

VIEW FROM THE TRENCHES

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PREP FIRE

Hello and welcome to about the first issue of *View From The Trenches* to be on schedule this year! It took a few late nights in the days before INTENSIVE FIRE to finish it though so if there are any errors I was tired! Will the next issue arrive at the beginning of January? Depends on how much trouble the Millennium Bug causes (I'm in charge of the new computer system at work now), and what sort of hang-over I have on January 1st!!

As I mentioned last issue, I could do with more articles from you lot. The INTENSIVE FIRE report will obviously take up a fair portion of the next issue, but that's about all I have lined up for it at the moment.

Until next time, roll low and prosper.

Pete Phillippis

Remember 11 November.

COVER: A German MG34 team feed an ammunition belt into their machine gun in the early days of the war.

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 smile
;-) 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 29 should be out at the beginning of January 2000.

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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Shingle's List £5.000 (overseas £8.00)

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INCOMING

DOOMED BATTALIONS REPRINT ARRIVES

Doomed Battalions 2nd Edition is now available from the MMP web site at www.advancedsqadleader.com, and should be in shops soon. *DB 2nd Edition* is both a reprint and a fix, as it fixes the few counter, Chapter H and map errors found in the original edition released a year ago just prior to the take-over of AH by Hasbro. However MMP did manage to 'de-correct' 6 counters that were correct in the first print run! These will be corrected and issued in *ASL Journal 2*. MMP have only printed sufficient pages for the module so they will not be selling them separate or offering them as free replacements.

ASL Journal 2 is tentatively scheduled for release at the end of January 2000, at MMP's Winter Offensive 2000 tournament.

In a totally unrelated topic, the Schilling family has been reinforced by the arrival of Grant Ward Schilling on 13 October. Although born three weeks early, Grant was nonetheless healthy and weighed 7lbs 3 oz.

HERMAN GÖERING COMES TO ASL

HG should be printing by the end of

October, shipping mid-November.

Due to be released later this month is the *Herman Göring Battle Pack* from Bounding Fire Productions, the people behind the *Hell On Wheels* scenario pack.

Like its predecessor the *HGBP* contains 12 scenarios, this time focusing on the actions of the Herman Göring Division. The unit is pitted against the Norwegians in one scenario, the British in three, the Americans in two, and the Russians in the remaining six.

Among the dozen scenarios are two *DASL* scenarios which use a new *DASL* map-sheet included in the pack. There is also a new *SASL* mission which sees the British attack HG troops.

In addition to the scenarios there is a history of the unit, an article on AA tactics, and an analysis of 'HOW 6 From Bad To Wuersele'.

The *HGBP* is expected to cost \$24.00 (plus \$2.00 shipping in the States and \$5.00 overseas) and will be available from Bounding Fire Productions, PO Box 743, Killeen, TX 76540-0743.

EIGHTH BUNKER NEARS COMPLETION

Dispatches From The Bunker 8 is also due to be printed soon. As well as a scenario from both the Tunisian Series and the Gross Deutschland Series, the issue contains a review of 'Red Storm' from *Action Pack 2*, the usual tips for veterans and novices, ASL news from around the globe, and a look at the New England ASL scene.

Four issue subscriptions are available for \$13.00 (\$15.00 outside the USA). Issue one is available free with a subscription or an SAE, while other back issues are \$3.50 (\$4.00 outside the USA). Payments should be payable to Vic Provost and sent to *Dispatches from the Bunker*, 209 Granby Road, Apt: 18, Chicopee, MA 01013. Tel (413)594-4301 (evenings) or e m a i l aslunker@aol.com.



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>Schwerpunkt</i>	£8.00
<i>Schwerpunkt Volume 2</i>	£8.00
<i>Schwerpunkt Volume 3</i>	£8.00
<i>Schwerpunkt Volume 4</i>	£10.00
<i>Recon! By Fire</i>	£10.00
<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 (as usual evenings when Man United are not playing are your best bet!), or email me at pete@vftt.co.uk

UK SUPPLIERS OF OTHER THIRD PARTY PRODUCTS

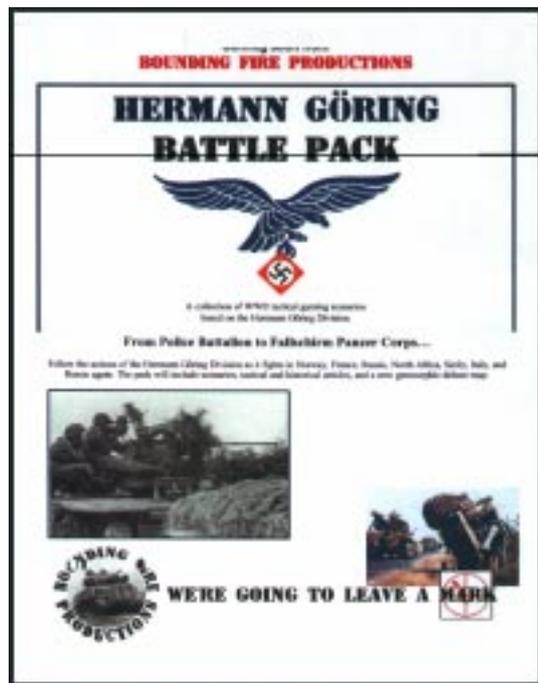
To purchase goods produced by other third party producers such as Critical Hit, Inc. and Heat Of Battle, UK ASLers should contact the following shops.

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



Ω

IT CAME FROM ASLOK XIV

Trev Edwards

For the third time in a row I was able to attend the 14th ASL Oktoberfest (ASLOK) this year in the USA. This is an ASL event that really stands out amongst the now crowded tournament calendar in two major ways.

The first of these is that it is by far the biggest annually and, despite fears across the hobby that the numbers of players is shrinking, ASLOK had a record attendance this year. I was in the main gaming room when the 175th or so player came in and Mark Nixon (the main organiser) announced the record to the gamers and handed the surprised individual a substantial prize.

The convention takes place Wednesday through Sunday in a large hotel in a suburb outside the city of Cleveland Ohio. A large conference room and three smaller ones in the basement conference centre and a sizeable executive style suite are used and space is very often at a premium by the weekend when most gamers seem to be playing at once. Each of the smaller rooms is about the size of some conventions entire gaming space! So many names that are familiar from the ASL Internet mailing list are there and many friends meet there year after year.

The second big feature of this event is that so many of the producers of ASL merchandise time releases for new products at ASLOK and try to attend in person. This year MMP were due to arrive with their two new HASL modules *Blood Reef: Tarawa* and *A Bridge Too Far*. When the MMP guys had arrived sometime after midnight and had set up shop they were pretty much the centre of attention of those of us who had stayed up to wait for them. As far as I could make out, I was about the tenth guy in the queue. Patiently we moved towards the front of the line peering eagerly at the copies that Don Petros had opened in order to see the final rendering of his artwork. I would later ask him to sign the maps for the sets I would bring home for myself and my regular opponent. Each module retailed from MMP at \$50 but a dealer at ASLOK was selling them for \$45 by the Friday.

These new modules come in boxes the size of the previous HASL modules but look odd at first, the reason being that the cover artwork is landscape which is a first. Anyone who has seen the MMP web site will be aware of the much-improved quality of the artwork used on both modules. I particularly

like the *BR:T* box art. Something I noted with amusement was a warning on the back: “Choking Hazard: Small parts, not intended for children under three years.” Welcome to the Hasbro era.



Blood Reef: Tarawa Betio Atoll 1944

This is the second incarnation of this HASL product. Way back, when our dice had roman numerals on them, Heat Of Battle produced this and the whole shebang was sold out before half the people who wanted it could get a copy (I was one who never owned the original). This has been licensed to MMP who have done some more work, re drawn the map and boxed it along with 3½ counter sheets. Eddie and Steve from HOB get a lot of mentions in the credits and I'd be interested to see how many changes MMP have made.

This action is of particular interest to me (read this as “I once read a book about it which had only a few pictures”) and represents the first bloody attempt by the USMC to amphibiously assault a prepared coastal defence. The casualties on the landing were so massive that the sea turned the colour of blood, hence the module title.

A quick look at the box reveals an error on the cover as the battle is described as being in 1944 and not in '43 as in real life and as described on the box bottom. Also, eight scenarios are described where only seven are included.

The map sheets (two at 55 x 79cm) shows all but the extreme “handle” end of an island that resembles a stone-age axe. This is Betio island. The maps are laid end to end which will challenge many gaming tables, not least since the overlap is non-existent where the sheets join. The artwork is truly excellent and really gives you the feeling that

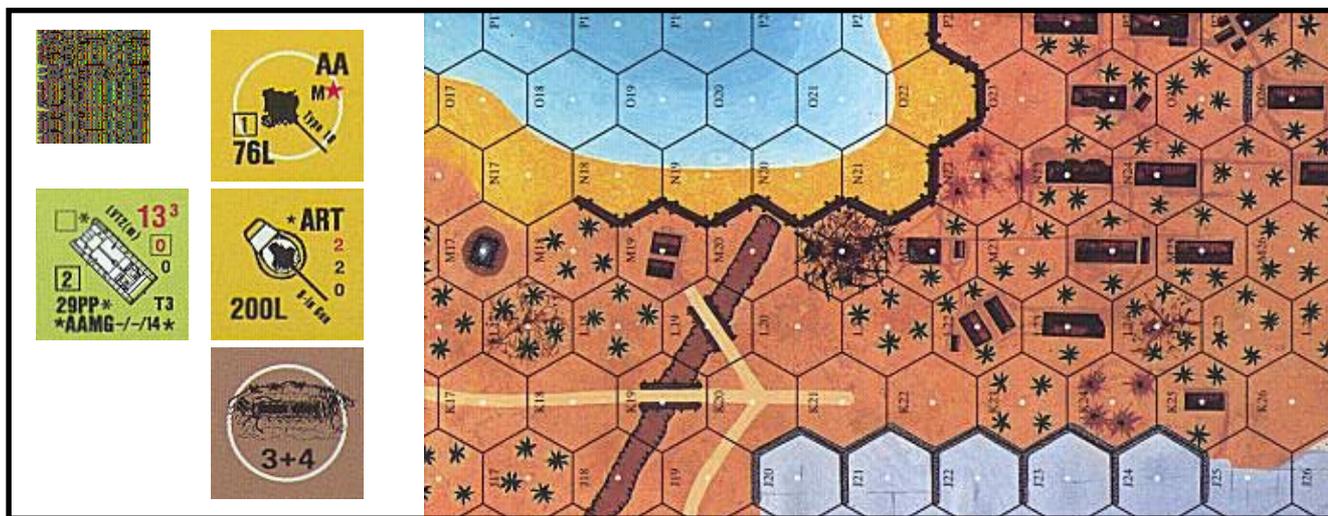
you are looking at a tropical island. The sea becomes darker the farther you get from the shore and the MMP guys have had the good sense to allow palm tree artwork to look like palm trees and not the blobs that they would normally be represented by (as PTO-style orchards). Anyone who has ever seen aerial photos of the actual island as it looked in 1943 will acknowledge how authentic this looks (although you would get more than 4 such trees in the area represented by a hex), and the rules contain distinctions relating to the palm trees of this HASL module which further justify the decision (not the least of which is that they are “out of season”) to show palm fronds. The map has outsized hexes, just like *RB* (and for the same reasons of counter density). It is a beaut.

Broadly, the counter sheets look like this: the first one is all Japanese (mostly elite and first line squads and MGs at a glance) on one sheet. The second is all Marine with 70+ extra 6-6-8 MMC and some of the new “Pathfinder” type of SMC and plenty of MMGs, FTs and DCs. Both of these first two include SMC with names from the battle or from the world of ASL. Sheet 3 gives you a lot of Japanese Guns, marine LVTs tanks and also pillboxes (bomb-proofs), most of which have 360 degree CA. The last half sheet gives you some tidy looking IJN/USMC location counters and extra systems counters, all of which are familiar to all of us but will be needed due to the size of some of the battles. The good news here is that your average counter storage system will survive this module without being drastically extended.

The rules consist of 4 pages of new rules (or variations on existing ones) in 14 rules sections. Of note I see Pathfinder SMC; Ocean & Reef; Port of Betio; Betio Seawall and Airfield. After a quick read through, these rules seem to read well enough, but one or two refer to other chapters not so often used (e.g. *BR:T* sand rules cite chapter F). There are then another 14 pages of CG rules which will be broadly familiar to all who have played TAHGC HASL CG in the past.

Three CGs are presented. ‘A Hell Of A Way To Die’ has the marines already ashore and uses half the map. ‘A Special Valor’ sees the marines trying to land on a slightly larger playing area. Finally ‘Utmost Savagery’ seems to be the whole deal with the full map and the marines again starting offshore. All CG seem to have VC that ask the USMC to take certain parts or pretty

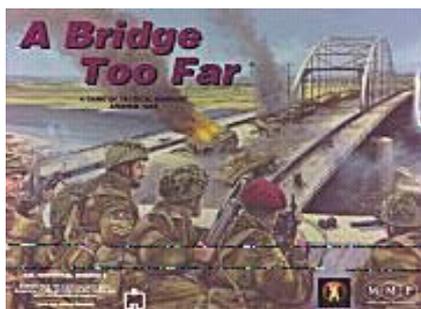




much all of the island and each has a CVP cap applied, ranging from 204 to 804.

The scenarios range from a tourney sized affair with 6 turns and a total of less than 20 squads in play up to 10 turns and 78 squad equivalents in action. Nice scenario titles include "China Girl" and "The Hawk." The chapter divider has each map sheet on one side and no other playing aids.

At the time of writing this, I have not played any of this module, but I can see I am going to enjoy it as it represents something new in the official ASL line of products. I'd recommend it based on my examination of it over the past week or so.



A Bridge Too Far Arnhem 1944

This will be more familiar territory to many players. The subject matter has already been covered twice in *HASL*, once in *God Save The King* and more recently by Critical Hit's *Arnhem: The Third Bridge* and I can't believe any of us haven't seen the film a few times. I own the former HOB title and have played a couple of the scenarios and like the feel of the game. I note that Eddie Z and Steve D again receive some credit for research and scenario design. I do not own the CH title. The famous action takes place at the North end of the Arnhem bridge and

depicts the heroic defence (but ultimate defeat) of the fanatical British paratroopers of Frost's troops by the II SS panzer Corps' units in brutal close-quarter city fighting.

As part of the preparation for writing this I got out my old maps. The look and feel of the new 59x78cm map is very different from the 1995 HOB version. Apart from the MMP map covering a larger area of the town, the bridge/road on the MMP map is only one hex wide instead of the two on the HOB version. As you may expect, some trees on map one are orchard or brush on the other. I do own a photocopy of a hand coloured map of Arnhem (which I believe to be the original first edition map of HOB's module) and I must say that the new MMP map does seem to resemble that closely. At the very least the same aerial photography and frame of mind have been present when they were both drawn. The map is nice enough with clearly printed terrain features sat properly within the hexes. The hexes are big again, which will be of most benefit in this city fight, which will feel very much like *Red Barricades* but with really powerful squads the norm.

The counters come to no less than 7½ sheets. You get nearly a full one of standard colour Germans, introducing new 5-4-8 SS and yet more 6-5-8 and 4-4-7 SS squads. The British get 2/3 of a sheet including a set of 6-4-8s (and their HS) with the Parachute Regiment badge on the top right corner. There are hex location and block control markers. On the half sheet you get a set of allied minors vehicles and ordinance correcting errata ridden ones in *DB* (although one counter remains wrong) and some useful walking wounded, building level and rubble counters. The rest of the counters are a complete German OB in black, representing SS counters. Some MP on vehicles are blue to allow an OT vehicle to be identified and a guide appears in the rules for interpretation

of other quirks caused by the black artwork.

There are again 4 pages of rules pertaining to terrain with the bridge and the ramp getting attention. Special rules for otherwise familiar terrain such as factories and cellars seem to get the *RB* treatment. Partial orchards are here as in *PB*.

The CG rules run for 18 pages and are again familiar. Big features of this game are that territory is controlled by blocks and the British ammo shortage/walking wounded/ELR effects and lack of reinforcement will be pronounced, especially as the CG draws to a conclusion. The three CG are provided: 'Block By Bloody Block' (the first half of the battle), 'A Dark And Fateful Day' (second half), and the big one, "A Bridge Too Far" which is the whole action.

The 9 scenarios see some smaller and some bigger as you would expect, ranging from 6 turns with 26 squads to an 11 turn affair across the entire map with well in excess of 110 squads and many vehicles involved.

The chapter divider has the map one side and holding boxes and player aids on the other.

So what do I think, bearing in kind that I haven't played it yet either? Well, I'm delighted to see the battle covered by MMP in a CG and can't fault most of it. However I'm not sold on the need for all that time and effort that has gone into the production of the black SS counters and I feel that a cheaper module without them would have been the way to go. I bought the Waffen SS packs from HOB and hardly ever use the black counters, having bought the products primarily for their scenarios. There's also the argument that a version could have been issued with just the map, the rules and the scenarios at a fraction of the cost since nearly all the counters are duplicates of existing ones. This would also need less counter storage space. But I am also aware of the

customer pressure that MMP have experienced in this matter of the black SS and also their general obligation to provide a *HASL* module ready to play (i.e. assuming that you don't own other, similar *HASL* modules) so I'll leave my criticism at that. It certainly did not prevent me from buying it.

It remains to be seen how much these modules will cost in the UK but they won't be cheap. If you didn't get *Pegasus Bridge* or really want to experience some more British Airborne action, this time with the emphasis on close quarter city fighting, then this is definitely for you. It remains an excellent product. However, if you want something more different from this, or already own *God Save the King* from HOB and can only afford the money or time for one of these modules, then maybe *Blood Reef: Tarawa* would be a better choice.

As ever, other "Third Party" publishers attended and their products were also eagerly awaited.

HEAT OF BATTLE

Recon...by Fire!

I was able to pounce on Eddie Zeman to purchase a couple of copies of this, which marks a new approach from Heat Of Battle in that it is a magazine format rather than a "module" presentation.

We get 44 pages inside the binders full of articles and scenarios as well as the usual magazine stuff (news, editorials, company policy explanations etc). The articles are numerous and cover abroad "replay" discussion of a RB CG, a "Crossfire" article on Blazin' Chariots, some historical notes on various aspects of the war in respect of our game, a piece on *VASL* and a piece offering advice on covering open ground. This is all reasonably high quality and is well printed, allowing for a few spelling errors and some poor editing.

Of course, the scenarios are what will sell this magazine and those presented here are a mixed bag both in size and theatre covered and the sheer number of different designers involved. The scenarios are laid out in the by now familiar HOB style but use a curious, slightly pixellated version of Avalon Hill artwork for the counters. They are still very easy to read and, to the delight of this reviewer, feature the miniature rendition of the mapboard in the board configuration. We have seen this once before in the *Hell On Wheels* pack and I am all for

this as it gives you an instant idea what the game is about if you can see the terrain right next to the VC.

Again, I have not actually played any of the scenarios yet, but I can give this product a "thumbs up" based on what I have read.



Schwerpunkt Volume 4

A quick glance around at *ASLOK* revealed that the back catalogue of the *Schwerpunkt* scenarios released to date were really getting some play around the event. So many have become firm favourites with a lot of players and I certainly have great memories of so many of them myself. So the release of this new pack was, as usual, one of the high points of the week's events and the boys from Florida seem to have done it again.

The magazine follows the broadly familiar format: a single long article (this time a lengthy historical analysis of the French which is really good to read and long overdue in the system) and analysis of the scenarios included are the only thing the magazine is about.

The 12 scenarios are printed clearly on card in the classic style except they are black and white only (no red ink used). They are the usual mixed bag of size and theatre that we have come to expect as many are unusual in nature. From a July '44 German glider landing against partisans, to a battle between the Indian Army and Moslem insurgents in India in 1950. One I could not resist playing is 'Key To The Gate' which sees Germans fighting their way across a Tunisian battlefield where three allied nations French, British and American are defending. Excellent stuff this and I can say that this product is a must have for any serious *ASL* player, just as its predecessors.

And retailing at \$12.00 dollars makes it superb value for money.

Well, another *ASLOK* is over, having been won by McGrath (again!) and many friendships renewed. Can't wait for next October...

Ω

GOING DUTCH AT ASLOK

Hennie van Salm

Back in The Netherlands and I want to thank everyone that made my first *ASLOK* a great experience. First Mark Nixon, Rick Troha and the other Ohio guys for setting up a great tournament. These guys really deserve a medal for their efforts over the week.

Also all the guys I played:

Paul Haseler - he taught me I ain't that good as I thought I was :) Good luck on your *ASL* world tour.

Scott Romanowski - next year I want to make up for the error I made.

Kurt Kurtz - the first time I played with magnetic *ASL* pieces.

Don Holland - Great scenario with louse Italians and Allied Minors.

Mike Zeimintz (think that is the right spelling) - I can say I made him going for the 4th place in Grofaz in his first round win :-). After turn one I didn't pass a MC.

Mike Daniel - very enjoyable game, maybe I should organise the Amsterdam tourney :-)

Joe Wilson - I feel sorry he malfunctioned three of his tanks in one turn, giving me the freedom of movement I needed.

Scott Houseman - played on his 3D boards, he made some great *HASL* boards in 3D including *GT* and *KGP*.

Tom Slizewski - lost my final in the Tanks mini but taught me some things about the Desert.

Alan Bills - very good player who was unfortunate to bog two tanks in the wire in 'Good Night, Sweet Prince'.

Marty Snow - we had a great game in Art Nouveau (see below). Can I have a rematch next year?

Jim Risher - it seems like he couldn't pass a MC in 'Hot in Kot'.

Mike Libens - the guy that made for a memorable scene on Sunday by screaming for the overrun Jeep.

Steve Flicker - the fourteenth game was a scenario too far. I was completely worn out and lost without a change.

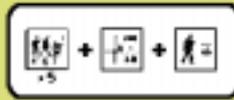
Also all the other guys I had a change of meeting and talking too. Hope to see you all next year.

Most fun moment: playing Marty Snow as the Belgians in 'Art Nouveau'. He attacks my 9-2 leader with a 6-2 shot by his FB. He rolls a 3 (my Sniper) which eliminates my 9-2. My Sniper roll is a 1 and the Sniper looks at the board, picks his 9-2 stacked with two squads. The RS takes out the 9-2 and of the resulting LLMC-2 one of the squads breaks and the other one rolls snake eyes and becomes Berserk. Talking about being mad about the 9-2 roll :-)

Another memorable event: the Mini Tanks tournament. Despite hating tanks only scenarios I was able to get to the final round of this and lost my first desert scenario ever in the final. Conclusion: maybe I should like tanks only, and desert ain't that difficult as it seems.

I'm not recovered completely yet but all I can say: I hope I can go next year. For everybody not sure about it: GO!. Let's try to get 200 people in 2000. Remember the date: Oct. 3-8, 2000.





REFERENCE NOTES FOR SW

Geir Aalberg

OK, admit it! How many of you bought *ASL* just to get the vehicle notes in Chapter H? So, I'm a hardware buff, shoot me for failure to rally to the concept of 'generic SW counters'. Jokes aside, the strongest point of *ASL* is that no other WWII tactical game has so much 'flavour' (otherwise, who wouldn't find those 250+ pages of rules hard to swallow?), and I've always regretted that the weapons we use most are the ones least documented. How many of you haven't squinted at Charlie Kibler's minuscule drawings on those counters and tried to figure out exactly what obscure weapons some of them were supposed to depict? Although I'm certainly no gunslinger myself (having been in the army for less than two hours...), I have spent several hundred hours nose-deep in reference books to dig out information on those intriguing cardboard contraptions.

Of course, I just couldn't resist to throw in a few more rules. But before I'm beach assaulted by ex-marines (who'll gladly wade in with rules on coral reefs and surf up to the waist, yet resist a few one-liners to fine-tune their weapons) let me freely admit that yes, I am second-guessing Bob McNamara (and unlike him, document it), and I encourage everyone to do the same. Maybe some clever third-guesser will prove him right and me wrong. Oh well.

Anyway, I am tired of seeing all those pictures of SS troopers firing Czech LMGs (like the illustration of 'On the Road to Aandalsnes'), and decided it was time to change a few things. Maybe these changes will wreck play balance. I don't know since I haven't play-tested them (that's YOUR job)!!!

An *ASL* rule paragraph preceded by a '*' is treated as optional.

A. GERMAN SW NOTES

While the German assortment of support weapons in WWII included several of the most advanced designs in the world, it was no less bewildering than their multitude of tanks or planes as we've all read about. Particularly in the early and late stages of the war the supply situation forced even nominally 'elite' troops like the SS to rely on weapons of foreign manufacture or yesteryear's model. As a compromise, many machine guns were re-barrelled to the German 7.92 calibre, thus relieving most of the logistic problems.



1. MG 34 & 42 MPMG: To circumvent the Versailles Treaty banning the development of 'sustained-fire weapons' by Germany, Rheinmetall-Borsig set up a 'shadow' company at Solothurn in Switzerland during the early 1920s. This was to develop an alternative to the heavy water-cooled HMGs of the time, resulting in the air-cooled Modell 1930 (MG 30, qv). Although very advanced, production only reached a total of 5000, most of which were bought by Austria and Hungary. The German Army passed it over to Mauserwerke, who substituted a belt for the side-feeding box magazine; by changing the feed unit, it would also take the 75-round saddle magazine of the MG 15. This was born the world's first multi-purpose MG, the Maschinengewehr 34 [for more information see *The Encyclopedia of Infantry Weapons* (Ian V Hogg, The Military Press/Bison Books/Crown, Greenwich CT, 1977. ISBN 0-517-31035-X)].

Using a saddle drum and bipod, it could be carried by one man and used as a squad support weapon; mounted on a tripod (the Lafette 34) with a 50-round belt and a telescope sight, it could double as a HMG. Its high rate of fire (800-900 rpm) and barrel quick-change facility made sustained fire over long periods possible. As usual, workmanship was excellent - in fact so excellent that after a few years of war Germany could no longer afford it in terms of production potential, and a simpler version had to be developed.

This led to the arrival of the Maschinengewehr 42. Using welding instead of screws and metal stampings for the receiver and

barrel housing, it did away with the expensive machining processes required for the MG 34. But its greatest improvement was the inclusion of a new recoil operation system; together with a more effective feed mechanism it increased the rate of fire up to 1,550 rpm! This was almost double of any contemporary gun, and the sound has often been described as 'tearing linoleum'. To employ this advantage only the 50-round belt was used (usually several linked together), and a simpler method of barrel change was also invented. Although it was used as a LMG, the high ROF made it difficult to control when using only a bipod - especially since it only fired on full automatic.

Reportedly made in a total of 750,000 (200,00 for the MG 34), it was undoubtedly the best machinegun of its time. The Germans even developed the MG 45 with an even higher rate of fire, but the end of the war halted the project. After Germany's entry into NATO, it revived the MG 42 and re-chambered it for the 7.62mm NATO round. Now known as the MG3, it is still one of the best machine guns ever made.

The importance of these MGs is apparent in the strength factors of their counters, which is one higher than the respective LMGs, MMGs and HMGs of other nationalities. Couple a LMG and a MMG, and you have a substantial firebase of 8FP; compared to the 6FP for other nationalities, who also usually have a shorter range. It is interesting to note that in the 1944 TO&E the SS squad has two such LMGs. As the SS were given the majority of the StG 44 assault rifles as well, a strength factor of 6-5-8 suddenly seems too weak...

[Sidnote: in issue 3.2 of the online magazine *ASL Digest*, Chris Farrel claimed that it could be proven that the German 4-6-7 squad does not include an inherent LMG. His reasoning was probably along the lines that since the German LMG is 1FP stronger than those of other nations, the line squads also should have one more FP. To this I will retort that the 'missing' FP could stem from the low range and accuracy of the Mauser rifle [according to *World War II Small Arms* (John Weeks, Orbis/Black Cat, London, 1979. ISBN 0-74810-0111-X)]. There is no way ten Germans with Mausers could deliver the same amount of fire as a Bren gun and nine British riflemen (who, given proper training, could deliver 15 rounds per minute)!

*† The German HMG counter represents the MG 42, and is not available before 5/42. Allotted HMGs prior to this are replaced by MMGs counters (alternately, if second line the Axis Minors HMGs may be used). (This rule is for purists only, and should only be used in DYO scenarios!)



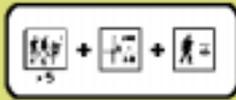
2. MG 08/15 & 08/18 LMG: A 'lightened' version of the sMG 08, using a pistol grip, a bipod and a basket magazine for the ammunition belts. Being the first LMG used by the German Army, its was issued widely to company level and below (unlike the sMG 08, which was retained at battalion level). During the final stage of WWI, single weapons repeatedly covering the retreat repeatedly held Allied battalions at bay. A later version, the MG 08/18, did away with the cooling jacket, but the war ended before this was widely issued. Although obsolete long before WWII (as any water-cooled LMG must be), these weapons were still used to some extent by second-line units in the Wehrmacht; the MG 08/18 being issued to mountain and cavalry units.

† Use Italian LMG counters for the MG 08/15 and 08/18 [EXC: The MG 08/15 (only) costs 2PP]



3. MG 13 LMG: To supplement the shortage of sMG 08s during WWI, the German Army bought a quantity of the Dreyse-designed MG 10, a water-cooled HMG with short recoil action. Of these several were fitted with a bipod and used as rudimentary LMGs in the Middle East; known as MG 15, these must not be confused with the WWII aircraft gun of the same name (see above). After the war these were rebuilt with air cooling and magazine feed; designated MG 13, these were used as the standard Reichswehr LMG from 1932 to 1938 [*The Illustrated*





Encyclopaedia of Firearms (Ian V Hogg, Quarto/Chartwell, London, 1978. ISBN 0-906286-41-7)]. Externally similar to the MG15, its most recognisable features are a square receiver and a saddle magazine hanging on the left side. When replaced by the MG 34, stocks were sold to the Portuguese Army.

† Use Italian LMG for the MG 13. This weapon was probably not used by the Wehrmacht.



4. MG 30 LMG: Although initially not accepted by the German Army (see MG 34), the Solothurn MG 30 nevertheless ended up in the inventory of the Wehrmacht when it absorbed the Austrian Army in 1938. These had, along with the Hungarians, bought most of the 5000 made.

Very similar in appearance to the MG 15, it used a 25-round side-feeding box magazine. In German hands it was mostly used for training and garrison duty.

† Use Axis Minors LMG for the MG 30 [EXC: B12]



5. MG 35/36 LMG: Designed in Sweden as the LH33, this 6.5mm gun (using BAR magazines) was offered and rejected by several nations before the war. Knorr-Bremse, a German car brakes manufacturer, bought the patents and modified it to the German 7.92mm calibre, using a 20-round box magazine on the left side. Some numbers were sold to the Waffen SS, where it was mostly used for training; when their supply of standard MGs reached sufficient numbers the MG 35/36 was handed over to the SS Foreign Legions fighting in Russia.

The conventional gas-operated design of the Knorr-Bremse was generally sound but had some disadvantages. The butt was poorly attached and tended to fall off under fire; also, the safety catch could if carelessly applied cause the gun to fire when released.

† Use Allied Minor (or Russian) LMGs for the MG 35/36.

† If an Original 12 is rolled while firing this gun, an accident has occurred. This is resolved as a Sniper attack (EXC: The Sniper counter is not moved; Sniper Check NA) in the location of the LMG.



6. MG 15 LMG: As production could not keep up with the rising demands for more machine guns, stocks of the old Rheinmetall MG 15 aircraft gun were issued for infantry use in 1944 [*The Encyclopaedia of Infantry Weapons* (Ian V Hogg, The Military Press/Bison Books/Crown, Greenwich CT, 1977. ISBN 0-517-31035-X)]. This was developed from the Solothurn MG 30 (qv) for the Luftwaffe in 1932, and was very successful in its intended role. Its heavy barrel absorbed much of the recoil, and the 75-round double saddle drum fed from both sides alternately, thereby eliminating imbalance caused by one drum being heavier than the other. When adapted for ground use, a metal butt-stock (as well as a bipod) was added; as it was in line with the barrel, the gun had little tendency to 'climb' when firing. But its weight (13kg) and length (133cm) made it too cumbersome for a LMG, and although reliable and accurate it was never very popular [*The Encyclopaedia of Infantry Weapons* (Ian V Hogg, The Military Press/Bison Books/Crown, Greenwich CT, 1977. ISBN 0-517-31035-X)].

† Use Axis Minors LMG for the MG15 [EXC: B12]. ETO Dates are 7/44-45.

When used on vehicles these shortcomings were less notable, and as a result it can often be seen as an AAMG (easily recognised by its tubular smooth receiver). Several late-war half-tracks had a pintle-mounted MG 15 over the back door, with the usual shield-mounted MG 34/42 in the front. Other aircraft guns adapted for ground use were the 7.92mm MG 81, the 13mm MG 131 and the 15mm MG 151/15; the former was probably used as the MG-15, but the weight of the others made them practical only as semi-permanent AAMGs. Most of these aircraft guns were used by Luftwaffe units.



7. MG 07/12(oe) MMG/HMG: After the annexation of Austria, large numbers of WWI Schwarzlose MG Modell 12 and its variants ended up in the German inventory. After most were re-barrelled to the standard 7.92mm calibre, it was reissued as the MG 7/12(oe). See also Hungarian MMG.

† Use Axis Minors MMG or Allied Minors HMG for the MG 07/12(oe) [EXC: B12].

† The designation (oe) denotes the weapons as being Austrian

for historical purposes (no pun intended).



8. sMG 08 HMG: The schwere Maschinengewehr 08 (aka Spandau, see Axis Minors note) was, as the standard German HMG, responsible for the majority of allied casualties during WWI. After the war many were given as restoration payment to the Allies, several of which were captured back during the opening phases of WWII. As the production of the MG 34/42 never satisfied demands, it could be found in rear areas and by units whose mobility were not hampered by its heavy weight (30kg, plus another 38 for the mount). On the plus side it was reliable; if given enough ammo and a splash of water for cooling, it could fire all day.

† Use Axis Minors' HMG for the sMG 08 [EXC: B12]



9. Captured MGs: The Germans also used several captured MGs: notably the British Bren, French m 1924/29 and the Czech ZB vz.26. Several versions of the BAR were also pressed into service, captured from the Belgian, Polish and US armies.

† When issued as part of the normal SW allotment in the OB, these weapons do not incur any penalties for captured use.



10. PzB 38 ATR: When the Reichswehr needed a weapon to replace the WWI 13mm Mauser 'Tank-Gewehr', the Rheinmetall-Borsig company developed a weapon which was designated Panzerbuechse 38. This had a novel feature in that the breech was opened by lowering the pistol grip.

It also featured semi-automatic action, in which the barrel would recoil after firing and open the breech, whereby the case was extracted and another round could be inserted. This proved costly to manufacture (only 1600 made), and the PzB 38 was not officially adopted; its only probable use would have been in Poland.

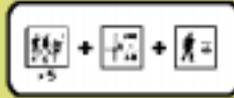
† All German ATR allotted prior to 1940 represent the PzB 38. Use German ATR for the PzB 38 [EXC: 1 ROF].



11. PzB 39 ATR: As the PzB 38 was not officially adopted, a development known as the PzB 39 was chosen instead, which dispensed with the recoiling barrel (and thereby the semi-automatic action). Instead it was fitted with a muzzle brake, so the recoil was similar to its predecessor. Each rifle was issued with two ten-round ammunition boxes attached to either side of the receiver. Although a near-perfect compromise between power, portability and manufacturing ease, the use of ATRs did not suit the tactics of the Blitzkrieg; and the increase in armour after 1940 made the PzB obsolete, a fact which the Germans grasped sooner than most others. Indeed, according to *The Encyclopaedia of Infantry Weapons* (Ian V Hogg, The Military Press/Bison Books/Crown, Greenwich CT, 1977. ISBN 0-517-31035-X) claim that 'apart from very limited use in the 1940 campaign in France, the PzB saw practically no action'. In contrast, ASL PzBs linger on until 1944!

The most notable aspect about these two weapons was the ammunition, which successfully married a 7.92mm bullet to a 13mm cartridge, giving exceptional power for such a small calibre (a feature copied from the Polish wz.35). Also, the bullet contained a small capsule of lachrymatory (tear) gas, which was supposed to be released inside the penetrated vehicle. As the Allied combatants only discovered this by examination of captured specimens, the effect seems to have been minimal; *The Encyclopaedia of Infantry Weapons* (Ian V Hogg, The Military Press/Bison Books/Crown, Greenwich CT, 1977. ISBN 0-517-31035-X) suggests that the heat from the nearby tracer element would destroy the chemicals before the target was hit. The same source also suggests that the Germans (and Russians) didn't develop tungsten carbide cored bullets (APCR) for their ATRs until after the Polish campaign; if correct, this could be simulated by lowering the PK# by one prior to 1940.

12. GrB 39: After quickly realising the futility of ATRs, the Germans cleverly converted the PzB 39 to a grenade launcher late in 1941. This conversion, designated Granatbuechse 39, amounted to cutting the barrel down to 24 inches and fitting the 3cm 'Schiesbecher' rifled discharger cup, while filling the 13mm cartridge with a special



THE PÜPPCHEN

Formally known as the 8.8cm Raketenwerfer 43, the Puppchen was an anti-tank rocket launcher. Artillery shells are not the best method of delivering a hollow charge - a slower projectile is better, and a rocket fitted the bill. Not knowing what a rocket launcher looked like, German designers made what looked like a miniaturized artillery piece, complete with wheels (which could be replaced with skis) and a shield, and it was even loaded via a breech. Instead of a shell it fired a 88mm hollow-charge rocket weighing 2.66kg (nearly 6lb), the recoil being absorbed by the carriage alone, without the normal complex recoil absorbing mechanisms of heavy weapons. The operator used a twin-handed grip to aim the launch tube, which he did simply by looking down the barrel.

Introduced into service in 1943, it had a maximum range of 700m but as the time of flight was measured in seconds its effective range was 230m. ROF was 10 rockets/minute. It weighed 322 lb in total but could be broken down into seven pieces for animal packing; in action, it weighed 220 lb. There were even instructions on the inside of the shield so that untrained personnel could use it on the battlefield!

However barely had production started when American Bazookas were captured in Tunisia, and it was realized that a simple and cheap pipe could be used as a rocket launcher (which became the Panzerschrek) and production ceased. Produced examples were used in Tunisia and also Italy until war's end, and many were captured and examined by the Allies during this period.

Although more expensive and complex than the PSK, it was still an effective weapon. They tended to be set up in defensive strongpoints and subsequently abandoned due to its weight if the unit withdrew - since there were plenty of PF and PSK to go around, they were certainly expendable, and hardly useful to their new owners.

The only scenario published to date which features the Puppchen is 'TOT17 Last Stand At Westen', from Time On Target 2 (now out of print unfortunately). It appears that Kampfgruppe Peiper also had some of these weapons, as there is an example on display in the museum at Stoumont or La Gleize.

Ω



The Puppchen as represented in Time on Target 2.

propellant and a wooden bullet. It fired the standard assortment of rifle grenades, but the ranges were probably longer due to the powerful 13mm cartridge.



13. PzB S.18-1000 ATR: The 20mm Solothurn S.18 was also used to some extent during the first years. While the initial purchase was rather small (it was issued only on a trial basis), it was later supplemented by captured stocks of Dutch S.18-1100 (the fully-automatic version). It may also be identical to the alleged PzB 41, which differed in having a lower penetration (probably caused by the use of a common steel bullet, due to shortages of tungsten carbide). Some, if not most, of the stocks of various S.18s were later supplied to the German allies. (See also Italian Ordnance Notes)

† Use Axis Minors 20L ATR for the PzB S.18-1000.



14. Captured ATRs: Several types of foreign ATR were used by the German Army, most notably the Polish wz.35 and Russian PTRD-41 (designated PzB 35(p) and PzB 783(r) respectively), but also of English, Italian and Dutch origin. Most of these were however handed over to Italy and their other Allies. As their performances (except for the Russian ones) in ASL are nearly identical, ordinary ATR/20L counters are used.

† When issued as part of the normal SW allotment in the OB, these weapons do not incur any penalties for captured use.

15. PFK: The appearance of Russian heavy tanks led in 1942 to the development of a LATW known as the Faustpatrone - a 14" tube with a gunpowder charge in the middle, and a hollow charge bomb at the end (which actually makes it a recoilless rifle, not a rocket launcher like the BAZ/PSK). This was held at arms length and fired by a trigger, but with no way to aim it the result was rather haphazard. A simple sight was later fitted (actually just a folding trigger guard with notches for various ranges, to be lined up with the edge of the warhead and the target). The proximity to the firer meant that the tube had to be extended to 31.5", thus creating the Panzerfaust Klein (aka Faustpatrone 1 and "Gretchen"). Effective range was 30 meters, and it could penetrate 140mm of armour at 30 degrees. Field trials commenced in July 1943.

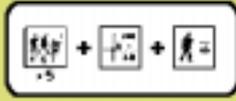
16. PF: Weighing only 0.68kg, the warhead of the PFK was judged too small, and in October '43 the Panzerfaust-30 m was put into production (at a rate of 200,000 per month). This had a 3kg warhead, which allowed penetration of up to 200mm - a figure considered satisfactory for the rest of the war. Further versions centred on improving range, resulting in the Pzf-60 m (which actually had a range of 80m) in June '44, and the Pzf-100 m in November.

Further improvements known as the Pzf-150 m and 250 m were developed, but of those only the former was put into production (at a total of 100,000 during 1-4/45), and as the transport network deteriorated very few reached the troops. Apart from range, the most notable change was a reusable tube; for anti-personnel use a cast-iron fragmentation sleeve was also produced.

† PF range is "3" on an availability dr of 1-2 during 11-12/44, and "4" on a dr of 1 after 1/45.



17. PSK: Much impressed with the American Bazooka, the Germans set forth to copy it from examples captured in North Africa. Late in 1943 this resulted in the 8.8cm Raketenpanzerbuechse 43, commonly known as "Ofenrohr" (stovepipe) after the prominent flames and smoke when fired. It incorporated a few improvements, some actually later implemented on the Bazooka (like using an impulse magneto instead of batteries in the firing system); also, the larger calibre enabled the use of a more powerful warhead. Unfortunately the motor still burned upon exiting the tube; as a result the firer had to wear special protective clothing (mittens and face mask). To rectify this, a later version - the RPzB 54 "Panzerschreck" (tank terror)- was fitted with a protective shield. This was produced from '44 to early '45, although a critical lack of propellant inspired several replacement weapons - of which very few which ever reached the troops.



18. FT FIW 41 et al: To eliminate bunkers and similar defensive positions, engineers and smoke troops were issued flamethrowers. The first model was the Flammenwerfer 35 'Kleif' (as featured in Scenario 49), which can be recognised by its large singular vertical barrel.

An enlarged trolley-borne version, known as the Mittlerer Flammenwerfer 35 was also issued in small numbers. Being heavy and cumbersome, it was soon superseded by the FIW 40 (having two concentric 'tires' similar to the British Portable No. 5), and later by the FIW 41, which used two horizontal barrels as depicted on the counter.

*† All German FT allotted prior to 7/40 represent the FIW 35 'Kleif', and has a portage cost of 2PP.

† The German player may exchange any two FIW 35 'Kleif' in his OB for half that number of MFIW 35. These are represented by FT counters of any other nationality [EXC: 3PP; X11; FT Vulnerability is NA]



19. EsFIW 46: In addition the Germans produced a single-burst FT known as the Einstoff-flammenwerfer 46 for assault troops. Although the range was limited, this was offset by its portability - consisting mainly of a small cylinder filled with flame mixture, with nozzles and a grip in one end. It was discarded after firing, and could later be collected and refilled [*Uniforms & Traditions of the German Army 1933-1945, Vol 3* (John R Angola & Adolf Schlicht (R James Bender, San Jose, 1987. ISBN 0-912138-37-8)].

† Use ordinary FT counters (or SL counters) for EsFIW 46 (EXC: FP factor is 20; Long range is NA; counter is removed after use regardless of result; FT Vulnerability is NA; PP cost is 0). [Strictly, this should be an inherent SW but let's try to keep the rules to a minimum!]

*† A player may after rolling an Availability dr ≤ 1 exchange all his normal FTs for three times that number of EsFIW 46s.

20. FmWSa: A protective suit known as the Flammenwerfer-Schutzanzug was issued in 1940, consisting of jacket, trousers and mittens in grey acid-resistant material, and a steel helmet with plexiglass face shield. This provided only temporary protection since the material melted if any adhering flame liquid was left unattended; According to *Uniforms & Traditions of the German Army 1933-1945, Vol 3* (John R Angola & Adolf Schlicht (R James Bender, San Jose, 1987. ISBN 0-912138-37-8) the suit was rarely worn in action.

† Units equipped with the FmWSa are immune to FT Vulnerability (A22.4), but cannot Double Time (A4.5).

*† FwSAz can be purchased by German Assault Engineers (only) during 5/40-41 by rolling an Availability dr of 1. This costs one extra point per MMC purchased; all Assault Engineers on that side must be given this capability (note "FS" in the "A/B" column of their line on the roster).

21. ATMM: Although made in several versions weighing from two to ten kilograms, the most popular ATMM was known as the Heft-Hohlladunggranate 3kg (Adhesive Hollow Charge Grenade, 3 kilograms). With its three Alnico magnets attached to the target, it could penetrate 110mm of armour - enough to knock out any tank encountered (the only AFV with a side AF > 11 is the Maus!). Two kinds of igniters were issued, with a 4.5 and 7 sec fuse (distinguished respectively by a blue and a yellow cap). The former one was used when throwing the grenade, while the other enabled the user to get away when placed by hand.

ATMM is available in ASL from 1944, but as the war went on the supply of magnets became increasingly worse, and it was largely superseded by other types [*The Encyclopaedia of Infantry Weapons* (Ian V Hogg, The Military Press/Bison Books/Crown, Greenwich CT, 1977. ISBN 0-517-31035-X)], like the Panzerwurm mine 1(L) (a hollow charge fin-stabilized hand grenade copied after the Russians), Geballe Ladung (a stick grenade with six other grenade heads attached), plus various rifle grenades.

*† In 1945, ATMM is available on a dr of 1-2 (not 1-3)

B. RUSSIAN SW NOTES

Although generally regarded as crude and unsophisticated, Russian equipment was designed to be operated by virtually untrained personnel, with little or no maintenance, and in the harshest conditions. Although given a relatively high frequency of breakdowns in the game, this is not to say that the equipment of the other nations would have fared any better if used by a similar army. If Russian weapons were so unreliable, the Germans would not have used captured Russian weapons on such a large scale. For example, during the harsh winter in 1941 the MG34 often broke down when the lubrication froze; the Russian MGs fired on with no problems (as reflected in the rules for Extreme Winter, E3.741). Also, some designs were not unsound but just outdated; their latest designs, such as the heavy MGs and the ATRs, were among the best in the world.



1. DP 1928 LMG: Easily recognised by its 47-round overhead flat pan magazine, the Degtyarova Pakhotnij obrazets 1928 (Degtyarev Infantry model 1928, after its designer) was made in typical Russian fashion - robust, simple to manufacture, and highly resistant to dirt and poor maintenance. Its only mechanical liability was the return spring which was seated too close to the barrel and gas piston; under sustained fire it could soften from the heat. A redesign during the war moved the spring backwards and added a pistol grip; this was designated DPM (DP Modified). Another version for AFVs named DT (for tank) was somewhat shorter and had a telescoping butt.

Considering this, it's no wonder the maligned B10+ in SL was adjusted; and one must not be misled by its B11 rating into believing the DP to be second-rate. Indeed, the only LMGs with a higher breakdown number are the MG 34/42 and the Bren, both excellent designs and still in use today!



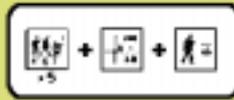
2. PM 1910 MMG: A direct copy of the very first automatic machine gun from 1885, the Pulemet (automatic) Maksima obr 1910 was the longest-running of all the Maxim variants, remaining in full-scale production until 1943. It was invented by the famous American inventor Hiram Maxim after he had been given the advice to 'abandon the electrical business and make something that will enable these fool Europeans to kill each other quicker'. His design - a recoil operation with the breech block locked by a toggle joint - was surrounded in patents, leading other manufacturers seeking to circumvent them to experiment with any operating principle imaginable. Meanwhile the Maxim gun was adopted by Germany, Russia, Belgium, Great Britain and many others, eventually being developed into the Vickers MG under the British company of Vickers, Sons & Maxim. Maxim later went on to invent a helicopter, a steam-powered aircraft, electric lightning apparatus, and 'a new system of roasting coffee whereby the natural aroma of the berry is retained...'

The Russian arsenal at Tula began manufacturing the Maxim in 1905, later some Tsarist frills like the bronze water jacket was replaced with sheet steel, creating the PM 1910. Being extremely reliable (at least for its time), it could be kept firing for as long as belts were fed into it. This was offset by its excessive weight of 75kg (163lbs) (which included the wheel-and-shield Solokov mounting), requiring a minimum of two men to drag it using ropes, and perhaps a sledge in the winter. A quadruple AA mount was also devised; this is featured on the GAZ-4M-AA truck, but was also used on armoured trains or as semi-permanent ground installations.



3. M1895 MMG: Another MMG used sparsely during 1941 was the Colt-Browning M1895. These had been sold to the American, Belgian and Russian armies, but were considered obsolete already before WWI. A predecessor to the Browning M1919, it was a gas-operated, air-cooled MG, using a 300-round belt feed of 0.3in ammunition. Its most prominent feature was the long lever driven downwards under the gun by the gas piston; to operate properly a small pit had often to be dug for the lever to swing freely, giving it its nickname 'potato digger' [*Combat Guns* (Chris Bishop & Ian Drury (Temple Press/Aerospace, London, 1987. ISBN 0-600-55178-4)].

† Use Axis Minors MMG for the M1895.



4. SG 43 HMG: The Stankovij Goryunova obr 1943g was introduced in 1943 as a gas-operated replacement to the venerable PM 1910. Although using an unusual form of breech locking and being theoretically unsound, it performed well and is still in service today under the name SGM. It is depicted using the old PM1910 wheeled carriage (having over twice the weight of the gun), accounting for the lack of dismantling capability. Operating under the harshest conditions, and requiring very little maintenance, it (as its up-scaled relative the DShK 1938) well deserves its B12 rating. However, as it didn't enter service until the middle of the war, this counter obviously also represents the least battered of the PM 1910 contingent supplied with more ammunition etc., and possibly also the DS 1939, an enlarged belt-fed DT made in small quantities.



5. DShK 1938 .50 Cal: The Degtyarova-Shpagina Krupnokalibryerni obr 1938g (after its designers; krupnokalibryerni meaning heavy calibre), as is its full name, was originally intended as an infantry AA weapon. It was very similar to the Browning M2, and has proved almost as successful, as a post-war modification known as DShKM is still in wide-spread service. It retained the archaic Solokov mounting, but an AA tripod was also fabricated, which is depicted on the counter in *BV*. Another counter is included in *RB*, which features the DShK on a SG 43 mounting; this was probably more common, but should preclude dismantling - treat this counter as 'No dm'.



6. Solokov ATR: After some fifteen unsuccessful experimental anti-tank rifles the Soviet Army decided in 1938 to copy the German WWI Mauser Tank-Gewehr. To avoid setting up production of the special 13mm Mauser round, Solokov used the existing 0.5in HMG round. This proved inadequate to the extent that the rifle could not even penetrate 12mm of armour at 400m. Although light and simple to manufacture, the few used in the Winter War proved those assets not to outweigh the inadequacy of the rifle.

† Use Russian ATR for the Solokov [EXC: TK# is 4]. In scenarios vs. Finns prior to 1941, one Solokov is allotted for every 18 squad-equivalents.



7. PTRD-41 ATR: After the unsuccessful Solokov design three new prototypes were made in 1939, none which lived up to expectations (the Shpatilany design apparently incorporating a flamethrower!). In near desperation the Russians considered copying the German PzB 39, but decided to give two experienced designers one last try. Fortunately Vasilij Degtyarev of MG fame came up with a design which became the most successful Russian LATW during the war. Known as the Protivotankovoe Ruzhyo Degtuarova obr 1941g, it fired a tungsten-cored 14.5mm HMG round and was capable of penetrating 25mm of armour at up to 500m. Although single-shot, the spent case was automatically ejected, and all the operator had to do was to insert another cartridge and close the bolt. Being simple to produce, and as the Russians never developed any hollow charge AT weapons, the PTRD lingered on throughout the war. After the war it was adopted by several east block armies, in Albania remaining until the late 1960s!



8. PTRS-41 ATR: The alternative design by Simonov also performed well, although considerably more complex than the PTRD. It had semi-automatic gas operation, and used the same 14.5mm round in box magazines of five each. Being 6 pounds heavier than the PTRD, it could be dismantled for easier transportation. Nevertheless it was much less robust than the PTRD, and also somewhat larger. As to numbers produced, sources vary from 'a few' to 'large quantities', probably because it is externally quite similar to the PTRD (although somewhat thicker).

† Use Russian ATR for the PTRS-41 [EXC: ROF of 1; B11].



9. FT ROKS-2: Also known as the KS-2, the cylindrical fuel containers resemble those of the German FT which were carried vertically. The projector appears to be manufactured from the stock of (or attached to) an ordinary Mosin Nagant rifle.

C. AMERICAN SW NOTES

As in WWI, the US Army found itself lacking equipment in most areas when WWII began. Notable exceptions to this was Browning's excellent range of heavy MGs developed at the end of WWI; also, the US Army was the first by a decade to standardise on self-loading rifles - the latter an impressive feat during the depression, owed largely to the current army Chief of Staff, Douglas MacArthur. These problems were offset by a flurry of inventors and a huge production capacity, so that by the time they entered the war, most holes in the inventory were being filled, often with great success.

However, in some areas satisfactory weapons were never obtained, often as a result of inheriting outdated French tactics. The need for a squad support weapon were realised too late for any satisfactory design to appear; and had not the Bazooka been invented in 1941, the nearest thing to a LATW in stock would have been the 37mm AT gun!

1. M1918A2 BAR: The BAR was designed as a replacement for the disastrous Chauchat, of which the US Army received 37,000 during WWI. The concept was that infantry assaulting across no man's land could provide their own covering fire, or "walking fire" as John Browning called it. Several drills were experimented with, one where the walking rifleman fired a shot each time his left foot touched the ground! In 1937 the M1918A1 version with a bipod (and a shoulder strap!) appeared; later the M1918A2 incorporated a stock rest. This enabled it to be used as a LMG, but as its 20-round down-swept magazine was too small for sustained fire and made prone firing awkward, it was not suited well for this task. Over 350,000 were produced during WWII and Korea, and licensed copies were made in Belgium, Poland and Sweden (qv).

As a rather insignificant LMG, as well as being an authorised squad weapon, the BAR is not represented by a SW counter but is inherent in every American squad. In 1945 a second BAR was officially authorised for each squad, substantially increasing firepower. To what extent this was implemented is open to discussion, but if desired it could be simulated by adding 1 FP to each squad. Most favoured, however, was the USMC late-war 13-man 7-6-8 squads. As they needed as much firepower as possible on the beaches, they were issued no less than three BARs. After WWII the BAR was used again in Korea, not being phased out until 1957.



2. M1919A6 LMG: Dissatisfaction with the BAR fuelled the development of a LMG version of the air-cooled M1919. Basically a M1919A4 with a bipod, carrying handle, lighter barrel, and an awkward-looking shoulder stock, it resembled the German Maxim M1915 and was not much better. At 15kg (33lbs) it was 50% heavier than any other LMG, and adding a 250-round belt did not make it less cumbersome. Lightening the gun caused malfunctions as the recoil lacked power; another disadvantage was the need for mittens to change the barrel. The ability to be produced quickly on existing lines outweighed the shortcomings however, and a total of 43,479 were produced. Adopted in February 1943 as a 'substitute standard', relatively few reached combat.

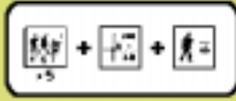
As all sources mention it being used by the US Army, its absence in *ASL* is hard to explain; perhaps it has been 'factored-in' in the MMG. Similar in many ways to the MG 34, it could be given strength factor of 3-8. Although heavy, it was still lighter than most ATRs.

† Use German LMGs for the M1919A6 [EXC: B11].



3. M1941 Johnson LMG: Included in the counter-mix of *Gung Ho!*, the Johnson MG was developed from the Johnson automatic rifle, both submitted to the US Army but rejected as they offered little improvement over the BAR and Garand respectively.

The Dutch Government purchased both for use in the East Indies, but halfway through delivery these were overran by the Japanese, and the remainder taken over by the US Marines who had trouble obtaining their complement of Garands. Production continued in small numbers, and a total of 10,000 were made; but neither pressure from the USMC nor prolific newspaper debates led by the designer himself could persuade the Ordnance Corps to adopt it as a standard.



The later M1944 variant introduced a monopod and a tubular steel butt, primarily for ease of manufacture.

Although an original and sound design, it was insufficiently robust for campaigning. Nevertheless the USMC used it quite successfully in the Pacific, apparently with the Para-marines only. In Europe it was used by the OSS, and 125 were delivered to the 1st Special Service Force [see Steve Swann's article *The Devil's Brigade* from the *ASL Annual '90* for more details on the 1st Special Service Force]. The latter judged it "pound for pound the most valuable armament they possessed". Its popularity with these units was probably due to its ease of dismantling, as it could be carried broken down by a parachutist and fired 90 seconds after landing.

† Parachuting personnel retain possession of their Johnson MG as per E9.2.



4. M1919A4 MMG: Being an air-cooled redesign of the Browning M1917, this was originally intended as a tank/aircraft gun. After several refinements, the version known as M1919A4 was adopted as the standard American MMG (or LMG as the US Army called it, reserving the designation HMG for the water-cooled M1917). A successful design in most respects, it excelled in reliability, outmatching all contemporary designs except perhaps the Vickers. The production total in 1945 had reached 438,971, and several more has been made after the war, as its still in widespread use.

Usually mounted on a tripod, a bipod version known as the M1919A6 was also developed (qv). Its high rate of fire suggests that some of the HMG counters may just as well represent M1919A4s. A total of 14 .3in MGs were allotted per infantry battalion (2 per company).



5. M1917 HMG: When the Americans entered WWI, they were ill prepared for a major conflict, relying on Britain and France for most of its equipment. One notable exception was the water-cooled Browning M1917, although it was not adopted until a month after declaring war, when Browning demonstrated its efficiency by firing 20,000 rounds non-stop. A successor to the Colt-Browning M1895 (see Russian note), it incorporated a novel operating mechanism known as short recoil which has been implemented in all future Browning MGs. Looking much like the Vickers MG apart from using a pistol grip, it was nearly as successful, and were used as a starting point for several air-cooled developments. A later variant known as the M1917A1 differed only in production shortcuts.



6. M2HB .50 Cal: Perhaps the most fearsome MG ever made, the M2 was designed around the .5in 'man-stopper' cartridge. Early attempts by Browning to make such a HMG failed due to lack of a suitable round, but a solution was found when examining a captured German 13mm cartridge (as used in the Mauser Tank-Gewehr, see German ATR). This fostered the M1921 HMG; from it evolved the M2 and its variants, including the M2HB (for Heavy Barrel) as one of the most numerous.

Mainly used by infantry on a tripod, it was also standard on AFVs (on a pintle or ring mount) and in aircraft (with a shorter barrel of 36in instead of 45in). It has also been very successful as an AA MG (sometimes in a water-cooled version), and also in the famous quadruple M45 Maxson mount as used in the M16 MGMC. Special armor-piercing rounds were made for use against light AFVs, but with a Basic TK# of 5 and no CH possibility this is a slim chance in *ASL*. Standard allotment was one M2 per infantry company, plus three more in the HW co, for a total of six per battalion.

Even using such a formidable calibre, the effect is not only caused by the pure destruction of the bullet, but also by the nerve-shattering effect of being on the receiving end of its line of fire. As such its strength factors of 8-16 (only 33% higher than the M1917 HMG) even seem weak. Nevertheless it's the most formidable half-inch cardboard weapon you'll ever find (as long as you're playing *ASL*, that is!). Its only shortcoming is its R2 compared to the R3 of .3-in MGs - perhaps reflecting that fewer rounds could be carried compared to the lighter M1917. One of the most successful MGs ever, it has been produced in millions and is destined to be around for decades yet, possibly a century after it was invented!



7. BAZ: Officially named the M1 2.36in Anti-tank Rocket Launcher, the bazooka got its nickname from its similarity to a bizarre wind instrument used by the popular

American comedian Bob Burns. The original WWI design by rocket scientist Goddard was rejected, as a trench mortar could deliver a larger bomb without exposure. In 1941, development of the HEAT charge caused its resurrection, as the US Army had not even ATRs against the gradually thicker armor of German tanks. Production commenced in 1942 in time for the landings in North Africa, where captured samples impressed the Germans enough to copy it as the 8.8cm Raketenpanzerbchse 43.

Subsequent versions added an impulse magneto firing mechanism and dismantling capability, while dropping the flash deflector and replacing the wooden stock with a metal pistol grip. Several rockets were issued, including the M10 with a white phosphorus warhead; a high explosive rocket for anti-personnel use has also been reported. Standard issue was 3 per infantry company.



8. Boys ATR: According to *Gung Ho!*, the USMC Raiders used an ATR in small numbers during 8/42-43. Depicted on the counter as a Boys (which was exported to the Free French and not unlikely to others as well), it is nevertheless not mentioned in any other source I've seen so far.

Doubtless some of the American readership may shed some light on this.



9. M2-2 FT: Basic barbeque equipment. Although mainly an assault engineer weapon, it became the preferred weapon by the Marines for neutralising Japanese defenders hiding in cave complexes. According to *WWII Army Organisations and Equipment, 3rd Ed.* (Ian Shaw, Tabletop Games, Nottingham, 1986), the third squad in the late-war USMC platoon were allotted two FTs (and one bazooka).

To be continued next issue.....

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Ten Questions With ...

Russ Buntен

Brien Martin

Russ Buntен is the designer/developer of the new MMP release *A Bridge Too Far*, but is perhaps better known for his credo, "Shut Up and Play". I recently sent my "Ten Questions" survey to him and asked if he would take a few minutes to reply. Here is the transcript of that exchange that followed.

Name: Russ Buntен

City: Not given

ASL Club affiliation (if any): Not given

Born: Not given

Birthplace: Not given

BRIEN: You've been quite busy recently with *A Bridge Too Far*. How did you come to be involved with this project?

RUSS: Well, I suppose I could point my finger at Curt Schilling. We were chatting on the phone one day about a year ago, and he said, "Hey, wanna do me a favor?" Sort of grew from that. Unique situation for me. I am usually the guy hurling the rocks at the designer. Now I seem to be the target.

BRIEN: How many man-hours would you estimate that you've put into the project personally?

RUSS: Wow. That would be very difficult to answer. I have not kept track, but I have been involved with it just about every night for a few of hours for the past year. I would put in the "hundreds" category.

BRIEN: What sets *ABtF* apart from any other treatment of Arnhem to-date?

RUSS: Hmmm. *ABtF* has one of the most beautiful hand painted maps I've seen to date. Don Petros' work is uniformly awesome and this is no exception. It is very accurate and still fits well in the "ASL World". Additionally, players will be forced to think in larger terms on controlling areas of the battlefield than in previous *HASL* modules. Rather than struggling for isolated terrain features, city blocks become the focus of the fighting. This really brings the heart of the battle to life. I think players will be pleasantly surprised at the results. It is still *HASL* so the basic mechanics of the RePh do not change. Players will find it very easy to transition from any of the other *HASL* modules to *ABtF* for this reason.

BRIEN: Curt mentioned in his interview that his favorite scenario was 'Khamsin'...and that I should ask you why. OK, why?

RUSS: Mainly because he beat me in it at Winter Offensive!! Same with 'Jungle Citadel' (whacked me around at *ASLOK* the other year). He seems to have "The Whammy" on me lately. Have to work on that.

BRIEN: What is your favorite scenario and why?

RUSS: Hands down, 'Hill 621'. 'Hill 621' has something for everyone. Big enough that no single event will ruin the game. A good mix of toys for both sides, and Victory Conditions that force the players to use them to the utmost. 'White Tigers' runs a close second (as does any scenario opposite Curt Schilling, Mark Nixon, Guy Chaney, Mike McGrath, Dirk Heinz, and any number of other guys that I always seem to have a great time with).

BRIEN: What advice would you give someone who was interested in designing an *HASL* module?

RUSS: The amount of time that goes into one of these projects is enormous. The biggest problem for me was trying to de-conflict the various accounts of the same event. Especially in cases where there are many sources on the subject, references often don't agree. You are left trying to decide who is "telling the truth" and who may not be accurate. So I would say that potential designers

and developers out there should get as much reference material as they can get that covers the battle.

BRIEN: Of the amount of time spent on *ABtF*, how much would you say was spent purely in research?

RUSS: 80-90% to start, but as testing moved forward, that percentage shrank. The best thing about *HASL*, in my opinion is that much of the work has already been done for you. The RePh has been through a number of changes now that really cover about all needed scales of time. For example, *RB*'s RePh covers a 24 hour period, *KGP* does an 8 hour treatment (more or less), and *PB* sets the stage for a more structured scenario layout (i.e. the times are a bit varied but are closer together generally than *KGP*). This really allows you the freedom to dive into specifics of the battle with the comfort of knowing that a tested CG System is ready for use. All you need to do is look for things that need to be altered to fit that particular battle (gee, is that "all"?!). Thankfully, most of this can be handled via SSR so the amount of rules consumption needed by the players (and tested by the developer) are minimized.

BRIEN: What is your funniest *ASL* moment?



A Bridge Too Far designer Russ Buntен (left) in action at *ASLOK*.

RUSS: Tough one. As those who know me will testify I normally very reserved and not much given to laughter. Ahem. Quiet, Dr. Rob. But I would have to point to two “events” as coming in tied.

The first was during a run through of Scenario C. I had the Germans and pulled off the most beautifully coordinated Engineer assault in *ASL* history. Placed the DC from smoke after pinning the defenders, etc. Then had all my Engineers ready to pounce on the Tractor Works for the kill. When I resolve the DC, it rubbles the building hex and it falls into the street killing 2 838’s and 10-2. We all laughed about it for the rest of the game.

The second was actually a couple years ago at *ASLOK* ‘97. I am watching a relatively late night game of ‘SP20 Slaughter at Krutik’. JR Tracy was the Germans. I had not really seen JR play that much so I was curious as I had heard about him. I watched for a bit as JR proceeded to shrug off three or four hits on his PzIII from a T34 (as well as having a few narrow misses). A few turns later, I pointed out to JR that his tank really was dead after the first shot. He had used not only the wrong TK number for the T34 but the wrong target size and armor factor for the PzIII. I suppose we all know now why JR wins a lot! We all laughed for quite a while about that.

BRIEN: Any *ASL* moments you wish had never happened?

RUSS: Yeah. I wish I hadn’t lost to Schilling in Khamsin. He’s an unbearable winner and I’ll be hearing about it until October (when I crush him at *ASLOK* in a scenario of his choosing).

BRIEN: Final question: less filling or tastes great?

RUSS: Tastes great unless you’re too full.

I would once again like to thank Russ for his time and for his answers. My best wishes him on the release of *A Bridge Too Far*. And as Russ would say, it’s time to “shut up and play.”



THIRD GO AT THE THIRD BRIDGE

Comments on the design of *A Bridge Too Far*

Russ Bunten

The overriding design objective with *ABtF* was to torpedo every counter storage scheme possible. With the exception of the “single, giant garbage bag” technique, I believe we have succeeded.

Ehem...

Seriously though, one of the things I wanted to do was provide the feel of desperation that the 1st Airborne must have felt. This is difficult in a game sense because both players know that there is no more relief. This really has a significant effect on how the players approach the attack as well as the defense. *ABtF* (I think) does an excellent job of forcing the players to remain within the historical confines of the battle while not dooming them to the same mistakes.

For example, at one point the British will have some 70 squads (mostly 6-4-8s) and the Germans will be struggling for survival. But the game mechanics make it a touch and go affair for the British to go on the all out offensive. There are a number of issues which (should) remain in the British player’s mind. It may not be that XXX Corps may arrive at any moment and the bridge must be clear for them, but it has much the same effect.

My hope is that once you’ve gone through the CG(s), you’ll fully understand the unbelievable bravery and fighting skill of the 1st Airborne. Not to mention coming to grips with how the German response was hampered by the confused command structure.

Want to try a historical experiment? Play ‘Graebner’s Folly’ and do what Graebner did historically (or what you remember him doing in the movie; that’s probably close enough). Most playtesters which tried this had a comment similar to, “That was frighteningly historical.”

Here’s a tip for that scenario...

Don’t try what Graebner tried. You’ll die on the bridge just like he did. I really think this one will get a bad rep in a hurry. That’s a shame because I really think it is a scenario that takes a couple of tries to figure it out. With so many scenarios available these days, few get played twice. Even fewer that seem to be impossible for one side or the other. But I’ll tell you this much, it is a very tough fight for both sides. The key is for the Germans to be patient.

Including the “new” SS squad types was not an easy decision (and was completely separate from the black/blue issue). But it was clear to me that the standard 5 ELR and underlined morale was not going to work. Likewise, the standard replacement routine wouldn’t work either. Then it occurred to me that we’ve actually already used these (both 5-4-8 and 4-4-7) SS squads before. We just didn’t have counters for them. Look through your scenarios. You’ll find a number of them which use 5-4-8s/4-4-7s and designate them as SS. That made the decision easier in some respects as we were only providing counters.

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It also shifted the focus from the squad types to the replacement procedure (which was where it needed the most testing and development).

So what does the 5-4-8 SS squad represent? In *ABtF*, it represents a somewhat depleted SS squad. Perhaps one with a few untrained or inexperienced personnel fleshing out the section. In other scenarios, it might represent one which was not up to manning or was lacking in equipment in one way or another. Though the SS fought some tough battles, some of their units suffered from the same lack of equipment, replacements, and training that regular troops did. There were many situations where the SS were not the fully-equipped, expertly trained and supplied force that many would believe (the latter stages of Caen for example, or ear area troops that are resting/refitting/etc). The 5-4-8 and 4-4-7 SS Squads provide a lot of flexibility in their treatment in future scenarios. There have been discussions among ASLers over the years regarding the SS Supermen so now we can perhaps create OBs which bring them back to the same playing field as the rest (when appropriate of course).

The bottom line here, to me at least, is that these guys may never get used outside of *ABtF*. Clearly, they are not “core” units as they are only included in a *HASL* module. Certainly players of some earlier scenarios may try using the “new” counters when they play a scenario that designates 5-4-8s (or 4-4-7s) as SS. I’ve been getting some notes together for their use in these published scenarios and it may end up good enough for a *ASL Journal* article. Who knows. And if someone does include them in a later scenario design, you can use normal 5-4-8s/4-4-7s to represent them (just remember to increase the broken morale by one and maybe their BPV for BI).

Also included are Brit paras with a new Airborne symbol that works real well if you own *Pegasus Bridge*, and just fine even if you don’t. With three types of 6-4-8s represented (Para, Engineers and Commandos) you can use the *ABtF* 6-4-8s to represent Paras, 6-4-8 Elites to represent engineers (the E symbol makes this too easy :-)) and the *PB* 6-4-8 paras to represent Commandos.

Anyway, I hope you all enjoy the module. I really got a lot of enjoyment putting it together.

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THE POLISH INSTITUTE & SIKORSKY MUSEUM

Nicholas Law

This small museum in Kensington, in an elegant town house near the Royal Albert Hall, is dedicated to the Polish army in exile, which fought on against the Nazis even after its homeland had been overrun in 1939, and its leader, General Wladyslaw Sikorski.

As well as the army in exile and its campaigns in North Africa, Italy and North-West Europe, the museum also covers the troops who fought against the invaders in the “September campaign”, as the Poles term it, together with the 1944 Warsaw uprising and the Home Army — the Polish resistance movement.

Naval and air forces are commemorated, including the crack 303 “Kosciuszko” Squadron which flew for the RAF and scored an impressive 126 confirmed kills in the Battle of Britain.

On display are a great many unit colours, medals, uniforms (including the paratroop smock of General Stanislaw Sosabowski — that’s Gene Hackman in *A Bridge Too Far*), rifles, pistols, plus some hefty cavalry sabres and lances for all you lovers of rule A13.6. There are also many works of art, including a large canvas showing Polish cavalry fighting dismounted against a German panzer attack, to stop you A13.6 fans getting too carried away, and a number of detailed model tanks, aircraft and ships. In one corner is a captured German Enigma machine, Poland’s boffins being the first to crack its encryption.

Less magnificent, but still perhaps the star exhibit, is the faded red and white national flag which was the first to fly above

the ruins of Monte Cassino when the Polish Second Corps finally took the monastery in 1944. This is an evocative symbol of the nation’s refusal to take defeat lying down.

Earlier periods of Polish military history get a mention too, including the Polish-Soviet war of 1920 and the Napoleonic wars, while the oldest items on display are some heavy cavalry armours from the seventeenth century.

A lot of the items have Polish narratives, but the helpful staff were happy to translate. Guided tours are available, and a selection of postcards for sale afterwards.

There are a vast number of documents — diaries, reports, journals of action — in the archives, open by appointment, which should be the first port of call to any Polish-speaking *ASL* enthusiast wanting to develop a scenario featuring Polish forces.

In short, this museum is well worth a visit, which could be combined with a trip to the nearby, larger and better known Kensington museums. Note the restricted opening times, and that there’s lots of stairs and no lift.

Address: 20 Princes Gate, London SW7. Tel: 0171 589 9249

Nearest Tube: South Kensington

Open: Mondays-Fridays 2pm till 4pm. First Saturday of every month 10am till 4pm.

Admission free, but donations gratefully received.

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Above; Polish 7TP tanks advance into action in the early days of the war.

Left; Major General Stanislaw Sosabowski, commander of the 1st Polish Parachute Brigade in the ill-fated Arnhem operation.

EVERYONE'S GANGING UP ON ME

A BRIEF GUIDE TO INFANTRY OVERRUNS

Dr. Michael Clay

There are three paragraphs of rules dealing with Infantry Overruns (OVR), and they are a bit tough to decipher, but well worth it to understand how to use this tactic — as it is a potential game winner. I once won a tournament game having used an Infantry OVR to gain Control of a building that I needed to control in the scenario “The Whirlwind”. A good ASL player is going to know both how to make an Infantry OVR difficult to accomplish, and also maximise his chances of performing a successful Infantry OVR.

For sake of brevity I am not going to delve into every fine point of Infantry OVR. I will leave it as an exercise for the reader to read A4.15 to A4.152 and the official Q&A's to understand all the details of Infantry OVR.

OVERRUNS IN ACTION

Let's look at an example. A squad wishes to enter a hex containing a burning wreck and an enemy SMC. To do so the squad must pass a TC (with the required DRM's for hindrances /TEM in the SMC's Location). If he succeeds he may then enter the Location containing the SMC at a cost of double the normal MF to do so.

All of these are required to do the overrun. An Infantry OVR isn't easy to do, but if you can meet the requirements, they are effective for “clearing the way”. A leader may exempt all MMC he is moving with from taking their TC if he passes his TC himself. And note that you may repeat Infantry OVR with other MMC until you kill the SMC, get him moved out of the way, whatever.

Let's assume the squad passes and enters the Location. The SMC has two options [EXC: only one option if non-heroic and without a SW which it can fire] if he is in GO.

1) It may fire up to its normal and full First/Subsequent/Final Protective Fire capabilities based on the number of MF spent in the overrun. Non-heroic leaders without SW have no option to fire, they must use option 2.

If the SMC chooses to fire on the MF

expenditure to overrun, it MUST engage in IMMEDIATE CC with the overrunning MMC. The CC is done just as if it were a CCPH, with the odds and DRMs calculated the same familiar way. If there are survivors, they are marked with a MELEE counter. If they are still around for the CCPH later in the turn, yet another round of CC will happen then.

2) The SMC may choose to withdraw into an adjacent accessible hex, of the ATTACKER'S choice [EXC: the ATTACKER may not move him into an OG, mine, FFE, and /or wire hex if a non-OG/wire/mine/FFE hex is accessible]. This 'retreat' move is available only if the SMC is not pinned/TI/broken/held in melee and is not marked with a fire counter, for he also must be “capable of movement”.

Any normal First/Subsequent/Final Protective Fire may be done upon the overrunning MMC's expenditure of MF, including the SMC participating in a Fire Group if otherwise allowed. However if the SMC does fire on the MF of the overrun, he may not retreat using method 2 and immediate CC will ensue. And importantly, if the SMC does retreat, First Fire from Locations from outside the Location where the overrun took place are conducted AFTER the overrun, as per the official Q&A (this Q&A is in reality an errata).

The point of this particular Q&A is that Defensive Fire versus the overrunning units is performed after the retreat but before the CC, with the exception of the SMC firing solo which is done BEFORE the overrun, thus giving him a chance of breaking/reducing/ eliminating/ pinning the units attempting to overrun him.

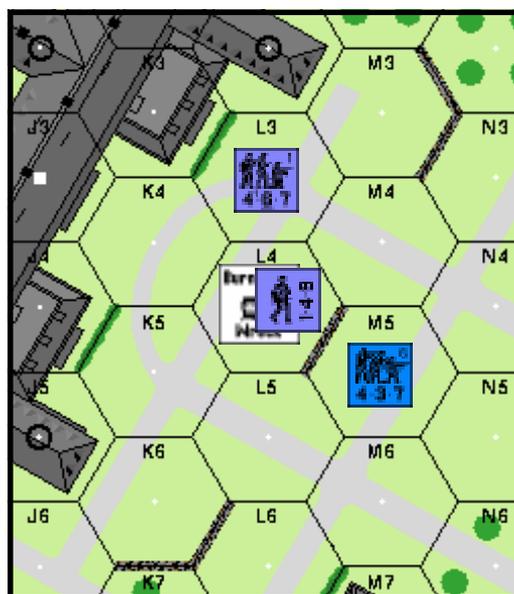
I think this Q&A gives the DEFENDER the chance to disrupt the overrun thru Defensive Fire if he does not retreat by breaking the overrunning units before they do their overrun, but if he retreats, only allows the DEFENDER to fire units from OTHER locations AFTER the retreat is done (thus not allowing him

to disrupt the overrun BEFORE it is done if he retreats). However my understanding is if the SMC himself fires, it is done BEFORE the overrun, as long as he does not make a FG with units outside his Location.

AN EXAMPLE

Let us assume that there is a German 1-4-9 hero in an Open Ground Location also containing a burning wreck.. In one ADJACENT hex is a French 4-3-7 squad, in another is a German 4-6-7 squad. It is the French MPH and the French squad wishes to overrun the German hero.

The French 4-3-7 begins its MPH. Being a Green unit it has three MF available. The SMC is in Open Ground containing a burning wreck, requiring 2MF for normal entry costs for infantry, and doubled to 4MF for an overrunning infantry unit. However the 4-3-7 must pass a NTC first before being allowed to do the overrun, with the SMC's TEM/hindrances used as a DRM. In this case the 4-3-7 must pass a NTC with a DRM of 2 for the burning wreck hindrance. If 4-3-7 rolls a 5 or less, the 4-3-7 may overrun the German 1-4-9. The 4-3-7 must use a minimum move to enter the hex and do the overrun, both CX and pinning him, since he lacks the required 4MF to enter the hex and do the overrun.



Upon the passing of the NTC the 3MF are spent entering the 1-4-9's Location. The 1-4-9 must declare his intention to retreat or stay, since the ordering of when Defensive Fire takes place is based in part on the choice of which option the SMC took. The 1-4-9, not being marked with a fire counter, not held in melee, not pinned, and armed with his 1 inherent FP may choose to fire OR retreat, but not both.

Let's assume he chooses to fire. He may fire as First/Subsequent/Final Protective Fire three times at the 4-3-7, using TPBF, and the DRM's are +3 hindrance (burning wreck in his Location), -1 FFNAM, -1 hero DRM, for a net 3+1 attack. He fires for no effect, and is marked with a First Fire counter. He uses SFF for a 1.5 +1 attack and gets a PTC result on the IFT which the 4-3-7 does not pass and pins, but is no additional effect since he was already pinned for using minimum move. The hero decides to use FPF for a 1.5 +1 attack, and rolls 5,5 for no effect on the IFT, but wounds the hero as the roll is also his NMC for using FBF. The hero passes the wound dr and becomes wounded and the counter flipped over.

The German passes on using other units to First Fire against the 4-3-7, and since the hero may not retreat, IMMEDIATE CC ensues. The 4-3-7 is pinned and CX, and has 2FP for attack and 4FP for defence purposes, thus netting him a 2:1 +1 attack against the hero. The hero's attack back will be a 1:4 -2 (hero DRM, versus CX, and versus 4FP of the 4-3-7). The 4-3-7 rolls first since he is the ATTACKER, and rolls 1,4 to kill the hero. The hero makes his 1:4 -2 attack, and rolls 3,1 to eliminate the 4-3-7. The location has now been cleared of the SMC, but is still Controlled by the Germans. However, since the hex is now free of Germans, other French units may move freely thru that hex, with the exception of the 1 Residual FP which would have been placed in the hex when the hero made his First Fire attack.

EXAMPLE 2

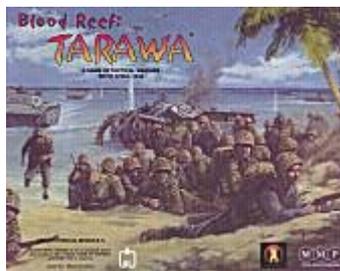
This time let us assume that a French 9-1 is stacked with the 4-3-7. The French stack moves, and if the French leader passes his NTC with +2 DRM, then the overrun can be done on the 4MF expenditure. We'll assume the 9-1 passes his NTC and the stack overruns.

This time the 1-4-9 hero will choose to retreat into an accessible Location. The German states his intention to do so, and the French player chooses which accessible Location to move the hero to. Since all accessible hexes are free of mines, FFE's, wire, and are all Open Ground, the attacker may choose any of those hexes to move the hero into. The ATTACKER chooses to move the hero to the hex he just moved from, thus closer to other French units, and thus easier for the French player to overrun with another MMC again later on in the movement phase. The French now control the burning wreck hex. Defensive First Fire from the German 4-6-7 that was ADJACENT to the hero now takes place.

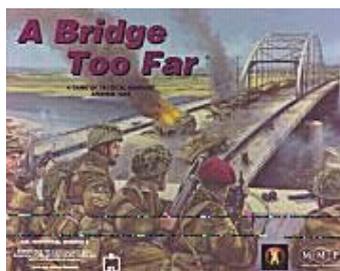
Complicated rules? Yes! Powerful tactical implications? YOU BET!

Ω

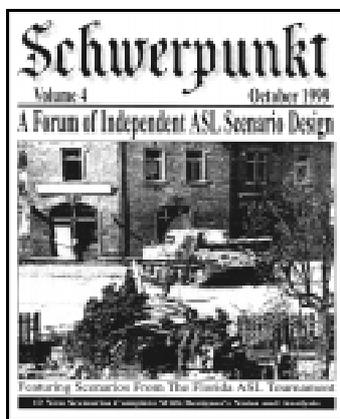
THE TRENCHES



\$50



\$50



\$15

*Rolling a critical hit
with WP on a stone
building with a
concealed stack in
that is also a victory
hex*

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"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.

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!

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 Zülpich 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 Koppmeyer, Hagebuttenweg 9, 41564 Kaarst, Germany or by email at 100556.3650@compuserve.com

2000 JANUARY WINTER OFFENSIVE 2000

When: 14 - 16 January, Friday 0800 to Sunday 2000 hours.

Where: The Comfort Inn Hotel and Conference Center, 4500 Crain Highway, Bowie, Maryland 20716. Telephone 301-464-0089. Mention Winter Offensive for the special room rate of \$67.50 (plus 10% tax) per night (max. 4 people).

Fee: Registration \$15.00 (\$20.00 after 1st January 2000). One-day registration is \$8.00 (\$10.00 after 1st January 2000).

Format: Unstructured format, mutually agreeable scenarios, minimum of five scenarios needed to qualify. All games AREA rated. This year's festivities begin earlier, on Friday morning, in order to feature a themed mini-tourney during the day Friday (with only wins counting towards the overall tournament).

Notes: Sponsored by Multi-Man Publishing, Winter Offensive supports all levels of play, from beginner to expert. Cash prizes based on attendance, plus a special 1st place trophy are on offer.

This year we will be dedicating all proceeds to the fight against Amyotrophic Lateral Sclerosis (ALS) or Lou Gehrig's disease as part of "Curt's Pitch for ALS."

You can also order your WO'00 tee-shirts for \$10.00 (\$12.00 XXL).

Contact: Make checks payable to Multi-Man Publishing and contact Brian Youse 309 Chase Hill Court, Severn, MD 21144, telephone 410-519-1862 or by email at bcyouse@erols.com, or contact Perry Cocke, 1664 Forest Park Ave., Baltimore, MD 21207 telephone 410-944-3342 or by email at PerryCocke@aol.com

FEBRUARY WINTER WAR

When: 4 - 6 February. Play starts at 1800 hours.

Where: Champaign, Illinois.

Fee: \$12.00 in advance, \$16.00 on the door.

Format: ASL Open format.

Notes: See the web page at www.otterspace.com/~pete/ww.htm for more details.

Contact: Pete Belford, 958 Vineridge Run #105, Alt. Spr., FL 32714, or by telephone on (407) 522-1852. You can also email him at pete@otterspace.com

WEST COAST MELEE 2000

When: 4 - 6 February. Play starts at 9am Friday morning and ends Sunday 6pm.

Where: The Embassy Suites, LAX South. 24-hour free shuttle. Room price includes all-you-can-eat breakfast buffet, cooked to order. Reserve your room at Embassy by calling 310-640-3600, or call 1-800-EMBASSY and specify the LAX South location. Mention West Coast Melee to get your discounted rate. Up to four people allowed per suite.

Fee: \$25.00. Payment should be made out to Rodney Kinney or Southern California ASL Club.

Format: Open, with suggested scenario lists provided.

Contact: Rodney Kinney, 10787 Massachusetts Avenue, Los Angeles, CA 90024-5711, or by telephone on (310) 475-7062. You can also email him at kinney@atmos.ucla.edu

3rd SCANDANAVIAN ASL OPEN

When: 25 - 27 February.

Where: Tojhus museum, Danish National Arms Museum, Copenhagen, Denmark.

Fee: 100 Danish Kroner (about £10.00).

Format: 6 round Swiss-style tournament.

Notes: Youth Hostel accommodation is available for £11.00 per night.

Contact: Michael Hastrup-Leth, Favrholmvanget 15, 3400 Hillerod, Denmark, or by email at hastrup@image.dk

APRIL MONTREAL ASL TOURNAMENT

When: 1 - 2 April.

Where: Montreal, Quebec, Canada. Hotel details to be announced.

Fee: To be announced.

Format: To be announced.

Contact: For more details 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.

BERSERK! 2000

When: 7 - 9 April.

Where: Hotel Skye, South Promenade, Blackpool, England. Shared rooms are £21.50, single rooms £26.50 and include breakfast. Bar meals and good beer is also available in the hotel.

Fee: £8.00, £6.00 for members of The Crusaders, the UK ASL Association.

Format: Five round tournament beginning Friday afternoon (arrangements will be made for those unable to arrive until Friday night), with three or six scenarios to choose from in each round. Tournament entrants will be expected to be familiar with the Japanese, although PTO is not necessary. CG and friendly games can also be found through-out the weekend.

Contact: Steve Thomas, 19 Derwent House, Samuel Street, Preston, Lancs., PR1 4YL, or email Trev Edwards at rev@cableinet.co.uk

FLORIDA ASL TOURNAMENT

When: 4 - 6 February. Play starts at 9am Friday morning and ends Sunday 6pm.

Where: The Embassy Suites, LAX South. 24-hour free shuttle. Room price includes all-you-can-eat breakfast buffet, cooked to order. Reserve your room at Embassy by calling 310-640-3600, or call 1-800-EMBASSY and specify the LAX South location. Mention West Coast Melee to get your discounted rate. Up to four people allowed per suite.

Fee: \$25.00. Payment should be made out to Rodney Kinney or Southern California ASL Club.

Format: Open, with suggested scenario lists provided.

Contact: Rodney Kinney, 10787 Massachusetts Avenue, Los Angeles, CA 90024-5711, or by telephone on (310) 475-7062. You can also email him at kinney@atmos.ucla.edu

THE MATHS OF LOS

Seth W Fancher

Some people [*me among them!* - *Pete*] have trouble grasping the LOS rules and the number of blind hexes an obstacle can form. I'm decent with numbers, so I tried to reduce the blind hex rules to a simple mathematic formula.

The number of blind hexes is equal to:

```
1 for each full level of the obstacle (A6.4)
+1 / 5 range from firer to obstacle (FRD) (A6.41)
-1 for each full level elevation advantage greater
than 1 over the obstacle (A6.42)
+/- the difference in elevation of the target and
the base level of the obstacle (FRD) (A6.43)
```

So, if a unit on a level 2 hill eight hexes away from a ground level woods hex is trying to see a unit thwo hexes behind it, is there a LOS? Well, the number of blind hexes is:

```
1 hex for height of the woods
+2 for range to obstacle
the base of woods and target are at same level so +0
the unit is not > 1 level higher, so +/- 0 is 3 blind hexes, so no, the unit
would not be in LOS.
```

I keep this on a little Post-It note as:

```
Ht obstacle
+ Range/5 (FRD)
- (# levels HA -1)
+/- (chg elev base obs & tgt elev)
```

BERSERK!

BLACKPOOL 2000

ADVANCED SQUAD LEADER TOURNAMENT
7TH-9TH APRIL (FRIDAY THROUGH SUNDAY) 2000
HOTEL SKYE, SOUTH PROMENADE, BLACKPOOL, ENGLAND

THE EVENT

This year sees the fourth annual Advanced Squad Leader event in the North West of England.

What we offer is a relaxed atmosphere where you can become involved in our tournament. In this tournament players of like record are paired off to allow us to determine the winners after several rounds. This year we are again planning five rounds and the first will begin on Friday afternoon. Those of you who can not make it to the hotel before Friday evening (and we know that some of you can't due to work and family) will be flexibly catered for to allow you to take part effectively, so please do not be alarmed. Attendees can expect either three or six carefully selected scenarios per round to choose from. This year we will be expecting all tournament entrants to be familiar with the rules for the Japanese, although almost no PTO terrain will be mandatory.

Attendees are not obliged to enter the tournament as we also offer a long weekend where it is possible to immerse yourself in a Campaign Game (subject to finding an opponent, naturally) or just play friendly games with whoever is around.

THE VENUE

The hotel is a family run business and is located near the fixed fairground site in Blackpool. The nearest train station is very close by and various fast food opportunities also exist. As before, bar meals and good beer are available in the hotel.

THE COST

Entry to the convention is £8.00
Crusaders get in for only £6.00

HOTEL PRICING

B&B – for a shared room £21.50
B&B – for a single room £26.50
Single night supplement may also apply

FOR FURTHER INFORMATION CONTACT:

Steve Thomas,
19 Derwent House,
Samuel Street,
Preston,
Lancashire,
PR1 4YL

Or e-mail Trevor Edwards
trev@cableinet.co.uk

