place two 458s, two HMGs, a 9-1 and a 9-0. This is a potent force with 16-20FP at any hex within 10 hexes. From N5, the two HMG can place firelanes to hex W1, greatly hindering any German move into S4,T3 or U3. On turn 1, with no smoke PFE present, the German would be foolhardy to push across 2 4FP firelanes unless they assault move through the shellholes. Either way, German movement is curtailed towards the south on turn 1. Any units which break crossing the firelanes will be stuck under DM until they rally or perish.

[Not unless you have troops firing at them. They may be busy firing at more dangerous units approaching their positions, and firelanes only affect moving units...Faust]

The stack in N5 covers the east with fire lanes, and also provides direct defense of M6. If no Germans try the eastern Gambit, move the stack to the first floor in order to see over the wall to their front and rake the field with MG fire. The commissar is present to aid with the initial MC and rally any broken units during the initial rally phase. The 9-0 will probably move west on turn 1 if the Germans attack along the railway.

In the factory, I like to fortify hex P6. It is adjacent to rubble which provided good cover for an attacker. Place three 447s each in O8 and P8. These units will move up to O6, P6 and M6. They could also reinforce against an eastern attack. These units should get an LMG and an ATR. A trench goes in N6 to connect the building and the factory.

On the first floor of L5 I place the Infantry Gun, where it has

a good field of fire with point blank shots at anyone behind the K4-M4 wall. The initial CA for the Gun is a toss up, so count on it rotating and losing? at some point anyway.

Building I6 is fortified on both levels. On the upper level, I like two 458s, two MMGs and an 8-1. The machineguns can shoot up the field to their front: look at all the hexes they can hit with 8-16FP! These units must take the initial MC, but still have a 40% chance to rally if they fail.

Hexes F5 and F6 use up the last three fortified building locations, with two such in the former. The ATG goes in the upper level of F5 with CA F4-E5. Again, it has a good field of fire and will immediately engage any Germans in hexrows A-F. The entire front line is now fortified.

With an ROF of 3, small caliber AT guns firing HE ammo are devastating anti-infantry weapons. Almost all ASL players have probably had to endure a seemingly endless barrage from one of these popguns at one time or another. As your opponent rolls shot after shot, you keep praying his colored die will come up 4,5 or 6...Enduring the incessant chant of "Hit, rate of fire!" from the other side of the table, you watch your infantry melt away.

ROF has definitely increased the lethality of the game over standard SL. It gives you the chance to inflict multiple MCs on previously broken units. A squad will most likely survive a single heavy attack (20 or more FP), but may perish if subjected to several AT gun hits or HMG shots. This brings to mind an ASL slogan of mine, "Dead men don't rout." Simple but relevant.

The AT Gun in F5 is a bit exposed, but it is in +4 TEM, and there are a lot of friendly units nearby. I would place 458s on both levels of F5 and in the ground level of F6 with an LMG in F5.0. These squads must take the initial MC, but an 8 morale gives them a good chance of passing.

A German attack up the railway is very likely, since this area provides them with the most cover. Also, F5 is close to the German front line and

would be a nice jumping off point and firebase for an assault on the surrounding stone locations. To help defend the railway area, AP mines can be strung across A6,B5,C5,D4,E5 and E6, six factors per hex. These form a wall against the German advance and protect F5. A 447, MMG can go in the first level of F11; from here it can fire all along the railway and helps cover the minefield. 447s in A8 and B8 can cover the mines after moving up to row 7. A 447, LMG in D8 covers northern Tramvanya street. Trenches link the area in F7,G8,J7,K7,L6,N6. The remaining squads go in J8,P8 and H8 where they can move up to F5/M6.

The T34 can go in either J5 or K6, enabling HIP and making it a tough target for Stukas. J5 has a better field of fire and is probably the better choice. It will be difficult to do with so many targets around, but try to keep the T34 hidden awhile. This might allow it to survive the Stukas; though if threatened by infantry/able to nail a panzer, it should open up.

The last placement is the 7-0 with phone. The 80mm OBA is the ace in the hole for the Russians. It will usually catch large numbers of Germans in the open and smash them. The artillery is the straw that breaks the German's back in this scenario.

[But with the Russian draw pile should not be counted upon...Faust]

Where is a good hex for the observer? I do not like front line hexes which could be fired on, or the roof of hexes O6 or P6 which may be hit by German artillery. Therefore, I choose the roof of M10. This covers the front and railway approaches, which I consider most important. Since the big factory is only level 1.5, the observer can also see to the east, and M10 is somewhat out of the way.

The Russians now await the German attack. Sit tight in the front line fortified positions and fire, fire, fire. Reinforce the area of the attack with rear squads. The fortified buildings will prevent the Germans from entering them under a smoke screen as long as an unpinning, good order squad is in the location.

## GERMAN ATTACK

I've been preaching gloom and doom for the Germans, so what should they do? I feel their best chance for success comes in an attack up the railway embankment. This part of the playing area affords the best cover, providing good TEM close to the Russian positions. A few SSR 2 fires in the buildings in hexrows B and C can really screw you up as units will be forced into the open to avoid the flames.

On turn one, call for an SR close to building F5. Avoid placing it adjacent to all unknown enemy units, as this needlessly forces the extra hit to be drawn. G1 is a good spot for the observer. It is a good idea to have the observer in a hex by himself. This will enable him to direct OBA without harassment from Russian fire, since the enemy will have too many targets available to plunk shots into hexes suspected of harboring him. Try to cover the observer's location with fire as the game progresses; those Russian 237s have been known to venture forth with fixed bayonets searching for Mr. Radio.

Turn one is spent moving forward cautiously and trying to retain concealment. Try to get the 10-2 into a good firing position stacked with the HMG and MMG (prone to drawing a smoke round from the 76" INF). On turn two, bring in a smoke FFE, pray the tanks show up, and move in on F5/F6. The things that hinder this assault are:

1. Mines,
2. Russian OBA landing around F6,
3. F5/F6 fortified.

Do some searching. If there are mines in the way, try to clear a lane or find a path around them. Once the smoke FFE comes in, your troops will have good protection from the Russian fire attacks. If the tanks show up early, drive them through the minefield to create trailbreaks. Read and understand all the nuances of the minefield clearance Rules!

To counter the AFV trailbreak tactic, the Russian might trade



## TRICKS OF THE TRADE

*Eric Baker*

in 6AP factors for 2 AT mine factors. These are placed randomly in two of the minefield hexes listed above. Normally, I choose not to do this as the Russian because unless the MkIVs show up early, the Germans will probably try to negotiate the mines without them; I prefer an extra 6AP hex, and the 45LL overlooking the minefield should discourage the German tanks from moving forward if it is able to fire.

If F5/F6 are fortified and shrouded by smoke, bypass and surround the building. Get into position to prevent the Russians from reinforcing it, and be ready to shoot up the occupants when the smoke lifts. If the Germans can take this building quickly and receive the armor early, they have a chance. The 10-2 FG on F6.1 has a good field of fire and will clear a lot of Russians from nearby locations.

This building is his goal. As the Russian I seek to prevent this by fortifying building F5, stringing mines around it, and calling artillery upon the attackers in front of it. Given a black chit on the first draw, the Russian can have an FFE in front of the building on his turn one. Then they must leap to reinforce the attacked point. Having Stukas on turns 1 and 2 is critical for the Germans, because they can pin those squads as they try to do this. The stukas should identify those Soviet units best able to reinforce the area, conduct a point attack, pin all the occupants and drop the bombs. If a hit is scored, so much the better, but the important point is to stop the flow of reinforcements. Large stacks or stacks with leaders are a priority. The chances of scoring a hit are slim, but the German needs a little luck in this one anyway; a direct bomb hit on two or three Russian squads would be a good start.

When the German armor arrives, use it to lay more smoke and to assault the Russian strongpoints. Having the only mobile armor on the map is an advantage for the German, so don't be afraid to use it. get in and mix it up with the Russians. Use PBF, bypass into enemy squads' hexes to prevent them from firing out, use sD adjacent to Russian strongpoints, etc. I believe

in using armor aggressively, not as a stationary gun platform.

[Another idea is to crash the tanks into the fortified building locations, creating a breach and allowing German squads to advance within, B23.9221....Faust]

As mentioned earlier, avoid an attack in the east. It is a waste of time, and I would not send a single squad in that direction at the start of the scenario. Later, if the Russians do not defend U6 or AA6, send a few half squads to snatch them. Holding one 548 offboard for this purpose is a thought. The Russian may lose track of this squad in belief that all your forces are on board after turn 4. If he abandons a victory location, the German can run on board on turn 7 or 8 to claim a couple VP. I would also consider holding back an 8-0 to allow rapid movement if this trick is to be used. Of course, as the Russian, it is best to keep track of the German 548s so that you don't fall for this ruse.

### WRAP UP

I obviously feel the scenario to be pro-Russian. I stack the western defense while also setting up a strong force in M6. To win, the Germans need lots of Stukas, early entry of their armor, SSR 2 not being too harmful, good artillery luck, or some key malfunction of a heavy Soviet unit. A combination of two or more of these items gives the Germans a shot. usually though, the Russian reinforcements are too much to handle. Using a set up similar to the one I have described, a game between two evenly matched players will probably end with the Red Army on top. The balance provision for the Germans does not provide enough help to sway me from wanting to play the Russian. To even up this scenario a bit, I would allow entry of the German tanks automatically on turn 2 and delete four 426 and two 447 squads from the Russian reinforcements. A few DCs for the German OB would also be very helpful.

It's happened to all of us; you've got him on the run, literally, and you've had to CX your HMG into position for the next turn's fire and movement. He stays out of your way during the Defensive Fire phase, only to take up a blocking position in his Advance phase in front of your CX men. Now you face him in terrain the equivalent of one type better for the defense, all because of that pesky CX marker. What to do?

In those cases, I will many times use this trick: do NOT fire the CX group during the Prep Fire Phase. Instead, mark them with a bounding fire counter and declare Opportunity Fire (A7.25) and use them at full strength, with full ROF, during Advancing Fire.. This trick can be doubly effective if you can maneuver a -1 or better leader onto the stack during movement. Per A10.7, the Leadership DRM is usable once per phase, not is it penalized for having moved onto the Op. Firing stack.

Using this trick can frazzle an opponent, sitting in his wooden building, he thought he was facing an 8(+3) shot with potential of 6(+3) if ROF is maintained. Before he can react, however, you've put Sgt. Barker into position with the CX HMG and are hitting him with an 8(+1) with 6(+1) ROF shots, all by simply biding your time and knowing a trick of the trade.

[One counter-trick of the trade to be careful about is called defensive fire, which won't happen if you break him with that 8(+3) shot first! As always, ASL is a game of tough choices! Thanks, Eric, for that pointer...Faust]



# POINT REPLAY

## #2

### ON THE KOKODA TRAIL [#60]

JAPANESE:

*KURT MARTIN*

ALLIED:

*ERIC BAKER*

COMMENTATOR:

*MARC HANNA*

Welcome back to the steaming jungles of New Guinea! Let's get right to it. Take note that as of Turn 5, Kurt Martin did me the kind (shall I say VERY KIND!?!?) favor of typing up all the events, so you will see a shift of event numbers (they recorded it slightly differently than I) as well as a slight change of format. What he has done is quite understandable, so I doubt if there will be any confusion.

#### TURN 4- JAPANESE

##### *RALLY PHASE*

275 WIND CHANGE 4,5 NE

276 37X3 237C [-1] 2,4 RALLY

277 37R0 DEPLOY 447C [0] 3,1 TO 237N, 237O

278 37V0 248N [-1] 2,2 RALLY

PREP FIRE PHASE

302 LMG, 447K 37AA5 VS AA4 [2] 4,3 NE

##### *MOVEMENT PHASE*

303 238A 34N1 STRAY 6,6 STRAYS 2 N/A TI

304 448F 34N1 STRAY 5,4 OK TO P1

305 MMG, 128-2 34M2 TO N3

306 LMG, 448C CX 34M2 STRAY 1,3 OK TO P2

307 STACK CX 34L4 TO O4

308 238B 34L5 TO M7

309 REMOVE ?R, ?U IN M7

310 447P 37N6 VS M7 [1] 1,3 2MC, 4RFP

311 238B 2MC 4,3 ""

312 238E 34K7 TO M7

313 4RFP M7 [1] 5,5 NE

314 237E 34N8 VS M7 4[1] 5,6 NE

315 LMG, 448D 34K8 TO M7

316 4RFP M7 [1] 6,2 NE

317 237E SFF VS M7 [1] 1,4 PTC, SAN

318 SAN 5 NE

319 448D PTC 1,2 OK, SAN

320 SAN 6 NE

321 7I, 9-1 34K8 AM L7

322 STACK 37R0 TO S1

323 STACK 37R2 TO 34Q10

324 347G- 37W3 TO V1

325 248N, 457E 37V0 VS V1 1[1] 1,1 K/3, 6RFP

326 347G- TO 237O, 3MC 4,5 TO 137G""

327 237F 37Y3 AM Y2

328 447Q 37Z1 VS Y2 [2] 2,1 2MC, 4RFP

329 237F 2MC 5,6 TO 137F""

330 237C CX 37X3 TO 37X1

331 447O 37Y1 VS X1 8 [1] 5,5 COWER, NE, 2RFP

332 237C CX 37X1 TO 34X10

333 MTR A 34AA8 THA X10 BLOCKED LOS 2,2 ROF

334 STACK 37Y3 TO X1

335 2RFP X1 [1] 3,3 NE

336 STACK 37X3 AM X2

337 LMG, 447A 37V2 AM V1

338 6RFP V1 [2] 1,5 PTC

339 447A PTC 5,5 PIN

340 LMG, 447B 37V2 TO X1

341 2RFP X1 [1] 6,5 NE

342 237D 37Z4 TO Y3

343 MTR A\*, 137E CX 37AA5 TO EE4

344 STACK 37EE5 TO AA5

345 447J 37BB3 AM AA3

346 447I CX 37CC4 TO GG2

347 STACK CX 37EE4 TO 34GG10

348 ?C, 10-0 37Z5 AM AA5

#### *DEFENSIVE FIRE PHASE*

349 248N, 457E 37V0 VS V1 [2] 2,3 NMC, SAN

350 SAN 2 EFFECT 6,3 TO 34I9 TARGET 34N6, 447P PIN

351 447A NMC 1,1 HOB [4] 2,6 BERSERK

352 137G"" NMC 4,3 ELIM

353 STACK 34U9 VS X10 [2] 3,2 1MC, SAN

354 SAN 2 EFFECT 6,4 TO 34J4 TARGET 34N6 NE

355 237C 1MC 1,4 OK

356 447P 34N6 VS M6 2 [2] 5,3 NE

357 STACK 37Z1 VS Y2 1[2] 6,2 NMC

358 137F"" NMC 1,2 OK, SAN

359 SAN2 EFFECT 6,6 TO 34Q6 TARGET 34Q10 447D PIN

#### *ADVANCING FIRE PHASE*

360 238F 34M6 VS N6 2[2] 1,4 NE

361 STACK 37M7 VS N7 [2] 2,3 1MC

362 237E 1I4C 5,3 ""

363 LMG, 447A(b) 37V1 VS V0 2[2] 6,4 NE

364 STACK 34X1 VS Y1 [2] 5,5 COWER, NE

#### *FRONT PHASE*

365 137F"" 37Y2 TO W2

366 238B"" 34M7 TO L7

367 237E"" 34N7 TO Q7

368 447P VOL BEN 34N6 TO Q6

#### *ADVANCE PHASE*

369 448F 34P1 TO Q1

370 STACK 34P2 TO Q2

371 STACK 34O4 TO P4

372 STACK 34N3 TO O4

373 STACK CX 34M6 TO N5

374 STACK 34M7 TO N7

375 STACK 3781 TO T0

376 237C 34X10 TO X9

377 STACK 37X1 TO Y1

378 237D 37Y3 TO Z2

379 STACK 37X2 TO Y2

380 447J 37AA3 TO AA2

381 STACK 37AA5 TO AA4

382 STACK 37EE4 TO EE3

383 447I 37GG2 TO GG1

384 STACK 34GG10 TO GG9

#### *CLOSE COMBAT PHASE*

385 REMOVE DUMMY IN 37AA4

386 HEX 37Y1 AMBUSH [0] 2,1 NO AMBUSH

JAPANESE 3:2 HHCC [-1]

2,4 447O ELIM

BRITISH 1:2 HHCC [0]

6,5 NE

387 CONCEALMENT HEXES 34Q1 ?E; 34N1 ?G; 34O4 ?K; 34N3 ?L; 34Q2 ?M; 34Q10 ?N; 37EE3 ?S; 34GG9 ?T

#### TURN 4 -ALLIED

##### *RALLY PHASE*

388 WIND CHANGE 3,6 NE

389 34Q6 447P"" [4] 3,4 NE

390 34L7 238B"" [-2] 4,1 RALLY

##### *PREP FIRE PHASE*

391 STACK 34U9 OPPORTUNITY FIRE

392 248N, 457E 37V0 VS 34X9 [2] 5,2 NE

##### *MOVEMENT PHASE*

393 MTR A , 237P 34AA8 TO AA7

394 LMG 37Z1 VS 34AA7 2 [-2] 6,4 NE

395 MTR A, 237P 34AA7 TO Z5

396 STACK 37Z1 TO Z0

397 STACK 37Y1 VS Z0 1[2] 6,2 NMC

398 447Q NMC 3,6 ""

399 457H NMC 6,4 ""

400 457F 34R8 TO T9

401 237O 34T10 VS T9 4[-1] 2,5 NMC

402 457F NMC 4,6 ""

403 STACK 34R6 TO T8

404 STACK 34N8 TO O9

405 ?X, 457G 34R3 TO T3

406 ?L, 457D 34R8 TO R5

### DEFENSIVE FIRE PHASE

- 407 MTR D\* 34Q10 ASSEMBLE
- 408 447D 34Q10 VS 3409 [2] 3,1 PTC
- 409 REMOVE DUMMY 34O9
- 410 237G 34T10 VS T9 [2] 4,2 NE
- 411 LMG, 447A(f) 34V1 VS V0 12[2] 3,2  
1MC, NMC
- 412 8-0 NMC 4,6 ""
- 413 248N 1MC 1,6 PIN
- 414 457E 1MC 5,2 ""
- 415 STACK 37Y1 VS Z10 [2] 2,5 NE
- 416 MMG\* 34Q09 ASSEMBLE

### ADVANCING FIRE PHASE

- 417 9-2, 648A, 648B 34T8 VS T10 [4] [1]  
2,3 1MC/NMC
- 418 8-0 NMC 2,6 OK
- 419 237G 1MC 2,2 OK
- 420 447F 1MC 6,3 TO 347F.
- 421 237N NMC 6,2 PIN
- 422 STACK 34U9 VS T10 [2] 4,5 NE

### ROUT PHASE

- 423 457F"" 34T9 TO T7
- 424 8-0"" 457E"" 34V10 TO V8
- 425 STACK"" 34Z10 TO Z8  
INTERDICTION
- 426 447Q NMC 3,2 OK
- 427 457H NMC 1,4 OK
- 428 STACK"" 34Z8 TO Z6

### ADVANCE PHASE

- 429 7X, 457G 34T3 TO T2
- 430 ?L, 457D 34R5 TO R4
- 431 STACK 34U9 TO V9
- 432 9-2, LMG, 648A 34T8 TO T7
- 433 LMG, 648B 34T8 TO S8

### CLOSE COMBAT PHASE

- 434 CONCEALMENT HEX 3488 ?A

**Japanese:** I think I'm getting tired now (it's 4 AM). I've just launched another major effort to take out a bunch of dummy counters (hex 37AA4) when it should have clear that they

weren't real. Oh well. At least I've been lucky enough. I can't seem to pass MC's too well, but failing them does work slightly better with the Japanese, eh? And now I've made it into the position I've been seeking: ready to blow into the village (victory) area on Turn 5 with some concealed guys and some decent firepower. And my losses have been palatable, mostly step-reductions. I must say, this is a cool fire and movement scenario. A look at the board shows me in a big half moon around the village, with the only British strongpoint being the Mishcon/Barker groups around 34U8.

But golly, that 648/Mishcon stack is nasty. I'd hoped to keep it in the jungle, wrasslin' with my elite dudes. Oh well. Maybe a knee mortar will biff him now that he's out in the open. And I think I see some squads whose rout I can block. That's as good as a KIA, and delightfully historical.

**Allied:** Well, straying does come into play, but HE is the victim! He's not being as cautious in the north as before, but my "sacrificial" units have managed to hold him up anyway. By routing to 34Q6/7 they continue to block him; never overlook the uses for broken units. Broken does not necessarily mean useless.

The west erupts and I get clobbered. I manage to kill a squads worth of Japanese and break even more, but it looks like he'll burst through on turn 5. My platoon in 37Z1/Y1 is getting killed; Z1 is a trap with a pond to my rear. After 447O covered then died in CC, I have no choice but to withdraw the other squads. Even using AM they break. Oh well, they'll rout as far as they can and hopefully be safe in the village.

Barker is again ineffective. After Mishcon's great attack on

34Z10 I had hoped that Barker and the MMG could use some Op Fire to wreak some havoc. But no such luck.

I do get lucky with my routs, however, surviving both interdictions intact. I didn't low crawl, because he'd be able to swarm all over me next turn. It's off to the village where rally awaits us.

**Commentator:** With what?? I don't see any leaders around who are going to rally those guys right now. Folks, as I look the situation, it seems that the British are in serious trouble. For next turn, Kurt has 26CVP reasonably able to occupy a victory location, and another 6 CVP which could possibly make it at some risk. Most of these will be safely ensconced in the southwestern sector of Deniki. Fortunately, enough Japanese will be vulnerable around 34U9 that a determined British attack can keep them in the game-- for another turn anyway.

Not so fortunately, Eric's troops in 34V8/9/10 are probably forfeit as they can be surrounded next turn if Kurt so chooses. Note that Eric was not really allowed to rout to the bamboo stand at V8 unless he had low-crawled. The cream of Eric's troops are about to be trapped in a pincer of elite Nipponese squads, once they bash through the broken units at 34Q6/7 (a clever move on Eric's part to rout like that, by the way). He'll have to be very careful how he handles his counterattack against the Japanese on the overlay with Mishcon's platoon, and hope that Barker gets motivated because he'll soon be in a sea of yellow counters. Only these scant troops (some 4.5 squads if 457F rallies) are available to avert a defeat at this point -- a true test for Barker and Mishcon! Can they kill enough of the enemy to allow the

reinforcements time to get into position? Expect a wild melee in that northwestern corner of the overlay coupled with a determined assault at 34T2 next player turn.

### TURN 5 - JAPANESE

#### RALLY PHASE

- 437 WC 2/6 NE
- 438 137F Self RALLY 1/5 RALLY
- 439 457H, 447Q Lose DM
- 460 8-0 self RALLY [5] 1/3 FAIL
- 461 457F RALLY with 9-2 [1] 2/1 RALLY

#### PREP FIRE PHASE-NONE

#### MOVEMENT PHASE

- 462 ?O Straying roll 4/3 PASS
- 463 CX 7O 238E 34N1 to Q3
- 463.5 ?K, MMG, 128-2 34N4 to P5
- 464 448F from 34Q1 S2 465 457G 34T2 VS S2 [1] 1/3 2MC
- 466 448F 2MC [2] 2/5 FAIL
- 467 448F becomes 348F-
- 468 4FP residual in S2
- 469 457G SubFF VS S2 4[1] 1/1 2MC
- 470 348F- 2MC [2] 3/4 PINS
- 471 ?R (dm MTR 348B-) 34P4 AM Q4
- 472 ?K (237A) 34O4 P5
- 473 CX 7I 9-1, 238B 34L7 P7
- 474 237E in DM in 34Q7
- 475 CX 238E 34N7 R8
- 476 LMG, 648B 34S8 VS R3 16[1] 3/5 1MC
- 477 238E 1MC [1] 5/4 BREAKS
- 478 447D 34Q10 R7
- 479 LMG, 648B 34S8 VS R7 [1] 2/6 PTC
- 480 447D PTC 1/1 PASS
- 481 447D R7 R6
- 482 447P in DM
- 483 LMG, 448D 34N7 P6
- 484 ?L dmMTR, 238F 34N5 34P4
- 485 LMG, 448C 34Q2 S2
- 486 4FP Resid in S2 VS 448C [1] 1/5 1MC

487 448C 1MC [1] 4/1 PASS  
 488 Stack in 34T10 37T1  
 489 237C 34X9 W8  
 490 Stack w/ 9-2 VS W8 8[-1] 3/1 K/3  
 491 237C elim in W8  
 492 ?T 237B, MMG, 228-1 34OG9 EE8  
 493 447I 37GG1 34DD10  
 494 ?S dmMTR, 137E 37EE3 DD1  
 495 CX 447I 37AA2 34BB9  
 496 237P MTR fire 34Z5 BB9 [-1] 6/2 Hit  
 497 2FP hit in BB9, place Aq [-1] 2/5 PTC  
 498 447J PTC 6/2 PINS  
 499 CX ?B 237A, 37AA4 34Z1  
 500 CX 237Z 37Z2 34Z8  
 501 CX ?C 10-0, LMG, 447K 37AA4 34BB10  
 502 CX dmMTR, 347N- 37Y1 34BB6  
 503 447Q, 457H are DM  
 504 CX LMG, 447B 37Y1 34Y7  
 505 CX 9-0 37Y1 34AA7  
 506 Barker stack VS 37AA7 8[2] 1/6 PTC-NE  
 507 ?D LMG, 447M 37Y2 34Y10  
 508 137P 37W2 W1  
 509 LMG, 447A[BEZ] 37V1 34V10  
 510 248N TPBF VS 34V10 6[1] 4/4 NE  
 511 Barker stack VS V10 12 3/5 1MC  
 512 447A 1MC [1] 2/2 PASS  
 513 248N TPBF, area VS V10 4[1] 2/2 NMC  
 514 447A NMC 2/3 PASS  
 515 Barker VS V10 4 3/6 NE  
 516 9-2 stack VS V10 6[2] 6/3 NE  
**DEFENSIVE FIRE PHASE-  
 -NONE**  
**ADVANCING FIRE PHASE**  
 517 34S2 LMG, 448C VS T2 6 3/2 1MC  
 518 457G 1MC [1] 5/1 PINS  
 519 34V10 LMG, 447A VS V10 8[2] 2/4 NMC  
 520 248N NMC 2/3 PASS

521 Japanese SAN 4 NE  
**ROUT PHASE**  
 522 238E 34R8 to O8  
 523 447P in 34Q6 elim (Failure to rout)  
 524 237E in 34Q7 elim (failure to rout)  
 525 457H, 447Q in 34Z6 elim (failure to rout)  
 526 457G BREAKS, 34T2 U1  
**ADVANCE PHASE**  
 527 LMG, 448C 34S2 T2  
 528 CX 238A 34Q3 R3  
 529 ?R dm MTR 348B- 34Q4 R3  
 530 ?L dmMTR 238F 34P4 Q4  
 531 CX 447D 34R6 S6  
 532 ?K MMG, 128-2 34P5 Q6  
 533 LMG, 448D 34P6 Q6  
 534 CX 238B 34P7 Q8  
 535 ?I 9-1 34P7 O8  
 536 137F 37W1 34X10  
 537 ?D LMG, 447M 34Y10 X9  
 538 CX 237D 34Z8 Z7  
 539 CX LMG 447B 34Y7 Y6  
 540 CX 9-0 34AA6 BB5  
 541 CX dmMTR, 347N- 34BB6 BB5  
 542 CX ?B 237A 37Z1 34Z10  
 543 CX ?C 10-0, LMG, 447K 34BB10 BB9  
 544 447I 34DD10 CC10  
 545 ?S dmMTR, 137E 37DD1 34DD10  
 546 ?T 237B, MMG, 228-1 34EE8 DD7  
**CLOSE COMBAT PHASE**  
 547 447A CC 2 to 1 [-1] 6/5 Miss  
 548 248N CC 1 to 2 5/1 CASUALTY REDUCTION  
 549 447A becomes 237J  
**TURN 5 - BRITISH**  
**RALLY PHASE**  
 550 WC 3/5 NE  
 551 U1 457Q [4] 2/5 NE  
 552 U8 8-0 [1] 1/6 RALLY  
 553 8-0 RALLY 457E 2/5 RALLY

554 O8 9-1 RALLY 238E [-3] 4/2 RALLY  
 555 Set up ?A 337A, 648C 34U0  
 556 Set up ?X dmMTR, 457E 34V0  
 557 Set up ?B 457L 34X0  
 558 Set up ?S 9-1, LMG 457I 457J 247B 34Y0  
 559 Set up ?N 457M 34CC0  
**PREP FIRE PHASE**  
 560 237 MTR fire smoke 34Y4 [-2] 3/4 Hit OUT of smoke  
 561 Place smoke 34Y4  
**MOVEMENT PHASE**  
 562 ?L 457D 34R4 AM 34S5  
 563 LMG 648B S8 T9  
 564 9-2 LMG 648A AM T7 T6  
 565 CX 447D 96 VS T6 8[3] 1/1 Cover 1MC  
 566 9-2 1MC [1] 5/1 PASS  
 567 648A 1MC [-1] 3/4 PASS  
 568 457E 34U8 34U10  
 569 8-1, MMG, 458Z 34V9 34V7  
 570 ?A 337A 648C 34U0 AM U1  
 571 dm MTR 457K 34V0 W2  
 572 247B CX 34Y0 34Z3  
 573 447B Fire Lane LMG Y6 Y1  
 574 9-1 LMG 457I 457J Y0 X3  
 575 447B Y6 VS X3 4[1] 4/2 PTC  
 576 9-1 PTC 5/2 PASS  
 577 457I PTC 5/5 FAIL  
 578 457J PTC 4/1 PASS  
 579 Japanese SAN 2, 2/5  
 580 Sniper to 34S5 - 457D Pinned  
 581 457M CC0 to CC2  
 582 457L X0 to X2  
**DEFENSIVE FIRE PHASE**  
 583 347N- 34BB5 builds MTR  
 584 347N- VS Z5 2[1] 2/3 PTC  
 585 237P Takes PTC 5/1 PASS  
 586 CX LMG 447B Y6 VS Z5 6[1] 3/4 PTC  
 587 237P PTC 4/3 PASS

**ADVANCING FIRE PHASE**  
 588 9-2 LMG 648A T6 VS S6 8 2/1 K/2  
 589 447 D becomes 237Q  
 590 237Q takes 2MC [2] 2/4 BREAKS  
 591 9-1 457J X3 VS Y6 2[1] 5/1 NE  
**ROUT PHASE**  
 592 237Q routs S6 to R8  
**ADVANCE PHASE**  
 593 457M CC2 CC3  
 594 CX 247B 34Z3 Z4  
 595 237P drops MTR 34Z5 Y6  
 596 9-1 457J 34X3 X4  
 597 457L 34X1 X2  
 598 457K 34W2 W3  
 599 ?A 337A 648C 34U1 U2  
 600 Barker MMG 458Z 34V7 W7  
 601 8-0 34U8 U7  
 602 457F 34T7 S8  
 603 LMG 648B 34T9 T10  
 604 457E 34U10 V10  
**CLOSE COMBAT PHASE**  
 605 Y6 AMBUSH [1/1] 3/1 NO AMBUSH  
 607 237P odds vs CX 447B 1 to 2 [-1] 6/2 NE  
 608 457M odds vs 237P 2 to 1 [1] 5/4 NE  
 609 457E+248N odds vs 237J 34V10 3 to 1 4/4 Elim 237J  
 610 237J odds vs 457E 1 to 2 [-1] 4/1 Elim 457E  
 611 457F Gain ?Q in 34S8  
**Japanese:** My flanking move to the south has worked out pretty well, though it took the guys out of action for a while. I think Eric left it thin in the hopes that it was too far to go. I guess I'm not too surprised that he didn't use his HIP down there. I do think his "perfect ambush" setup with all of his HIP guys made sense in terms of having a better chance for a kill, but it left him with no deterrence in the south. The British don't have enough guys in this

scenario to build many great fire groups, and this demonstrates why. If I had been counting units, I would have run wild a while ago.

My northern elite guys have done their job, (albeit slowly) keeping the pressure on and now slipping through the cracks. I'm just trying to stay away from 9-2 and Barker as much as I can. By feinting big movement in their direction I hope to hold them in the center. Without LOS, they can't get my guys with negatively-modified fire. Meanwhile, my men in the south are setting up in an invincible position.

His reinforcements may be enough to hold me off here at the end, of course. I can't interdict their entry much, in part because I blew it with Watanabe's men on turn 4, chasing dummy counters.

Most of all, you've gotta love Fujita heroically sprinting across the village to cut off the rout of two British squads, thus ensuring their destruction in the Rout Phase. I had a hunch that he was going to make it.

**Allied:** Well, the big news this turn was the death of an entire platoon for failure to rout. Ah well, lousy positioning on my part is to blame, and bold moving on Kurt's part paid off. I could have done a better job of covering them and I pay the price for being lax. Overall, things look good in the north, grim in the south. With the breakthrough onto the overlay, I'll need my reinforcements to do sterling service to expel the Japanese. If I can inflict enough casualties in the north, then their job will be easier. Frankly, I've lost count of the CVP I've inflicted, but I don't think it's near enough.

**Neutral Commentator:** WOW! Scratch those remarks about "putting broken units in the way as a clever move".

-unless Eric was prepared to lose them. Possibly, but I don't think he thought he'd lose the boys in the huts. Interestingly, Fujita wasn't needed...The Japanese in S2 had a LOS to the Y6 units anyway...I don't think they saw it. Fujita gets the medal; after all, it WAS an heroic charge.

As expected, a wild melee in the northwest corner! Eric makes some bold moves that should hold off the big stack in 37T2. Those guys just love mucking around the swamps. Probably the only questionable move Kurt made was holding these troops back out of harm's way...he needs to interdict the British countermoves. Still, The Brits have lost a lot this turn, which makes me wonder why Eric thinks he can afford to send half-squads after Japanese full squads in CC, although I too would have seen red after watching the slaughter of a platoon in the rout phase. Otherwise, since Kurt has 19 VP on the VC area, perhaps he felt he needed to risk this. It's a very close game now. Kurt has ZVP off the western part of the overlay that can easily make it; the rest of his troops to the north must fight for it.

The players made a few mistakes as the wee hours vanish when the sun rises. Both players are treated 34V9 as brush rather than bamboo. Note an error reported in the last turn: the 8-0 and 457E were routed to U8, not V8.

## TURN 6 - JAPANESE

### RALLY PHASE

606 WC 5/2 NE

607 237Q in 34R8 attempt self-RALLY [4]  
6/2 FAIL

608 248N attempt acquire LMG [2] 5 FAIL

### PREP FIRE PHASE-NONE

### MOVEMENT PHASE

609 LMG 448G 34T2 AM T3

610 648C fires U2 VS T3 Q[1] 2/4 NMC

611 448C NMC 5/3 PINS

612 238A 34R3 AM S4

613 457D 34S5 S4 8[2] 6/3 NE

614 dm MTR 348B- 34R3 AM S4

615 4 read in S4 [2] 2/5 NE

616 ?R dm MTR 238F Q4 AM R4

617 ?K dm MMG 128-2 Q6 AM R6

618 ?E 448F Q6 AM R5

619 ?O 238B Q8 AM R7

620 238E ?I 9-1 From O8 R6

621 CX ?M 8-0 347F- dm MTR 237O 237N  
37T1 X1

622 137F X10 Y10

623 ?D 447M X9 Y10

624 ?B 237A Z10 Y10

625 237D Z7 AM AA8

626 9-0 MTR 347N- BB5 AM CC6

627 ?T 237B MMG 228-1 DD7 AM CC8

628 ?S dm MTR 137E DD10 DD9

629 ?Q 10-0 LMG 447K CC10 AM CC9

### DEFENSIVE FIRE PHASE

630 457D S5 VS S4 2[2] 2/3 NE

631 457M CC3 VS CC6 4[2] 1/2 NMC

632 9-0 NMC 4/2 PASS

633 347N- NMC 5/6 FAIL

634 347N- becomes 237M

635 Baker 9TACK W7 VS AA8 8[1] 1/6  
NMC

636 237D NMC 1/2 PASS

637 Brit SAN 1 6/4 to M8 TARGET R6

638 Random Selection 5543

639 Brit selects ?I 9-1 KIA

640 Second SAN 2

641 PINS 238E

642 LLTC 128-2 [1] 6/3 PINS

643 Stack 34W7 fire ROF at CC6 4[1] 4/2  
PTC

644 237M PTC [-1] 3/4 PASS

645 457K 34W3 build MTR

646 FG 34W3 X3 fires on T3 8FP [1] 1/4  
1MC

647 1MC 448C [1] 2/6 FAIL

648 448C becomes 348C-

649 Japanese SAN 5 NE

650 Stack X3 ROF [1] 2/2 NMC

651 NMC 348C- 5/3 PINS

652 248B 34Z4 fires ZFP at AA8 [1] 3/4 NE

### ADVANCING FIRE PHASE

653 348B- 238A 34S4 S5 4FP [2] 5/1 NE

### ROUT PHASE

654 457D BREAKS 34S5 34T6

### ADVANCE PHASE

655 348F- 34S2 34T2

656 dm MTR 348B- S4 T4

657 238A 34S4 T4

658 ?R LMG, 238F 34R4 S5

659 ?E 448F 34R5 S6

660 ?O 238B 34R7 S7

661 CX ?M Stack in 37X1 34X10

662 ?B 237A Y10 Y9

663 ?D LMG 447M Y10 Y9

664 137F Y10 X9

665 9-0 MTR 237M CC6 DD6

666 ?T 237B MMG 228-1 CC8 BB7

667 237D AA8 BB7

668 447J BB9 AA9 CX

669 ?C 10-0 LMG 447K CC9 BB8

670 ?Q 447I CC9 BB8

671 ?S dm MTR 137E CC10 BB9

### CLOSE COMBAT PHASE

672 447B 2to1 HHCC vs. 237P [-1] 3/4 Elim

673 237P 1to2 HHCC vs. 447B 0 5/5 NE

674 238F MMG 128-2 Gain ?O

## TURN 6 - BRITISH

### RALLY PHASE

675 WC 6/3 NE

676 Self RALLY 457Q in 34V1 0 3/5 FAIL

677 RALLY 457D in 34T6 with  
9-2 [1] 3/5 FAIL

678 248N acquire LMG in 34V10 2 Acq

**PREP FIRE PHASE**

679 Smoke in 34Y4 disperses

680 Stacks W3 X4 VS T3 8[1] 1/3 2MC

681 348C- 2MC [2] 6/3 BREAKS

682 348C- replaced by 238C

683 LMG in 34X3 VS T3 2[1] 3/2 PTC

684 238C PTC 5/6 PINS

685 Japanese SAN 6 NE

686 648C U2 VS T2 12 2/3 2MC

687 348F- 2MC [2] 3/4 BREAKS

688 348F- replaced by 238H

689 Japanese SAN 1 1/2 TO S2 TARGET U2

690 Random Selection 5/4

691 648C BREAKS

692 457K fires MTR W3 T4 [1] 3/5 Miss

693 Stack in W7 VS Y5 8[1] 5/5 NE

694 Stack T6 VS T4 8 2/1 K/2

695 Random Selection 3/1

696 238A Elm

697 348B- 2MC [2] 6/5 BREAKS ELR

698 348B- becomes 237P

699 457J X4 VS Y6 4[1] 1/1 K/2

700 447B becomes 237E

701 237E 2MC [2] 5/4 BREAKS

**MOVEMENT PHASE**

702 457M CC3 DD4

703 9-1 X4 U1

704 457L X2 Z3

705 LMG 648B T10 V10

706 LMG 248N 34V10 37W2

**DEFENSIVE FIRE PHASE**

703 237P in T4 builds MTR

704 238H in T2 VS U2 4[2] 6/1 NE

705 237M fires MTR at DD4 w/ WP [1] 4/6 No WP

706 237M fires MTR at DD4 w/ HE [1] 1/6 Miss

707 ROF 2/3 Hr

708 2FP on DD4 [-1] 4/2 NMC

709 457M NMC 1/2 PASS

**ADVANCING FIRE PHASE**

710 LMG 648B V10 VS X9 6[2] 6/2 NE

**ROUT PHASE**

711 648C U2 U1

**ADVANCE PHASE**

712 7A 337A U2 T2

713 457J X4 X5

714 247B ZA AA5

715 457L Z3 ZA

716 248N 37W2 37X1

717 457I X3 W4

718 Stack W7 X6

719 Stack T6 S7

720 7G 457F S8 S7

721 457M DD4 DD5

**CLOSE COMBAT PHASE**

722 T2 AMBUSH [-2-1] 4/4 NO AMBUSH

724 Brit attack 3 to 2 3/4 NE

725 Japanese attack 1 to 2 6/6

726 337A withdraws to U2

727 S7 AMBUSH [-3-3] 6/2 JAPANESE AMBUSH

729 S7 Japanese HHCC 1 to 4 [-2] 2/5 CASUALTY REDUCTION

730 Random Selection 2/6

731 457F becomes 247E

732 British HHCC 4 to 1 [-1] 3/2 Elm

733 U1 9-1 gains 7G

**Japanese:** Eric can't be sure, of course, (due to my concealment) but I came pretty close to winning this turn. He'll have to kill a decent number of guys to prevent my winning on Turn 7, but he has a lot of manpower left and I've just lost a bunch. What a meatgrinder routine he did on me with his prep fire. If he can hold me off for on 7, I think I'll be meat.

In my current bleary-eyed state, I'm thinking that I may have erred by not launching a few half squads with bayonets

at him earlier, trying for kills in CC. I wouldn't have lost much more, if any, and I could have denied him some of this late game firepower. Oh well, I said I was going to try to do this through stealth and maneuver. For better or worse, I'm sticking with the slow-moving, force preservation concept.

I ended this turn with 21VP on the overlay, with 3 of them marginal and another 8 almost in the victory area. Good, but not enough to make it a sure thing. Considering the pounding the British are capable of laying on me, I'll be hard pressed to hold on for the win. Eric really lucked out with his 9-2. With my ambush and the subsequent -2 hand to hand roll, he was looking at a grim fate. British Turn Six With the end of this turn I believe there's life in those Brits! Then again, averaging probably a little over 3 for all of my fire attacks didn't hurt. The Japanese reel under my blows, losing about three entire squads worth of troops. The late hour (it's almost 6 AM) and too much wine, coffee and Jack Daniels did tell however, with my FOOLISH advance of the 9-2 and his troops into close combat. I was under the delusion that I had a -3 net modifier to my Ambush roll... don't ask me how. Like I said, I was deluded by the late hour and strong drink or something. Anyway, the CC ambush failed, and there they are, stuck hanging out in the wind. Will Mishcon survive? Next turn will tell. Overall, however, my troops are performing well. Next turn will see the British version of a Banzai. Looking at his troop dispositions, he'll have everything he has left in the victory area by the end his Turn 7 movement. I don't really have to kill him to keep victory from his grasp; keeping him in CC keeps him from being "good order," and therefore

not contributing to his VC. If I can't tie up everyone in the north, and the stack around 34X9, then I believe I can keep him from getting the required 23 VP. We shall see.

**Neutral Commentator:** This was just a fun, fun turn to watch. Kurt slinks around the farther reaches of the village as these cautious troops witness an awesome pounding by British fire, leaving the elite squads reeling in the north. Eric manages to take out just enough to avoid defeat for a turn. In spite of his comments to the contrary, I liked the sheer STYLE of Mishcon's advance into CC at S7. Even with even ambush modifiers on both sides, such a move is unexpected and can unnerve a lesser opponent (Kurt has demonstrated too much poise to be fazed by this very interesting move, and seems to be quite an endurance player, sticking to the game plan regardless of fatigue and temptation). However, Eric is correct about the fact that he needed an ambush there. It was necessary for him to be able to make the quick kill and pull back out to cover approaches onto the overlay. S7 is interior jungle and easily avoided by Kurt. Nevertheless, I still applaud the audacity of such a move and can only speak highly of its goal-unreached to be sure, yet the Brit will surely lose this scenario without taking aggressive risks such as that. "Good show!" Sadly, the Japanese player has 11 more VP within reach of the overlay for a turn 7 run; with Mishcon out of position, it now looks out of reach for the British.

**TURN 7 - JAPANESE**

**RALLY PHASE**

734 WC 6/4 NE

735 R8 237Q 2/2 RALLY

736 X10 237N 237O Combine

737 Replace 237N/237O with 447N  
738 U1 457O [-2] 2/2 RALLY  
739 U1 648C [2] 3/5 FAIL  
*PREP FIRE PHASE*  
740 STACK R6 VS S7 12[2] 1/3 1MC  
741 9-2 2MC [2] 6/4 BREAKS  
742 648A 2MC [2] 2/3 PASS  
743 247K 2MC [2] 2/2 PASS  
744 648A LLTC [2] 4/1 PASS  
745 247K LLTC [2] 6/6 PINS  
746 Japanese SAN 2 1/4  
747 U1 Random Selection 541  
748 457O pinned  
749 Japanese SAN 4 NE  
750 MMG ROF R6 VS S7 [2] 1/6 PTC  
751 648A PTC 3/6 PIN  
752 MMG ROF R6 S7 8[2] 3/5 NE  
753 237P T4 VS T6 2[2] 2/5 NE  
754 T6 457D & DM  
*MOVEMENT PHASE*  
755 STACK DD6 AM DD7  
757 447J AA9 AM BB9  
758 ?Q 10-0 LMG 447K & 447I BB8 AM  
CC9  
759 237D ?T 237B MMG 228-1 BB7 AM  
CC8  
760 LMG 447M Y9 AM Z9  
761 ?M 8-0 347F X10 AM Y10  
762 dm MTR 447N X10 Z9  
763 457L VS Z9 4[1] 3/4 NE  
764 237Q R8 AM S8  
765 LMG 648A S7 VS S8 8[2] 2/5 PTC  
766 237Q PTC 2/6 PINS  
767 LMG 648A S7 VS S8 4[2] 3/6 NE  
768 238H T2 T1  
769 STACK U1 VS T1 4[-1] 5/2 NMC  
770 238H NMC 3/4 PASS  
771 STACK U1 VS T1 2[-1] 6/1 PTC  
772 238H PTC 3/1 PASS  
773 U1 648C DM

774 LMG 238C T3 AM S4  
*DEFENSIVE FIRE PHASE*  
775 247K S7 VS S8 2[2] 3/3 NE  
776 LMG 648B V10 VS S8 8[6] 2/6 NE  
777 457M DD5 VS DD7 4[3] 1/2 NMC  
778 9-0 NMC 6/3 NE  
779 237M NMC 3/3 PIN  
780 Barker Stack X6 VS CC9 4[1] 4/3 NE  
781 LMG 457I W4 VS S6 2[3] 2/3 NE  
782 Japanese SAN 3 NE  
783 457K MTR TH W3 CC8 [3/5] 6/2 MISS  
784 457K W3 VS CC8 4[3] 3/5 NE  
785 337A U2 VS T1 6[1] 2/5 PTC  
786 238H PTC 4/6 PIN  
787 247B AA5 VS Z9 1 3/6 NE  
788 457J X5 VS Z9 4[1] 3/3 PTC  
789 Z9 447N PTC 4/1 NE  
790 Z9 447M PTC 1/1 NE  
*ADVANCING FIRE PHASE-  
-NONE*  
*ROUT PHASE*  
791 9-2 DIES FAILURE TO ROUT  
792 LMG 237E Y6 Z7  
793 457D T6 U7  
794 9-1 648C U1 TO V0  
*ADVANCE PHASE*  
795 238E MMG 128-2 R6 TO S7  
796 ?E LMG 448E S6 T6  
797 ?R dmMTR 238F S5 TO T4  
798 137F X9 Y9  
799 ?M 8-0 ETC. Y10 Y9  
800 dmMTR 447N LMG 447M Z9 AA9  
801 447N 447M CX  
802 237B CC8 DD7  
*CLOSE COMBAT PHASE*  
803 S7 AMBUSH [0/1] 1/4 JAPANESE  
AMBUSH  
805 Japanese HHCC 1 to 4 [-2] 6/1  
CASUALTY REDUCTION  
806 648A to 338E

807 BRITISH HHCC 1 to 2 [1] 3/2  
CASUALTY REDUCTION 238E ELIM  
**TURN 7 - BRITISH**  
*RALLY PHASE*  
809 WC 3/3 NE  
810 648C V0 W/ 9-1 [2] 4/5 FAIL  
811 457D U7 W/ 8-0 [3] 6/4 FAIL  
812 Remove DM Z7  
813 Recombine 237D, 237M 447O  
*PREP FIRE PHASE*  
814 Remove smoke from Y4  
815 Barker stack X6 VS AA9 8 6/5 NE  
*MOVEMENT PHASE*  
816 8-0 U7 T6  
817 Reveal 448D T6  
818 U7 457D DM  
819 457G U1 U3  
820 238H T1 VS U2 4[1] 6/3 NE  
821 LMG T3 VS U3 4[-1] 1/2 K/2  
822 457D becomes 247I  
823 247G 2MC [2] 5/2 BREAKS  
824 British SAN 4 NE  
825 337A U2 U3  
826 Stack T3 VS U3 8 2/6 NMC  
827 337A NMC 2/6 BREAKS  
828 4 Resid U3  
829 457K drops MTR, W3 U4  
830 Stack T3 SFF VS U4 4[-1] 2/4 1MC  
831 457K 1MC [1] 4/5 BREAKS  
832 457J X5 U6  
833 LMG 448D S7 VS U6 12[-1] 6/5 PTC  
834 LMG MALF  
835 457J PTC 5/6 PINS  
836 457M DD5 AM DD6  
837 STACK DD7 VS DD6 8 4/4 NMC  
838 457M NMC 2/6 BREAKS  
839 LMG ( ) 248N 37X1 3409  
840 STACK Y9 VS X9 12[1] 6/3 PTC  
841 248N PTC 2/5 PASS  
842 LMG 648A V10 X9

843 6 RESID IN X9 6[1] 2/6 NE  
844 STACK Y9 SFF VS X9 6[1] 2/2 1MC  
845 648A 1MC [1] 5/1 PASS  
846 247B AA5 DD6  
847 457L ZA Y8  
848 MMG 228-1 CC8 VS Y5 4 4/2 NMC  
849 457L NMC 3/2 PASS  
850 Japanese SAN 6 NE  
851 MMG 228-1SUSTAINED VS Y8 2[2]  
4/5 NE  
852 MMG MALF  
853 447N LMG 447M AA9 VS Y8 8[1] 6/5  
NE  
854 LMG MALF  
855 457I W4 U4  
856 2 RESID 2[-1] 3/1 1MC  
857 457I 1MC [1] 4/5 BREAKS  
858 9-1 V0 U4  
859 2 RESID 2[-1] 4/2 NMC  
860 9-1 NMC 4/1 PASS  
861 Japanese SAN 3 NE  
*DEFENSIVE FIRE PHASE*  
862 448D DFF T6 VS U6 4 1/4 1MC  
863 457J 1MC [1] 1/1 HOB  
864 457J HOB [-1] 3/2 Hero  
865 149 Richardson  
*ADVANCING FIRE PHASE*  
866 149 457J U6 VS T6 2[1] 3/1 NMC  
867 448D NMC [1] 6/3 Reduce  
868 448D BECOMES 348D-  
869 STACK X9 VS Y9 12[2] 4/3 NMC  
870 8-0 NMC 3/6 WND SEVERITY 3  
WOUND  
872 137F NMC 6/1 PIN  
873 347F- NMC 2/3 PASS  
874 237A NMC 2/1 PASS  
875 BRITISH SAN 4 NE  
876 247B DD6 DD7 1[2] 4/2 NE  
*ROUT PHASE*  
877 457D 8-0 LOW CRAWL U7  
U8

878 LMG 457I 457K U4 X2  
879 247J 237A LOW CRAWL U3 V2  
880 457M DD6 DD4  
881 LMG 237E Z7 BB8

### ADVANCE PHASE

882 9-1 U4 T3  
883 149 U6 T6  
884 LMG 648B (J) LMG 248N X9 Y9  
885 BARKER STACK X6 V7  
886 CX 457L Y8 Z7

### CLOSE COMBAT PHASE

887 T3 AMBUSH [1/-1] 2/3 NO AMBUSH  
888 BRITISH 1 TO 4 6/1 NE  
889 JAPANESE 4 TO 1 6/2 ELIM  
890 T6 AMBUSH [0/-1] 4/4 NO AMBUSH  
891 BRITISH 1 TO 4 [-1] 4/1NE  
892 JAPANESE 4 TO 1 3/5 ELIM  
893 Y9 AMBUSH [1/1] 5/3 NO AMBUSH  
894 BRITISH 1 TO 1 2/3 CASUALTY REDUCTION  
895 BRITISH PLAYER CONCEDES

**Japanese:** I like the looks of all of those SW hanging around, abandoned! But I screwed up by not building all of the mortars in the last couple of fire phases. And, boy, did I get lucky with my shots with the MMG. Two rates and two snipers. Breaking the 9-2 was really critical. But that's how it is at the end of these things when it's close; whoever rolls well first. But I haven't heard the whistle yet.

If Eric can get all of these guys into CC, I'm dead meat, even after all my careful slinking around. I hate these last minute sprints across open ground to satisfy victory conditions.

Afterwards And the British guys said "Hey, I don't want to run over there!" I got lucky, lucky, but not perfectly. I could easily have been run over in the Close Combat Phase, and

Eric would have won. As he pointed out, he just needed to tie up enough of my guys in CC to mess me up. He just couldn't get enough of his running dudes to like my fire.

Unfortunately, for my part, although I did win on Turn 7, as per my per-game design, I failed to even scare Barker, and thus have lost a major chunk of face in front of lots of folks. So you won't be seeing me again... Actually, I think the Japanese can win this scenario pretty easily by moving faster than I did. (Which is why we call it "On The Toyota Trail") There's not much incentive to wait around for the British reinforcements. Given Eric's usual excellent play, I think it's safe to say after this that the scenario really puts it to the British player. Not balanced, but pretty interesting. And if I hadn't just done it as a series replay (one of the punishments doled out in "Gamer Purgatory." Only 900 events to record!) I might actually admit to wanting to play it again some time. As the Japanese.

**Allied:** Well, the turn started off grimly and got worse. Mishcon broke and tried to run, leaving his troops in the lurch, only to be struck down by the surrounding Japanese. And then his troops lived through the CC. It figures my CC luck would start to change when it was already too late. With Mishcon and his -2 gone, I knew it would be difficult to charge in the north. I just didn't know how difficult. It's ironic that the only two units able to advance at the end of my movement in the north were SMC. Both died, of course. The troops around 34X9 weren't enough and the game ends at the end of Turn 7 with Kurt having 29 VP, I believe, in the victory area. My play was deficient in a couple of areas. My loss of the three units for failure to rout in

Turn 5 was unforgivable. But the real flaw was in allowing the situation to develop at all. I should have shifted more units south, even if it would have tipped him off as to the existence of the dummies. And the advance of Mishcon was also foolhardy, and fatal for him. With him I may have been able to tie up the unit in T6, thereby freeing the mortar to try some SMOKE, and get my units into T3 and T4. Without him, my guys were fated to trust to luck; always a lousy option in ASL. If I hadn't pulled both of those turkey moves, I might have had a chance, especially given my phenomenal luck in my turn 6 attacks. But then again, maybe not; On The Kokoda Trail appears to me to be a tough row to hoe for the Brit.

**Neutral Commentator:** Eric gives his all in one last fling but his troops don't. While I agree that this scenario may be pro-Japanese, let's keep in mind that Eric chose a particular strategy: to fall back. There just is not time or room to do this as quickly as he did. Around turn 5, we saw a very cautious Japanese player move onto the overlay and overwhelm the British player. I think that if Kurt had been more aggressive it would have been over then. This playing may demonstrate that the British DO need to make a forward stand; that they DO need to man the foxholes; that they MUST keep the Japanese mostly off the overlay until the reinforcements arrive, causing many casualties in the process. A pitched battle for the chokepoints (34O2, N3, N6, R1, R4, R7, 37W4, Z3, BB4) is mandatory and can be quite effective with the forces at hand.

Still, that is undoubtedly a tough agenda for any player; nothing is so difficult in ASL as "hold at all costs" when you

can't afford to pay much of a price. Worse (and on a more personal note), now that I've mouthed off, I'm sure that Eric may hit me up at Avaloncon for a game of "Toyota Trail"....with me as the British!

### Addendum:

For those of you who like numbers, here's a quick synopsis of the DR and dr in this replay:

The British averaged 6.96 overall, split 3.5/3.5, while the Japanese were 7.14 with 3.6/3.6. The big variances were more on key rolls than in any category. Especially deadly was British Turn 6 Prep Fire, where at one point Barker rolled a total of 19 on 5 fire attacks (avg. 3.8) and was matched by a Japanese MC total of 47 (9.4)!

Big fire attacks (12FP+) British 7,7,4,11,2,8,4,5,7 = 6.1 avg.  
Japanese 4,5,4,11,9 = 7.4 avg.

## NOTES TO PLAYTESTERS

Dan Dolan

MAKE THE FOLLOWING CHANGES/ OR CLARIFICATIONS TO THE SCENARIOS:

1. KAKAZU RIDGE: See US Vehicle note #21
2. KAKAZU RIDGE: Delete "one module of" from SSR3.
3. WALK IN THE SUN: Part 2, US player must control building at game end.
4. MONTREVEL: SSR#7 should say "2 squads/ equivalents."

PLEASE UPDATE ACCORDINGLY!...