



PUMAS PROWLING

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

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

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

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

PRE-GAME

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

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

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

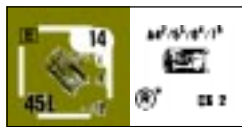
VEHICLE COUNTERS

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

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

At any rate, we see that the Puma sports a 50L gun (with a boxed ROF of 2) while the T-70 has frontal armour of 6 and side/rear armour of 4. Looking on the C7.31 AP To Kill Table, the 50L has a basic To Kill (TK) number of 13. Therefore, if a Puma hits a T-70, the German player generally needs to roll a 7 or less for a front shot or a 9 or less for a side/rear shot in order to hurt the T-70. There are some modifications to this number which we'll discuss later, but a front/side kill # of 7/9 is pretty darn good.

On the back of the Puma counter, we see the notation "A5⁷/4⁴", indicating that the Puma can fire APCR in 1944 with a Special Ammo Depletion Number of 4 (C8.1). APCR (or HEAT) is nice to have, as it generally bumps up your Gun's To Kill number by a few notches. The C7.32 APCR To Kill Table shows that 50L APCR has a To Kill # of 17, much better than the Gun's normal Armour Piercing punch, and should have little trouble killing a T-70 from any angle since the front/side kill # would go to 11/13 before final modifications. Of course, you only get APCR if you declare the To Hit shot to be using APCR. If you roll less than or equal to the Depletion Number (C8.9), you get that special ammo and can try to get it again in future shots. If you roll equal to the Depletion Number, you get that special ammo for that shot but no future shots (i.e., that's your last round of that ammo). If you roll greater than the Depletion Number, you don't have that special ammo and all aspects of that shot are stricken from the record; it's as if that shot attempt never took place (except possible Gun Malfunction). Odds are pretty low that the German's To Hit DR will be a 4 or less to enable APCR, but it's something to keep in mind.



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

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

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

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

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

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

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



the Russians suffer above.

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

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

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

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

Weaknesses - Outnumbered, inferior cross-country mobility

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

Weaknesses - Lack of smoke-making

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

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

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

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

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

RUSSIAN TURN 1

Rph

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

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

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

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

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

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

MPh

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

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

b. GG2 - 2

c. GG3 - 3

d. FF3 - 4

e. FF4, bypass FF4/EE4 hexside - 6

f. EE5 - 7

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

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

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

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





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

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

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

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

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

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

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

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

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

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

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

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

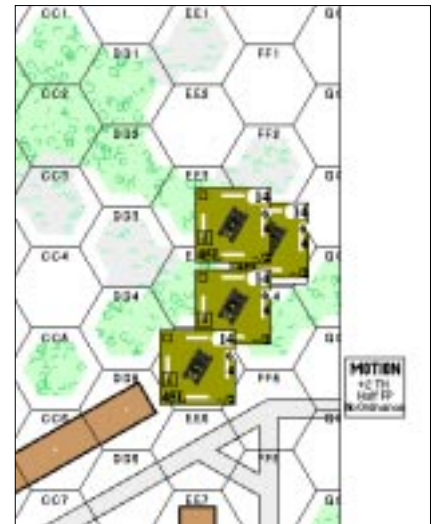
We'll see all of this in action here. Suffice to say that this part of the game is often fraught with tension as the defender weighs the options of staying put and firing, blowing vehicle smoke, or kicking into Motion. The rules are simple, but the resulting tactics are complex and subtle. Great game,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

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

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

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

- Final positions of Russian T-70 tanks.
All tanks CE and in Motion.
- 22EE5 CA:DD6
 - 22FF4 (bypass EE4) CA:EE5



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

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

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

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

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

GERMAN TURN 1 RPh

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

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



MPh

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

- i. VCA:4H3 - 22.5
 - j. 4G4, H3, i3 - 24
 - k. VCA:4J1 - 25
 - l. 4i2, 4i1, 22i10, 22j9 - 27

- m. 22j8 - 30
 - n. VCA:22i7 - 31

End in Motion with the 32nd and 33rd MP's considered to be expended in the last hex (D2.1).

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

4HH9 -> 4K4: Puma, CA:M4, stopped

4A11 -> 4K3: Puma, CA:M3, stopped

4A12 -> 22J9: Puma, CA:22i8, Motion

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



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

RUSSIAN TURN 2

MPh

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

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

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

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

2. Motion T-70 in 22EE5 moves
 - a. You're good enough at this. Move him to EE6 and then along the road to 22Q10 (VCA:4P1) for 11 MP and we'll take it up from there.

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

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

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

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

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

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

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

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

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

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

3. You can do this one yourself:
 - a. 22FF4 -> 4Y2, CA:W2, Stopped

4. T-70 in 22FF3 moves
 - a. Take him to 22R5, CE, Motion, VCA:Q4 for 13 MP

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

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

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

- b. Q5 - 13.5
 - c. ESB, ask for 1.5 extra



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

- Q4 - 14.5
- d. BU, Stop - 15.5

5. You can do this one yourself:

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

DFFh

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

TH # = 10
 TH DRM = +2 (case J), +1 (case P, small target), +1 (case Q, hedge), +2 (case R, 2 hexes grain hindrance), total DRM = +6
 TH DR = 5,4 miss, -1 acquisition placed on tank in 4Q2.

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

2. Figuring the northern bridge to be a bust due to the strong Russian defence covering the 22O2 road, the Puma in 22J9 will exercise C3.22 and rotate his entire vehicle (turning as a Non-Turreted type vehicle) so that his Covered Arc is now 4I1. No Motion attempt is required; this has nothing to do with Motion. This is just rotating your vehicle's covered arc during your fire phase when the Gun is still eligible to fire without Intensive or Sustained Fire. It's a great way to get a free VCA change and get a head start on next turn's movement.

AFPh

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

TH # = 10
 TH DRM = +4 (case C, ST-type turret Bounding Firing), +1 (case I, BU firer), +2 (case R, 2 hexes grain hindrance), total DRM = +7
 TH DR = 3,2 miss, -1 acquisition placed on Puma in 4K3

2. T-70 in 22Q4 Area Acquires 22O2.
 TH DR = 2,1, -1 acquisition (I always seem to roll great on worthless shots).

3. T-70 in 22S2 Area Acquires 22O2
 TH DR = 3,4 -1 acquisition
 Whoops, no he doesn't! He's a CE 1-man turret, so can't fire his Gun! D'ohhh! Remove this acquisition counter.

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

APh

All Russians Button Up if not already.

GERMAN TURN 2

PFPh

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

To Hit # = 10
 TH DRM = -1 (case N acquired target) +1 (case P small target), +1 (case Q hedge TEM) +2 (case R grain hindrances) = +3
 TH DR = 3,2 no APCR, no shot
 Well hey, it was worth a shot. Now let's try regular ol' Armour Piercing. Same shot, same To Hit numbers.

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

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

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

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

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

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

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

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

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

Final TK # = 7 as before.
 TK DR = 3,3 kill. Flip T-70 over to white wreck side.

A moment of silence, please.

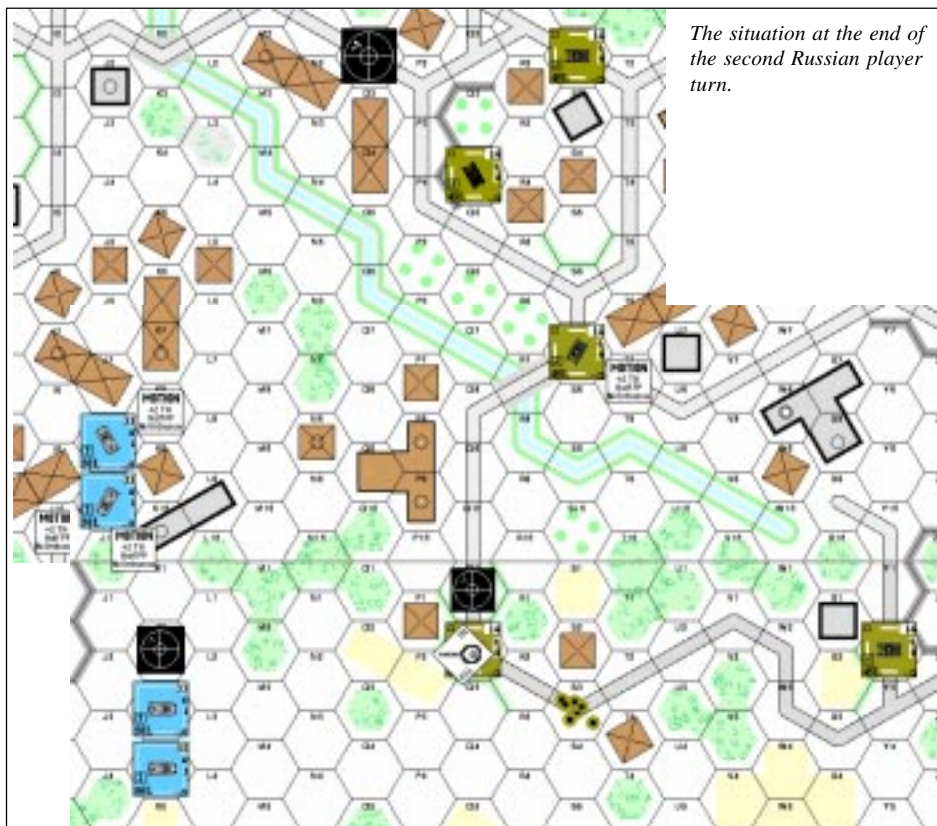
Note that vehicles are inherently different than most infantry. When infantry breaks, it can usually rally and bounce back. Vehicles don't break, they die. Sure, sometimes you'll have an Immobilised or Shocked/Stunned vehicle that seems to have a second life or that can be useful in a less-than-100%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

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

MPh

1. Motion Puma in 22J8 moves
 a. Take him to 22O2, CA:Q2, still moving, for 14 MP. Not necessarily good tactics to go charging into the defence like this, but let's say this guy was emboldened by the results of Prep Fire.

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





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

To Hit # = 10
 TH DRM = +1 (BU firer) +4 (case J2) -1 (converting Area acquisition to 1/2" acquisition by C6.52) = +4
 TH DR = 4,3 no APCR, no shot.

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

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

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

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

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

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

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

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

TH # = 10
 TH DRM = +1 (BU) +2 (case J) = +3

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

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

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

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

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

Shock NTC DR = 3,1 OK. Sigh.
 Again, the Puma's CE crew suffers a Specific Collateral Attack, but the To Kill DR above was too high to have any effect on the 2(+2) collateral attack.

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

2(+2) DR = 2,2 PTC
 Can tank crews Pin? You betcha, see A7.82.

PTC DR = 4,1 OK.
 T-70 in Q4 Intensive Fires
 To Hit # = 10
 To Hit DRM = +1(BU) +2 (case F, Intensive Fire) +3 (case J1) +1 (hindrance in Q3) = +7

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

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

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

To Hit # = 10
 To Hit DRM = +1 (BU) +2 (case

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

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

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

To Kill DR = 5,2 Immobilisation

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

TC DR = 4,5

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

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

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

To Hit # = 10

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

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

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

To Kill DR = 6,4 no effect

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





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

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

2. Puma in 4K4 moves

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

3. motion Puma in 22J9 moves

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

DFPh

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

TH = 10
DRM = +1 (BU) +2 (case J) +1 (bridge hindrance, if the LOS crosses the bridge depiction) = +4, PLUS the T-70 is in Motion, so we use case C4, which adds another +4 for case C and doubles the lower dr.

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

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

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

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

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

$$1(+2) DR = 4, 4 \text{ no}$$

AFPh

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

TH = 10
DRM = +4 (case C) +2 (case J) +1 (small target) +1 (bridge hindrance) = +8
TH DR = 3,4 miss, -1 acq

RUSSIAN TURN 3

RPh

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

FFPh

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

TH # = 10
TH DRM = +1(BU) -2 (acquisition) = -1
TH DR = 4,3 hull hit
To Kill# = 10 +1 (range) -4 (armour) = 7
To Kill DR = 2,1 Burning Wreck (B25.14, C7.7). Crew survival is NA (D5.6)

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

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

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

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

MPH

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

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

A RPIMER ON VEHICULAR FT

Fritz Tichy

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

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

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

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

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

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



(the desert rules found in West of *Alamein*) allows CE vehicle crews to attempt to place 1/2" smoke counters just like infantry do. But again alas, the T-70 has stayed BU so that he could fire his Gun from the 1-Man turret. Sigh. All he can do is try to get out of the Puma's covered Arc as soon as possible.

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

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

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

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

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

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

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

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

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

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

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

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

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

Puma: +4 (case A) +2 (Intensive Fire) = +6

T-70: +4 (case C) +1 (BU firer) -1 (armour leader) = +4

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

To Hit = 10
To Hit DRM = +4 (case C) +1 (BU firer) -1 (armour leader), -2 (point blank) = +2

To Hit DR = 1,4 turret hit
To Kill # = 10 +1 (range) - 1 (armour) = 10

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

The situation at the end of the Prep Fire Phase of the Russian third turn sees a burning Puma.





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

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

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

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

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

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