

VIEW FROM THE TRENCHES

Britain's Premier ASL Journal

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THE FOUR TRENCH DEFENSE - A plan for defending Stalingrad

SQUEEZING PEIPER'S BULGE - A new CG for KGP

BRING UP THE PIAT - LATW tactics and quick reference table

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PREP FIRE

Hello and welcome to the somewhat later than planned latest issue of *View From The Trenches*. Things were going great until the beginning of the month when things got kinda hectic and I couldn't find the time to work on the few bits that needed finishing. I hope to get back on to schedule with the next issue but as I've got a party lined up for every April weekend that may not prove too easy to do!

Anyway, a big thank you to Australia's Paddington Bears for letting me reprint the *KGP CG* they printed in their *Rate Of Fire* newsletter and their scenario based on the movie "The Longest Day"!

One of the reasons for reprinting the CG is because it may well be used in a mini-event similar to last year's GOLD BEACH event. Iain Mckay is working on a mini-event for the weekend of 18th/19th June, and the plan is to play either the "KGP V Squeezing Peiper;s Bulge" CG or the "StB CG3 The Lions Rampant" CG from the forthcoming *Scotland The Brave II* module. B&B is available in the local pub :-) and is likely to be £25.00 per night (not including beer!). If you're interested contact him on (01270) 842 193. Expect to see full details next time around.

Finally Shaun Carter asked me to note that Charles Markuss co-wrote the Lodz design notes in the last issue. And I also forgot to mention that the *Doomed Battalions* scenario descriptions in the article in issue 22 were written by John Slotwinski.

Until next time, roll low and prosper.

Pete Phillipps

Double 1. My last, best hope for victory.

COVER: The tide of battle turns in the Ardennes, as American troops advance to squeeze the German Bulge.

THE ASL MAILING LIST

The ASL Mailing List is devoted to discussion of *Advanced Squad Leader*, and is run by Paul Ferraro via a listserv program at the University of Pittsburgh. To subscribe send email to majordomo@list.pitt.edu with the body of the message reading:

subscribe advanced-sl

You MUST use lower case letters!

You will get a message from Majordomo in reply asking for confirmation.

To subscribe to the digest version send the following in the body of a message:

subscribe advanced-sl-digest

The digest is mailed out whenever it has queued 100,000 characters of mailings. You may receive more (or less) than one mailing every 24 hour period. The digest is NOT sent at a certain time each day.

EMOTICONS

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

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

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

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

Issue 25 will be out in May.

VFTT costs £2.00 per issue (overseas £3.00), with a year's subscription costing £10.00 (overseas £15.00). Payment should be in pounds sterling, with cheques made out to PETE PHILLIPPS. Readers are reminded to check their address label to see when their subscription ends.

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INCOMING

MMP'S 1999 SCHEDULE

Action Pack 2 is expected to be ready for release at the Chicago ASL Open in May. As with the first pack, it will include eight new scenarios and two new map boards (board 46 features a half-board European village with adjoining farmlands while board 47 features a board-length wooded ravine). A set of overlays featuring hills, a half-board village on a hill and wooden buildings which can be used as huts in the PTO will also be included, along with the Overrun Flowchart Playing Aid which was originally printed in *MMP News*.

Blood Reef: Tarawa, the HASL module originally produced by Heat Of Battle is expected to be re-released in its improved form at the National Boardgaming Championship (formerly AvalonCon) in July. Covering the US Marine Corps beach assault on the tiny island of Tarawa in November 1943, it will include two full size maps, eight scenarios and two (most likely three) campaign games.

A Bridge Too Far is the title of MMP's module on the battle for the Arnhem Bridge. Designed by Russ Bunten it is expected to include seven or eight scenarios (including the largest official scenario produced to date) and three campaign games. It is planned to be released in time for ASLOK at the start of October.

Finally, expect to see the *ASL Journal 2* in your Christmas stocking. The centrepiece of the issue will be the 22" by 32" HASL map, new Japanese counter sheet, and scenarios to simulate the fighting along Kakazu Ridge in Okinawa.

Looking further ahead there are plans to produce a 'Best of the Annual', a starter/intro pack, *Armies of Oblivion* and possibly a Finnish module if the Finns are unable to be fitted into *Armies of Oblivion*. Either way the Finns will get their own two colour counters (German blue outline with white interior) for infantry, armour and ordnance.

MMP have located the negatives for the *ASLRB*, with all errata pages to date and are currently sorting through them to see if they have all the necessary components to do reprint the *ASLRB*. A computer file of the *ASLRB* does not exist however, making it difficult to produce an updated *ASLRB* with all official Q&A and errata incorporated.

Doomed Battalions is also scheduled to be reprinted in the near future.

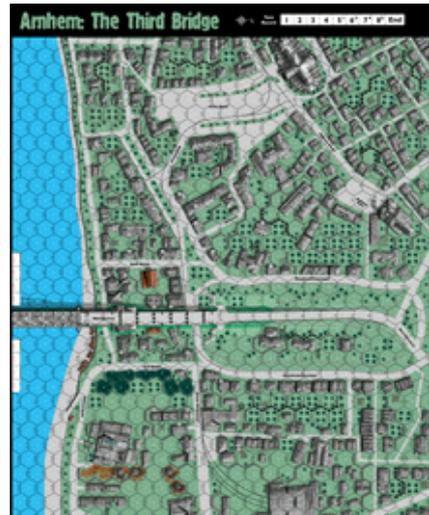
MMP are also offering prints of the *Doomed Battalions* and *ASL Journal 1* covers for sale. Produced by renowned WWII artist David Pentland, the *Doomed Battalions* print (titled "Warsaw 1939" and measuring 17" x 12") is available for \$50, while the *ASL Journal 1* print (titled "Motherland" and measuring 20" x 28") is available for \$75; neither price includes shipping and handling. Davids' work will also feature on upcoming MMP releases and they hope to be able to offer these as prints in the future.

CRITICAL HIT EXPANDS

Critical Hit have recently purchased the German games company Moments in History, which will operate as a division of CH. Founded in 1993, Moments in History have won Charles S. Roberts Awards for their games *All Quiet On the Western Front* and *Fields of Glory*. One side effect of this is that it will allow qualified HASL modules to be released as stand-alone games.

On the ASL front, the company has a number of projects in the pipeline for the near future, among them *Platoon Leader 2.5*, *Arnhem: The Third Bridge* and *Scotland The Brave II*.

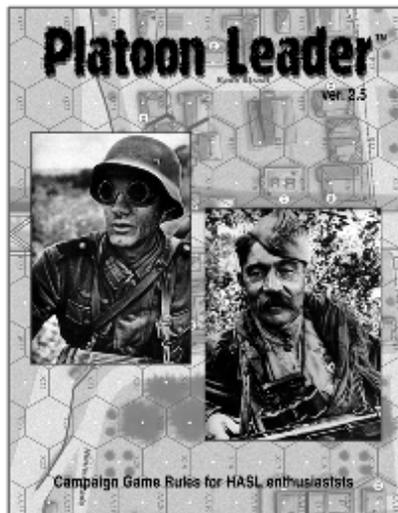
Platoon Leader 2.5 is essentially PL 2 with numerous enhancements, fixes and improvements but without any major changes to familiar terms and methods. It will be released in a booklet format complete with all errata for all previous CH HASL



modules, a new CG, a newly-designed purchase record table and all the charts you need for quick reference on a back cover play aid for \$10.00.

Arnhem: The Third Bridge is the long-awaited module designed by Kurt Martin depicting the battle for the Arnhem bridge. Costing an expected \$32.95, the module includes a HASL map sheet, eight new scenarios a *Platoon Leader 2.x* campaign game and a counter sheet providing Red Devil squads and SMC counters for historical leaders including Colonel Frost and Captain Gräbner. New rules including high walls, a new form of breach, and SS engineers are also included. CH plan to release additional book and game related Arnhem products in the future.

Combat! is a new game from CH which focuses on tactical level combat in WW2, on the same scale as ASL. The first boxed *Combat!* release and folio expansion kits should be out about now. CH plans to offer the rules, combat cards and counters to owners of *Timmes' Orchard* and *Kellam's Bridge* at a discount price, as the game is expected to be compatible with ASL components. A detailed look at *Combat!* can be found in the new issue of *Critical Hit!* magazine.



HELL ON WHEELS

The U.S. 2nd Armored ("Hell on Wheels") Division was one of the most powerful divisions to see combat in World War II, and its exploits are the focus of the new Hell on Wheels Battle Pack released by Bounding Fire Publications.

Designer Chas Smith, a Captain in the

1st Cavalry Division at based at Fort Hood, drew on source material on the 2nd Armoured Division which used to be based there to come up with 13 full colour scenarios which follow the campaigns of the division in chronological order. Also included is a solitaire mission featuring a U.S. armoured recon company attempting to capture a bridge. An added bonus is a GSTK Scenario from Heat of Battle depicting Graebner's attempt to cross the Arnhem Bridge.

The accompanying magazine contains articles on the history of the 2nd Armored Division as well as armoured warfare tactics for *ASL*. In addition, the pack contains a new map sheet depicting open terrain and a set of *DASL* rubble overlays.

ASL BUNKER MOVES

Dispatches from the Bunker has moved to 209 Granby Road, Apt: 18, Chicopee, MA 01013. The move is unlikely to affect production of *Dispatches from the Bunker 6*, which is expected to ship late March/early April.

TIME ON TARGET REVISE OLD CHESTNUTS

Kinetic Energy Productions, Inc. have released the *MM'99 Scenario Pack*. The centrepiece of the March Madness '99' tournament in Kansas City, the pack is a 'best of' compilation of scenarios from the out of print *Time on Target 1*, *TOT2*, and *MM'97 Pak*. They have all been revised to allow for experience gained with them since they were first printed, and have also been printed in full colour. Among the scenarios included are "Tiger 222", "Franzen's Roadblock" and "Black Friday". The pack also includes the appropriate TOT SSRs for some of the scenarios, and the RE overlays required to play "Black Friday".

It is available for \$15.00 from Kinetic Energy Productions, PO Box 3831, Olathe, KS 66063-3831. Shipping and handling charges are \$2.00 (\$3.20 for two to ten copies) for US orders, \$4.00 (\$7.00 for two to ten copies) for Canada and Europe, and \$5.00 (\$9.00 for two to ten copies) for the rest of the world.

Still available are *Time on Target 3* for \$35.00 (\$37.00 for non-US orders), *March Madness '97 Pack* for \$11.75 (\$13.20 for non-US orders) and the *ToT 2* counter set for £5.00. A package of *TOT3*, *MM'97 Pack*, and *MM99 Pack* is available for \$35.00 (add \$5.00 shipping on non-US orders). KS residents should add 6.875% sales tax to all orders.

HEAT OF BATTLE TO BATTLE HASBRO?

Heat of Battle's Eddie Zeman has noted on the Internet *ASL* Mailing List that HoB have been threatened with legal action by Hasbro. It is not clear at this stage what effect this will have on HoB (or other third party producers). At the moment HoB are waiting to hear more from Hasbro, at which point they will re-assess their situation. Phil Jamison, Hasbro's Senior Brand Manager has said online "we will vigorously pursue all unauthorised use of our trademarks."

WAVE THE WHITE FLAG

Wave The White Flag is a set containing 52 half-inch SMC prisoners that can be used for all nations as well as separate counters for the Finnish and Japanese leaders and Russian Commissars. On the back of each counter is the leader in his wounded state (morale and DRM) imposed on a red cross. Also included as a special bonus is the Spanish Civil War Field Chaplain and a brand new SMC variant, the Driver SMC and one page of guide lines for using them. They are available for \$3.00 plus \$1.00 postage (\$2.00 if outside the USA or Canada) from Daniel Zucker, *Wave The White Flag*, 86 Beech Ave., Fanwood, NJ 07023, USA.

SHINGLE'S LIST

Due to be released at BERSERK! from *View From The Trenches* is *Shingle's List*, a scenario pack set in the Anzio beachhead. Seven tournament-sized scenarios and one large scenario are included, along with an accompanying booklet looking at the background to the battle. There may also be one or two extras included, but these have yet to be confirmed yet. The price has yet to be confirmed as well, but is expected to be no more than £5.00.



THIRD PARTY PRODUCT UK AVAILABILITY

Following Neil Stevens' retirement from the role, I am now acting as the UK distributor for those third party products not generally available in the shops over here.

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

<i>God Save The King</i>	O/P
<i>King Of The Hill</i>	O/P
<i>Berlin: Red Vengeance</i>	O/P
<i>Fortress Cassino</i>	£16.00
<i>Waffen SS: No Quarter No Glory</i>	£11.00
<i>Waffen SS II: The Fuhrer's Firemen</i>	£12.50
<i>Schwerpunkt</i>	£8.00
<i>Schwerpunkt II</i>	£8.00
<i>Schwerpunkt II</i>	£8.00
<i>Hell On Wheels</i>	£13.50

O/S - Out of Stock

O/P - Out of Print

Add 10% for postage and packing [EXC: Crusaders are exempt P&P charges] and send your payment made out to PETE PHILLIPPS to The Crusaders, 49 Lombardy Rise, Leicester, England, LE5 0FQ.

For the latest on stock availability telephone me on (0116) 212 6747, or by email at pete.phillipps@virgin.net.

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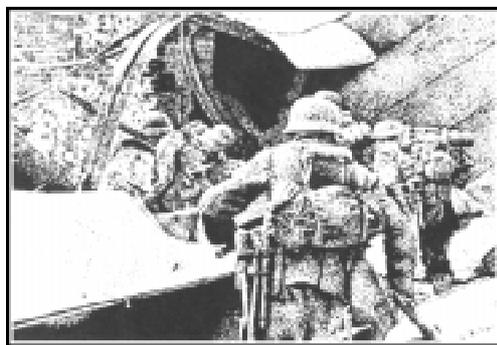
To purchase goods produced by other third party producers such as Critical Hit, Inc., UK *ASL*ers should contact the following shops.

LEISURE GAMES, 91 Ballards Lane, Finchley, London, N3 1XY. Telephone (0181) 346 2327 or e-mail them at Leisuregames@btinternet.com.

SECOND CHANCE GAMES, 182 Borough Road, Seacombe, The Wirral, L44 6NJ. Telephone (0151) 638 3535 or e-mail them at ahashton@globalnet.co.uk.

PLAN 9, 9 Rosemount Viaduct, Aberdeen, AB25 1NE. Telephone (01224) 624 467 or e-mail them at PLAN9@IFB.CO.UK.

I shall endeavour to list all UK stockists of third party *ASL* products here in the future.



RUMBLE IN THE (URBAN) JUNGLE

An Analysis of RB2 Blood And Guts

Dr. John Slotwinski

'RB2 Blood And Guts' is a great scenario, yet there hasn't been any discussion on it. This is no tournament scenario quickie, it is a major battle, where losing a stack here or there isn't that important.

I've played it several times, and compiled some notes on it over the years. I've always played it as the Russians, so these notes are skewed towards that perspective.

BALANCE

60-40 pro-German (without Russian balance).

KNOWN ERRATA

In Victory Condition "b)", change "initially ... Russian" to "within the Russian setup area". [An93b; An96].

ROAR RECORD

27-16 pro-German, with a 9/10 Excitement Rating.

OVERVIEW

Crack German pioneers, supported by three StuGs, assault stout Russians defending burned-out factories in the rain and rubble of the factory district. The Russian balance should be used and makes this one a much closer fight. This analysis assumes that the balance is in effect.

RUSSIAN PERSPECTIVE



Russian Advantages: Factory Fanaticism, Commissars, Terrain, .50-Cal, 10-2

The factory fanaticism is a huge boon,

raising the base morale of Russians in the factories and eliminating the possibility of cowering, which always seems to be a problem with the normal situation of having so few Russian leaders to go around.

The commissars also greatly contribute to the factory defence with their motivational rallying ability which brings broken morale 8 units back to life on a $DR \leq 11$, even when DM, while in the factories (Morale = 10 (base 8, +1 fanaticism, +1 commissar), -1 DRM rally terrain.).

The hideous devastated terrain will slow the German advance down and might channel the movement of the German AFVs.

Tunnels and fortified Locations are a real advantage too. They are useful in keeping routes open for the reserves and make it so much easier to shuttle forces. There is nothing more discouraging for the German player to suddenly find two or three squads in a building he thought was secure. Tunnels can also make death traps in the factories (especially S17). In some games I've made the exchange for tunnels and in others I have not. I think one or two tunnels is good while keeping the rest as fortified Locations.

Don't forget though that the Germans may also designate up to six Fortified Building Locations, but they may not exchange theirs for Tunnels and they must also be openly marked.

Finally, that wonderful .50-cal MG with 8 FP and 3 ROF, especially when coupled with Mr. 10-2, will contribute to the factory defence from afar.

Russian Disadvantages: Initial setup, Disposition of Reinforcements, VCs

The setup restrictions allow the Germans to setup in your face at point-blank range. Those much-needed Russian assault engineers have a flame-thrower at their disposal, but won't make it into the fray for a few turns. Finally, the Ger-

man victory condition is not known by the Russian player, and the optional Russian VC of controlling either factory Q10 or L15 is difficult to achieve.

Russian Defence:

An analysis of the Russian defence starts by examining the German victory conditions. The Germans win by either: (a) Controlling all stone building and rubble locations north of the G21 - U21 road; or (b) Controlling building K22 and two other stone buildings within the initial Russian setup area. Note that the German must secretly select one of these VCs before play begins, before viewing the Russian setup.

The key building for either of these VCs is the S17 factory since it is so close to the German setup area and could be used to fulfill either VC.

The second VC is difficult for the Germans to achieve without smoke, since they must cross the G21 - U21 street to seize control of building K22. So the Russian defence is designed with a heavy defence of the S17 factory and surrounding rubble. This may persuade the German player to actually consider the less appealing (b) VC. This setup is win-win for the Russians since it forces the Germans to either attack the heart of the Russian defence a la VC (a) or attempt to achieve the more difficult VC (b).

Some setup features: Lots of 628s and a few 458s go into the S17 factory along with Mr. Commissar. Two dummies up front in the mined hexes (see below). Dummies in the O18 building. 447s and another Commissar in the P19 rubble area. Remainder of the squads and MGs go in and around the K22 building.

By setting up heavy in the S17 factory we are also able to take advantage of the fanaticism bonus and easy commissar assisted rallying as described above. One commissar goes in the rear of the factory and the other goes into the rubble of hex Q20. Dummies go

right up-front to absorb those nasty flame-thrower shots. This may result in a malfunction or two and will also hopefully let the German player remove his concealment counter if one is present. What if the German player decides to opp-fire those guys and try to enter the location, if he suspects dummies? That's fine because then the mines and 628/LMG combos inside the factory will make their presence felt. Two 628 with LMGs in S18 will attack point-blank at 16(+3), even against concealed Germans.

There are several different options for the placement of the OB-given 24 mine factors.

Option 1: Put two hexes of 12 factors each into R17/S17 with a dummy stack in each. If the German player searches these hexes or tries to enter to strip concealment (allowed even in fortified locations containing real units) he

will eliminate the dummies. However, searching could result in casualties (because of mines and booby trap capability) and if he tries to enter he will be attacked by the mines. Note that if these dummies have the opportunity to skulk they can do so into other hexes of the factory without having to be removed from the board due to the mines.

Option 2: Six anti-personal mine factors go into hexes R17, S17, T16 and U16. These contribute nicely to the factory defence and also allow the Russians to skulk from these positions without generating a mine attack, as long as they don't exit the building. This line of mines does complicate any possible Russian counter-attack from S17 into the Q10 factory, but I don't believe this is a problem since we weren't going to try and seize that factory anyway. Thirty-five locations is a lot to take control of, and the Russians don't have the manpower for the job.

Option 3: Put six A-P factors into R17,S17 and convert the remainder into AT-mines to be placed into T16 and U16.

Some might feel that these mines are as much of a nuisance for the Russians, as they hinder any Russian chance of threatening a sudden death win by taking factory Q14. Other options might be to mine K21 and L21, making life hard for any Germans attacking K22.

Two MG nests in M22L1 and K23L2 contribute to the defence of the S17 factory and adjacent rubble. The stack in K23L2 can also help with the K22 defence if a concerted German attack happens there (unlikely!).

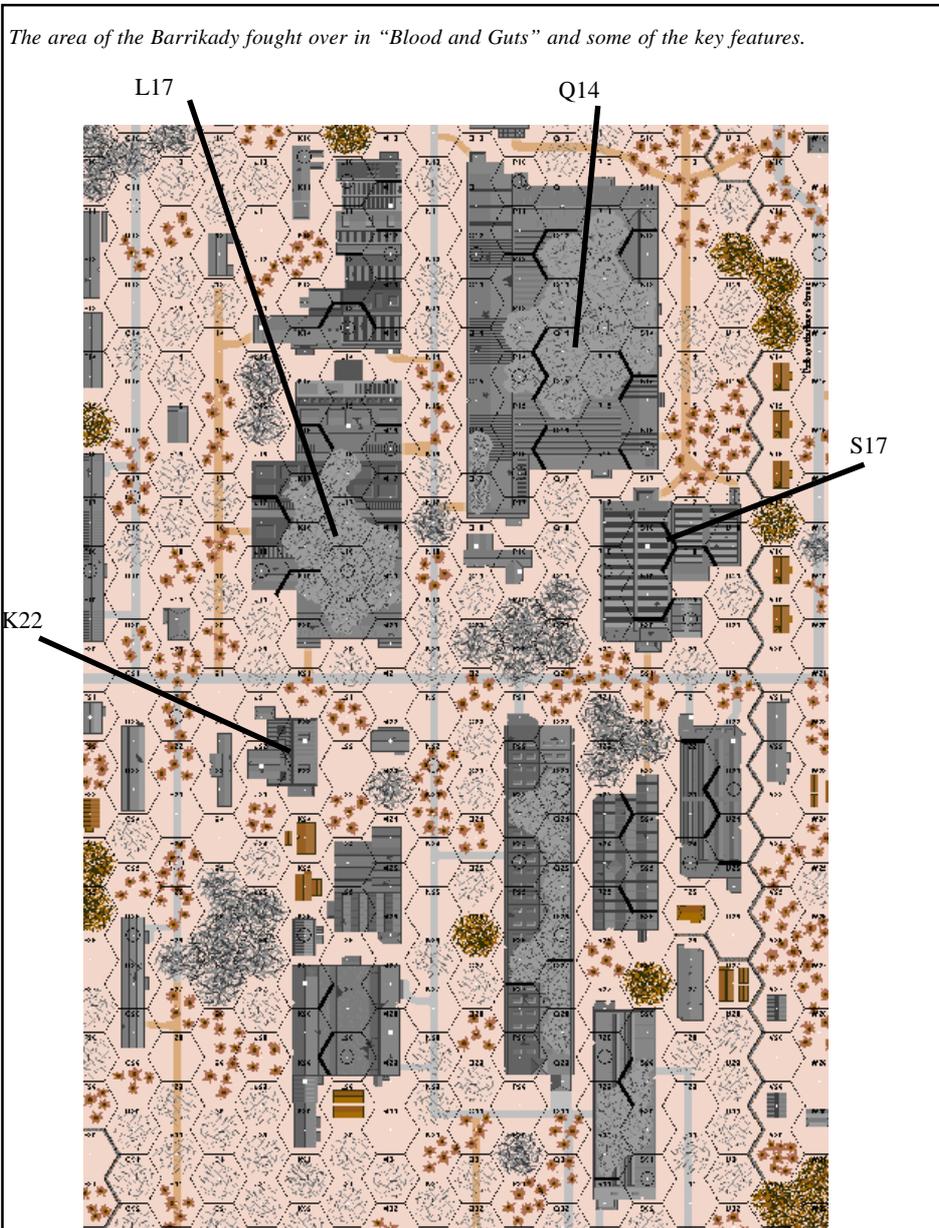
Don't forget the Russians also have cellars. K22 building is much more difficult to take if cellars are used. Sewers and rooftops are to be considered too. Consider fortifying the K22 building. Location P21 also deserves some consideration for being fortified as from here you can lay down a Fire Lane to G21.

If you put a tunnel into P25 that goes to M25, and set up a leader led main stack of the reinforcements in R30, you should be able to get into P25 (CX and bypass, and APh) in the first Russian player turn. In the second Russian player turn they can go under through the tunnel into M25 if the Germans are threatening K22. If the Germans attack the S17 factory, this tunnel is somewhat wasted, but this tunnel is a present from heaven should you have to reinforce the K22 building in time. Having a FT and 2 DCs there around turn 3 can save the day for the Russians.

A second tunnel should go from U22 to T19. This is a last ditch route for units in T19/T18, and can also serve as a reinforcement path into the S17 factory, depending on the German actions. A further tunnel from T19 to R17 or S17 could be deadly if the German advances in the S17 factory. By moving into their rear the Russians can put the Germans in dire straits. If the Russians break they rout down the tunnel, but as the German have to rout first, they may find themselves eliminated for failure to rout as you cannot rout ADJACENT to a Known enemy unit whether it is in Good Order or broken.

Another nasty surprise is a tunnel from T21 to S19. In his last MPh the Russian can move some (hopefully concealed) units back into that Location. The German will have to virtually kill all those guys and get Control of the Location back should he have opted for VC (a).

Finally, connecting Locations containing sewers on both sides with



a tunnel might seem a waste of a tunnel, but don't forget that you can't get lost in a tunnel, which can be a major bonus.

All of the Russian AT-efforts go on the left flank, since this area has the best tank terrain. The MOL-projector goes somewhere around G22, and the ART piece in J21/6. The gun can hit hexes like H18 and I18 where a parked StuG can attack the K22 building. From J21 the gun can also hit the front locations of the L15 factory which is initially controlled by the Germans. Putting the gun into an upper level location of the K22 or M22 buildings is also a possibility, but requires several fortified locations to do so. Such a positioning will eliminate some of those annoying debris hindrances, and might also allow for shots into the R17 factory and P19 rubble hexes.

The O18 building is a death trap for the Russians, but quite valuable for the Germans because of its upper levels. In particular O18L2 can be a nail in the Russian's coffin. A German leader-led MG there will greatly hinder lateral Russian movement along the N & O hexgrains. Remember the Rain LV does not cancel FFMO! This is why you will love having a tunnel to cross.

Two dummy stacks go in the ground level locations of this building. Note that the MGs in K23L2 and M22L1 can hit all the locations of this building.

A final note: I've started the 7-0 leader back with the reserve reinforcements. This appears to be allowed according to the setup restrictions. It further complicates the initial situation of having too-few leaders up front, but it does allow us to split up the reinforcements into two stacks, each with a leader. This means that with the leader movement bonus both stacks will be able to reach the front in two turns. Without the leader they would arrive too late to significantly improve the Russian position. Their final positions are flexible though, and will be influenced by the German actions in turn one.

GERMAN PERSPECTIVE:



German Advantages: Pioneers, Tanks, 10-3, 9-2 Armor Leader, Rain

The Germans are in their element as elite high-firepower, flame-throwing, DC-toting Pioneers are able to rip through the mangled beams and fallen rubble that comprises the Red Barricades. The three self-propelled guns throw in their 75 mm HE, and coupled with the fine armour leader, can quickly reduce Russians at close range. Mr. 10-3 instils fear in Russians in his sight, and elan in Germans stacked with him. Finally the rain will help hinder those long

distance Russian shots, and may even increase to a heavy downpour as the scenario goes on.

German Disadvantages: No smoke

Well, rain also means no smoke which is normally available from the tanks (S, sD) and infantry. The German player should hope for a change in the rain to either no rain (thus allowing smoke) or heavy rain (thus implementing an LV hindrance at all ranges.)

Note that once the German infantry enters the factories, they can use smoke even if rain is still in effect, as A24.6 allows the use of infantry smoke IN a building. Unfortunately any StuGs breaking into a building cannot fire smoke into their own or adjacent building location (not even if in a roofed factory), as A24.6 allows only smoke grenades to be used in a building, which are defined as those used by infantry (A24.11 and footnote 29).

Hard to find other German disadvantages...

Brief German Notes:

The German should place some of his fortified locations along the J18-M20 line, since even one Russian-controlled hex of the L15 factory will deny the (a) VC. Also consider R16 S16 as these will help against a Russian assault there.

Every time I've played this scenario the German will drive at least one of his tanks into the S17 factory via the R17 road. This is probably a pretty good tactic. Even if the tank bogs or immobilises in the factory the Russian will have to deal with some point-blank HE. Several StuGs at once could make the Russian player very unhappy, especially if his AT-sets are on the other side of the map.

Remember that several of these factories are gutted, and thus have no roofs and debris in each location. Be sure to read the important sections in Chapter O on debris and gutted factories. In summary: Each gutted factory hex fired through is a +2 hindrance (+1 factory, +1 debris); Movement into a gutted factory hex is either 3 or 2 MF, depending on if you enter from outside or inside the factory. The TEM of a burned out factory hex is +3 to outside fire, and +2 to interior fire (+4, +3 if fortified.)

The German has a lot of firepower (FTs, 838s) and not far to go to achieve the first VC. So lots of assault move/advance and assault fire should be the norm for the German assault into the S17 factory and P19 rubble.

There is a good case for a German assault against the K22 building, but I think this is the more difficult VC. I guess I'm also ignorantly biased against this VC simply because I've never seen it attempted.

While grabbing K22 is not easy, if it can be achieved, grabbing two more buildings for a win should be a fairly straight forward affair. The Control rules help the Germans here: once they Control building K22, the Russians have to seize the whole building back from them; just having units within it at the end of the game isn't enough.

The German can set up a mass of forces around H19, K20, L19, and M20, from where every single Location of building K22 can be brought under fire (thus broken units can easily be kept DM).

On the other side of the city the German should be able to hold the Russians off with just a small part of his force (and perhaps one or two FTs).

Having said all that, there are still a few factors that make it difficult in my opinion:

(1) All ground level Locations of K22 are likely to be fortified, making entry very difficult. A Good Order unpinned squad will keep you from advancing in, although a breach could ruin the Russian's day. S17 is probably fortified too, but at least there you can assault from the relative safety of +3 TEM of your own. Also, you can assault S17 from two sides, especially once you push aside the weak/non-existing Russian units in the P18 building.

(2) Concealed or not, the TEM between the L15 factory and the K22 building is very weak, compared to the rest of the RB-environment. Shots that are only +1 or +2 (because of rain [heavy rain or long-range shots]) should make the Russian player smile. Also, the Russians should be able to pump a lot of firepower into the hexes adjacent to the K22 building.

(3) The Russian reinforcements could all be sent to support this building, and should reach the area relatively intact, especially if a tunnel from the P22 factory is used.

A final comment: As I mentioned originally, placing the mines as I suggest hampers any Russian assault into the Q10 factory. However, there are two sewer locations in the S17 factory which connect to the Q10 factory. These could be used in an assault into the Q10 factory (unlikely) or used to simply harass German units there (more likely.)

CONCLUSION

The nice thing about this scenario is that both sides have to be as flexible as possible and at the same time as dominating as possible at the site where the real battle takes place. He who can combine these two somewhat mutually exclusive objectives better (or does the better psychological warfare) will have the advantage. This is what makes this scenario so much fun.

So I hope this little analysis will inspire you guys to get out your *Red Barricades* map ASAP, play it and tell us your experiences.

Ω



THE FOUR TRENCH DEFENSE

Tate Rodgers



In *Red Barricades*, the “Armoured Blitz” is a German tactic which aims at bursting thru the front lines and using speed to establish a deep perimeter, hopefully cutting off the Russians into a pocket.

Following some recent discussions I have revisited my “Trench Defence” concept and have come up with an improvement. The “Four Trench Defence” renders the “Armoured Blitz” useless without excessive resource and also gives the Russians a decent over-all defence. I won’t go into details of the set-up for each individual unit as this is intended to be a general outline for a set-up.

INITIAL PURCHASES

The Russian can really afford to buy only 1 Inf. Coy. on the first day and it needs to be in reserve. The most “bang for the buck” would be the Rifle Coy. As well the Russian does not usually have enough leadership for more than 1 OBA...it should be an 80mm. This leaves 3CPP with which to purchase anything else. Now, the Ruski needs to buy at least 2CPP of fortifications which leaves only 1CPP to use or save. I don’t believe that the Russian is in a position to save CPP early (maybe never!). So, there are only 4 items that cost 1CPP...70mm OBA, 80mm OBA, Sniper, or Forts. As mentioned already, 2 OBA is just too much for the normal Russian leader allotment. Sniper??? I don’t know...it just doesn’t seem enough for the first days festivities. That leaves Forts.!

So here is my Day One buy:
Rifle Coy x 1 = 4CPP (Reserve)
80mm OBA x 1 = 1CPP
Forts. x 3 = 3CPP (120 FPP)

GENERAL SET-UP

First, I would place A-T Ditches in the following hexes: V5, X5, Y3, and AA1. Second, I would then place concealed units (could be dummies... maybe not) in the following locations: R5, S6, and S4. This alone eliminates any fear of the “River Side Armour Blitz” (RSAB). The German will

only be able to move his armour (sans half-tracks) through buildings/rubble or the debris fields in the vicinity of R6. With potential enemy units in R5, S6, and S4 the German will not attempt the debris hexes until his infantry is able to clear out these enemy forces. Even then the German will have to traverse at least two debris locations plus his armour will be bunched up while awaiting their turn to run the debris hexes (excellent targets for an 80mm FFE). Combine this with the fact that the majority of the German armour can not even enter the board until turn two and you got a “Blitz” moving like molasses! Add in the possibility of a Russian AT Gun (say in S11) on the “River Flank” and I just don’t see the German trying the RSAB.

Lastly the observer will be positioned so that an APH will put him in LOS of the “River Flank”. Since the German is not likely to try the RSAB in the face of the “Trench Defence” the Russian set-up becomes more flexible. The Russian could put mostly dummy cloaking counters behind the trenches and put the bulk of the reserves on the “RR Flank”. By buying a few more dummy cloaking/concealment counters the Russian can easily disguise his set-up so that the German would feel it to be too much of a gamble to try the RSAB.

So the RSAB is rendered useless for the cost of 84 FPP (out of 170...2&1/10 CPP equivalent) and a reserve Coy. This leaves 3 companies, 86 FPP, 1-2 ATG, and an 80mm OBA to defend the rest of the board. I think that ought to be sufficient to handle the other two thirds of the front (say from S6 west). Simply incorporate the other good ideas posted for the Russian set-up (fire lanes, etc...) and you’ve got a good solid defence for the Reds on day one.

THE CRUSADERS

The other Sunday I got an email that said something along the lines of “Hi Neil, I am going to be in Edinburgh on business on Thursday. Any chance that we might get together and maybe even roll some dice?” Signed Steve Pleva.

Well those of you who went to BERSERK at Blackpool last year will know and have met Steve. I first met Steve at ASLOK in 1997 when I sat, transfixed, watching him play Mike McGrath for the ASLOK crown. I even have the photos to prove it!

Speaking to him on the phone he told me that he was on a business trip taking in Holland and Scotland and was planning on spending an evening in Edinburgh.

So, the diary cleared, I met him at the airport and took him to find his hotel in the city centre. We went out for dinner to the Royal Scots Club (a club built and paid for by the people of Edinburgh as a tribute to the 15,000 members of the Regiment who fell in the Great War) and then we ended up at my place ... (Mmmmm! Good job I am a happily married man!) ...and we got the dice out of course. Steve had brought a little gift for me, the latest Critical Hit Magazine. I thought it would be nice to play something from there so we settled on an interesting little Arnhem number, “Bedlam Bridge” which he claimed not to have played before(!).

This one pits 8 British 6-4-8 squads with 3 PIATs and a 6lb ATG against a German force of 11 5-4-8 SS squads, 2 Panzer III and a Panzer IIIH. But I digress.

The point that I am trying to make is that there is one thing in ASL that I value above all else. This is the fact that it has introduced me to an extremely wide circle of people that, over the last few years, I have come to know extremely well and now count myself lucky to value as friends. Whilst hosting Steve we talked about the state of the hobby, about our gaming interests and a myriad of other things. And I know that if I happened to be in his vicinity in the States I would be able to call on him for a return match.

In fact I know that there are number of other people throughout the World who would be only too pleased to roll dice with me, and any other ASL player come to think of it, on an evening should the opportunity present itself. This to me is the truly great thing about ASL and the circle of friends I have made since taking ASL up seriously (no laughing from the cheap seats!).

And for those of you that are wondering. Steve absolutely, to use that quaint American expression, ‘hosed’ me. He is really an outstanding player and taught me a lesson or two over the course of a few good hours play. My Germans really did not want to pass morale checks and why o’ why did I go for that ESB on turn one with one of my Panzers! Will I ever learn ...

Yours in gaming,
Neil Stevens

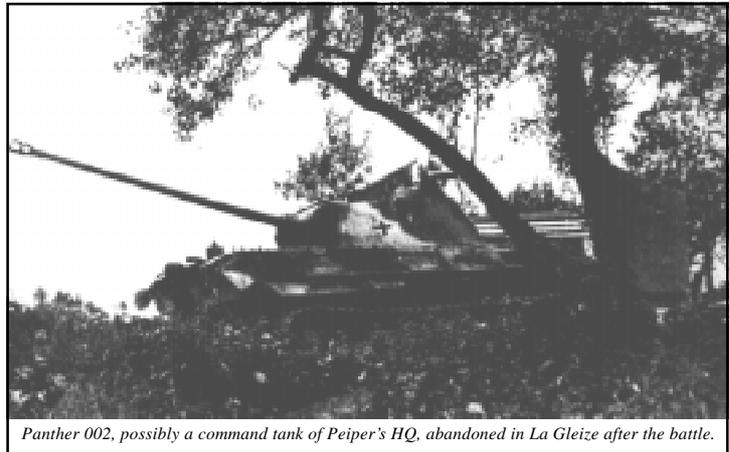
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KGP Campaign

Game V:

SQUEEZING PEIPER'S BULGE

Mark McGilchrist



Panther 002, possibly a command tank of Peiper's HQ, abandoned in La Gleize after the battle.

CG Date: 20PM to 21PM (4 CG Dates)

After the breakthrough of Kampfgruppe Peiper on the 18th December, Peiper sought to find an exit from the Ambleve Valley. Peiper had seized the bridges at Stavelot and Cheneux, but had been re-buffed at Trois-Ponts and Habimont. After these setbacks, the Kampfgruppe attempted another armoured breakthrough at Stoumont on the 19th. Seizing the village after a battle of several hours, Peiper failed to breakthrough the American lines due to a disciplined retrograde action by 2 tank platoons under Lt. Macht of Company C, 743rd Tank Battalion, and the timely arrival of Company C, 1/119th Infantry.

Thwarted at Stoumont, and now cut off from his supplies by the recapture of Stavelot, Peiper had reached his high water mark. It now fell to the American forces to squeeze the bulge Peiper had created. On the morning of the 20th, several probing attacks were mounted, including an armoured probe by Task Force Jordan from Theux, a reconnaissance of Cheneux by scouts of the 504th Parachute Infantry, and the occupation of Borgoumont by Company K. 3/117th Infantry supported by 2nd Platoon, Company A. 743rd Tank Battalion. On the afternoon of the 20th, the American attacks began in earnest.

MAP GROUP: "St, Ch, & Lg"

CGV VICTORY CONDITIONS: The Americans win if they control 40 LVP at Game End, or if during the 4 CG-Scenarios their CG-LVP Total > 79. If these conditions are not fulfilled, but the German has suffered greater than 200 CVP of eliminated/captured units; then the game is a draw. Otherwise, the Germans win.

ATTACK CHIT LIMITS: U.S. 9 ; German 3

INITIAL-SCENARIO VICTORY CONDITIONS: The Americans win if at CG-Scenario end they have amassed > 49 CVP or they control 10 LVP (or both).

INITIAL-SCENARIO SETUP SEQUENCE: Germans setup first on all 3 Map Groups, Americans move first on all 3 Map Groups.

GERMAN INITIAL OB

Stoumont - Elements of SS Panzer Regt. 1 and SS Panzer Grenadier Regt. 2 [ELR:5] set up anywhere on St. Map Group within 3 hexes of any Stone Building Rubble Location {SAN:2}
 RG: SS PzGr Pltn x4 RG: Para Inf Pltn x3 RG: Pz VI Sect

RG: SS PzGr HW Pltn RG: Pz V Sect x3 RG: SPAA Sect
 RG: SS MG Pltn RG: Pz IV Sect x3 RG: AT Sect
 RG: SS Engineer Pltn RG: Amphib Car Sect 90 FPP

Cheneux - Elements of Battalion II, SS Panzer Grenadier Regt. 2, and of FlaK Sturm Abteilung 84 [ELR:5] set up on/east of (Alternate) Hex Grains ChG1-ChG14-ChCC25-ChTT25; however, a maximum of one German MMC (and all SMC/SW stacked with it) or one vehicle (and all its PRC), may be setup per hexrow on/west of hexrow V (even if in Reserve, and each Entrenchment set up on/west of hexrow V must contain at least one German MMC. {SAN:4}

RG: SS Inf Pltn x2 RG: AAht Sect I x2 Roadblock
 RG: SS MG Pltn RG: AAht Sect II 30 FPP
 RG: AAtr Sect

La Gleize - Elements of Kampfgruppe Peiper [ELR:5] set up on/west of (Alternate) Hex Grains LgA5-LgI46-LgGG46-LgTT39 {SAN:2}

RG: SPA Pltn PzKw VIB (see SSR V.6)
 RG: SS PzGr Pltn RG: SS Engineer Pltn RG: AC Sect
 RG: SS Inf Pltn x3 RG: AAht Sect I 20 FPP

Peiper HQ - Elements of Kampfgruppe Peiper [ELR:5] set up in any allowable set up area on any/all of the 3 Map Groups, or in the Stoumont, Chateau de Froidcour, Viaduct (not Vehicles), or La Venne Crossroads Entry-Area Holding Boxes. All German RG whose ID begins "I", "V" or "HW" must set up in Reserve unless Standard On-map setup costs are paid.
 75 CPP

U.S. INITIAL OB

Elements of Task Force Harrison [ELR:3] set up in the Targnon Entry-Area Holding Box {SAN:2}
 RG: Med. Tank Pltn II RG: Inf Pltn x3 17CPP

Elements of Task Force Jordan [ELR:3] set up in the Theux Entry-Area Holding Box
 RG: Med. Tank Pltn I RG: Arm'd Inf Pltn M5A1 x3
 27CPP

Elements of the 1st Battalion, 504th Parachute Infantry Regt. Companies B & C [ELR:5] set up in the Rahier Entry-Area Holding Box. {SAN:2}
 RG: Para Inf Pltn x3 SPW 251/9 (see SSR V.4) 24 CPP

Elements of 3rd Battalion, 117th Infantry Regt. Company L; and the 1st Platoon of Company A, 743rd Tank Battalion [ELR:4] setup in the Roanne Entry-Area Holding Box. {SAN:2}
 RG: Inf Pltn x3 RG: Med. Tank Pltn II (see SSR V.7)



GERMAN REINFORCEMENT CHART



RG ID	Kampfgruppe Peiper Group Types	Full/Depl	Units/ Equipment	CPP	Scen. Max.	CG Max.	Note
I1	Para Infantry Pltn.	3/2	4-4-7 MMC	5	0	0	dlrw
I2	SS Infantry Pltn.	3/2	6-5-8 MMC	9	3	6	dlrw
I3	SS Panzer Grenadier Pltn.	3/2	6-5-8 MMC & SPW 251/1	12	2	4	dlrw
I4	SS Engineer Pltn.	3/2	8-3-8 MMC	14	2	2	delrw
V1	Panzer IV Sect.	2/1	PzKw IV H/J MT	8	1	1	adj
V2	Panzer V Sect.	2/1	PzKw V G MT	14	2	4	ad
V3	Panzer VI Sect.	2/1	PzKw VI B HT	16	1	3	ad
V4	Armoured Car Sect.	2/1	PSW 234/2 AC	7	1	1	ad
V5	Flamm Halftrack Sect.	2/1	SPW 251/16 ht	7	1	1	d
V6	SPA Sect.	2/1	sIG 38(t)M SPA	7	1	2	d
V7	SPAA Sect.	2/1	FlaKpz IV/20 SPAA	8	0	0	d
V8	Staff Car Sect.	2/1	Kfz 1 tr	1	1	1	d
V9	Amphibious Car Sect.	2/1	Kfz 1/20 tr	1	1	1	d
V10	Halftrack Flak Sect. I	2/1	SdKfz 10/4 AAht	2	1	1	d
V11	Halftrack Flak Sect. II	2/1	SdKfz 6/2 AAht	4	1	1	d
V12	Halftrack Flak Sect. III	2/1	SdKfz 7/1 AAht	6	1	1	d
V13	Halftrack Flak Sect. IV	2/1	SPW 251/16 AAht	6	1	1	d†
V14	Flak Truck Sect.	2/1	2cm FlaK LKW AAtr	2	1	1	d
G1	INF Gun Sect.	2/1	7.5cm leIG 18 INF & SdKfz 2 htMC	6	1	1	cdR
G2	Panzerjäger Sect.	2/1	7.5cm PaK40 AT & SdKfz 11	8	0	0	cdR
G3	Artillery Sect.	2/1	10.5cm leFH 18 ART & SdKfz 7 ht	8	1	1	cdR
G4	AA Sect.	2/1	2cm FlaK 38 AA & Opel Blitz tr	6	1	3	cdR
G5	Heavy Mortar Sect.	2/1	120mm MTR & SdKfz 11 ht	5	1	1	cdR
HW1	SS Hvy. Wpns. Pltn.	2xHMG & 2x MMG		12	1	1	cd
HW2	SS Pz Grdr HW Sect.	One each: SPW 251/2 ht SPW 251/9 ht & SPW 251/sMG ht		11	1	1	hd
O1	Btn. Mortar		120+mm OBA (HE, S)	7	1	3u	mpRs
O2	Heavy Artillery		120+mm OBA (HE, S)	9	2	3u	pRs
M1	Fortifications		15 FPP	1	6	24	a
M2	Sniper		=1 SAN	2	3	6	

GERMAN RG CHART NOTES:

- a Roll for Armour Leader availability on table 8.6206.
- c Each German MMG/HMG is accompanied by a 3-4-8 HS, each Gun by a 2-2-8 Crew.
- d Subject to Depletion.
- e Assault Engineers (H1.22)/Sappers (H1.23).
- h Each German SPW 251/sMG arrives with a 2-3-8 HS as Passenger. The initial inherent crew of each SPW 251/2 is a 2-2-8 Crew (not a 1-2-7 Crew).
- i Has IFE of "6" (German Ordnance Note 26).
- j German player may choose any available PzKw IVH or PzKw IVJ vehicles.
- l SW and leader types are determined as per 8.6204 and 8.6206 respectively.
- m Receives a -2 DRM to its Radio Contact Maintenance DR (C1.22).
- p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module my have > 2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (see SSR CG22; 8.4). Barrage (E12.) is NA. See also SSR CG15.
- R Cannot be set-up in Reserve (SSR CG7a; 8.4).
- s Each German OBA has Scarce Ammo and may fire only HE and Smoke.
- u The second module cannot be purchased until the first has been eliminated as per SSR CG15 (8.4). In addition, the O1 RG cannot be purchased unless at least one Section of the G5 RG remains unpurchased.
- † SPW 251/21: When the Luftwaffe began uparming its aircraft with 30mm machine-cannons, numbers of the now surplus MG151 15mm and 20mm rapid-fire aircraft guns were made available to the Heer. Some of these were installed in specially built half-tracks for use in both ground and AA roles. Designated the SPW 251/21, this half-track carried in its passenger compartment a modified Kreigsmarine pedestal-mount with three such guns of the same calibre. Production of the SPW 251/21 began in late summer 1944, but relatively few were produced. It was apparently intended that three such vehicles would equip the AA section of the 4th (heavy weapons) platoon in each *panzergrenadier kompanie*. Two SPW 251/21 were left behind in La Gleize by *Kampfgruppe Peiper*.

27CPP

Company K; and the 2nd Platoon of Company A, 743rd Tank Battalion [ELR:4] setup within 4 hexes of LgRR47.
 RG: Inf Pltn x3 RG: Med. Tank Pltn II RG: Truck Sect II

Elements of Task Force McGeorge [ELR:4] set up in the Borgomont Entry-Area Holding Box
 56 CPP

INITIAL SCENARIO SPECIAL RULES:

- The following SSR apply only to the 20PM Scenario of CGV
- V.1 See KGP SSR. Weather is Very Heavy Mist (SSR KGP3)
- V.2 Each hex that is not an eligible German setup hex is considered a US Setup-Area hex for the purposes of Reserve setup (SSR CG7; 8.4) only.
- V.3 Place a Burnt-Out Wreck in ChK10, ChGG8, LgS52, StGG17 & StKK19
- V.4 The U.S. OB-Given SPW 251/9 is manned by a U.S. vehicle crew (A21.22). Captured penalties apply, but for this inherent crew (only), all such penalties are reduced by one (A21.11-.12) [EXC: the MA's ROF is '1']. MA / Immobilization repair attempts and the optional CMG are NA. Red MP penalties apply (D2.51).
- V.5 No mines or German vehicles may be set up in, or may any German vehicle voluntarily stop, change VCA or attempt ESB in, bridge location ChNN6.
- V.6 The OB-given PzKpfw VIB must be set up Immobilized (not Out of Gas) in hex LgR44 (VCA: R43-S44)
- V.7 The Medium Tank Pltn in the Roanne Entry-Area Holding Box must use Random Selection to eliminate one (only) tank from the Initial OB.

8.451 MULTIPLE PLAYERS SPECIAL RULES:

CGV is intended for multiple players to play simultaneously on the different Map Groups. The following is a suggested list for nine players:

German

- Peiper HQ - Overall German Commander, extra player for largest scenario, purchaser of all German reinforcements.
- SS Panzer Regt.1 HQ - Stoumont Map Group Commander
- SS PanzerGrenadier Regt.2 HQ - La Gleize Map Group Commander
- SS FlaK-Sturm Abteilung 84 HQ - Cheneux Map Group Commander

American

- Task Force Harrison HQ - Stoumont Map Group - Blue Entry Area troops
- Task Force Jordan HQ - Stoumont Map Group - Red Entry Area troops
- 1st Battalion, 504th Parachute Inf Regt. HQ - Cheneux Map Group - Green Entry Area troops
- Task Force McGeorge HQ - La Gleize Map Group - Red Entry Area troops
- 3rd Battalion, 117th Inf Regt. HQ - La Gleize Map Group - Blue Entry Area troops (includes 743rd Tank Battalion units)

For 8 player CG: Combine Task Force McGeorge HQ and 117th Infantry Regt. HQ

For 7 player CG: As for 8 player, plus combine task Force Harrison HQ and Task Force Jordan HQ

For 6 player CG: As for 7 player, plus combine Peiper HQ and SS PanzerGrenadier Regt 2 HQ



U.S. REINFORCEMENT CHART



RG ID	U.S. Forces	Units/Equipment	CPP	TF Max	Harr	Jorda	504	117	McG	Note
F1	Air Support	1-3 FB 44	2	1	3	0	0	3	0	f
I1	Infantry Pltn.	3x Squad; 1x HS	7	4	12	0	0	0	0	lqr
I2	Paratrooper Pltn.	3x 7-4-7; 1x 3-3-7	8	5	0	0	12	0	0	lr
E3	Combat Engineer Pltn.	3x 7-4-7	12	1	1	0	0	0	0	elr
H4	HMG Pltn.	3x .30 cal HMG; 1x .50 cal HMG	12	1	3	0	0	1	0	cr
M5	Medium Mortar Sect.	2x 81mm MTR	6	1	2	0	2*	2	0	cr
M6	Mech. Inf Pltn.	3x Squad; 1x HS; 3x M3 ht; 1x M3A1 ht; 1x M3 (MMG) ht	24	1	0	2	0	0	1	lqr
M7	Mech Inf. Mortar Squad.	3x M4A1 MC ht	12	1	0	1	0	0	1	hr
M8	Mech Inf. MG Squad	3x M3 (HMG) ht	22	1	0	1	0	0	0	qr
V1	Light Tank Sect. I	5x M5A1 LT	12	2	0	1	0	0	0	ar
V2	Light Tank Sect. II	2x M24 LT	7	1	1	0	0	0	0	r
V3	Medium Tank Pltn. I	5 x MT	16	2	0	2	0	0	3	art
V4	Medium Tank Pltn. II	5 x MT	18	2	2	0	0	0	0	art
V5	Assault Gun Pltn.	3x M4(105) MT	11	1	0	1	0	0	1	t
V6	Tank Destroyer Pltn. I	2x M10 TD	7	2	1	1	0	0	0	ar
V7	Tank Destroyer Pltn. II	1x M36 GMC TD	5	2	1	0	2	0	0	r
V8	Jeep Sect.	2x 1/4 ton Jeep tr	2	2	2	3	2	1	1	r
V9	Truck Sect. I	2x 1 1/2 ton truck tr	1	2	3	0	0	3	0	r
V10	Truck Sect. II	2x 2 1/2 ton truck tr	2	2	3	0	0	3	0	r
V11	Truck Sect. III	2x 7 1/2 ton truck tr	1	1	1	0	0	1	0	r
G1	AT Pltn. I	3x M1 57mm ATG & Jeep tr	10	1	1	0	1*	0	0	cr
G2	AT Pltn. II	3x M1 57mm ATG & M3 ht	13	1	0	1	0	0	0	cr
G3	AT Sect.	2x M5 3 in ATG & M3 ht	11	1	2	0	0	0	0	cr
G4	ART Sect.	2x M2A1 105mm ART & 2 1/2 ton truck tr	8	1	2	0	0	0	0	cr
G5	AA Sect.	1x M2 90mm ATG & M4 Tractor 27	7	2	1	1	0	1	0	cr
O1	Btn Mortar	80+mm OBA (HE, WP, S)	7	3	0	2	7	0	0	mpS
O2	Medium Artillery	100+mm OBA (HE, WP, S)	8	1v	1	1	1	2	3	pS
O3	M12 GMC Artillery	150+mm OBA (HE, WP, S)	4	1	lg	0	0	0	0	gp
B1	Bombardment	b	8	1	2	1	0	4	0	
M1	Fortifications	15 FPP	1	2	12	4	10	12	8	a
M2	Sniper	+1 SAN Increase	2	1	4	0	4	4	0	

U.S. RG CHART NOTES:

a Roll for Armour Leader availability on table 8.6206

b When the U.S. player purchases a pre-game Bombardment, he records a secret Pre-Registered hex for it. To resolve each Bombardment, after all on-map set-up is completed he places an AR counter in the Pre-Registered hex and makes a C1.31 error DR (with the white dr halved; FRU) to determine the Bombardment Centre Hex. He then places a FFE:C counter in that Centre Hex. All hexes within seven hexes of that hex now undergo Bombardment as per C1.82-.823. There are no "spared hexes". After the Bombardment has been fully resolved, its FFE:C is removed and the Bombardment RG is eliminated. Each Bombardment is fully resolved before conducting another Bombardment (if any). The maximum number of Bombardments useable per CG scenario is equal to the number of new CG Dates since the last CG-Scenario End (e.g., if one Idle Date occurred between scenarios, no > two Bombardments may be conducted for the current scenario). No Bombardment is resolved on an Idle Date.

c Each MG is accompanied by a 3-4-7 HS, each Gun by a 2-2-7 Crew.

e Assault Engineers (A11.5; H1.22) and Sappers (H1.23).

f Determine arrival turn, number of FB and presence/lack of bombs as per E7.2-.21 (all bombs are HE). No > two FB RG may enter play per CG scenario, and no > one (or part thereof) may be in play at any given time during the scenario.

g Available only on 21PM in CG V. M12 GMC is a 150mm module (HE only) with an offboard observer (in lieu of Radio/phone) who in CG V is at Level 0 on/south of StU1 [EXC: the Observer has no LOS to any hexrow StX]. Normal OBA rules apply to the M12 GMC OBA [EXC: each Red chit fdrawn is automatically mixed back into the Draw pile; each FFE can affect (i.e., its Blast Area comprises) only the hex containing the FFE counter; the FFE creates no LOS Hindrance].

h The initial inherent Crew of each M4A1 MC half-track is a 2-2-7 (not a 1-2-6).

i Determine SW and leader type(s) as per 8.6204 and 8.6206 respectively.

m Receives a -2 DRM to its Radio Contact Maintenance DR (C1.22).

p Increase CPP cost by one per Pre-Registered hex (C1.73) purchased with module (no module may have > 2 Pre-Registered hexes). Each Pre-Registered hex is Retained as long as the module it is assigned to is Retained (see SSR CG22; 8.4). Barrage (E12.) is NA. See also SSR CG15.

q Determine MMC types as per 8.6202. For RG 16 and 18, see also U.S. Vehicle Note 30.

r Must enter as reinforcements if entered on the CG Date of purchase (SSR CG6c; 8.4) [EXC: 8.6194a]. See also 8.6194b.

S May fire only HE and SDMOKE. See also SSR CG15 and CG22 (8.4).

t Determine model type(s) as per 8.6203.

v See also SSR CG15 and CG22 (8.4).

* Not available for purchase until 20 N scenario.

8.4511 ADDITIONAL RULES FOR MULTIPLE PLAYERS

Replace the 8.6161 CPP Base Chart. Use the following Chart;

8.6161 CG DATE	20N	21AM	21PM
Peiper HQ	50	50	25
TF Harrison HQ	35	35	10
117 th Inf. HQ	35	18	10
TF Jordan HQ	25	40	10
TF McGeorge HQ	30	20	10
504 th Para. HQ	4	65	10

Germans make a DR and deducts it from their Base CPP
Each American makes a dr and deduct it from their Base CPP

8.4512 REINFORCEMENT TABLES.

Use all the Unit Type and CPP Costs from the 8.619 Tables. However, for CGV use the following tables for the CG Date Max. and CG Max. Note that the CG Date Max. applies to the relevant force for the CG Date, not per Map Group.

8.542 MULTIPLE MAP GROUP SPECIAL RULES:

The use of Multiple Map Groups simultaneously is what gives CGV

the flavour of a massed battle. In doing so, it adds dramatically to the complexity of the Campaign play. All the maps must play at the same rate, with each Movement Phase occurring simultaneously on each Map Group. This is so that units can transit from one Map Group to another without travelling in time as well. In the case where the U.S. Players are moving first on at least one Map Group, and the Germans moving first on another Map Group, play the First U.S. turn first, then start all the German First turns simultaneously. Game End is rolled normally (and separately) for each Map Group.

8.5421 ELR & SAN

ELR and SAN and maintained independently on each Map Group. Each side makes rolls during 8.6122 SAN Adjustment step and the ELR of all units in each HQ Group is determined as per SSR CG4. Task Force Harrison and Task Force Jordan share the same ELR and SAN. Task Force McGeorge and the 117th Infantry Regt. share the same ELR and SAN. All Kampfgruppe Peiper units have an ELR as per SSR KGP11.

8.5422 GERMAN AMMUNITION SHORTAGE

The German Ammunition Shortage DR (8.618) is made only by the Peiper HQ Player, but the +1 DRM applies for every scenario completed on any Map Group. EX: On the 20N RePh, there will be a +3 DRM for the three 20PM scenarios completed on the St, Ch & Lg Map Groups.

8.5423 WEATHER

Use the Historical Weather Chart. In addition, the Weather DR and the SSR KGP3 Mist Change DR is made only once for all 3 Map Groups. Any Rain, Mist or NVR change effects all 3 Map Groups. Any Building Collapse, Civilian Interrogation must make a dr to determine which Map Group on which it occurs prior to normal resolution.

1-2	St. Map Group
3-4	Ch. Map Group
5-6	Lg. Map Group

8.5424 MAP GROUP TRANSIT MOVEMENT

The following hexes are considered to be linked, and may be transited by normal movement as calculated by on-map movement costs. To use such Map Group Transit Movement, the side must control both the Entry and Exit hexes. If the side loses control of either the Entry or the Exit point whilst units are in transit, then the units are removed from transit and are placed in the Exited portion of the Entry-Area Holding Box nearest to their hex of Exit. Vehicles may not stop in transit, nor may PRC unload / Bail Out.

StA52 ⇔ ChTT5	20 hexes of Paved Road
StE57 ⇔ LgF0	15 hexes of Paved Road
StJ56 ⇔ LgH0	12 hexes of Paved Road
StQ57 ⇔ LgS1	12 hexes of Paved Road
StW57 ⇔ LgDD0	20 hexes of Unpaved Road
StO57 ⇔ LgO1	10 hexes of Path

Units pay normal movement costs as if they were moving through this terrain. Level changes have been extrapolated into the movement costs. Units that do not complete a full transit between Map Groups in a single MPH should be noted as "In Transit", along with the how many MF/MP have been used and how many hexes have been transited.

Transiting units that enter a Map Group that is Idle may continue movement, but cannot affect Idle units, nor change the Setup areas of Idle scenarios. Units moving into other Map groups are still considered to be under the control of their Original HQ for all purposes, including ELR, but not SAN or Map Group specific functions. Control of units may be passed from one HQ to another during the 8.607 step of the RePh.

8.5425 MAP GROUP HOLDING BOXES

All Map Group Holding Boxes are in play. In addition, SSR CG21 is modified so in the following regard; Personnel/equipment that exits the map via an Eligible Entry Area during play may re-enter during that scenario. German units that exit the Map Groups via the eligible Entry Areas relating to the Stoumont, La Venne Crossroads, Chateau de Froidcour and Viaduct Entry Areas, or at StA37 are not considered Eliminated. At the end of each Player's CCPh, units in the Exited Portion of any Entry-Area Holding Box may be moved to the Reinforcement portion of the same Entry-Area Holding Box and may re-enter the map during the player's next turn.

Units may also Shift from Map Group to Map Group using the Entry-Area Holding Boxes. Units from either the Exited or Reinforcement portion of the following Entry-Area Holding Boxes may be Shifted to the Reinforcement Section of the linked Entry-Area Holding Box of another Map Group. Each such shift uses the 8.613 SHIFT rules except that it is conducted at the end of the players CCPh.

St. Map Group ⇔	Lg. Map Group ⇔	Ch. Map Group
La Gleize ⇔	Stoumont	
La Gleize ⇔	Chateaux de Froidcour	⇔ La Venne Crossroads

8.5426 THE VIADUCT Infantry (only) may exit the St. Map Group at StA37 and are then placed in the Exited portion of the Viaduct Entry-Area Holding Box. Infantry (only) from the Reinforcement portion of the Viaduct Entry-Area Holding Box may setup offboard adjacent to StA37 (only) in the German RPh, and may then enter the St. Map Group as reinforcements normally. All infantry exiting or entering the Stoumont Map Group via StA37 must make a Viaduct

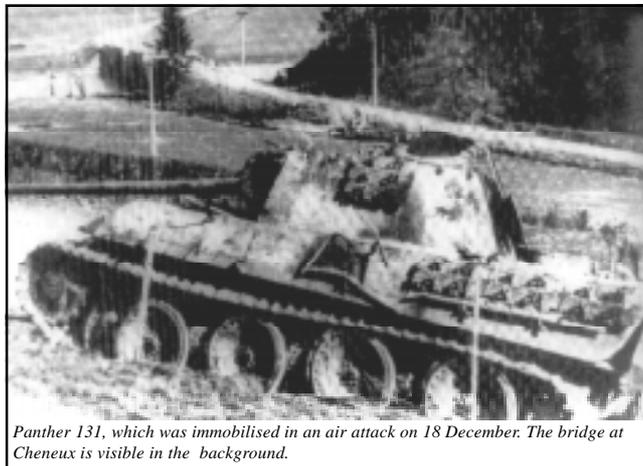
DR. On a DR>12 the unit suffers Casualty Reduction. There is a +1 DRM for each PP an MMC carrying over it's IPC. There is a further +1 DRM for a Night Scenario.

AFTERMATH

At Stoumont, the American attack had some initial success, with the St. Edouard Sanitorium being captured after dusk and a bitter fight. The Germans counterattacked around midnight and quickly retook the building. Simultaneously, paratroopers from the 504th were advancing on Cheneux, where a grim firefight continued all night. Task Force McGeorge and Coy. K 3/117th Infantry advanced along the road from Borgoumont, catching the Germans off guard at Hassoumont. Here, as at Stoumont, the fighting lasted through the night before the Americans were forced to withdraw behind the Nabonru stream. Also at about noon, the 3/119th Infantry advanced from Roanne towards Marechal's mill, but were firmly rebuffed by the German defenders.

Dawn of the 21st brought fresh American assaults. Task Force McGeorge again attempted to gain Hassoumont, unsuccessfully, before undertaking a wide flanking manoeuvre to the South-East to attack along the N.33. Fighting continued around Marechal's mill, whilst American artillery pounded the La Gleize area. Company G, 3/504th Parachute Infantry arrived to bolster the assault into Cheneux, with furious house-to-house combat forcing the Germans back. 2 other companies from the 3/504th Parachute Infantry advanced from the south of Cheneux, pushing through the Monceau hamlet and towards the Cheneux bridge. By late afternoon the German position was desperate, and that evening the Germans retreated across the railroad viaduct, abandoning their heavy equipment.

In the afternoon of the 21st, the 1/119th Infantry again tried to capture the St. Edouard Sanitorium, to no avail. Also that afternoon, Task Force Jordan and the 3/119th Infantry used forest tracks to move through the woods north of Stoumont. Reaching the edge of the trees, German tanks prevented further progress. Peiper's greatest danger at Stoumont that day came from the fresh 2/119th Infantry, moving cross country through the Bois de Bassenge to cut the N.33 near the St. Anne Chapel, only 800 yards from Peiper's HQ. The Germans soon pushed back the American roadblock, but this new threat coupled with the fierce American artillery fire pouring into Stoumont prompted Peiper to order a withdrawal to La Gleize. This was accomplished without incident after dark. However, Kampfgruppe Peiper was now surrounded, low on supplies and in a defensive posture, nothing like the threatening armoured spearhead of two days before.



Panther 131, which was immobilised in an air attack on 18 December. The bridge at Cheneux is visible in the background.

DEBRIEFINGS

This is the latest set of Q&A posted to the Internet ASL Mailing List by MMP on 18th September 1998.

This compilation was preceded by eight earlier ones (the latest dated 18th September 1998) and includes questions received from 2nd February 1998 to 10th August 1998.

The questions are mostly as MMP received them, although some changes have been made in order to present the questions in a coherent fashion.

Questions can be submitted either via the MMP web site at www.advancedsquadleader.com, via e-mail to asl_qa@multimanpub.com or posted to MMP, PO Box 601, Gambrills, MD 21054-0601. Having been granted the exclusive rights to ASL by Hasbro MMP expect the Q&A process will continue relatively unchanged, although the use of the web site will allow them to answer more questions privately where appropriate.



A.14 Can a squad with a MG pre-designate an AFV for a specific attack by the MG and use its inherent firepower to attack the AFV, thereby getting the combined firepower of the squad and the MG in the ensuing specific collateral attack on any vulnerable PRC?
A. No, ordnance weapons may not fire group.

A4.32 & D6.5 When Infantry that was stuck in Bypass during its MPh (e.g., pinned, broken, unloaded without sufficient MF, etc.) automatically enters the obstacle after the end of its MPh, may the Defender First Fire at it?
A. No, he must wait until DFPh.

A4.5 & A12.141 Is the act of declaring Double Time (as opposed to actually expending MF) in LOS of a Good Order enemy unit a concealment-loss activity?
A. No.

A6.7 Is an AFV hindrance cumulative with a terrain hindrance in the same hex?
A. Yes.

A7.9 When a squad fires only a MG and this attack covers, is the squad also marked with the appropriate Prep Fire or Final Fire counter?
A. Yes.

A8.2 Does a DC that attacks in Defensive First Fire (i.e., Thrown) leave Residual FP? One exploded by a moving DC Hero?
A. Yes. No.

A9.73 May an inherent crew voluntarily disable the vehicle's MA/MG?
A. Yes.

A11.22 If the ATTACKER rolls an Original 2 DR in non-Ambush CC and completely eliminates all defenders, does he gain Control of the Location even if he Withdraws? Can the DEFENDER attack back?
A. Yes, unless eliminated by the DEFENDER. Only if the ATTACKER does not Withdraw.

A12.152 Does Searching reveal a hidden Set DC?
A. Yes; see O11.621 Note 9.

A14.1 Is it the responsibility of both players to watch for and announce SAN DRs made by either player?
A. Yes, despite the impossibility of enforcement.

A15.41 Would a leader who becomes berserk attempt to change other friendly units in its Location to berserk status only if it had gone berserk as a result of a fire attack?
A. No, a leader who involuntarily becomes berserk always attempts this.

A20.3 When No Quarter is invoked by one side by refusing Surrender in the RPh, does No Quarter automatically apply to both sides? May the other side still accept a RPh surrender?
A. No. Yes.

A20.5 Are unarmed MMC Inexperienced (e.g., SW usage, MF, etc.)?
A. No.

A22.611 & B25.11 If a HS attempts to use a MOL while kindling and fails the MOL check dr, can it continue the kindling attempt without the MOL?
A. Yes.

A24.6 & E7.34 Is Smoke from a burning-wreck/terrain-blaze in effect during Mud?
A. Yes; in line 1 of E3.734, add "Mud" before "Deep Snow".



B9.34 For a vehicle to claim the +1 reduced Wall TEM vs Indirect Fire, must the source of that fire originate from a location such that the vehicle would be HD if that fire were direct fire?
A. No.

B13.31 & C5.11 Are Case A TH DRM doubled for a vehicle in a woods-road hex but not on a TB? Do the CA restrictions for firing from woods/buildings apply?
A. No to both

B24.74 How many times may a unit Defensive First Fire vs a squad and leader moving as a stack into a known minefield to attempt clearance by expending all MF and going TI?
A. Six

B27.54 Does a unit using non-assault movement in a trench lose concealment?
A. No.

B28.41 Is a unit in a Building Location in a minefield attacked if it claims Wall Advantage?
A. No.

B28.9 Does normally immune Infantry (e.g., broken, pinned, heroic, etc.) still take PTC when Booby Traps are in effect?
A. Yes.



C5. Do leadership modifiers (either Infantry or Armor Leaders— including inexperienced crews) apply as "Firer-Based" TH DRM (e.g., when calculating Gun Duel DRM per C2.2401)?
A. Yes.

C6.52 Can a 5/8" acquisition be converted to a 1/2" acquisition and used on the Infantry Target Type in that hex?
A. Yes, provided a non-Mortar is firing at a Known unit.

C7.31 Do all 20L ATRs use the 20L TK # of 6?
A. Yes.

C7.42 A squad in a HT that suffers a Shock result must BU. Assuming the Shock becomes UK, may the squad leave the HT during its next MPh?
A. No, not until the vehicle recovers.

C13.3 This rule states that PF use the C3 To Hit Table. As per recent unofficial Q&A/errata, Case L applies to any LATW that does not use its own separate TH table. Therefore, does this mean that Case L applies to PF To Hit attempts?
A. No, the "separate TH table" errata was not adopted; the errata in *ASL Journal I* reads: C6.3 In line 1 add "non-ATR" before "LATW".



D1.81 & D2.32 Can a Vehicle in Bypass fire its BMG, or any other bow-mounted armament, against enemy Units occupying the obstacle being Bypassed?
A. No.

D2.6, A12.2, A12.15 May an AFV end its MPh in the Location of a concealed enemy AFV which it cannot harm, merely because the enemy AFV is not Known?
A. No; if the friendly AFV does not have enough MP to exit the Location, the enemy player should announce that the AFV cannot enter.

D3.41 & D11.1-2 Are Armor Leaders assigned prior to making a DR on the Gyrostabilizer Availability Table (or Schuerzen Availability Table)?
A. No, they are assigned after; see ASOP (rev.).

D3.51 & E7.5 May an AFV use Bounding First Fire in one hex and then Light AA fire in a different hex (or vice versa)?
A. Only if it BFFs with MA, retains ROF, and then undertakes Light AA fire using MA only (but not vice versa).

D3.71 Does a vehicle with a circled B# suffer Low Ammo from rolling an Original 12 TH DR?
A. No.

D6.23 & G1.12-13 Are IJA Rider Squads forced to Bail Out if they are fired on and fail a MC?
A. No, unless they actually break (e.g., Casualty MC).

D6.24 If a Cavalry unit breaks as a result of an attack upon it that also eliminates its horse counter, does it take two Bail Out MC?
A. No.

D7.21 Is a DEFENDING Infantry/Cavalry unit which fails its PAATC in an attempt to use CC Reaction Fire marked with a First Fire counter as well as a Pin counter?
A. No.



E1.63 Are Good Order Inexperienced MMC Lax at night if stacked with a Good Order leader?
A. No, unless designated Lax by SSR.

E7.4 & E7.403 Is there any Dash DRM to a Sighting TC? Is the first MG attack of a Stuka halved for Dash? Is the second MG attack at full firepower since the unit is automatically pinned after the first MG attack? Do FFM0/FFNAM modifiers apply to the second MG attack?
A. No, but the -1 DRM for entering a new hex is NA when dashing. Yes. Yes. No.

E7.41 When aircraft MG attack a CE AFV, is the TH DR used to attack the Vulnerable PRC on the IFT?
A. Yes, and the PRC do not suffer a Collateral Attack.



G18.6 Does a Chinese Leader who voluntarily goes Berserk via the Dare Death method also force other non-Dare-Death units in his location to take a Berserk TC?
A. No.



O6.1 Can a unit at ground level claim Height Advantage when fired on by units in a RB Cellar?
A. No.



Scenario A79 "Mike Red" Ordinarily, Ocean overlays are placed on Beach overlays. Is the Beach overlay properly placed here on the Ocean overlay?
A. Yes.

Scenario G29 "Parkers Crossroads" Should the HS Passengers of the 250/ sMG be a 3-4-8?
A. Yes.

The following errata for *ASL Journal I* has been posted to the InterNet ASL Mailing List by MMP.

Included SSR fix for **Scenario J1** "Urban Guerillas".

Scenario J3 "A Sunday Stroll" The Bazooka in the American OB should be '44 not '45.

Run Through The Jungle article page 56, 3rd column, 6th line "in morale" should replace the "sce" in "sceist" on page 57 1st column 3rd line. All the text in between is reprint.

CRITICAL HIT

The following corrections and clarifications for recent Critical Hit releases have been posted on the Critical Hit Web Site.

If you have a question Critical Hit can be contacted at PO Drawer 279 Croton Falls, NY 10519 or by email at info@criticalhit.com.

THE GRAIN ELEVATOR

Q Does Russian Note c also include INF guns as regards being accompanied by a 2-2-8 crew.
A. Yes.

Q In the CG E1 Objectives, can draws occur? Should it read, "The Germans win...all stone buildings..." instead of Locations?
A. Yes. No.

Q In some hexes on the map building depictions cross over hex sides. Does this make these new hexes Building hexes?

A. No. Building depictions that cross over a hexside block LOS and Bypass movement across those hex sides and have no other effect on play. Note that A9 is a building hex despite the fact that the building depiction 'misses' the hex centre dot.

Q Can you clarify the status of the Grain Elevator (Building 16) hexes I7-I8? A. Yes. These have a Ground Level and Rooftop Location at Level 2 only. These rooftops may be reached from Level 2 of hex 16. Treat these Rooftops as per O.4B and O.5 for entry and all other purposes otherwise.

DZERHEZINSKY TRACTOR WORKS

Q Can the Russian just enter onto a shoreline hex, as if they have boat capability? A. No.

Q If they are allowed to move onto shoreline, how many movement points do they have left when do move onto shoreline hex. Perhaps only the edge edge hexes that are not shoreline are available for off board entry. A. See above. No boats.

Q As regards 3.11-.12 Leader determination. "For a company or larger unit the CG card will instruct you to make additional leader DR" While the German 1 notes points this out, the Russian 1 note does not. It is true Russian companies (11, 12) get only one leader this way? I understand a 7-0 is supplied as a SW. A. No. The additional leader is supplied in this case in lieu of the extra DR. The 7-0 is supplied as an "addl. SMC". Note z reads "...the following SW/addl. SMC" and continues, "Guards Rifle Coy - 1 x HMG; 1 x MMG; 2 x LMG; 1 x ATR; 1 x Lt Mir; 1 x 7-0. Thus, the note provides a second SMC, the 7-0 to 11. A second leader is then obtained as per 3.12. The Guards SMG Coy, 12, receives one leader as per 3.12. The Storm Pltn also receives one leader as per 3.12, and note 14 also receives a -1 DRM to their roll.

Q CGII 12 states that purchase restrictions may be ignored for the initial scenario. But what exactly gets ignored? Does this mean the purchased units are available immediately? Or that more sections may be purchased, even in excess of the Scenario and CG maximum, but only if purchased for the initial scenario? A. It's a comparison with CG-TW1, CG SCENARIO RULE 12 (in CG-TW1) to 12 (in CG-TW2), i.e., the German may purchase the previously restricted M2, G1-3 not allowed by 12 in CG I. Our attempt to clarify has apparently confused but that's all it means.

Q For the Russians in CG II, set up is an area defined on one side along hex row G. The German setup area is "south" of the Russians although the German FBE is West. I am trying to confirm that you actually mean no Germans may setup west of row G but reinforcements may still enter along there? A. The Russian set up is delineated as G1-G27-R32-KK23. Replace "south" with "southwest" or "outside of" to avoid confusion.

Q My understanding of the historical situation is that the Russians were surrounded on three sides, only the river provided a link. So it makes no sense the Germans would not be able to set up although ironically the west is the FBE.

A. Russian armored and infantry reinforcements need to enter along a non-water hex in game terms (and an FBE in PL terms) and this is the south edge FBE provided. Historical data also backs up this choice and your supposition would seem to indicate the Germans held all of Stalingrad south of the Tractor Works. Remember also where the Germans headed off to after their victory at the Tractor Works. Even if you own no books on the subject, read the first line in the historical introduction to RB CG I: INTO THE FACTORY. "Following the fall of the Dzerhezhinsky Tractor Works (author's italics), the Germans turned southwards against the Red Barricades Ordnance Factory."

Q German RG note A is interesting. It states units as "available for on-map set up on CG day of purchase [EXC: German Initial scenario]." Additionally CG12 for both CGs states neither side has purchase restrictions for the initial scenario. Do these two rules not contradict each other? A. No. See above and below as regards your I2 question and OBA. Your question missed the point that this reference simply negated CG SCENARIO RULE 12 from CG-TW1.

Q Strictly interpreted, the German may not purchase OBA since note a applies to several groups including the "O" type. If CG12 is used, then the EXC clause is completely unneeded since both CG use the I2 rule. What is correct? A. The Germans may purchase OBA. Bring a radio in from off-board, do not add a phone for the Initial Scenario (i.e., on board as Germans enter from off board). No restriction on purchasing an Offboard Observer (O4) for Initial Scenario. Note a reads, "Available for on-map setup on CG day of purchase [EXC: German Initial Scenario]." The EXC simply reminds you this note does not apply for the listed RGs for the Initial Scenario.

Q As far as setting up Set DC, the PL rules state they may begin HIP. Without additional notation, this implies it is discovered by the first enemy unit in that location. However, the Red Barricades rule does make this explicit inclusion. A. Noted. Use O11.6073.

Q Does DTW use Red Barricades-style Set DCs, that is, they are HIP until the location is searched? A. Yes, as per O11.6073.

Q Does mere occupation of the location discover it? A. No. See above.

Q Storage Tanks reference "RB9" but I assume this should be O9. A. Correct.

Q The debris example art in the rules uses a bad example. It shows hex H28 but the text refers to G28. A. Both contain debris (a building with debris in the case of H28.)

Q Does the game turn track art work exclude the area it covers from play? A. Yes. FF35-40 are in play; GG36, HH36, II36, JJ 36 and KK36 are in play.

RUWEISAT RIDGE

Map
0621 is at Level 0, Hex 0620 is at Level 1, with two level 1 hills on 1224-1225-1324-1325 and around 0222; Level 1 (most of map); Level 2 (first hill level); Level 3 (Pt. 63).

FSR #1 examples: Deir: 4017; Sand: 1902; Note FSR #1 EXC to F7.31 Bog Checks by vehicles (Sand Dunes: 2802/2803); Brush: 0504, Hamma: 0710.

FSR #7 should read: [EXC: 4410-4413 are NA].

Note that FSR #15 only applies if the SMC is granted HIP by FSR or CG Purchase.

Table A9 - Delete the word 'Truck'.

Scenario Alamein #1 "Rommel Is At The Gates" Per FSR2, small target-sized Guns may be moved between any trench hexes the Allies set up on Pt.63.

Scenario Alamein #5 "Rommel's Sunset" The entry requirements for the NZ reinforcement on Turn 3 should read "4408 or 4417".

THOSE RAGGED BLOODY HEROES

CGSR1 Hex M9 is an example of Marsh

CGSR14 Delete the "or", this SR is in effect for all TRBH scenarios and CG.

CGSR19 Add the "or", this SR is only in effect for the TRBH CG.

CGSR23 Add the "or", this SR is only in effect for the TRBH CG.

Japanese CG Card; Footnote w. Replace "Rifle Platoons (12)" with "Rifle Platoons (12 & 13) and the Construction Platoons (14)".

Australian CG Card; Footnote w. Delete "1xHMG.". In the example replace five dr with four dr.

Scenario Gona#3 "Cold Comfort" Playable area should read "(only hexes numbered 01797 west of hexrow S are playable.)"

Scenario Gona#4 "Early Surprise" Replace Japanese Handicap with "Replace the Japanese MMG with a HMG."

Q DD4 and DD5 look as though the centre dots should be reversed? A. DD4 is correctly printed as (interior) Dense Jungle. Treat CC6 and DD5 as Light Jungle as printed (for readability all the jungle centre dots on the map are valid as printed).

Q Can the Japanese win a sudden death victory in the first fire fight just by killing 4 CVP of aussies and losing just 2 of their own?

A. The sudden-death victory applies if the Japanese have a 2:1 CVP/TVP score advantage after any firefight, but the EXC: clause at the end requires that they "earn" a minimum of 15 CVP/TVP in that firefight. The 9 TVP with which the Japanese start the CG* are not "earned" during the first firefight, they already possess them, so they must look elsewhere (like the Entry Points) or score some cheap kills.

Q Can food and ammo purchased for an idle fire fight be carried over, like forces to the next fire fight?

A. The Food purchase for an Idle Firefight spares the Japanese from doubling of the Sickness/Starvation losses in the subsequent RePh, so it is used and does not carry over. The Ammo purchase for an Idle Firefight has not been expended so can be carried over to the next Firefight.

POINTE DU HOC

BAR Gunner Only a Good Order, un-wounded BAR Gunner may Recombine into a squad. A BAR Gunner may not Recombine in any other combination other than 2 x 3-4-7 + 1 x BAR Gunner = 7-6-7 Ranger Squad.

Para 2.3 line 1 "H15" should be "HH15".

Para 2.5 line 3 "(EX: Hex CC17..." should read "(EX: Hex GG17..."

Para 2.5 line 5 "GG18" should be "GG17" and "arrow" there are no arrows.

Para 2.5 line 6 "GG17" should be "GG18"

Scenario PdH #3 "Nowhere to Run, Nowhere to Hide" The US set up should read, "...set up ≤ 10 hexes from hex KK13 [EXC: OO13, GG5 and HH4]" to add GGS and HH4 to the hexes the US cannot set up in. Board Layout should read "(Only hexrows N-RR are in play)".

Scenario PdH #2 "Road Warriors" Objectives should read "paved road (S6 - O21)" not "paved road (T6-Q21)".

Scenario PdH #5 "Rangers Relief" Reference to P28 in Ranger entry area and Objectives should be N28. The reference to "within ten hexes of OO13" is clarified as meaning EE12 and thus the Objectives should be interpreted as N28-EE12.

STONNE 1940

Map
Here is a listing of the Levels along the Bois-De-La-Grande-Cote:
Level 6: A4-B4-C5-D5-E5-F5-G6-H6-I7-J6-K7-L7-M8-N8-O9-P8
Level 5: A3-B3-C4-D4-E5-F5-G5-H5-I6-J6-K7-L6-M7-N7-O8.
Level 4: A2-B2-C3-D3-E4-F4-G5-H4-I5-J5-K6-L6-M7-O7...

CG SSR 43 should read 15 AMB instead of 15AMA.
Each RG SW is received on a dr ≤4 (if depleted, dr ≤3)
IFSR should state that the LV lasts five turns. CGSR 34 is correct.
CG Note 1 should read 'AFV only' instead of 'Fully Tracked AFV only'.

French CG Card
The French CP for FP is M2: 1 CP - 2 max/FF - 2 max/CG
Contrary to standard PL rules, French mines cost 8FP/AP Factor and 20FP/AT Factor.

Setup/Entry The initial OB granted by the scenario is restricted to areas A, B, C, and/or the road running from D0 to P7. Although additionally purchased RGs may utilise area D for a price, any RG listed in the initial OB as well as any RG purchased with the 34 CPs is restricted to the same Entry Areas A, B, C or road D0-P7 for the Initial FF.

Q Do the Initial Firefight CP suffer from the reduction DR? A. Yes.

Q How does the Initial Firefight attacker get decided? A. There is no ATTACKER/DEFENDER in the INITIAL Firefight since (as stated in CGSR 41) VCs are not based on the Dual Attack or Side Assault terms but on the Initial Firefight Objectives found on the CG Card.

Q Is the French AMR ZT3 in the Initial Firefight OB part of the triangle parent unit (and thus withdrawn at the end of 15 PMb)? A. Yes.

Q Does IFSR #3 indicate that these French receive fire HIP? A. Yes.

Q My MLR is all along the plateau hill line with a portion of the plateau around C9. For deployment in the next fire fight can I put vehicles in this area of plateau even though they have no legal route there [woodes, mined sunken road and entry D]?

A. Set up is in ACCESSIBLE locations - the locations are not accessible to vehicles since the path of hexes leading to the Friendly Entry Areas is through terrain impassable to vehicles (Woods-CG SR).

Q According to the CG card, the Germans are limited to 4 attack options; French 3. The purchase of an attack chit is not listed on the RG card. Is the attack option simply selected? A. Yes.

Q Is the Tank Type dr per unit or per Pltn (Platoon)? A. Per Pltn (with CGSR 30.1 on counter mix limitation).

Q Are the Germans allowed to buy FPP? A. The Germans may not purchase fortifications.

Q Are French leaders received at 1:4 squads or 1:3? A. 1:3.

Q I9 (Assault Eng. Coy) and I10 (Arm Aslt. Eng. Coy); are they really 338's? A. Yes.

Q Is the table in CG SSR 44 used for officer replacement? A. Yes.

Q When both sides have to remove units in about the 3rd firefight do you use record cards to indicate how to deal with vehicles? A. Yes.

HEAT OF BATTLE

The following errata for *SS II: The Fuhrer's Firemen* was posted to the InterNet ASL Mailing List by Eddie Zeman.

The 447 and 436 SS counters should have an underlined Range indicating Spraying Fire.

Scenario FF7 "Monastir Gap" The victory conditions can be read one of two ways. If you take the wording literally, the player with the most CVP wins, with the listed road hexes counting as CVP and German Infantry casualties effectively counting double (added to the Allied CVP total, and also negating German-controlled road hexes). A second interpretation would be that the player with the most VP wins, with VPs awarded for controlled road hexes and German Infantry casualties eating into that number.
A. The second is the way it should be, but both work. Basically, the German Victory quest is hurt by suffering CVPs.

Scenario FF9 "Ghost of Napoleon" HSR2 describes rubble rolls - is Falling Rubble possible? Falling Rubble is NA. Simply put a rubble counter in the hex (which is assumed to be at the ground level, including the "Market Place").

Scenario FF11 "Tough Luck" Which German group gets which ELR? This is explained in the "Setup" line of each OB. The Garrison has a "1" ELR, and the SS have a "3" ELR. If you read Page 2 of the WSSH Chapter H page, we discuss ELR Replacement and Battle Hardening as we understand it from the Good Book, regarding underlined ML. The counters are appropriately underlined.

Scenario FF "Black Jack" The play area should read "Only hexes A-P (inclusive) are playable."

Scenario FF "Death Ride" Russian OB under the armoured cupola counter should read (HSR2) rather than (HSR3).

Scenario FF14 "Operation Rosselsprung" The Partisan reinforcements should enter from the east edge of board 2 and not the west edge.
HSR5 lists German Air Support as departing after the German PFP - typically FBs and Stukas attack in the enemy Movement Phase or friendly Defensive Fire Phase. Are the Stukas allowed to attack in the German Prep or should they be departing after the DFPH of the Partisan turn?
A. Yes, we should have mentioned this, but the Stukas may attack in the initial PFP for this scenario only.

HoB would also like to apologise to any Frenchmen who may have felt insulted by their spelling of Napoleon on the "Ghost Of Napoleon" scenario card :-)

Ten Questions With ... Curt Schilling

Brien Martin

Curt Schilling is one of the folks who toils for Multi-Man Publishing (MMP), who recently signed an agreement with the Hasbro Corporation to become the exclusive designer, developer and producer of “official” ASL products. I recently sent a “Ten Questions” survey to Curt and asked if he would take a few minutes to reply. Here is the transcript of the exchange that followed.

Name: Curt Schilling.

City: Depends on which team we are playing.

ASL Club affiliation (if any): I belong to the ‘I can spank Brian Youse at will’ ASL Club.

Born: November 14, 1966.

Birthplace: Anchorage, Alaska. Grew up in Phoenix, Arizona.

BRIEN: How did you get involved playing ASL?

CURT: Probably the same way every other SL/ASL player got started. Went into my local hobby shop with money burning a hole in my pocket. Back in the times when board games dominated hobby shop shelves along with models there were a lot of tough decisions for an 12 year old to make. Took *Squad Leader* off the shelf, saw the picture of the game board and counters...sold! Never looked back.

BRIEN: What led you to designing scenarios and modules?

CURT: I’ve never really designed a module. *Doomed Battalions* was a MAJOR project but had tremendous input from ASL players around the world. Pedro Ramis, Philippe Leonard, Magnus Hindsberger, Shaun Carter, Charles Markuss to name a few. They were the reason that *Doomed Battalions* was as thorough a project as it was, they made it happen along with the play-testers. As for scenarios (all of which I will defend as balanced gems) I’d say my pure love of military history (WWII specific of course) is the reason I try my hand at scenario design.

BRIEN: What is the process that you go through to choose the subject matter of each module?

CURT: Again I have not ever ‘designed’ a module. But we handle that process by submission. We have yet to, nor any time soon are we planning on, release a project that is solely ‘MMP’s’ idea. We base module/HASL decisions on submission quality. If it is thorough, and well researched, it gets a very heavy look. If not then we may put it aside for

something that was submitted more complete.

BRIEN: From start-to-finish, what is the approximate time it takes for MMP to complete a new module?

CURT: Can’t really answer that as the time to complete a module is based on so many factors, quality of submission, willingness of designers to work with us, size of the module, etc. etc. There are just a ton of factors that determine a module’s time frame for release.

BRIEN: Errata has received a lot of “bad press” lately. What steps does MMP take to reduce/eliminate the really “dumb” errors from its products (like typos and simple omissions)?

CURT: In my opinion we have the two best proofers I’ve ever seen in Perry Cocke and Chuck Goetz. These guys don’t miss a thing (‘cept for column misprints at 5am in Brian’s house the morning a product is supposed to go to the printers :-)) Seriously, these guys are zero-defect people. Had I not intervened at the last moment I think the Journal would have had 1 typo! That was my fault exclusively and they once again raised the bar for excellence in my opinion with the *ASL Journal Issue 1*.

BRIEN: You recently completed negotiations with Hasbro. Would you say that they were surprised at the level of dedication among ASL players?

CURT: Yea, I think so. I think dedication is what sold them on MMP. We presented our situation, what we felt should happen and they listened. They have their own ideas (which in themselves are going to be a lot of fun to work on and produce) and we are exchanging stuff on a daily basis.

BRIEN: How would you characterise the negotiations? Were they friendly? Was there a time you felt the deal wouldn’t get done?

CURT: They were beyond words. They went to the mat for us in so many ways. They really bent over backwards to help us out and have made us feel like we are part of the Hasbro team. I think fans of most every AH game will be excited about Hasbro and their plans for the future. They are certainly not run-of-the-mill and I, for one, cannot wait to see other AH titles as they are re-released by Hasbro.

BRIEN: What is your all-time favourite ASL scenario and why?



Curt Schilling at ASLOK last year. Photograph courtesy of Russ Bunten.

CURT: Khamsin ... ask Russ Bunten :) I love Jungle Citadel, The Citadel, *RB CG's*, White Tigers and Bushmasters (though it is an unbalanced dog it’s still a blast to play). And also anything I play Russ Bunten, Mark Nixon, or Brian Youse in. Three fun opponents that make every scenario a gem.

BRIEN: What types of “toys” do like to see in scenarios you play and why?

CURT: Well I dislike “it’s a hit, it’s a kill” tank scenarios. Having said that, I loved combined arms scenarios. I love early French armour stuff. Anything with the Hungarian Turan in it ...oh, wait, that’s *Armies of Oblivion*. Sorry :)

BRIEN: Final question: Can I have your autograph?

CURT: Sure, 12 bucks and a ball and it’s yours :)

BRIEN: Alternate final question: Smooth or chunky peanut butter?

CURT: Smooth on bread with pasta; chunky for banana and peanut butter sandwiches.

I would once again like to thank Curt for his time and for his answers. My best wishes to the entire staff at MMP for all that they do for us ... the ASL Community. And if Curt doesn’t mind ... I’ll keep the twelve bucks and spend it on the *ASL Journal* :)

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The Future of ASL

Brien Martin

There will be some folks out there who ask how someone, whose sum total of ASL games played can be counted on less than the fingers of both of his hands, can claim to know about the future of ASL.

A bit of background should dispel the notion that I am a “newbie” to the wargaming hobby in general, or ASL in particular.

I started playing wargames in 1981 with *Third Reich*, which I did not understand, nor did the other two guys who tried learning with me. I moved on to my college wargaming club, where I was introduced to *Chancellorsville*, and I was hooked.

In 1989, I began playing *Squad Leader*, and found the game to be the best game I had ever played. It took me almost two years of playing, every Tuesday night, before I finally won a game, holding a building with just two squads on the final turn, surviving three straight 16+1 attacks. I was on my feet with the last dice roll in anticipation, a moment frozen in time that I will never forget.

By 1992, when I was introduced to ASL, I had read nearly everything written in *The General* about SL. Names like Stahler, Nixon, Troha, Conner, Mishcon, et al were as familiar to me as the names of Jordan, Barkley and Malone are to basketball fans.

I had heard about Curt Schilling’s involvement in ASL long before he started pitching for my Phillies, and I had purchased ASL *Annals* and read the articles long before all of my counters were punched out and placed into storage trays. Names like Cocke, Youse, Martzukas, Dolan, Repetti et al were coming into prominence through their writings and designs. McGrath and Pleva became “household” names winning tournament after tournament.

And all of this knowledge of the ASL world was gained without ever setting foot at an ASL Octoberfest, an ASL Open, a Winter Offensive, a Wild West Fest, or an Avaloncon. And all of this with a sum total of seven face-to-face games and a 0-7 record.

So, as 1999 begins, you see before you an individual who knows the acronyms, knows the history of the game, knows who the movers and shakers are, knows where his hobby has been, and where it is today. Grognards might not think you can be knowledgeable without playing the game extensively. But there are thousands of baseball fans (myself included) who can recite the history of the game, its greatest teams and stars, its statistics, its achievements, its failures ... without ever having set foot on the baseball diamond. So it is that I can write this editorial, and enough history to prove the nay-sayers wrong ...

On January 15, 1999, Multi-Man Publishing, LLC (MMP) announced that it had finalised an agreement with the Hasbro Corporation to become the official design, development and distribution company for all future “official” ASL products. This announcement brought a smile to my face, for it signals the dawning of a bright, new future for ASL.

Over the past seven years, the frequency and quality of ASL products that were being produced by Avalon Hill had been placed under ever-increasing criticism. The ASL *Annual* '95 was probably the low-water mark in AH’s history. Nearly every scenario had affixed to it errata of some sort. People were understandably furious.

Third-Party Manufacturers (TPMs) seized upon the opportunity to start becoming a major force in the ASL world, providing product in the ever-increasing void between new materials coming out of Baltimore. These TPMs were providing the kind of healthy competition that makes for a better quality product all around.

But couched in the competition (which wasn’t competition in the truest sense, in that the TPMs were producing scenarios and products that AH seemed to have no interest in) was a battle for the hearts and minds of the ASL player. AH needed to keep its loyal customers to stay in business, yet with every new goof-up in a magazine or a module, the TPMs gained greater and greater favor with an audience with money to spend, and many quality choices to make.

All of this should have created a better world for ASL players everywhere. But AH chose a different path. They chose to turn the ASL marketplace into a battleground, instigating a raid on a competitor’s offices (his own home) to make the point that AH would do everything in its power to protect its copyright. A copyright that, in my opinion, was being badly managed by AH.

From here, the story understandably took a turn for the worse as AH fell into further and further trouble with the ASL line. The *KGP I* module was filled with errors, which had to be fixed with the release of *KGP II*. Hobbyists didn’t stop buying the products, but more and more of them switched loyalties and by the middle of 1998, AH was looking for a white knight to save the day.

Enter the Hasbro Corporation. Their recent strategy has been to acquire game companies and apply their vast resources to bolster and strengthen the games with the greatest potential, and then move those games to a PC platform to reach an even greater target audience. What could they possibly want with AH? And, more importantly, what would they do with ASL?

Those questions were answered on January 15.

Because Hasbro has worked with the ASL Community (through our spokesmen at MMP), I believe that they have shown that their commitment to our hobby is strong. They believe in what a very dedicated group of individuals can do to keep a hobby going strong. They have seen how popular the game is around the world, and how many people from many different nations can share a common interest.

TPMs have seen their works fall under the same microscope that once examined each and every offering from Baltimore. They have seen how meticulous ASL players are to the detail of the counters, scenario cards and map boards. They have heard the complaints loud and clear when errata is discovered. They have lived in the shoes of those who trod before them.

Players have seen a plethora of products, some good, some bad, that now give them options beyond the dreams of even the designers and developers of the original *Squad Leader* series. They have had new experiences like *Red Barricades* to stimulate their interest in the HASL series of modules. They have been treated to the work of many a designer whose works may never have seen the light of day when AH was ASL.

Together, the hobby has been through an awful lot since that fateful day in 1977 when AH introduced the world to *Squad Leader*. We’ve seen the best and brightest ASL minds come and go, inspiring a new generation of designers and developers. We’ve seen a new commitment to quality, to a higher standard. A standard, set not by corporate big-wigs in an ivory tower, but by the people who know the game best, the players themselves.

These guys have seen ASL in good times and in bad. They have fought, sometimes tooth-and-nail, to preserve the integrity of the game system. They have witnessed the birth of clubs, tournaments, AvalonCon, and a dozen other events that have only served to make the hobby better, make the game great.

They may verbally brawl with each other from time-to-time. But in the end, if you’ve got a Plano full of counters, some dice, map boards, the ASLRB and a scenario card they’ll grab the nearest table, put aside their philosophical differences and kick your butt in a game.

The future of ASL couldn’t be in better hands because the game is now in the hands of the people who care about it the most ... the players.

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“Bring up the PIAT”

Jeffrey Shields

The development of the tank led to the development of light anti-tank weapons (LATW) that could be carried by an infantryman to let him combat the armoured threat. In ASL there are several LATW available and each has it's own set of tactics.

ANTI-TANK RIFLES

These should be treated like extremely light AT Guns, and can be effective against half-tracks, unarmoured vehicles, and as immobilisers (DI) if within 6 hexes.

They often have a high PP but the lightweight ones can be effectively moved into better positions for side or rear shots.

Don't forget to add the 1 factor to your IFT when firing at non-AFV targets (that can turn your 5-3-8 into a 6 FP attack for those using the IFT).

PANZERFAUSTS

Range is a serious limitation on the use of these weapons. In 1943 range is 1; 1944, 2; 1945, 3. It often pays to eat the backblast when defending because an AFV is often worth more than a squad or two.

It often pays to hold your fire until after the AFVs have moved, else your opponent can move the AFVs by without fear. That is, if you've Final Fire'd the squad (or if it cowers), it won't get it's PF shot. If the AFV stops within range, it often pays to wait until PFPh to shoot since you won't have to pay the +2 Motion DRM.

Don't waste your time with deliberate immobilisation though; the TK# of 31 means AFVs get scorched!

BAZOOKAS AND PANZERSCHRECKS

I like to use these from concealment terrain. I typically anchor the flanks with at least one BAZ or 'schreck. Skulking improves their longevity and often gives you the advantage of getting that side or rear shot which can devastate a heavy tank.

Against medium tanks (or with 'schrecks) I'm more aggressive and will sometimes actively pursue the tanks for the kill.

Crews make great tank-hunter units because they can Self Rally if they break but you often don't have one to spare.

Remember you don't have to eat the backblast if you declare the shot as opportunity fire and wait until the AFPh to shoot.

PIATS

The PIAT is a neat weapon 'cause you can safely fire it from inside buildings, i.e., no backblast! It's pretty decent against AFVs, too.

I generally use these the same way as BAZ, and 'schrecks. Again, skulking on the defence works wonders for these weapons. Deliberate Immobilisation is useful against large targets that won't give you a side shot.

Also remember that PF, BAZ, Psk, and

PIAT have an anti-personnel capability when fired against infantry in buildings or behind walls. With a PF use random selection to determine which unit eats the attack (although the firer may choose to attack a Known Infantry target manning a Gun/SW if he wants to).

Note also that these weapons can, under extremely lucky conditions, cause rubble and flame.

Don't worry too much about Schuerzen. Sz doesn't apply to front shots, so a TK# of 16 vs the side of a StGIII has a final TK# of 13 (16TK-3AF) and although you have

to double the lower dr, due to Sz, you get the kill on any number of decent rolls (go ahead, you figure it out :-). So Sz can pretty much be ignored as a serious factor against LATW. I have, however, seen Sz make a difference once in a while so don't forget it!

Other useful anti-AFV devices include DC, MOL, Kloriharts pipe grenades, Gammon grenades, etc. These require close up and personal actions on the part of your troops.

Note that DC can be thrown from upper stories.

Note also that FT and MOL don't use armour factors to generate a TK#; their TK# is straight up (FT needs an 8 at 1 hex, 4 at long range).

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PF/PFK/PSK/Baz/PIAT QUICK REFERENCE TABLE

Daniel Zucker

Weapon/date	RANGE & TH#					HE IFE	SPECIAL AMMO	B/R/X	Backblast Desperation	
	0	1	2	3	4					5
PFk 8-9/43	10	8	-	-	-	12	-	-/-/-	yes	
PF 10/43-5/44	10	8	-	-	-	16	-	-/-/-	yes	
PF 6-12/44	10	8	6	-	-	16	-	-/-/-	yes	
PF 1-5/45	10	8	6	4	-	16	-	-/-/-	yes	
PSK 9/43-5/45	11	9	8	7	4	12	-	-/-/10	yes	
Baz '43	11	9	8	7	4	8	-	-/-/10	yes	
Baz '44	11	9	8	7	4	8	-	-/-/11	yes	
Baz '45	11	10	9	8	6	4	8	WP6	-/-/11	yes
PIAT '44-'45	11	9	7	5	-	8	-	10/2/6	no	
Mol-P '42-'43	10	9	8	6	4	4	-	11/-/12	no	

PF Original TH DR = 12 (11 or 12 for Inexperienced) = Casualty Reduction for firer. Backblast; 1 FP attack using coloured dr of TH DR, no DRM against Firing Location.

C5 FIRER-BASED TO HIT DRM

C3 firing LATW in AFPh/backblast weapon from rubble/ground level building(each)	+2
D pinned firer	+2
G deliberate Immobilisation (Range:≤ 6 hexes; Case N is NA) (C5.6) Hull hit needed	+5
H Captured/Non-qualified infantry (B#-2; red TH#) (C5.8) (+4 if both apply)	+2

C6 TARGET BASED TO HIT DRM

J moving/motion vehicle or dashing infantry	+2
J1 DFF vs. moving vehicle (≤ 3MP in LOS)	J+1
J2 DFF vs. moving vehicle (≤ 1MP in LOS) [J1 NA]	J+2
J3 FFAM (J NA)	-1
J4 FFMO (J NA)	-1
K concealed target (or AREA fire)	+2
O target using Hazardous Movement (all case J NA)	-2
P Target size modifier	per vehicle/gun
Q TEM	per TEM
R LOS Hindrance	per LOS Hindrance

OTHER: by OVERSTACKED: +1 per squad overstacked; Encircled +1; CX+1 vs. OVERSTACKED: -1 per squad overstacked; Motorcyclist -1; Cavalry -2

See A5.132 vs. overstacked vehicle

"THIS IS THE CALL TO INTERNATIONALE ARMS!"

This is the latest edition of the overseas (IE non Britain or North American) ASL Players Directory.
It is broken down by country. Within the country, players are listed according to their ZIP/Postal Code.

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

Ω

ON THE CONVENTION TRAIL

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

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

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

APRIL SPRING OFFENSIVE '99

When: 24 - 25 April.

Where: Medley Community Centre, CFB Cold Lake, Canada. The military hotel can provide rooms for \$20/day. If you want to use this option you must contact the organisers before April 16 so they can pre-book your room.

Fee: \$15.00 for pre-registration by 9th April, \$20.00 thereafter.

Format: Swiss style, 4 rounds (w/ optional 5th). Depending on the number of participants, there will be either 2 or 3 rounds on Saturday. Doors open at 7 AM and the first round starts at 8 AM. The tournament will be AREA rated and all Canadian players will be registered with CASLA.

Notes: Prizes include the *ASL Journal 1*, *CH Vol. 5 No. 2* and the *Waffen SS Pack*. Certificates will be presented for top 3 places, ROF, 2s, 12s, Sniper, and Sportsmanship.

Contact: Thomas Weniger, 5902 50 Ave, Cold Lake, AB T9M 1T2. Tel (780)594-4648 or 812-7836, or email tweniger@incentre.net

CHICAGO OPEN

When: 30 April - 2 May.

Where: West Western Inn, Burr Ridge, Chicago. Telephone (630) 325-2900. Rooms are \$77.00 per night if you mention WCW or the *ASL* Open. The hotel allows a maximum of four people per room.

Fee: \$25.00.

Format: Teams of 3 players will compete over seven rounds for the team championship.

Notes: The tournament t-shirt is \$10.00 and features the art of Louie Tokarz.

Contact: WCW, Meryl Rutz, 7933 W. Barry Avenue, Elmwood Park, IL 60707-1025. Telephone 708-453-1978 or by email at mrutz@niu.edu

1999 FLORIDA ASL TOURNAMENT

When: 30 April - 2 May.

Where: Best Western Resort & Convention Center, 820 W. Busch Blvd., Tampa, Florida. Telephone (813) 933-4011. Rooms are \$59.00 per night.

Fee: HMGS members \$8.00 before April 16th, \$10.00 thereafter; non-members \$12.00 before April 16th, \$15.00 thereafter. Fees should be sent to Pat Condray, Recon Registration, 2225 S. Gulfwater Pt., Crystal River, FL 34429.

Format: Gaming will start on Friday at 7.00 P.M., although the main event will start on Saturday at 8:00 AM. It will be a similar in format to past events. The coveted Schwerpunkt medals for First, Second, Third, Close Combat, and AFV Kills will be awarded. There will also be a Team Tournament event. All new scenarios from the Tampa *ASL* group (that will appear in *Schwerpunkt Volume #4*) will be featured. Our 1st place winner will also receive a \$20 gift certificate and the 2nd place winner a \$10 from MMP/Hasbro.

Notes: The tournament will be 'piggy-backed' with the local Historical Miniature Gaming Society's spring event RECON.

Contact: Evan Sherry, Sherry Enterprises, PO Box 3, Ruskin, FL 33570, United States of America or by email at EvanSherry@aol.com.

MAY 1999 MONTREAL ASL FESTIVAL

When: 1 - 2 May.

Where: Downtown Days Inn, 1005 Guy Street, Montreal, Quebec, Canada, H3H 2K4. Phone 1-800-567-0880 toll free or (514) 938-4611 for rates and reservations. Most rooms have 2 double beds. All rooms are air-conditioned and have colour television. We have permission to consume non-hotel food and beverage in the game room. The hotel is near a variety of restaurants, as well as shops and night clubs. Indoor and outdoor parking available (charges apply). The hotel has resolved its labour problems.

Fee: The registration fee for both days is \$22.00 Canadian or \$16.00 US, with the registration fee for one day half of that. Pre-registrants for two days will receive tournament information and scenarios before the event. The package will be mailed out no later than the second week of February. Limit of 28 players.

Format: 5 time-limited rounds of action starting on Saturday at 9 a.m. Each round will have a choice of three scenarios, with scenario substitution possible by mutual player consent. At least one choice will require knowledge of only chapters A to D. Each player secretly chooses two scenarios, then they compare choices to arrive at the scenario they will play. There is more to this and it is explained completely in the Tournament Rules included in the information package. Due to the scoring method, the winner might have only 4 wins over the five rounds. This is not a single elimination type tournament.

Notes: There will be prizes for at least the top two players, depending on attendance and other things. Last year, there were prizes for the top four players. For information about last year's event, visit <http://ourworld.compuserve.com/homepages/MichaelRodgers>.

Contact: For any questions, email MichaelRodgers@COMPUSERVE.COM. Send registration fee (cheque or postal money order, payable to Michael Rodgers) to Montreal *ASL* Festival, 5187 Beamish Drive, Pierrefonds, Quebec, H8Z 3G4.

ORC' IDEE 99

When: 8 - 9 May.

Where: EPFL (Swiss Federal Institute of Technology), Lausanne, Switzerland, within the Orc' Idee game convention. Arrangements for spending the night on site are available.

Fee: Not fixed yet but should be around 10 Swiss Francs for the convention itself. The tournament itself is free.

Format: Four rounds Swiss-style using mutually agreeable scenarios.

Notes: Prizes will include a subscription to *View From The Trenches* for the winner and the latest issue for second and third place.

Contact: For any questions, contact David Lindelhof, 17 Le Prieure, F-01280 Prevezin, France or by email at lindelhof@space.ch

ASL RING

When: 22 - 23 May.

Where: Villeneuve d'Ascq, near Lille (north of France, near the Belgium border) in "LCR des Chaumières".

Fee: 50 FF (something around \$10 or 5 pounds).

Format: Five round, Swiss-style, three scenarios to choose from in each round. Three rounds on Saturday, beginning around 0930 (one of these is a small one) and two on Sunday, should end at 1900.

Notes: one of the two major French tournaments. Each year between 30 and 40 people. Cheap hotels around, something under 200FF per room (up to 3 people).

Contact: François Boudrenghien, 195 rue de la Liberté, 59650 Villeneuve d'Ascq, France or by e-mail aero@calvanet.calvacom.fr marked "Attn Philippe Briaux".

JUNE ALBERTA ASL OPEN 1999

When: 25 - 27 June.

Where: Cedar Park Inn, 5116 Calgary Trail North, Canada. Telephone 1-800-528-1234 for rooms.

Fee: \$20.00 by 11th June, \$25.00 thereafter.

Format: Swiss style, 5 rounds (with optional 6th round). Doors open at noon and the first round starts at 1 PM. The tournament will be AREA rated and all Canadian players will be registered with CASLA.

Notes: Prizes including the *ASL Journal 1*, *Waffen-SS Pack*, *Arnhem - The Third Bridge*, *CH Vol. 5 No. 2* and MMP Gift certificates. Certificates will be presented for top 3 places, ROF, 2s, 12s, Sniper, and Sportsmanship.

Contact: Thomas Weniger, 5902 50 Ave, Cold Lake, AB T9M 1T2. Tel (780)594-4648 or 812-7836, or email tweniger@incentre.net

JULY WESTWALL '99

When: 1 - 4 July.

Where: Saarbrücken, Germany.

Fee: About *8 and *14 per night.

Format: AvalonCon Style like BERSERK!. 5 rounds with 2 blocks of 3 scenarios to choose from.

Notes: The Scenarios will be announced early in April (and the organisers are open to suggestions for which scenarios to use), so everybody can be prepared. The second (optional) block in each round will deal with "special" themes like night, desert, airborne, PTO... Additionally we will offer some very quick-playing scenarios. People who missed round 1 (Friday Morning) can get in line by playing two of them while the rest plays a regular round.

Contact: Peter Ladwein on 0681 8318570 or by email at Pela@stud.uni-sb.de or Stephan Jacobi on 0177 5241051 0681 35157.

OCTOBER OKTOBERFEST ASLOK 1999

When: 5 - 10 October.

Where: Radisson Inn, 7230 Engle Road, Middleburg Heights, Ohio 44130. Telephone 440-243-4040. Room Rates are \$79.00 for 1-4 occupants before September 12th. Be sure to mention "ASL Oktoberfest" when reserving.

Fee: \$20.00 before September 12th, \$25.00 thereafter.

Format: Same as always. Weekend Tournament plus numerous Mini-Tournaments.

Notes: Further details to be announced.

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

INTENSIVE FIRE '99

When: 29 - 31 October.

Where: The Kiwi Hotel, West Hill Road, Bournemouth, England, BH2 5EG. Telephone (01202) 555 889 or fax (01202) 789 567.

Fee: To be confirmed; expected to be £5.00 or free for members of The Crusaders, the UK *ASL* association. **Format:** Two divisions of Fire Teams of three players compete over three rounds on Saturday and Sunday. Open gaming is available for those who do not wish to take part in the tournament.

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

Contact: David Schofield, 11 Longfield Drive, West Parley, Ferndown, Dorset, BH22 8TY. Phone (01202) 573 482 or email dschofie@bournemouth.ac.uk

NOVEMBER GRENADIER '99

When: 19 - 21 November. Play starts at 1000 hrs. on Friday and finishes at 1600 hrs. on Sunday. A Thursday start is on offer if enough players are interested.

Where: The "Jugendlandhaus" in Hergarten, near Zülzich in the Eifel (the German part of the Ardennes), near the famous "Hürtgenwald" (near the location for 'CH76 Hürtgen Hell'). The building will be opened on Friday at 10:00 CET. The country house is rented for three days and provides 40 beds, several showers and a kitchen. For playing we have two large rooms. We plan to provide Coffee and rolls for Saturday and Sunday mornings breakfast.

Fee: DM 100.00 (US \$55.00 / *50) for three nights accommodation, breakfast and entrance. A DM 40.00 deposit (US \$25.00 / *20) is required (this will be returned if you cancel before October 1st).

Format: The tournament will be played in three rounds with victory points awarded for each game won. The opportunity to play campaigns or longer scenarios will be provided as well.

Contact: Christian Koppmeier, Hagebuttenweg 9, 41564 Kaarst, Germany or by email at 100556.3650@compuserve.com.

HELL ON WHEELS BATTLE PACK

Bounding Fire Productions

A collection of WWII tactical gaming scenarios based on the history of the 2nd Armored Division.



Selected Scenario Previews:

HOW1: Guns of Naro—Sicily, July 1943. Recon elements of the 2nd Armored Division run into an Italian gun position atop the board 9 hill. They must clear the road, but German aircraft are on the prowl. (Tournament size!)

HOW2: Canicatti—Sicily, July 1943. The next day, armor and infantry of the 2AD try to seize high ground to the north of Canicatti. However, troops of Group Fullriede, 15th Panzergrenadier Division, will have something to say about it first. They are entrenched on those heights. (Tournament size!)

HOW5: The Narrow Front—Wuerselen, Germany, Oct. 1944. Five Stuarts of the 2AD support the infantry of 29th Inf. Div. as they attack the enemy in the streets and gardens of Wuerselen. The German defense is bolstered by a dug-in Panther. (Deluxe boards!)

HOW7: Trench Warfare—Puffendorf, Germany, Nov. 1944. XIX Corps begins its push to the Roer, with the 2AD leading the way. A strong combined-arms force attempts to clear an AT ditch in the open country east of Puffendorf. Germans counterattack with tanks and infantry of 9th Panzer Div. and are in turn hit in the flank by other elements of the 2AD. This one can be quite a spectacle.

HOW8: Merzenhausen Zoo—Merzenhausen, Germany, Nov. 1944. Crocodiles, Tigers, and even a Rhinoceros tangle in a wild, snarling battle of fierce beasts. Two very strong American groups, composed of 30th Inf. Div. soldiers supported by TF 1/66 and attached British tanks, must cross difficult terrain and seize the town of Merzenhausen from the troops of 246th Division and LXXXI Corps. Relief is on the way for the Germans in the form of a counterattack led by two King Tigers.

HOW10: In the Bag—Celles, Belgium, Dec. 1944. This is the pack's monster scenario, and what a treat it is. The board 24 village, with hills on each side, provides the setting of Celles, Belgium. This one has it all: Panthers, a Bison, Flak truck, FlakPz, OBA for each side, American air support, 40 American AFVs of various types (about half of them half-tracks), and a counterattacking German armor and infantry group. If you want to let it all hang out, this scenario is for you!

Designer Chas Smith brings a wealth of experience to his debut offering from Bounding Fire Productions. Not only is he an experienced wargaming player but, as a Captain in the 1st Cavalry Division at Fort Hood, he has real-world experience using armor tactics.

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