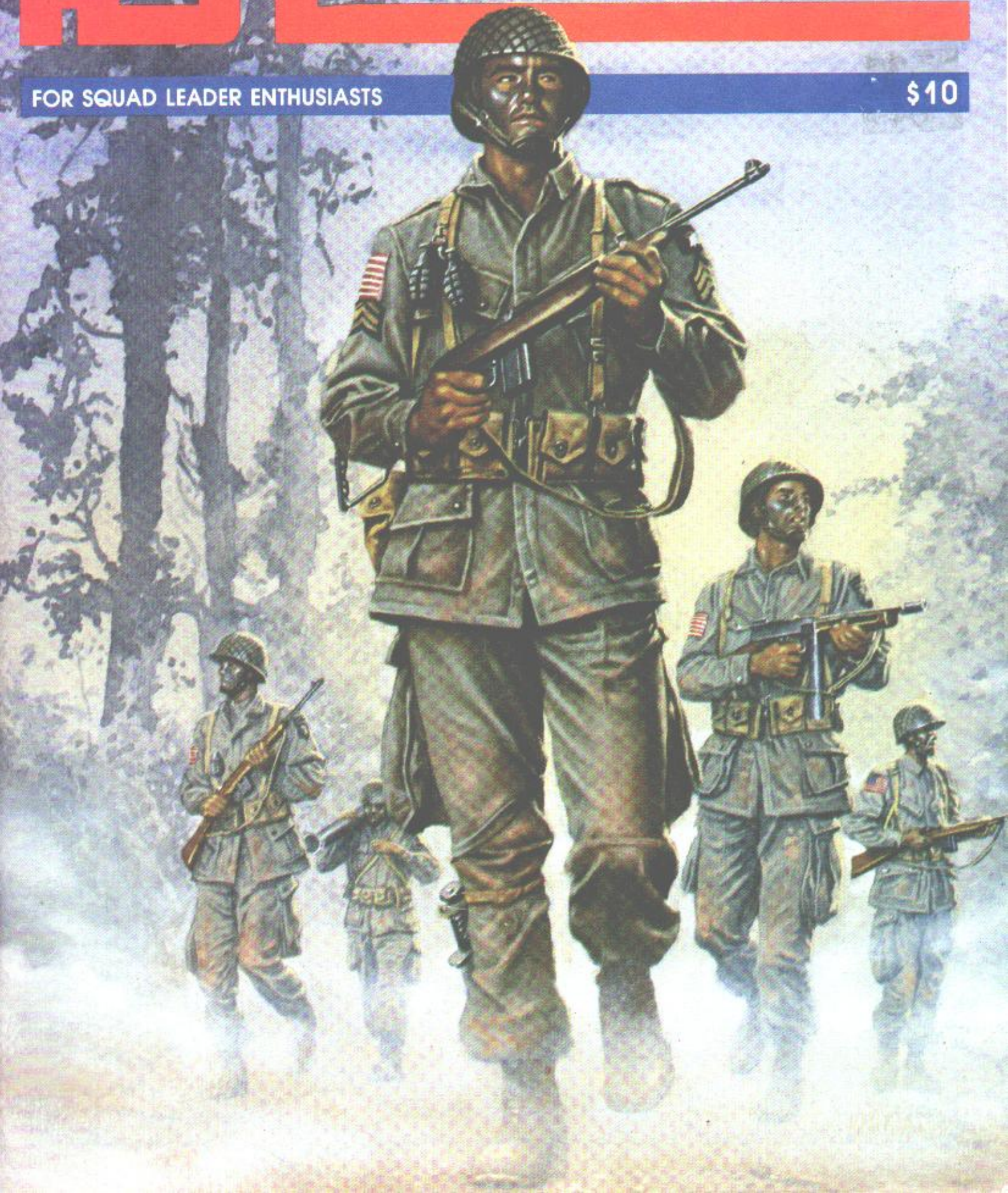
ASL annual '89

FOR SQUAD LEADER ENTHUSIASTS

$10



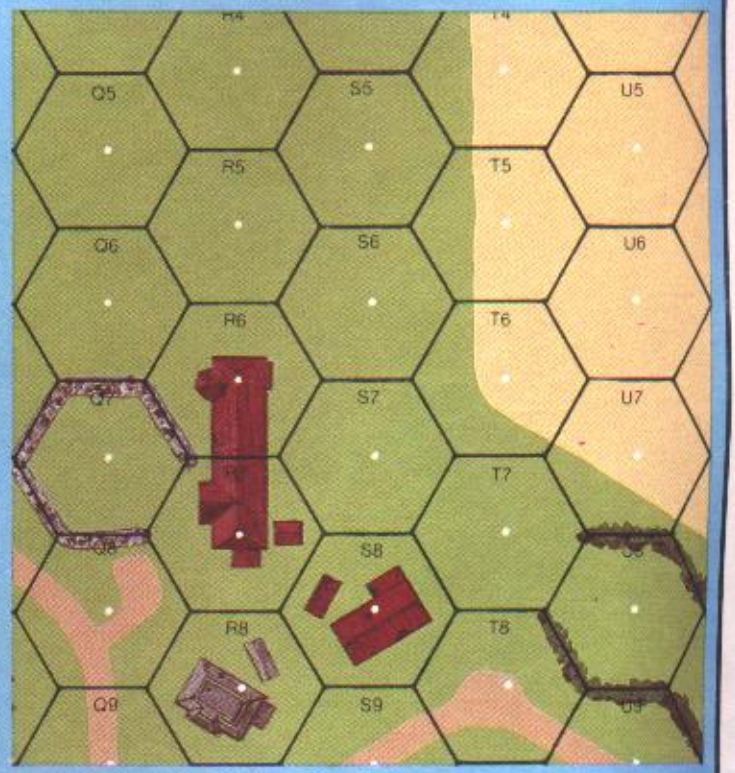
THE LAST HURRAH

September 1st, 1939... War had come to Europe again, and the Polish Army was fighting for survival as the Germans unveiled a new form of warfare...*blitzkrieg*. In the so-called "Polish Corridor", the German 20th Motorized Infantry Division was surging eastward toward the vital crossroads at Chojnice. The Polish 9th Infantry Division had fought the vanguard to a standstill, but casualties were mounting and ammunition was low. The famed Uhlans of the "Pomorska" Cavalry Brigade were ordered to extricate their countrymen. Little did they realize that German armor was also nearing the scene.

April 9th, 1940... Now it was Norway's turn. The capture of the Norwegian King Haakon would be a coup of the first order, and plans were instituted to take him at his capital. But German plans were torn asunder by the torpedoes that ripped the *Bluecher*. In desperation, the German air attache to the embassy in Oslo rushed to Fornebu, commandeering two companies of German paratroopers landing there. Loaded aboard buses, they set out to capture the King—who was fleeing to the Norwegian Army headquarters at Hamar. But, along the way, the Germans ran headlong into a rag-tag band of heroes who were determined that they would not pass.

May 10th, 1940... Operation Niwi was an audacious German plan to land several hundred men of the SS Regiment "Deutschland" by light plane to seize vital crossroads deep in the Ardennes. One group, coming to ground near the village of Witry, moved forward through the deep woods. Would boldness and cunning be enough to overcome the Belgian *Chasseurs d'Ardennais* charged with denying the roads of the region to the enemy? Or would the elite Belgian troops, adept at operating in the forests of their homeland, give the SS a bloody nose?

April 9th, 1941... Caught unprepared by the invasion of 49 enemy divisions, the Yugoslavian army was trying desperately to mobilize. But in this country of divided loyalties and poor communications, confusion and despair were endemic. On the third day of the Balkan *blitzkrieg*, leading elements of the 8th Panzer Division descended on Alibunara—mobilization center for several Yugoslavian formations. Never short of courage, the 5th Yugoslavian Cavalry Regiment launched a desperate charge to divert the German iron fist.



This is THE LAST HURRAH—the sixth ASL module. The eight scenarios contained herein focus on historical situations involving the early German *blitzkriegs* of World War II and the many nationalities that fought against the invaders. Paratroopers, armor, air power, audacity and courage were the tools with which Germany planned to overrun the neutral nations of Europe. And in less than two years, in actions as far apart as Norway and Crete, the German military accomplished all they had set out to do. For the most part, the invaded neutrals (Poland, Norway, Belgium, the Netherlands, Yugoslavia and Greece) were defended by hastily-mobilized reservists stiffened by a few elite units. The actions depicted in **THE LAST HURRAH** will challenge veteran ASL players to match the tenacity, audacity and victories on both sides in eight scenarios, recreating the German march of conquest. Experience—as only ASL can let you—the desperate fighting of these first days of World War II. Whether commanding German armor, Polish cavalry, Greek infantry, Belgian Chasseurs, Norwegian reservists or Luftwaffe paratroopers, if you're an ASL grognard, you're bound to find something pleasing in the wide spectrum of scenarios included in **THE LAST HURRAH**. There is even a scenario pitting those age-old foes, the Poles and the Russians!

THE LAST HURRAH contains eight scenarios, one countersheet of Allied Minor infantry and support weapons—and two boards: 11, with revised artwork; and 33, which features open terrain and a large grainfield. ASL, BEYOND VALOR and YANKS (for two scenarios) are needed to play these scenarios.

THE LAST HURRAH is now available for $18.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add the usual 10% for shipping and handling expenses (20% for Canadian orders; 30% for overseas). Maryland residents please add 5% state sales tax.

ASL

The Avalon Hill Game Company's **ASL Annual** is devoted to the presentation of authoritative articles and tested scenarios for the *SQUAD LEADER* and *ADVANCED SQUAD LEADER* game systems, wargaming's premier tactical simulation. Such articles encompass, but are not limited to, the strategy, tactics, variation, design and historical background of the *SL/ASL* family of games and modules. The **ASL Annual** is published by the Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214, USA) solely for the edification of the serious *SL/ASL* aficionado in the hopes of improving the player's proficiency and broadening his enjoyment of the games.

While most of the material in the **ASL Annual** is solicited by the editors, articles from the general readership are considered for publication at the discretion of the *ASL* staff. Submitted articles should be typewritten, double-spaced, and embrace the tenets of standard English usage. There is no limit on word length. Accompanying illustrations for consideration should be neatly done in ink, and be paired with a hex-by-hex or unit-by-unit listing. Photographs must have caption and credit line written on the back. Rejected materials will be returned to the author whenever possible and whenever accompanied by a SASE. Potential authors are advised that accepted material becomes the sole property of The Avalon Hill Game Company upon publication. For further information, write to Rex A. Martin, c/o Avalon Hill.

Of interest also to the *SL/ASL* buff would be Avalon Hill's bi-monthly periodical The *GENERAL*. Despite its much broader field of interest (namely, the entire Avalon Hill line of games), rarely an issue goes by that does not have new material on the *ASL* system. It serves as home to Jon Mishcon's semi-regular column on the game, and most issues carry one or more new or updated scenarios upon the insert. Mailings are made close to the end of February, April, June, August, September and November. One-year subscriptions are $15.00; two-year subscriptions are $24.00. Paid advertising is not accepted, but news of importance to the gaming community is solicited.

The Avalon Hill Game Company is a division of Monarch Avalon Industries, Inc. The shares of Monarch Avalon are traded on the NASDAQ System under the symbol MAHI. For information about the company write to Mike Bruno at the executive offices of the company (address above).

MANAGING EDITOR: Rex A. Martin
ASL/DASL SCENARIO DESIGN: Jeff Cebula, Charles Kibler, Rex A. Martin, Brian Martuzas, Bob McNamara, Jim Stahler, Steven Swann, Rick Troha
SL SCENARIO DESIGN: Rex A. Martin, Bob McNamara
ASL/DASL SCENARIO PLAYTEST: Robert Banozic, Bob Bassin, Steve Bean, Ron Burgess, Jim Burnett, Guy Chaney, Perry Cocke, Bill Conner, Richard Eichenlaub, Alan Freedman, Dean Halley, Scott Holst, Jeff Kimmel, Pat Jonke, Keith Martin, Dale Miles, Mark Nixon, Robert Orf, Andrew Shore, William Sisler, Jim Stahler, Rick Troha
SL SCENARIO PLAYTEST: Bill Conner, Bob Gorden, Mark Nixon, Tim Robinson, Robert Scripp, Larry Stugeon
SCENARIO ART: Charles Kibler
COVER ART: George Parrish
INTERIOR GRAPHICS: Charles Kibler and David Dobyski
TYPESETTING: Colonial Composition
PREP DEPARTMENT COORDINATOR: Lou Velenovsky
FOREIGN DISTRIBUTORS: Overseas readers wishing to obtain more information, prices or modules for the *SL/ASL* systems are urged to contact the appropriate agent for Avalon Hill: AUSTRALIA: Jedko Games Ltd., 134 Cochranes Road, Moorabbin 3189, Victoria; BELGIUM: SPRL Prolude, 32 Ave. de Teruuren, Box 32, 1040 Bruxelles; DENMARK: Super Soft, Aabouldvarden 51-53, 8000 Aarhus; FINLAND: Fantasiapelit Tudeer Ky, P.Rastilie 6 B 22, 01360 Vantaa; FRANCE: Jeux Actuels, BP534, Evreux Cedex; GREAT BRITAIN: T.M. Games, Chart House, Station Road, East Preston, Littlehampton, BN16 3AG; HONG KONG: Wilkinson (Far East) Company, 174 1st Floor, Peninsula Centre, 67 Mody Road, Kowloon; ITALY: Selegioch s.r.l., Via Fumagali 6, 20143 Milano; JAPAN: Post Hobby, Yoyogi, Cityhomes Bldg. 26-5, 5-chome Sendagaya, Shibuya-ku, Tokyo 151; LEBANON: Nassar Trading Post, Makdissi Street, P.O. Box 113-5284, Beirut; NEW ZEALAND: Blackwood Gayle Ltd., P.O.B. 28358, Auckland; NORWAY: AEH Hobby, Pilestredet 7, 0180 Oslo 1; SINGAPORE: Wong International Entr., 6 Jalan Sinar Bulan; Singapore 1750; SPAIN: Joc Internation de F. Matas Salla, Sant Hipolit 20, 08030, Barcelona 6; SOUTH AFRICA: Gamma Games Ltd., P.O. Box 2904, Capetown 8000; SWEDEN: Target Games, Frihammen, S-100 56 Stockholm; WEST GERMANY: DAS Spiel, Rentzelstrasse 4/Ecke Grindelallé, 2000 Hamburg 13.
Rules Questions: All questions on the *SQUAD LEADER* and/or *ADVANCED SQUAD LEADER* systems should be diagrammed where appropriate. Questions will not be answered unless accompanied by a self-addressed, stamped envelope. Questions must be based on rules of play (not historical or design matters) and be based on the current rules edition.

Copyright 1989

A NATION OF WORKERS — 5
Utilization of American Manpower and Material in ASL — By Craig F. Posey

A QUESTION OF BALANCE — 15
A Playtesters' Look at Scenario 9 — By H. Sylvester & E. Murrell

THE EVOLUTION OF SMALL UNIT TACTICS — 22
A Historical Commentary on SQUAD LEADER — By John Hill

PIPER'S LAMENT — 25
A New SMC for ASL — By Eugene Murrell

GUNNED-UP IN THE DESERT — 27
A WEST OF ALAMEIN Adventure — By Mark C. Nixon

MAN AND SUPERMAN — 37
Utilization of Russian Manpower and Material in ASL — By Craig F. Posey

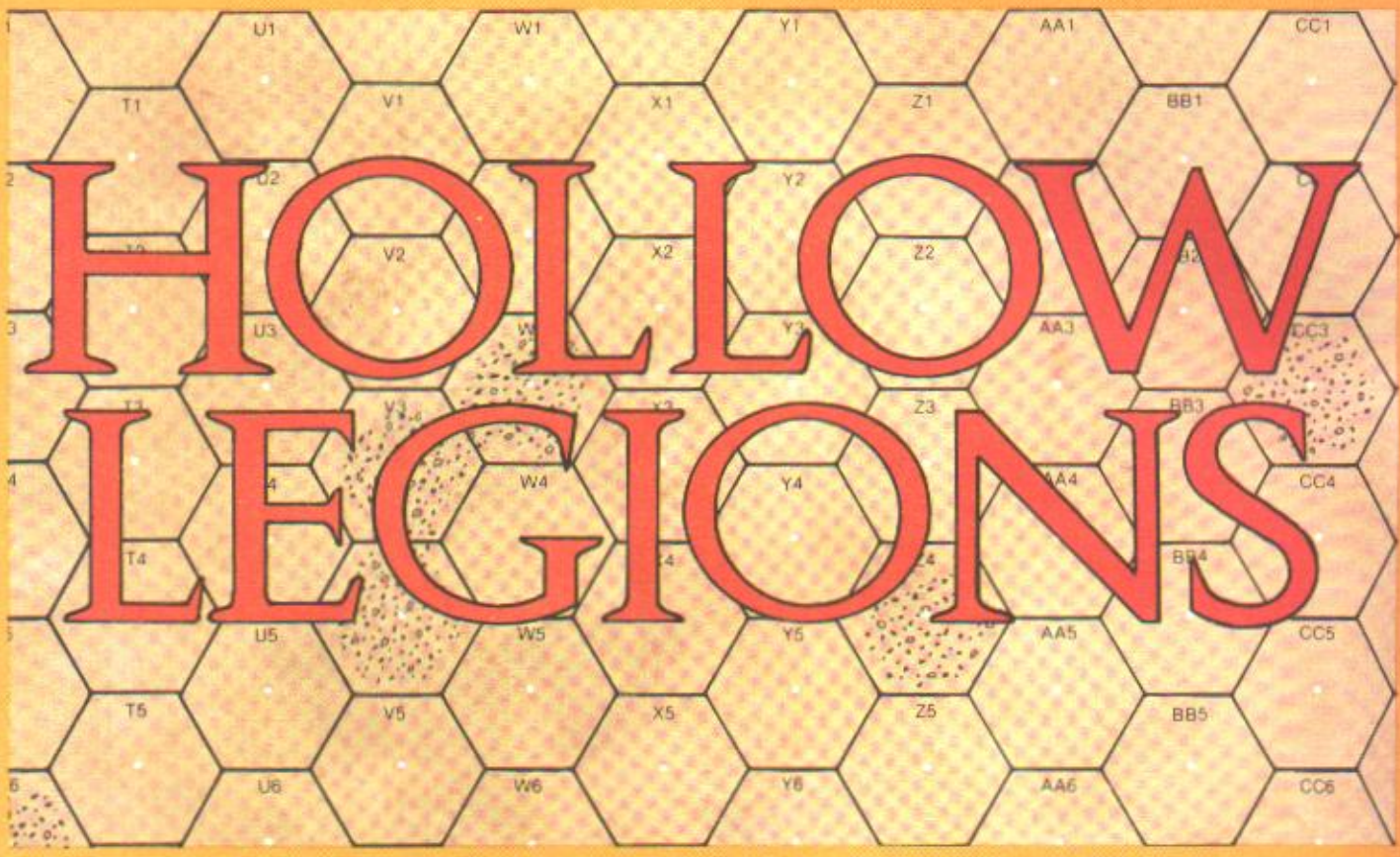
COMPREHENSIVE INDEX — 43
SQUAD LEADER through G.I. — By Jon Mishcon

HOW TO WIN AN ASL TOURNAMENT — 48
Eight Steps to Victory — By Jon Mishcon

ONE-HALF FP — 48
The Incremental Infantry Fire Table — By Jay Kaufman

UPDATING THE OLDIES — 52
ASL Scenarios A10 and A11 — By Jim Stahler

ANOTHER SHELL IN THE TUBE — 57
On-Board Mortars in ASL — By Robert Medrow



August 12th, 1941... The 9th "Pasubio" Division's advance guard, the first element of the Italian Expeditionary Force in Russia to see action, is moving down the right bank of the Bug River. Its objective is to seize crossing points along the river to aid in the entrapment of the Soviet 9th Army. In the early morning hours, men of the 80th "Roma" Infantry Regiment launch a surprise attack to capture a bridge spanning a tributary of the Bug. The bridge must be taken swiftly to keep the advance moving...

November 19th, 1941... Unknown to Rommel, the British have launched Operation Crusader. The Italians of the 132nd "Ariete" Armored Division, however, warned by their own intelligence service of an impending attack, stand ready, well dug in behind soggy ground at Bir el Gubi. As Crusader tanks roll into range, their crews disdainful of the Italians' fighting ability, the defenders unleash a hail of AT fire which stops them cold. Then the M13/40s of the Ariete's tank regiment are ordered to counterattack. Suddenly the overconfident British have more on their hands than they bargained for...

July 11th, 1943... The 7th Infantry is pushing forward to expand and secure the U.S. beachhead around Licata, Sicily. As its 3rd Battalion nears the town of Palma di Montechiaro, it comes under fire from low hills to the south. The GIs push the Italian defenders back into the town, whereupon white flags begin appearing on its buildings. Thinking that the Italians are surrendering, a patrol is sent forward. But the flags have been put out by civilians, and the patrol is suddenly cut down by withering fire. Enraged, the battalion commander launches an all-out assault on Palma. His aim: Retribution.

September 10th, 1943... Two days ago Italy announced its armistice with the Allies. Now the German 2nd Parachute Division, supported by assault guns, is attempting to occupy Rome—but doggedly trying to block its advance is the elite 21st "Grenadiers of Sardinia" Division. The sounds of war echo through the southern suburbs of the Eternal City as the embattled Grenadiers, aided by meager reinforcements and a few armed civilians, slowly yield ground to the tough paratroopers. The Italians field some of the best weapons in their armory, but ammunition is running low and the German pressure is relentless. The battle for Rome is reaching its crescendo...

This is HOLLOW LEGIONS—the long-awaited Italian ASL module. Here is the complete order of battle for a new nationality—one never before offered in the long history of the SL/ASL systems. The Italian soldier of the Second World War has been much maligned—but is this view totally justified? How much was his performance affected by the quality of his weapons and the abilities of his small-unit leaders? Playing **HOLLOW LEGIONS**, which incorporates the results of extensive research on this lesser-known army and its equipment, will allow you to form your own opinion by giving you the opportunity to command every major vehicle, gun and troop type employed by the Italians in North and East Africa, Russia, Sicily, the Balkans and Italy during World War II. The two mapboards (#30 and #31) contained herein depict open desert; added to those in WEST OF ALAMEIN, they allow you to re-create North African battles of even greater expanse than was possible with just the British module. But **HOLLOW LEGIONS** is certainly not limited to the desert; indeed, of the eight scenarios in this module, five are set in Europe. Also included are the ASL Chapter H (Design Your Own) Italian vehicle and weapon listings, point values, historical notes and DYO charts—plus the ASL Chapter N (Armory) pages for the countersheets in **HOLLOW LEGIONS**, those for the Allied and Axis Minor infantry and support weapons, and those for British ordnance and transport.

HOLLOW LEGIONS is now available for $25.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add the usual 10% for shipping and handling—20% for Canadian or 30% for overseas orders. Maryland residents please add 5% states sales tax.

HOLLOW LEGIONS is not a complete game. Ownership of ASL, BEYOND VALOR, YANKS and WEST OF ALAMEIN is required—as are boards 4, 7 and 12 for three scenarios.

A NATION OF WORKERS

Utilization of American Manpower and Material in ASL

By Craig F. Posey

The United States entered the Second World War on 7 December 1941, but she was not as unprepared as some have claimed or would have liked. On 1 July 1939, the U.S. Army consisted of approximately 174000 enlisted men, with an increase in manpower of 36000 already authorized. With the outbreak of the war in Europe, President Roosevelt authorized a new establishment of 227000 men and an increase in the National Guard to 235000 on 8 September. With an appropriation of $12 million, this increase allowed the Army to create five triangular divisions and put them in the field that winter. America's road to war had begun.

With the invasion of France, on May 16th the President recommended an appropriation of one *billion* dollars to Congress, with $732 million to go for equipment and to increase the U.S. Army by an additional 28000 (13000 for the Air Corps) men. On 31 May, he requested a further billion dollars. The Senate Appropriations Committee inserted a further $50 million, and authorized an active strength for the Regular Army of 255000 troops. That same day, the House committee added $322 million and brought the authorized strength up to 375000. The result was that by 15 August 1940, the U.S. Army consisted of one armored, two cavalry and eight infantry divisions—all understrength.

In order to continue its expansion, the Army asked for the authority to call out the National Guard. Finally granted on 27 August, the first Guard units were inducted on 16 September, the same day the Selective Service Act was signed. This act authorized the following establishment: Regular Army—500000; National Guard—270000; and "selectees" (i.e., draftees)—630000. Thus, a total establishment of 1.4 million troops was possible and on 30 June of 1941, the active armed forces of the United States consisted of nine triangular infantry divisions, 18 square infantry divisions, two cavalry divisions, and four armored divisions. Yet, expansion brought problems.

The first major crisis was finding experienced officers and non-commissioned officers to command and train this influx. As men showed promise, they were shuttled to new assignments to fill the gaps. The school system was increased to graduate 600 new officers every five weeks. A portion of the experience was found in the pool of over 100000 who were members of the Reserve Officers Training Corps. This group would eventually constitute 75-90% of all officer strength in the Regular Army units. To supplement these sources, an officer candidate school system was created which could produce a minimum of 10000 new officers a year.

Even while the increase in the Regular Army was taking place, membership in the National Guard kept pace. Strength for the Guard reached 303027 men on 30 June 1941. At the same time, drill requirements were increased from 48 to 60 hours per annum. It was this force which was inducted into the establishment in successive increments starting on 16 September 1940 (with mobilization to be complete by 23 June 1941). It was the induction of these units which came back to haunt the Army, as they could only be called in for a period not to exceed 12 continuous months—a problem that was only to be resolved with the Japanese attack.

If such was the state of American ground forces, what can be said with regards to the political situation. The first overt act came in June 1940 when President Roosevelt ordered the tranfer of large stocks of World War I munitions to France and Great Britain. September 1940 saw the exchange of fifty "over-age" destroyers to Great Britain in trade for Atlantic bases. In addition, the President announced that heavy bomber production would be shared with the British. In August the United States entered into active cooperation with Canada in support of its war effort. March 1941 saw the dropping of all pretense of neutrality with the Lend-Lease Act and America's becoming the "Arsenal of Democracy".

As Roosevelt pulled the country into active participation, American involvement increased. The U.S. Navy began active naval patrols of the western half of the Atlantic Ocean in April 1941. In May, the United States accepted responsibility for the development and operation of convoys across the north and south Atlantic Oceans. The fear of a German thrust through Spain towards northwestern Africa caused the President to proclaim an unlimited emergency, and he directed the Army and Navy to prepare an expeditionary force to seize the Azores and block the German threat.

With the German invasion of the Soviet Union, American forces moved overseas—first to Greenland (25 June), and in July they relieved British forces in Iceland. October saw the U.S. Navy actively involved in convoy escort duties in the western sectors of the North Atlantic and naval vessels, with assistance from Army aircraft, warring against German submarines. Congress repealed the ban against the arming of U.S.-flagged merchant vessels. On 9 November, Churchill noted that there would follow "constant fighting in the Atlantic between German and American ships."

December 7 1941 ended the division that had existed between the various factions that had divided American sentiment. The Army (now 1,643,477 men) and Navy were prepared for war, but it would be months before they could launch even limited offensives.

The American expansion of its army truly began with the Japanese attack. By 30 June 1943, the U.S. Army was to add five million men, increase the Officer Corps to 428000, expand the air force to 2088000. By 9 March 1942, the Army consisted of 29 infantry divisions of which: 10 were Regular Army, 18 were National Guard, and one was "Army of the United States". The rest of the year 1942 also saw the creation of an additional 38 divisions—27 infantry, nine armored and two airborne. Seventeen divisions were created in 1943. Thus, 91 divisions were activated prior or during to World War II, of which 67 were infantry. American had reached superpower status. We must now turn to a consideration of how this relates to *ASL*.

LEADERS AND LEADERSHIP

As we have learned, the recruitment and training of officers and NCOs reached crisis proportions early in America's mobilization efforts. The Regular Army at the close of fiscal year 1940 had an authorized commissioned strength of 13637, which rose to 14016 at the end of 1941. Under the act of 1939, commissioned strength would have continued to rise

until it reached 16719 on 30 June 1949. While commissioned officers from West Point would not increase, this expansion called for other sources to be utilized.

The most obvious was the National Guard, which provided 20006 officers and 126 warrant officers upon induction. Yet even this needed to the augmented as their units were brought up to Regular Army strength (Executive Order 9/6/39), along with the effects of certain necessary reorganizations and conversions. Thus, "Public Resolution No. 96" (27 August 1940) authorized the calling of Reserve officers to extended active duty. Whereas on 30 June 1941, approximately 2700 such were in active service, a year later 55000 were. This figure, which represented some 55% of all Reserve officers, was to have major impacts on the American military system and its performance. The strength of the Reserve Officers Training Corps (R.O.T.C.) was also to be absorbed; 8400 graduated in June 1940 and were ordered into immediate active duty.

Yet even all these resources did not meet the need for leadership, for by the end of 1943, the breakdown of officers was: 15000 Regular Army, 19000 National Guard, 180000 Reserve and ROTC, 100000 Direct Commission, and 300000 from Officer Candidate Schools. Those being offered "Direct Commissions" were divided almost in half between doctors, dentists and chaplains on the one hand and various technical and admininstrative personnel on the other. Obviously, for the combat front, the last category would have to bear the brunt.

Officer Candidate Schools (OCS) began to function in July 1941, and during that year 1389 were graduated (followed by 54233 in 1942; 59109 in 1943; 12534 in 1944; and 9866 in 1945). These figures render a total of 136131 officers, of which 122846 were former enlisted men. Obviously, the biggest problem that arose with this innovative program was that by mid-1942, the quality of potential officer material started to decline, a situation that was only partially relieved with the activation of the "Volunteer Officer Candidate" (VOC) plan. Going outside the Army for candidates did not make up for the shortage of officer material; so in the summer of 1942, it became necessary to redefine the qualifications for a commission. Still, "by the end of 1942 the quality of recent OCS graduates had declined so that the Inspector General's sweeping reforms . . . the trouble did not lie in the details of the selection system but rather in the reluctance of unit commanders to send key enlisted men to officer candidate school and in the shortage of high-intelligence personnel within the Army Ground Forces." These were the men who would lead America's youth against the Axis forces; what does *ASL* say about them?

In the original *SQUAD LEADER* scenarios (#7-#12), the average American leadership modifier was −1.05; comparing this with the German average for the same series of scenarios of −0.85, we see that the original game considered U.S. leadership to be 23.6% better than that of the Germans. Still, these scenarios are set in late 1944 through 1945, when American leaders had had a chance to learn the lessons of war. Yet, the first six scenarios had given the Germans an average modifier of −1.19 (against Russians) or a 13.3% advantage over what the Americans have, but then these same scenarios are set in the period of 1941 through 1943 generally. Another relevant figure is the squads per leader ratio; for the Americans the figure is 2.48 while that of the Germans is 2.79 (an American advantage of 12.5%). The question that arises is whether or not these figures have altered over the growth of the system, as in the beginning American leaders are generally superior to their German counterparts.

With the release of *G.I.*, the Americans were reintroduced into the *SL* system and, with their return, their leadership quality declined in the included scenarios to −0.55, a drop of 47.6%! What of the Germans at this juncture and in these scenarios (#33 through #47)? They now enjoyed a leadership modifier of −0.74—a 14.9% improvement over their previous situation. In the second category, the Americans are now at a ration of 3.13 squads per leader, as opposed to the German 2.83. This represents a German decline on the order of 1.4% as opposed to an American degration of 26.2% As we can see, in keeping with our discussion regarding sources of American leadership above, American quality started to decline.

Turning to the *ASL* system, especially the scenarios of *PARATROOPER* and *YANKS*, the trend continues. Even though *PARATROOPER* deals with elite U.S. forces, its values should have some relationship to our general discussion. Its factors are:

	Leadership Modifiers	Squad Ratio
American	−0.63	3.13
German	−0.48	4.00

These scenarios, set in 1944, show a marked advantage in leadership (14.5%) and in squads per leader ratio. The improvement in the leadership catagory is consistent with its elite status, while the German decline in relation to *SL* of 35.1% and 41.3% is consistent with the second-line nature of the troops in the assault areas in the early days of the invasion.

In *YANKS*, the Americans shed their elite status and their regular forces once again put in an appearance. In this gamette, the figures are:

	Leadership Modifiers	Squad Ratio
American	−0.53	4.30
German	−0.51	3.09

With the return of the normal American OBs, we once again see the figures decline, but now across the board. Leadership declines 15.9% against that in *PARATROOPER* (but only 3.6% against *G.I.*), while their squad ratio falls 43.9% when compared to either. The result is a slightly more fragile American force based upon a shortage of leaders over the two previous gamettes. Yet, German improvements against its figures in *PARATROOPER*, though reflecting massive devaluations from *G.I.*, reflects a German force that is only, qualitatively, slightly better overall than the Americans.

While these are the case with the published scenarios, can we determine if the *National Capabilities Chart* (A25) accurately reflects the leadership situation. Chart A25 indicates a likelihood that the German forces will have a leadership superiority on the order of 27.2% in quantity based upon their LG of "4" as opposed to the American "5.5". Given that *YANKS* shows a German advantage of 28.1%, this is certainly consistent as the variation is only 3.3%. Does this necessarily lead to a corresponding reflection in the category of average leadership modifier? The best method may be to create a ficticious squad base and determine the distribution of leaders. For our discusson, I have chosen an "Equivalent Squad Number" of 22, which results in the awarding of five plus one leaders to the German DYO OB, and four to the American. This would result in the following leadership distribution, after the 8-0 trade: American—one 9-1, one 8-1, two 8-0 (average of −0.50); German—one 9-1, two 8-1, two 8-0, one 7-0 (average of −0.50). In other words, parity at this level. But what if the base were expanded to, say, 44; then: American—one 9-2, one 9-1, three 8-1, three 8-0 (average −0.75); German—one 10-2, one 9-2, two 9-1, three 8-1, four 8-0 (average −0.82). Clearly, as the base expands, a divergeance arises and the average increases. As we can also see, using the standard of 22 squad-equivalents, the average is much as arrived at for *YANKS*. Still, there is another factor—the squad BPVs, which render the Americans some 10.3% cheaper than their German counterparts. Thus, if parity in spent points exists, then if the American player can afford 42 squads, the Germans could only purchase 38 of the same type, thus leveling out the leadership average once again.

As shown, while the Germans will generally have lower number of squads per leader as opposed to their American opponents, the average leadership modifiers will generally be equivalent. This will result in the American forces being slightly more brittle, but probably not to a deleterious level. Leadership, though, is only one aspect of the ground forces and other facets must be addressed to arrive at a true evaluation of American potential in *ASL*.

GROUND TROOPS

The 28th of January 1938, if any date can, marks the beginning of America's rearmament effort. On this date President Roosevelt requested $17 million based upon the assumption that the U.S. Army was underfinanced. Yet, as we have seen, the Army expanded slowly until December 1941, when war finally came. Eventually 8,291,336 men were taken into the Army (of which 5.9 million were destined for the ground forces and 2.3 million for the air force). It should be noted that the WPD Victory Program called for the fielding of 8.7 million men—not far from the actual figure attained. Recruitment was to be a major problem.

To have an idea of the magnitude of the problem, we should note that

> *. . . the quality of manpower in the ground arms, when mobilization was nearly completed in the latter part of 1943, compared unfavorably with that of the other elements of the Army. A sample of 12000 combat soldiers proved to be below Army average in height, in weight, in intelligence, and in education. The infantrymen examined averaged over half an inch shorter and six pounds lighter than the average for the Army.*

With reference to their intelligence, approximately 40% of those men inducted at reception centers were sent to the combat arms. Of this percentage, only 34% were from the higher intelligence and aptitude levels, while 44% were from the lowest level of the five AGCT ("Army General Classification Test") classes.

The classification of personnel in the Army with regards to physical standards was fairly simple; there existed only one category of general service and one of "limited" service. In the British and German armies, men were sorted based upon several grades of phsyical service according to muscular strength, endurance, agility, coordination and other criteria; men were assigned based upon expected physical demands. Therefore, in the American army, the fact that a unit might be called upon to engage in hand-to-hand fighting, or march long distances on foot, or carry heavy loads or go without food and sleep were discounted in making assignments for those in the general service category. To make matters worse, in July 1943 the limited service category was deleted—all cases being handled in an "exceptions" basis now.

By the middle of 1943, the qualitative deterioration in ground combat troops became apparent. This was partially caused by the preferential assignment of men in AGCT levels I and II (the highest) to the Army Air Corps, followed by those who applied for officer training, and finally by the temporary withdrawal of thousands of highly intelligent soldiers to the "Army Specialized Training Program". At this point, the intelligence level in the ground forces of the United States had declined to well below the national average. In fact, the percentage distribution by AGCT ratings to the Army ground forces were:

Class:	I	II	III	IV/V
pre-3/42	6.9%	26.8%	31.1%	35.2%
3/42-9/42	6.5%	25.7%	31.0%	36.8%

Field commanders in 1942 complained repeatedly that they were receiving men of so low a mental capability to be trained. One commander stated that the hardest problem in finding competent enlisted personnel to be instructors was because "everybody higher than a moron" had already been pulled out. General McNair insisted that the Army must deal with the manpower situation as it found it—with the exception of the airborne divisions, who were authorized to remove their class IV and V men in excess of the Army average (18 Sept 1942).

An Army Ground Forces observer with the Fifth Army in Italy reported, "Squad leaders and patrol leaders with initiative were scarce . . . the assignment of Grade V men to infantry is murder." In essence, competent leaders were scarcest where the fighting was the thickest. As late as August 1944, the mood of the front-line infantryman was bitter; they saw themselves as unappreciated and forgotten, kept in combat until exhausted, wounded or killed. From Italy in August 1944, a medical officer wrote, "The infantryman is at present the least appropiately rewarded specialist in the Army". So how does *ASL* portray men whose own leadership considered them, at best, as barely competent—yes, troops barely competent, and with a low self-image.

First, we need to consider the tortuous development of the American squad from *SL* to its current incarnation in *YANKS*. In the original version of *SQUAD LEADER*, the Americans were virtual supermen. They possessed better firepower, and at an equal or better range than their German counterparts. Only in the category of Morale were they at a disadvantage, maintaining a level that was one lower than the equivalent German class—but even this was not a disadvantage. Why? Because they were immune to the effects of Desperation Morale, making quick rallying a frequent event. Thus, while the Americans might be brittle, they tended to return to haunt the German with greater than expected regularity. Another advantage was their ability to use all captured support weapons, as long as the unit using them was of appropriate type. At this point, the Germans and the Russians were restricted to only the use of captured machine guns. With their 6-6-6 first line squads and 8-4-7 elite squads, they were a force to be reckoned with.

With *G.I.*, American units still suffered from the morale disadvantages noted above, and their elite 8-4-7 MMC was downgraded to a 7-4-7. Still, excepting leaders and green units, the Americans retained their exemption from DM. Yet, they improved in their ability to repair malfunctioned support weapons by requiring a die roll of "1" or "2" (as opposed to a "1" for other nationalities). In addition, American squads were given a better smoke grenade capability than others, plus the ability to use white phosphorus. As of yet, the Americans still enjoyed the majority of the advantages.

The advent of *ASL* finally removed the American exemption from DM—almost bringing them to a parity with others in this category. I say "almost", for the Americans were awarded an enhanced broken morale level to partially offset this loss. Another American change was their repair die roll advantage, repair now becoming a function of the weapon instead of nationality. The Americans have fallen to parity, or (as some seem to believe) inferiority with their foes.

Let us look at the comparable pieces and attempt to determine their relative value. The cream of the German order of battle is the 8-3-8 assault engineers. A cursory glace at the American 7-4-7s would seem to lead one to the belief that they are inferior to the Germans, and in some aspects thay are. The American unit suffers a one-point disadvantage in firepower and in morale. Yet, they do have a range advantage. While the German killing zone is only six hexes, the American extends to eight. In close terrain, the German units might have the advantage, but in open terrain the effect of American firepower will be felt more often. An analysis of firepower over the ranges available to the two squad types leads to the following:

Range in Hexes:	1	2	3	4	5	6	7	8	Total
7-4-7	12	6	6	6	2	2	2	2	38
8-3-8	16	8	8	4	4	4			44

It should be noted that these figures represent useable firepower factors on the *Infantry Fire Table*, those factors in excess of the highest appropriate column being lost. One other category is notable: the effects on the Close Combat Table. That one extra point of firepower renders it impossible for the American 7-4-7 to achieve one-on-one parity on that table; the result, the German 8-3-8 will score a "kill" 27.8% of the time, while the American will do the same only 16.7% of the time.

There are other areas of contention, though, between these two units. The American morale, as I have indicated, is one less than that of the German. This means that they will be 13.9% more likely to break, but possess an equal ability to rally due to their broken morale. In other areas these units are much the same; both are awarded the Assault Fire bonus, Spraying Fire option and an ELR of "5". Even their smoke exponents are the same, though of course the 7-4-7 does have its white phosphorus exponent of "2" which the German 8-3-8 does not possess.

So, which is the better unit? It seems to depend upon terrain. As I have shown, the American unit at ranges greater than three hexes is superior, but at a range less than four the advantage switches to the German. The one true weakness is American morale, yet in DYO scenarios there does exist a leavening factor missing in the designed scenarios. The BPV of the 7-4-7 American elite unit is 12.5% less expensive when compared to that of the German 8-3-8. In other words, this offsetting by one significant American advantage creates a true parity between the two troop types.

The second class of American elite unit (the 6-6-7) has no obvious German equivalent, but does fare nicely when opposed to the German 4-6-8 and 5-4-8 units. Admittedly, the American unit suffers in respect to its good order morale, with their broken morale being the same. As to fire effectiveness, its longer range and/or higher firepower is telling:

Range in Hexes:	1	2-4	5	6	7-8	9-12	Total
6-6-7	12	6	6	6	2	2	54
4-6-8	8	4	4	4	2	2	40
5-4-8	8	4	2	2	2		28

As is shown, these German units are less effective that the American; in fact, the American 6-6-7 is 42.1% more effective that their own 7-4-7. Does this unit really suffer in comparison? After all, it does retain the standard American smoke exponent and assault fire. But the German units herein mentioned would be in the same situation as the American 7-4-7 was against the German 8-3-8 on the Close Combat Table, so it does gain there. There is one factor to note, though, for DYO purposes; the BPV of the 6-6-7 is exactly the same as that of the 7-4-7, without that unit's automatic ELR of "5". It is, in fact, more expensive—by 7.7%—than the German units. In reality, only the German 6-5-8 SS squads are equal or better than the 6-6-7 in most cases.

The bulk of the American forces appearing should be their first and second line units, namely the 6-6-6 and 5-5-6 squad types. Once again, the American good order morale shortfall continues as their German counterparts are at level "7". On the broken side, the American 6-6-6 has garnered a two-level increase in morale to an "8" while the second line 5-5-6 still can claim a parity with equivalent Germans. As to firepower:

Range in Hexes:	1	2-4	5	6	7-8	9-10	11-12	Total
6-6-6	12	6	6	6	2	2	2	54
5-5-6	8	4	4	2	2	2		30
4-6-7	8	4	4	4	2	2	2	40
4-4-7	8	4	2	2	2			28

The result, the American 6-6-6 with the same firepower as their 6-6-7 predominates with a 35% superiority over the German 4-6-7 and 92.2% over the 4-4-7. The 5-5-6, on the other hand, is clearly inferior to the 4-6-7 (by 15%) and only moderately superior to the 4-4-7 (21.4%). These increases in firepower necessitate a cost, a cost in BPV (for the 6-6-6 is 10% more expensive that the 4-6-7, and the 5-5-6 is 14.3% more expensive than its counterpart). Considering the decline in morale and increase in firepower, the 10% additional cost for a 6-6-6 seems like a bargain, while that of the 5-5-6 still awaits a decision. In this particular category of units, the American continues to enjoy a smoke exponent superiority. When crossing open terrain, this little difference can more than justify the added costs of American units.

While the Americans lack a "conscript" unit, their 5-3-6s are in many cases equivalent in nature, unless accompanied by a leader. This is primarily due to the restrictions placed upon them by rule sections A19.2. Due to range parity and excepting the Assault Fire bonus they are assigned, their firepower abilities are the same as the German. Also, excepting Close Combat wherein the 5-3-6 enjoys an advantage, the only differences in the two units are the traditional broken morale bonus of the Americans and the 5-3-6's smoke exponent of "2". Still, there is the cost difference to note. The American unit comes in as 20% more expensive. Ostensibly, a high cost to pay for smoke, but useful in any assault situation.

Taken in toto, the American squads are superior in most aspects to their German counterparts. Not in morale, except in the broken morale level where they rise to the German values, but in firepower (especially firepower over the longer ranges). The American player wants . . . requires . . . long, clear fields of fire. Once they close with the enemy, their superior volumes of fire may dominate their front. Locked in close combat, they should prevail—but all of this comes at a cost. The cost is a more brittle unit, the one-point degration in morale rendering this type of disaster (breaking) more common for the Americans. With care, proper utilization of productive terrain modifiers and leaders, the morale problem can be surmounted however.

SUPPORT WEAPONS

Unlike the Soviet player (whose main support weapon is the light machinegun), the Americans suffer from a plethora of available equipment. A look at *ASL* scenarios to date reveals that the Americans possess an average of one SW per 1.69 squads. Compare this with the German average of 2.13 squads or the Soviet of one per 3.06 squads. It is this preponderence that requires a consideration of this aspect of American fighting potential.

Taking the U.S. Army SW Allotment Chart (page H45) as the source of our conclusions regarding average weapon distribution, I will start my discussion of American support weapons with their many machineguns. With its lack of a light MG, the American player might consider himself hindered when faced with a German so equipped. Yet, as my analysis above showed, even without this weaponry the Americans have a disproportionate number of large caliber weapons. Therefore I can progress to a look at the American MMG. The U.S. 4-10 MMG is inferior in three aspects to the German counterpart; the first two are obvious, its reduction in firepower and the range differential. The last aspect is less obvious: in the dismantled state the German MMG retains some firepower, while the American has none. The only American advantage is, except-

ing 1944-45, their OB will reflect a higher quantity of these weapons per equivalent number of squads.

As to heavy MGs, the American player has two types available—their 6-12 water-cooled and their 8-16 .50-caliber weapon. The German 7-16 HMG neatly fills the niche between these two. Compared to the German HMG, the American 6-12 performs just as well on the IFT, if you discount the greater German range, while the .50 caliber weapon equals the German range and significantly betters its firepower. The assertions regarding firepower are based upon the column breakdown on the IFT. Once again, though, in the dismantled state the German weapon still retains a portion of its firepower, while the American ones have none. The advantage of the American weapons will be the frequency of their appearance. During the 1944-45 period, for instance, if both sides have 13 squad equivalents, the German player will have one HMG while the American will have one of each of his two types. During the earlier periods, the number of squad equivalents to acquire a 6-12 HMG will be less than the number required by the German.

The next major American SW to consider is the M2 60mm mortar, as opposed to the German 5cm le GrW36. Since likely availability is always one of our major concerns, we can safely aver that the Americans suffer a marked advantage here. During 1941-42, the German player will receive one of theirs 25% more often that the American will; in 1943, the Americans enjoy a 22% advantage, and by 1944 they will receive theirs twice as often as the German player. And as the readers shall see, the American is in all aspects a superior weapon when compared to the German mortar. Just a few of the advantages need be summarized:

	American	German
Firepower	4	2
Range	45	13
IR	Yes	No
WP	Yes	No

With regards to anti-tank capability, it would be difficult for the Americans or any other nationality to better the inherent panzerfausts of the German squads. Still, the PF is not a guaranteed weapon, and therefore some reliance is placed upon the German panzerschreck. It is with these weapons the American must contend. Almost a year after the introduction of the bazooka, the panzerschreck arrived in the German arsenal. While the PSK arrives upon the *ASL* scene full-blown, the American bazooka goes through a torturous developmental period. With the three available BAZ types, we players see certain important differences: the '43 version has a lower breakdown number ("10") and a lower To Kill number ("13"); the '44 weapon shares the same breakdown number and enhanced To Kill number as the '45 version, but the '45 BAZ has a greater range than the other two and the ability to fire white phosphorous. How do these SW compare with the PSK? Panzerschreck range is that of the American '43 and '44 weapons, yet it possesses a higher IFT equivalent and a greater To Kill number ("26"). This is all well and good for the German, but we should note that it has a breakdown number of "10". The PSK is generally a superior weapon. The German problem is one of availability, not performance, for in 1943 the American will receive this weapon 41.7% more often, and in 1944-45, only 16.7% more often.

Therefore, if we take a specific number of equivalent squads to form a basis for comparison, I can demonstrate the distribution of all SW. Using 1944 as the base year, and a force of 15 squads, we arrive at the following:

	LMG	MMG	HMG	.50	MTR	BAZ/Psk	FP
American:	0	2	1	1	2	3	30
German:	3	2	1	0	1	2	47

While the scenarios usually give the Americans a preponderance of SW, as we can see the two nationalities have the same quantity of infantry weapons with virtually the same available firepower—but this, of course, does not take into account the existence of the German panzerfausts. Still, it will be these weapons that the American player will turn against his German opponent, and to good effect.

ARTILLERY & GUNS

If the average intellectual distribution of the Army Ground Forces was dismal, the situation with the field artillery was abysmal. Normally, artillery would be considered a technical arm but, as America prepared for war, once again expediency won out. Compare the ground forces' average figures with those of the field artillery:

Class	I	II	III	IV/V	Date
Infantry	6.9%	26.8%	31.1%	35.2%	pre-3/42
Artillery	6.3%	25.9%	31.2%	36.6%	
Infantry	6.5%	25.7%	31.0%	36.1%	post-3/42
Artillery	4.6%	19.5%	29.4%	46.5%	

If one could complain, overly, about the manpower material available to the infantry commanders, what can one say about a group whose personnel was drawn, almost fifty percent of the time, from the lowest test levels? Yet, it was the reliance of the infantry and armored units upon their artillery and air support that was to push the U.S. Army across the Rhine.

Mobilization brought problems of another kind to the field artillery. Not only would the quality of the men present a difficulty, but the quantity of available weapons would make its mark. In 1940, the increasing demands placed upon the American arsenal by foreign powers under the Lend-Lease program impacted upon the requirements of the Army and the War Department. With the President resistent to any curbs on Lend-Lease, basing his stand on the belief that the shipments would be educational and help American industry prepare for war, the shortages grew. During 1940, the sale of munitions started to come not only from current production, but from Army reserves. The result: the Army's reserve weapons and ammunition continued to be shipped to the British, with stocks in certain categories reaching critical shortages (such as .30 caliber ammunition) with no prospect of production inceases within a year.

With Lend-Lease becoming law (on 11 March 1941) and the German attack upon the Soviet Union, when asked about the selling of 500 75mm guns with appropriate ammunition from the Army's reserve stocks, Major Smith informed Major-General Watson (the President's aide):

> *. . . if the War Department could be assured that we would not be called upon for a general mobilization within two years . . . the transaction was perfectly safe, but if we were required to mobilize after having released guns necessary for this mobilization and were found to be short in artillery material . . . everyone who was a party to the deal might hope to be found hanging from a lamp post. Where upon General Watson took the paper into the President who ok'd the transaction.*

In 1941, massive shortages in ammunition started to be felt, as well as shortfalls in new equipment (especially 105mm howitzers, 60mm and 81mm mortars, and AA guns). After the Japanese attack, as new units were activated, there was often neither new nor even obsolete equipment available for their use.

How does *ASL* reflect this reality. Let us first investigate the assigment of offboard artillery modules to the Americans in the scenarios and the DYO charts. Going back over the scenarios for *PARATROOPER*, we find that the Americans possess an artillery piece for each 2.67 scenarios (and each time the weapon chosen is the 57mm AT gun); yet, since these units are atypical, we should concentrate on those scenarios in *YANKS*. In these eight scenarios, the American forces are allocated four onboard and one offboard artillery "piece" (one per 1.6 scenarios). Once again the 57mm AT gun predominates, though the one offboard battery allowed is 100mm.

An analysis of the U.S. Army OBA Availability Chart (page 45) can lead to some beneficial enlightment. Given the odds, the following will be the average bore size and cost for each of the periods:

Year	41-10/42	11/42-5/43	6/43-5/44	6-12/44	1945
Bore	82.2mm	95.6mm	99.4mm	106.1mm	109.4mm
Cost	126.8	151.6	156.6	156.2	160.0
Cost/mm	1.40	1.59	1.57	1.47	1.46

The result of such analysis points out certain anomalies. As can be readily seen, there is a real drop in the average cost in OBA during the period of July-December 1944. Considering the increase in bore size throughout the game system, perhaps this is merely a statistical fluke; but, then, when we note that the per-millimeter cost consistently drops for each period after May 1943, this could just be an adjustment.

Since 1945 is the most costly period for American OBA, it makes an excellent point at which to compare the size/cost with that available to the Germans and Soviets. Therefore:

Nationality	Avg Gun Size	Avg Cost	Cost/mm
American	109mm	160.0	1.46
German	114mm	102.0	0.90
Soviet	104mm	66.0	0.64

Thus it would appear that the Americans are at a major disadvantage. Their OBA weapons are generally smaller than the Germans (4.3%) and vastly more expensive (56.9%). The situation with regards to the Soviets is even more pronounced. This being so, what advantages do the Americans possess?

Actually, two factors do exist that partially—but not wholely—offset their high cost. First, all of their OBA comes with plentiful ammunition, though the American player can elect to reduce this status to normal or scarce levels with savings of 10% and 25%, respectively, in DYO scenarios. Second, the

Major Traits of the Americans in ASL

Morale:
Elite: 7/8
First Line: 6/8
Second Line: 6/7
Green: 6/7
Armored Crews: 6
Ordnance Crews: 7

Ground Troops:
7-4-7 ELR (A25.31)
White Phosphorus (A25.34)
Smoke Exponent (A24.1)

Artillery:
Radio Contact—8 (C1.2)
Chit Mix—10B/3R (A25)
Plentiful Ammunition (A25)
AR Accuracy—1 or 2 (C1.3)
Red TO HIT Numbers Pre-44 (A25)
Black TO HIT Numbers Post-43 (A25)
Use of APCR—1944 (C8.2)
Use of HEAT—1944 (C8.2)
Use of Canister (C8.4)

Die Roll Modifiers:
Heat of Battle—0 (A15.1)
Leader Creation—−1 (A18.2)
Recon—0 (E1.23)
Excessive Speed—0 (D2.5)

final accuracy dr can be either "1" or "2", as opposed to "1" for the other nationalities. These can translate into viable game assets.

Chart A25 dictates that the normal (with plentiful ammo) American OBA access chit assortment is ten Black and three Red (compared to the German 8B/3R). Using Table 33 in Mr. Medrow's excellent article (see Vol. 24, No. 2 of The *GENERAL*), the likely number of FFEs the American will enjoy in a ten-turn scenario are 3.7 and 3.9 for regular artillery and mortars, respectively. These figures also carry with them an 8% chance that the American player will have no FFEs during that ten turns. By the same token, the German opponent will generally achieve a similar number of FFEs (3.6 and 3.8) but will face an increase in the possibility of acquiring none (10%).

Since American and German radio contact and maintainence values are the same, these will not affect the situation (as is the case with a Soviet/German comparison), but the Americans do come out behind. As I have indicated, the extreme cost of U.S. batteries in DYO scenarios means that the German player will be able, if desired, to purchase three artillery modules for the cost of two American modules—and the German can expect some change left over as well as larger OBA. The American player must face the realization that he can be readily outgunned.

Turning to the onboard artillery situation, can the American player expect any assistance? Using a rarity factor of 1.1 as a base, let's look over their available arsenal and compare it to the similar available German weaponry.

Within the constraints I have set, the American forces will have access to two mortar types, one assigned and one purchaseable. I briefly touched upon the M2 60mm mortar in the section on support weapons, but neglected one aspect until this stage. As the integral fire support of an U.S. Army rifle company, the Ordnance Note #1 authorizes the American player to remove (in groups of three) from the playing board these pieces and use them as off-board artillery. This degree of versatility, assuming that the Americans can meet the definition of a "home board", might in certain situations be warranted over their direct fire and multiple fire capability onboard.

The 81mm mortar is the first purchaseable American support weapon. Since it is roughly equivalent to both the German and Soviet pieces (in fact, the U.S. and USSR mortars share a common ancestor—the French 81mm Brandt), we can expect a high degree of similarity in their usage and performance. A cursory study shows that the Soviet and American weapons have roughly the same ranges, while the German range is significantly shorter. While all three of these weapons are noted as "quick set-up", their other special attributes start to diverge. The German and Soviet pieces are capable of laying Smoke (s8) and firing illuminating rounds, while the Americans can use white phosphorous but do not have access to Smoke. This is not that smoke shells for the American 81mm were not designed, but rather than the Chemical Warfare Service of the U.S. Army received no requests for this particular item, so they were never produced. Since the costs of all these mortars are similar, they can be considered almost interchangeable. As to which is better, that would be a matter of opinion, but the availability of WP gives the Americans a marked edge due to its effect on enemy units.

The best usage of this weapon will be dependent upon its placement on the board. Most player will prefer an open upper-level location, such as a hilltop, with a good field of fire. This will allow it to dominate as great a portion of the mapboard as possible, and utilize its rate of fire to best effect. Secondarily, the mortar would function equally as well with a properly placed spotter, though it would suffer a reduction in accuracy (+2 To Hit DRM) and its ROF.

Only one American anti-tank gun appears with any regularity in the scenarios—the M1 57mm AT gun—and with a rarity factor of 1.0, this will be so in DYO scenarios as well. A second weapon, the M3A1 37mm AT gun (which was replaced by the 57mm weapon), will dominate in early war scenarios and then disappear approximately July 1943. Since the M3A1 was the first, I shall begin with it.

One problem that the American player faces, in regards to his ordnance, is that he must initially use the Red To Hit numbers (prior to 1944); but as the war progresses and his gunners learn their roles, he moves into the Black numbers. The M3A1 will bear this onus throughout its period of service in the European Theater. Due to its small bore size, the main hurdle that this weapon (tracing its ancestry from the German PaK 35/36) must face will be its To Kill number of "11". While this power might suffice for many German AFVs, once heavier vehicles are introduced, its ability to score a kill diminishes. Still, it is valuable to have one. First, its manhandling number of "12" assures a crew being able to shift its position if necessary. Second, it is a QSU weapon. Lastly, there is canister available for it after August 1942. In fact, it has a canister FP of "12" as well as its regular high explosive fire value. The one drawback to the 37mm AT is its lack of a 360-degree mounting, forcing it to suffer the non-turreted To Hit modifiers when it changes CA to fire. Still, in a positional defensive position at short ranges, it would prove a handy asset.

The upgrade of the 37mm AT resulted in the introduction of the M1 57mm AT gun. Was it worthwhile? If one considers just the primary function—to kill tanks—anyone can see that its To Kill number of "15" is a clear advantage. Yet the higher number does not carry with it the ability to punch through the frontal armor of many German vehicles—although it does improve the player's chances to cripple or kill these AFVs with a side shot significantly. As to other aspects, I can note its relatively high manhandling number ("10"), its QSU ability, and access to HE and APDS rounds for it after June 1944. The HE rounds, even with a depletion number of "7", will fill a void and gives it a FP of "6"; APDS will increase its To Kill number to "18" if the dice roll makes it available. The American player should find that, in a static defense, the German player will display a certain caution before exposing the flank of one of his AFVs to any potentially-hidden 57mm AT guns.

Looking to the readily available field artillery pieces, the American player will usually have access to two similar weapons in the ETO, namely the M2A1 105mm howitzer and the M3 105mm howitzer. Since these are virtually identical, I can consider them as one. First, though, their differences (such as they are): a shorter range for the M3 and, due to the short barrel, an asterisk for gun type. The first has no practical game meaning, and the second comes into play only at ranges greater than 12 hexes. Both howitzers are restricted to the use of high explosive, with exceptions. The exception is the possible utilization of HEAT and canister. The HEAT To Kill number is "15" (with the M3's depletion number "7" as opposed to a "6" for the M2A1). With regard to canister, the 24 FP possibly available will deter most assaults upon their position. Both guns have access to smoke (D7) and white phosphorous (D8) to round out their arsenal of ammunition. While either of these are more than satisfactory against infantry or unarmored vehicles, the rarity of HEAT will tend to minimize their potential threat to most enemy AFVs.

Of the available American artillery pieces, it would be difficult to choose one weapon of preference. Unlike the German ordnance, the distinctions between the American weapons are marked. Most German artillery can function well-enough in an AT role, and vice versa. Therefore, the American decision as to which weapon is selected in DYO must be based upon their expected mission. I should note that these guns will cost less than the equivalent calibers available to the German player—partial compensation for their lack of versatility.

ARMOR & TRANSPORT

The growth of the American armored forces commenced with the move towards mobilization. On 1 July 1939, the mechanized forces of the active Army consisted of "General Headquarters" tank units (1400 men) and an understrength mechanized brigade (2300 men). By 31 January 1940, the strength of these units had been brought up to 3100 and 3000 men respectively. A War Department directive dated 10 July created an "Armored Force" which was to include all armored corps and GHQ reserve tank units. The result was to be the 1st Armored Corps, composed of the 1st and 2nd Armored Divisions. The units which made up this first armored division were the 7th Cavalry Brigade (mechanized), the 66th Infantry (equipped with light tanks) and small, scattered infantry-tank formations. As of 15 August 1940, the strength of the one armored division had climbed to 7200 men. With the activation of the 3rd Armored Division on 15 April 1941, America's rapid armored mobilization continued. As of 30 June 1941, armored forces encompassed four divisions (43200 men). By war's end, 16 armored divisions had been activated (out of the 61 called for under the "Victory Program").

The quality of manpower brought into the armored forces were measurably better than those assigned to the other ground arms; the distribution percentages with regards to the AGCT were:

Class:	I	II	III	IV/V
pre-3/42	7.4	28.0	32.7	31.9
post-3/42	5.3	23.2	32.6	38.9

While the decreases in categories I and II are staggering, as is the increase in the last one, these figures are still significantly better than those displayed above for the infantry and field artillery. Actually, for the year 1942, the distribution of men inducted, processed and assigned to the various arms was more even for the armored forces: 31.4% (17319 men) were of classes I and II, 34.5% (19043) of class III, and 34.1% (18783) of classes IV and V. In the armored forces, some of the disadvantages of low-IQ personnel were ameliorated by training specialists for each position in the crew. This use of narrow category training was phased out in the armored replacement training centers in 1943 (and had been extended to tank destroyer training by early 1944), leading to crewmen capable of filling any position.

The representation of America's armored establishment, within the context of *ASL*, is the area of most interest to many I suspect. Using the 1.1 rarity factor cut-off previously declared, I will consider the following AFVs: the M4, M4A1, M4A1(76)w, M4A2, M4A3(75)w, M4A3(76)w, M10GMC, M36GMC and M5A1.

American armament systems have historically suffered the sin of mass production. The "if it ain't broke, don't fix it" philosophy has pervaded their military establishment. One of the earliest examples centered around the usage of rapid-fire weapons during the American Civil War; until ordered by President Lincoln, the Chief of Ordnance rejected repeating rifles and Gatling-type guns. The result has been that the need for increased production has usually stifled innovation. With regards to this point, we turn to the "Sherman" series. Based upon the chassis of the M3, the M4 was a utility project, put together over a short design period, which was still in service over 30 years later.

Originally produced at the Lina Locomotive Works in 1942, the M4 featured a 75mm gun with good high explosive capability. Referring to its introduction at El Alamein, Feldmarschal Rommel wrote his wife, "their new tank, the General Sherman, came into action for the first time in this battle. It showed itself far superior to any of ours." Yet, waiting for them in France they would find the Panthers and Tigers, AFVs whose high-velocity guns and thick armor completely outclassed the M4.

While eventually upgunned to 76mm, its layout remained generally the same. The Sherman also suffered some serious flaws, prime of which was its catching fire or exploding when hit near the engine, gas tanks or ammunition bins. Even stopgap measures could only partially alleviate this problem. Still, it was quantity that would dominate the battlefield, and dominate in this case in an area where innovation and creativity might have produced a vehicle capable of competing on a equal footing with their German counterparts. The following table compares the Sherman series to the three big enemy AFVs it had to face:

Vehicle	Armor Factors Front	Side/Rear	MF	MA	Basic TK#	BPV
PzKw IVJ	8	3	13	75L	17	73
PzKw VG	18	6	15	75LL	23	89
PzKw VIB	26	8	11	88LL	27	105
M4	8	4	13	75	14	68
M4A1	11	4	13	75	14	70
M4A1(76)w	11	4	13	76L	17	76
M4A2	8	4	14	75	14	69
M4A3(75)w	11	4	15	75	14	73
M4A3(76)w	11	4	15	76L	17	77

As we can see, the M4 and M4A2 suffer against the PzKw IVJ only in regards to main armament (and, hence, To Kill number). Yet, its main armament TK# is sufficient to puncture the armor of the IVJ and so can be considered roughly equivalent. The better armor factors for the front facings of the M4A1 and M4A3(75)w vehicles, while an improvement, are not significant enough to offset the better To Kill numbers of the 75L weapon on the IVJ. The introduction of a 76L weapon on the M4A1(76)w and M4A3(76)w finally brings this series up to a par with the PzKw IVJ, for the Shermans now have better armor, better speed and an equivalent gun.

But problems arise for the Sherman when called upon to face the Panther (VG). The front armor of the Panther is better than the best Sherman To Kill number, while the Panther's 76LL weapon will have little problem punching holes through the Sherman at most ranges. Their comparative speeds are such that the Sherman gains no advantage here, either. The American player would be well advised to avoid this particular encounter, unless he can arrange to get in the first shot of a gun duel against the Panther's side or rear facing.

The Tigers are, and are not, a problem for the American Shermans. While the Tiger has much better armor protection and better MA, the Sherman has the edge in speed. As much as possible, a Sherman should try to stay out of a Tiger's line of fire, skirting the issue until he can acquire a side or rear shot. Hope for gyrostabilizers and use them with abandon to fire on the run. Fortunately for the American tank commander, while the Panther may be a bad dream come true and the Tiger almost his worst nightmare, their rarity factors (1.1 and 1.4 respectively) will minimize their arrival on the playing surface. From the DYO standpoint, another aspect will be the BRP costs of the various vehicles, wherein the American enjoys a marked advantage over these monsters.

The role of the Sherman initially was to form a mobile infantry support force and to engage enemy strongpoints. They were not to engage enemy AFVs that was the role of the tank destroyers (the most common of which will be the M10GMC and M36GMC) and aircraft. The M10, based upon the M4A2 chassis and drive train, enjoys its heyday during the scenarios set in the period from June through August 1944, when its rarity factor is 1.1. Mounting a 76L, in a slow-traverse turret, it gives the American player a To Kill number of "17" during the period when the Shermans are still mounting 75mm MA. The speed and firepower of these TDs during this period allow them to compete with the Mark IVs—so long as it is remembered that they are not tanks.

It was the need for a larger-bore weapon which brought about the replacement of the M10 by the M36. The greater armor thickness of the more advanced German AFVs required better penetration. Thus, the 90L gun on the M36 (with its 23 TK#), power enough to punch through the Panther and almost enough to breach the front of a Tiger. The one fault of the M36 is its own weak armor. These must use speed and terrain to survive so that they can get in the first shot, as one will rarely live long in any gun duel.

The requirement for a rapidly redeployable AFV resulted in the introduction of the M5A1. But does it possess any advantages over the standard Sherman in *ASL*? As promised, its speed is greater (17), but at the cost of lighter armor and a weaker MA (37LL). With only a 11 To Kill number, it can have a useful place in the American arsenal, but its role will be a pressuring one. Even a Tiger will think twice about exposing its rear to this little pest. As an anti-infantry weapon, the availability of canister for the M5A1 will increase its value onboard.

I should note that mass production enables the American soldier to ride a lot. Not only will the AFVs above be available, but the American player will have access to several light- and non-armored vehicles for transport. Depending on time frame, the following can all serve nicely: M2 ht, M3 ht, T30 HMC, LVT2, LVT(A)2, LVT4, quarter-ton Jeep, three-quarter ton truck, one-and-a-half ton truck and two-and-a-half ton truck. This broad selection of vehicles, at a reasonable cost, will insure that American infantry can deploy or redeploy quickly to counter changing situations.

SYNTHESIS

While I have seemingly maligned the intellectual capabilities of American troops, referred to their tactical ineptness and pointed out the inferiority of their prime AFVs, they still overcame the vaunted German Army. Why? Because they learned from their mistakes and adapted quickly to the changing battlefield environment—and the game system reflects this.

While the unit types remain the same in all scenarios, as time passes we can note certain changes—increased ELR, a higher percentage of first line and elite units, better leadership. As they evolve in the published scenarios, their higher rate of fire begins to dominate the cardboard battlefield. Only in the area of morale do they continue to lag behind their German counterparts; but as the American ELR climbs, that of the German starts to tumble. The Americans might break more often, but the decreasing ELR of the German will mean that those of theirs that do break will face a greater risk of lower quality.

The American troops, unlike the Soviets, can face the German at longer ranges. It should become a standard procedure to open most firefights at a minimum range of six hexes. Artillery and air strikes should be called in against any enemy-held strong points. The American tactical philosophy must be to "nuke and mop up." Only when the enemy is broken will the American units walk in and clear the area. While they can maintain themselves in close combat, if possible it should be avoided. This would have meant closing with a good order opponent while taking unnecessary losses. Properly handled, the American units can reach a parity with the German—and even enjoy certain advantages over them.

A WORD FROM THE EDITOR

This is the first *ASL Annual*. No doubt by now you've already skimmed through it, weighing whether it is worth your time or not. May be you've even played a couple of the scenarios. Now that the initial burst of frenzy is done and you've the leisure to settle down to read these pages, I wanted to extend a belated "Welcome".

As explained back in Part 122 of the "AH Philosophy" (Vol. 24, No. 2 of The *GENERAL*), for some time there has been a growing demand for ever more from the insatiable *ASL* fans who subscribe to our magazine. On the other hand, there has also been the occasional irate letter decrying the amount of space we already devote to the system therein. Added to this was the lament by those few who still play the original *SQUAD LEADER* over our decision to drop coverage of that system in our pages. In an attempt to walk the tightrope over this pit of lions, I proposed a yearly 64-page publication. Told to poll the consumers to determine support, I was satisfied with the results—enough so that you hold our first *ASL Annual* (apologies to those die-hard *SL*ers) in your hands.

Obviously the centerpiece of the *'89 Annual* is the 18 scenarios—three for *SL*, three for *DASL*, an even dozen for *ASL*. These were culled from the dozens that have been submitted over the past couple of years. They were then subjected to some intense playtesting and revision. For this, the gentlemen listed on the masthead on Page 3 deserve a round of applause; it is due to their collective efforts that these represent (in my humble opinion) some of the best scenarios to date. The fact that they encompass a wide range of nationalities, boards, rules, and lengths only sweetens the stew. In short, there should be something here for everyone, whether you have an evening or a weekend to play, whether you have all the modules or only *BEYOND VALOR*.

But don't overlook the articles. These articles offer some insights for play and some food for thought I'd hope—maybe even a chuckle or two. We've done our best to bring you the best. Again, these demanded a great deal of time from some unsung heroes; the "Comprehensive Index" for the *SL* system alone represents tens of hours of work on the part of Mr. Mishcon. And the refinement process for the "Incremental IFT" bedeviled Messers. Kibler and McNamara for weeks. While most of this material is seeing print for the first time, attention should be called to two articles that have appeared elsewhere. The first is the reprint of John Hill's piece from Vol. 14, No. 5 of The *GENERAL*. Although some 11 years old now, and long out of print in the original, I felt the information timeless and informative. Let it serve as our tribute to the designer who sparked the phenomena of *SQUAD LEADER* and *ADVANCED SQUAD LEADER*, even though he has passed on to other concerns. And, as explained in the introduction, I thought Mr. Nixon's piece so clever and well-written that it deserved a place both in the *ASL Annual* AND The *GENERAL*.

Even with all that is packed into these 64 pages, there was a great deal more that we wanted to put in for the hard-core players. But, of course, everything can't be fit into one issue. With your support, there will be more issues of the *ASL Annual* in the years to come. Along with dozens of scenarios, these should provide a permanent showcase for the best offerings from your fellow players of this greatest of all boardgames. Until next year, savor the *'89 Annual* to its fullest.

Rex A. Martin
Managing Editor/The *GENERAL*

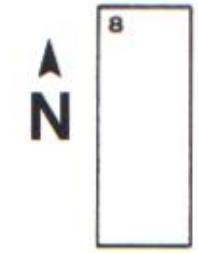
TAVRONITIS BRIDGE

ASL SCENARIO A1

West of MALEME, CRETE, 20 May 1941: The airfield at Maleme figured prominently in German plans for the capture of Crete. "Group West", comprising most of the 1st Assault Regiment under the command of General Meindl, consisted of three detachments: one to land at the Tavronitis Bridge; one to destroy the AA positions and ease the way for the following troop-carrier transports; and one to land on the slopes of Point 107, high ground to the south of the field. Major Braun drew the task of seizing and holding the long span over the dry Tavronitis. Given free rein to plan his assault, he decided to daringly land in the dry bed itself and then take the British MG posts which guarded each side of the bridge from the rear.

VICTORY CONDITIONS: The Germans win if all hexes in and between hexrows O and S are devoid of Good Order British personnel at scenario end.

BOARD CONFIGURATION:



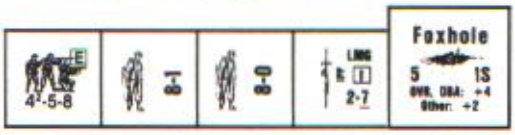
BALANCE:

- ⊙ British units may be set up anywhere on Board 8.
- ✙ Only one British MMC (plus all SMC/SW that set up in the same Location) may set up in a river hex.

TURN RECORD CHART

	✙1	2	3	4	5	6	END
⊙ BRITISH Sets Up First							
✙ GERMAN Moves First							

Elements of D Company, 22nd New Zealand Battalion [ELR: 4] set up on/between hexrows N and T (see SSR 4): {SAN: 3}



5 2 3

Abteilung Braun, Bataillon 1, Sturm Regiment 1 [ELR: 4] enters by Glider (E8.) on Turn 1: {SAN: 2}

9 3 2 9

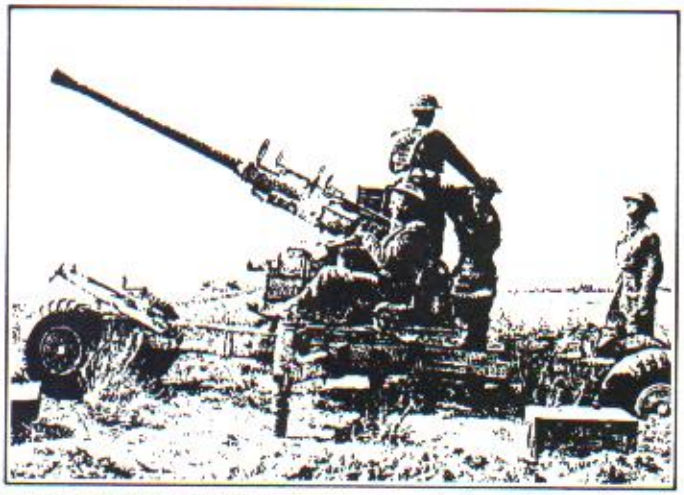
SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the Northwest at start.
2. The river is dry: treat it as an Open-Ground Valley (B22.). A One-Lane stone bridge exists in hexes 8Q2-8Q9. Each bridge Location is considered Inherent Terrain (B.6) [EXC: a LOS into/through a bridge Location does not incur that hex's bridge Hindrance/TEM if it crosses only the road hexside(s)—exclusive of vertices—of that hex].
3. All orchard hexes are Olive Groves (F13.5).
4. No British unit (including Fortifications) may set up in a road Location.
5. The British player may make one 4-FP attack at *each* of two Aerial gliders during the first German MPh (this represents fire from an offboard AA battery).
6. The British Sniper counter is placed onboard just before the gliders land (E8.22). The German Sniper counter is placed onboard at the start of the first British Player-Turn.

AFTERMATH: On the descent and landing, Major Braun had lost not a man. This was due in large part to the fact that most of the British AA crews were fighting for their lives at the time. And to the south, the sounds of gunfire indicated that Major Koch's force was attacking Point 107. Using the riverbank for cover, Braun carefully organized his men and led them forward, hugging the steep slopes. Sighting the bridge ahead, Braun ordered a "general charge" which overwhelmed the lone New Zealand squad under the bridge and boiled over the banks to attack the machinegun emplacements. Distracted by the sounds of fighting a few hundred yards away to the east and south, the nervous New Zealanders had been caught by surprise. Despite fighting bravely, with the courage of the cornered, they were inundated by grenades and automatic fire. Within minutes the New Zealand detachment guarding the Tavronitis Bridge was obliterated, and Braun could turn his attention to other matters.

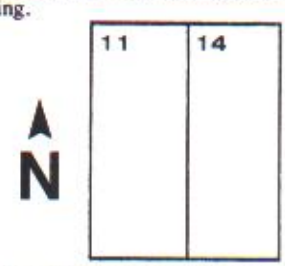
BOFORS BASHING

ASL SCENARIO A2



MALEME AIRFIELD, CRETE, 20 May 1941: For thirty minutes the Luftwaffe hammered the airfield at Maleme, concentrating on the AA positions near the mouth of the dry Tavronitis. Certainly the Bofors gunners at Maleme had an unenviable task. They had, of necessity, to be sited well forward on the edge of the field where concealment was practically impossible, and now dust and smoke obscured their vision. Thrown into confusion by the furious air attack, the New Zealand troops stationed to protect the guns and the British gunners themselves barely fired upon the descending gliders carrying the 3rd Company under Leutnant von Plessen. He had been charged with ensuring that no AA gun survived to trouble the planned landing of transports at the airfield. At 0715, the first glider touched ground and the first German squad came out firing.

BOARD CONFIGURATION:



BALANCE:

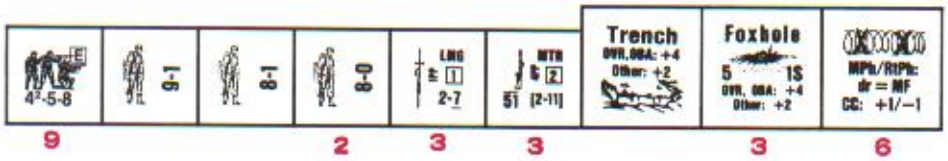
- ⊙ Add a Hero to the British OB.
- ✙ To simulate the confusion caused by the bombing, three British MMC (British player's choice) must commence play Broken and DM.

VICTORY CONDITIONS: The Germans win immediately when all British AA Guns have been eliminated (by any means) and/or captured.

TURN RECORD CHART

	✙1	2	3	4	5	6	7	END
⊙ BRITISH Sets Up First								
✙ GERMAN Moves First								

Elements of C Company, 22nd New Zealand Battalion [ELR: 4] set up within six hexes of 14I7 (see SSR 3): {SAN: 3}



Elements of the 156th Light AA Battery set up within six hexes of 14I7. Each Gun must set up unconcealed (but Emplaced) in an Open Ground hex that is ≥ four hexes from every other AA Gun (see SSR 3):

Abteilung von Plessen, Bataillon 1, Sturm Regiment 1 [ELR: 4] enters by Glider (E8.) on Turn 1: {SAN: 2}

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the Northwest at start. For the first two Game Turns of the scenario, Moderate Dust (F11.72) is in effect (note F11.793); for the third Game Turn, Light Dust (F11.71) is in effect; no Dust is in effect after Game Turn 3.
2. All orchard hexes are Olive Groves (F13.5).
3. No British unit (including Fortifications) may set up in a road or runway Location.
4. The British Sniper counter is placed onboard just before the gliders land (E8.22). The German Sniper counter is placed onboard at the start of the first British Player-Turn.

AFTERMATH: A "blanket of dust and smoke" lay over the entire area. German casualties in landing were relatively light, with only a few gliders crashing. But once on the ground, all was confusion. There was no time to organize. Each glider complement simply made for whatever AA gun was in sight, trying to reach the gun positions through the haphazard resistance offered by Company C of the 22nd New Zealand. Within minutes, bitter melees erupted as the gunners fought for their lives. There was no time for niceties such as surrender or prisoners. But, even in the midst of this, one Lieutenant Sinclair managed to rally to him some 25 New Zealanders. Despite the fact that all the AA guns were now silenced, his quick action checked the German assault. In fact, von Plessen was killed at this point of the battle. Sinclair's own small band suffered serious casualties (only two were not hit), but he had given the rest of the company time to reorganize. The Germans were now pinned down in the gun pits. For the next two hours, the glider troops and New Zealanders would be locked in a firefight at the edge of the airfield.

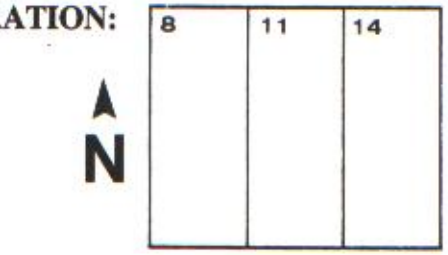
DESCENT INTO HELL

ASL SCENARIO A3

MALEME, CRETE, 20 May 1941: The glider detachments of Braun and von Plessen were ordered to capture the western approaches to the vitally important Maleme airfield and secure the right flank of the Assault Regiment before joining Major Koch and the main body at the field itself. *[This scenario joins ASL Scenario A1 and ASL Scenario A2 together as one combined game. In addition to the normal two-player game, this scenario makes for an excellent team game for three or four players.]*

VICTORY CONDITIONS: Victory is based upon satisfying the Victory Conditions of ASL Scenarios A1 and A2. If each side fulfills one VC, the game is a draw. If either player fulfills both his Victory Conditions, a decisive or "double" victory has been achieved.

BOARD CONFIGURATION:



BALANCE:

⊙ The British may utilize HIP for two MMC (plus all SMC/SW that set up in the same Location) on each board.

✙ To reflect the actions of the several parachutists that drifted into the area, raise the German SAN to 4.

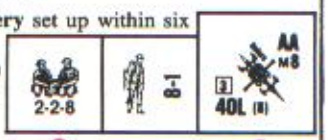
TURN RECORD CHART

⊙ BRITISH Sets Up First	✙1	2	3	✙4	5	6	7	8	9	END
✙ GERMAN Moves First										

Elements of D Company, 22nd New Zealand Battalion [ELR: 4] set up on/between hexrows N and T on board 8 (see SSR 4): {SAN: 3}

5 2 3

Elements of the 156th Light AA Battery set up within six hexes of 14I7. Each Gun must set up unconcealed (but Emplaced) in an Open Ground hex that is ≥ four hexes from every other AA Gun (see SSR 4):



3 3

Elements of C Company, 22nd New Zealand Battalion set up within six hexes of 14I7 (see SSR 4):

9 2 3 3 3 6

Abteilung von Plessen, Bataillon 1, Sturm Regiment 1 [ELR: 4] enters by Glider (E8.) on Turn 1: {SAN: 2}

12 5 2 12

Abteilung Braun, Bataillon 1, Sturm Regiment 1 enters by Glider (E8.) on Turn 4; all ILHs (E8.2) must be on board 8:

9 3 2 9

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing from the Northwest at start. For the first two Game Turns of the scenario, Moderate Dust (F11.72) is in effect (note F11.793); for the third Game Turn, Light Dust (F11.71) is in effect; no Dust is in effect after Game Turn 3.
2. The river is Dry; treat it as an Open-Ground Valley (B22). A One-Lane stone bridge exists in hexes 8Q2-8Q9. Each bridge Location is considered Inherent Terrain (B.6) [EXC: a LOS into/through a bridge Location does not incur that hex's bridge Hindrance/TEM if it crosses only the road hexside(s)—exclusive of vertices—of that hex].
3. All orchard hexes are Olive Groves (F13.5).
4. No British unit (including Fortifications) may set up in a road or runway Location.
5. The British Sniper counter is placed onboard just before the gliders land (E8.22) on Turn one. The German Sniper counter is placed onboard at the start of the first British Player-Turn.
6. Players may, upon mutual agreement, institute any or all Balance provisions for ASL Scenarios A1 and A2 (as well as for A3) for a historical simulation.

AFTERMATH: About 0645 in the morning, a far larger than normal force of German bombers and fighters swept in to attack the positions of the 22nd New Zealand Battalion. Each AA gun, often the target of desultory daily attacks, now received the attention of two or three dive bombers; this was no ordinary morning's harassment. Soon, great clouds of dust raised by the bombing obscured the view of the AA gunners—those who survived. Even before the dust had settled, German gliders began their silent descent. With the roiling dust and the frantic, random firing from the enemy it looked, according to one German NCO, "like hell had boiled up." von Plessen's command came down first, and his well-drilled troops swung instantly into action. Fighting through the disorganized Kiwis to reach the guns, the Germans began to neutralize the AA positions even as Braun's force was descending into the bed of the Tavronitis. Indeed, the dry river served superbly as cover for Braun to organize his force, which had miraculously not a single casualty as yet. Sweeping along the bed and up the banks in a furious assault aimed at both ends of the bridge simultaneously, his command made short work of the New Zealand troops there—who had been concentrating their attention on the sounds of firing to the east. Meanwhile, von Plessen's troopers were among the gun positions, finishing off the crews who were futilely defending themselves with pistols and shovels. But there they were pinned down by the rallying New Zealand infantry. Even so, by 0900 the glider troops had finished mopping up and had secured all their objectives, isolating a Greek regiment and various Commonwealth detachments to the west. The "key" to Crete—Maleme airfield—was within the grasp of the 1st Assault Regiment.

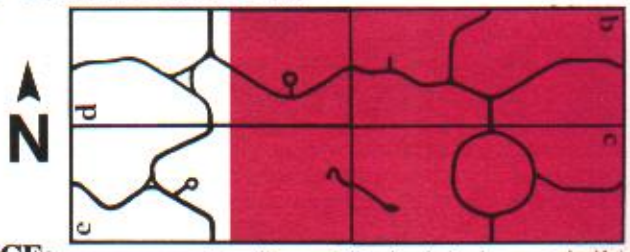
L'ECOLE NORMALE

DELUXE ASL Scenario A1

VICTORY CONDITIONS: The Maquisards win immediately when *building* cK4 either contains a Blaze counter in ≥ two of its Locations or is devoid of unbroken German MMC.

TULLE, FRANCE, 8 June 1944: On the previous day, Maquisards of the FTP *(Francs-Tireurs et Partisans)* had begun their bid to liberate the quiet town of Tulle. By nightfall they had managed to reduce the German garrison to three positions, one of which was a large school known as "l'Ecole Normale d'Instituteurs". At dawn the gunfire resumed—sporadically at first, then intensifying as both sides fully awakened. Throughout the morning the shooting continued, with occasional casualties on each side. The Maquisards exercised more caution than on the previous day, showing little desire to storm the remaining German strongpoints; meanwhile, the Germans seemed content to sit tight and await help. Nevertheless, by early afternoon the French found themselves in position to make a bid for the capture of l'Ecole Normale.

BOARD CONFIGURATION:



(Hexrows A-H on boards d and e are not playable.)

BALANCE:

✚ Add one 4-4-7 to the German OB.

⊙ Add one 5-2-7 and one Russian LMG to the Partisan OB.

TURN RECORD CHART

Simultaneous Setup (see SSR 2)	1	2	3	4	5	6	7	END
⊙ PARTISAN Moves First								

FTP Maquisards [ELR: 3] set up on board(s) b/d/e: {SAN: 2}

2 8 2

Elements of Bataillon III, Security Regiment 95 [ELR: 2] set up on board c: {SAN: 3}

5 2 10

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. Setup is simultaneous. Stand an extra board across the playing area so neither player can see the other's setup. When both sides have finished setting up, remove the extra board and begin play.

3. 5-2-7 squads (and their half-squads) retain their printed Strength Factor *[EXC: treat their morale # as underlined]* and Broken morale level, but otherwise are treated as partisans in every way (including Replacement by two 2-2-7 HS for exceeding ELR). Partisans have an ELR of "3", are neither Stealthy nor Lax, and may neither Deploy [EXC: A20.5] nor form multi-Location FG. The partisans use Russian LMG; SW Captured-use penalties apply only when using an opponent's SW. All partisans have MOL capability, and partisan squads are assumed to have a Smoke Placement Exponent (A24.1) of "2" (but cannot use WP). All partisan units and SW are suffering from Ammunition Shortage (A19.131).

4. The German player may Deploy as many squads as he wishes prior to setup. One German squad (or equivalent), plus any SMC/SW that set(s) up in the same Location(s), may use HIP.

5. The Germans have no PF capability.

6. No Level-Two building Locations exist. Level-One building Locations (and the printed stairwells to them from ground level) do exist. A multi-hex building with no printed stairwell has ground-level Locations only.

7. The +1 drm for a MOL attempt against a non-AFV target (A22.611) is NA.

8. Building cH4 is ground-level woods, with the woods outline conforming to the present building outline.

9. Kindling is NA except in Locations of building cK4.

AFTERMATH: The Maquisards worked their way close enough to the school to use smoke grenades and incendiaries, and after repeated efforts they succeeded in setting fire to one corner of the building. Soon the blaze was out of control, with smoke billowing from the shattered windows. The Germans ceased firing, and at about 1600 hours showed the white flag. Soon thereafter a procession of some 40 Germans, weaponless and with hands on their heads, walked out—followed by several Maquisards who had been captured previously. This victory would be the FTP's last in Tulle, however, for advance elements of the 2nd SS Panzer Division, en route to Normandy, were only a few hours away.

A QUESTION OF BALANCE

A Playtesters' Look at Scenario 9

By Howard Sylvester and Eugene Murrell

Speaking from experience, there is nothing more frustrating or ironic for a scenario designer/developer than finding your playtesters adamantly holding opposing views on the balance of a scenario. Who to believe? A case in point: the following are two reports received during the last stage of testing for BEYOND VALOR. One playtest group claims a 90% bias in favor of the Russian side; the other a 70% tilt to the Germans. We'll leave it to you to decide the truth of the matter based on your own playings—as we here at Avalon Hill must most times.

Russian (Howard Sylvester)

The advantages the Russian player has are: the Victory Conditions (which require the German player to defend two different Russian objectives) and mobility (four T34/85s). But they have one disadvantage too—the radio/artillery module. With all those buildings around, it will take forever to get a spotting round to land somewhere it can be seen (unless you are really lucky), and in the process you will have taken one valuable Russian leader out of the game (you can't move and use artillery at the same time).

In actual combat situations, the longer you can keep your opponent guessing your intentions the greater the chance of you making your objective. This scenario gives the Russian player that capability. Because of its dual Victory Conditions, the German player cannot sit back and calmly defend building 20H3. The German is forced to spread out his forces in an attempt to protect against the Russian player going for the exit VC *or* the building occupation VC.

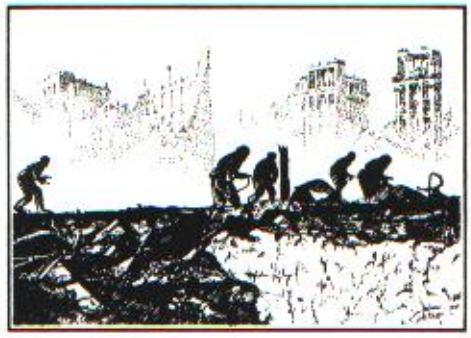
Our group's experience in playtesting this scenario was that the German player never won. It came down to the last turn only once; all the rest of the games were "blowouts". After our group was done playtesting, the set-up conditions were changed to allow the Germans to set up on board 20. But I don't see that change making any difference!

In a way, "To the Square" is very similar to Scenario 1, but in this case it is the Russians whose job it is to apply the pressure. Until the objective is decided upon and the battle is joined, Russian units should be doing a lot of moving and little, if any, Prep Firing. Obviously, if the German player sets up the majority of his forces on board 1, you will have to fight early—but this will be the easiest win (as I, unfortunately, can attest). Most German players will set up their forces on boards 20 and 21; therefore, it's your task to get the Russian force in contact with them as quickly as possible. Don't sweat the Germans' hidden units; eventually they will show up and be taken care of. Don't split your force and try for both Victory Conditions (he who grabs for everything gets nothing). One large cohesive Russian horde is impossible to stop. However, don't bunch up your units; the more hexes you occupy—as a horde—the less damage the German player can do to you. In return, concentrate on breaking his units; keep firing at the same target until it breaks (the Encirclement rule, A7.7, tends to come into play a fair amount in this scenario). But don't waste your time trying to eliminate German units, except for the leaders. Once the enemy MMC are broken and/or you are past them, keep going. Nowhere in the VC does it say anything about eliminating German units.

Forget about that radio with its off-board mortar support for awhile. If you start trying to use your mortar support early, the leader manning the radio has to stop moving and won't keep up with the horde to help rally back broken units. You may feel compelled to leave a squad or two with this now "immobilized" leader for protection—which only further reduces your power. Finally, by the time the HE or SMOKE arrives, the conditions when it seemed appropriate will have surely changed. The only time the radio may be useful is if you decide to go for the building 20H3. If you can get the spotting leader in a good position to observe the building, and you get really lucky with your die rolls, you can bring some SMOKE down to support the assault on the building. Be careful about using HE in the player turn when you are going to enter the building, for the HE attacks occur throughout the *entire* player turn—including the Rout and Advance phases.

When playing, I try not to choose which Victory Condition I am going for until late in the game. If I don't know, neither does my opponent. If I can, I will attack (charge) up the middle, trying to cut his force in half. Be careful with the Russian tanks; the German AT guns are not a major threat (except to the treads) but those Panzerfausts carried by all the Germans are. Keep the tanks with the infantry. Besides providing excellent fire support, the tanks also pose a major problem for the German player. The four tanks are worth seven VPs each, so if you load up the AFVs and make a dash for the board edge, you will win so long as one squad is still on each as they exit. If the Russian player keeps his tanks with his infantry, he can make this dash anytime an opening appears. Too, if building 20H3 is not properly defended, you can load up the tanks and make a dash for it instead. The dual VC and the Russian mobility make life virtually impossible for the Germans in this scenario.

As the Russian player, if you play this scenario reasonably correct, keeps moving (as a horde) toward the west edge of board 20; don't decide upon which VC you are going for until the German player has committed himself (and even then you are flexible enough to change your mind); keep the tanks with the horde for mutual support and firepower (and the threat of the final dash for victory); and forget that useless artillery support—even if you make some mistakes, the Russian will win Scenario 9 90% of the time.



German (Eugene Murrell)

Although *ASL* Scenario 9 is not completely one-sided, any competent German player should win some 70% of the time. There are several reasons the German should win, advantages in the scenario which he should exploit.

The Victory Conditions should be studied closely, as always. The Soviet player is faced with the burden of attack; he has two options though. The first is to solely control building 20H3; the second is to exit 30 VP (some 40% of his total force) off the west edge. Here is where the first, and perhaps most troublesome, stubbling block impedes his progress—TIME. With only ten turns and a rather long way to go to attain either of the goals, the Soviet player doesn't have much extra time for a cautious advance. Anything that the Germans can do to slow him down will pay dividends; and there are many things the Germans can do to slow the Soviets.

As per SSR 6, the German may place six Rubble counters (and generate two more). These Rubble counters should be placed with wily care; they can impede the progress of the Soviet advance, especially his armor, and can funnel him into a killing ground of the German's choice.

The more dangerous of the Soviet VC options for you is his choice to exit VPs off the west edge; this is his best chance to win. As always, the best route of advance is down a boardedge where one flank can always be miraculously secured. The German player should anticipate this when he places his Rubble. The optimum "Main Line of Resistance" (MLR) for the Germans is along the junction of boards 20 and 21, so the Rubble should be concentrated here on board 20. Another option is to collapse as much of board 1 as possible to slow the Soviet initial advance. This has been considered many times, but I think more can be accomplished here with Wire counters. Hexes 21B5 and B6 are good choices for rubbling; if they spread, they will secure against Soviet tanks outflanking you along the boardedge. (No sane Russian player will risk immobilizing one of his T-34s in Rubble with Panzerfausts about.) Hexes 21FF9, FF10 and EE4 may all be used in a similar fashion. Hex 21X2 is an especially good choice; if it spreads it can block the road W2-W8, and even if it doesn't, a LOS has been opened from building 20H3 to the crossroads at W5 and other interesting places. A corrolative use of Rubble hexes is for Panzerfaust launching sites; they give better cover than woods without the tedious effect of backblast that houses give.

Next, the German player should analyze placement of his Wire and Roadblock. These too can delay the Russian greatly. Remember not to put them out until actually in Soviet LOS (as per A12.33); there is no sense in letting your opponent see the best route right away. Since obstacles can't be cleared quite as easily as they used to be [*under the SL rules*], they no longer need to be covered with fire to make them useful as delaying devices. The Soviet player can ill-afford to use up his time attempting to clear away a Wire counter; it would be quicker to pay extra MF costs to go around it. Even the T-34s run a 27.7% chance of Bogging when going through a Wire hex; an unlucky DR or two, and the Russian has thrown away a large and important part of his force for a turn or more. Use the Wire to close off quick avenues of approach in combination with the spread of rubble hexes. An interesting deployment of four Wire counters in 1O1, 1P1, 1Q2 and 1Y2 effectively seals off most of the Soviet deployment area and will cost him a large part of a turn to go around.

Since infantry can cross a Roadblock rather easily, use it to stop the Soviet armor. Obviously! Deploy the Roadblock closer to the MLR to cover one of those pesky approach routes— 21Y1 to 20I1 is a

good example.

When deploying your two PAK 38s, the German player needs to realize that in crowded environs of a city, two AT guns can't cover every hex of the front line. Put them in mutually supporting positions, behind the infantry line; they will do little good set out by themselves where they can be quickly overrun by Soviet riflemen. The most effective tactic to use against the massive T-34s is to shoot for immobilizations. The tanks simply can't be penetrated from the front (that To Kill DR of "2" is only a "possible"). Don't count on that 2.8% chance of a CH. However, an immobilized T-34 certainly isn't going to exit the board and probably isn't going to be in optimum position to support an assault on 20H3. Use the Bore-Sighted hexes for the AT guns to try for flank shots; look for places where a T-34 coming around a corner will give you an exposed flank (then enjoy a whopping 41.6% chance for a kill). An example of my deployment would be to have one gun in 20U2 facing T1/U1 and Bore-Sighted into 21Q1. In this fashion, some two-thirds of the front can be covered with the two guns able to support one another. Just one note—remember that AT guns are not immobile. If they look to be bypassed by the armored thrust, roll them down the street in pursuit!

As to the deployment of your German infantry, flexibility is the key. Setting up the main force as far back as the board junction 21-20 gives you ample time to analyze the Soviet advance; he will take from four to six turns just to make contact with his infantry. The Soviet leader ratio of 1:5 just can't match the German ratio of 1:1.8. Use this mobility to switch your force to meet his main thrust. Obviously, the Soviet player could throw his four T-34s forward with a few Riders to support them. As the German, this would play right into your hands. Although the PAK 38s don't menace the Soviet AFVs, the Panzerfausts do! If you hit him anywhere, barring the 2.8% chance of a dud, that is one dead tank (actually with a greater than 90% chance to burn)! The three-hex range of the PFs is also a threat. Always be alert for the chance to use Street-Fighting (A11.8) against unsupported tanks. Menace your opponent with this tactic and he may just hold back his AFVs out of overcaution.

Last and hardly least, the German should consider where to put his two HIP squads. These units are very valuable. Realistically, one squad should go to support building 20H3 since it is a major victory objective. With 24 hex locations in the building to choose from, the Soviet speculative fire will be somewhat hampered (but *not* Mopping Up, A12.153). A clever move would be an HIP MMC in 20F3. If the Soviet does go for 20H3 as his Victory Condition, and if he neglects to check 20F3, the German can simply advance in on Turn 10 to claim a win. Although it is best to keep the German infantry on or about the MLR, an HIP MG well forward can produce benefits outweighing the potential loss of the manning squad. A 4-6-7 with an MMG and a leader set up in the 2nd level of 21S8 can dominate the streets and break up a Soviet advance for one or more turns.

When setting up your infantry, rule A12.12 should be used to the fullest. By setting most of the squads out unconcealed but completely out of all Soviet LOS possibilities (remember that you will have more than enough time to take up your positions), the German player can come up with three or four Dummy stacks with which to confuse the enemy.

Always remember your opponent's strengths. The Soviet has fast, tough tanks and lots of infantry and even some OBA. Be alert for a Soviet barrage of Smoke which can interfere with the defenders' LOS. However, a flexible and mobile German defense coupled with good fire discipline and some strategically placed delaying obstacles should carry the day for you.

TOPOGRAPHY

ASL/SL MAPBOARDS:

Number	Description	Module
1	City, stone buildings	SQUAD LEADER
2	Open Country; two Level 3 Hills	SQUAD LEADER
3	Village amidst Level 2 Hills	SQUAD LEADER
4	Farmland; woods and grainfields	SQUAD LEADER
5	Forest; gullies	CROSS OF IRON
6	Chateau; orchard and grainfield	CRESCENDO OF DOOM
7	River; islands and marsh	CRESCENDO OF DOOM
8	River; cliffs	G.I. ANVIL OF VICTORY
9	Mountain; Level 4 Hill, crags, cliffs	
10	Village; rowhouses, path, pond	PARTISAN! (Axis Minor)
11	Country; hedgerows and low hills	LAST HURRAH (Allied Minor)
12	Village; gullies, graveyard	G.I. ANVIL OF VICTORY
13	Country; elevated road and stream	G.I. ANVIL OF VICTORY
14	Airfield; sunken road	G.I. ANVIL OF VICTORY
15	Mountain; two Level 4 Hills	G.I. ANVIL OF VICTORY
16	Rural Crossroads; grainfields	YANKS (American)
17	Farmland; brush, woods and grainfields	YANKS (American)
18	Rolling Country; seven Level 1 Hills	YANKS (American)
19	Open Country; bordered by woods	YANKS (American)
20	City; rowhouses and gully	BEYOND VALOR (German/Russian)
21	City; rowhouses and graveyard	BEYOND VALOR (German/Russian)
22	City; suburbs and stream	BEYOND VALOR (German/Russian)
23	City; canal	BEYOND VALOR (German/Russian)
24	Valley; gully, cliffs	PARATROOPER (German/American)
25	Tunisian Hill; wadis, hammada	WEST OF ALAMEIN (British)
26	Desert; scrub, hammada	WEST OF ALAMEIN (British)
27	Desert; scrub, hammada	WEST OF ALAMEIN (British)
28	Desert; scrub, hammada	WEST OF ALAMEIN (British)
29	Desert; scrub, hammada	WEST OF ALAMEIN (British)
30	Desert; scrub, hammada	HOLLOW LEGIONS (Italian)
31	Desert; scrub, hammada	HOLLOW LEGIONS (Italian)
32	Forest; Stream	PARTISAN! (Axis Minor)
33	Farmland; extensive grainfield	LAST HURRAH (Allied Minor)

DELUXE ASL MAPBOARDS:

Letter	Description	Module
a	City; factory	STREETS OF FIRE
b	City; rowhouses	STREETS OF FIRE
c	City; lumberyard	STREETS OF FIRE
d	City; gully	STREETS OF FIRE
e	Country; Level 2 Hill	HEDGEROW HELL
f	Country; sunken road	HEDGEROW HELL
g	Country; stream	HEDGEROW HELL
h	Country; farm	HEDGEROW HELL

All of the mapboards on this listing are available separately from The Avalon Hill Game Company (SL/ASL mapboards—$5.00; DELUXE ASL mapboards—$6.00); please add the usual 10% shipping and handling to all by-mail orders (20% for Canadian shipment; 30% for overseas). Full payment must accompany order; or order by phone with a major credit card by calling the toll-free number 1-800-638-9292. The nationalities listed in parentheses are those accompanying the named ASL module. While SQUAD LEADER, CROSS OF IRON, CRESCENDO OF DOOM and G.I. ANVIL OF VICTORY are not part of the ASL system, the mapboards of these games are fully compatible with ASL (and necessary to play many of the scenarios); the reverse is likewise true, although no scenarios in these four SL modules require use of the boards released for ASL play.

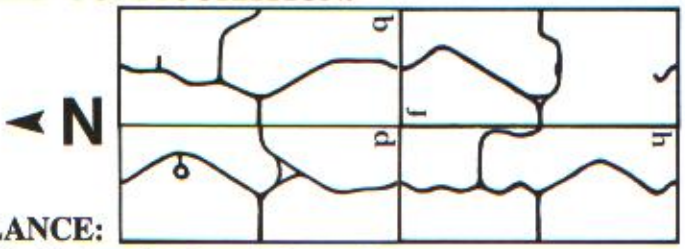
LAST ACT IN LORRAINE

DELUXE ASL Scenario A2

VICTORY CONDITIONS: The U.S. player must Control at least six of the seven two-story buildings on boards b and d at scenario end.

SINGLING, FRANCE, 6 December 1944: Readers of The *GENERAL* may well recognize this title and situation; it can be found—*in ASL format*—in Vol. 23, No. 6. The most amazing thing about the system is the flexibility allowed to scenario designers. Here is a perfect example. After having been destined for inclusion in *YANKS*, the scenario was instead printed in the pages of our periodical. Complaining of the "congestion" (counters for smoke, infantry, acquisition, building levels, turrets, motion, etc.) inherent in the original, several of the playtesters undertook to re-design the action for *DELUXE ASL* play, incorporating some additional historical information in the American OB as well. The following is an amalgamation of their efforts. Those who play both versions will find some significant differences in the "feel" of the two drafts of **Last Act in Lorraine**.

BOARD CONFIGURATION:



BALANCE:

✠ Add a 9-1 Armor Leader to the German OB.

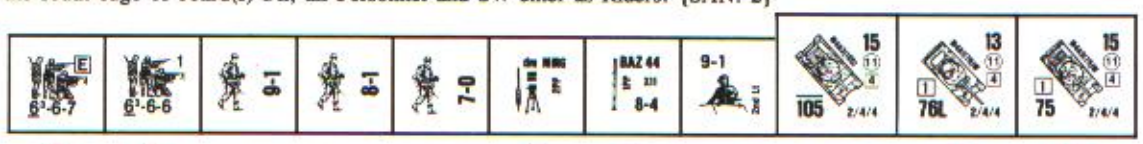
☆ The American must Control five of the seven two-story buildings.

TURN RECORD CHART

	☆ 1	2	3	4	5	6	7	8	9	10	END
✠ GERMAN Sets Up First ☆ AMERICAN Moves First											

✠ **Reinforced elements of Bataillon I, Panzergrenadier Regiment 111 [ELR: 2]** set up on board(s) b/d: {SAN: 4}

☆ **Elements of Company B, 37th Tank Battalion, and of the 51st Armored Infantry Battalion [ELR: 4]** enter on Turn 1 along the south edge of board(s) f/h; all Personnel and SW enter as Riders: {SAN: 2}



SPECIAL RULES:

1. EC are Wet, with a Mild Breeze blowing to the the southwest at start. All woods hexes and all brush hexes are orchard hexes. Second-level building Locations do not exist; rowhouse rules still apply.

2. Place a Blaze counter in hexes dF2 and dG2.

3. The American player, prior to play but after all setup (including the Americans off-board), may automatically place two Smoke Concentration FFE anywhere on the mapboard. Roll normally for Accuracy; any Extent of Error dr is halved (FRU). [See A24.4 and A24.61.]

4. Any six American AFV may be designated as having Stabilized Guns (D11.1) prior to German setup; the remainder may not.

5. The Germans receive one module of 80+mm Battalion Mortar OBA.

6. Civilian Interrogation (E2.4) is allowed, but is considered hostile to the American player.

AFTERMATH: Cpt. Leach, in command of Company B spread his combat team into a line abreast formation and, with infantry aboard, led them in a grand charge against Singling, a small village from which elements of the 111th Panzergrenadier Regiment were seriously troubling the lead elements of the American battalion. As the American tanks roared into the picturesque French village, an armored free-for-all erupted in the streets and alleys. Meanwhile, the American GIs hopped off as the armor passed a hedge bordering the southernmost houses and swept the village free of German infantry while avoiding the worst of the armored battle. Only a volley of enemy mortar rounds on the square checked their advance. A stalemate soon developed, with the armor of both sides stalking each other in the village and its environs while the infantry merely watched from the shelter of thick farmhouse walls. At dusk, the Americans—though reinforced by a further armored infantry battalion—were ordered to pull back.

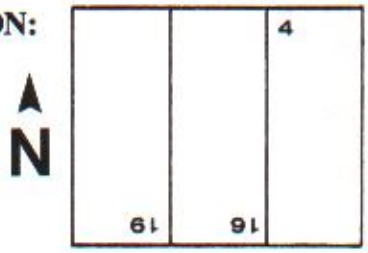
BEYOND THE BLUE BEACH

ASL SCENARIO A4

VICTORY CONDITIONS: The Germans win immediately upon Exiting two AFV (with functioning MA) off the west edge of board 19 *or* upon scenario end if they have Exited one AFV (with functioning MA) off the west edge of board 19 and have amassed more Casualty VP than the Americans.

PAESTUM, ITALY, 9 September 1943: At one minute past midnight, loudspeakers on the Allied transports called the boat teams to their stations. Before them lay the beaches of Salerno. The 141st and 142nd Infantry Regiments of the U.S. 36th Division would be first ashore, in six waves at the Paestum beaches. The landings went without serious hitch, although tanks of the 16th Panzer—charged with defense of the area—in scattered positions did make it difficult for some to reach their initial objectives. On "Blue Beach", the 141st had come ashore in good order and were quickly setting up defensive positions on the coastal plain. But the enemy was not idle. Shortly after 0700, three-and-a-half hours after the initial assault had touched shore, a number of Mk IVs probed the left flank of the 141st. Repulsed due to the judicious intervention of the 36th Cavalry Recon Troop, the Germans tried again within the hour—this time on the right flank.

BOARD CONFIGURATION:



BALANCE:

☆ Add three 1S foxholes to the American OB.

✙ Add a fifth PzKpfw IVH to the German Turn 1 reinforcements.

TURN RECORD CHART

☆ AMERICAN Sets Up First	✙ 1 ☆	2	3	4	5	6	7	8	9	10	END
✙ GERMAN Moves First											

☆ **Elements of Companies K and M, 3rd Battalion, 141st Infantry Regiment [ELR: 3]** set up on board 19: {SAN: 3}

14 2 2 2 4 10

Detached elements of the 151st Field Artillery Battalion enter on Turn 1 along the west edge of board 19 with the crews as Passengers and the Guns in tow:

2 2 2

✙ **Elements of Panzergrenadier Regiment 64 [ELR: 4]** set up on board 4: {SAN: 5}

6 2 3 8

Elements of Panzer Regiment 2 enter on Turn 1 along the east edge of board 4:

4

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. All hedges are stone walls. All grainfields are Open Ground.

3. Whenever a German AFV is destroyed on board 19 or 16, the German player must make a TC for the armor leader (or, if he is eliminated, shocked or stunned, for any vehicular crew remaining), applying a +1 DRM for each AFV presently Immobile or destroyed. If the TC is failed, all remaining Mobile AFV must withdraw to regroup by all ending the same MPh on any whole hex(es) of board 4 and may not exit board 19 until this requirement has been met. Once committed to regrouping, no further TC is suffered until the previous requirement is met.

AFTERMATH: The first German thrust against Company K became disorganized when the tankers were unnerved by a wild infantry charge from the GI foxholes led by Captain Hersel Adams. The panzers fell back to regroup. In a second assault some minutes later, Adams was killed and the panzers threatened to break through the thin American lines. But by that time, Company M had been ordered to their support. Two men of that company, Pfc. Rookery and Pvt. Counselman, took a bazooka from a wounded man and proceeded to slow the advance with some well-aimed fire from less than 30 yards. Their heroism gave the crews of two 105mm howitzers of the 151st Field Artillery Battalion (which had just landed in the sixth wave) time to unlimber their guns. The point-blank fire of these proved decisive in breaking up the armored attack. The 16th Panzer would not seriously threaten Blue Beach again on D-Day.

HOLDING THE REAR

ASL SCENARIO A5

VICTORY CONDITIONS: The Germans win immediately if they Exit ≥ 16 VP (non-crew Infantry only) off the north edge of board 19 before/on Turn 7. For each turn past Turn 7, the Exit requirements are increased by 6 VP, but these six may be of any type.

Northeast of PERSANO, ITALY, 11 September 1943: Following the failure of Axis efforts to crush the Salerno landings on the coastal plain, Allied forces shoved inland and made steady progress throughout the 10th. To accompany the 142nd's push to Altavilla, the U.S. 179th Regimental Combat Team had been ordered to advance to Ponte Sele up the corridor of the Serre valley. All night their drive continued and dawn saw the weary GIs of the 1st and 3rd Battalions challenging the enemy's control of vital Highway 19. But the 179th was terribly exposed, and shortly after daybreak the danger coalesced when a sharp German counterattack by the 79th Panzergrenadier Regiment supported by armor from the panzer division broke through on the left and drove up the corridor to strike at the rear of the U.S. battalions. By 1100 eight panzers and a battalion of German infantry, coming from Eboli, had crossed the Sele near Persano. Company C was ordered to turn and meet the threat.

BOARD CONFIGURATION:

11	19	33

N

BALANCE:

✚ Add one 8-1 Armor Leader to the German OB.

☆ American MMC may still attempt to entrench prior to play, but suffer no penalty for failure to do so (see SSR 3) other than loss of Concealment.

TURN RECORD CHART

	✚1	2	3	4	5	6	7	8	9	END
☆ AMERICAN Sets Up First [165]										
✚ GERMAN Moves First [200]										

Company C, 1st Battalion, 179th Infantry Regiment [ELR: 3] sets up on/north-of hexrow S: {SAN: 4}

6³-6-6	9-1	8-0	7-0	HMG 8-18	HMG 8-12	MMG 4-10	MTR 60mm [3-45]	BAZ 43 8-4	? 7 morale
15						2	2	4	12

Elements of Panzer Divison 16 [ELR: 4] enter on Turn 1 along the south edge of board(s) 11/19/33: {SAN: 2}

4¹-6-7	9-1	8-1	8-0	4in MMG 3-8	4in MMG 3-8	LMG 3-8	4in MTR 8cm 50mm	9-1	13 75L 3/5
20		2	2		2	4	2		4

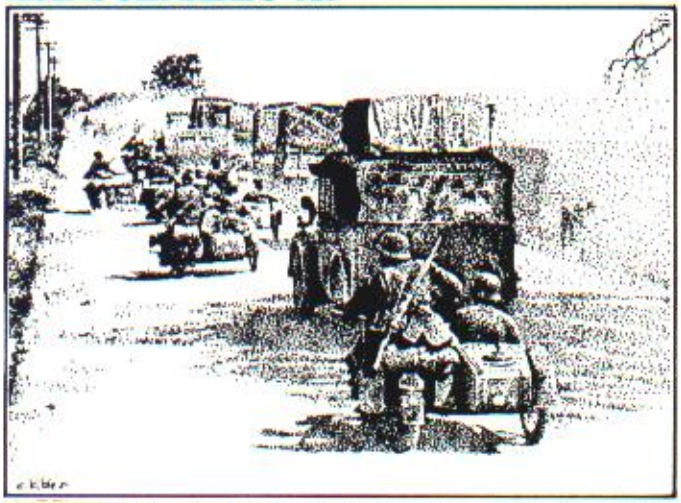
SPECIAL RULES:

1. EC are Moderate, with no wind at start.
2. All orchard hexes are Olive Groves (F13.5).
3. American MMC in suitable terrain may attempt to Entrench after setup but prior to play; if they fail, they are placed under a First Fire counter.
4. The American may use HIP for any two MMC and all SMC/SW that stack with them.

AFTERMATH: Company C, desperately trying to organize a defensive position in the open ground northeast of Persano, was hit before it could dig in. In a rapid-fire, short-range firefight the American company was mauled. While the German infantry finished off Company C, the panzers moved on and nearly reached the Command Post of the 179th before halting to await infantry support. In the interim, the rest of the 1st Battalion of the 179th faced about to hold off the counterattack, while the 3rd maintained positions facing the highway. Throughout the day, strong and aggressive German combat patrols pushed in along the rear and flanks of the embattled American battalions, who had now gone into an all-round defense. Not until 0800 on the 12th would the 179th be rescued by the hard-driving 753rd Tank Battalion.

THE PRICE OF IMPATIENCE

ASL SCENARIO A6



CRESSENSAC, FRANCE, 8 June 1944: At dawn, under orders that brooked no delay, the vehicles of the 2nd SS-Panzer Division "Das Reich" lurched forward, beginning the eventful trek north toward the Allied beachheads at Normandy. An immense and complex undertaking under normal conditions, the road march of a full division was made even worse by the short notice. At Montauban, the 4th SS-Panzergrenadier Regiment was to meet up with the divisional reconnaissance troop under command of Major Heinrich Wulf. But since the Recce Abteilung which was to lead the column was a few minutes late getting into position, the commander of the "Der Fuhrer" Regiment—Colonel Sylvester Stadler—impatiently ordered his headquarters section to roll north. Behind followed the trucks, half-tracks and cars of the regiment in a long and dust-shrouded line. The HQ staff was still cruising at the head of the column when it reached the outskirts of the small village of Cressensac. As the lead vehicles neared the cluster of buildings, they were suddenly raked by a long burst of machinegun fire.

VICTORY CONDITIONS: The Germans win immediately upon Exiting 40 VP off road hex(es) 10GG5/6. Each Casualty VP amassed by the Germans reduces their needed Exit-VP total by one.

BOARD CONFIGURATION:

BALANCE:

- ✙ The Aufklaerungs AFVs may enter on Turn 3 if they have not yet done so (see SSR 4).
- ⊙ Add one British LMG to the Partisan OB.

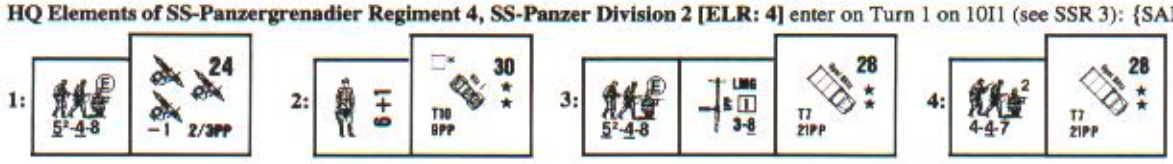
TURN RECORD CHART

⊙ PARTISAN Sets Up First	✙1	2	3	✙4	5	6	7	END
✙ GERMAN Moves First								

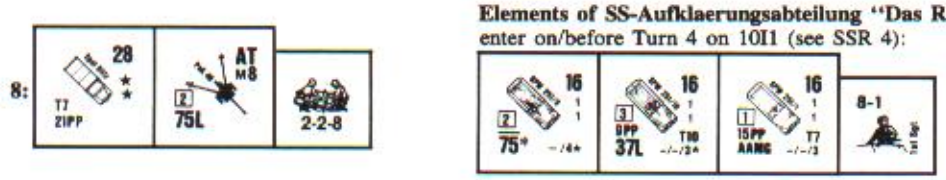
The Ace of Hearts Maquis [ELR: 5] set up on/between hexrows P-Y: {SAN: 5}

6

HQ Elements of SS-Panzergrenadier Regiment 4, SS-Panzer Division 2 [ELR: 4] enter on Turn 1 on 10I1 (see SSR 3): {SAN: 2}



Elements of SS-Aufklaerungsabteilung "Das Reich" enter on/before Turn 4 on 10I1 (see SSR 4):



2

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. Hex 10Y7 is a 2nd-Level building hex, with an inherent stairwell. The 2nd-level Location has a maximum capacity of one MMC, one SMC and one SW.

3. German units entering on Turn 1 must enter in the order given, with all Personnel as Passengers/Riders. Convoy rules (E11.) are in effect [EXC: 11.3] for these vehicles. The 75mm AT is in tow.

4. The German AFVs may enter on any friendly MPh immediately following any Player Turn in which any German unit has been fired upon, regardless of the effect of that fire. If the Aufklaerungs units have not entered by Turn 4, they may do so at that point. All, some or none of the AFVs may enter during any allowed MPh.

5. All German squads have Assault Fire (A25.11) capability.

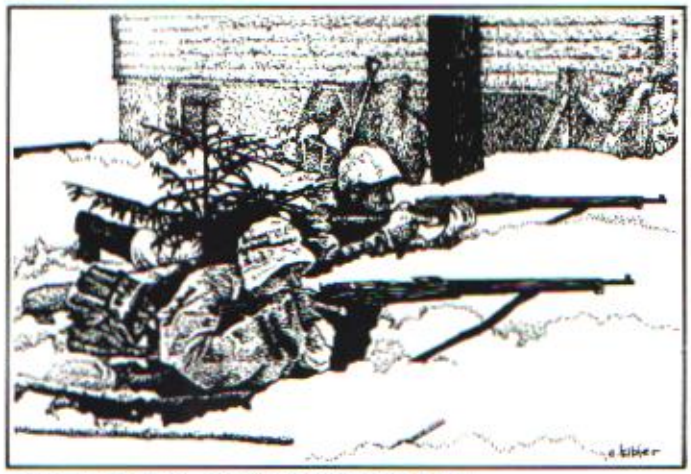
6. Any/all Partisan units may use HIP. Partisans may neither Deploy [EXC: A20.5] nor form multi-Location FG. The Partisans use a British LMG without captured-use penalties.

7. No Quarter (A20.3) is in effect for both sides.

AFTERMATH: Several Germans were hit in the ambush, and the others lept from their vehicles in confusion to take shelter along the roadside. For several minutes, the SS troopers exchanged fire with their elusive opponents but, to their consternation, remained pinned down. As the long column jolted to a halt, the armored halftracks of Major Wulf's Recon battalion skirted it and roared to the rescue—its men enjoying the spectacle of clerks and officers cowering in the ditches as the price of their impatience. Bursting into the village, the AFVs sprayed the noted points of enemy fire with accurate MG and cannon fire. A 75mm AT gun was unlimbered and when a large hole was blown by it in the church steeple, from which the heaviest partisan fire had seemed to come, the Maquis called it quits and faded away. The German HQ reloaded to continue the drive north, but this time discreetly allowed the Aufklaerungs section its rightful place at the head of the column.

ON THE BORDERLINE

SL Scenario A1



ARTAHUHTA, FINLAND, November 30, 1939: The Soviet 139th Rifle Division—20000 troops supported by 147 artillery pieces and 45 tanks, under the command of General I.B. Belyayev—crossed the border on all available roads leading to Tolvajarvi, a key road junction defended by 4200 scattered Finnish reservists. Cavalry Reserve Lt. Toivianen was celebrating his forty-fifth birthday that grim morning at Artahuhta, near the border post of Myllyjarvi. His men had gathered to congratulate him and to present him with a new fountain pen. The lieutenant had just made his acceptance speech when the sound of heavy artillery echoed from the direction of the border. Mounting immediately, Toivianen and his squadron galloped to join the fifteen border guards defending the post.

Board Configuration

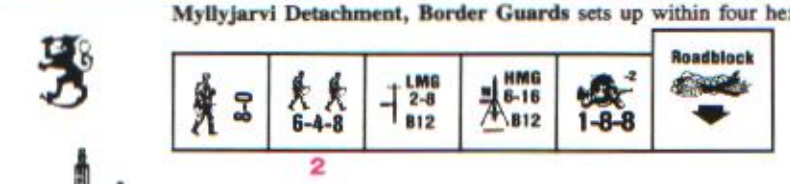
VICTORY CONDITIONS

The Russian wins if at game end he currently controls at least four stone building hexes, free of unbroken Finnish units, with unbroken squads *and* has an additional ten unbroken *squads* on Board 3. The Finn wins by avoiding the Russian victory conditions.

TURN RECORD CHART

½ Finn Sets Up First	1	2	3	4	5	6	7	8	9	10	11	12	END
½ Finn Moves First													

Myllyjarvi Detachment, Border Guards sets up within four hexes of Hex 4X1, inclusive:

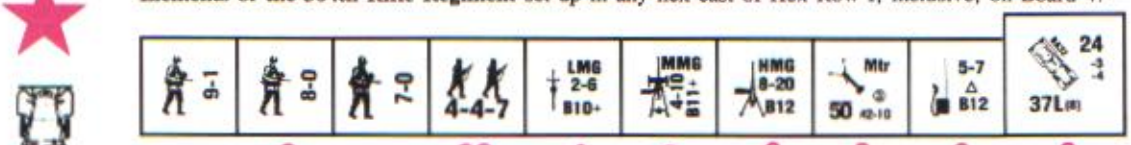


2

4th Reserve Cavalry Squadron sets up within three hexes of Hex 3N1, inclusive:

10 2 10

Elements of the 364th Rifle Regiment set up in any hex east of Hex Row I, inclusive, on Board 4:



2 26 4 2 2 2 2 2

SPECIAL RULES

1. Snow Rules (111.8), not deep, are in effect.
2. Treat all shellholes as the other terrain in the hex; shellholes do not exist.
3. All wheatfield hexes are considered Open Ground.
4. All hill hexes on Board 3 are considered ground-level Woods.
5. Hexrow N on Board 4 represents the Russo-Finnish border, which Finnish units had strict orders not to cross. Therefore, Finnish units may not be east of Hexrow N at any point in the course of the game (they are considered destroyed if they violate this rule). Finnish units may, of course, fire at targets east of the border.
6. Finnish units initially placed on Board 4 may utilize Hidden Initial Placement (42.).
7. The Russian player has two offboard artillery modules of 107mm howitzer support. Russian artillery fire, however, may be *directed only* into hexes wholly on Board 4.
8. Finnish units may not utilize Bore-Sighting (78.).
9. Battlefield Integrity (93.) is enforced for the Finnish force (see page 103 for values).

AFTERMATH: The Finns were unable to halt the initial onslaught and retreated to Artahuhta, out of the Russian artillery barrage. There the Finnish reservists were confronted by a solid mass of Red Army troops, ordered to seize the village with all speed. The fire was deadly, with troops often separated by only a few yards. One cavalryman infiltrated the enemy positions, killed a Soviet machinegun crew, took their place and fired the weapon at the Russians the entire night before he was discovered and overwhelmed. Artahuhta was held by the battered reservists for two days and two nights before a retreat to prepared defensive positions near Tolvajarvi was authorized.

THE EVOLUTION OF SMALL UNIT TACTICS

A Historical Commentary on SQUAD LEADER

By John Hill

The tactical concept that the main element of infantry combat was the small ten-man group of soldiers did not suddenly appear in WWII. Rather, it evolved slowly all the way up from the beginning of the gunpowder era. As weaponry improved, the destructive potential of small groups became greater, and it is very difficult to say "when" infantry tacticians began to forsake the concept of massed infantry in favor of "small grouped" infantry but it started soon after Napoleon.

In the Napoleonic era, the classic use for the infantry was in ever larger "attack columns" which was, in essence, a solid battering ram of bodies. When the opponent had been properly softened by artillery and maneuver, this battering block was generally successful. But this was the last golden era of the massed shock infantry attack. The British, by use of reverse slope and disciplined volley, made these attack columns a very dangerous proposition. Nevertheless, in the writings of this era, and even before, we do find references to the possibility of what could be done by small groups attacking on their own. However, these tactics were still regarded as an "if all else fails" type of thing. As a matter of fact, the whole tactical doctrine was referred to as the "forlorn hope." But the "hope" was to grow.

After the Napoleonic Wars, Baron de Jomini wrote an extensive technical study of combat in 1838. He called it the *Art of War*. By drawing on many battles, he came to the conclusion that the best way to attack would be not in the massive columns, *nor* in extended line, as others would say, but in a loose front of "little columns." In other writings the words "attack group" also crop up. Though the manner of war was not changed by these thoughts, it did show where a trend could be starting.

The nature of the combat in the American Civil War was defined by the greatly increased firepower of the rifle-musket with its elongated mini-ball. With it, devastating fire could be thrown out in excess of 300 yards with relative ease. As the troops became more proficient and as repeating rifles became more common, the war evolved into a trench type fighting very similar to the Somme of 1915. At Fort Stedman on the Petersburg front, the Confederates used a style of attack that would become quite common in the next century. The infantry was grouped into three compact groups under one "attack leader." These groups moved out quickly and without fanfare in the attempt to gain maximum advantage of terrain and surprise. They used no formation as such, but would rely on the individual courage and initiative of their NCOs and officers, right there, leading the advance. Each group had its own engineering tools to break through the abatis. And it worked. The heavily entrenched fort was taken with a minimum of casualties. Quickly the attacking Confederates attempted to bring up "support weapons" and set up "fire bases" with their 12-pound cannons. All in all, it was a very modern attack. And the Union reaction was equally modern; a quick, instant counterattack by reserve echelons that cut-off and isolated the Confederate attack groups that had penetrated their lines. There were other examples, in other wars, and more and more the principle of the small group began to grow.

Then came World War I, and for the first three years, the small-group theory was almost toally forgotten. Attacks were made in large waves, one after another, in an attempt to literally smother the enemy machine guns and defending infantry. The British attacks in Flanders were primarily linear, with lines following upon advancing lines. The German response was much more advanced. Their "typical" defense was not simply an opposing fire line, but rather a series of interconnected strong points. Each "point" might only have the infantry equivalent of platoon (or even a squad), but there would be a "nest" of two or more machine guns that would set-up a murderous crossfire. In such a defense, the actual connecting trench might only have what would be called a "skirmish squad" that acted as a net to capture what few survivors stumbled through the crossfires. Here, the Germans were making battle with a small determined "combat group" of soldiers based on the presence of concentrated automatic weapons' fire. It worked well in a defensive environment, and it was only natural that the Germans would adapt the whole concept to an offensive scenario.

It is difficult to say exactly who was responsible for the evolution of the now famous German "*strosstruppen*" tactics in this period. Seeing the success of the small-group concept in the defense, General Von Hutier of the German Eighteenth Army began to organize these concepts into a more formal doctrine. Also, the German artillery expert Colonel Bruchnuller contributed a new "philosophy" in terms of the probable and desirable effects of various weaponry. Both of these men came to the conclusion that given the high state of the defensive art and the extensive entrenchments, it was extremely difficult to kill a defender regardless of the amount of weaponry and high explosive used. However, it was possible to demoralize him, and the most likely method of doing this was to concentrate on creating an environment of doubt and confusion in the enemy rear areas.

For the artillery viewpoint, it meant that "communication" targets (such as headquarters reserve staging areas and the like) became more lucrative targets for pounding than did the front lines. While, in the front itself, the artillery would be a mixture of high explosive, gas, and smoke. The overall effect was to create a sense of confusion. Also, while it would be intense, it would be short. In some instances, it was advocated that the front line should be shelled for only a total of five minutes duration before the infantry went in. It was argued that longer than five minutes gave the defending infantry time to gather their wits.

And then came the infantry. Rather than the line waves used by General Grant at Cold Harbor and General Haig at the Somme; the soldiers came out in small groups, moving quickly through the gullies and quirks of "no-man's land." These were the *strosstruppen* or "storm troopers." They were highly motivated and led by battle-experienced officers and NCOs. Their objective was not necessarily to "take out" the defensive strong points but to probe aggressively, taking maximum advantage of the temporary confusion the unorthodox bombardment had produced. They sought weak points and then infiltrated through to setup their own strongpoints deep in the enemy rear. Such a "breakthrough," even by small groups, created a definite feeling of doubt and worry to the enemy defenders still far forward in their impregnable machine gun nests. And it was self-generating; the more these little groups probed, the more "weakness" they found, and then the more infiltration they did; and this created even more "little weakness" which meant even more troops leaked through. And soon, like a great mansion eroded by termites, the whole defense simply collapsed.

This technique sent the Russians streaming in panic at Riga, and at Caporetto ten miles of prepared defenses were gobbled up in one day. The small, highly motivated and well-armed groups of infantry were becoming particularly vicious termites. And when the Germans unleashed this tactic in March of 1918, they came embarrassingly close to ending the war in a single knock-out blow.

However, the Allies had developed new ideas of their own. Their answer to the "trench problem" was not one of finesse as was the new German infantry tactic, but a mechanical solution: the tank. In many respects, it was simply a "better hammer" rather than an adroit rapier. The point was that it worked so well, after the initial hassles, that the Western allies stopped developing newer and better small unit tactics and concentrated on perfecting their "better hammer." In November 1918, it ended. And both sides retired to think about the lessons of the Great War.

Between the wars, much thought was given to tactics by both sides. And since the tank was the "newest" development, it received the lion's share of the thinking. Liddel Hart, Fuller, de Gaulle and

Guderian all contributed to the dialogue on the "new" war and it was during this period that the doctrine of the mechanized blitzkrieg would take root in German thought. It was during this period that Erwin Rommel, the "tank genius of the desert," wrote an amazingly cogent study of small units of squads, companies and battalions. It was titled *Infantry Attacks* and concerned itself with actual case studies of infantry combat in the First World War. So, despite the preoccupation with armor, the Germans were still quite aware of what could be accomplished with the Queen of battle—the infantry.

In studying WWI, the Germans made the rather obvious observation that what made the infantry so devastating was the machine gun, but their tactic of storm troopers infiltrating through the enemy defenses precluded the dragging about of the "typical" WWI machine gun, since these were usually bulky water-cooled contraptions that, although effective, were rather unwieldy. What was needed was a light machine gun that could be easily carried and operated by two, or even one man. In this respect the Allies "helped" the Germans. One of the provisions of the odious Treaty of Versailles was the clause that forbade the Germans from owning or developing any large number of "sustained fire weapons" (which basically meant water-cooled machine guns). They intended to force the Germans to use only air-cooled machine guns, which could not maintain a good rate of fire due to barrel overheating. Hence, the German infantry would be permanently handicapped.

What actually happened was that the Germans concentrated on a family of machine guns that utilized the option of "quick change" barrels to get around the over-heating problem. This dove-tailed nicely with the Germans' already declared intent to "lighten" the machine gun. And by 1939, the German infantry had the start of both quality and quantity in light machine guns. When coupled with their already proven *strosstruppen* tactics, their infantry was more than a match for those they would face in the opening stages of WWII.

In the opening battles, however, it was the German armored formations that stole the limelight. The Western allies were so befuddled by this new "lightning" form of mechanized war that they did not realize that their infantry had also become outclassed. However, the lesson would sink home in 1942 at Dieppe.

On the coast of France, at the town of Dieppe, on August 18th 1942, the cream of the British infantry (their Canadians and commandos) made a large scale raid to "test" the quality of German defenses and infantry in France. The "test" was an eye-opener. For the first time, the Western allies really saw the effect of the vast number of German light machine guns. Their troops were, with small exceptions, cut down by numerically inferior but better deployed and equipped German squads. In the words of one Canadian, "We went into intense, accurate light machine gun fire." It was a true disaster. But it did have merit. In no small way was the lesson of Dieppe lost on the British. By the time they returned to France in 1944, they may have been the best drilled and practiced of the Western allies in infantry tactics.

Throughout WWII, tactics did evolve, and did change, and often observations made in 1940 were irrelevant by 1944. But the essence of change was still usually based on a coherent theory that merely changed its "application." It was mentioned that the Germans concentrated in their theory on the small group and how to maximize its effectiveness. Let us now study some typical applications of this theory.

First of all, the basic concepts behind the German training were very much different than the others. In most of the pre-WWII training programs of the other nations, a tactical problem would be presented by the training officer who would answer any questions about it and then dismiss the class for about an hour so the cadets might reflect upon the correct answer to present when they were recalled. In the German infantry classes, the same problem might be presented, but each of the students were expected to have a "workable" answer *within two minutes*. Maybe two or three of the fledglings would be called upon to present their solution. The instructor would listen, then pick one cadet as *"gruppenfuher"* and have the class act out the proposed tactics *immediately*. Criticism was harsh and freely made both by the instructor and the cadet's peers. However, one element was seldom criticized. A student was almost never chastised for the exhibition of *elan*. Furthermore, *quick* decisions, even if wrong, were constantly encouraged.

Meanwhile, in the "Sandhurst" method, after the hour of pondering, the exercise would be discussed and maybe even acted out. But, unlike the Germans, the emphasis was completely different. There, recklessness was discouraged and a constant stress was made on the methodical conservation of resources as the objective is logically and correctly deduced. Following the evolution of the exercise, the instructor then would discuss it and further amplify the principles of method, conservation or coordination. And after its completion, there would be a lesiurely rest period. One final point may be worth mentioning. Since the Germans forced their exercise through with great immediacy and speed, while the rest paced it through, the German trainees would probably be able to study two or three tactical problems in the same time span it took the others to analyze but one.

Over in Russia, things were somewhat simplified. Tactics were basically of two types: you *either attacked* or you *defended*. If you were defending, you simply *stayed* where your officer put you until the enemy was defeated, your officer ordered you elsewhere, or you were dead. On the attack, you charged, closed with the enemy, and killed him. Or you died trying. There was only one accepted excuse for failure, your death. Needless to say, this system does indeed explain to a large extent why the Russians had the highest casualty rate of any of the European participants.

So, in summation, we might say that in regards to initiative, the Germans *encouraged* it, the West *forgot* it and the Russians *condemned* it.

One of the more illustrative of the German methods was the "attack technique" in regards to an obstacle on the line of attack. This obstacle could be assumed to be an enemy defense, possibly dug-in and perhaps even with minefields and artillery support. But, despite the outward formidableness of the obstacle, a battalion was expected to be able to mount an attack, in complete coordination with the parent regiment, in less than thirty minutes from the time when the obstacle was first discovered. The principles for the battalion commander would be the same as those that would be used by his subordinates in the company and platoon level. The first step was to win the *firefight (feuerkampf)* by quickly increasing the first density on a particular section of the contact frontage. The point here was to establish a fire superiority on both a specific area and to a dictated depth. The actual evolution of this often followed a three-phase scenario.

The first phase was called *"Niederhalten"* or "nailing down." In this phase, the foremost troops would stop movement and begin laying down an intensive fire in an attempt to stop all movement of the enemy. If artillery support was available, it would be used now. The intent was to make the enemy seek cover in his entrenchments, so that the indivdual squad leaders could make unhindered basic reconnaissances.

The next phase was called *"Blinden,"* in which newly brought up troops would join the first ones to increase the fire to the point where the enemy defenses would be "blinded" to the now initiated movement of small groups attempting to penetrate the enemy position.

The last phase would take place after successful infiltration had been made into the soft spots of the enemy defense. This was the *"Niederkampfen,"* in which the enemy would be beaten down" by flanking and rearward fire from the infiltrated units in addition to the previous units which still maintained an intense fire from the front. At this point, it was hoped that the defenders, demoralized by fire from all directions, would begin to "break" and cease to function as an organized body. If that happened, it was all downhill and the position would quickly crumble.

Throughout this "phasing," the Germans stressed a number of "points" they wished their commanders to always keep in mind. The attack would be confined to a narrow frontage. For a battalion, this would be under 1000 yards and hopefully about 600 yards. The attacking commander *must* concentrate *all* his firepower on the objective to his front and disregard the flanks. It was assumed that the regiment would protect his flanks while his battalion did its job.

In essence, it was the age old concept of Fire and Movement. But the Germans placed more emphasis on the "do it *now*!" idea than did their Western counterparts. However, in all honesty, this method did have considerable drawbacks. With its emphasis on quick decisions, there was room for misunderstanding, and as the war went on the Germans had to mix well-trained and experienced officers with replacements who were not so well trained; resulting in misunderstandings that became more common and more costly. Secondly, it was risky. In the confusion which their tactics forced on the enemy, often they would be become victims to their own smoke and chaos of battle with the result that independently advancing infiltration groups fired on one another or would be pinned down by their own supporting fire. But the Germans argued that despite these unpleasant side effects, their system, in the long run, yielded fewer casualties than the more deliberate methods of the Western allies, which minimized misunderstanding but maximized time. The Germans claimed that every minute a defender was allowed was another minute he grew stronger. And yet, before we conclude that the Germans were necessarily better, we must remember that their arms suffered many a decisive set-back; but ironically, this was usually when they ignored their own advice and gave the enemy extra time to strengthen his defense.

At this point in our discussion of infantry tactics, let's turn our attention to how Russia evolved her infantry in the same time span. It already has been noted that the Russian system was short on initiative and high on obedience. Nevertheless, there were other salient points that made them different.

First of all, while the German infantry leaders were constantly reminding their people to concentrate their fire on a narrow front, the Russian instructors were doing just the opposite. Their 1941-42 tactical doctrine was to attack on as *broad* a front as possible with the hope that somewhere, due to mass and the "odds," somebody would breakthrough and cause discomfiture to the enemy; *and* since the infantry's objective is to close with and kill the enemy, it really *does not matter* "where" the breakthrough actually occurs, as long as *it does occur*. This was a complete contradiction to the Germanic thinking, which was very specific as to *where* they wanted things to happen.

As an example of a Russian situation, consider: the commander of a three-battalion rifle regiment normally would prepare for the attack by deploying in two waves, accompanying the second wave himself. Close artillery support would be most likely given in the form of SP Guns that would accompany, the second echelon rather than using indirect

artillery. In a word, it was simple. After everything was "staged," the attack would begin. This was often started by the first wave crawling up as close to the German positions as possible during the night before the attack. This *"creeping"* phase would continue until a pre-set time, or the German discovery of them, or when some superior got impatient. At this point, the "assault" phase would begin. The regimental commander, with the second wave, often "ordered" the final charge by having *his* echelon "fire into the air" which would alert the first "creeping wave" that the assault was now to begin.

At that signal, there would be rampant cheering and shouting to make sure everybody knew "this was it" and then the first wave would jump to their feet and make a mad charge for the German machine guns, firing and yelling as they went. Simultaneously, the second wave, with the regimental commander, would join in with their mad rush, hoping to reinforce any "success" of the first wave. Since the SP guns would be with this second wave, they would be available to "blast" any resistance the first wave uncovered. If tanks were available, infantry would often ride on them to increase the velocity of the assault and enable their soldiers to "close with the enemy." The Russians, once the attack did begin, were violent in its execution and cherished the time factor as much as Germans. Their opponents often commented that the Russian infantry was "slow *to think* of the attack, *quick to do it*, and *slow* to stop it.

While the above method was very expensive in terms of lives, the Russians defended its results claiming that it was "most demoralizing" to their enemy. It was indeed very disheartening to the Germans to see the complete willingness of their enemy to attack in an endless array despite casualties. And since one of the best ways to defeat an enemy is to demoralize him, the attack method is thereby, a success—according to the Russian viewpoint. In all fairness, it should be noted that the "Russian" system was ideally suited both to the nature of their culture, and the numbers needed. Had they opted for a more sophisticated training system, they probably would never have had the time to totally re-build their army from the severe beating it took in 1941.

But rebuild they did, and like any soldiers that survive, they learned. One weakness of the Germans in the earlier stages of the war was their failure to perfect principles of urban warfare. The reason was fairly obvious. Up to the war and throughout its early stages, there was very little city fighting. The German victories were made by quick, decisive actions generated by "going around" cities and bypassing them. Hence, little effort was made to study this particular problem. Not that the Russians, or British, or Americans did, but once it became obvious that there would be heavy urban fighting, no one side really "had the jump" on the other. In late 1942, everybody started from scratch on this problem. And in the streets, the Russians were the equal of anybody.

In urban fighting, the actual "combat range" is much less than in open country. Out in the steppes, it was quite common for the infantry, particularly the machine gun sections, to open the engagement at about 1000 yards depending on visibility; and as the combatants closed, the fighting usually settled in at about 200 to 400 yards for a firefight. At this range, the Germans with their better weapons were at a definite advantage. But in a city where the combat range was very often "across the street," the Russian weapons were equal. In the streets, the main weapons became the submachine gun and the grenade. In contrast to the echelon waves used by the Russians in the country, their urban attacks were based more on an "attack group" of up to sixty men that would literally blitz one single building from all directions, and the Russians became adept at turning any defended building into a fortress. And when they weren't fortifying or "blitzing," they would be constantly moving about: filtering through back alleys, crawling through sewers and darting along rooftops. It was a new "citified" concept of Fire and Maneuver. In the early stages of the heavy fighting around Stalingrad, the Germans, used to "blundering Russians," were very much punished by the cunning that these same Russians displayed in the city. At the outset, it was the Germans who found their infantry tactics, for the first time in the war, inferior to the enemy. The initial German reaction was to quickly bring in more and more of their best equipped and trained small units. These were the Pioneers (Assault Engineers), who treated each building as a bunker and went about reducing it with heavy infantry weapons and sophisticated equipment such as demolition charges and flamethrowers. It did work, but in the attrition process, the Germans were forced to "trade-off" their best specialists against the regular Russian peasant soldiers. And that was an expensive trade.

But the commitment of these elite formations bought the time needed for the regular line units to learn the "urban trade." And by late 1943, the Germans were as adept at urban fighting as their Russian opponent. The Germans began fighting like the Russians with *fire groups* against individual buildings, but they also attempted to set up "killing zones" along the streets that paralleled the "target building." Here, their superb medium and heavy machine guns were ideal. The theory was that the battle-point would be isolated by preventing any reinforcements from teaching the position. By setting up machine gun fire lanes, they hoped to put a break on the constant Russian "flittering about." It was a good tactic, and many a Russian squad was cut down by accurate fire from a hidden position far down the street. The Russians then countered by using sewer movement to an even greater degree, and setting up many and devious ways for getting from one building to another. And so the Russians and Germans taught each other; and in the West, the Germans imparted their hard-earned urban techniques to the Western allies with a vengeance.

By the end of 1943, the Western allies had taken to heart much of the earlier lesson the Germans had shown them. Dieppe, as mentioned, illustrated the immense value of the light machien gun, and the British had countered by doubling and sometimes tripling the issuance of their own LMG, the Bren Gun. Also, Allied training was much more realistic and became modeled along the German lines. And then in January of 1944, at the town of Cassino, in Italy, the "new" Allied infantry tactics were tested against the Stalingrad—educated Germans and once more they had to play "catch-up." Once again, their small unit tactics were outmoded.

In many respects, the experience was similar to the Germans' dilemma at Stalingrad. But they reacted differently to the problem. The Germans correctly saw that it was an infantry problem and attempted to solve it with infantry means; that was, bring in better infantry (in terms of their assault engineers). The Americans and the British reacted with brute force and attempted to erase the offending obstacle with air and artillery bombardments. Even the monastery was literally blown off the top of the mountain. But still their infantry squads could not advance and they saw that a destroyed and rubbled city is just as good, maybe even better from a defender's viewpoint, as an intact one. So, they too learned how to form fire groups and cover streets and they too learned the high price of urban warfare.

At this point, we might stop and compare how the British and the Americans differed in the applications of the lessons the Germans were showing them. First, let us look at the British. The concept of British small unit tactics went through a number of shocks, such as Dunkirk, Dieppe and Cassino were even their crack New Zealand troops were one-upped by the street-wise Germans. But the British by then were used to change and adaptation. Their approach to the small unit problem was basically that there are certain tactical dilemmas and each one of these has a corresponding correct solution. Therefore, to solve a tactical problem, one *first* had to identify it, *select* the correct solution, and then properly *implement* that solution. The first two parts were fairly easy compared to the last, the implementation. And to perfect that implementation the British evolved a series of *drills* that would be the same army-wide and would give predictable results both in time and effect. They felt that with the vastly different array of forces in the British army, it was important that they all have a universality of tactics so an infantry leader could easily be moved to a new company and still have the same predictable results.

This may have seemed like a backward step compared to the German emphasis on tactical creativity, but it was well suited to Britain's complex army structure and blended well with their cultural trait of neatness which is very well expressed by Montgomery's desire for a tidy battlefield. Each drill was very well thought out and when properly employed would give a successful conclusion in a majority of the instances. There were drills for everything, attack and defense, over farms, in cities, with and without armor, and with and without artillery. They were quite specific. The whole concept hinged on the theory that the prospects for success and survival would be greatest if *all* members of a small unit or section thoroughly understood what their job was, how they were going to do it and what everybody else was doing as well. An example of the detail these went into was the drill for moving in file with a squad of eight down a road. The file would be as follows, with each man's duty as listed:

MAN 1 . . . Squad Leader, leads patrol
MAN 2 . . . Watches Right
MAN 3 . . . Watches Left
MAN 4 . . . Watches Front, for Squad Leader Signals
MAN 5 . . . Watches Right
MAN 6 . . . Watches Squad Leader and MAN 4 for signals
MAN 7 . . . Watches Left
MAN 8 . . . Watches Rear

Hence, if you were MAN 3 in a patrol file in the British army in 1944, your job was to watch left whether you were in Normandy, Italy or Burma. This British approach lacked glamor and was somewhat unflattering in regards to the initiative concept. But it produced results and by 1944-45 the British were able to stand toe-to-toe with the Germans and give as good as they got in any situation.

There was a famous saying about the Americans from none other than Rommel himself, who said "no one is more incompetent in battle than an American at first, but no one learns faster." The evolution of small unit tactics in the American army was probably the least systematic of any participant in the war. The philosophy was, almost: "Try anything; try something; it might work." From nothing, in terms of size, in 1940, the American army in Europe by 1945 had blossomed into almost 100 divisions. This created a need for mass produced training and quick smatterings of tactical doctrine. At first, it might seem that the British drill method would've been ideal for such a problem. But it probably wouldn't have worked for the basic reason that the American soldier differed very much from his British ally.

As a soldier, the American is an amateur and always will be. He is often an exceptionally talented amateur, but he is not, and has no desire to be, a professional. To the American, the concept of fight-

ing is not that a soldier's profession, but is rather a dirty job that has to be gotten on with. A comment made in the Civil War was that Grant's Army looked like a band of day laborers. It was more true than many realized, because in philosophy and tactics the American soldier is a day laborer. He is a confirmed skeptic, a diehard opportunist, and a dedicated scavenger. His squad and platoon leader is more like a shop foreman than a captain of men. So, had the American military attempted to instill dogmatically practiced drills, the soldiers would've treated it as so much worthless "Mickey Mouse crap."

But, if all these were weak points, he had a number of amazingly good strong points. Left by himself, he often could be amazingly ingenious in devising tactical tricks that often rivaled the best their German enemies could think of. He loved gadgets and things mechanical and given a few moments, probably could make any device work, after a fashion. He had little respect for rank, and despite orders he had a tendency to do things his own way. When he blundered, it usually was *extreme*, resulting in punishing casualties, but when he was right, he probably was better than any of his contemporaries.

The American military stumbled onto this and attempted to capitalize on this innate desire to try it "his" way and published field manuals on a never-ending series of subjects—not as Drill Manuals, but as guidelines for the soldiers to base their tactics on. Throughout the war there was a constant stream of unpdates and quickie pamphlets on tricks of the trade. The whole thrust was that you will win if your "trick" is better than the Germans' trick. The American soldier was bombarded with a never-ending series of these publications and he usually glanced at most of them. The hope was that by constantly exposing the soldiers to good tactics, perhaps some would rub off.

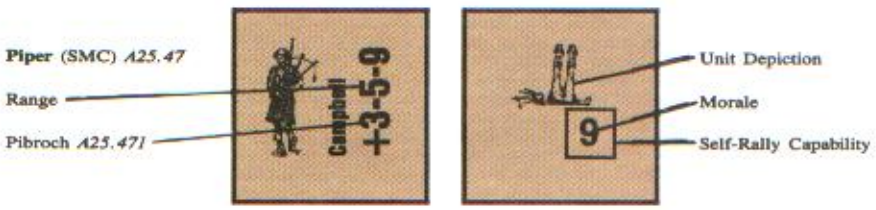
All this might have made the American squads more buffoons than soldiers, if it were not for the fact that their weapons, per squad, were the best of any of the armies. The basic American squad with no extras could out-firepower anyone else. Their M-1 was definitely the best infantry rifle in the war in overall usefulness and durability, and the BAR, while not a light machine gun, could often substitute effectively for it. Hence, the American army, despite the demonstrated effectivenss of the German light machine guns, never really produced or issued one. They felt it was more important that the squad have devastating firepower without adding anything extra. In essence, the only way a German squad *could* stand up to the American was *with* the addition of a light machine gun. This was brought to light in a small infantry battle between two opposing infantry platoons on Diebel Tahent in the closing days of the Tunisian campaign. The American and German platoons squared off against each other behind two opposite stone walls and simply fired until the German platoon was wiped out by the firepower of the American infantrymen. It had not been a contest.

There was a catch however. While the American soldier could dish it out, he was not very good at taking it. In general, he would break under fire before either the German or the British. He was always quick to take cover. In many ways, he always felt that being fire *on* was not really part of the job, and he would do his best to avoid that. On the other hand, though he might duck and run quicker than the others, he had a strong stubborness that caused him to rally and come back to try again before another soldier would. It almost might be summed up as: quick to run, but quick to rally. Hence the American squad was deadly and brittle, but properly used with a good imaginative leader and a little bit of luck, it may have been the most formidable squad in 1944-45 Europe.

As we noted, the American squads did not have a light machine gun, preferring to make up the deficiency with better organic firepower. And in some respects, they did. However, this was not to say that the Americans were without support weapons. Quite the contrary. In reality when the Americans added support weapons, it was of a quantity that bedazzled all the other participants. The Americans, figuring that "bigger" is "better," felt that if you needed MG support, it should be as big and beefy as possible. Hence, they issued their superb .50 cal machine guns almost like popcorn. And in fire effectiveness, it was a machine gun without equal. It is still perhaps the most devastating infantry machine gun on the field, and the design has not really changed all that much. The penultimate development of this deadly weapon was the M16, a quad-fifty halftrack which carried the descriptive name of "chopper." The final point of this was the liberal availability of these weapons, even to the point that it was not rare to see them mounted on the trucks.

Which brings us to a final point on the Americans. That was the total number of vehicles they had available. No army could approach them. The American *infantry* formations usually had more vehicles than the most mechanized Panzergrenadiers. When they went to battle, it was on such an assortment of trucks, jeeps, halftracks, scout cars, and whatever, that *nobody* walked. In the Ardennes Offensive, the Germans were astounded by the flippancy with which Americans abandoned vehicles. As a matter of fact, one German officer, in all seriousness, felt that the American Army had as many trucks as they did combat infantrymen. His statement was an exaggeration—but not excessively so.

And so, by the end of the war, all the nations involved had evolved their own infantry tactics to achieve roughly the same net result. Each nation's final infantry manual reflected both their national cultural backgrounds, and the tricks of the trade that they had picked up from their gallant opponents and their own dedicated *SQUAD LEADERS*.



PIPERS' LAMENT

A New SMC for ASL

By Eugene Murrell

(A) 25.47 *PIPERS:* A Piper is a special SMC (represented by a +3-5-9, +2-5-9 or +1-5-9 counter) with special capabilities.[39] In any scenario (including DYO), the Commonwealth player may add one Piper to his force. A dr is made (+2 drm for Scottish troops) with "1-3" yielding a +1-5-9 Piper; "4-5" granting a +2-5-9 Piper; "6" giving a +3-5-9 Piper.

25.471 All opposing units within range of a Good Order Piper SMC must, at the Commonwealth player's discretion, take a NTC using the Piper's *Pibroch Skill Level* (PSL) as DRM. [EXC: Italian units take a *NMC* using the Piper's PSL as a DRM.] Units which should fail this DR are Pinned [Broken].

25.472 All Commonwealth Personnel units within range of the Piper become Fanatic (A10.8) at the same time.

25.473 All non-Commonwealth Friendly units ignore the Piper at all ranges.

25.474 As indicated on the counter, a Piper unit has no inherent Portage Capacity whatsoever.

25.475 A Piper unit is not subject to Pinning.

25.476 *RANDOM PIPES DESTRUCTION:* Whenever a Piper is fired upon by Direct Fire Ordnance resulting in a To Hit DR 1 > than needed to hit, roll one die. On a dr of "1-4" there is No Effect; on a dr of "5-6", the pipes are destroyed and the Piper counter is replaced with a Hero counter (A15.2). This Hero immediately makes a 4MC, failing which he is Berserk (A15.9). (Note that this is the only manner in which a Berserk Hero may be produced). If the Heroic Piper does go Berserk due to the destruction of his pipes, no other unit is affected in any manner whatsoever, and he is considered to have an Inherent FP of 1 for CC purposes only.

25.477 *HEAT OF BATTLE:* A Piper SMC which is Battle Hardened (A15.3) is replaced with the next higher PSL counter available. The unit at its highest level, if Battle Hardened, is instead marked as Fanatic. Should a Piper go Berserk while still with functional pipes, all Commonwealth units within the Piper's range also go Berserk. A Piper never Surrenders; he instead must become Berserk.

25.478 *RANGE EFFECTS:* In a scenario with Heavy Wind, the Piper's range is affected as marked on the Wind Counter (E9.2). The Piper's range is also decreased by one hex for every FFE it is traced through.

39. Traditionally, the wild skirling of the war pipes led Scots, and later all Commonwealth troops, into battle. The pipes served both to boost morale among friendly troops and to unnerve the enemy. Pipers were highly valued for their "Pibroch", or skill with their pipes and the ability to extemporize stirring new tunes on the spur of the moment.

YES, here it is . . . **Errata for A25.47**

25.471 ADD "during any friendly Fire Phase or during its own Movement Phase" after "the Piper must . . . "

ADD **25.479** *AIRBORNE PIPERS:* Only a +3-5-9 Piper may apply its effects while under a Parachute counter, and then its range is determined as Aerial Range.

ADD **25.4791** A Piper is not eliminated by landing in an all-water hex due to the flotation of his inherent pipes (unless the piper has suffered Random Pipes Destruction, A25.476).

ADD **25.4710** All Pipers may use their pipes to full effect while CE in an AFV or while being carried as Riders.

SIGNALS

Hello Rex,

I've finally gotten around to letting you know that I will support the *SL/ASL Annual* (big surprise, I know). I hope that the written support has been adequate, although I must admit that I'm a little worried. It seems that many of the *ASL*ers I know don't subscribe to The *GENERAL*, so their first knowledge of this endeavour was upon my mentioning it to them.

Finally, about the proposed contents of the *Annual*. I really have no desire to see the pages of this wasted on reprinting material which has already seen the light of day, no matter how relevant to the history of the system. I can see that many might want access to those documents, but instead of wasting space in the *Annual* why not just treat the subject with one article which would list all the known articles on the system, with some brief comment on their content. Then those interested could go about acquiring those periodicals or enlisting your expensive photocopying service. In fact, if you really wanted to do them a service, you wouldn't have to limit yourself to articles which have only appeared in The *GENERAL* (I just thought that I would mention it). In fact, I imagine that you run the risk of again having Avalon Hill accused of cheating the public if you reprint *SL* materials in the *Annual*.

Andrea Cantatore
Harrington Park, New Jersey

In actual fact, if we should trip across something extremely well-done on SL or ASL in another periodical, amateur or professional, that we feel would be of interest to the readers, I'd welcome the chance to edit and reprint it. However, given that most of the ink spent on the system in other magazines is confined to "reviews", this seems unlikely. But the option remains open.

★★★★★

Rex—

First I had to acquire an older copy of The *GENERAL* to find out who wrote "AH Philosophy Part 122". In Saudia Arabia (where I have to convince customs agents that your magazine isn't a military technical manual of war plans every time I enter the country), it's not easy to acquire past copies. It takes three months to ship games or pieces from Avalon Hill—if they even make it this far.

Inshalla, I am putting in my vote for the proposed *ASL/SL Annual* and I would be willing to pay $10-$15 for it. I would also be willing to share in the responsibility of playtesting scenarios, especially PBM techniques. I am currently trying to find even one person over here to sit down for awhile to learn *ASL*, since I am (alas) a beginner. Attempts to contact people for PBM games have so far failed. I am currently advertising in your magazine for players for a campaign *ASL* game in which I would act as the referee between others. I have only one request, if it is at all possible—an article or pamphlet on how to play *ASL* or *SL* by mail. I realize that some things would change and some things would have to be omitted. But not being familiar with all the intricacies of the rules leaves me at a loss of how to go about figuring this out. If I had more knowledge or experience, I wouldn't be trying to stick the monkey on your back.

Since the first time I played *SL*, I was fascinated with the game. With the addition of the other supplements, I became even more so. When *ASL* came out I was appalled at the amount of information that was there, but now that I have read the rules (and re-read and re-re-read them) it is still basically the same game. I want to compliment you on the job you all do.

Kelly Speelman
Jeddah, Saudia Arabia

As with a solitaire system, we have had several PBM systems proposed for ASL. But the time it will take to evaluate them, and then refine the one we select, precluded any such in this year's Annual. Hopefully, next year will see a system for one or the other come to ease the pain of isolation for such ASLers as yourself.

★★★★★

Dear Sirs:

This is to register my support for an annual *SQUAD LEADER* issue. I would certainly purchase the issue, just as I purchase all other *ASL* products. Here are some additional comments on *ASL* products I would like to see (in addition to the planned expansion of the Italians and Japanese).

The idea of a non-geomorphic Stalingrad module is terrific, particularly if it has a campaign element. I would prefer, however, a mounted board, despite the additional cost. A mounted board is consistent with the high quality of all the other *ASL* components.

Since the *ASL* manual does wear out with continued use, it would be terrific if it were possible to purchase a "complete to date" manual without having to order individual sections at $10 per section. I would suggest a "by-mail" price of $50-$55. At that price I would purchase a second manual simply for aesthetic reasons.

I realize that *SQUAD LEADER* is still a big seller, but it is a sub-optimal way of learning *ASL* and of obtaining boards 1-4. Nor is *PARATROOPER*, for all its terrific short scenarios, a very good learning tool—the scenarios simply utilize too many rules. I think the best solution is a product entitled "Introduction to ASL". This would contain boards 1-4, an abridged (not changed) version of the *ASL* rules containing only parts of sections A and B (infantry and terrain) of the rulebook. Each of these rules sections could be shortened by omitting all optional rules and all infantry rules relating to armor or ordinance and by limiting the terrain types to those found on these four boards. To the extent possible, the rules could be introduced in modular fashion. I would guess that such a package would sell well both to new gamers wanting to learn *ASL* and (especially if the graphics of boards 1-4 were redesigned in the *BEYOND VALOR* style) to old hands looking for new scenarios.

Even if you choose not to produce such an "Introduction to ASL" module, you might consider selling at retail outlets a package containing just boards 1-4. I think such a package of the four boards, with new graphics, eight new scenarios, and perhaps a sheet of rubble, shellhole, wire and other oft-needed counters would be a good seller with a low design cost.

PARATROOPER, *PARTISAN* and The *GENERAL* have provided a good selection of shorter *ASL* scenarios. I now would like to see The *GENERAL* publish a couple of monster scenarios—say 6-8 boards and 50-80 units per side. I seldom have the time to play such giants, but once or twice a year it would be fun to get four people together and spend two days just playing *ASL*.

Tom Griffith
Los Angeles, California

Again, we are looking at crafting an article for a future Annual that would serve to bring new players into ASL gradually—sort of a programmed instruction using existing ASL scenarios. As for monster scenarios, the new RED BARRICADES should keep you busy until we get around to printing some in The GENERAL or a future annual.

★★★★★

Dear Mr. Martin,

I am writing in regard to your "Avalon Hill Philosophy Part 122". Yes, I would be willing to purchase an annual newsletter devoted entirely to *ASL*. In fact, my friends and I would like to volunteer our services as playtesters for any new scenarios or variants. I would also like to take this opportunity to lobby for a stronger *ASL* slant in the newsletter. I know this is an awfully cheeky request considering that the first issue has yet to see print.

However, I must take issue with the proposed price of this annual event. Ten dollars seems exorbitant considering that a current issue of The *GENERAL* costs $4.00. Also, since it appears that the newsletter will only be available through the mail, I assume there will be the ten-percent shipping charge. This means that a single copy will cost $11.00 while a one-year subscription to The *GENERAL* costs only $15.00! I am afraid that the price might scare some propective buyers away—unless, of course, they are as fanatical (read "dedicated") as I am.

Also, despite your assurances to the contrary, I am concerned about a possible decline in the *ASL* coverage in The *GENERAL*. To be quite honest, the only reason I subscribed to The *GENERAL* was because of the articles on *ASL* and, specifically, the publication of new scenarios. Don't get me wrong; *ASL* is not the only Avalon Hill game that I enjoy. It is just that my interest in *ASL* provided the incentive for me to dig a little deeper into my pocket and finally subscribe. "What's another few bucks to me when I've already sunk $200 into this game system?" I don't think *ASL* would have gotten off the ground if it wasn't for that mental process of rationalization. I am simply worried that in the future you may be required to "rob Peter", Should this newsletter be an all or nothing affair?

Now that I have said my piece, and despite the concerns just listed, that which I stated in the first paragraph still applies. You can count on me to purchase an annual *ASL* newsletter. How long do I have to wait?

Robert Orf
San Bernardino, California

I'm not sure how much "stronger a slant" you might want for ASL, but it seems to me that those still playing the original system have suffered for some time (though certainly not in silence). Future issues of the Annual will carry about the same percentage of material for these devotees, in terms of pages and scenarios, as this one. The survey of potential buyers indicated this to be a fair balance, and we aim to hold to it.

★★★★★

Dear Mr. Martin,

The development of a *SL* through *ASL* annual, as outlined in Vol. 24, No. 2 of The *GENERAL*, is an excellent idea. As a devoted fan of this fine game system, how could I say anything but "Yes"? Now that you have my okay, I hope enough of the other readers are motivated enough to write their approval also. Without the support of all those interested, the project will be doomed to failure.

There are two things I would really like to see developed from this project. First is the publication of an *official* play-by-mail system. So many people, due to lack of time of FTF opponents, resort to this method to play this game. As a result, there are numerous systems out there—some good and some bad. It is frustrating however to have to use a different system with each new game. After awhile it gets confusing! With *ASL* now on the market, with its unique combat and movement interactions, this becomes even more difficult. There is a chapter listed in *ASL* devoted to PBM, but not to my recollection has any word to its release been mentioned. So *please* make this a priority.

Second, I am more interested in *ASL* than I am with the older system and its gamettes. Naturally, this is due to the better structure of the rules. To get this far however, like everyone else I had to start at the beginning. This meant playing a vast majority of the original scenarios. These scenarios, in my opinion, are still some of the best published to date. So many of them have become personal favorites. Unfortunately, they are not in *ASL* format. There have been remakes of some of these scenarios and I applaud their appearence. Ideally, however, I would like to see a remake of *all* the original scenarios, *SL* through *GI*. While such an undertaking may be time-consuming and expensive, I really feel it would be worth it. It would help me feel that all the time and money I spent on the original games was not a total loss.

Scott Tomasic
Hobart, Indiana

The four "remakes" herein should help ease your sense of loss. Eventually, through The GENERAL and the ASL Annual, all of the original scenarios should be revised.

★★★★★

Dear Mr. Martin,

I am writing in response to your column suggesting some sort of *SL/ASL* annual (in Vol. 24, No. 2 of The *GENERAL*). I would definitely be quite willing to buy such a magazine, and I know of two others who would also have an interest in it. As to content in the magazine, I would like to see it be solely an *ASL* source (after all, *ASL* supposedly replaces the previous games in the series), but I realize that to make it financially feasible, you will probably have to include some *SL*-related games and gamettes material. Also, I believe that including historical articles—such as on weaponry, equipment, or tactics—would add another interesting dimension to the product.

Lastly, as to a suggestion for a title, why not hark back to the designer's notes in *SL* and use the title of a chapter from William Craig's book *Enemy at the Gates*. If I remember correctly, the chapter dealing with Stalingrad was called "The Witch's Cauldron" or the German equivalent thereof.

Martin Hubley
Halifax, Nova Scotia

★★★★★

Dear Sir:

In your "AH Philosophy Part 122" you asked if I would buy a magazine devoted to *SL*, *ASL* and *DELUXE ASL*. I have *SL* and *ASL* and all of the modules, including *STREETS OF FIRE* and *HEDGEROW HELL*. I subscribe to The *GENERAL* only for information about *ASL*. I would spend $10 for a magazine about *ASL* out once, twice or four times a year.

My brother and I have only been playing *ASL* since October of 1987, but we have played over 60 games. We have even found a gaming club nearby that has members who are willing to play *ASL* exclusively one night a month. Both my brother and myself would be interested in playtesting scenarios for the new magazine. I feel we are average players and spend 14-16 hours a week playing.

Some other comments about what we would like to see done in the new magazine: I would like to see the scenarios placed in the center of the magazine so they could be removed without destroying the articles. The inclusion of a directory of all *SL* and *ASL* players who would not mind being contacted by other players—sort of an annual "Opponents Wanted" column. Also, maybe, a separate section on *SL* and *ASL* clubs. (These should specify which game system they play.) The advertising section, to be really useful, should include a list of all game parts, modules, mapboards, etc., with up-to-date prices. The advertising could also include a brief newsletter notifying readers of the status of promised modules and new products relating to *SL* and *ASL*. I think publication date should be set before ORIGINS. The annual could then preview ORIGINS, the tournaments there and provide attendees with information about hotels, transportation and other attractions in the area. A section on other *SL* and *ASL* tournaments would be nice. It was Bill Conner's *ASL* Oktoberfest that got me started playing. My favorite articles in The *GENERAL* are always the Series Replays; I hope you can include several in the annual.

I thank you for taking the time to ask for our opinions and reading them. I'm looking forward to the new publication.

Timothy Kriner
Alliance, Ohio

It proved impractical to place all the scenarios in the center of the Annual; we work in eight page signatures and the layout simply precluded such an approach. Indeed, my initial hope had been to have the ASL Annual offered in loose-leaf form similar to the ASL rulebook, hole-punched and paginated as an additional chapter (which would have allowed you to remove the scenarios), but this proved too expensive for what we felt most would be willing to pay. Perhaps, if you should wish to separate the scenarios, your best approach would be to purchase a second copy of the Annual, cut it apart, and then laminate the scenarios for your continued use.

GUNNED-UP IN THE DESERT

A WEST OF ALAMEIN Adventure

By Mark C. Nixon

I had originally planned to have Mr. Nixon's look at war in the ASL desert only in the '89 Annual, but it was so well-written that I decided to make use of it in The GENERAL (Vol. 25, No. 3) as well. I consider it to be, quite simply, the best thing concerning the game system to have appeared in print thus far. For a more studied approach to WEST OF ALAMEIN, see Mr. Nixon's analysis of the desert scenarios in Vol. 25, No. 6 of our periodical.

Anti-tank guns to the left of us; FFE to the right. There were minefields in front of us, and a Creeping Barrage was rolling across the desert straight for us. There we were, just me and Erwin Rommel in our MkIIIs, dueling with the Desert Rats. The armor in this tank felt mighty thin (I was accustomed to at least an "11" frontal armor) and there were no trees or buildings in LOS to hide in, no hills to cover our approach. I might have been worried about those ATGs, had we not already discovered them to be only 40Ls. Ha! Back in Russia we used to laugh at anything less than 75mm. Those puny shells would bounce off even the light armor of these MkIIIs. (Yes, in the *ASL* milieu I am a time traveller, for even though I am a conscript in this desert fighting, I have already fought *BEYOND VALOR* in *STREETS OF FIRE*, and against *PARATROOPERS, YANKS, PARTISANS* and even in *HEDGEROW HELL* country!)

We started our engines, but when I shifted into gear my roll was boxcars. Damned dust. I silently wished it were after 9/41 so this unforgiving machine would do what I asked of it. I changed tanks, scrambling with my crew into a brand new MkIII. I noticed Erwin impatiently drumming his fingers on the open hatch lid of his purring MkIII, trying not to look distracted while, to the rear, the repair crews seemed to heave a collective sigh as they picked up their tools to work on yet another immobilized tank. My second tank revved to life, and I managed a smooth shift to start moving. "Heh, heh, that's got it," I needlessly explained into my headset. But Erwin was already moving, so I jolted off to keep even with him. I wanted to remain side-by-side so our vehicle dust wouldn't ruin the new paint job on this MkIII.

CRACK!

"What was that?"

"Must have been a 40mm round. Pretty close too. It was a nice opening shot," Erwin replied.

"Nice opening shot?" I muttered to the crew. "Is this the stuff legends are made of?"

I noticed Herr Rommel was CE, but I couldn't imagine it, what with all that choking dust out there. And then he even dropped behind my tank to eat my dust. Well, so much for the legendary Desert Fox, I mused. How smart is a guy who pulls a stunt like that?

CRACK—CRACK—CLANG!

Wow, two more near misses and a hit! How fortunate that it bounced off my side armor. I noticed Erwin still CE, and with his turret frontal armor swung around to face the offending ATG. Hey, now that's a clever idea, but my crew were already swinging our turret. Can't be too concerned about the trim of our MkIII; that frontal turret armor might actually make a big difference if we're hit again.

CRACK—CRACK—CRACK—CLANG—CRACK—CLANG!!

Hey, how much ROF do those guys get anyway, and how much longer will we be out here before we can shoot back at that ATG? "Dummkopf," comes the reply from Erwin. "There are four ATGs out there. If you calculate their 3-ROF, Multiple Hits, Intensive Fire and Overrun Prevention possibilities, they can shoot at us for what seems like forever. Why aren't you making smoke?"

Making smoke? Who's he kidding? All I could think about was that if Erwin didn't move out of my dust and the enemy started shooting at him, we'd have to look up all those specifications to determine when that dust appeared/disappeared, what effect it had, and what would happen if the wind kicked up or it started to rain. What would happen then? I knew the immediate effect would be that I'd have to start reading all those rules. But then I noticed something curious; something probably obvious to most commanders but, being a conscript, apparently outside the borders of my comprehension until forced within by the stress of a battlefield situation. *The enemy weren't shooting at Erwin at all!*

"This isn't fair," I screamed into my headset. The only reply was a chuckle from Erwin.

"Double Dummkopf, what did you expect? Why would the Tommies shoot at me while you are such an inviting target?"

But I wasn't listening. I was sorting through my manual for the vehicle dust specs. I had always considered VD something to be avoided at all costs. You can imagine my concern as I first debarked in North Afrika and was informed that in the open desert, VD follows us tankers around wherever we go—like the plague. The training films had not warned of this. Now this new interpretation certainly thrust new meaning into the conception . . . er, contraception . . . er, ah, into the idea. There—finally found it. "What," I screamed, "a +2 Hindrance DRM for dust? Now what do I do?"

One devious trick came to mind. I could slow down so that I no longer raised that screening dust for Erwin. Providing the enemy another target would be a very effective way to take the heat off myself, although in this case, since it was none other than the Desert Fox himself, it might not be my best choice. I could imagine the wrath this tactic would elicit from Herr Rommel; and since I didn't want him assigning me to ride point for our entire venture across North Afrika, I let this thought die. However, it was an intriguing idea and I carefully stored it in my memory for eventual use—like the next time I come out here with someone of lesser rank.

"Why don't you try your smoke discharger?" came the repeat request.

"My what?" I snapped back to attention from my reverie.

"Haven't you ever crawled underneath your tank and seen all those curious markings on the bottom side? One of those notes says 'sD7'. You can make smoke."

"Great; now you tell me. Why did you wait until the enemy's turn?" I was appalled to catch myself addressing the great general in this tone, but in the battlefield environment he didn't seem to mind.

"No problem. You can try it during their MPh."

"You're kidding. Is there anything else I can do?"

"Of course. See that Crusader entering play behind us, maneuvering for a rear shot?"

"Arrgh. I didn't see him. Where did he come from?"

"Well, first of all, if you had searched the order of battle card, you would have known he was coming; and second, you might even have a chance to hit him if you weren't buttoned up. At least if you missed with your shot you would have a chance to throw some Crew Smoke. At the very least, you can roll for Motion to change your VCA and swing your frontal armor toward him."

"But I'm already in Motion!"

"So what? You can roll anyway. Have you ever considered *reading* your manual? It may come as a SHOCK to you (hah, hah, did I scare you? . . . Just a little tanker humor), but until you are familiar with that manual, you will always be a conscript."

"Well, I think you've convinced me. But what do we do right now . . . surrounded, Acquired and outgunned?"

"We follow our instincts, as would any natural-born fighter in such a situation . . . we run away! This battle is lost, but we will try again later."

As we turned our tanks around, I became CE just in time to see Erwin button up. Now there's a clever fellow. He rides CE in my dust, but when we turn around so that I'm in his dust, he closes up. It was in that very instant of realization that I was hit with yet another inkling of what it takes to become a 10-2 armor leader. I had forgotten about the Creeping Barrage. Apparently Erwin had not. I was literally STUNNED by the manifestation. All I could do was watch Erwin successfully skate offboard, his turret swinging this way and that as he moved to face each anticipated enemy shot. "Sigh, what a guy."

Fortunately for me the barrage passed, and the British mysteriously withdrew. I was able to bring the crew back to their senses. We started up and drove off. As luck would have it, we returned to base with valuable information; at least Erwin seemed to think so. He hypothesized that the Tommies might be low on ammo or possibly have something else to hide. Why would they retire from a situation in which they had us so outnumbered if they had nothing to hide? Perhaps they were low on fuel? With that hope bringing a gleam to his eye, Erwin quickly decided to go after them. With a bit of luck they might lead us to a fresh supply of petrol. We loaded up immediately and darted off in pursuit. I was beginning to get the message that my conception of "desert training" was mere illusion. It was looking like the rule of thumb out here would be hands-on experience only. I was in the opening stages of mentally conducting a symposium of this realization, justified with the survival-of-the-fittest school of though, when I caught myself at it and rejected that line of thinkng. Since it's my survival at stake here, I determined that the best course would be to avoid wasting effort on useless complaining and simply stick close to Erwin. He seemed to be the one who knew what was going on out here, so I might as well learn from a pro.

But the first thing I had to wonder about was why in the name of Otto von Bismarck were we using Platoon Movement? Back in Russia we used to prey on those Red tankers moving in such awkward fashion. Yet here we all were, radios fully operational, yet using Platoon Movement. I had to wonder about the legendary Fox for the second time today. The next thing I noticed was that we were not headed for the scene of our earlier skirmish, but were driving off on a tangent to the west. After running this through my mind several times, all I could conclude was that Erwin must know something I didn't. Maybe he knew where the enemy was headed? Maybe he just wanted to take advantage of this road so we could gain time and overtake the fleeing British?

Such thoughts were quickly driven from my head, however, when on a signal from Erwin the MkII

platoons pulled off the road and took up a parallel course about 120 meters [*three hexes*] off our right flank. To avoid outdistancing them, we had to slow our own pace to what seemed like a crawl. Visions of those hordes of burning Russian tank platoons flashed across my memory. Were we destined to be caught by the enemy in this confounded formation and mauled like chumps? I was incredulous when we came under ATG fire almost immediately. When I realized that Erwin fully intended to ride through the enemy fire in this abstract formation, my feeling turned to panic. Surely we were all going to die!

But then I noticed a curious phenomena. While the "CRACK" of enemy 40mm rounds screamed all around us as they flew past at supersonic speed, not one of our tanks had been hit. I had to wonder at what appeared to be poor gunnery from the British, of all troops! Were these new recruits, or maybe some untrained detachment of colonials? Well, either of those might explain a great deal, but as I pondered on this situation I began to piece together some extenuating facts to explain our apparent invulnerability to enemy fire. First, we were at long range. The range modifiers of enemy To Hit chances for 40mm and 57mm ATGs offered much better protection than I had ever experienced against those 75mm guns I had faced in Russia. That is, although the enemy could see us approaching from a great distance, that same great distance itself dictated that their fire fell on To Hit ranges I had rarely—if ever—seen. This meant that my old logic of "if they're shooting at you, you're in trouble" no longer applied, for the very elementary reason that conditions might be such that there is actually very little danger of a hit—and only miniscule probablity of a kill. This becomes even more understandable once the modifiers for small caliber (C4) are added to those long-range tables. So long as we remained at a distance of at least 760 meters [*19 hexes*], those 40L guns should hit a stationary target with only 41% of their first shots.

Still, I knew better than to feel secure based on that sparse protection. Once they gained −2 Acquisition, their accuracy goes up to 72%—and with their massive ROF and Multiple Hits we ought to be seeing some kills any minute now. That was when I dug deeper. There must be something more to explain our continued good fortune.

Of course I knew we were more difficult to hit because we were moving, and our reduced speed did not alter this (movement is movement) other than by virtue of leaving us exposed to more shots over a period of time than had we been moving faster. But the kicker was that cloud of dust raised by the MkII platoons. I had first seen the use of such a screening maneuver in training films, but those accounts had not done justice to this very intricate desert tactic. I had always assumed that one vehicle would cruise alongside everyone else to raise this dust, but seeing it in person revealed that the dust settled out or dispersed too readily for that to be effective. And yet, it initially was too dense to expect independent vehicles to maintain contact with one another in order to ensure a continuous screen. Suddenly, I grasped Rommel's genius in using Platoon Movement. All the drawbacks be damned, it was providing our main battle line column an extra +2 cover! To be sure, some of the MkIIs were naked to enemy fire, but their small size already made them tough to hit and, after all, this was war! We couldn't expect to slide through it without some losses. If the enemy were going to shoot at us, let them aim at those antiques if they so choose.

One interesting benefit of the dust I hadn't previously considered is that it can even hinder LOS to such a degree that a total block is achieved. A good rule of thumb seems to be that LOS traced through 120 meters of dust is a total block. The most outstanding ramifications for me here were that: one, the enemy can't shoot what they cannot see; and two, even Acquisition is lost through only 120 meters [*three hexes*] of dust. As the LOS between our platoons and those ATGs altered across the fluctuating dust of the MkII screening force, I was amazed at how readily Acquisition dropped off us. It was one impressive display of desert tactics being demostrated by MkIIs. I had already observed that driving through desert scrub and hamada required added caution, which translated to slowing down (2MP). Thus, if the MkIIs were to drive in line across this desert clutter, they would be forced to slow to such a pace (due to also driving through the dust raised by the lead vehicles) that no such dust would be raised in the first place. What a vicious circle that! By travelling in staggered fashion, they not only avoided this problem, but also forced enemy LOS to trace through more than one VD in many cases.

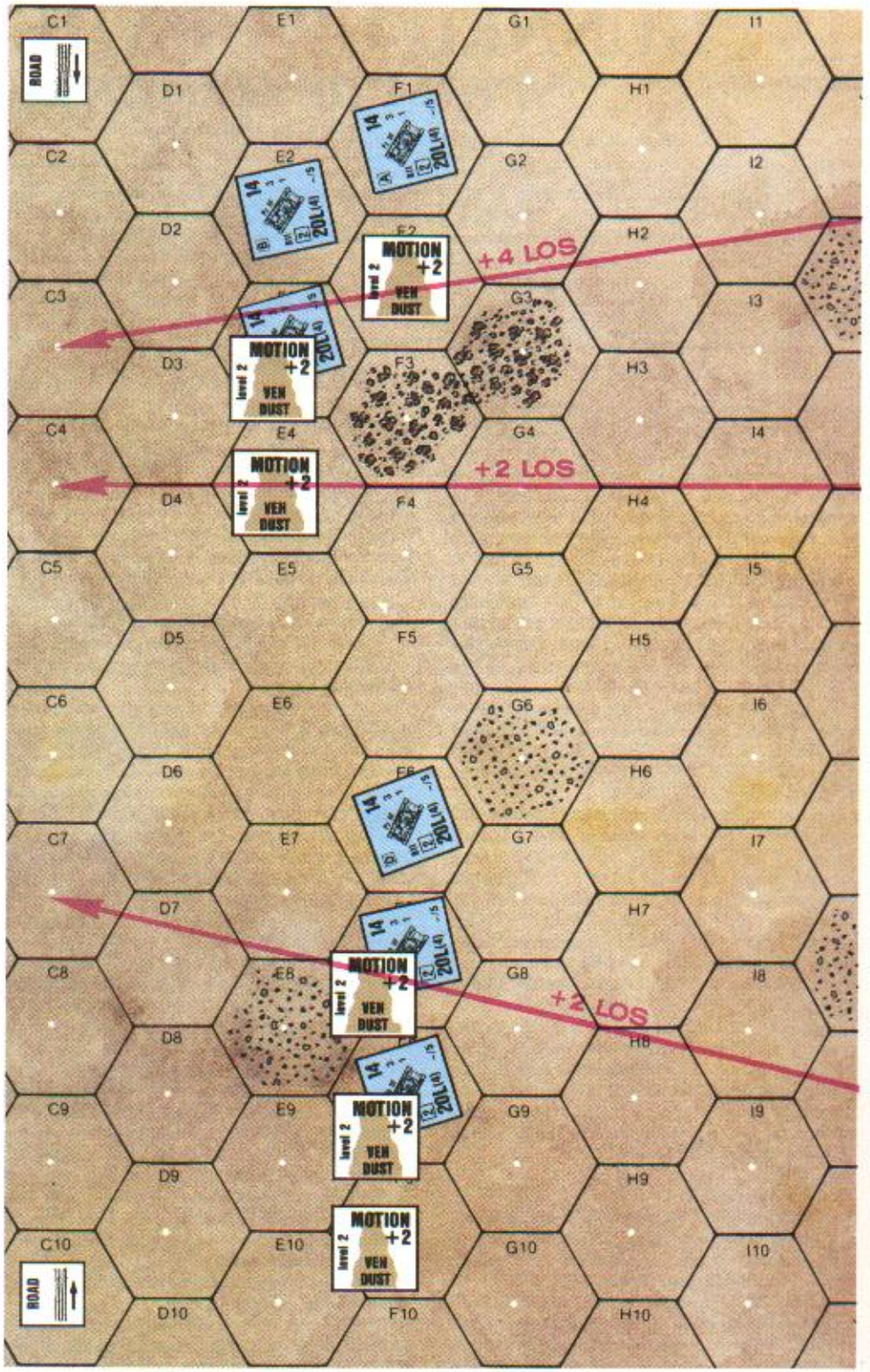


Figure #1: The MkIIs twist and turn to drive through the desert scrub and hamada while maintaining a screen of vehicle dust.

But the most ingenious tactic was yet to come. Early on I had wondered why the last platoon of MkIIs seemed to always lag behind. But then, all of a sudden, here they came at full tilt, charging across our right flank three abreast. They received a hearty cheer from us MkIII commanders as they swept past and we realized their purpose—for as they crossed the LOS between us and those enemy ATGs, all remaining Acquisition was peeled from our ranks automatically. Interruption for even just this brief instant by their three dust clouds was suffi-

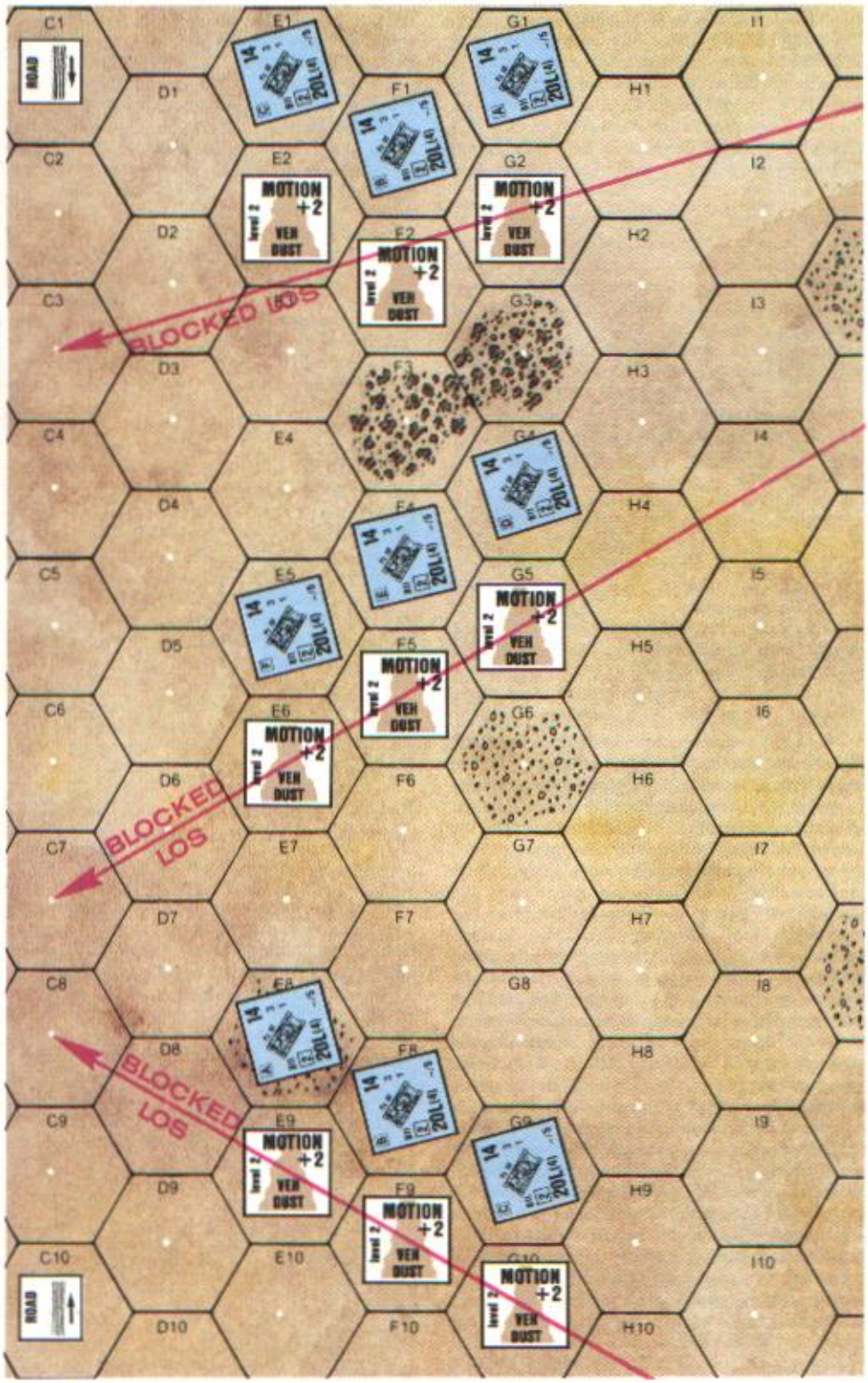


Figure #2: The MkII platoons create a complete LOS block as they pass between the enemy and the road.

cient LOS disruption to free us from all Acquisition. Later, when we, in turn, passed this platoon (in the next MPh) all new acquisition fell from us yet again. I was beginning to see how Erwin had gained his reputation.

As if all this were not enough, in any location where the MkII dust screen was incomplete, our own MkIIIs attempted to fire their smoke dischargers. The combination of smoke and dust made for a truely bewildering swirl of visual confusion. Small wonder the "CRACK" of hostile rounds continued to scream all around us to no effect. When I mentally added all this new information to our 760 meter range and motion, I was pleased to arrive at only a 3% chance ("eyes") of a hit through 40 meters (one hex) of dust—and only improbable hit chances through 80 meters of dust ("eyes" followed by a 1-3 dr). Thus, even on his third and each subsequent shot (−2 Acquisition), the enemy enjoyed only 16% and 3% chances of hitting through one and two hexes of dust. I wondered whether Erwin had worked this out as well, or did he simply "feel" it (an ability many leaders have claimed)? Either way, I realized he commanded the experience to justify his conclusions.

As I noticed the enemy fire beginning to slacken, yet another thought crossed my mind. Because of the very high volume of fire those ATGs had been putting out, it stood to reason that before too long some of them should either deplete their immediate ammo supply, overheat, break down or, for other more remote reasons, simply stop firing. My experiences in Russia and Hedgerow country were that a gun usually took a shot or two and then one of three things happened: the target was eliminated, or the target ran from LOS, or else the target eliminated the gun via direct fire or overrun. Out here in the open, however, those guns could fire at us for so long before that moving attacker could hide or return effective fire that running from LOS or eliminating the gun did not seem like viable options. That left only the option of target destruction, which did not rest too well with me in our current situation. Fortunately, all the To Hit modifiers worked in our favor, and now this slackening of enemy fire was providing yet another bonus. The crux, then, was that the very great number of shots should lead to a great many more gun breakdowns of one type or another than I had seen previously.

Thus, the silencing of an enemy by this means is transformed from something extremely rare (a very real reason to celebrate) to something which could actually be anticipated (an event bound to occur sooner or later). Furthermore, since an ATG with a high ROF expects to average two shots every fire phase without even risking Intensive Fire or Overrun Prevention, loss of one or more of these weapons is a very serious blow to the enemy. The culmination of this continuous firing as practiced here in the desert was that one should anticipate a 3-ROF weapon to be forced to stop firing within about 45 minutes [*nine turns*]. Considering how many shots each gun might be entitled to enjoy prior to such a breakdown (from one to 35), this may at first glance seem immaterial. But some of those guns will break down on their first shot, some on their second, and so on. What all this meant to me was that there were not merely three alternatives when facing an ATG as I had thought—but four! The fourth is that by employing an effective screen of To Hit modifiers, one can avoid destruction even to the point of making it more likely a firing gun will malfunction than destroy the target. I did note that use of this tactic might be limited to desert warfare and other situations in which the attacker commands exceptional screening potential.

So the name of this game is to force all those enemy shots at the worst possible To Hit odds. Our motion at long range from ATGs firing through 40-80 meters of dust and smoke certainly went a long way towards limiting enemy hit chances. Add to that the low probability one of those 40mm rounds could penetrate our six frontal armor at this range [*"3" Final TK#*] and it was an elementary calculation to prove that the probability of a gun breakdown before a kill was actually more than ten-to-one! Even with −2 Acquisition, we could expect twice as many gun breakdowns as kills. Of course this ignored the inevitable Immobilizations, Shocks and Stuns we would suffer, but since they were not outright kills, those tanks would either return to haunt the enemy by firing at him or else would draw yet more fire, much to the benefit of our still mobile vehicles.

KABOOM!!

Oops! After all that optimism the enemy finally did hit one of our tanks. I turned to look and saw it was a MkIIIG, hit in the side turret. Flames were leaping from the motionless tank already. I swung my gaze back to Erwin, to see how he was taking it, and was not surprised to catch a perturbed look on his face. Just when you thought it was safe to go out in the desert, something like this has to happen. But as any top-notch commander must do, Erwin quickly turned his attention back to his plan. No time to mourn our losses now; there was work to be done.

We finally were pulling beyond range of that ATG screen and continued to work our way westward, deeper into the enemy lines. The MkIIs had returned

to the road and we were once again making all speed. Casualties in the encounter with the ATGs had been extremely light, only one tank loss thanks to Erwin's proficient desert tactics. I marvelled at this, for even though the enemy ATGs were very small caliber by my standards, I had expected abundant casualties by way of Immobilization and Shock as much as outright kills. But the problem for those gunners was that they could not even hit us, and therefore were denied a reasonable chance of harming us in any manner. This gave me renewed appreciation for desert tactics—and for the old Desert Fox himself. His cunning in that headlong run across the sights of emplaced enemy anti-tank guns, a situation which offered to my East Front trained eye practically no chance of survival, re-established him in my estimation as one of the premier tacticians in our army. Participating in an action that might have caused the end of us all if not for the skill and courage of his leadership (indeed, those were the only attributes we held in our favor) certainly went a great deal further towards giving me a lasting appreciation of the Fox than any amount of propaganda could. The man who can find a path to victory where others would not even dare the attempt is destined to gain the trust and admiration of those who follow him.

Well beyond those gun emplacements, Erwin led us off the road and we headed north. We continued on this bearing for about an hour, finally making a slight hook to the east and pulling to a stop just shy of a low hillock. Erwin deployed us in a line north to south, and we sat while he carefully maneuvered himself up to the hillock in a cluster of desert scrub. He would begin the next scenario HIP. I had to wonder what he had in mind.

I didn't have long to wait, for after only about a quarter of an hour Erwin spotted an enemy column heading across our front from the southeast and signalled the rest of us up to the hillock's edge. The enemy were driving across our front on a tangent, and I had to blink, for it appeared they were not concerned about Herr Rommel and only just now were beginning to respond as our entire battlegroup pulled into place and opened fire. But it was the enemy who were doing the heaviest blinking, for the justification of our afternoon-long trek was finally apparent even to this untrained observer. We were now facing the enemy at dusk with the sun at our backs. Rommel's silence had allowed him to draw in the enemy until they were within easy kill range of our 50mm guns and, thanks to the combination of sun blindness (+2) and our hulldown placement, our own movement modifier (+2) and enemy motion (Case C + lower die × 2), we were nearly impossible to hit during the enemy DFPh—and they could not gain acquisition on us whereas we could gain it on them in the AFPh. Furthermore, since we had stopped while the enemy remained in motion, we would have the advantage of our next Defensive fire and Prep fire before they could return any fire not modified by their own movement. The enemy could only continue in motion or stop moving, suffering horrid TH modifiers in either case should they attempt to fire at us. To add insult to injury, even the few ATGs we had brought with us were able to set up while the enemy tanks were in motion and could open fire in our DFPh before the British tankers could bring effective fire upon them. I realized the value of catching the enemy by surprise in this manner. That trick with the ATGs had to go into long-term memory; I could visualize a need for it in the future.

For all intents and purposes, this battle was all but over. The terrain immediately before us was becoming an Anglo-armor graveyard. The enemy hadn't a prayer. Erwin had invested an entire afternoon getting us to this point and this was the payoff. How much different this situation was than our earlier encounter with those Tommy ATGs! I didn't have to wonder at the disparate results either. The battle before me was won when Erwin drove us to this location, and that with the British ATGs had been lost due to the combination of them digging in too far from the desert road and failing to block the road itself, plus Erwin's screening tactics. The British tankers we were presently despatching were doomed by their own carelessness in an area they thought secure.

Despite all that, Erwin still carried a chagrined look about him. I supposed that if he had set his heart on obtaining fresh fuel supplies, there was not much to celebrate in smashing a few dozen enemy tanks. Well, I found it thrilling; but, of course, I didn't have to concern myself with strategic worries. Erwin, however, must split his energies in many different directions. Small wonder a 10-2 armor leader is so valuable that we rarely benefit from his actual presence on the battlefield. I was glad to have to think about only the enemy before me. Speaking of which, my thoughts were already turning to the next encounter.

We had taken our toll of the enemy and now were low on fuel, heading home. Speed no longer being essential, Erwin took us straight out into the open desert to the south. We could not afford to burn the fuel to speed past those ATGs as we'd done on the run in. This had to be a low-profile exit. No bows, no curtain calls, just get out and get home. Night would be upon us very soon, and chances of a meeting engagement in the desert at night did not bear extrapolation. Our departure might have been unnoticed, except for a bit of unexpected action.

We had to cross an escarpment to reach the desert to the south, and Erwin was concerned about hidden enemy troops in the undulations and wadis of this rugged terrain. At what appeared to be a choke-point in the descending road, he pulled his MkIII to the side in order to cover everyone as we passed. Thus, the entire column swept past him and only my own tank remained behind when the enemy, who had waited until Final Fire, finally fired—hitting and destroying the MkIII in front of me. Then Erwin's tank was hit with an immobilizing shot, followed by several more hits which failed to kill but did finally force Erwin and his crew to abandon it—whereupon they were raked with machine-gun fire. I saw the driver go down and it looked like the general himself took a bullet. The crew broke and low-crawled into the adjacent wadi. I had to think it was my turn next to play target; the enemy ATGs had not even lost concealment yet.

But I wasn't about to be caught flat-footed. Using the spattering of experience I had gained earlier, I used my AFPh to make a free CA change rather than trying to fire while in motion, pivoting to put my heavier frontal armor toward the enemy. Fortunately, their ensuing Prep Fire shots missed since I was still in motion and they were continuing to try for immobilization shots, thinking they could not hurt me but not realizing they had even less chance to hit me with all the modifiers stacked against them. They opted not to Intensive fire, no doubt expecting to nail me with their next Defensive Fire shots.

My own fire at the enemy wasn't even worth risking a gun malfunction for, what with my motion and enemy concealment still in effect. But I did have one tactic at my disposal. Since I hadn't shot, I was able to again make a free CA change at the end of my DFPh. I used this to align my VCA toward that adjacent wadi. Thus, by foregoing that improbable To Hit risk (which had better chance of breaking my MA than of hitting anything), I was still able to position myself for a fast exit with this free CA spin. Not bad for a rookie. The enemy would not even have a shot at me with Defensive Fire before I disappeared into the wadi.

While I was patting myself on the back I noticed several Crusaders working their way around both flanks to envelop me. That brought another thought to mind. I now had the option of pulling straight into crest status instead of moving INTO the wadi. Once there, I would be hulldown to those ATGs in my rear, and could therefore avoid their irritating immobilization shots, and at the same time be hulldown to the Crusaders in my VCA, putting them at a disadvantage due to facing my gun with only my turret frontal armor exposed. But I rejected this thought, for the enemy were too numerous and, after all, I did still have an ally to my rear who would be my ticket out of this jam once he managed to rally his crew and re-enter his MkIII. No, getting Erwin's −2 DRM back into the act was my best bet, so I plunged into the wadi to draw as many attackers away from my stricken leader as possible.

It was a wild ride up and down through the wadi and I began to despair of ever hearing from Herr Rommel when, to my great relief, his voice came over the radio. "Come back to me now," he commanded, "I have the situation in hand."

I wasted no time turning around and making straight for the protection of his red-hot 50mm gun. I figured the Crusaders on my tail would give up the chase, but they didn't seem to know or care who they were facing. They might have easily outmaneuvered me eventually and swarmed in for the kill—but against Erwin they were in trouble. I recognized the clever twist in Erwin's brand of tactics in bringing me right back into his hex. He gave away a DRM [*due to being overstacked*], but still commanded superior To Hit modifiers over the enemy. In order for them to get me, they would have to expose themselves to him as well and he was very (very) good. In this manner, side-by-side, Herr Rommel in his immobile MkIII and me in my first real desperate situation in the desert fought against the odds. Firing from the same hex, we took out four enemy tanks, forcing the remainder to flee.

In the meantime, under Erwin's radio command, rear elements of our column had maneuvered to bring those ATGs under attack from their rear. All had been subdued or their crews chased away by the time we finished with the Crusaders. We were left to review the damage: four Crusaders and three ATGs with a scattering of prisoners but, more profound for Erwin, his own tank immobilized and three others destroyed. His dilemma now was that we had consumed too much fuel and had several valuable guns which we could use but had no way to tow. He immediately radioed a coded message, and then left a platoon of MkIIIs and some of our own crews to dig in the captured ATGs and hold the position until we could return. We ourselves lurched off for a rendevous in the desert with Rommel's secret mobile fuel force (MFF).

I was relieved that our midnight journey and refueling went by without enemy intervention. I needed the time to collect my thoughts on the day's actions. Remind me to tell you sometime about night combat in the desert, though. Oh boy, is that ever a hair-raising experience!

After we had refueled, Herr Rommel said, "Well, there has been a change of plan. I have a report that our own fuel dump is under a night attack, and enemy armor is reported in the area. I expect them to reinforce the raid at dawn, and we will have to hurry to prevent them from destroying our foothold here in this desolate part of the front. It means we will be driving straight at them in the open desert."

"Excuse me sir, but I have seen what you can do in the worst of situations," I replied. "I'm sure you will find a way." Actually, as much as with any real confidence in what I was saying, I felt compelled to respond in this manner simply because the general had deigned to speak to me so openly of his plans.

"I'm afraid you don't know the worst of it," he answered. "The report mentions the area has had rainfall so there will be no dust, and Heavy Winds

are expected so there can be no smoke. To top it off, we have no time to waste and so will be moving into the enemy with the rising sun in our eyes. Now tell me what you think."

"Begging the general's pardon, but I think you must know something I don't . . . or else you are going to call this thing off, perhaps."

"No, not this time. We will have to take our licks. We simply cannot run away from this one. The enemy has outmaneuvered us after all our successes yesterday. It looks like they might be under new, inspired leadership. We must crush this bold attack or forfeit all we have gained these past few months. We *will* fight.".

When he put it like that, I was glad it was not my responsibility to lead so many men into such a desperate battle. So many lives at stake. So little time to think the matter out. I had to wonder how much we were all driven by events; how much control did any of us really have over our destinies in this contrived existence called War?

All such thoughts put aside, we were mounting up once again to make our next (for many, certainly the last) ride into combat. Then we were off and running at full speed across the open desert. There was not much of the night remaining, and for this I was thankful. If we were destined to face the enemy at dawn, I didn't much care for any extra hours to dwell on the matter. I let one of the crew members handle our trek; I wanted a bit of rest, to clear my head for the coming battle.

We rode into the rising sun in two columns. At a range of 2000 meters, after several of the enemy had foolishly opened up on us, we split the force. Erwin led the column to the right and I was in the one on our left. As instructed, we did not stop to fire at the enemy until we progressed far enough to have targets in our sights which were not obscured by the sun. In this manner, our column on the left flank engaged enemy tanks on the right, while Erwin's group on the right engaged those enemy on the left immediately in front of me. The unfortunate thing about all this was that the enemy were not so hindered by the rising sun, and were piling up casualty points on us as they were effectively able to engage targets at closer range than we could.

However, the nearer we came, the easier our task became—and it was immediate apparent the enemy were on the horns of a dilemma. Those in our immediate front, who were taking fire from Erwin on the right, had swung their frontal armor around to face him; and the same went for those enemy on the right. So, when we came crashing through what should have been the enemy flank, due to the positioning of his tanks in that locale we, in effect, were in his *rear*. Those poor tankers who remained in their current facing took rear shots from us, and any who spun to engage us took rear shots from Erwin, admittedly still at long range but also still Acquired by the few stationary and immobilized MkIIIs on that flank. The result was a wild melee in which we initially held great advantage and began scoring many kills, which was fortunate since our own losses during that head-on dash at the enemy had cost us dearly.

But we still outnumbered the enemy and wielded overall armor and armament superiority. This combination, brought to bear once again by Erwin's splendid tactics which always seemed to deliver us at the point of decision in every battle, forced the enemy to withdraw. Precious few of them escaped, and those only because Erwin was more interested in continuing on to save our fuel dump to guarantee its survival.

My exploits with the general are now among my most memorable campaigns. To watch and learn how one is able to conquer the uncertain, the new and seemingly unsolvable mystery of the desert war is a lesson I have not failed to recall upon many subsequent occasions. That a man can work his way past such obstacles which even the earth and the elements hurl in his path, to even use these to his own advantage, trusting only to his experience, his intellect and his courage, and to conquer these as well as his enemies, is knowledge I shall carry as a maxim to my grave.

But long before that cold, damp pit greets me, I shall spend many joyous days in the desert expanding upon my newfound experience. I have already grown to enjoy this war in the barren wasteland, perhaps even more so than amidst the trees and city clutter of my past European adventures. Out here a man is a man, and everyone can tell for miles. There is no place for cowering behind a cluster of trees or for springing out to ambush the enemy from some cover. There is no flitting from blind hex to blind hex for those tankers who cowardly fear the enemy guns more than they feel confidence in their own ability to withstand punishment. Now they live by the "Code of the Western Desert" and fight in a landscape where the only security is one's own ability to thrust and parry, to dish it out and to take it. The dead and the wrecks of their comrades may well lead the way to battle—but it will be a battle of honor, one of challenge and acceptance, of laying your cards on the table and daring the enemy to beat you, a return to past conflicts when at least some amount of integrity crept into the madness of war.

As we turned our tanks to depart for home, I noticed a hefty tan-colored box protruding from underneath Herr Rommel's field jacket. It looked like a photograph of a Matilda tank with several British infantry depicted on the cover. I radioed the general, "Excuse me Herr General, but isn't that a new module I see?"

"Why, yes it is," came his somewhat surprised response as he deftly tucked the package back inside his jacket.

"Pardon me, but where might I get a copy?"

"Why, any of the finer hobby shops, or by direct mail from headquarters like always," he replied sheepishly.

Well, so much for legends. And to think I nearly died out here thinking I had to learn this desert warfare the hard way! I was already putting through a call to headquarters, *MasterRaceCard* in hand, to place my order immediately. I ordered an extra set of unmounted mapsheets as usual, for magnetic use inside the tank. Can you believe that I even heard rumors that those goofs back home are actually working on some sort of special coating for the insides of our tanks to make them nonmagnetic in order to prevent us poor tankers from playing the game? It's like they don't want anyone but the GENERALs to understand this war.

Well, I knew better. Once I got my hands on those new specifications, I would master this desert war—Rommel or no Rommel. Let him fool everyone else; I'll pick it up on my own and then come back to next year's tournament and challenge him. Oh how I loved it! I loved the new terrain, the new nationality to challenge (I even hear that the Italians are about to show up down here), all that new information on British vehicles. Erwin was starting to look sick. Ha, ha. I'll bet he's going to feign another serious illness to fly home to gain the freedom to pour over the rules again. He's worried; I know he is. He'll go home and try to work out some new tactics, but I'll be out here living them. He's cooked and he knows it. I bet I can get in ten scenarios a month—no, make that twenty! He'll never catch up. He'll never realize that "the game's the thing."

So it was with a newfound awareness that I drove off into the desert. Enemy aircraft might zero in on me, their artillery might bombard me and their infantry might close assault me. Who cares? I was riding on a cloud. I had the latest module on its way to my tank hatch at this very moment. No doubt it was already enroute via UPS (*Untermensch Parcel Service*) crossing the Mediterranean. The days ahead glistened; my future was secure.

THE SQUAD LEADER'S GENERAL

Together with the *ASL Annual*, the following articles comprise the growing body of literature on the system to date. All have appeared in recent issues of The *GENERAL* (available for $4.00 each plus 10% shipping direct from Avalon Hill). For each, the entry gives: title, author, issue, type, pages. Type of article is indicated by a letter-code: A=analysis; D=design; P=play; SR=series replay; V=variant. Too, many scenarios—both remakes and originals—have seen print in our pages (see the "Chronology of War" elsewhere in this issue). Future issues of The *GENERAL* will continue our tradition of coverage for the expanding system, with the upcoming Vol. 25, #6 featuring *WEST OF ALAMEIN*.

Assault on Round Top (Charles Kibler) Vol. 22, #5 (V) 42-44.

First Impressions: Infantry Training (Robert Medrow) Vol. 22, #6 (A) 5-14, 16.

Squad Leader Clinic: "I Met My Old Lover . . . (Jon Mishcon) Vol. 22, #6 (P) 15-16.

Design Analysis (Don Greenwood) Vol. 22, #6 (D) 17-18.

First Impressions: Armor Training (Robert Medrow) Vol. 23, #2 (A) 5-15.

Squad Leader Clinic: Point Defense (Jon Mishcon) Vol. 23, #2 (P) 16-17.

Series Replay, ASL Scenario 8 (Don Chappell, Jim Blick, Charles Kibler) Vol. 23, #2 (SR) 18-24, 43.

Squad Leader Clinic: Reserves (Jon Mishcon) Vol. 23, #3 (P) 21-22.

Series Replay, ASL Scenario 8 (Don Chappell, Jim Blick, Charles Kibler) Vol. 23, #3 (SR) 30-36. *[Cont'd from previous issue]*

Squad Leader Clinic: How to Kill Tigers (Jon Mishcon) Vol. 23, #5 (P) 43-44.

Going All Out (Greg Schmittgens & Charles Kibler) Vol. 24, #1 (V) 5-9.

Series Replay, DASL Scenario 1 (Darryl Burk, Bill Conner, Mark Nixon) Vol. 24, #1 (SR) 10-18.

Squad Leader Clinic: Night Moves (Jon Mishcon) Vol. 24, #1 (P) 19-20.

First Impressions: Offboard Artillery (Robert Medrow) Vol. 24, #2 (A) 5-9.

Series Replay, DASL Scenario 1 (Darryl Burk, Bill Conner, Mark Nixon) Vol. 24, #2 (SR) 10-15. *[Cont'd from previous issue]*

Squad Leader Clinic: 1987 ASL Tournament (Joseph Suchar) Vol. 24, #2 (P) 16-17.

ASL Armor Studies (Lorrin Bird) Vol. 24, #4 (V) 23-25.

Squad Leader Clinic: Armed & Armored Halftracks (Jon Mishcon) Vol. 24, #4 (P) 43-44.

Squad Leader Clinic: No Hollow Threat (Jon Mishcon) Vol. 24, #6 (P) 25-26.

Coming Attractions: The Last Hurrah (Rex A. Martin) Vol. 25, #1 (D) 51, 55.

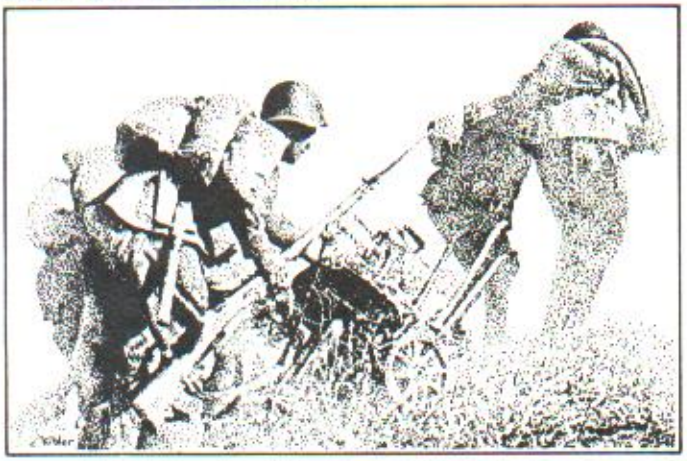
Squad Leader Clinic: Achtung Minen! (Jon Mishcon) Vol. 25, #2 (P) 47-48.

Squad Leader Clinic: Guns versus Tanks (Jon Mishcon) Vol. 25, #3 (P) 27-28.

Subscriptions to the bi-monthly, 64-page *GENERAL* are $15.00 for one year; $24.00 for two years. (Canadian subscribers must add $15.00 to a one-year run and $30 for a two-year run to cover 1st-class postage; overseas, $25 and $48 respectively.) For up-to-date news on releases for the system, info about conventions and changes, calls for playtesters, and the latest scenario, any true ASL-fanatic will want The *GENERAL* on his game shelf.

SLAMMING OF THE DOOR

ASL SCENARIO A7



PANIKOVO FOREST, RUSSIA, 17 August 1941: In order to improve the flow of supplies to the German troops driving on Leningrad, the need for the great "Leningrad Highway" became apparent. A key position on the highway was the Soviet strongpoint prepared at Luga. To take the Luga position, the decision was made to drive past the highway behind Luga and take the strongpoint from the north. One of the actions, as the Germans attempted to roll up the Russian defenses covering the highway, was conducted by the 409th Infantry Regiment. The plan called for a crossing of the Oredezh River and the securing of the village of Panikovo. The river crossing was completed with little enemy resistance. Patrols were sent out, and returned with reports of no sign of the Russians. At 1500 hours the 1st Battalion moved out toward the village. Soon the Germans discovered the reason for the silence. A deadly trap had been laid; Russian infantry came rushing out of the woods along with tanks, striking at the exposed flank of the battalion. In an effort to speed its advance through the heavy forest, the battalion commander had neglected to bring along any anti-tank guns. He had little choice but to form a "hedgehog" and await relief.

VICTORY CONDITIONS: To win, the Russians must gain ≥ 16 Casualty VP. This VP total is increased by a number equal to the turn of entry of the German reinforcements (or by seven if they never enter). Once the German reinforcements have arrived, the Russians win if at the conclusion of any Player Turn they have the necessary number of Casualty VP.

BOARD CONFIGURATION:

BALANCE:

✙ All Russian AFV crews are Inexperienced (D3.45).

★ Exchange one Russian 8-0 for a 9-1.

TURN RECORD CHART

✙ GERMAN Sets Up First [104]	★1① ✙	2②	3③	4③	5③	6③	END
★ RUSSIAN Moves First [115]							

Elements of Bataillon I, Infanterie Regiment 409 [ELR: 4] set up on board 4 in hexes with a coordinate ≥ 3 and ≤ 8 (see SSR 3): {SAN: 4}

10 2

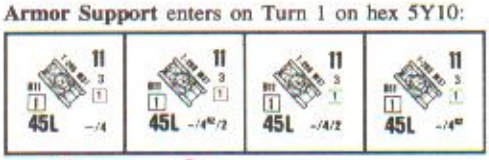
Reinforcements enter as per SSR 4 along the east *or* west edge of any one board:

3

Regimental Elements of XLI Corps, 11th Soviet Army [ELR: 3] set up on board 5: {SAN: 3}

16 2 2

Armor Support enters on Turn 1 on hex 5Y10:



2 2

SPECIAL RULES:

1. EC are Dry, with no wind at start.
2. Grainfields do not exist; treat all such hexes as Open Ground.
3. The German player may initially set up no more than one MMC per hex; SMC/SW may stack freely.
4. The German player must make a dr at the start of each friendly RPh in an attempt to secure his reinforcements. If the dr is ≤ the circled number on the current turn of the Turn Record Track, all AFV must enter in the upcoming MPh.
5. Russian Personnel have MOL capability (A22.6).
6. The Germans receive one module of 80+mm Battalion MTR OBA with Scarce Ammunition.

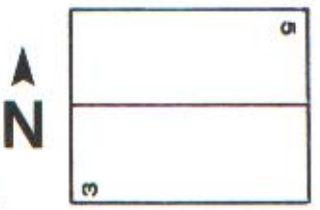
AFTERMATH: Fortunately for the German battalion, the Russian infantry was weak and it was possible to hold them off. Relief came just as resistance was weakening in form of three self-propelled guns. Caught by complete surprise, several of the Russian tanks fell victim to the German SPG. The remaining tanks retreated in fast order. With the boost in morale offered by the AFVs, the remnants of the German battalion soon rallied and routed the now unsupported Russian infantry. The way was clear for the occupation of Panikovo on the following day.

THE AGONY OF DOOM

ASL SCENARIO A8

MUNCHEBERG, GERMANY, 19 April 1945: With the Third Reich in its death throes, the Soviet juggernaut began to pick up speed. The German defense line on the Oder had been broken; one town after another fell to the Russian armies as they advanced on Berlin. Hitler was determined not to fight the final battle in the city itself, but rather on the front of the IX Army. Throwing whatever troops were available into the path of the onrushing hordes, the Germans paid a bitter price for every day's delay. One such instance where heavy fighting occurred was in and around the little town of Muncheberg, where the Germans momentarily mounted a semblance of organized defense. Here, just 20 miles east of the capital, mixed units of the 56th Panzer Corps made a gallant effort to forestall the inexorable advance of the 8th Guards Army.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Russians win immediately by Controlling all multi-hex buildings.

BALANCE:

✙ Add one HMG to the initial German OB.

★ German Turn 2 reinforcements must instead enter on a dr < the current Turn number.

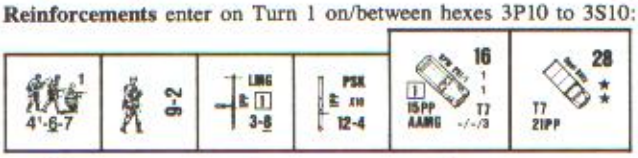
TURN RECORD CHART

✙ GERMAN Sets Up First [71]	★1✙	2✙	3	4	5	6	7	8	9	END
★ RUSSIAN Moves First [127]										

Remnants of Panzer Korps LVI [ELR: 2] set up on board 3 on/west-of hexrow Z: {SAN: 5}

4 7 2

Reinforcements enter on Turn 1 on/between hexes 3P10 to 3S10:



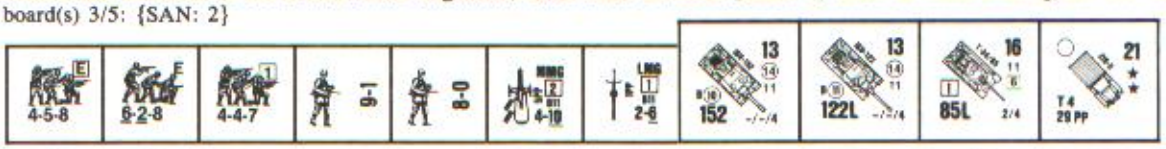
3 2 2

Reinforcements enter on Turn 2 on/between hexes 3A5 to 3K10:

2

★

Reinforced elements of the 242nd Rifle Regiment, 82nd Rifle Division [ELR: 4] enter on Turn 1 along the east edge of board(s) 3/5: {SAN: 2}



4 4 5 2 2 3 2 2 2

SPECIAL RULES:

1. EC are Moist, with no wind at start.

2. All hexes of Hill 547 are considered woods rising from level 0; the outline of these woods conforms to the outline of the printed hill mass. All hexes of Hill 534 are considered level 0. Buildings and other terrain features on these two hill masses exist normally.

3. German AFV may not Bore-Sight.

AFTERMATH: After making initial contact with the eastern perimeter, the Russians moved into the woods to the north from which they dispatched small groups of infantry, tanks and SP Guns in repeated attacks on the village's flank and rear. After some determined street fighting, the German troops were finally driven from the buildings and routed. Muncheberg, like so many other German towns, became one more desolate signpost on the road to Berlin.

THE MEN OF COMPANY A

Due to the publication schedule of the *ASL Annual*, an "Opponents Wanted" section would be impractical. However, in line with our hopes to promote the play of the *SL* and *ASL* systems, we'd like to take some space to acknowledge the many who may one day face you across a gameboard. The following list of potential adversaries has been drawn from recent surveys about the annual, those who wrote expressing interest and offering advice, and the many who playtested the scenarios within these pages. While space and time limitations prevent us from listing full addresses, if in the locale it may be that a quick search through the phone book and a telephone call might bring the reader that most welcome reward in our hobby—a convivial new opponent.

Alabama:
Mitchell Bates, Huntsville
James Booty, Montgomery
Tal Donaldson, Alabaster
Mike Paoletti, Madison
Thomas Ruta, Enterprise
Stephen Sanders, Birmingham
Mike Wolfe, Birmingham

Alaska:
John Merwin, Anchorage

Arizona:
David Chapel, Phoenix
Mark Cooper, Scottsdale
W.T. Flanagan, Kingman
R. Humphreys, Tucson
Donald Lancaster, Tucson
V.P. Ostrander, Mesa
James Perry, Paradise Valley
David Roth, Mesa
Eric Serene, Cottonwood
Bill Shade, Kingman
Randell Tober, Apache Junction
Glenn Vogt, Phoenix

Arkansas:
Michael Arvin, Foreman
C.B. Blackard, Little Rock

California:
G.M. Anderson, Northridge
Douglas Andrews, Laguna Beach
Wesley Backer, Oroville
D. Baldini, Novato
Paul Barker, San Luis Obispo
Ann Bennett, Soquel
Tim Billips, Redlands
Todd Bissell, Concord
D.W. Bowers, Santa Clara
Douglas Burmeister, El Cajon
C.T. Castellana, Seal Beach
Montri Chew, Anaheim
Steve Cooley, Palmdale
Christopher Cooper, Ojai
Robert Corbett, Berkeley
Glenn Couch, Bloomington
Richard Davis, Fremont
L.R. DeSpain, Stanton
Larry Doherty, Santa Rosa
Ronald Fajarit, Bonita
Wayne Fang, Lafayette
William Farooe, Irvine
M.W. Feher, Pebble Beach
Bob Franck, Norco
Martin Gallo, Davis
Eddie Gaul, Palo Verdes
Scott Goehring, Vandenberg AFB
Tom Griffith, Los Angeles
Carl Gruenwald, Vallejo
James A. Hayes, Sacramento
Albert Hsieh, Fountain Valley
Phil Hoefer, Davis
Eric Houlberg, Newbury Park
Tadashi Ishihara, Stockton
Dean Johnson, Vandenberg AFB
Bill Kerr, San Diego
Bruce Klein, Carlsbad
Robert Koeppel, Fort Ord
Tom Lavan, Irvine
Braden Lynch, Danville
J. Mallgres, Whittier
Michael Malone, Redwood City
Craig Means, Pomona
Ray Medine, Riverside
David Myers, Irvine
Robert Orf, San Bernadino
George Pavlath, Thousand Oaks
Todd Polvado, Fresno
Paul Popejoy, Claremont
Bob Proctor, San Rafael
Guy Raymaker, San Francisco
Oscar D. Rios, Napa
Jason Robert, Northridge
Mark Ruggiero, Sacramento
Joe Schieno, Costa Mesa
Bill Shoemaker, Redding
Mike Stalker, Rancho Cordova
Tim Staples, Long Beach
Mike Stoker, Stockton
Dan Sullivan, Mount View
Fred Timm, Santa Clara
David van Steenburgh, Pacific Grove
B. Vriages, San Diego
Loren Warbous, Oakland
Christopher Ward, Santa Clara
Chris Weisetz, Mojave
Chris Wilkin, Novato
Stephen Wilson, Berkeley

Colorado:
Dave Bass, Estes Park
Steve Chabin, Lakewood
David Gross, Littleton
J.M. Hayes, Longmont
Donna Huntington, Colorado Springs
Dan Jones, Boulder
Anthony Lobato, Center
David Ravetti, Colorado Springs
James Ricketson, Fort Collins
Larmie Shinnick, Colorado Springs
Richard Warren, Littleton

Connecticut:
Terry Baney, Waterbury
Dana Kaufmann, Danbury
R. Laforte, Bridgeport
Richard Lewis, Woodbridge
Brian Mulvihill, Ridgefield
Martin Sample, New Canaan
Jeffery Shaw, East Lynne

Delaware:
Michael Phillips, Wilmington

District of Columbia:
Raymond Angelo, Washington

Florida:
Rene Absher, Clearwater
Steven Baker, Cape Coral
Gregory Barsoess, Pensacola
Michael Faulkner, Dover
M.E. Hauk, Pensacola
C. Kent Henson, Winter Park
Joe Herbert, Orlando
Steve Ives, Largo
Harry Meyer, Tampa
Richard L. Paris, Orlando
Walter Pietrowski, Pinellas Park
Craig Posey, Daytona Beach
Michael Ramos, Satellite Beach
Vincent Safuto, Lakeworth
C. Schoewe, Holiday
David Taylor, Winter Park
Wade Tweitmann, Hawthorne

Georgia:
Joe Creaney, Fort Gordon
John Faris, Lithonia
E. Reid Garrett, Atlanta
Daniel Luckie, Fort Benning
J.W. Williams, Dublin

Hawaii:
James Pellegrino, Honolulu

Idaho:
Todd Campbell, Boise
M. Emrick, Lewiston
Gerard Kelly, Ketchum
Tony Perkins, Moscow

Illinois:
Robert Banozic, Chicago
Mark Burkhardt, Hazel Crest
Mark Cook, Winfield
Bill Dettmers, East Alton
James Doughan, Chicago
Raymond Gersich, Joliet
Donald Henry, Elgin
Scott Holst, Chicago
Dieter Kempf, Skokie
David Kleinschmidt, Palatine
Keith Larson, Fulton
Phillip Lesniak, Chicago
R. Letkiewicz, Hoffman Estates
Dave McLee, Rockford
Paul D. Nelson, Northbrook
Scott Olson, Hoffman Estates
Lester Pittma, Granite
Dave Prasse, Freeport
Christopher Prysock, Chicago
Paul Rosengrant, Dunlap
Michael Skowera, Granville
H. Sylvester, Hinsdale
Louie Tokarz, Chicago Ridge
Rudolfo J. Uhr, Schaumburg
Jim Waterhouse, Walnut
Tom Willcockson, Chicago

Indiana:
Jeffery Dickerson, Indianapolis
Kirk Freeman, Indianapolis
Robert Gehring, Fort Wayne
Bryan Jenkins, Jeffersonville
James Lutz, Fort Wayne
R. Roberts, Fort Wayne
Doug Smith, Washington
Scott Tomasic, Hobart
Richard Vangampler, Evansville

Iowa:
Walden Paige, Garwin
Tom Storey, Zearing
M. Taylor, Council Bluffs

Kansas:
Preston Fairley, Overland Park
John Malone, Paola
Frank Oliver, Wichita
Shawn Ruhlman, Wichita
Greg Schmittgens, Wichita
D. Verbanic, Kansas City

Kentucky:
Roger Barlow, Lebanon
James Collier, Lexington
Frank Williams, Louisville
Larry Winslow, Louisville

Louisiana:
M. Bradley, Winnsboro
Bo Cribbs, Bush
Mark Drake, Harahan
Alvin Gordon, New Orleans
William K. Hawkins, Lafayette
Richard Hudson, Lafayette
Henry Lyons, St. Martinville
Andrew Maly, Fort Polk
C. Allen Martin, Baton Rouge
Keith Martin, Lafayette
Richard Tucker, Metarie

Maine:
Mark P. Cotter, Livermore Falls
Robert S. Gamez, Freeport
Scott Ramsdell, South Lebanon

Maryland:
Woody Davis, Hanover
Roger Estep, Gaithersburg
O. Lee Ewing, Bethesda
Charles Goetz, Baltimore
Robert Herr, Hagerstown
Edward Kraska, Glen Burnie
Daniel Leader, New Carrollton
Richard Long, Laurel
Dean Mitchell, Hollywood
Richard Pell, Columbia
David Polinger, Potomac
Matt Schreck, Westminister
Andy Shore, Silver Spring
James W. Thomas, La Vale

Massachusetts:
Glenn Coffill, Palmer
Richard Crowe, Shirley
Donald Gagnon, Fall River
William Glaser, Springfield
N. Gonzalez, Boston
Eric Goodchild, Shelbrne
Michael Hunger, Lynn
Tim Kelly, East Milton
Frank Lavdie, Cambridge
Thomas Morin, Florence
James Ormond, Uxbridge
Wendell Presbrey, East Taunton
Vic Provost, Chicopee
Scott Romanoski, Wilmington
Michael Sakowich, North Easton
J.O. Seamon, Allston
Michael Shannon, Reading
Andrew Wyllie, Roslindale

Michigan:
Mitchell Balicki, Utica
Douglas Bleyaert, Newport
Rick Conner, Melvindale
Mike Dorn, Alpena
Donald Garlit, Redford
Michael Gebolys, Trenton
Richard Horn, Sterling Heights
Peter Majask, Saginaw
A.R. Mobowitsch, Sanford
David Peto, Lansing
Michael Pipis, Monroe
Kurt Romig, East Lansing
Bob Safin, Grayling
David Stephenson, Wyoming
Joseph Totten, Carleton
S. Vance, Battle Creek
J.T. Walsh, Ann Arbor
Bill Watts, Hemlock
Karlton Weber, Rochester Hills
Richard Woltersom, Traverse
Michael Zaborowski, Newport

Minnesota:
Mark Adkins, Minneapolis
Christopher Bock, Circle Pines
George Calebaugh, Brooklyn Park
Richard Eichenlaub, Eden Prairie
Douglas Flicek, Anoka
Troy Gray, Brooklyn Park
Jay Kaufman, Moorhead
Bryon Lukowicz, Hastings
Jim Mitchell, Champlin
Steven Thoe, Columbia Heights
Launcelot Weber, Edina
Douglas Wersal, Minneapolis

Mississippi:
Gene Bordeaux, Booneville
Lee Fordyce, Columbia
Richard Lieding, Jackson

Missouri:
Joe Barber, Cape Girardeau
Edward Caswell, Knob Noster
R.W. Duncan, Columbia
D. Green, St. James
Rich Jennings, St. Ann
Charles Lewis, Perryville
Robert Nansteel, Valley Park
Vince Rapini, St. Louis
Tim Robinson, Cuba
Brian Winkeler, Fenton

Montana:
Frank Calcagno, Billings
W.C. Watt, Missoula
David Wright, Helena

Nebraska:
Richard Crow, Kimball
Dan Kahler, Lincoln
Andy Mazur, La Vista
Samuel Nazario, Omaha
Nathan Wegener, McCook
Joe Weyeneth, Danbury

Nevada:
John Muije, Las Vegas
David White, Reno

New Hampshire:
John Holden, Andover
Jon Misbcon, Andover
John Richards, New Ipswich
Derek Trudelle, Keene

New Jersey:
Alan Belkin, Livingston
Raymond Bermundez, Hoboken
Peter Biscardi, Sussex
Tony Cacciopuoti, West Milford
Andrea Cantatore, Harrington Park
Peter Couch, Bergenfield
C. Dawson, Morristown
Daniel Filkohazi, Piscataway
W.D. Fischer, Turnersville
Gradie Frederick, North Plainfield
Steven Graham, Randolph
Robert Kelley, Jackson
Ken Kloby, Hackensack
Michael Laverty, Union City
Francis Lovett, Hopewell
Robert MacCarey, Tinton Falls
J. Malaska, Ocean Township
R. Neil Moran, Ocean Township
Gerard Quinn, Forked River
Dario Romano, Ridgefield
Brian Sielski, Paterson
Richard Simakowicz, Clifton
John Trosky, Jersey City
W.P. Wiesing, Toms River

New Mexico:
Tim Benjamin, Los Alamos
William Bloch, Las Cruces

New York:
Richard Albert, Massapequa Park
Ken Baron, New York City
Jay Bauer, Williamsville
Frank Bellantoni, Rocky Point
Lorrin Bird, Ballston Lake
Ted Bleck, Farmington
James Brannick, Peekskill
Scott Cameron, Hicksville
John Caccioppoli, Ridgewood
Joseph Castiglia, West Seneca
Eric Durr, Troy
Clifton Duval, Star Lake
Frank Faconti, Brooklyn
Alan Freedman, Rochester
Robert Fusani, Alden
Allan Jarvie, Rochester
Joseph Joyce, New York City
Nicholas Kabir, Wallkill
Philip Lohre, Albany
Robert Lynch, Ravena
Dale Meerdink, Rome
John Mistretta, Brooklyn
Tom Parker, Geneva
David Phelan, Brocktondale
Chris Poulos, Ridgewood
Jed Roach, Ithaca
W.R. Sanders, Wallkill
Michael Scano, Hye Park
P.C. Shelmandise, Amsterdam
John Sofinski, Oswego
T.G. Spirito, Afton
Michael Stachowski, Colden
Frank Stolte, Lancaster
John Tryon, Barneveld
George Wade, Appalachin

North Carolina:
David Alexander, Burlington
Andrew Cross, Fort Bragg
Tim Headley, Camp Lejeune
Richard Henning, Winston-Salem
John Herrick, Charlotte
Alan Lipka, Hickory
Michael Metcalf, Raleigh
David Stephens, East Bend
Steve Treatman, Spring Lake
Don Tyson, Charlotte
Bryan Van Nortwick, Raleigh

North Dakota:
William Fleming, Dickinson
James Hagen, Northwood
Dale E. Miles, Minot

Ohio:
Eric Allshouse, Youngstown
Charles Bainter, Kettering
Harry Black, Defiance
James Bucher, Wooster
Stephen Clark, Whitehall
Virgil Collins, Akron
Roger F. Deal, Columbus
Steve Graber, Streetsboro
D. Hall, Cleveland
Thomas Hannen, Beavercreek
Nobuya Higashiyama, Worthington
Bill Jelinek, Columbus
George L. Kemp, Bowling Green
George Kopittke, Loveland
Timothy Kriner, Alliance
John Krywokulsky, Oberlin
David Miller, Centerville
Pat Nicely, Toledo
Mark C. Nixon, Lyndhurst
Kurt Nordquest, Ashtabula
John M. Pirman, Mansfield
Terry Rastetter, Alliance
Tim Rausch, Napoleon
George Sauer, Circleville
Bill Sisler, Cleveland
George Soika, Oxford
Kenneth Stine, Toledo
John Szpylka, Columbus
Rick Troha, North Olmsted
Ken Valvoda, Hinckley
Rob Zeller, Toledo

Oregon:
R.E. Albertson, Springfield
Jonathon Barlow, Cave Junction
Dade Cariaga, Klamath Falls
N. Michel Griffin, Grants Pass
Dean Halley, Hillsboro
Jeff Israelson, Eugene
Tom Jones, Portland
Rick Mathews, Portland
John Ockelmann, Eugene
F. Scott Payne, Portland
Steven P. Smith, Tualatin

Pennsylvania:
George Bachmann, Stroudsburg
Michael Balsai, Philadelphia
Robert Bassin, Hanover
Scott Beaudway, Arona
Luke Bergstroen, Greensburg
Ron Burgess, Gettysburg
W.A. Carmack, Lyndora
Keith Eshelman, Womelsdorf
Scott Eveland, Berwick
Ron Fedin, Coraopolis
Mark Hickernell, Swarthmore
Eric Jahn, Pittsburgh
Henry W. Jones, Coraopolis
Jeff Kimmel, Sharon Hill
Steven List, Levittown
Robert Mandes, Warminster
Earl McDannell, Levittown
Kevin Meyer, Palmyra
Jeff Miller, Clark Summitt
Mike Phelps, Mifflinburg
Jeff Seiken, Philadelphia
C. Silverstein, Pittsburgh
Peter A. Villas, Broomall
Jim Vroom, Bensalem
James Werbaneth, Allison Park
Mike Zabrosky, Loretto
Joseph Zajac, Wescosville

Rhode Island:
G. Bryant Ogden, Cumberland

South Carolina:
Bart Brodowski, Spartanburg
George Curtiss, Charleston
Kevin Taylor, Laurel
Bay Frank Tozier, Summerville

South Dakota:
Bruce Rinehart, Bridgewater
Daryl Rothchild, Delmont
Richard Wheaton, Belle Fouche

Tennessee:
Jim Burnett, Clinton
John Faris, Collegedale
Tim Greene, Morristown
Roger Hyman, Powell
Ronald Kehir, Antioch
Jack Purciful, Knoxville
David Sandidge, Kingsport

Texas:
James Atkins, Friendswood
Jim Blick, Grand Prairie
Harvey Grove, Lufkin
Michael Hackett, Austin
Ricky Hamel, Sherman
Monroe Hardin, Fort Worth
J. Allen Hill, Austin
R.C. Hill, Port Isabel
Tim Kelly, Spring
Donald Lazov, Fort Bliss
Wesley McCoy, Georgetown
Thomas Mooo, Tyler
Jed Moss, Odessa
Ed Mott, Copperas Cove
Kenneth Oates, Weslaco
Erick Perales, San Antonio
Dan Perrine, Orange
David Pickert, Austin
David Silva, Harker Heights
Clifton Smiley, El Paso
Jim Tarsi, Austin
Phillip Thomas, Austin
Paul Thomasson, Mabank
Jimmy Thompson, Carrollton
John Vasut, Waco
John B. Williams, Carthage
Edwin Youngstrom, Abilene

Utah:
David Bradbury, West Jordan
Christopher Call, Provo
David Kirk, Salt Lake City

Vermont:
Patrick Black, St. Johnsbury
Mark Brownell, Castleton
D.C. Fairbrother, Newport
Dana van Horn, South Burlington

Virginia:
David Bieksza, Falls Church
Christopher Bogese, Petersburg
Keywood Cheves, Charlottesville
Jon S. Cleaves, Springfield
Joe Devine, Hampton
Jay Dragonetti, Reston
William Edwards, Richmond
Don Eyres, Virginia Beach
Fred Gosnell, Vienna
Gordon Gulick, Virginia Beach
Joe Jackson, Hampton
Chris Lank, Danville
David Mayo, Urbanna
Jacob Merciez, Norfolk
Richard Miller, Petersburg
Sam Mustafa, Richmond
Larry Nourse, Warrenton
David Porter, Dale City
Robert Scogin, Stafford
Burke Smith, Fairfax
J. Stadick, Alexandria
H. James Toland, Arlington
Sam Watson, Herndon
Jon R. Zug, Arlington

Washington:
Steve Bean, Bellevue
Steve Borchard, Spokane
S. Burns, Federal Way
Burt Clothier, Tacoma
Michael Daniele, Centralia
Mark Frederick, Seattle
David Lamb, Edmonds
William Nace, Mountlake Terrace
J.L. Princevalle, Bellevue
James Roche, Tacoma
Greg Rogers, Seattle
Keith Siverson, Seattle
William VanMeer, Puyallup
Craig Vincent, Seattle
James Wolf, Seattle

West Virginia:
Tim Clifford, Summersville
Lloyd Richards, Martinsburg
Chris White, Cross Lanes

Wisconsin:
Alan Bargender, Mosinee
Eric Bates, Baraboo
Kyle Curle, Arwcwna Point
Kenneth Hampshire, Kenosha
Tom Moeller, Milwaukee
William Niebling, Lake Geneva
Ryan Schabow, Sussex
P. Strand, Green Bay
Karl Vosswinkel, Milwaukee
A.R. Walters, Plover

Wyoming:
Bob Gorden, Cheyenne

Canada:
Frank Appel
Grand Centre, Alberta
Les Bains
Scarborough, Ontario
Stephen Beney
Mississauga, Ontario
Gerald Brienza
Kitchner, Ontario
J.E. Dionne
Calgary, Alberta
Jason Doell
Saskatoon, Saskatchewan
P. Everitt
Pembroke, Ontario
Jean Foisy
Sherbrooke, Quebec
Thomas Frederick
Stoney Creek, Ontario
T. Ian Groves
Edmonton, Alberta
Shaughn Haines
Sault Ste. Marie, Ontario
R.K. Hanker
Vancouver, British Columbia
Tom Henderson
St. Fredericton, New Brunswick
Martin Hubley
Halifax, Nova Scotia
P. Jeffery
Victoria, British Columbia
Robert Lesco
Bramalea, Ontario
V.P. Lewington
DeBeat, Nova Scotia
Michael Magnan
St. Paul, Alberta
Karl Messer
St. John, New Brunswick
Jacques Paradis
Boisbriand, Quebec
B. Charles Pflanz
Ottawa, Ontario
M. Louis Picard
Ste. Genevieve, Quebec
R. Purdy
Deep Brook, Nova Scotia
Gord Reid
Oshawa, Ontario
Michael Rodgers
Pierrefonds, Quebec
Charles Sheldon
Kemptville, Ontario
Patrick Sorretino
Mount Royal, Quebec
G.G. Storozuk
Dauphin, Manitoba
Bill Wales
Kitchener, Ontario
Stewart Walker
Espanola, Ontario
Jason Wiebe
Regina, Saskatchewan
Bruce Wilson
Munster, Ontario
Kenneth Young
Ottawa, Ontario

Foreign:
Goran Ahlstrom
Linkoping, Sweden
Pete Bartlam
Milan, Italy
Fergus Bastoc
York, UK
Yves Baulte
Brussels, Belgium
N. Coombes
Gwynedd, UK
Dirk Dahmann
Bochum, West Germany
Rick DaSilva
London, UK
Pablo Dulalia
Manila, Philippines
Patrick Dulvieux
Brussels, Belgium
Iain M. Elliot
Munich, West Germany
John Evans
Edinburgh, UK
Federico Finkel
Madrid, Spain
Alfredo Giaroni
Varese, Italy
Herbert Gratz
Vienna, Austria
Volker Hecht
Braunschweig, West Germany
Andrew F. Holland
Geneva, Switzerland
P. Hopland
Wagerberg, Netherlands
Gerry Hopstaken
Best, Netherlands
P.A. Koerner
Duisburg, West Germany
Ian H. Lawrie
Ayr, UK
Phillip Leonard
Brussels, Belgium
Rian van Meeteren
Degstgeest, Netherlands
Slawomir Mrozek
Paris, France
Robert Oleson
Havik, Norway
David Payne
Burgess Hill, UK
Flavio Polito
Rome, Italy
Chris Riches
Holbury, UK
K.B. Rolfe
Norfolk, UK
Cl. Scref
Brussels, Belgium
Paolo Selva
Rome, Italy
R.J. Smith
Harare, Zimbabwe
Kelly Speelman
Jeddah, Saudia Arabia
Mathias Stobbe
Berlin, West Germany
Hakon Sveinsson
Harduhrammur, Iceland
Friedrich Tichy
Vienna, Austria
Christian Unmack
Falsterbo, Sweden
Van Wassenhove
Brussels, Belgium
Richard Webb
Haywards Heath, UK

For those wishing a more sure manner of locating an opponent, the "Opponent's Wanted" ads in The *GENERAL* provide the perfect forum. For the modest cost of $.50 (uncancelled stamps acceptable) for each appearance, these ads should include the name, address (phone number if desired), and scenarios/modules played by the *SL/ASL* fanatic. "For Sale" ads are not accepted.

MIDNIGHT MASSACRE

ASL SCENARIO A9

VICTORY CONDITIONS: The German player must Control (with a Good Order MMC) every Pillbox at scenario end.

UTTFELD, GERMANY, 15 September 1944: The "Siegfried Line" was proving just as tough to crack as everyone had feared. The 28th Division was the first American unit to be ordered to tackle this formidable obstacle, an honor its men would rather have left to someone else. Progress was slow and costly, and often strayed from plan. In order to close an unexpected gap between two battalions, Company F of the 110th Infantry Regiment cleared out a small grouping of pillboxes in the late afternoon of September 14th. The last pillbox fell just as darkness arrived. The weary men settled down around the pitted and scarred pillboxes, hoping to spend a quiet night. But just after midnight, the sound of approaching tracked vehicles brought everyone awake.

BOARD CONFIGURATION:

(only hexrows Q-GG are playable on each board)

BALANCE:

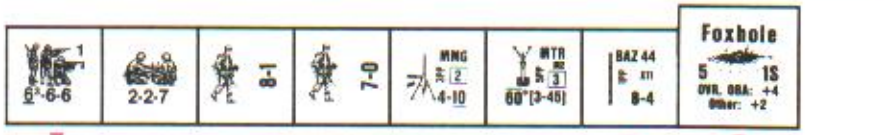
✚ Initial Base NVR is 2.

☆ Do not lower U.S. exponent when checking for WP.

TURN RECORD CHART

☆ AMERICAN Sets Up First	1	2	3	4	5	6	7	END
✚ GERMAN Moves First								

Company F, 110th Infantry Regiment [ELR: 3] sets up on/northwest-of diagonal hexrow 17Q10-18GG8: {SAN: 4}



(18T3, CA: S4-T4) (18X5, CA: W5-W6) (18Y7, CA: X7-Y8) (18Y6)

Elements of Panzergrenadier Regiment 304, Panzer Division 2 [ELR: 2] set up on board 17 in hexes numbered ≤ 8: {SAN: 2}

SPECIAL RULES:

1. EC are Moderate, with no wind at start.

2. Night Rules are in effect. The initial Base NVR is three hexes with no Cloud Cover and no Moon, The American is the Scenario Defender (E1.2); the German is the Scenario Attacker. The Majority Squad Type of both OBs is Normal.

3. Bore Sighting is NA.

AFTERMATH: The newly-reconstituted 304th Panzergrenadier Regiment of the 2nd Panzer had been called upon to counterattack, and given some special support in the form of flamethrower-armed halftracks. Overrunning the American pickets, the Germans were among the positions of the company almost before all were awake. Company F's radio was defective, capable of sending but not of receiving. Only one desperate message was transmitted to nearby units: "King Sugar to anybody. King Sugar to anybody. Help! We are having a counterattack—tanks, infantry, flamethrowers!" But with the radio unable to receive, no artillery support could be offered and the regimental CO could not get more information on the enemy force. Before any help could arrive, the action had subsided. The men of Company F had been slaughtered, most in their foxholes; only a few had survived to flee to tell, in disjointed detail, what had happened.

MAN AND SUPERMAN

Utilization of Russian Manpower and Material in ASL

By Craig F. Posey

Twenty-five million dead; 31850 factories and 13000 railway bridges and 137000 tractors and 49000 combines destroyed. In the German-occupied areas, the numbers of workers were reduced by over 80% and industrial plants by 87%. The Soviet census of 1959 indicated a decline in population on the order of forty million people. A comparison with their 1939 census shows that, for that portion of the Soviet population aged 16 to 49 in the earlier and shifted for 20 years, there was a decrease of 28,127,000 people. There was not only the direct losses of World War II, given the shortfall of 40 million in 1959, there is an additional loss of 15 million unborn children.

By 0100 Sunday, 22 June 1941, the Brandenburg Regiment had infiltrated behind Soviet lines and started a campaign of destruction against Soviet communication and power sources, as well as securing bridges. These were the first acts of a war that would see its end only with the destruction of Berlin and the fall of National Socialism some four years later. Lest we think that the German offensive was not without success, we should note that the Soviet territory occupied contained 40% of the Soviet population, 66% of their heavy industry, 38% of their grain supplies, 30% of all livestock, and caused a drop in Soviet fuel output of 20 million tons! Added to this, the Soviets lost more than half their coal and steel production capacity, virtually all their ball-bearing plants, and approximately half their railroad trackage. To this can be added the approximately 800000 Soviet citizens who would serve in the German army.

With all this against them, by 1945 there were 5.3 million Soviet troops fighting on the Eastern Front out of 19 million men under arms. A force consisting of some 527 Rifle divisions, 302 armored and mechanized brigades, 43 artillery divisions had carried the war into Germany, equipped with 13400 tanks and 16000 aircraft. Some of the material necessary to create this massive force was supplied by the Western Allies. The United States contributed no less than 11 billion dollars worth of supplies to the Soviet cause. (The only problem arising from American aid came in negotiating repayment after the war—the U.S. eventually settling for $800 million. And it should be noted that no payment was ever made.)

The roots of early Soviet defeats and final victory can be traced back to the end of the Napoleonic Wars, but the period of 1917 through 1940 is of more immediate concern for those who play *ASL*. The 15th of January 1918, saw the creation of the "Workers' and Peasants' Red Army", initially composed of some fifty thousand men. As the Civil War raged, Lev Davidovich Bronstein (Leon Trotsky) as Commissar of War oversaw a force that increased to 300000 by the end of 1918 and had reached an establishment of five million by 1920. Lacking trained officers, being forced to rely upon former Czarists, the Revolutionaries learned by experience; these new leaders created a new Soviet military elite. With peace, demobilization became a possibility.

It was not until 1925, with the resignation of Trotsky, that the reduction finally came however. The new program called for a peacetime establishment of 526000 men, organized into 29 infantry and 12 cavalry divisions. In addition, there was to be a territorial militia consisting of 42 infantry and 12 more cavalry divisions. While these reforms were being carried out, attention was also directed elsewhere. Soviet heavy and light artillery manufactured in 1933 was comparable to any in Europe. Its armored force reached a level of 10000 vehicles in 1935, and had increased to 15000 by 1938, while the air establishment rose from 5000 to 10000 planes. Even the quantity of personnel increased with these reforms, reaching a level of two million by 1939.

While the army modernized, the nation's leaders slipped into a state of growing paranoia. With the discovery by Stalin of a plot against the lives of Party leaders by a few officers in the Red Army, some 35 thousand professionals were removed. Numbered among these were many veterans of the Civil War and the old Imperial Army. Promotion to the now-vacant positions was granted to those whose sole claim to experience was their demonstrated loyalty to Stalin. The Red Army had been crippled.

With the diplomatic successes of Germany, it seems that Stalin was willing to sell his nation's cooperation in the coming war to the highest bidder. By 1939, the Soviets were negotiating trade agreements with the French, with the British and with the Germans. It was the Germans who offered the "better deal"—the secret protocol to the Treaty of NonAggression in 1939. Unfortunately for Poland, the failure of the West to buy Soviet cooperation led to its fourth partition and six years of the worst suffering. On 17 September, the Soviet Army marched into Poland "to protect White Russian and Ukranian minorities". While France and Britain opened hostilities against Nazi Germany, both countries seemed to possess the foresight to ignore the Soviet duplicity.

Poland was not to be the only target of Soviet aggression, as the countries of Latvia, Estonia and Lithuania were absorbed into the Soviet Union during the summer. Previous to their final annexation, Soviet troops and bases had been forced upon these countries. Soviet eyes now were directed northwards towards Finland, where diplomatic pressure began to be exerted. But the Finns were uncowed, and these were followed by a premeditated Soviet invasion on 30 November 1939. Throwing approximately 350000 troops in four armies against small Finland, the Red Army was fought to a standstill. Its organization and supply system proved to be abysmal, discipline shaky and its commanders unable or afraid to exert any initiative. Their inability to conclude the war quickly resulted in the reorganization of the command structure and increases in numbers of both men and materials. A final massive, unimaginative offensive launched by the Soviets in early February 1940 finally resulted in a peace settlement with Finland on 13 March. But the casualties and loss of equipment in the Red Army had been enormous.

While the effects of the German-Soviet Non-Aggression Pact upon the minor nations of Eastern Europe are well known, they were not its only victims of course. The Communist International called for a realignment of its parties in the West in support of the political right. While some Communists, notably in France, felt betrayed by Moscow, their treatment by their own governments led them to turn "against the war, sabotage the armaments factories, and sow defeatism in the armed forces . . . "

The fall of France, the settlement of the Balkans question and the elimination of British forces from continental Europe left German armies idle. While some would have considered a partial demobilization, the German leadership cast its forces eastwards. It cannot be said that the Soviets did not receive a certain degree of warning from both their own sources and others. But, while informed, Stalin took minor steps to counter the German threat.

So, once the war broke out, what steps did the Soviets take?

> "We advanced towards the border to meet the Germans. Our scouting detachments operated constantly. There were skirmishes every day. Ours was a fighting reconnaissance . . . "
>
> "Behind the enemy line! . . . I repeat these words to myself, trying to get used to this unexpected situation . . . "
>
> "Good. This is the plan. We are going to make a fighting retreat towards our own lines to rejoin the main body of the Red Army . . ."

If wartime Soviet propaganda (circa 1942) is to be believed, their troops fought on with bravery against all odds. The first four months of the war cost Russia 350000 dead and 728000 missing; add to this those portions of the Soviet populace who greeted the advancing Germans as liberators and a serious situation had arisen for the Soviet leadership.

From this inauspicious start the fruits of Russian victory were to be reaped. Recreating this amazing victory has always been popular with wargamers; in point of fact, TAHGC has offered us five methods of simulating it to date on a strategic scale: *STALINGRAD, THE RUSSIAN CAMPAIGN, RUSSIAN FRONT, HITLER'S WAR* and *THIRD REICH*. While these games achieve their goals to a greater or lesser extent, only the *SQUAD LEADER/ADVANCED SQUAD LEADER* system allows a thorough study of the tactical situation on the Eastern Front. An earlier attempt, excellent in its day but now dated, *PANZERBLITZ* has found itself superceded by a system that has grown and matured for over a decade now. What I wish to address then, is the role of the Soviets in the *ASL* system and the changes wrought in the cardboard Soviet forces since the inception of *SQUAD LEADER*.

LEADERS AND LEADERSHIP

We have already touched on the fear that the purges of the late thirties caused in the Soviet officer corps, stifling their creativity and forcing them to "follow the book". Yet the reverses of the Finnish conflict caused the Soviet leadership to rehabilitate many of those purged officers who still survived and bring them back to command. Still, in game terms, the Russian player seems to always suffer a shortfall in leaders and leadership modifiers. In the initial *SL* scenarios, the Soviet player averaged only one leader for every 8.47 squads, with an average modifier of only −0.58. Similar statistics for the German player for the same scenarios renders one leader per 3.11 squads with an equivalent modifier of −1.19. From this it becomes apparent that the average Soviet leader is only 48.7% as effective as his German counterpart and only appears 36.7% as often.

Has *ASL* altered this situation? In the *BEYOND VALOR* scenarios (ASL 1-10, minus 7 and 9) the average turns out to be one Russian leader for every 4.59 squads. This represents an "improvement" for the Soviet player on the order of 45.8%! As regards leadership modifiers, the Russians have suffered a decline to −0.52—a reduction of 10.3%. As to the German adversaries in *ASL*, the following can be said: one leader per 2.31 squads and a modifier of −0.74. The result is such that in *ASL* the German leadership quantity has improved 25.7%, while their quality has declined some 37.8%. Obviously, the Soviet player has been the winner with regards to percentage change, but still lags far behind the German opponent with regard to real numbers.

ASL saw the introduction of a new leader type: the commissar (represented by either a 9-0 or a 10-0 SMC in the Soviet mix). The history of the commissar stretches back as far as the "Representatives on Mission" of the French revolutionary armies. During the early years of the Russian Revolution and Civil War, the Communist Party, having drafted numerous ex-Imperial officers into its ranks, assigned politically reliable men to supervise these officers—in fact, *all* Russian officers. In essence, this created a dual command structure with, until the mid-thirties, the political commissar being the superior member. The power of the political commissar even extended to strategic command decisions, with him being required to countersign all orders. This situation only began to change when the technological superiority of the army officer began to outweigh the power of the politicians during the mid-years of World War II. While the commissar or political officers assigned to partisan units was often killed, the role for all in units of the Soviet Army became one of indoctrination and morale as the war progressed. It was the responsibility of this official, answerable to higher command and the Party local, to point out to the soldiers the reasons they were to perform certain acts, and in special cases to infuse the unit with loyal Party members who would bolster the unit's morale. The political officer also shared, with the unit's military commander, responsibility for correcting and punishing violations of the many Party rules. While these officers continue to have considerable influence over the military unit, by late 1942 their counter-signature was no longer required for operational orders and they became responsible for the maintenance of morale and the filing of reports.

In keeping with the above, either of the commissar SMC can only be acquired by scenario assignment, or by substitution in scenarios set prior to 1 November 1942. When considering the substitution possibilities, some thought must be given to the merits of the commissar units. The enhanced morale of the 9-0 Political Commissar, as opposed to his 8-0 military counterpart, with the −1 DRM they impart to rallying units, makes this choice somewhat foregone. The option to replace an 8-1 leader with a 10-0 commissar is less so. The −1 modifier of the normal leader unit offsets the morale boost given by the commissar unit and, at the same time, is usable for fire direction purposes. True, the 8-1 is more susceptible to breaking, but other leaders if available can take over its rally attempts and the failure of a MMC to rally when stacked with it does not lead to that unit's reduction. Of course, the immunity of a unit to DM while stacked with a commissar does give it a certain advantage. The decision to replace an 8-1 with the 10-0 then should be based upon whether or not the mission at hand requires fire support or quick rallying.

Once a decision has been made to employ one or both of the political commissars, their proper role must be determined. To some extent, their usage is apparent—the rallying of units. While they can fulfill this task even on the front line, the possibility of their going berserk and disrupting a major offensive or counterattack cannot be discounted. Yet, they should be positioned to take in the greatest possible number of routing, rallyable troops.

As we have determined, the relative effectiveness of Russian leadership, when contrasted with that of their major opponent, is low; but what of another Allied nationality that will be facing the Germans. Using the *YANKS* scenarios, we can determine the following figures for the U.S. forces: one leader for each 3.94 squads and a modifier of −0.53. As can be seen, the Soviet player suffers from a comparative shortfall in the leader/squad ratio. The German still shows his superiority to each of the others in all aspects. Given the initial lack of competency on the part of the Soviet leaders in the early days of the war, we could anticipate their relative modifier position. Thus, each Soviet leader must be safeguarded and his mission assignment adjudged with extreme care.

While the primary mission of all Soviet leaders is rallying, Soviet leader units can be divided into two classes. The first is composed of those units with a negative modifier and a morale of at least "9". Their role is, aside from keeping the troops in line, fire direction. The remainder will find themselves suited primarily for rallying and, occasionally, the direction of onboard and offboard indirect artillery fire (especially, any 6+1 leaders). This second category of leaders will also find, once an enemy position has been softened, that they are the chosen to leade a human wave assault, since their loss will not be irrepairable.

GROUND TROOPS

While not the backbone of the army, its elite forces are, generally, a nation's pride. In the Soviet Union, elite formations won the title "Guards" and were entitled to higher pay scales and better equipment. Guards formations, normally, were used in offensives in which a greater degree of tactical skill was required. Defensively, they tended to be held in reserve, awaiting the chance to deliver a counter-offensive. True, they might find their way to the front during an enemy offensive, but only in emergencies to fill gaps. Losses in Guards divisions were always replaced as promptly as possible. The extent to which the Soviets created these units was such that, by the end of the war, 25% of all infantry, artillery and air units bore the designation of "Guards Division".

Soviet airborne units comprised an elite force, starting with their initial formation in 1930. As early as the 1936 maneuvers, the Soviets demonstrated in the Ukraine their ability to drop 1200 paratroopers and land 5000 airborne soldiers, with all equipment. In 1941, the Soviet Army included twelve first line airborne brigades, far outnumbering those available to any other major power. Still:

> *One fact, however, is established—that in spite of the numerical strength of the Russian airborne troops, and although they were efficient technically, there was not a single large-scale operation carried out by the Russians . . . In view of the quick advance of the German armies, the Russian airborne brigades had been successively thrown into the ground battle and were slowly consumed there . . .*

The third elite category in the Soviet Army harkens back to an earlier age—cavalry. While, from the Western standpoint, this institution might appear archaic, it was well adapted to the terrain situation in vast Russia. When World War II commenced, the Soviet Army included thirty cavalry divisions, a figure that remained constant up through the initial German invasion. By November 1942, the number of such units had risen to 35, and by July 1943 a further six had been added. Still, *ASL* has to some extent de-emphasized this particular arm. In earlier gamettes, as introduced in *CROSS OF IRON*, Soviet cossack/cavalry units were specifically represented by 5-3-7 units and associated horse counters. In *ASL* though, the designation of specific unit types as cavalry has ceased, and a unit need only to possess and be mounted upon a Horse counter to be considered "cavalry". If the Soviet player is awarded or purchases Horse counters, he should think of them as dragoons (mounted infantry)—the task of the Horse counter being to deliver its associated MMC to the front line, where it will dismount and fight afoot.

Within the game, Soviet elite units are represented by 6-2-8 and 4-5-8 squads. The first unit, with its high level of firepower and short effective range, is possibly the most "modern" unit in the game. The use of non-full power ammo in today's armies has led to an alteration in tactics based upon the availability of automatic weapons and "surplus" supplies of ammunition. Soldiers are not trained to "hit" a target but to create an impenetrable zone of fire in their front. In game terms, this puts the 6-2-8 at a very real disadvantage in long-range firefights, but in defending against an assault or conducting one at close quarters they will prove deadly. It is worth noting that in close terrain, such as street fighting, this lack of range becomes of little importance. In open terrain, most players will find the Soviet 4-5-8 elite unit of greater value. Its effective range, though coupled with a drop in firepower, will allow it to compete with all German elite units (excepting perhaps the 8-3-8 assault engineers and 6-5-8 SS units).

As a general observation, the Soviets showed poor unit coordination, did not concentrate on key tactical points, and suffered from inadequate reconnaissance. Still, their utilization of terrain was excellent, and they were superior to their German opponent in forest and night fighting, as well as close combat. With this in mind, we should note that the bulk of the Red Army will be represented by three MMC types: the 4-4-7, 5-2-7 and 4-2-6. The first two are 1st Line units and the latter conscripts.

Even though the Soviets met the Germans with an initial force of some 175 Rifle divisions, the 1941 campaign losses necessitated the use of much improvisation to make up their losses and create new formations. As we have already noted, the Soviets lost over one million men in the first four months of the war; yet the Germans faced 200 Rifle divisions on 1 December 1941. Even accepting that a portion of these units were probably only cadres, where did this numerical growth come from? In most cases, these new forces came straight off the collectives or out of the factories, learning their new trade as the war progressed.

Of the three units, the Soviet player will probably find the 4-4-7 the most useful of the group. The additional firepower factor of the 5-2-7, given the IFT progression, is more than offset by the added effective range of the 4-4-7. If fact, the 4-4-7 is equivalent to the German 4-6-7 in areas where range is four hexes or less, or greater than six hexes. The previously noted preference of the Soviets for close work makes this range adequate. As for the 5-2-7, its short effective range places it in the same position as their 6-2-8, but without its firepower or morale advantages. It must close with the enemy to be effective. The 4-2-6, on the other hand, while less effective than the 4-4-7, is capable of working at the majority of ranges with the 4-4-7 without waste.

The prime advantage of both the 4-4-7 and the 4-2-6 over their German counterparts, though, will generally be one of quantity. It only takes a cursory examination of the unit costs on the National Capabilities Chart (A25) to realize the extent of this quantitative capacity. Summarized, we have this:

	Unit	BPV	Net Value
Soviet	4-4-7	7	2.14
	5-2-7	7	2.00
	4-2-6	4	3.00
German	4-6-7	10	1.70
	4-4-7	7	2.14
	4-3-6	5	2.60

Using the total of all a unit's factors, divided by its BPV, we arrive at a "net value" which indicates its relative worth compared to other units. Thus, the higher the net value of a unit, the more "bangs per buck." With this in mind, we find the German and Soviet 4-4-7 units to be equal, but the German 4-6-7 to be 25.9% more expensive than either. The Soviet 5-2-7's figure shows that it is 7% more expensive than the 4-4-7s, thus slightly less effective. The cost effectiveness reflected in the figures for the Soviet 4-4-7 and 4-2-6 units will make them the predominate units in their force pool.

Other attributes are given to Soviet units to differentiate them from those of other nationalities and to reflect the abilities of the Russian soldier. One aspect most noted by the Germans themselves was the ability of the Soviets to dig in. Given 24 hours, the soldiers of the Red Army could make a position most formidable. German tactical philosophy developed to call for any attack to be launched within that period in response. Historically, the *SQUAD LEADER* series has awarded Russian units a −1 DRM for entrenching attempts, and *ASL* continues this tradition.

Possibly everyone has read of the Soviet habit of giving their troops vodka on the eve of a major offensive, the vodka seeming to instill spirit into their efforts. The ability of the Soviet soldier to perform "rash" acts has always been noted. The "Human Wave" attack, to some extent, incorporates this, but it also simulates their overloading a defense. Sometimes too many targets is just as bad as too few. I would like to point out that this option should only be used against an enemy position that has already been weakened by normal means; as an act of desperation, it could have its uses on the last turn of a scenario.

Some other minor traits which help to define the Soviet soldier, as outlined in the rules manual, include: elimination of unarmed units not attempting to escape (A20.4); detrimental modifiers for Heat of Battle (A15.1); Temporary Crew ability (A21.22) and on the Leader Creation Table (A18.2); their ability to board and ride on AFVs in 1942 (D6.2) a full year before other nationalities.

The average player will find a loss of individual Soviet leaders to be of more importance than their many squads. Their lack of leaders puts them at a disadvantage when it comes to maintaining an offensive. Therefore, the Soviet must replace finesse with a sledgehammer, using mass to batter a way through.

ARTILLERY AND GUNS

During the period of modernization in the thirties, the Soviets did not neglect their artillery. Artillery production rose from 1911 pieces per annum in 1930 to a figure of 3700+ in 1932. By 1935, the Soviet army included 130 artillery regiments in its organization, of which 30 were heavy artillery. At this stage in its development, the Soviets were able to report that one-third of all corps artillery, one-half of all AA units and all of the heavy artillery batteries of the High Command reserve park were mobilized.

Unfortunately, when the Germans struck, vast quantities of artillery were lost. In the Minsk pocket (9 July 1941) alone the Germans captured 1449 guns; the collapse of the Smolensk pocket (19 July) garnered the Germans almost 2000 more pieces. The result of these losses of 1941 reached such proportions that by January 1942, the Red Army could only muster 5900 guns along the entire front. Yet Soviet production continued, primarily of mortars which were cheap and easy to produce. By April 1943, the Soviet arsenal contained 19000 pieces. With this increase in artillery barrels came the introduction into the Soviet army of artillery divisions, 29 being formed by the summer of 1943. By the end of the war, the Soviet forces contained no less that 43 of these higher-level units.

Soviet tactical usage of artillery called for their placement as close as possible to the front when launching an offensive and far to the rear when maintaining a defensive position. Once an assault was decided upon, artillery strength would be brought into the sector, and on the day of the attack a massive barrage would take place—aimed at disrupting the German defenses, but rarely affecting the opposing German artillery positions due to poor fire control. When the Russian troops were ready to "jump off", a pre-planned creeping barrage would lay down a screen for them to advance behind. At points in the screen the barrage would lift, allowing the troops to pour forward while the barrage continued on the flanks. Artillery, used in mass, became one of the mainstays of the Soviet army. During the last days of the war, Soviet usage of artillery reached such proportions that the First Ukrainian Front employed no less than 250 guns per kilometer of frontage.

With regards to the representation of artillery in the *ASL* system, we can subdivide it into two obvious categories: offboard and onboard. Onboard artillery can, itself, be divided into three categories: mortars, field artillery and AT guns. Within the areas of field artillery and AT guns, there will still exist some overlap due to the Soviet manfacture of dual-purpose weapons. Still, I believe that a concensus can be reached with regards to their primary mission assignments.

While each player will have his own favorite weapons in each category, the elimination of my favorite weapon was foretold in *G.I.* The ease with which a leader-assisted crew could load and fire the rails of a Soviet M30 300mm "Katyusha" made them handy, and when accurate very deadly! Yet, even inaccurate, they scared the pants off your German opponent. Unfortunately, they were deemed "inappropriate . . . at this scale". They have now been relegated to the area of offboard artillery, the subject we now need to address.

The size of the offboard artillery available to the Soviet player in a DYO scenario of *ASL* ranges from 70mm to 200mm, with the 200mm batteries being rockets. The BPV expenditure for the Soviet will range from 29 to 105 (for a 105mm battery). During the period 1939 to 1945, the Soviet player will generally find that the average size of his batteries, their cost (and cost per millimeter of firepower) increases as the war continues. There is one exception, as the reader will note below, and that is in the year 1941, which is the most cost-effective of the period:

Year	Average Gun Size	Average Cost	Cost/mm
1939-40	92	46	0.50
1941	90	42	0.47
1942	101	50	0.50
1943	103	61	0.59
1944-45	104	66	0.64

How do the Soviets compare with their German counterparts? As we can determine from the chart below, while the average gun sizes are somewhat similar, with those for the German larger on the average, those of the Soviets are considerably less expensive:

Year	Average Gun Size	Average Cost	Cost/mm
1939-40	97	103	1.07
1941	99	104	1.04
1942	103	105	1.03
1943	109	107	0.97
1944-45	114	102	0.90

The major advantage that the German player will enjoy over the Soviet will be that, as the war goes on, his cost per millimeter drops 15.9% while that of the Soviet increases 28%. Still, even at the end of the war, the average Soviet battery is 36 BPVs cheaper than that of the German, and the gun-size difference does not create a net change in the IFT, since they both fire on the 100+ column of the table.

While the *BEYOND VALOR* and *STREETS OF FIRE* modules tend to be sparing in the assigning of artillery modules to the Soviet forces, those that are granted are 80mm (ASL Scenario #9) and 120mm (DASL Scenario #5), while those for the

Germans are either 100mm or 105mm modules. Yet, while the expense of a module of artillery will be a major consideration in any DYO scenario (especially as it affects quantity of modules purchased), the prime consideration in purchased and SSR-assigned artillery will be battery access and its adjunct radio contact. While the Soviet modules are cheaper, the German player stands a better chance of getting the maximum use out of his.

The first criterion for the use of purchased or assigned artillery modules is to gain radio contact with the appropriate assigned battery. For the German, contact, while not guaranteed, is a 72.2% possibility in all scenarios. For the Soviet player, the contact value changes with the date, giving them only a 41.7% chance until June 1942, 58.3% through June 1943, before finally reaching the German level after that date. Once contact is made, it must be maintained by rerolling the contact value each subsequent PFPh/DFPh with a −1 (−2 for mortar batteries of 76-82mm) DRM. For the Soviets, this means that the odds of maintaining radio contact are 58.3% (72.2% for mortars), 72.2% (83.3%) and 83.3% (91.7%) for each respective time frame. While the Russians certainly improve through this period of growth, the Germans can use the last figures throughout all scenarios in which they have offboard support.

Once contact is established or maintained, battery access must be achieved. Under the system promulgated in *ASL*, battery access is gained or lost upon the draw of either black or red chits, the quantity of chits assigned for each nationality of each color dictating the likelihood of a player using the available artillery support. For the Soviet player, the chit mix is normally five black and two red (unless adjusted up one black for Plentiful Ammunition or up one red for Scarce supplies). Mr. Robert Medrow's article (Vol. 24, No. 2 of The *GENERAL*) dealing with offboard artillery indicates that during an average game (ten turns) the Soviet player can anticipate getting three FFEs per battery (2.9 for regular artillery and 3.1 for mortars), with a 12-13% chance of getting none. Comparing this with the equivalent German figures and we find that the Soviet offboard artillery is generally 18.9% less effective and 31.6% more likely to not get any FFEs during ten turns of play.

From the Soviet standpoint, though, in a DYO scenario all is not black, for the cost of their modules lets them maintain a parity of sorts with the Germans by purchasing three modules for every two German ones at approximately the same cost. Given the propensity for the Soviet player to launch at least limited offensives or counterattacks in most scenarios, offboard artillery is a viable option for the Soviet player. I believe that, if for no other reason, in most scenarios the placement of a SR (much like an imposing stack of Dummy counters) can cause an enemy to avoid a crucial but weakly-defended area. Sometimes the threat is just as good as the actuality. For a Soviet player on the advance, especially over open terrain, I cannot too strongly recommend the purchasing of a Creeping Barrage (E12.7). The additional 50% cost to the Soviet player will be more than compensated by the fact that it does not require an officer to observe for it, requires no battery access or maintainence dice rolls, and affords the advancing Soviet squads a +2 DRM as a LOS hindrance.

If we, generally, conclude that the usage of offboard artillery by the Soviet player is viable, especially in an assault, what can we conclude about their usage as onboard weapons? As stated earlier, Soviet artillery can be subdivided into three classes, each with its own characteristics, abilities and uses—though with some overlap.

Before I enter into this, though, I must cover the subject of rarity factors and availability as set forth in the DYO chapter (H) of the rules. "Rarity", as defined, runs from a factor of 0.9 to 1.6, with 58.3% encompassed in the range of 0.9 to 1.1; the higher the rarity factor, then, the less likely that the gun will be available for purchase in a DYO scenario. Lucky will be the man who can roll a "2". Within the context of rarity, we can concentrate our discussion upon those weapons most likely to occur (i.e., within this 58.3%) with only minimal digression into the others.

The Soviets possess a mortar arsenal that runs the size gamut from 50mm to 160mm, with the smaller being a squad-servable weapon. Of the remaining four mortar types, only one—the 82mm BM obr. 37—falls within the rarity factor range which we have selected as probable. The advantage of this weapon for an assault was its portability, especially in the dismantled state, which allows it to be transported at a squad portage cost of five PP. Mobility, while significant, is not the only aspect of this weapon that makes it of value to the Soviet player; its other attributes include quick set-up, the assignment of an s8 smoke depletion number, and the ability to fire illuminating rounds in night scenarios. Add to this the option of using either direct or indirect observer spotted fire, and we have a well-rounded weapons system. But, what are its drawbacks? First, cost; of all the available Soviet mortar units, the most common one is also the most expensive. Second, the requirement that all mortar units fire on the To Hit Table using the Area Target type—which means that at range from 13 to 24 hexes they have a 72.2% chance of scoring a hit (though at ranges less than this it declines to 58.3%). The last major problem of this 82mm weapon also hinges on its usage of the Area Target type—that being the halving of its IFT strength, such that its attacks are resolved on the 8-firepower column rather than on the 16-firepower.

As to the three larger Soviet mortar units, while cheaper than the 82mm weapon, they lack mobility and availability. Yet, if a rarity factor dice roll allows their usage on the board, the Soviet player will find that they can be of great use in a set-piece defense, both because of their larger tube size and reduced cost over the 82mm mortar. Still, remember that the problems that beset the 82mm weapon also apply to these larger ones.

For the Soviet, large bore direct-fire weapons will generally be selected from the category of field artillery, in this case either infantry guns or regular field pieces. Of the two infantry guns available, the 76.2mm PP obr. 27 will find the most use, if for no other reason than that its period of service covers the entire war years, while the smaller weapon had fallen into disuse in most units by late 1941. Still, I do not recommend the selection of the larger weapon. Why? Because we can find larger and/or more accurate weapons available in the field artillery, and many of them at a lesser cost in BPV.

Within the ART section of the Russian Ordnance listings, we find eleven weapons listed (41% of all types). In keeping with my set rarity factor requirement, we find the following weapons warrant consideration: 76.2mm P obr. 02/30 (27 BPV); 76.2mm P obr. 39 (35); 122mm G obr. 10/30 (30); and 122mm G obr. 38 (34). Of these four weapons, two are less expensive or equal to the 76.2 infantry gun mentioned above; and of these two, one is more accurate and the other larger. Up to 1943, these two weapons would be a better investment than the infantry gun. After 1942, the other two field guns, at an increased cost, offer either greater accuracy or size. Since these weapons will be the ones we shall be using most, let us consider them in detail.

The two 76.2mm guns both have the ability to lay smoke and fire armor piercing rounds, which when covering a Soviet position or defending against a German armored attack will prove beneficial. In addition, the second gun is also capable of firing APCR rounds starting in 1942. As for their effectiveness on the IFT, these weapons fire on the 12-firepower column. Unlike the mortars, these are not limited in the target type they can fire upon. In actuality, the one drawback they do have on the To Hit Table is that they must use the red TH numbers. Since this applies to all Soviet guns, let us digress long enough to consider this aspect.

At a range of six hexes or less, there is no difference in the red or black numbers; thus the Soviets have a 91.7 unmodified chance of hitting a vehicle at these ranges and a 72.2% chance at infantry. At the next level of range, 7-12 hexes, Soviet ability to hit starts to fall off. At this point, a Soviet gun can hit a vehicle only 72.2% of the time, and infantry in only 41.7% of their attempts. The German, on the other hand, can manage a hit 83.3% of the time against a vehicle, and 58.3% of the time against infantry. As the range increases, direct-firing Soviet artillery cannot hit infantry beyond 36 hexes. Still, at shorter ranges or with positive modifiers, Soviet performance improves until near equal with the foe.

Thus, of the two 76.2mm weapons, the second will be the gun of choice due to its gun modifier and APCR capability. As to how it compares to the other two, let us look. Since both of these weapons are of 122mm, they will share many traits—the most obvious being that they both fire on the 24-FP column of the IFT. Since the gun size of both is overscored, they also have another common trait, the inability to fire armor piercing rounds. Still, not all is lost, as the second version can fire HEAT with a depletion number of "6" (which translates to a 41.7% chance of its actual use). We can conclude then that at range less than 13 hexes, these two guns are identical. Therefore, if a decision is made to purchase one of these, then only year need be a consideration, with the first type being preferred in scenarios set prior to 1943. As to which of the four weapons the Soviets should purchase in most DYO scenarios, the choice must be based upon the assumed German force you'll be facing. If armor is present or predominant, then the 76.2mm P obr. 39 has the advantage; if enemy infantry is more likely to be encountered, then either of the 122mm guns has more to offer, especially if sited with good fields of fire.

The last category of Soviet ordnance I wish to address is the anti-tank gun. Within this general group, the Soviet player has a total of five weapons to select from, of which only two are in the rarity

Major Traits of the Soviets in ASL

Morale: Elite: 8
First Line: 7
Conscript: 6/5
Armored Crews: 7
Ordnance Crews: 8

Ground Troops:
Commissars (A25.22)
Human Wave (A25.31)
AFV Riders (D6.2)
Massacre (A20.4)

Artillery:
Radio Contact—6/7/8 (C1.2)
Chit Mix—5B/2R (A25)
AR Accuracy—1 (C1.3)
Red TO HIT Numbers (A25)
Use of APCR—1942 (C8.2)
Use of HEAT—1943 (C8.2)

Die Roll Modifiers:
Heat of Battle—+2 (A15.1)
Leader Creation—+1 (A18.2)
Recon—+1 (E1.23)
Temporary Crew—+1 (A21.22)
Excessive Speed—+1 (D2.5)
Extreme Winter—-1 (pre-April 1941; E3.741)
Depresion Crest Status—-1 (F5.427)

range I proposed to deal with. The two weapons are the 45mm PTP obr. 32 and the 45mm PTP obr. 42. The only major difference between these two weapons are their gun modifiers, their cost, and their basic TK numbers. The second version of the 45mm AT is but a slightly improved version of the first, with greater long-range accuracy and an increase (of one) over the other's To Kill number at a cost of one BPV point. Given the choice of the two, the latter is obviously the better. Yet, how adequate are they at achieving their assigned mission? Against German panzers, the Soviet player will find the "11" TK of the obr. 42 to be capable of surpressing all German vehicles through the Mark IV series; but with the introduction of the Panther they will falter. To defeat the heavier German AFVs, the Soviet player will require a rarity factor greater than what we have allowed—or must find another source of firepower.

As to the weapons we have removed from consideration, a review of the Ordnance notes gives a cursory examination of their major assets and deficiencies. Still, we should consider the cost of all Soviet artillery pieces and their relative worth against those of the Germans. First, the average costs of all in the various weapons classifications:

Type	Quantity	Average Cost	Average Bore Size
Mortars	12	23.8	111.8mm
AT Guns	18	31.7	52.0mm
INF Guns	8	25.0	56.5mm
ART Guns	32	34.9	100.1mm
AA Guns	10	33.6	52.0mm

(NOTE: the "Quantity" entry is the number of 5/8-inch counters of this type; "Average Cost" is the total BPV of these counters divided by the quantity; "Average Bore Size" is the total of all the gun sizes divided by the quantity.)

As to the German side:

Type	Quantity	Average Cost	Average Bore Size
Mortars	10	27.2	101.4mm
AT Guns	31	44.0	71.5mm
INF Guns	6	37.3	100.0mm
ART Guns	13	37.5	124.2mm
AA Guns	20	38.4	38.7mm

As we can easily determine from the above, the average Soviet weapon in each case is cheaper than its German counterpart, and (excepting AT guns and artillery pieces) generally has a larger bore diameter.

Given and accepted that the weapons we have discussed are the ones most likely to appear in a DYO scenario, where can the Soviet player experience weapons of a different bore size than these? The *BEYOND VALOR* and *STREETS OF FIRE* scenarios offer some opportunities: the 37mm PTP obr. 30 (ASL Scenario #10), the 57mm PTP obr. 43 (ASL Scenario #8; DASL Scenarios #6, #8 and #9), and the 76.2mm P obr. 00/02 (DASL Scenario #3). Still, for the weapons I have selected, readers must remember that, as was the case with the infantry, the Soviet player will prefer that he engage the opponent at as short a range as possible.

ARMOR AND TRANSPORT

The development of Soviet armored capability can be traced to 1924, when the first trucks built on their territory rolled off the assembly lines. The Soviets, in order to create a visible armored presence, made a practice of procuring the best available foreign AFVs and using them for their prototypes—a process that started with the T-18 (an updated version of the Renault FT). In the twenties, they purchased the Carden-Loyd Mark VI, which served as prototype for their T-27; a similarly acquired Vickers 6-ton light tank founded the T-26 series. The T-26B and 26C versions were to lead Soviet development in the area of armament. While other nations were equipping their vehicles with machineguns or 37mm guns, the Soviets upgunned to 45mm. Not that they rejected the machinegun-armed vehicle, for they turned out the T-37 and T-38 based upon the Vickers Carden-Loyd amphibian for reconnaissance.

Not to be completely dependent upon British designers, the Soviets created the *Bystrokhodny* tank (BT) series based upon the designs of the American Walter Christie. Using the principle of independent suspension and large bogie wheels, the BT-5 was armed with a 37mm gun, upgraded to a 45mm cannon in 1935, and was eventually armed with a short 76.2mm cannon in the final versions.

The first truly Soviet-designed tanks appeared as the 29-ton T-28 and 45-ton T-35. The T-28, a medium tank, came equipped with three turrets, the primary one mounting a 76.2mm gun with machine guns in the secondary turrets. The T-35 went to the extreme of five turrets, again with a 76.2mm weapon in the primary. In this case though, the secondaries carried two 45mm guns and two machineguns.

Once a tank design was settled upon, the Soviets concentrated upon mass production. The year 1941 saw them fielding between 21-24000 tanks—more than the rest of the world combined and with a new generation coming. In 1939, the Soviet "Medium Tank Design Group" produced, and in early 1940 completed the construction of two prototype vehicles at the Kharkov factory. One was designated the T-34 and after trials, production of this vehicle was commenced at the Kirov Tank facory in Leningrad, with approximately 1200 being finished by June 1941. The second design entered production in late 1940. Named after Klimenti Voroshilov, the KV-1 tank proved itself against the Finnish Mannerheim Line during the closing days of the disastrous Winter War. Weighing in at 43.5 tons, 636 were produced prior to the German invasion. Of this vehicle, the Germans would write,

> "Very soon we were facing each other at 50 or 100 yards. A fantastic exchange of fire took place without any visible success. The Russian tanks continued to advance and all armor-piercing shells simply bounced off them."

While the majority of Soviet tanks were eliminated during the initial German advance and their factories were overrun, still the Soviets produced AFVs at a staggering rate. Soviet wartime production of vehicles totaled 109708; for comparison, American production was approximately 88000, and German was 23000. A backward country, with limited capability and a poor road/rail net drove back the invaders through the use of mass and superior technology as much as through their indomitable spirit.

So then, what can be said about Soviet armored and transport vehicles as represented within the *ASL* system? Once again we shall invoke the 1.1 rarity factor limit as that is the most likely usage and shall discuss, primarily, those vehicles that fall in this range. With regards to AFVs, I shall look at the following then: T-36 M33, BT-5 M34, BT-7 M37, T-60 M40, T-34 M41, T-70, T-34 M43, SU-76M and T34/85.

The first two I have touched upon earlier—the T-26 and BT-5, both obsolete and with minimal armor. The speed of the BT-5 only gives it a slight advantage over the T-26. Still, we cannot discount these AFVs, as their 45L gun is more than capable of damaging all the German AFVs up through the Mark IV series. Much the same can be said of the Soviet BT-7 and T-70 vehicles. A separate category would need to be created for the Soviet T-60 M40. Designed as a recon vehicle, it lacks the firepower of the previous vehicles, only mounting a 20LL gun with a TK number of "7", but enjoys the speed of the BT-5 and BT-7. If the need for a fast vehicle is foreseen, the Soviet player would probably be best served choosing one of these (BT-5 or BT-7), or after 1942 the T-70. In the later years of the war, the T-70 with its larger main armament and better protection would prove more suitable than the T-60.

The main tank of your Soviet forces will be one of the variations of the T-34. What advantages does this series have over others? First, better armament. Originally equipped with the 76L gun (with a "13" TK number), it was later up-gunned with an 85L weapon (TK "17"), an improvement of 30.8% in killing power. Another factor will be its armor protection of 75mm (actually 45mm for the T34/76A, 60mm for the M41 and 75mm for the M43 and T34/85), which translates to a value of "11" for the hull and is capable of deflecting most German shells from weapons less effective than their 50L gun.

One other vehicle needs to be considered, if only briefly. Like the early T-34s, the SU-76M also mounts the 76L gun and has reasonably good speed. However, its armor factor of "4" gives it a limited chance of survival. Still, it could prove handy in a mobile situation when a maneuvering German player might give it a chance to damage one of his AFVs. Yet, its other important aspect cannot be discounted. It is a superb infantry support weapon and its gun is capable of firing in most situations, for a reasonable BPV cost.

And cost, especially in DYO scenarios, will be the major factor. The cost breakdown for Soviet vehicles works out (using a method similar to that used above for ordnance) thusly:

Type	Quantity	Average Cost	Average Bore Size
Light Tank	47	31.6	42.5mm
Medium Tank	54	58.3	77.5mm
Heavy Tank	62	65.2	93.7mm
Assault Gun	34	57.4	113.8mm
Tank Destroyer	16	52.1	83.6mm

Even a quick glance at the above shows that the best item, gun size versus cost, is the assault gun. The drawbacks are its rarity, and the lack of a turret. The same problems apply to the tank destroyers. As to the Germans AFV counterparts, I came up with the following:

Type	Quantity	Average Cost	Average Bore Size
Light Tank	37	39.6	28.3mm
Medium Tank	101	59.3	63.8mm
Heavy Tank	18	99.3	88.0mm
Assault Gun	39	55.8	90.2mm
Tank Destroyer	65	63.8	50.4mm

It readily becomes apparant that the Soviets enjoy a decided advantage in both average gun size and average cost (excepting assault guns) over their main adversary.

Lest we think that it will be impossible to experience some of the larger and more rare vehicles, excepting a better-than-expected dice roll, players can gain some exposure by playing the scenarios. To be specific, DASL Scenario #8 features the KV-1S and DASL Scenario #10 includes six ISU-122s. Personally, I have always preferred a combination of T-34s and SU-152s in DYO scenarios. The T-34s engage the enemy armor, and the 152s give close support to my advancing infantry. Even if in stone buildings, the German infantry would be uncomfortable with this combination.

SYNTHESIS

The Soviet soldier in World War II, as has been pointed out many times, was more than capable of acts of extreme bravery as well as extreme stupidity. He was inured to conditions which would sap the morale of Western soldiers. This was a totalitarian,

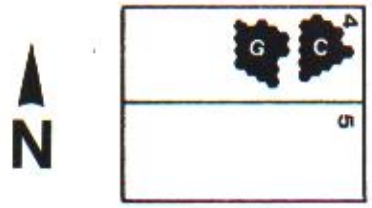
Continued on Page 54, Column 3

SBEITLA PROBE

SL Scenario A2

SBEITLA, TUNISIA, February 17, 1943: During the night of February 16th, as battered elements of the 1st Armored Division fell back westward under the onslaught of *Operation Fruehlingswind*, they met with reinforcements and set up a temporary defensive line in the olive groves and wadis west of Sbeitla. The Germans, believing that the Americans would abandon the town, followed in several columns in order to test the strength of their resistance. As contact was made and firing began, some of the exhausted Americans, unnerved by their first night action, began to flee. This movement became an uncontrolled flood of vehicles which threatened to unhinge the entire defense, but fortunately for the Allies enough of Combat Command A held firm that the line did not collapse at once. As the panic subsided, Battery C of the 68th Armored Field Artillery was ordered to move east into new positions astride the Sbeitla-Faid Road.

Board Configuration



Add Overlays.
See SSR 4.

VICTORY CONDITIONS

To win, the Germans must have eliminated eight or more points than they've lost at game's end. Any AFV immobilized is considered eliminated for VC calculation. Fully-tracked AFVs are worth four points; halftracks and squads are worth two points; half-squads, leaders and vehicular crews are worth one point. The Americans win if they eliminate 12 enemy points *and* the Germans do not fulfill their victory conditions.

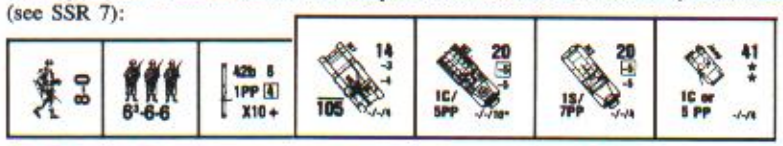
TURN RECORD CHART

☆ U.S. Sets Up First	1*	2	3	4	5	6	7	8	END
☆ U.S. Moves First									

Elements of 3rd Battalion, 6th Armored Infantry [ELR: 4] set up first on both boards, between Hexrows C and Q, inclusive:

8 2 2

Battery C, 68th Armored Field Artillery and elements of 3rd Battalion, 6th Armored Infantry set up second on the road 5Q6-5X7 (see SSR 7):



3 2 4 2

Elements of Gruppe Pfeiffer, Panzer Division 21 enter on Turn 1 along the east edge:

9 2 2 2 2

SPECIAL RULES

1. Night Rules (49.) are in effect; initial Night Visibility Range is 2.
2. Environmental Conditions are Wet (102.3).
3. Assume "7" Morale for the crews of the American M7s.
4. Place Overlay C so that its hexes J3/J7 are on 4G5/G9 respectively; do likewise with Overlay G, with H4/H7 on 4P5/P8 respectively.
5. All woods hexes are orchards (118.); orchards are in season.
6. The roads 4A5/6-5I10 and 4Q8-4Q10 are considered gullies.
7. The American vehicles which set up in the road 5Q6-5X7 must be in Motion, with VCAs facing due east.
8. German units may delay entry, but must be in play by the end of Turn 3 or are considered destroyed (and VC points are awarded to the American player).

AFTERMATH: At 0115, as the American SPGs were moving into position, German tanks appeared only yards away. A wild firefight ensued, with tracers and HE shells flying in every direction. The ammunition supply of the U.S. AFVs began to dwindle, but then the Germans—surprised at the resolve of the G.I.s—broke off contact and withdrew, leaving three wrecked tanks behind. The Americans, minus two SPGs themselves, also withdrew to prepare for the daylight resumption of Sbeitla's defense. The 68th would later receive the *Distinguished Unit Citation* for its action this night.

COMPREHENSIVE INDEX

SQUAD LEADER through G.I.

By Jon Mishcon

The intent of this index is *not* to provide quick access to major headings. Rather it is offered as an attempt to list every pertinent cross-reference. It should be used with this goal in mind. Although every attempt has been made to make this effort both comprehensive and accurate, no claim can be made to its total validity. This index is no substitute for your own experience with the *SL* system.

This index does not list abbreviations; thus you will find "AA" under "Anti-Aircraft Guns." Definitions and Prime references are italicized. Since this index deals with more than one set of rules (for *SL, COI, COD* and *GI*), more than one number may be italicized. All references that end in ".0" refer the user to all subcases; listings that end in subcases (EXAMPLE: 101.41) indicate that the user should review all subcases of that rule (thus, here, 101.411–.415). If a reference ends in ".X", review the Q&As that use the major headings. Always check the Q&As found in the rulebooks if the reference doesn't seem to answer your question or make sense. (We have found it a great help to put each Q&A reference in alongside the rule it refers to; this can be especially important when the Q&A references two or more rules.)

As an added guide, readers are reminded that the rules sections **1.–63.** are found in *SQUAD LEADER* (pages 1–36), **63.–103.** in *CROSS OF IRON* (pages 37–72), Supplemental Rules A–N), **104.–140.** in *CRESCENDO OF DOOM* (pages 73–108), and **141.–175.** in *G.I.: ANVIL OF VICTORY* (pages 109–144). In all cases, the latest available edition of the relevant rulebook was used in preparing the Comprehensive Index.

A

Abandoning AFV—34.8, 39.2, 66.3 & .44, 76.4, 90.2 & .5, 121.1, 131.51, 142.7, 144.13, 164.4
Abandoning Prisoners—89.9
Abandoning Weapons—13.5, 48.64, 90.6, 164.5
Abbreviations—page 57, page 109 & 110
Acquisition (of targets)—*69.0*, 131.7, 175.24, Scenario 34 clarifications
Adjacent—*142.21*
Advance Phase—*4.7*, 5.6 & .73, 9.4, 31.4, 53.3, 56.3, 57.4, 75.2, 90.5, 92.9, 117.3, 142.2 & .9, 144.1 & .92, 151.5, 162.44, 174.222, page 22
Advanced Close Combat—See Close Combat
Advanced LOS—See Line of Sight
Advanced Moving Target—See Moving Target
Advanced Overrun—See Overrun
Advancing Fire Phase—*4.5*, 5.74, 8.2, 22.8, 34.5, 47.5, 59.4, 63.42 & .72, 73.6, 95.23, 143.9, 147.6, 162.43, 173.21
Aerial LOS—139.2, 143.23 & .3, *150.0*
Air Attack—47.8, 66.24, 81.23, *101.0*, 111.28 & .4, 117.8, 133.6, *139.0*, 143.3, 170.1, Supp A
Air Attack, Mistaken—101.8, 139.7
Air Bursts—*109.6*, 143.7, Scenario 34 Clarifications
Air Support—See Air Attack
Air-to-Air Combat—*139.51*
Allied Fighter—Bombers—*171.0*
Allied Troops, Axis—See Axis Minor Allies
Allied Support Weapons—See Support Weapons, Allied
Alternate Rout—See Rout, Alternate
Ambush—*98.3*, 120.7, 158.22
Americans—*50.0*, 66.3, 90.9, 94.4, *141.0, 147.0*, 148.32, 166.31
Ammunition, AP—33.6, 36.11, 56.51, 63.21 & .9, 64.7, 65.2, *134.11*, 144.32, 145.32 & .6, 148.9
Ammunition, APCR—*148.1*
Ammunition, APDS*148.2*
Ammunition, Canister—*34.9*, 72.1, *148.4*, 149.11, page 61
Ammunition, Depletion—63.21, *64.9, 148.8*, supp. K
Ammunition, *HE—28.2*, 33.6, 37.47, 48.2 & .83, 54.7, 56.51, 58.1, 59.3, 63.21 & .9, 64.7, 75.5, 100.1, 109.1, 126.58 & .7, 144.942, 145.1 & .3 & .6, 148.9, 157.61, 165.4, 169.13, 170.1
Ammunition, HEAT (H5, H6)—33.6, *63.16*, 65.2, *134.5, 148.3*, page 74
Ammunition, Illuminating Round—*148.7*
Ammunition, Smoke—See Smoke
Ammunition, Special—63.16 & .46, 134.5, *148.0*
Ammunition Supply Chart—*148.2*
Ammunition Vehicle—107.8, US Vehicle Notes S & HH
Amphibious—31.1, 102.83, 126.3 & .4, 127.4 & .73, 128.X & .72, 133.7, 135.1, 144.91, 157.5, 165.12 & .13, *168.0*, page 61
Anchoring—See Boats
Antiaircraft Guns/Fire—*63.13* & .46, 82.11, 95.24, 99.32, 101.85, 130.5, 139.154 & .2 & .5, 143.5, 150.7, See also Machine Guns, AA
Antitank Guns—36.11, 40.2, *48.0*, 63.5, 70.7, 77.5, 93.6, 130.5, 134.11
Antitank Magnetic Mines—66.24, *86.0*, 108.4, 131.1, 135.7
Antitank Mines—55.62, 136.7
Antitank Rifles—65.3, 66.24, 77.5, *88.0*, 104.13 & .26, 108.1, 130.5, 138.4, 142.61, 145.331, 151.53
Area Fire—*9.4*, 24.6, *34.5*, 42.21 & .4, 49.2, 57.81, 63.23, 100.5, 111.2 & .53, 117.4, 118.4, 134.12, 142.61, 143.3 & .9, 145.32 & .4, 148.41, 151.52, 153.232, 154.4, 162.43, 171.26
Armament, Optional—page 61
Armor, British—See British
Armor Crew Morale—See Morale, AFV crews
Armor Dice Roll Modification—33.41
Armor, French—See French
Armor, German—See German Vehicles
Armor Height Advantage—See Height Advantage, Armor
Armor Leaders—49.6, 64.44, 66.33, *76.0*, 90.13, supp I
Armor, Misc. Info.—4.10
Armor Modifiers—33.41, *64.3*, 68.3, 119.7
Armor, Neutral—See Minor Countries
Armor, Russian—See Russian Vehicles and Guns
Armored Car—58.4, *64.0*, 71.1,*87.0*, 104.6
Armored Carriers—*138.0*, (see also Halftracks)
Armored Fighting Vehicles—*28.0*, 42.7, 59.6, 64.0, 93.5, 107.6, 130.5, *144.0*, 148.65, page 38
Armored Fighting Vehicles, Allied—104.8
Armored Fighting Vehicles, Amphibious—See Amphibious
Armored Fighting Vehicles, British—See Armor British
Armored Fighting Vehicles, Burning—59.4, *67.0*, 81.5, 97.5, 106.1, 128.72, 133.41, 144.3, 148.66, 164.4, 169.14
Armored Fighting Vehicles, Combat—*33.0*, 168.1
Armored Fighting Vehicles, Concealed—42.7, 117.4
Armored Fighting Vehicles, as Cover—13.42, *32.0*, 40.5, 67.3, 92.3, 109.1, 112.42 & .5 & .812, 123.31, 135.8, 143.4, 144.2 & .3 & .7 & .9
Armored Fighting Vehicles, Crews—See Crews
Armored Fighting Vehicles, using Indirect Fire—*63.38*
Armored Fighting Vehicles, vrs Infantry—*34.0*
Armored Fighting Vehicles, French—See French
Armored Fighting Vehicles, Kill Table—*33.4*
Armored Fighting Vehicles, MG—See Machine Gun
Armored Fighting Vehicles, Minor Countries—See Armor, Minor Countries
Armored Fighting Vehicles, in Motion—105.2, 123.6, 131.1, *135.0*, 164.14
Armored Fighting Vehicles, Movement—*30.0*, 42.6, 53.8, 82.3, 87.2, 131.3, 135, 168.0, supp F
Armored Fighting Vehicles, Open Top—*28.0*, 35.6, 46.54, 47.8, 63.39, *64.0*, 72. & .81, 77.2, 97.52, 102.13, 144.1, 149.5, 170.51 & .6
Armored Fighting Vehicle, Pinned—142.62
Armored Fighting Vehicles, Pivoting—*30.5*, 33.32, 39.4, 71.3, 144.4
Armored Fighting Vehicles, Reoccupation—66.3, 76.5, 90.5
Armored Fighting Vehicles, Russian (76L)—See Russian Vehicles
Armored Fighting Vehicles, Turret—*64.1*, 64.4, 144.4, supp M, supp N (See also Turret)
Armored Fighting Vehicles, Two in One Hex—See Vehicles, two in one hex
Arms Cannisters—99.7
Artillery Accuracy—*46.21*, 63.743, 107.4, 148.5, *163.12*
Artillery Advanced Options—*163.0*
Artillery, Blast Area—46.5, 107.7, See also Harrassing Fire
Artillery, vrs Buildings—*57.81*, 58.1, 59.3
Artillery, vrs Bunkers—56.5
Artillery Characteristics—24.6, 63.0
Artillery, Correcting Fire—*46.31* & .7, *107.5, 163.0*
Artillery, Direct Fire—*63.2* & .73, 80.411, 100.1
Artillery, Direction of Error—46.22, 148.5
Artillery, Disruption—45.41
Artillery, Fire Mechanics—24.6, *46.0, 107.0*
Artillery, vrs Guns—63.5, *145.32*
Artillery, Heavy Payloads—63.8
Artillery, Indirect Fire—24.6, 46.54, *63.3* & .5, 78.5, 80.411, 107.4, 109.5 & .6, 111.82, 117.8, 121.1, 128.54 & .72, 133.6, 145.5, 148.5, 163.3, 167.1
Artillery, Indirect vrs AFVs/Vehicles—*46.54*, 63.24 & .39, 131.1, 144.94, 145.2
Artillery, Indirect Minimum Range—See Range Limits
Artillery Module—*45.1*
Artillery, vrs Mines—22.1, 55.7
Artillery, Offboard—*45.0, 107.4* & .6, 148.8, 163.0
Artillery, Onboard—*63.0*, 78.5, *107*, 126.58
Artillery, Plotted Fire—*163.2*
Artillery, Pre-registered Fire—*163.1*
Artillery Request—46.13, *107.4*
Artillery, Rocket—See Rocket Launcher
Artillery, vrs Wire—53.34
Assault Engineers—22.4, 23.2, 24.2, 50.2, 90.1, 104.22
Assault Movement—See Movement, Assault
Asterisk—28.2, 33.6, *63.12, 64.23*
Attacker—4.0
Attacker, Offboard—163.1
Axis Minor Allies—*74.0*, 104.4, 141.75, 166.31, 174.111

B

Back Blast—*175.3*
Bangalore Torpedoes—53.53
Bank, River—See River
Basic Point Value (BPV)—See Point Value
Battery Access—*107.42*, 148.71, 150.5, 163.1 & .2
Battlefield Integrity—*93.0*, 115.5, 116.41, 141.52, 153.1, 174.14
Bailing Out—See Passengers, Bailing Out
Bazooka—*37.4*, 65.3, 66.24, 77.5, 103.2, 126.2, 128.7, 142.61, 144.45, 145.331, *146.0*151.53, 165.4
Berserk (inc. Advanced)—*18.4*, 64.44, 73.9, 83.6, 92.74, 104,232, *110.0*, 114.8, 126.2, 141.52, 142.313 & .6 & .71, 143.6 & .94, 144.72, 158.2, 164.14 & .2 & .4, 170.72, 172.5, supp D
Berserk Crews—*110.4*, 143.6 & *.94*
Bicycle—106.62, *132*, 133.82, 135.1, 158.5, 162.211, 173.4
Blast Area—See Artillery, Blast Area
Blind Hex/Zone—*7.4* & .6, 43.6, 101.3, 125.7, 126.62, 139.2 & .3, 149.4, 155.0, 160.4, 162.2, 173.2
Blunder Factor—*136.6*
Board Configuration—21.1
Boats—51.22, 126.3, 127.4 & .73, *128.0*133.6-.8, 135.1, 165.12 & .3
Bocage—*173.7*
Bog—*75.8*, 126.61, 127.73, 144.81 & *.82* & .932, 156.23 & .3, 168.23
Booby Traps—See Mines
Bore Sighting—17.5, *78.0*, 104.7, 119.5, 143.21, 144.6
Boy's ATR—*104.26*
Breakdown Number—*2.9, 18.1* & .2, 31.7, 33.8, 35.3, 38.1, 46.81, 48.3, 63.18, 69.3, 70.5, 72.2, 88.6, 90.12, 93.5, 94.3, 95.3, 101.6, 103.33, 111.91, 123.71 & .9, 139.45, 140.7, 141.3, 142.92,143.11 & .5 & *.8* & .92, 144.91, page 61
Breakdown, Excessive Speed—31.7, *79.0*, 131.33
Breakdown, High Tendency—*79.3*
Breeze—102.03
Bren Carriers—*138.0*
Bridge—80.41, 92.1, 109.1, *133.0*, 139.2, 142.7, 145.4, 150.3, 156.3 & .4, 157.6 & .72, 165.3, 170.51
Bridge Collapse—133.31
Bridge Demolition—133.7, 142.7, 145.1, 157.61
Bridge Foot—*133.8*
British—45.2, *104.2*-.8, 107.4, 134.0, 141.75, 166.31
British Armor—*134.0*, 147.2, 148.2 & .32
Broken Units—6.3, 12.3, *13.0*, 25.4, 27.7, 54.9, 55.4, 56.6, 57.5, 99.6, 114.9, 128.742, 142.5, 151.54, 161.21, 162.4, 164.14 & .4, 165.11 & .4, 173.3, 174.27
Broken Units, Armor Crews—47.8, 64.44, 138.12
Broken Units, Close Combat—*20.9*, 64.54, 89.22, 99.6, *158.3*
Broken Units, Double Break Survival—142.312
Broken Units, Passengers—*31.6, 47.9*, 128.741
Broken Units, Voluntary—*13.7*, 59.6, 169.3
Brush—148.41, 150.3, *154.0*, 164.21, 167.1, 168.12, 169.1, 170.6
Building Construction Material—See Building Types
Building Target Types—*145.4*
Building Types—*149.3*
Buildings—5.5, 7.3-.9, 11.1, 13.4, 22.1, 25.8, 30.7, 35.1, 37.36, 42.1, 49.5, 53.2, 54.2, 56.1, 58.0 59.0, 63.45 & .79, 67.2, 73.5, 92.1, 99.3 & .4, 102.2 & .32, 106.3, 108.29, 109.1, 111.23 & .8-.9, 112.0, 114.2 & .52, 117.3 & .4, 123.52, 128.41, 131.32, 134.12, 136.0, 138.3, 142.1 & .4 & .5 & .7, 144.8 & .91, 145.1 & .61, 146.22, 148.66, 149.2, 150.3, *155.0* 161.0, 167.1 & .4, 168.12, 169.1 & .54, 171.26, 174.2, 175.23
Buildings, Boards 5 & 6—*82.2*
Buildings, Marketplace—*155.5*
Buildings, Multilevel—*7.4* & .9, 8.6, 24.8, 39.1, 43.62, 48.4, *57.0*, 78.3, 91.2, 106.6, 123.41, 125.9, 139.3, 142.2, 143.33, 145.4, 149.3, *155.0*, 164.12, page 38
Buildings, Stone—*30.1*, 145.4, 149.3
Buildings, Third Level—105.1, *125*, 145.4, 155.14
Bunkers—25.3, 37.37 & .48, 53.2, 54.2, *56.0*, 63.46 & .79, 75.9, 92.1, 101.416 & .9, 105.3, 106.1, 107.6, 108.29, 109.5, 111.81-.93, 114.2 & .52, 123.41-.43, 142.2 & .4 & .71, 144.3 & .75, 145.3, 146.22, 150.3, 152.4, 157.1, 158.2, 164.12, 175.23
Burning AFV—See Armored Fighting Vehicle Burning
Buttoned Up—*64.44* & .47 & .55, 72.81, 135.9
Bypass, Infantry—13.43, 18.43, 63.45, 81.X, 92.1, 101.3, 102.2, *106.0*, 109.2, 110.1, 112.3, 114.52, 116.63, 121.12, 126.1, 128.41, 136.1 & .43, 144.3, 149.13, 151.2, 174.28
Bypass, Vehicular—25.4, 32.1, 59.4, 67.12, 71.1, 81.X, 86.3, 101.3, 108.29, *112.0*, 117.4, 129.2, 131.32, 144.71, 149.13, 151.2, 154.2, 168.12, 169.21, 174.281

C

Campaign Game—89.21, 122.5, 128.9, 159.8, 166.32, page 29, supp I
Canadians—148.23
Canal—149.42, *172.0*
Cannister—See Ammunition, Cannister or Paratroops
Captured Equipment and Vehicles—2.7, 13.5, 18.2, 41.2, 48.81, 50.4, 51.21, 89.23, *90.0*, 92.13, 94.4, 97.7, 98.7, 99.42, 104.12, 108.47, 123.91, 136.81, 142.84, 143.91, 158.4, 164.4, 167.4, 175.2
Cavalry—72.4, 75.2, 89.6, *92.0*, 106.1 & .62, 111.85, 126.52, 133.82, 142.71, 158.5, 160.3, 165.8, 173.4
Cavalry, Dismounting—92.32
Cellar—170.7
Changing Levels without Staircase—*57.9*, See also Climbing
Charge by Cavalry—18.42, 72.4, *92.8*, 160.3, 162.223
Clear Weather—*111.1*
Clearing Fields of Fire—See Field of Fire
Cliffs—23.3, 43.61, *44.1*, 77.1-.21, 82.1 & .4, 105.1, 106.3, 108.29, 112.3, 114.52, 126.5, 137.4, 144.931, 146.22, 161.61, 162.22 & .4, 165.21
Climbing—142.7, *162.4*
Close Combat (incl. Advanced)—17.8, 18.2, *20.0*, 31.5, 33.9, 35.1, 36.22 & .23, 37.33 & .43, 41.2, 49.3, 56.8, 57.4 & .92, 59.4 & .6, 67.1, *72.8*, 73.5, 86.32, 89.62, 92.6 & .9, 98.3, 99.41, 104.233, 106.6, 108.42, 111.27-.32-.45-.71, 116.64 & .82, 121.12, 128.53, 131.1, 135.7, 140.9, 142.6 & .91, 143.1 & .6, 144.36 & .95, 146.33, 151.52, 153.22, *158.0*, 159.5 & .6, 161.3, 162.44, 164.3, 166.2, 169.3 & .5, 174.283
Close Combat, vrs AFV—*36.2*, 64.53, 66.1, 72.8, 86.3, 144.97, *158.4*
Close Combat, AFV Crew Survival—33.9, 67.1, 72.84
Close Combat, AFV, Order of Attack—64.53, 72.85, 76.6, 86.7, 158.43
Close Combat, Broken Units—*20.9*, 89.22
Close Combat Phase—4.8, 36.2, 46.2, 49.6, 99.29, 143.6, 158.0
Close Combat Smoke Making—*158.1*
Close Combat versus Soft Vehicles—*158.4*
Close Combat Stacking—6.2, 20.82
Close Combat Withdrawal—153.22, *158.2*
Close Defense Weapons—64.5, 112.811
Command Control—*166.0*
Commander Exposed (CE)—See Crew Exposed
Commandos—104.22, 162.441
Concealed Movement—*117.0*
Concealment—13.41, 22.1, 23.5, *25.0*, 27.5, 34.5, 46.83, 49.3, 56.9, 69.7, 96.1-.73, 105.23, 106.6, 112.82, 114.2, 116.2 & .6, 117.4 & .7, 112.82, 120.7-.8, 136.83, 145.34, 148.65, 150.3, 153.232, 154.7, 161.65, 163.3, 164.11 & .21 & .45, 167.1, 173.3, 174.12 & .26
Concealment, AFV—42.7, 117.4, 154.7
Concealment, Leaders—25.41
Convoys—*84.0*
Correcting Fire—See Artillery, Correcting Fire
Cost of Terrain—See Terrain, Cost of
Counter Battery Fire—*45.4*
Counter Exhausted (CX)—See Double Time
Covered Arc—13.42, *29.4*, 30.5, 32.1, 33.1, 34.2, 39.4, 56.3, 63.11-71, 64.1 & .46, 71.3, 92.1 & .84, 105.2, 123.41, 142.7, 173.22, page 61
Covered Arc Defense Modification—*56.1*
Covered Arc Focal Point—*112.4*
Covered Arc, Turret—See Turret, Covered Arc
Cowering—*121.2*, 159.4
Crag—143.23, *162.3*, 164.21
Crest, AFV—*77.2*, 104.34, 107.21, 129.7, 134.6
Crest, Double—144.931, 161.61, *162.2*
Crest, Infantry—*15.15*, 157.7, 173.72
Crest Line—*43.2* & .5 & .6, 114.4 & .6, 126.62
Crew Exposed (CE)—18.4, 20.4, *34.8*, 35.6, 36.11, 46.1, *64.44* & .0, 72.1 & .85, 105.2, 106.62, 112.42, 129.41 & .52, 131.2, 135.9, 143.4, 144.1 & .7 & .942, 149.5, 167.11, 168.1, 170.51 & .6, 174.4
Crew Survial—*33.9*, 47.2, 67.2, 72.84, 87.3, 128.72, 131.31 & .61, 143.4, 144.942 & *.97, page 61*
Crew Protection Factor—*48.0*
Crews—6.1, 33.9, 36.0, *41.2*, 47.2, 48.3-.8, 50.3, 54.2, 64.44, 66.3, 72.84, 74.5, 104.25 & .32, 107.6, 110.4, 119.2, 121.41, 129.6, 138.4, 141.4 & .53, 142.32-.34, 143.12 & .6, 144.1 & .73, 145.3, 159.7, 164.43, 166.21, 167.1, supp B, page 61
Crews, unprotected—*144.13*
Critical Hit—63.39 & .9, 66.4, *68.0*, *109.0*, 130.54, 145.1 & .33 & .4 & .6, 146.2, 148.65, 161.3, 179.23
Cullin Hedgerow Device—144.64, *173.6*
Current—*126.3* & .55, 128.51, 165.31

D

DD Tanks—See Amphibious
Defender—*4.0*
Defensive Fire, AFV Immobilization Number—*36.13*, 92.6
Defensive Fire, vrs Cavalry—92.5
Defensive Fire, Demo Charge Usage—*103.1*
Defensive Fire Phase—*4.4*, *16.0*, 36.1, 63.732, 163.2
Defensive Fire, vrs Vehicles—*16.7*, 36.1
Deliberate Immobilization—36.1, *66.2*, 130.1
Demolition, Bridge—See Bridge Demolition
Demolition Charges—16.4, *23.0*, 24.6, 27.6, 32.5, 50.2, 53.53, 56.53, 57.81, 58.1, 59.3, 62.4, 65.3, 80.142, 83.4, 90.11 & .13, 103.1, 104.55, 125.4, 126.7, 128.7, 133.7, 137.72, 141.2, 142.61, 144.3, 151.53, 157.61, 162.222, 165.9, 166.5, 170.1
Depletion Numbers—See Ammunition, Depletion
Deploying—*121.4*, page 114
Depth of River—*126.4* & .8, 128.72
Design Your Own—page 25
Designer's Notes—page 31
Desperate Situations—*103.0*, 133.72, 136.6
Desperation Morale—See Morale, Desperation
Detection—*150.3-.5*
Dice Roll Modifiers (DRM)—*11.1*, 33.0
Direct Fire—See Artillery, Direct Fire
Direction of Error—46.22, 107.5
Disabled Counters—38.1
Disembarking—See Passengers, Disembarking
Dismantled Support Weapons—See Support Weapons, Dismantled
Doorway Mines—*136.4*
Double Break Survival—See Broken Units, Double Break Survival
Double Crest—See Crest, Double
Double Time Movement—53.4, *73.0*, 89.7, 92.31, 94.2, 110.3, 114.4-.5, 123.41, 132.1 & .9, 136.42, 142.7 & .9, 157.43, 162.451
Drift, Parachute—99.26
Drift, Water—126.32, 128.8, 165.31, 168.32
Drop Point—99.22

E

Elevation effect on LOS—*149.4*
Elevation effect on TEM—*149.5*
Elevation, Fire on Open-Topped AFV—47.8, 138.12, *149.5*
Elevation, Fire over Walls and Hedges—11.53, *149.5*
Elevation Level—43.1
Elevation, Penetration Effect—*2.8*, *82.4*
Elite Troops—153.11, 166.31, supp B, *supp L*
Embarking—See Passengers, Embarking
Emplacement—*145.3*, 154.4, 175.22
Engineers—*22.4*, 24.2, 90.1, 136.8, 141.1
Entrenchments—32.5, 33.3, 42.1, *54.0*, 61.3, 75.9, 192.1-.81, 96.2, 101.9, 105.23, 107.22, 108.29, 109.1, 111.86-.94, 114.52, 123.41 & .5, 137.1, 142.2 & .34 & .4 & .5 & .71, 144.3 & .71 & .75, 151.1 & .43 & .5, 152.4, 154.4, 155.54, 156.1, 157.1, 162.35, 164.12, 166.5, 175.23
Entrenchments, Half—*36.X*, *142.34*
Entrenchments, Russian—*supp J*
Entry Costs, 4.7, page 38
Environmental Conditions—See Weather
Equipment Possession—*164.0*
Errata—page 61
Excessive Speed Breakdown—See Breakdown, Excessive Speed
Execution of Captured Units—89.3, 153.4
Exiting Board—page 38
Experience Level Rating—*141.51*
Extreme Winter—*111.9*, 126.7

F

Facing—17.9, *33.5*, 63.11
Falling, down Cliffs—*162.411*
Falling Snow—*111.5*
Fascines—126.61, page 106 (note AA)
Fate—*18.0*, 48.3, 115.11, 122.1
Fate vrs Armor—*38.0*
Fanaticism—*26.0*
Field Guns—107.0
Field of Fire, Clearing—*148.45*
Field Phones—107.41, 120.7, *supp H*
Field Promotions—See Leadership Creation
Fighter Armament—*139.6*, *171.0*
Finns—*104.5* & .8, 108.0, 111.95, 115.11 & .6, 153.11, 159.7, 166.31, 174.111
Fire Combat, vrs Friendly Units—*17.6*, 89.31
Fire Combat, through Friendly Units—17.6
Fire Combat Principles—*8.0*
Fire Combat Resolution—*10.0*, 24.6
Fire for Effect (FFE)—*46.3-.5*, 56.5, 57.81, 63.343 & .742, 107.421-.6, 163.11 & .4
Fire Group—*8.6*, 11.6, 15.2 & .4, 57.2, 96.73, 126.57, 143.3, 145.331, 154.4, 155.3, 159.6
Fire Missions—*45.2* & .42, 107.42
Fire Procedure—*19.0*
Firepower—2.2, 169.12
Firepower Equivalent—*63.16*, 64.45, 143.91, *144.46*, 145.6, 146.21, 167.13
Firepower Modifiers—*9.0*, 22.1, 23.5
Firepower, Passengers—See Passengers, Firepower
Firepower Splitting—8.4, 104.7
Fires—49.X, *59.0*, 81.X, 101.7, 106.1, 112.71, 118.5, 136.2, 143.7, 144.47, 149.11, *169.0*, 170.53, 174.2
Fires, Extinguishing—*166.5*
Fires, Starting—59.9, 97.8, *102.2*, 118.5, 128.X, 148.44 & .66, 154.5, 161.5, 169.0, 175.4
Fires, Spreading—20.8, *59.4*, 67.12, 102.4 & .62, 111.33 & .43 & .83, 118.5, 125.9, 154.5, 161.5, 169.0, 170.53
Fires, Undeveloped—169.21 & *.4* & .54
Fires, Weather Effects—102.0, 111.43, 169.1
Flak 88—103.3
Flamethrowers—20.1, *22.0*, 24.6, 32.5, 50.2, 54.6, 56.52, 57.81, 59.2, 63.5, 83.4, 90.11, 97.5, 104.55, 111.3, 125.4, 138.4, 141.2, 142.61, 145.331, 164.15, 169.12
Flamethrowers vrs Vehicles—*37.2*, 65.3, 66.24, 97.5, 102.13, 131.1
Flamethrowing Vehicles—22.7, 72.4 *102.1*, 138.4, 144.1 & .47, 147.6
Fog—109.4,*111.2*, 144.71, 158.1, 166.31
Ford—*80.42*, 120.7, 157.51 & .62, 172.4
Fording—121.1, *126.5* & .4, 128.X & .53 & .74, 133.6-.81, 165.1
Forest/Road—59.4, 71.1, *81.0*, 84.43, 92.1, 106.1, 109.6, 117.4, 139.3, 142.1, 150.3, 160.21, 161.61. 167.1 & .4, 169.1
Fortification—53.1, 54.1, 55.1, 56.1, 62.1, 136.1, *161.0*, 170.51
Fourth Level Hills—See Hills, Fourth Level
French Infantry—*104.0*, 107.4, 116.1, 141.75
French Armor—104.6 & .8, *129.0*
Frequency of Hits—*130.5*

G

German Infantry—94.11, 99.7, 144.9, 153.11, 159.7, 166.31, 174.11
German Vehicles—111.95, 129.45, 148.32, pages 65-67, supp N
Glider—126.8, *140.0*, 165.12
Graveyard—143.23, 144.8, 147.4, *160.0*
Green Units—141.1 & *.5-.6*
Grid Coordinates—3.5
Grosse Flossack—128.3
Ground Pressure—*75.83*, 102.84, *144.82*
Grounding—*121.1*, 159.2 & .4, 163.22, 164.14
Gullies—*80.0*, 92.84, 108.35, 111.21, 114.51, 137.4, 144.6, 149.42, 151.5, 157.21, 161.61
Gun, Abandonment—*48.64*, 90.6
Gun Destruction—*48.1*, *63.9* & .5, 134.11
Gun Emplacement—40.2, 56.4, 63.46 & *.6*, *107.2*
Gun, Firepower Equivalent—See Firepower Equivalent
Gun, Flashes—49.2
Gun, Hidden—117.8
Gun, Hulldown—107.21, 137.3
Gun, Movement—See Ordnance Movement
Gun, Overscore—28.2, 33.6, *63.12*
Gun, Pivoting—*48.5*, 63.19 & .341, 70.7, 142.7, *144.4*
Gun, Quick Setup—*63.41*, page 65
Gun, Setup—*63.46*
Gun Shields—18.2, 25, *63.5* & .11 & .9, 77.3, 88.2, 101.417, 107.23, 109.4, 134.11, 137.3, 139.43, 145.3, *167.3*
Gun, as Targets—37.47, 63.17, 107.2, 137.3, *145.3*
Gun Traverse—See Gun, Pivoting and Turret
Gun Type—28.2, 48.0, *63.13*
Gun, Underscore—*63.12*
Gun, Unbooking & Hookup—See Ordnance Movement
Gun, Infantry—See Infantry Gun
Gurkhas—*104.23*, 110.1, 153.11, 159.7
Gusty Winds—*111.6*, 140.42
Gyrostabilizers—144.4, *147.1*

H

HE Ammunition—See Ammunition, HE
HE Critical Hits—See Critical Hit
HE Near Miss—See Near Miss
HEAT Ammunition—See Ammunition, HEAT
Halfsquads—121.4, 141.4 & .53, *142.3*, 143.12, 144.73, 153.23, 161.21, 164.43, 166.4, page 114
Halftracks—8.6, 11, 31.1, *47.0*, 48.1, 53.9, 58.4, *64.0*, 72.2 & .85, 112.42, 128.9, 138.4, 171.25
Harassing Fire—*107.7* & .5, 148.522 & .63, 163.13
Heavy Overcast—*111.4*
Heavy Payloads—See Artillery, Heavy Payloads
Heavy Winds—*111.3*
Hedgerow—144.14 & .6, 145.2, *173.0*
Hedges—5.51, 11.2 & .5, 17.5, 43.4, 46.7, 48.6, 54.8, 69.8, 82.3, 96.2, 106.3, 108.35, 111.85, 112.3, 114.51, 123.52, *142.4*, 144.14, 145.2 & .3, 146.2, 149.5
Height Advantage, Armor—63.9, 66.23, *77.0*, 103.1, 144.6
Height Advantage, Infantry—32.1, 47.8, *91.1*, 99.31, 109.1, 144.71, 151.41, 157.71
Heroes—141.2, 144.7, *159.0*, 162.412, 164.43, 165.11, 170.6
Hetzer—64.4 & *.55, page 61*
Hex scale—*5.0*, page 31
Hexes, Half—*3.7*, 118.1, page 38
Hidden Placement—13.41, *42.0*, 62.5, 96.1 & .73, 105.23, 106.6, 112.82, 114.2, 116.6, 117.6, & .8, 120.7, 123.43, 136.83, 145.34, 153.232, 154.7, 161.1, 163.3, 164.21 & .45, 167.1, 174.12 & .28
Hidden Support Weapons—See Support Weapons, Hidden & Ordnance, Hidden.
Hill—*43.1*
Hill, Fourth Level—162.1
Hill Road—*149.21*
Hit Determination—*33.3*, *69.0*
Home Guard—104.24
Horsedrawn Transport—*108.3*, 111.85, 112.1
Horses—8.6, *92.1* & .73, 107.3, 108.36, 158.22, 162.31, 173.4
Hull Down—11.X, *32.3*, 37.41, 40.6, *41.1*, 63.17, 64.1 & .41, 66.23, 77.1, 80.23, 107.21, 119.3, 128.71, 130.2, 137.3, 144.2, *145.2*, 162.221, 168.4, 173.2

I

Ice—*126.7*
Identity—*2.5*
Illuminated Hex—*49.7*, 67.5, 165.7
Illuminating Round—See Ammunition, Illuminating Round
Immobilization by Fire—*66.0*, 86.7, 144.61 & .77
Immobilization by Infantry—See Infantry vrs AFVs
Immobilization, Repair of—39.1, *51.4*, *66.3*, 142.7
Immobilization of Vehicles—36.12, 38.3, *39.0*, 55.62, 58.4, 63.39, 64.44, 66.1 & .2, 72.3 & .5, 75.8, 80.414, 81.2 & .32, 82.14, 86.7, 92.7, 93.5, 108.44, 113.3, 119.1, 130.4, 131.32, 135.2, 136.76, 144.61 & *.7* & *.8*, 151.55, 154.2, 157.613, 160.22 & .34, 170.3 & .51 & .6
Immobilized Temporarily (TI)—*53.52*, 54.22, 55.52, 57.92, 62.3, 120.1, 136.85, 142.9, 164.11 & .4, 169.5, 170.6, page 23

In Motion—See AFV, In Motion
Indirect Fire—See Artillery, Indirect Fire
Index—pages 35 & 71-72 & 107-108 & 144
Infantry, Inexperienced—*94.0*, 104.12 & .24 & .53, 105.1, 141.6, 153.1, 166.4
Infantry—*6.1*, 153.12, 170.51
Infantry vrs ADVs—35.7, *36.0*, 37.0, 38.3, 66.1, *72.8*, 82.14, 86.31, 97.1, *105.0*, 108.42, 112.42, 116.16, *119.0*, 142.61, *144.7*, See also Immobilization of Vehicles
Infantry Gun/Howitzer—63.13 & .14 & .5, 107.1
Infantry Height Advantage—See Height Advantage, Infantry
Infantry Firepower Equivalent—See Firepower Equivalent
Initial Target hex—*17.6*
Integrity, Battlefield—See Battlefield Integrity
Intensive Fire—69.4, *70.0*, 72.7, 110.4, 142.61, 148.82, 167.22, 175.24
Interrogation—*120.0*
Italians—104.233, 166.31

J

Jamming, of Weapons, Deliberate—*18.1*
Japanese—89.3, 136.6, 153.11, 159.7, 166.31, page 74
Jeeps—33.42, 35.3, *52.0*, 53.7, 55.61

K

Kill Number—*20.3*
Killed in Action (KIA)—*10.6*, 64.66, 144.12 & .34, 145.32
Kindling Number—See Fires, Starting
Kleine Flossack—128.2
Klorihartsi—*108.4*, 135.7
Known Enemy Position—*13.41*, 106.1

L

Lack of Wireless—See Wireless, Lack of
Lathi ATR—*106.1*
Leaders, Armor—See Armor Leaders
Leaders vrs AFVs—36.23, 37.33 & .43, 144.7
Leaders and Broken Units—12.22, 13.3, *14.0*, 15.8, 141.1 & .51, 142.312 & .5, 162.42
Leaders, Creation—*115.3*
Leaders, Two in One Hex—12.22 & .4, *14.5* & .2, 15.4, 46.2
Leaders, Wounded—*122.0*, 141.5, 1S58.22, 162.412, 165.11
Leadership—2.6, *15.0*. 17, 19.4, 20.6, 33.34, 34.8, 36.11 & .23 & .4, 37.34, 46.1, 47.4, 48.82, 50.1,53.51, 55.24, 63.6 & .77, 74.2, 80.412, 83.4, 92.87, 94.2, 97.6, 98.6, 102.23, 104.52, 105.4, 106.61, 108.242, 116.2 & *.65*, 119.5 & .9, 120.4, 121.11 & .3 & .4, 122.2, 123.92, 128.5, 133.73, 136.422 & .85, 136.42 & .85, 141.2 & .6, 142.61, 143.111, 143.2 & .31 & .5, 144.72, 146.22, 148.65, 153.3, 154.4, 157.61, 162.411, 164.23, 165.2, 166.3, 169.51, 170.6, 174.1, 175.21
Limbered—*103.31*
Line of Sight (LOS)—2.3 & .6, 3.3, *7.0* & .5 & .8, 11.5, 13.41, 18.42, 19.3, 24.6, 30.8, 32.3 & .6 & .7, 33.5, 40.3, *43.0*, 46.7, 49.2, 49.6, 51.3, 52.4, 53.6, 54.21 & .8, 55.51, 56.2, 57.7, 58.3, 59.7, 63.24, 69.3, 80.3, *82.0*, 92.51, 100.3, 106.5, 107.5, 110.2, 112.6 & .73, 117.0, 118.4, 123.64, 126.62, 127.5 & .6, 128.72, 133.52, 135.8, 139.2, 144.2 & .6 & .7, 148.4 & .5, 149.4, 151.4 & .5, 153.2 & .3, 155, 156.1, 157.7, 160.3, 162.33, 163.1 & .33 & .4, 168.6, 170.2, 173.3, 174.24, appendices 11.5 & 43.9
Location of Hits—*130.0*, supp M
Locked In Melee—See Close Combat
Long Range Fire, Machine Guns—See Machine Guns, Long range
Low Ground Pressure—See Ground Pressure

M

Machine Guns, AA, 360°—*34.7, 64.43* & .44 &. 55, 72.83, 76.6, 82.11, 95.24, 99.323, 101.85, 105.2, 112.81, 125.82, 129.41, 139.5, 140.4, 143.5 & .91, 144.5 & .94, page 61
Machine Guns, AFV—*28.4*, 34.4, 38.2, *64.4*, 72.82, 138.4, 144.5, page 61
Machine Guns, vrs AFVs/Guns—17.X & *.5, 33.7* 47.6, 63.9, 65.3, 66.24, 77.5, 78.4, 90.13, *119.0*, 131.1, 143.32 & *.4* & .7, *145.331*
Machine Guns, Bow, Covered Arc—*34.7, 64.41* & .11, 144.1 & .5, page 61
Machine Guns, Capture of —See Captured Equipenent
Machine Guns, Coaxial—19.3, 34.7, *64.42* & .45, .46, 129.41, 143.5, 144.5, page 61
Machine Guns, Leader Usage—*17.3* & .4, *143.11*
Machine Guns, Long Range—9.2, 33.4, 64.48, 99.35, *119.9*, 143.2 & .5 & .9
Machine Guns, prel943—*104.7*
Machine Guns, Rear Turret—*64.45*, 72.83, 144.5, page 61
Machine Guns, vrs Soft Vehicles—33.4, *51.4*, 143.23 & .32 & *.4*
Machine Guns, Special—64.45, 138.4, 142.8, 143.3
Machine Guns, Squad Usage—*17.0*, 104.7, *143.1*
Machine Guns, Sustained Fire—See Sustained Fire
Machine Guns, Usage Restriction—64.46 & .48, 104.7, 114.9, 119.8, 143.1 & .23, 151.53
Magnetic Mines—See Antitank Magnetic Mines
Main Gun Type—*28.2*, 63.13
Malfunction—See Breakdown
Mapboard—3.0
Marsh—22.1, 63.22, *75.0*102.83, 111.84, 126.411 & .52, *127.0*, 128.74, 144.82, 148.61, 157.21 & .3, 161.61, 164.2, 165.3, 168.21
Marketplace—See Building, Marketplace
Mechanical Reliability—See Immobilization of Vehicles
Melee—See Close Combat
Melee, Broken Units—See Broken Units, Close Combat
Men Under Fire—*121.0*, 136.83
Mineclearing—*55.5*, 120.7, 136.8, 158.24, 166.5
Mineclearing Vehicles—*136.9*
Minefields—27.5, *55.0*, 57.1, 58.1, 61.4, 66.4, 75.9, 99.4, 111.89, 113.5, 116.52, 117.5, 126.1, 131.1, *136.0*, 142.7, 152.4, 155.54, 158.24, 162.35, 170.1
Minelaying Vehicles—136.9
Mines, Intentional Detonation—*136.6*
Minor Countries—104.3 & .4 & .8, 107.41, 116.1
Mist—60.4, *111.2*
Mistaken Air Attacks—See Air Attacks, Mistaken
Module, Artillery—See Artillery Module
Molotov Cocktails—66.24, 94.3, *97.0*, 108.28, 128.7, 131.1, 135.7, 142.61, 151.53, 162.222
Morale—*2.4, 12.0*, 26.0, 75.6, 89.95, 93.0, 107.6
Morale, Aircraft—101.851
Morale, AFV Crews—39.2, 66.4, 76.3, 104.25 & .32, 129.6, 144, supp B
Morale, PreAFV Attack Check—18.41, *36.11* & .2, 37.1, 86.31, 87.6, 92.53, 119.1, *144.72*, 159.11, 167.21
Morale Check—8.8, 10.6, *12.1*, 32.5, 39.2, 51.4, 66.44, 67.4, 92.86, 96.4, 99.4, 101.9, 105.2, 111.73, 121.X, 122.1, 123.7, 126.59 & .8, 128.74, 131.1, 141.62, 142.311, 144.77, 146.22, 148.65, 153.23, 157.8, 162.42, 165.2, 175.31
Morale Check, Broken Units—13.6, 18.3, 142.312
Morale, Desperation—*14.6*, 18.5, 50.1, 83.2, 89.92, 104.51, 109.2, 122.1, 136.6, 141.1, 146.22, 148.65, 167.4
Morale, Hero—159.0
Morale, Leaders—12.4
Morale, Special—*18.3*, 83.3, 89.93, 93.0, 94.5, 96.4, 98.5, 99.4, 101.9, 103.2, 120.3, 121.41, 123.7, 126.8, 127.42, 131.1 & .5, 133.73, 134.1, 143.94, 145.31, 150.8
Morale, Soft Vehicles—51.4
Mortars—46.1, 56.4, *63.24* & .14 & .39 & .42 & .4 & .51 & .6, 75.1, 107.8, 109.6, 111.82, 144.41, 145.2, 157.72, 163.22, 167.11 & .2
Mortars, vrs Guns—63.51
Mortars, Light—*63.6*, & .42, 75.1, 144.41, Scenario 34 clarification
Mortars, Movement—63.4, 75.1, 107.8, 138.4, 142.8, 144.41, 160.24
Motion, AFV—See AFVs, In Motion
Motorcycles—30.4, 106.62, 112.1, 116.1, *123.0*, 133.82, 151.21, 156.25, 158.5, 162.31, 173.4
Mount, 360°—*63.19* & .41
Mountainous Terrain—See Terrain, Mountainous
Mounted Assault—See Passengers, on AFV
Movement, Assault—*142.71*, 144.931, 169.21
Movement Defensive Fire Die Roll Modifier—*142.7*
Movement, Infantry—3.8, *5.0* & .41 & .5 & .7, 19.4, 24.5, 35.8, 53.3, 61.1, 74.3, 121.1, 142.7, 160.2, 162.31 & .4, 164.2, 169.53, 170.3, 173.4, 174.2
Movement, Vehicle—3.8, *30.0*, 49.12, 53.6-.9, 54.5, 61.1, 62.2, 71.0, 75.1, 131.3, *135*, 160.2, 162.2 & .31, 166.1, 170.3, 173.4, supp F, page 38
Movement Factors (MF)—*5.2* & .4 & .7, 13.43
Movement in the Open—*11.3, 16.5* & .4, 24.6, 31.4, 32.2 & .52 & .7, 33.9, 34.6, 35.8, 39.2, 44.32, 46.52 & .54, 47.8, 49.1, 54.4, 57.93, 63.41 & .75, 64.44, 66.31, 73.5, 80.33, 81.22, 90.2, 92.5 & .7, 99.31, 101.414, 102.85, 106.42 & .51, 108.243, 110.3, 114.2, 118.3, 121.1, 123.63, 126.52, 127.2 & .72, 128.73, 132.7, 133.5 & .71 & .83, 137.4, 138.12, 140.9, 142.7, 144.97, 162.42, 165.32, 174.25
Movement, Phase—4.3, 6.3, 31.4, 53.4, 63.72, 142.93, 144.1 & .9
Movement Points (MP)—*28.1, 69.8*
Movement Procedure—*19.0*
Moving Fire—*9.3*
Moving Target—*33.3*, 37.31, *69.8*
Mud—*102.8, 111.7* & .87, 132.8, 148.61, 156.3, 157.21
Mud Flats—111.84, 126.412, *127.7*, 161.61, 164.2
Multiple Hits—*130.5*
Multistory Buildings—See Buildings, Multilevel

N

Nahverteidgungswaffe 92—See Close Defense Weapons
Near Miss, HE—63.73, *100.0*, 101.423, 125.81, 128.71, *145.1*
Net Point Value (NPV)—*page 61*
Neutrals—See Minor Countries
Night Rules—*49.0*, 67.5, 96.3, 119.6, 144.71, 158.1, 164.21, 165.7, 166.31
Night Visibility Range—49.1
Non-Covered Arc Defense Modification—*56.1*
Non-Turret Weapons—See Turreted-non

O

Occupation—59.5, 106.7, 116.42, page 28
Offboard Artillery—See Artillery, Offboard
On Foot, Beneath AFV—32.5, See also AFV as Cover
One Man Turret—See Turret, One Man
Open Terrain—See Terrain, Open; See also Movement in the Open
Open Topped AFV—See AFV, Open Topped
Optional Armament—See Armament, Optional
Optional Rules—pages 22 & 23
Orchard—59.4, 101.2, 106.1, *118.0*, 139.3, 150.3, 168.12, 169.1, 170.6
Order of Attack, Close Combat—See Close combat
Ordance—69.1 (see also Support Weapons)
Ordnance, Hidden—*167*
Ordnance, Movement—*48.4* & .6, 63.37 & *.4*, 87.4, 103.3, 107.2, 108.21 & .32, 142.7, 144.8, 157.51, page 61
Ordnance, being Overrun—See Overrun
Ordnance, versus Vehicles—144.94, 145.11
Overlay—*149.1*
Overruns (including Advanced)—*35.0*, 38.3, 42.6, 56.54, 64.45 & .5, *72.1* & .4, 76.6, 86.3, 95.24, 103.12, 108.42, 111.27, 112.8, 113.6, 129.41, 131.34, 135.7, 138.5, 143.7 & .91, 144.6 & .81, 154.31, 160.34, 167.2, 175.24, page 61
Overscore, Gun—See Gun, Overscore

P

Panzerfnust—*37.3*, 65.3, 66.24, 77.5, *85.5*, 103.2, 128.7, 142.61, 144.45, 145.331, 146.2, 151.53, 165.4
Panzerschreck—*85.0*, 103.2, 128.7, 142.61, 144.45, 145.331, 146.2, 151.53, 165.4
Paratroops—63.23, *99.0*, 118.8, 121.1, 126.8, 140.3 & .4, 142.7, 157.47, 162.32, 164.21, 165.12
Partial Armor Penetration—See Shock
Partial Hexes—See Hexes, Half
Partial Unit Elimination—142.31-.313
Partisans—94.3, *98.0*, 104.11 & .31, 109.4 & .6, 120.7, 153.11, 158.23, 159.7, 162.441
Passenger, on AFV—16.4, 30.7, *31.0*, 33.9, 35.5, 36.13 & .22, 47.1 & .2 & .4, 51.22, 55.63, 67.2, 72.3, 81.2, 87.4, 104.61, 121.1, 130.51, 142.32, 143.4, 144.73 & .9, 158.5, 166.1, 167.11, 168.5 & .7, 170.6, 173.5, page 61
Passenger Bailing Out—144.93 & *.94*
Passenger Capacity—31.1, 84.8, 108.21, 116.3, 123.1, 142.32, 144.91, *page 61*
Passenger, effect on Close Combat—*36.23*, 72.85, 144.73, *158.4*
Passenger, Disembarking and Embarking—23.3, 31.3 & .4 & .7, 53.3, 55.2, 69.8, 90.2, 112.41-.43, 114.4, 112.42 & .6, 123.41 & .5, 128.42 & .6, 142.7, 144.9
Passenger, Fire Capability—8.6, 23.3, 24.3, *31.5*, 37.37 & .48, *47.4*, 63.44, 64.44, 72.2, 108.28, 123.2 & .6, 128.7, 135.4, 144.95, 175.23
Passenger, in Soft Vehicle—16.4, 51.1 & .4, 52.1, 55.63, 121.1, 143.4, 166.1, 167.11, 168.5 & .7, *page 61*
Penetration—*2.8, 17.5*, 22.1, 24.6, 33.7, 43.3, 44.21, 63.16, 64.4 & .8, 78.1, 82.4, 95.21, 99.34, 106.51, 126.62, *143.2* & .41 & .42 & .9, 160.3, 162.33, 165.4
Penetration, beyond Vehicle—33.7, *143.23* & *.41*
Penetration, into Friendly Units—*17.6*, 143.21
PIAT—*146*, 151.53, 165.4, See also Bazooka
Pin—*121.3, 142.6*, 144.4, 146.23, 158.6, 159.4, 161.21
Pivoting—30.4 & .5, 33.31, 39.4, 144.4, 160.23, 170.6, See also Gun, Pivoting
Placement Hex—23.3, 133.7
Plane Capacity—99.21
Point Blank Fire—*9.1*, 34.5, 80.411, 99.3, 107.82, 111.2, 112.42 & .812, 121.12, 141.62, 143.7 & .9, 145.6, 153.232, 162.43, 173.71, 174.283
Point Value Chart—pages 28 & 60 & 61 & 98-103
Point Value, revised German & Russian—page 60
Pood—63.22, 111.84, 126.1 & .2 & .62 & .7, 148.61, 157.22 & .3, 161.61, 164.2
Pontoon Bridge—See Foot Bridge
Portage—*5.7*, 73.0, 92.133, 142.22 & .33, 165.6
Portage, Leader—5.71-.74, 142.22
Prep Fire Phase—*4.2*, 8.2, 24.3 & .8, 46.9, 54.2, 55.5, 147.2 & .6, 148.5, 162.4
Prepare For Play—*21.0*, page 38
Prisoners—83.5, *89.0*, 93.2 & .9, 104.234, 110.5, 116.6, 120.00, 153.4, 158.22, 164.3, supp C
Pulkka—*108.2*, 111.92, 112.1

Q

Quick Setup Time Weapons—See Gun, Quick setup

R

Radio—45.0, *46.8* & .1, 63.32 & .37, 107.41, 128.7, 159.31
Radio Contact—*46.11* & .7 & .8, 63.32 & .37, 107.421, 148.71, 150.5, 163.11 & .2
Radio, Lack of—*129.5*
Radio, Vehicular—129.5, *supp G*, page 61
Raft, Swimmers—See Swimming raft
Rain—*111.4*, 162.411, 166.31
Rally Phase—*4.1*, 46.1 & .23, 49.11 & .6, 142.93, 143.94, 153.23, 163.2
Rally, self—See SelfRally
Rallying of Broken Units—13.46, *14.0*, 15.7, 142.1, 142.311, 167.4, Scenario 34 clarifications
Random Immobilization—See Immobilization of Vehicle
Random Selection Chart—page 26 & 27
Range—*2.3*
Range Effects on Armor Penetration—63.9, 65.0, 146.2, 148.31
Range Limits (#)—63.15 & .33
Range Modifiers—*64.2*
Rangers—162.441
Rarity Factor—page 61
Rate of Fire—38.2, *48.0*, 63.14 & .38, 69.4, 72.1, 103.34, 144.412
Rate of Fire, Exception—6314, 107.1, 130.5
Recoilless Rifle—141.3, 142.61, 167.2, *175.9*
Red Units—18.41
Reinforcements—page 38
Reloading, Rate—63.75
Repair—*18.2*, 48.3, 50.5, 66.3, 74.4, 76.6, 88.6, 90.12, 104.56, 129.43, 141.3, 142.84, 143.92, 146.23, 151.53, 162.4
Repair of Immobilization—*51.4, 66.1*, 170.51
Reverse Movement—*71.0*, 81.4, 84.5, 112.5, 133.33, 144.63 & .8
Reverse Slope—126.62, 127.6, 157.3, 173.5
River—63.22, 111.21 & .84, *126.0*, 137.4, 148.61, 149.42, 161.61, 164.2
River Banks—*126.6*
River Crossings—*60.0*
Road, Elevated—144.6, *155.0*

Road, Graveyard—*160.2*
Road, Hill—*149.21*
Road Movement—*5.52, 30.0*, 61.2, 63.45, 73.1, 75.82, 92.1, 102.81, 111.86 & .87, 114.3, 132.1, 135.9, 144.1, 149.21, 162.2, page 38
Road, Sunken—144.6, 149.42, *151.0*
Roadblocks—*62.0*, 107.21, 112.3, 144.14, 155.54
Rocket Artillery/Launchers—63.38 & .7, 107.1, 144.41, 167.1, 170.1
Roofs—*174.0*
Rout—*13.4*, 49.8, 53.4, 54.9, 55.4, 56.6, 57.5, 75.2, 80.34, 99.7, 116.6, 118.7, 122.1, 127.3, 128.742, 133.5, 142.1 & .5, 144.21, 154.6, 155.54, 157.74, 158.3, 160.5, 162.34, 166.21, 167.4, 169.5, 170.6, 172.5
Rout, Alternate—*supp C*
Rout, with Leaders—15.8, *142.5*
Rout, Night—49.8
Rout Phase—*4.6*, 56.6, 57.5, 59.6, 73.2, 151.54, 153.21
Rowhouse—*155.3*
Royal Family—*124.0*
Rubble (including Advanced)—31.1, *58.0*, 63.46 & .6, 101.7, 106.1, 112.3 & .71, 114.52, 123.41, 125.4, 126.4, 136.2 & .6, 142.4, 144.91, 145.1, 148.44, 149.11, 155.3, 164.21, 169.1, *170.0*, 171.26, 174.2, 175.23
Rubble, clearing—*170.6*
Rubble, falling—*170.5*
Runways—*152.0*
Russians—20.81, 75.6, 89.3, 90.1, 94.12, 107.41, 110.1, 116.1, 141.75, 143.7, 144.9, 145.62, 148.32, 174.112, supp J
Russian Vehicles and Guns—18.4, 64.7, 77.2, 129.45, pages 62 & 74

S

Sappers—*136.8*
Scale, hexside—*5.0*, page 31
Scale, Time—page 32
Scouts—13.4, 96.5, 105.4, 106.61, *116.0*, 123.4, 144.73, 164.4
Scrounging—*164.4*
Security Area (Field Phones)—120.7, *supp H*
Selfpropelled Guns (SPG)—*28.0, 64.0*, 77.2, 87.5, 104.6, 135.42, 144.4, page 28
SelfRally—*14.3*, 96.9, 104.52, 167.4
Semisimultaneous Movement and Defensive Fire—appendix 16.0
Sequence of Play—*4.0*, pages 36 & 72 & 108 & 144
Setup—63.46, 78.7, *page 38*
Sewer—*27.0*, 120.7, 123.41, 142.2, 146.22, 164.12
Shaped Charge Weapons—146.2, See also Bazooka, Panzerfaust, PanzerShreck, PIAT
Shellholes—5.54, 13.42, 17.5, *44.3*, 54.1, 92.7 & .81, 96.2, 102.82, 109.1, 123.65
Shock—64.44, 105.2, *131.0*, 117.4, 135.2, 136.73, 138.12, 167.11, 173.3
Shortest Route—*13.43*, 18.42
Sidecars—*123.0*
Simultaneous Move and Fire—page 22
Single Man Counters—153.11 & .231 & .4, 159.7, 164.3, 166.1
Ski—108.292, 109.54, *114.0*, 158.5, 162.211, 173.4
Slope, Continuous—82.4, 144.21
Slow Traverse—See Traverse, Slow
Smoke—17.7, 20.1, 22.1, *24.0*, 35.1, 41.3 & .4, 46.7, 59.7, 60.4, 63.22, 69.7, 72.4, 73.5, 83.4, 92.8, 101.3 & .82, 102.63 & .82, 104.22 & .55, 106.1, 111.27 & .3 & .46 & .54 & .86, 114.51, 119.6, 141.73, 144.35, 145.1, & *.5, 148.5* & .6 & .8, 150.3, 158.1, 162.42, 169.7
Smoke, Artillery—24.5, *46.9* & .7, 63.22 & .31 & .36, 120.63, 107.61 & .7, *145.3, 148.5*, 163.13
Smoke Candles/Dischargers/Mortars/Pots—*41.4*, 64.52, 64.8, *134.4*, 142.7, 144.94, *147.2* & .3, 148.5 & .65, 158.1
Smoke Grenades—*141.7*, 148.5 & .65, 158.1, 162.222, 166.5
Smoke Shells (from AFVs)—*41.3, 63.22, 64.7*, 100.0, 129.3, 148.5, page 61
Sniper—36.12 & .23, *96.0*, 105.4, 106.61, 122.4, 123.4, 142.61, 144.73, 159.1, 164.4
Sniper vrs CE AFVs—*174.4*
Sniper Check—*96.51*
Sniper Generation—*174.1*
Sniper vrs Soft Vehicles—174.3
Snow—*61.0*, 75.7, 102.9, 108.2, *111.8* & .5, 127.5, 148.61, 154.8, 156.3, 157.8, 162.411, 165.1
Snow Deep—108.292 & .31, *111.8*, 126.7, 127.5, 132.8
Snow, Falling—*111.5*, 166.31
Snow Smocks—111.55 & .81, 114.2
Soft Ground—126.612
Special Ammunition—See Ammunition
Spine, Hexside—*29.4*
Spotter—*46.0*, 63.31, 107.5, 142.212, 163.1
Spotting Rounds—*46.2* & .72, 63.74, 107.422, 148.5 & .71, 163.11 & .4
Spraying Fire—*63.23* & .16, 64.45, 72.1, 78.X, *143.3*
Spreading Fire—See Fire, Spreading
SS Units—*83.0*, 85.6, 89.3, 110.1, 136.6, 153.11, 166.31, page 110, Scenario 34 clarifications
Stacking, Cavalry—92.2
Stacking, Close Combat—5.6, 6.2
Stacking, Guns—63.0
Stacking Infantry—5.6, *6.0*, 24.2, 25.1, 29.2, 40.2, 54.3, 56.1 & .21, 89.5, 123.3, 128.53, 142.32, 144.36, 159.12, 164.1, 165.3, 174.23
Stacking, Vehicles—*29.1*, 40.2, 48.9, 54.3, 56.4, 112.73
Staircase—57.3 & .8 & .9, 125.3, 142.2 & .71, 155.0
Staircase Mines—136.5
Starshell—49.6-.7, See also Ammunition, Illuminating Round
Stone Wall—See Wall
Strafing—See Air Attacks
Stream—144.6, 148.61, 149.42, 151.15, *157.0*, 161.61, 164.2
Stream, Frozen— 157.51 & *.8*
Stun—*64.44*, 72.8, 93.5, 103.2, 105.2, 117.4, 129.44, 131.6, 135.2, 138.12, 144.11, 167.11, 173.3, page 38
Stuka—*101.0*, 139.4, See also Air Attacks
Sturmboat—*128.1*
Sturmoviks—*supp A*, See also Air Attacks
Support Weapon, Allied—104.7
Support Weapon, Capture of—See Captured Equipment
Support Weapon, Destruction of—*17.8*, 22.9, 23.7, 35.8, 46.53, 48.1, 51.4, 58.1, 63.48, 99.5, 116.51, 126.8, 128.74, *143.6 & .7*, 144.931 & .941 & .96, 148.44, 157.43 & .47 & .52, 170.1
Support Weapon, Dismantled—*142.8*
Support Weapon, Fire from Vehicle—See Passenger, Fire Capability
Support Weapon, Movement of—*5.7*, 18.42, 31.1, 53.4, 63.4, 73.9, 107.8, 116.51, 123.2, 126.56, 132.4, 144.92, 157.46, 158.22, 159.3, 160.24, 161.64, 162.31, 173.4, 175.4 (See also Ordnance & Mortar, Movement)
Support Weapon, Possession—See Equipment Possession
Support Weapon, Type—2.7, *5.75*, 25.1, 31.7, 54.6, 85.1
Suppression Fire—*107.6*
Surrender—*153.0*
Survival Number—See Crew Survival
Suspect Targets—148.4, *154.4*
Sustained Fire—63.16, *95.0*, 110.4, 119.4, 142.61, 143.2 & *.9*
Swimming—157.22, *165.0*
Swimming, raft—*165.6*

T

Tank—*28.0*, 46.54, *64.0*, 87.5 (see also Armored Fighting Vehicle)
Tank, German Superiority—supp N
Tankette—104.6
Target Acquisiiton—*69.0*, 147.11
Target Facing—*33.5*, 64.32, 112.65
Target Hex—16.7, *17.5*, 106.51
Target Size—*64.6*, 145.31, 168.3
Target, Suspect—See Suspect Target
Temporarily Immobilized (TI)—See Immobilized
Terrain Alteration—*149.0, supp E*
Terrain, Cost of (COT)—3.8, *5.5*, 11.52, 24.5, 168.12
Terrain Effects Chart—page 36
Terrain Effects Modifier—3.8, *11.0*, 145.1, 148.65, 160.3, 161.3, 162.32, 170.4, 173.23, 174.25
Terrain, Mountainous—*162.0*
Terrain, Open—*13.42*, 35.7, 102.85, 148.45, 149.11, 151.42, 152.3, 154.8, 156.1, 157.71, 170.6, See also Movement in the Open
Third Level Building—See Building, Third Level
Three Hundred and Sixty Degree (360°) Mount—See Mount
Thrown Demolition Charge—See Desperate Situations
To Hit Table—24.6, *33.3*, 34.2 & *.5*, 76.6, 104.8, *145.0*, 147.5, 160.3
Towing—See Ordnance, Movement
Tracked Hex—16.1
Trail Break—81.31, 112.72, *113.0*, 144.8
Transporting—See Passenger
Traverse, Slow—*144.4*
Treetops—*174.0*
Trench—101.9, 105.23, 123.41, *137.0*, 142.2-.4 & .7, 144.3, 151.1 & .43, 152.4, 154.4, 155.54, 156.1, 157.1, 162.35, 164.12, 175.23
Trucks—33.42, 35.3, *51.0*, 52.5, 53.7, 55.61, 72.85, 128.9, See also Vehicles, Soft
Tunnel—161.6, 164.2
Turn—4.9
Turn Record Chart—21.2
Turret Covered Arc—58.4, *64.1* & .46, 103.3, 130.1, 144.4, 145.2, page 61
Turret, One Man—*129.4, 144.413*
Turret, Secondary—144.5, page 61
Turret, Slow Traverse—See Traverse, Slow
Turret Traverse—*144.4*
Turret, Two Man—144.414
Turret, non—*144.4*
Typhoon—*171.0*

U

Unarmed Units—*164.3*
Uncovered Arc—63.11
Underbelly Vulnerability—*144.6*, 156.23, 173.5
Underscore, Gun—See Gun, Underscore
Unit—2.1
Unit Integrity—See Battlefield Integrity
United States—See Americans

V

Vehicle Concealment—See Concealment, Vehicle
Vehicle Entry Cost—page 38
Vehicle exposing Hidden/Concealed Units—106.62
Vehicle Movement—See Movement, Vehicle
Vehicles, Soft—64.34, 96.X, 128.52, 130.5, 143.32 & .4, 144.13 & .2 & .3, 148.66, 170.51, 174.3, page 61
Vehicles, Soft, Burning—164.4, 169.14
Vehicle Stacking—See Stacking, Vehicle
Vehicle, Two in One Hex—30.7, 144.45
Vehicle Type—28.3, *64.0*
Vehicular Bypass—See Bypass
Vehicular Covered Arc—64.11, 144.2
Vehicular Movement in Woods—See Woods, Vehicular Movement
Vehicular Target Equivalent—*63.17*, 167.1
Victory Conditions—13.4, 59.5, 106.7, 116.4, 122.1, 169.81, 170.52, pages 38 & 74

W

Wading—142.7
Wagons—*108.3*
Walls—5.51, *11.5* & .2 & .6, 17.5, 32.3, 37.31 & .41, 41.1, 43.4, 46.7, 48.6, 51.3, 62.2, 63.17, 69.8, 82.3, 96.2, 106.3, 107.21, 108.35, 109.1, 111.86, 112.3, 114.51, 123.52, *142.4*, 134.23, 144.14 & .6 & .7, 145.2 & .3, 149.5
Water—See River, Stream & Pond
Weapon Type—2.7, *5.75*
Weather—102.3, *111.0*, 119.6, 144.71, 148.66, 150.9, 157.8, 162.42, 164.21, 165.1, 169.51, 175.24
Wheatfields—13.42, 17.5, 24.6, *44.2*, 46.7, 67.12, 72.4, 73.5, 75.3, 92.51 & .81 & .82, 102.2, 127.5, 148.45, 154.4, 164.21, 169.1, 170.6
White Phosphorus—141.72-.73, 146.1, 148.41 & .45 & .524, *148.6*
Wind—*111.3 & .6*, 162.411
Wind Change—102.7
Wind Direction—99.26, 102.5, 169.21
Wind Force—102.6, *111.3 & .6*, 148.52 & .63, 169.21
Wire—13.4, 42.1, *53.0*, 75.9, 99.4, 106.1, 108.29, 112.9, 114.52, 123.41, 142.71, 148.44, 155.54, 166.5, 169.3
Wireless, Lack of—129.5
Withdrawal from Melee—See Close Combat, Withdrawal
Woods—2.8, 4.6, *5.5*, 7.3, 11.53, 13.4, 22.1, 25.3, 30.7, 33.3, 35.1, 42.1, 49.5, 56.1, 63.45, 67.12, 72.5, 73.5, 92.1 & .84, 98.1 & .3, 99.4, 101.3, 102.2, 105.2, 106.6, 108.35, 109.1 & .6, 111.83, 112.0, 117.3 & .4, 123.52, 128.41, 131.32, 139.3, 142.1 & .5, 144.8, 150.3, 161.61, 162.42, 164.21, 167.1 & .4, 168.12, 169.1
Woods, Vehicular Movement—113.7, *144.81* & .91, supp F
Wounded Hero—See Hero
Wounded Leader—See Leader, Wounded
Wreck—11.53, 13.42, 29.1, *40.0*, 41.1, 51.41, 52.3, 67.0, 80.414, 81.32, 92.1 & .81, 96.2, 107.21, 112.6 & .74, 113.3, 123.41 & .64, 133.4, 142.7, 143.4, 144.2 & .3 & .7, 151.3, 156.3, 157.613, 164.4, 167.23, 168.6, 170.6
Wreck, Burning—144.33, 148.66
Wreck, Removal—*40.4*, 51.6, 81.5, 84.42 & .6, 113.3, 133.41, 166.5

X, Y, Z

Zimmerit—*86.0*

SQUAD LEADER Modules

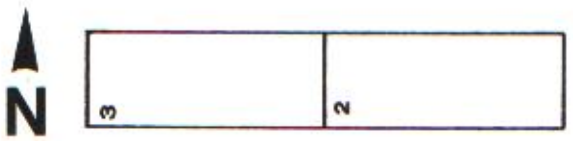
Surprising as it may be, quite a few folk still play and introduce their gaming friends to the original *SQUAD LEADER*. In fact, support for the original "Game of WW2 Tactical Warfare" has caused us to reverse our intentions of allowing it to fade away. While it was recommended that those interested in *ASL* might want to start with *SQUAD LEADER* before progressing, it was thought that the further modules— *COI, COD* and *GI*—would be superfluous. Once sold out, they were not to be reprinted. However, despite projections, demand for these remained high. So, The Avalon Hill Game Company has now reprinted all four modules of the original system. *SQUAD LEADER* is available for $30.00; *CROSS OF IRON* for $24.00; *CRESCENDO OF DOOM* for $24.00; *G.I.: ANVIL OF VICTORY* for $30.00. Any of these may be ordered direct from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214); please add 10% for shipping and handling. Whether you are an old fan of the system who wants to replace his ragged copy, or a new player just setting out to explore the scope of the original *SQUAD LEADER*, rest assured that these will be available for some time to come.

REGALBUTO RIDGE

SL Scenario A3

REGALBUTO, ITALY, July 31, 1943: Since the 12th the British 30th Corps had been battling through the hills and valleys of central Sicily, protecting the flank of the 13th Corps' advance on Catania. Instrumental in that scheme was the clearing of Agira and Regalbuto. Finally, after days of bitter combat in the barren countryside, the Canadians had seized Agira on the morning of 29 July. Now it was up to the Devonshire and Dorsetshire battalions of the 50th Infantry Division to take Regalbuto; but dominating the town was the massive ridge that ran southwest of it, and that was held by the grenadiers of the Hermann Goering Division. In a brilliant night march and attack, elements of the Devons swept up and took the heights. But early next morning, as the British had come to expect from their tenacious German counterparts, the weary Tommies had to face a sharp counterattack, spearheaded by combat engineers.

Board Configuration



VICTORY CONDITIONS

Victory is determined by the number of unbroken units on hill hexes on Board 2 at scenario end. Each squad is worth one point; each half-squad or crew is worth one-half point. Each unit on level 3 counts double. The player with the greatest number of points is the winner; any other result is a draw.

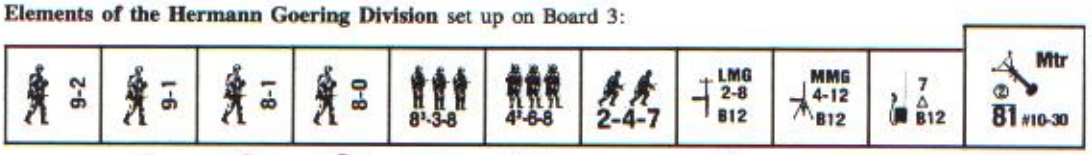
TURN RECORD CHART

⊙ British Sets Up First	1	2	3	4	5	6	7	8	9	10	END
✠ German Moves First											

Elements of the 50th Infantry Division set up on Hill 621:

2 2 14 2 6

Elements of the Hermann Goering Division set up on Board 3:



2 2 3 6 14 5

SPECIAL RULES

1. All woods hexes are considered Brush (154.).

2. German 8-3-8 squads have unlimited smoke capability (24.2-.3), but only one counter per squad per friendly PFPh may be placed.

3. One German 8-0 leader with Radio *must* set up using Hidden Initial Placement (42.) to direct the fire of a single offboard 75mm gun. Battery Access (107.42) is not necessary. All rules for on-board Indirect Fire (63.4) apply (and all hexes of both boards are considered to be out of the minimum range—63.41), except that the gun may not malfunction.

4. Neither side may intentionally set fires (102.2).

AFTERMATH: The Germans had managed to reach the foot of the slopes untroubled, and now boiled up from ravines and gullies covered by smoke placed by their engineers. The action quickly became one of close quarters, and a fierce struggle ensued among the rocks and scrub. For a time, the position looked critical for the British. But, with great courage and dash, Lieutenant E. Helps—a Dorsetshire officer in the brigade support group attached to the Devons—organized and led a platoon-sized counterattack at a crucial moment, turning the tables on the Germans. The German survivors retreated; thanks to the actions of Lt. Helps, the Devons had firmly re-established their hold on Regulbuto Ridge. Unfortunately, Helps was killed leading the attack, another unsung hero of the invasion of "the soft underbelly of Europe".

HOW TO WIN AN ASL TOURNAMENT

By Jon Mishcon

Joe Suchar and I have had the pleasure of running an *ASL* tournament in Baltimore every couple of years for some time now. Our hours of hard work before and during the convention are usually rewarded by getting a chance to watch some first-class play. You're welcome to join in, even if you just once want to experience play with the "pros". However, in hopes of fostering the number of matches that are a joy to witness, I would like to pass on the following hints to would-be winners.

1) Reread the rules. Twice. Slowly. We play a lot of *ASL* during the course of our design and playtesting chores, but I take the time to reread the rulebook at least twice a year. I always find something I missed or mis-read. The guys you're going to be playing against are good. Very good. You must know the rules. Reread the vehicle notes too. It is absolutely critical that you know the special characteristics of odd units—for these are the very ones scenarios designers delight in throwing in.

2) Play every published scenario at least twice. We try to give entrants new scenarios so no-one can have more play experience, but many tournament directors rely on published scenarios. Knowing which side has the edge, and having a dim recall of some tactics that worked, are big advantages.

3) Play in one major tournament to lose. Before you commit yourself to going for a victory, stick your toe in the water. See how others play. Get the feel of the time limits (often only three or four hours to finish a scenario). Watch how the winners play. It's worth the price of admission to a tournament to look over the shoulder of Bill Conner as he, under pressure, pulls another victory out of his hat.

4) Define your goals. If you finish in the top four, you have won. I know that being #1 is what makes your juices flow. But chance insures that the difference between fourth and first place is often insignificant. The dice have such a big role in any game like *ASL* that you can't pin your hopes on coming in first.

5) Listen to your body. The guys who tend to win are the guys who know the value of sleep and solid food. Playing other games all night insures that you'll be befuddled the next day. Eating too much junk food or drinking too much coffee are good ways to screw up your judgment. Even single elimination meets are *endurance* contests. I promise you'll be mentally fatigued by the end of the match. So, take a long walk between matches. It really will help to clear the cobwebs away.

6) Practice at least four DYO scenarios. We try to hold our tournament designs to three or fewer boards with ≤ 20 counters per side (yes, *counters*) and to eight or fewer turns. Victory conditions are almost always occupation or exiting. Limit total playing time to three-and-a-half hours. Practice using Smoke, taking MGs off halftracks, Deliberate Immobilization, WP, fire lanes, dash, prisoners, human wave assaults, mortars, DCs and flamethrowers. DYOs are your best training ground because they force you to improvise as you go.

7) Remember that winning gamblers play the odds. All too often the 15th hour of play brings with it the desire to "go for it" regardless of the game turn. Sure, I've seen it work. More often you'll get zapped by the dice. Play the game to use all the turns there are. When we design a scenario, there is a

Continue on Page 54, Column 3

ONE-HALF FP

The Incremental Infantry Fire Table

By Jay Kaufman
as modified by Charlie Kibler and Bob McNamara

This variant IFT first came to us over a year ago. In its original form, with half-FP columns from beginning to end, it was simply too unwieldy. Too, many of the modifications made to firepower or results did not fit this system. Still, the problems with unrealistic play brought about by the IFT had been noted by many before and Mr. Kaufman's concept was sound. When we began selecting material for the '89 Annual, the Incremental IFT seemed a perfect choice (especially as it could be applied to both SL and ASL). Bob McNamara and Charlie Kibler set out to refine it and, after using it in quite a few of the playtest games here at the offices over the past few months, we feel that this table is a great improvement over the original. McNamara then updated the list of modifiers. I'd encourage all readers to make use of it in playing some of the scenarios herein, for certainly the "IIFT" changes the tactical feel of the game considerably, and let us know your reactions.

SQUAD LEADER and *ADVANCED SL* players are all familiar with the following peculiar, though not unusual, situation. A player decides not to add a MG's fire to that of a FG—because no benefit is gained by the SW's additional firepower and firing the weapon would only risk breaking it! Typically this occurs with LMGs. As an example, two Russian 1st Line squads (4-4-7) armed with a LMG gain no benefit from firing the LMG in conjunction with their own inherent FP at normal range because the additional FP doesn't raise the attack to the "12" column. Astute players won't even stack a LMG with such a force in the first place. This syndrome has been part of the *SL/ASL* system from the beginning and is as well-known ("infamous"?) as the old *Panzerbush* tactic.

Obviously this is an ahistorical situation. The mechanics of the game system intrude to provoke unnatural responses from the players—excess FP factors get "peeled off" for use against secondary targets, while exactly 4, 6, 8, 12, 16, etc. FP get thrown at the "real" target. Players purposely stack units which exactly match one of the IFT "milestones". LMGs are stacked only in multiples of two. There are a host of such "gamesmanship" ploys, all traceable to the way the IFT is structured.

The simple solution to this problem is an incremental IFT. For *SL/ASL*, this means dividing the IFT into columns separated by fewer than two, four or six FP. The accompanying IFT has a point of FP (in some cases, a half-point) separating each column. This is the smallest reasonable change in each column's value from that of its predecessor and its successor that retains some change in the results of the DR. Usually one result only in each column differs from the entries to its left and right. Each of the "standard" columns (those appearing on the original IFT) are unchanged. The "incremental" columns between these "standard" columns are gradual compromises between the two extremes.

Only one problem arises with the use of an incremental IFT: what to do about the column shifts. But it is relatively easy to side-step. Column shifts (for Cowering, Barrage FP, HEAT HE Equivalency, etc.) always use "standard" IFT columns, which are marked on the Incremental IFT with a color background (as opposed to the "incremental" columns which are not so indicated). When a one-column shift is required, an attack that would otherwise have used a "standard" IFT column simply shifts to the next-lower-FP "standard" column; an attack that otherwise have used an "incremental" IFT column first shifts to the next-lower-FP "standard" column, then shifts again to the *next*-lower-FP "standard" column. A two-column shift follows these same principles, but drops yet again to the next-lower-FP "standard" column.

Doubling, halving and such of FP is based upon the actual FP (both before and after increasing/decreasing it), regardless of whether the columns involved are "standard" or "incremental" [EXC: Residual FP uses the highest-FP counter that is ≤ the FP used in the attack]. DRM are applied normally, regardless of column.

EXAMPLES:

A 4FP attack that Cowers shifts to, and is resolved on, the 2FP "standard" column (or the 1FP "standard" column if Inexperienced Personnel were involved). A 5FP attack that Cowers is resolved in the same manner, but it first shifts to the 4FP (i.e, next-lower-FP) "standard" column, and then to the 2FP "standard" column where it is resolved (unless Inexperienced Personnel were involved).

Similarly, 150mm OBA, which is normally resolved on the 30FP "standard" column, shifts to the 24FP "standard" column when used as Barrage; Likewise, 160mm through 190mm OBA would be resolved on the 24FP "standard" column if used as Barrage. Additionally, resolution of 75mm HE uses the 14FP "incremental" column, but its HEAT HE Equivalency would be resolved on the 8FP "standard" column.

A 5FP attack is resolved on the 10FP column if using PBF, or on the 2½ FP column if firing at Long Range; Harassing Fire 150mm OBA is resolved on the 10FP (½ × 30 = 10), while 80mm Harassing Fire is resolved on the 5FP column (½ × 16 = 5[FRD] = 5).

The next page carries the Incremental IFT. Note that the Firepower and DR modifiers have been updated to be all-inclusive. It is hoped that players, and tournament organizers, might experiment with the new table and report their reactions to Avalon Hill with a view of perhaps, someday, making the Incremental IFT official.

The advantages of using an incremental Combat Results Table are well-known to anyone who has ever played with one in another game system. Play is speeded up because one doesn't spend time counting factors to ensure attaining some "magic number" necessary to achieve a certain odds level or (as in *SL/ASL*) a certain FP column. The various modifications of FP (halving or doubling) is accomplished with much more precision. And, of course, play develops along more realistic lines. Game mechanics don't intrude into the decision to fire certain units or to set up stacks containing only certain units. The specific decision to fire or not to fire a MG depends solely upon the value of that fire—which will always be of some value because even a half a point of FP can make a difference—versus the risk of breaking the weapon. Units with differing FP values (say, 4FP and 5FP or 6FP) can be placed together without loss, simulating the bolstering of line troops with elite units. I would hope that this is a bit of fine-tuning that all *SQUAD LEADERs* will appreciate.

INCREMENTAL IFT

By Jay Kaufman, C. Kibler & B. McNamara

	Backblast dr																					
	ATR						MOL		A-P		A-P			PFk A-P					PF sN			
★ *Vehicle*	*3*	*3*	*4*	*4*	*4*	*4*	*5*	*5*	*5*	*6*	*6*	*7*	*7*	*7*	*7*	*8*	*8*	*8*	*8*	*9*	★ *Vehicle*	
mm	20	25	30	—	—	—	37	—	45	50	57	60	—	65	—	70	—	75	—	80	mm	
DR	**FP**	**1**	**1½**	**2**	**2½**	**3**	**3½**	**4**	**4½**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**FP**	**DR**
≤ 0		1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA		≤ 0
1		K/1	K/1	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA		1
2		1MC	K/1	K/1	K/2	K/2	K/2	K/2	K/2	K/2	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA		2
3		1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	K/2	K/2	K/2	K/3	K/3	K/3	K/3	K/3	K/3	1KIA	1KIA		3
4		NMC	NMC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	3MC	K/3	K/3		4
5		PTC	PTC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC		5
6		—	—	PTC	PTC	PTC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC		6
7		—	—	—	—	PTC	PTC	PTC	PTC	PTC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC		7
8		—	—	—	—	—	—	—	—	PTC	PTC	PTC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC		8
9		—	—	—	—	—	—	—	—	—	—	PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	1MC		9
10		—	—	—	—	—	—	—	—	—	—	—	—	—	PTC	PTC	PTC	PTC	PTC	PTC	PTC		10
11		—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	PTC	PTC		11
12		—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—		12

															DC						A-T Set DC	
★ *Vehicle*	*9*	*9*	*9*	*10*	*10*	*10*	*10*	*11*	*11*	*11*	*11*	*11*	*11*	*12*	*12*	*12*	*12*	*12*	*13*	*13*	★ *Vehicle*	
mm	85	88	95	100	105	107	—	120	—	128	—	140	—	150	160	170	—	183	—	200+	mm	
DR	**FP**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25**	**26**	**27**	**28**	**29**	**30**	**31**	**32**	**33**	**34**	**35**	**36+**	**FP**	**DR**
≤ 0		4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	6KIA	6KIA	6KIA	6KIA	6KIA	6KIA	7KIA		≤ 0
1		3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA	5KIA	5KIA	5KIA	5KIA	5KIA	6KIA		1
2		2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	4KIA	5KIA		2
3		1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	3KIA	4KIA		3
4		K/3	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA	2KIA	2KIA	2KIA	2KIA	3KIA	3KIA		4
5		3MC	4MC	4MC	4MC	4MC	K/4	K/4	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA	1KIA	1KIA	1KIA	1KIA	2KIA	2KIA		5
6		2MC	3MC	3MC	3MC	3MC	4MC	4MC	4MC	4MC	4MC	4MC	K/4	K/4	K/4	K/4	K/4	K/4	K/4	1KIA	1KIA		6
7		2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	3MC	4MC	4MC	4MC	4MC	4MC	4MC	4MC	K/4	K/4	K/4		7
8		2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC	3MC	3MC	4MC	4MC	4MC	4MC		8
9		1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	3MC	3MC	3MC	3MC	3MC		9
10		NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC	2MC		10
11		PTC	PTC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	1MC	2MC	2MC	2MC	2MC	2MC		11
12		—	—	PTC	PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC	1MC	1MC	1MC	1MC		12
13		—	—	—	—	—	—	—	PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC	NMC	NMC	1MC	1MC	1MC		13
14		—	—	—	—	—	—	—	—	—	—	PTC	PTC	PTC	PTC	PTC	PTC	NMC	NMC	NMC	NMC		14
≥ 15		—	—	—	—	—	—	—	—	—	—	—	—	—	—	PTC	PTC	PTC	PTC	PTC	PTC		≥ 15

IFT FP MODIFIERS

Area Fire (A7.23); each ..... ×½[a]
- vs Dashing unit (A4.63)
- By Pinned firer (A7.8)[bc]
- Spraying Fire (A9.5; A7.34)[bc]
- vs Concealed target (A12.13; A9.4)
- From Marsh (B16.32)
- From IN Deep or Shallow stream (B20.6)
- By Crest Inf. across non-Crest-status hexside (B20.94)
- By Fording Infantry (B21.42)[bc]

Area Target Type (C3.33) ..... ×½
Assault Fire (AFPh; A7.36) [EXC: Opportunity/Long-Range Fire] ..... FRU & +1
Non-Opportunity-AFPh/Bounding-(First) Fire (A7.24/D3.31) ..... ×½[ade]
Barrage FFE (E12.5) ..... one "standard" column to left
Non-ordnance/Area-Target-Type vs non-Beached Boat (E5.5) ..... ×½[f]
Critical Hit (C3.71) [all other FP Modifiers NA] ..... *Normal* FP ×2[e]
Cowering (A7.9) ..... one (Inexperienced: two) "standard" column(s) to left[ae]
Harassing Fire FFE (C1.72) ..... ×⅓
HE vs Fording Infantry/Cavalry (B21.41; C3.53) ..... ×½[f]
HE vs Marsh (B16.31) [FFMO NA] ..... ×½
Long Range Fire (A7.22; A22.1) ..... ×½[ae]
A-P Mine attack in Deep Snow (B28.3) ..... ×½[f]
Motion/Non-Stopped Fire (D2.42) [EXC: OVR] ..... ×½[ae]
- By AFV/Sidecar Rider (D6.22; D15.6)[b]
- By vehicle/non-Beached-Boat Passenger (D6.1; D6.72; E5.4)[b]

Mounted Fire (D6.22) ..... ×½[b]
- By non-Charging-Cavalry*, AFV[c] or Sidecar[a] Rider (A13.4; D6.22; D15.6)
- By Passenger of other than armored halftrack (D6.1; D6.72; E5.4)[ae]

OVRing vehicle becomes Immobile or eliminated before OVR (D7.11) ..... ×½[c]
PBF vs target ADJACENT or adjacent & ≤ one level higher (A7.21) ..... ×2[ade]
Ordnance/OBA vs Sand (F7.4) ..... ×½*
* [EXC: vs AFV; Vehicle Target Type; Direct Hit vs Gun; Specific Collateral Attack]
vs Swimmer (E6.3) [EXC: HE; IFE] ..... ×½[ef]
TPBF vs same Location (A7.21) or hex (vs PRC; A7.211) ..... ×3[ade]

IFT DRM

vs Bicyclist (D15.85) ..... −1[a]
vs Cavalry (A13.5) ..... −2[af]
CX firer (A4.51) [EXC: Cavalry Charge] ..... +1[a]
Encircled firer (A7.7) ..... +1[a]
Firer on Wire (B26.31) ..... +1[a]
FFMO/FFNAM (A4.6); each ..... −1[a]
Hazardous Movement (A4.62) ..... −2[af]
- Preparing Set DC (A23.7)
- Sewer Movement (B8.3)
- Climbing/Scaling (B11.42/B23.424)
- Fording (B21.41)
- Rubble/Flame/Roadblock Clearance (B24.71-.72; B24.76)
- Manhandling (C10.3)
- PRC Survival (D5.6; D6.9)
- Aerial Paratroops (E9.3)

OBA/Bomb Heavy Payload (C.7); each ..... −1
- per 50mm > 200mm (FRD)
- CH only; per 8 FP > 36 FP (FRD)

LOS*/LV/DLV Hindrance (A6.7/E3.1/F11.6) ..... +x[ae]
* FFMO NA

Leader/Hero direction (A7.531/A15.24) ..... ±x[ade]
A-P/A-T Mine attack in Deep Snow (E3.732) ..... +1[f]
vs Motorcyclist (D15.5) ..... −1[af]
Overstacked firer (A5.12); per friendly vehicle or squad-equivalent (FRU) ..... +1[a]
vs Overstacked Personnel* (A5.131); per enemy squad-equivalent (FRU) ..... −1[a]
* [EXC: PRC of other than motorcycle/bicycle]
OVR vs Infantry in Open Ground (D7.15) ..... −1[c]
OVR vs Motion unarmored vehicle (D7.12) ..... +2[c]
vs Personnel unit possessing FT (A22.4) ..... −1
Set DC (A23.71) ..... (& no TEM) −3
Defender's TEM (A7.6) ..... (CH: −x[e]) +x*
* TEM is not applicable to FT [EXC: pillbox NCA TEM] or Set DC
Thrown DC (A23.6) ..... (+3* vs Thrower) +2*
* Increase by one if the Thrower is Non-Stopped or Cavalry, and by one if Thrown in the AFPh as non-Opportunity-Fire (A23.62)

[a] Not applicable to ordnance [b] FT use not allowed [c] DC use not allowed [d] Not applicable to FT [e] Not applicable to DC [f] FFMO & FFNAM not allowed

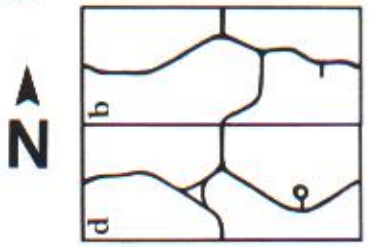
BACK TO SCHOOL

DELUXE ASL Scenario A3

STANICHKA, RUSSIA, 4 February 1943: Amidst STAVKA's uncertainty about the Ozereyka Bay amphibious operation, a Black Sea Fleet commando detachment of a few hundred men was landed a few miles up the coast near Stanichka as "insurance". Mistaking the Russian ships for those of a German convoy, the defenders held their fire. Thus, the Soviet commandos were able to wade ashore without a shot being fired and quickly overcame the German and Rumanian gun crews. The commandos then pushed on into the village of Stanichka and established themselves in a school building to protect the flank of the beachhead. There they waited in stoic anticipation for the inevitable German counterattack.

VICTORY CONDITIONS: The Germans win immediately upon Exiting ≥ 14 VP off the south edge of board d on/between hexrows E and K.

BOARD CONFIGURATION:



BALANCE:

✚ Extend game length to 5-1/2 Turns.

★ Add ten "?" to the Russian OB.

TURN RECORD CHART

★ RUSSIAN Sets Up First	✚1	2	3	4	5	END
✚ GERMAN Moves First						

Special Commando Detachment, Black Sea Fleet [ELR: 5] sets up within three hexes of dH3: {SAN: 3}

Elements of Infanterie Regiment 186, Infanterie Division 73 [ELR: 4] enter on Turn 1 along the north edge of board b: {SAN: 3}

SPECIAL RULES:

1. EC are Moderate, with a Mild Breeze blowing to the south.
2. All Russians are commandos, and thus are Stealthy (A11.17) and have Scaling (B23.424) ability.
3. Bore Sighting is NA.
4. Kindling is NA.

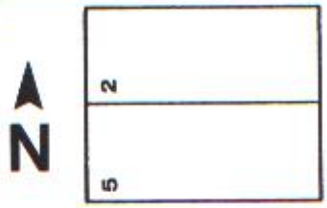
AFTERMATH: In spite of the confusion brought about by the surprisingly daring Russian action, the German response was quick. A battle group of the 73rd Infantry Division thrust down the road toward the beach, intent on attacking the flank of the Russian beachhead and rolling it up. The schoolhouse defenders put an end to such notions with a sudden barrage of fire. The Germans went to ground, and a furious firefight ensued. Momentarily rebuffed, the Germans were nevertheless able to encircle the building, and then wiped the commandos out to the man. But their sacrifice was not in vain, for valuable time had been bought for their comrades on the beach to bring up heavy weapons and dig in.

THE BORDERS ARE BURNING

ASL SCENARIO A10

KUHMO, FINLAND, 30 November 1939: Along the Karelian Front, as the Soviets crossed the borders the Finnish forces executed a planned withdrawal to the Mannerheim Line. In the north, however, the Finns were ordered to oppose the Russian advance at every opportunity. At Kuhmo, the 54th Russian Rifle Division led by Major-General Gusevski advanced along the Repola-Hukkajarvi road. The 13th Finnish Reinforced Battalion, numbering some 1200 reservists led by Lieut. Kaariala, sought to block its advance. At 1030 hours, a mere nine hours after the Soviets renounced their non-aggression pact with Finland, the lead Russian elements encountered the Finns in prepared positions.

BOARD CONFIGURATION:



VICTORY CONDITIONS: The Russians win immediately upon Exiting ≥ 45 VP off the west edge via any single road hex.

BALANCE:

- Finns may use HIP for all units and SW.
- ★ Finnish mines may be set up in road hexes only in hexrows P and Q.

TURN RECORD CHART

Finn Sets Up First [180]	1	2	3	4 END	5	6	7	8	9	10	restart on turn 11 (1)
★ RUSSIAN Moves First [182]											

Elements of the 13th Reinforced Battalion [ELR: 4] set up on/between hexrows B and Q: {SAN: 7}

12 — 3 — 2 — 24 factors — 12 — 2

Elements of the 81st Rifle Regiment [ELR: 2] set up on/east-of hexrow T: {SAN: 2}

26 — 3 — 6 — 2 — 2 — 6

SPECIAL RULES:

1. EC are Snow, with no wind at start. Deep Snow (E3.73) is in effect; however, a vehicle moving across a road hexside does not risk Bog (disregard E3.7332). All Finnish units have Winter Camouflage (E3.712).

2. Up to six Finnish squads (and all SMC/SW that stack with them) may use HIP. All remaining Finnish units set up Concealed regardless of terrain.

3. Finnish MMG and HMG may be Bore Sighted.

4. All Finnish units in suitable terrain may begin play in foxholes.

5. To simulate the Finns' use of *Klorihartsi* pipe grenades, Finnish units may utilize ATMM (C13.7); however, placement of one adds only a −2 DRM to CC resolution.

6. Prior to Finnish setup, the Russian player may secretly select and record any four hexes (regardless of LOS) as initial targets for his artillery preparation. During the first Russian PFPh, resolve four separate 120mm Harassing Fire (C1.72) FFE. No accuracy dr is made; each FFE must be placed after normal resolution of direction and extent of error dr (C1.31), utilizing the pre-selected hex as the Artillery Request. Such fire may not be corrected nor held for later use; FFE counters are removed immediately after resolution of the FFE:C.

7. AFVs using Platoon Movement (D14.) need make one Bog check (E8.23); should Bog occur, use Random Selection to determine which AFV is affected.

AFTERMATH: After a brief firefight in which the Russian point troops took heavy casualties, Gusevski committed 35 tanks. Kaariala, having no heavy anti-tank weapons available (although several enemy AFVs were immobilized by make-shift weapons), withdrew his battalion into the deep forest. The 54th Rifle Division continued its drive along the road, attaining its modest first-day objectives.

UPDATING THE OLDIES

ASL Scenarios A10 and A11

By Jim Stahler

One of the prime attractions of the *ADVANCED SQUAD LEADER* system for me is the uniformity that it brings to *SQUAD LEADER*. Previously, each new module not only added rules for new types of terrain and units, but made significant changes to the basic game system. How many versions of the "Berserk" rules were there? It was difficult, if not impossible, to play the *CROSS OF IRON* scenarios with the *G.I.* rules, or even the original *SQUAD LEADER* with *CRESCENDO OF DOOM* rules. It eventually became nearly impossible to remember which rules went with which module. This was the evolving chaos that led to the creation of *ASL*.

Now that we have *ASL*, we also have a multitude of *SL*, *COI*, *COD* and *G.I.* scenarios that require modification to be played using the standardized *ASL* rulebook. We don't want to abandon those wonderful old scenarios; yet we certainly don't want to go back and relearn the old rules now that we have mastered (more or less) *ASL*. Of course, anyone can take an old scenario and update it as he wishes, but this results in as many variations of each scenario as there are *ASL* players who choose to play it. Wouldn't we rather have a common "set" of updated scenarios—just as we have a common set of rules to play them by.

Toward this end, Jon Mishcon has updated several scenarios from *SQUAD LEADER* and *CROSS OF IRON* (all published in The *GENERAL*), more or less in their original order of appearance. I have taken a somewhat different approach in choosing scenarios to refurbish. I first defined what I considered to be the "old" scenarios. These are the official scenarios published by Avalon Hill either with the four gamettes, or as separate scenario packets, or as separate inserts in The *GENERAL*—a total of some 111 situations. I then organized these in chronological order by front. It was very revealing to organize the scenarios by date, and see the ebb and flow of the fortunes of war and follow the continuing improvement of tanks and guns. To that end, I present the first two from the Eastern Front—remakes of the *COD* scenarios #22 and #23. [*Editor's Note: Readers can find updates of two of the Series 100 scenarios elsewhere in this issue as well.*]

One thing that I discovered while sorting these scenarios is how few of the 111 old scenarios I had actually played. I have been a playtester since before *SQUAD LEADER* came out, yet I have played only 10% of these scenarios more than once, 30% exactly once, and some 60% of them I have never played at all! I suspect that a lot of you readers are in the same boat. A lot of the "old favorites" we haven't even tried yet.

UPDATING A SCENARIO

In updating each scenario, I tried to maintain the feel that the original had, while striving to balance it under the new *ASL* rules. I kept the original board configurations in all cases (although I was tempted to substitute another when the original boards had a lot of terrain re-defined by SSR). I modified Victory Conditions in many scenarios to make them consistent with the provisions of A26. (For example, in A10 and A11, instead of victory stated in terms of squads or units, I've used the Casualty and Exit VP from A26.2-.3.)

"Balance" provisions are new with the *ASL* system. I tried to choose them to give a side enough of an edge to make a real difference in the play of the scenario, without being overwhelming. If the basic scenario is balanced at 50/50, using a balance provision should tilt it to 45/55. I usually choose play balance provisions so that both could be used at the same time, which gives players four possible variations on the scenario to attempt.

In general, I kept the same units as in the originals, although in most cases vehicles and ordnance had to be converted from the earlier limited countermix to the *ASL* OB—which was sometimes a real challenge. For every scenario, ELR had to be assigned to each side. I used the ELR chart in H1.28 as a general guide, but I am not afraid to increase or decrease the ELR to reflect historically good or bad formations. Too, Sniper numbers had to be devised. An infantry force gets an automatic SAN of "2" from me. Sniper numbers are normally higher for the defender, and higher in urban terrain than in open country. And other factors come into play as well. In A10 and A11, I gave the Finns a high SAN because their snipers were historically very deadly and impacted on tactical actions to a great deal. Last, for convenience I included the infantry MMC point totals for use with Battlefield Integrity (A16.). This also can give a rough idea of the relative infantry strengths of the two sides at a glance.

There is certainly some room for creativity in the Special Rules. I used standard *ASL* practices whenever possible, and I included references to the appropriate *ASL* rules throughout the scenario. For these two scenario updates, the Miscellaneous Rules included in *YANKS* are needed (as they are in roughly a third of all the older scenarios) to provide for simulation of the unique weather and transport found on the Finnish Front.

THE BORDERS ARE BURNING—Update

This scenario was originally #22 published in *CRESCENDO OF DOOM*. It depicts a large force of Russians, liberally supported by tanks and artillery, with unusually good leadership, fighting their away along wintery roads blocked by a small force of Finns with light weapons, high morale and a lot of fortifications.

I set the Victory Conditions in terms of Exit Victory Points (A26.3). So now the leaders, half-squads, crews and even trucks all count. Originally, the Russians had to exit 20 out of 36 squads (counting tanks as two squads) off the board. Trying to maintain the same percentage, now they have to exit 45 VP out of a possible 91. I kept the game length and board configuration the same as the original.

I felt that the Russian numbers and AFVs had the edge in this scenario and that the Finns would need all the help they could get. Therefore, I changed the original Special Rule limiting Finnish placement of mines into a Balance provision (helping the Russians). For the Finns, their Balance provision allows they to set up all—rather than half—of their infantry hidden.

Turning to the OB, I deleted the five ATMM from the Finnish setup, since these do not exist in *ASL*, and represented them by way of an abstract rule. I deleted the fixed number of entrenchments and instead allow every Finnish unit to set up entrenched. This is much more realistic than allowing the Finns to place a foxhole here, and a squad there. I increased the number of mine factors from 20 to 24, since mines now must be placed in blocks of six, eight or twelve. And 24 factors gives the Finns just a touch of help by giving them the flexibility to have four hexes with six factors, or three with eight, or two with twelve, or even one with twelve and two with six. The Finns are now restricted from setting up in hexrow A, so that they can't block the only Russian exit routes with mines (a problem which cropped up in playtesting). The Finns were very good troops, so I gave to them an ELR of "4". Their snipers were excellent, well-camouflaged, very active when on defense, so I gave them the maximum SAN possible.

The Russians use all the 4-4-7s in the counter mix, a fortunate happenstance. I did give the Russians the better version of the T-26 (the M37 instead of the M33). I also had a choice of trucks, but since the original specified them as light I chose the lightest truck in *ASL* even though it can carry two squads. I used the ELR chart to specify the Russian ELR, and gave them the minimum SAN since they were advancing over enemy territory.

The showpiece in "The Borders are Burning" is, of course, the weather rules. I used the Deep Snow rules from Chapter E. Some *BEYOND VALOR* scenarios had the innovation of allowing a side to set up part of its force using HIP. I liked that and felt it makes the game more interesting, so I included it here to help the Finns. It also emphasizes the sudden nature of the action for the Russians. I permitted the rest of the Finns to set up concealed, since unconcealed Finnish units are simply too vulnerable to a Russian "kill group" with three squads, the 10-2 leader, two MMG and the HMG on the first turn. Standard *ASL* rules allow fortifications to be set up hidden, which I point out lest new players forget. The Finns can use Winter Camouflage, since they did so historically. They can set up in foxholes as explained above. They also have the abstract ATMM rule, as well as the excellent ATR to counter the Soviet AFVs. And they may Bore Sight their HMG and MMG as in the original.

Special Rules for the Russians were simple. I felt that it was helpful to remind him that his tanks must use Platoon Movement. And used the opportunity to clarify the situation with regards to bogging any of them.

Finally, I moved the pre-game bombardment to the first Russian Prep Fire Phase. This saved answering a lot of questions about "Heat of Battle", pinning and DM. (For example, what happens if a leader is pinned in the same hex as a broken Finnish unit—as happened in our first playtest.) It is hard for the harrassing FFEs to bother the Finns much. With a SAN of "7" for the Finns, it might have been better for the Russians to forego this bombardment. However, the 1987 errata page for A14.1 nicely got away from this (note the "non-OBA IFT" reference) problem.

THE BORDERS ARE BURNING—Analysis

This scenario is one of the longest for *ASL* to date. It takes at least a full evening to play to conclusion, quite possibly two evenings to complete. It is a classic contest between quantity and quality. The Finns are the best first-line troops in the world, up against all the Russians in the world (or, at least, all the Russian 4-4-7s in the counter mix).

Let us turn to examine the Russians first. Their most notable advantage is numbers. They have over twice as many squads as the Finns, even though their men are not nearly as good. They are well-armed, with ten machineguns (including a heavy and three mediums). In addition, they have the support of five tanks, very decent tanks for 1939 too. They enjoy good leadership, including that awesome 10-2. The biggest advantage they enjoy may be the number of turns they have to accomplish their victory; 13 turns is a very long time in *ASL*.

But the Russians also have several disadvantages. Their squads are, one on one, no match for the Finns. They easily become reduced to Conscripts, which are of marginal utility. They have a long way to go to win, and they have to get there with half their force intact. The deep snow slows their movement considerably, and the chance of Bog effectively limits their tanks and trucks to the roads. Their leaders, while very good, are still very few—less than one for each six squads. Most Russian MMC will have to move forward without benefit of a leader urging them on.

A major feature of this scenario is the snow. Let us see what effect it can have on Russian movement. Moving along a road, each hex will cost a tank 2MP, and a truck 3MP. A Russian T-26 thus can move a maximum of eleven hexes along a road (the roads are not plowed), and often only five (remember the platoon movement penalties). A truck can move only eight hexes per turn at most. Moving off the road is very risky in the deep snow. The tanks will bog down on a DR or "9" or more (DRMs for normal ground pressure, snow and deep snow—+3); the trucks bog down on a DR of "7+" (+3 as above, plus +1 for not being tracked and another +1 for being a truck). In addition, a truck will spend 6MP per off-road hex in deep snow, so that it could move a miserly four hexes per turn. Double-timing infantry moves as fast. Smart Russian drivers stick to the roads in this scenario.

The infantry is similarly slowed. In their movement phase, MMC can move only two hexes through the snow; three if they double-time or have a leader; four should they double-time with a leader. This applies to the open, level ground. To go up a level to an open ground hex will cost four MF—going down costs two-and-a-half. So moving through the hilly terrain on Board 2 is going to be extremely slow. However, moving through the woods is at the same speed for infantry as it is in clear weather.

The snow and the terrain combine to channel the Russian advance to the two roads. It is possible to mount a major infantry attack between the woods and the hill, but this must leave the vehicles behind and the infantry vulnerable. For all practical purposes, the Russians advance along the roads. Assuming that the Finns evenly divide their forces between the two roads, the Soviet player will be able to mass everything against one road and so outnumber the Finns locally 4-1, instead of the 2-1 the scenario OB implies. However, this does allow the Finns on the abandoned road to join their comrades and even up the odds in a few turns. Movement is too slow for the Russian vehicles to change course, so his opening setup commits the Russian player.

The best approach I have discovered is to use a light force to pin down the Finns along the road on Board 2, while the bulk of the Russian force attacks along the other road. A force of eight squads with the 9-1 leader and a few MGs should be sufficient for your diversion. If the Finns ignore them and shift everyone to reinforce the other flank, this force is large enough to move to the hilltops to hinder the reinforcement, and then can either attack the Finns on Board 5 on the flank or exit with enough points to make it easy for the main force to win the game.

The rest of the infantry advances through the woods and engages the Finns. With 18 squads, this force should initially outnumber the Finns 3-1. The Russians should have one "kill stack" (10-2 leader, three squads, two MMG and the HMG). This attacks any Finns up to eight hexes away with 20 factors (24 within four hexes) and a -2 DRM. The tanks advance along the road through the woods, engaging Finns when possible, being careful not to get too close because the Finns are deadly with their ATMMs in Close Combat. As the Finnish defense evaporates, the Russians will have to detail platoons of three squads to remove the wire, mines and roadblock to make way for the vehicles. This is a good job for your Conscript squads. (You say you don't have Conscript squads; you will, with an ELR of "2".)

One item that the Russian player must not count on much is his initial bombardment. Since the Finns will mostly be in foxholes in the forest, they will be attacked—at best—on the 8IFT with a +3 DRM. This will cause a PTC or better on a "6" or less. And that only if you manage to attack a hex with a Finn in it, which is a matter of luck since you can't correct the bombardment. Just make sure when selecting the initial target hexes that your artillery cannot possibly fall on your own troops, who are much more vulnerable, on Turn 1. If it can happen, it will—it happened in our first two playtests of the revised scenario. Don't put the Artillery Request counters closer to you that hexrow K. Put them all on the board on which you have your primary attack. Who knows, you may get lucky and break an enemy squad.

The Finns have some important strengths to keep in mind when using them. Their squads are very good—with excellent morale, firepower, and that all-important self-rally capability. Their leaders are few, but the Finns do quite well without them. They have ample support weapons, but their major advantage here lies in their fortifications and their Hidden Initial Placement. They should be set up differently in every game to keep the Russian player guessing—and walking into your traps.

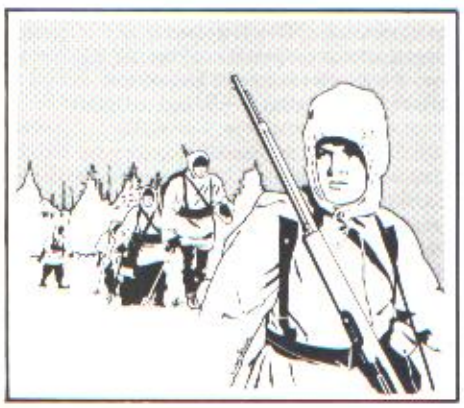
The biggest problem with the Finns lies in dealing with the Russian tanks, which fortunately are road-Bound in this scenario. The Finns can attack them in three ways. MMGs and HMGs can, theoretically, destroy these Russian tanks, but with a To Kill number of "4" (up to "6" if adjacent), the machineguns are better employed against the hordes of Russian infantry. The ATRs are better against the AFVs. Their TK number is "6", which goes up to "8" if adjacent. This makes them a danger even against the frontal armor of the T-26s if they get too close. If the Finns manage to get that close, however, they can advance into the tank's hex and attack in Close Combat. The Finnish morale of "8" gives them a good chance of advancing in CC against an AFV, with a CCV of "5". In addition, each squad has a 50% chance of using a pipe grenade against the tank. This would then give the Finn a −2 DRM, which has a average chance of destroying the tank or slightly better than average of immobilizing it. The Finns are not helpless against the Russian armor, but they must get close.

The Finnish player must defend both roads. One of their roadblocks should be on each. In the woods, it should be set up out of sight of any Russian units so that it can remain hidden as long as possible, somewhere between 5P4/P5 and 5I4/J3. The defenses should be set up based on the roadblock. Perhaps mines can be placed in front of it and wire on both sides of it. Make it hard to remove. Also, the roadblock should be covered with infantry fire. The wire must also be used to hinder the Russians moving through the woods. Hexrow 5K is a good place to block with a line of wire, with several squads hidden or concealed in foxholes just behind it.

On Board 2, you will want to put the roadblock where the vehicles cannot easily move around it. Good candidates for this location are 2L1/M2 and 2L1/K2. Both sides of the roadblock must be covered with MG fire. Be careful of putting troops on the hilltops, because they can be attacked by a lot of Russians. It might be a good idea to commit some mines or wire on some key Level 3 hexes, such as 2O5 or 2M5, just to deny these to the Russian.

You will need a few squads to defend this roadblock. Good positions are in the building in M1 and the woods in M4, to control the hill, and in L2 and I3, to watch the roadblock itself. Four squads are sufficient to stop a weak thrust here and slow up a strong one. You should deploy the six hidden squads in the woods on Board 5, protected by the hidden wire and mines, with two squads and a leader somewhere in between (near 5I9) to act as a reserve to reinforce either threatened position. Of course, all infantry should start in foxholes or buildings for maximum protection. For variety, the Finnish player may want to deploy a squad or two so he can set up in more positions and confuse the Russians, but these should re-combine as soon as possible after contact is made.

When all the playtesting was over, we rated this one as 50/50—all one could ask from a *ASL* scenario.



SILENT DEATH—Update

This scenario was originally published as #23 in *CRESCENDO OF DOOM*. It continues the Winter War with a daring raid by a small, elite Finnish force against a slightly stronger group of drowsy Russians. The Finns should always "win" in the sense of defeating the Russians, but to win the scenario they must win decisively. In the original scenario, the Finns had to eliminate *all* the Russians without taking any losses themselves, or burning/destroying enough buildings to make up for lost Finns and surviving Russians. I changed the numbers so that they now reflect the Casualty VP in A26.2—but the points needed by the Finnish player still equal the total number of points the Russians have. They get two points for each building hex with a Blaze (not Flame) or Rubble. For balance, I allowed the Finns one VP for each building hex that only has a Flame in it at the end of play. This should help the Finns a lot. (For their play balance provision, the Russian gets a better chance of waking up and avoiding the Finnish "surprise".)

I took away the Molotov cocktail counters from the Finns and gave them the abstract capability (A22.6) in its place. The Finns are elite forces, so they naturally have an ELR of "5". The Russians have an ELR of "2" on the other hand, which is

their norm for this period of World War II. The Finns have a SAN of "4" (again the Sissi snipers were quite active), but it is not as high as that of the Finns in the previous scenario for here they are on the attack. The Russians have the minimal SAN of "2". I replaced the original crews with half-squads in the Russian OB. I see no point in having crews (since there are no weapons to man) with their self-rally ability, and infantry HS were not yet invented when *COI* was published with the Russian OB.

This scenario makes use of a lot of rules from Section E: Deep Snow, Extreme Winter, Winter Camouflage, Skis—all of which favor the Finns and contribute to the unique feel of this action for *ASL*. Another important SSR is the "Russian Wake-Up" rule. Originally this was a "sighting" die roll, but I felt that putting it in terms of awake/asleep is more in keeping with the commando raid nature of the scenario. Sleeping Russians should not cause the Finns to lose Concealment nor prevent them from gaining it. However, firing at the Russians would definitely wake them up and spur them to action. Instead of not allowing the Russians to attack in any first turn CC, I am using the Ambush rule to penalize them. Should the Russian squad survive the ambush, then they can attack back. Of course the elite Finns are stealthy and the drowsy Russians are lax, making it more likely that the Finn will ambush a Russian even without the benefit of automatic ambush. All of these changes use existing *ASL* rules to enhance the feel of the scenario, always a good policy when revising old scenarios.

An important part of the Finn's Victory Conditions is the burning of the village. The *ASL* kindling rules are very restrictive to prevent unrealistic, unrestrained use of Fire as a weapon. In this scenario however, one of the purposes of the raid was to burn down the village to deny its shelter and warmth to the Russians, suffering in −30 and −40 degree temperatures. Because of this, I dropped the kindling Task Check and the leader requirement for the Finns, and I let them use Molotov cocktails to help burn the buildings. What else are they good for?

And because this was a raid, the Finns cannot take prisoners, and so "No Quarter" is in effect for the Russians. The Sissi are not likely to surrender during the raid, so it is in effect for them as well. However, since this was a hit-and-run action, any Finn left behind at the end of play is considered captured and then counts double against the Finns; this should strongly discourage the Finnish player from leaving anyone behind if he can help it.

SILENT DEATH—Analysis

This is a short, sharp scenario—only six turns long, and with a small number of units. It can easily be played in one evening. The short length of the scenario is the Russians' greatest advantage, coupled with the massive amount of damage the Finns must inflict to win. The Finns have all the rest of the advantages. The Sissi have high morale, high ELR, high SAN, self-rally capability, and twice the firepower of a Russian squad. They are well-armed with MGs and DCs, and they even have reasonably good leadership. With their skis, they have much better mobility than their enemy, and their stealth and firepower give them an overwhelming advantage in Close Combat.

What the Russian player must *not* do is try to stand and fight. That is the quick ticket to defeat. Initially the Russians should not be set up within two hexes of any board edge, or else the Finns can assault move adjacent to them while maintaining their concealment (because of the Finn's winter camouflage) and then advance into Close Combat. The best setup I have found for the Russians is a compact grouping in the center of the town, with the two outpost HS in the woods covering the approaches. Putting both on the same side of the board, for example in P8 and R8, discourages the Finns from entering that side of the board, and may give the Russians an escape route to leave the town.

Once the Finns enter the game, slowly pull back with your survivors. Don't give the Finn any Defensive Fire opportunities if you can help it. It's better to force them to use Prep Fire. Units that Prep Fire can't be starting fires or moving toward you. Also, don't concentrate too many Russians in the same hex, so that a single attack won't do too much damage. And don't be reluctant to run away. While the Finns are chasing you, they can't be doing too much other damage.

The Finnish player must be aggressive (this is definitely a scenario for the "gung-ho" types). To win, they must do a tremendous amount of damage with very few losses, and then withdraw everyone off the board. If they eliminate all Russian units with no losses to themselves, they barely win. Alternatively, they have to Blaze/Rubble 18 building hexes to win—assuming they don't eliminate any Russians or lose any Finns. Usually, the smart player will do a combination of burning buildings and killing Russians in his try for victory.

The Finns have a number of possible strategies. One is to bring on the entire force on one side of the board, either the north or south, and sweep everything before them. The disadvantage to this is that the Russians can easily pull back. Another possibility is to split the force in half, with six squads attacking from the north and six from the south.

A strategy I favor is the "hammer and anvil". The hammer is a main attack by the bulk of your force—eight or nine squads—on one board edge (generally the south). The anvil is the remainder of the force, which enters on the opposite edge. They should advance to good firing positions, but they should not make a major push or take many risks. Their mission is to prevent the Russians from retreating, keep broken Russian units desperate, and encircle the Russians who try to stand and fight.

As well as killing Russians, it is important to set everything in sight ablaze. The wooden buildings normally require a DR of "7" or greater (one of the few cases in *ASL* where you want to roll high numbers) to start a Flame if a squad is doing the kindling. Don't forget that each squad has a one-third chance of having a Molotov cocktail, in which case it needs only a "5" or greater. This is a total probability of 67%. A half-squad needs "8" or better, but it too can use a Molotov cocktail if it rolls a "1" first; this gives it a total probability of 47%. It pays to deploy one or two squads into half-squads to start fires. Don't forget that even a Finnish leader has a decent chance of starting a fire; it requires "9" or better, a probability of 28%. A SMC cannot use a MOL against terrain or infantry, unfortunately (a +2 drm to the MOL check and +1 because it is not using the MOL against a vehicle).

Starting with Turn 2, the Finns should be making at least three or four attempts to start a Flame each turn through Turn 5. Note that Blazes can spread in multi-hex buildings, even though due to the snow they cannot spread from building to building without a gust of wind. Therefore, start a Flame early in the multi-hex buildings (especially M2) so that they have lots of time to spread to the rest of the hexes.

This is one of the great scenarios, and it should be evenly balanced when two experienced players face each other.

How to Win . . . *Cont'd from Page 48*

good reason you're given "X" number of moves to work with.

8) Last, and most important, remember that when "you're hot, you're hot" and when you're not, you gotta smile and say "Rats". We've seen a tournament game when a U.S. leader escaped prisoner status to win a scenario. More than one game has been won or lost with a couple of critical hits. By their very nature, short and small tournament scenarios are more vulnerable to the vagaries of chance.

It is our hope to come to Baltimore in 1990 again with a set of new scenarios for tournament play. Hope you'll be able to join us then. Good luck.

Man & Superman . . . *Cont'd from Page 41*

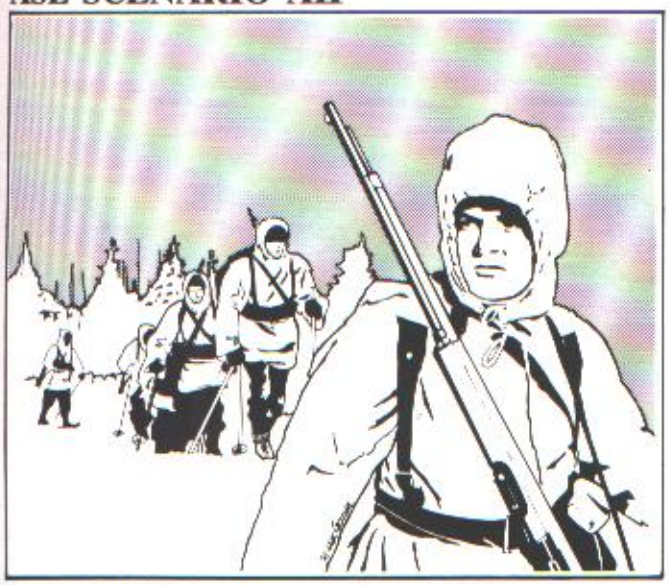
nationalistic army in which even a case of frostbite was a punishable offense. When need be, he served as a pack animal. The life of the average Soviet soldier was sold cheaply, his drafting into the army treated much like a funeral by his family; once enlisted, he was not to see home again until war's end—if he survived. Yet he would stand against the Germans, not because he was a Communist (most were not) but because he was a Russian. His ancestors had overthrown the Golden Horde, turned back Charles XII, and led the crusade to free Europe from the yoke of Napoleon.

As a Russian, he had certain preferences in combat, aside from the simple life. He closed with the enemy as rapidly as possible, and fought to the last man on many occasions. In game terms, we find this reflected nicely but not overstated. The squads given have a generally shorter effective range, necessitating that they close the range with the Germans to increase or reach their maximum effectiveness. Soviet artillery, while generally of larger bore diameter, lacks the sophisticated sights of their German counterparts, and therefore function best at shorter ranges as well. They should be hidden, protected and used mercilessly. Only in armor does the Soviet excel, and then only until the introduction of the German Panther and Tiger. Yet, even in the later days of the war the Soviet player will find he can often out-gun his opponent, especially again at the shorter ranges.

Quantity will be the saving grace of the Soviet player in most scenarios, quantity that begs to be used to overload the enemy's abilities. Still, units cannot just be throw away; an enemy's position must be weakened and then swept aside. As in any tactical game, we cannot make sweeping statements for all situations. I realize that some players will prefer infantry and others armor; but the Soviet player will need to integrate all available assets. Why? He faces better leadership, better squads (capable of laying smoke and deploying—hence, having better cover and more flexibility), and an opponent who will be over-equipped in many cases for the job he has been assigned. I can only recommend audacity with caution—finesse mixed with a sledgehammer.

SILENT DEATH

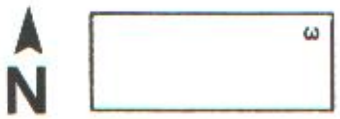
ASL SCENARIO A11



AITTOJOKI, FINLAND, 9 December 1939: As Soviet troops pressed into the wilderness area north of Lake Ladoga, the Finns instituted a full-scale scorched earth policy. Even those Russians lucky enough to find Finnish dwellings still intact often met with disaster. With the onset of the severe winter, the Sissi began raids deep behind Red Army lines with standing orders to destroy all shelter. One such raid by the 27th Sissi Company, led by Lieut. Perala, struck several battalion headquarters of the 18th Rifle Division stationed at the village of Aittojoki at dawn.

VICTORY CONDITIONS: The Finns win if at game end they have amassed ≥ 35 VP more than the Russians. Both sides amass Casualty VP in the normal manner, and the Finns receive two VP for each building hex that contains Rubble or a Blaze at the end of play.

BOARD CONFIGURATION:



BALANCE:

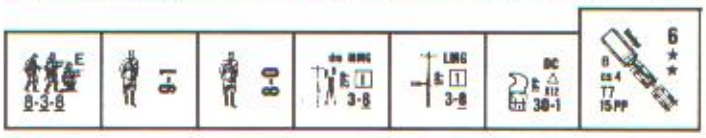
- The Finns also receive one point for each building hex that contains a Flame at the end of play.
- ★ Russian units awaken on a dr ≤ 3 (see SSR 5).

TURN RECORD CHART

★ RUSSIAN Sets Up First [105]	1	2	3	4	5	6	END
FINN Moves First [204]							

Battalion Headquarters of the 208th and 316th Rifle Regiments [ELR: 2] set up per SSR 4: {SAN: 2}

27th Sissi Company [ELR: 5] enters on Turn 1 on any/all board edge(s): {SAN: 4}



SPECIAL RULES:

1. EC are Snow, with no wind at start. Deep Snow (E3.73) and Extreme Winter (E3.74) are in effect. Treat all shellholes as Open Ground.

2. All buildings are Single-Story and wooden. MOL can be used to aid in Kindling a building (A22.613); Finnish MMC may attempt Kindling without a leader or a NTC.

3. All Finnish units are Ski-capable (E4.), Stealthy, have Winter Camouflage (E3.712), and may use MOL (A22.6).

4. All Russian units, except for two HS, must be initially set up in building hexes with no more than one MMC (plus accompanying SMC/SW) per hex.

5. Russian units, asleep for the night and caught by surprise, may not fire during Turn 1 unless *awake*. A Russian unit awakens by making a dr ≤ 2 (subject to leadership modifiers where applicable) at the beginning of the first Russian RPh. If any unit in a hex awakens, all therein are considered awake. Russian units also awaken if fired upon or attacked in CC—or automatically upon the start of the Russian RPh of Turn 2. Russian units asleep may not fire, move nor voluntarily rout, are automatically ambushed in CC, and Finnish units are automatically out of their LOS for Concealment loss/gain purposes.

6. Russian units may neither start Concealed nor gain Concealment. All Russians are Lax.

7. The Sissi were commandos, and as such rarely engaged in extended combat—excelling instead in "hit and run" tactics. Any Finnish unit (including sledges) left onboard at scenario end is considered Captured for VP purposes.

8. The Finns may not take Prisoners. No Quarter (A20.3) is in effect for both sides.

9. The sledges represent Finnish *pulkkas*. A pulkka may transport broken Finnish units off the board. To load a broken unit, the pulkka (using VBM if necessary) and the broken unit must simply both occupy the same Location at any point during the MPh, with the vehicle paying appropriate MP to load.

AFTERMATH: In the pre-dawn darkness, the Finns had silently enveloped the Russian-occupied village, aided by the bitter cold which concerned the Russian sentries more than the possibility of a Finnish attack so far behind the front lines. The surprise was total as the Sissi killed many of the Russians in their beds and fired the wooden structures with "Molotov cocktails". As nearby Russian reinforcements, roused by the sounds of gunfire, hurriedly approached the village, the Sissi faded silently once more into the forest—the wounded loaded upon pulkkas.

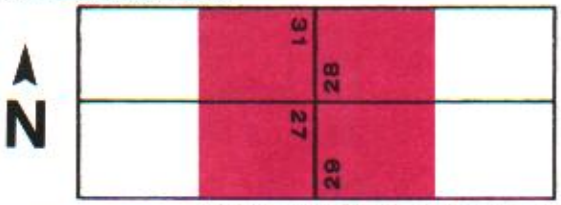
ASL SCENARIO A12

SAVOIA!

ISCHBUCHENSKIY, RUSSIA, 23 August 1942: As the Italian 8th Army took up positions along the west bank of the River Don, a Russian counterattack opened a gap between it and the German 6th Army advancing on Stalingrad. As part of the effort to seal this breach, the Savoy Cavalry and Novara Lancers were sent to aid the hard-pressed 3rd *Celere* Division. With the dawn of the 23rd of August, elements of the Soviet 304th Rifle Division advanced expecting no opposition, but immediately ran into the Savoy regiment. Unprepared for suddenly finding themselves on top of the enemy, the overextended Russians began to withdraw—only to be met by a squadron of Italian cavalry charging headlong at them from the rear.

VICTORY CONDITIONS: The Italians win if at the end of any Game Turn they have amassed ≥ 27 Casualty VP, *and* on *each* of boards 27 and 31 currently Control a majority of the original entrenchment hexes.

BOARD CONFIGURATION:



(Only hexrows A-P are playable on each board)

BALANCE:

HH The Italians receive a Pre-Registered hex, recorded prior to the set-up of Russian units.

★ Exchange the *Italian* 9-2 for a 9-1.

TURN RECORD CHART

★ RUSSIAN Sets Up First [131]	1	2	HH 3	4	5	6	7	8	9	10	END
HH ITALIAN Moves First [112]											

Elements of the 812th Rifle Regiment [ELR: 3] set up in the following order: {SAN: 4}

First:

27I3: 4-4-7, 2-6, ?, Foxhole

27I10: 4-4-7, 7-0, 2-6, ?, Foxhole

31I7: 4-4-7, 2-6, ?, Foxhole

Second: set up on boards 27 and 31 in hexrows D-I, one per hexrow on each board and with ≥ two hexes *between* each foxhole onboard: Foxhole

12

Third: set up on board(s) 27/31 on/between hexrows D and I: Foxhole, Sangar

Fourth: all *squads*, SMC and MG set up on boards 28 and 29 in hexrows B-H, with a maximum each of one squad, one SMC and one MG per hexrow on each board, and with ≥ two hexes between each squad onboard. The remainder *then* set up anywhere within the same hexrows (see SSR 8):

4-4-7, 2-3-7, 2-2-8, 8-1, 8-0, 7-0, MMG 4-10, LMG 2-6, 8cm MTR, INF 76*, 8, T8 15PP

14 2 3 2

HH

2nd Squadrone, Savoia Cavalleria [ELR: 3] sets up on/east-of hexrow N on boards 28 and 29: {SAN: 2}

4-4-7, 9-2, 9-1, 8-0, 12

14 14

4th Squadrone, Savoia Cavalleria enters on Turn 3 along the west edge of boards 27 and 31:

4-4-7, 9-1, 8-0, LMG 2-5

11 3

SPECIAL RULES:

1. EC are Moist, with no wind at start. Steppe Terrain (F13.2) and Early Morning Sun Blindness (F11.611) are in effect. Place Overlay **S2** on 28D3-E4 and **S6** on 28E3-F3; they are considered one grainfield.

2. The Italian player receives one module of 70mm+ OBA (HE only) directed by an Offboard Observer at level 0 in hex 27P10. For its initial Battery Access draw, remove one black card/chit, thus bestowing automatic Access for its first Fire Mission.

3. Each cavalry leader is secretly recorded as being an inherent part of a particular squad and is kept offboard until such time as it performs (voluntarily or not) any action other than Riding.

4. During Turn 1, each cavalry unit must move directly toward, and must attempt to charge, an enemy unit it can reach during that MPh. Cavalry may not voluntarily dismount (including voluntary break) during Turn 1.

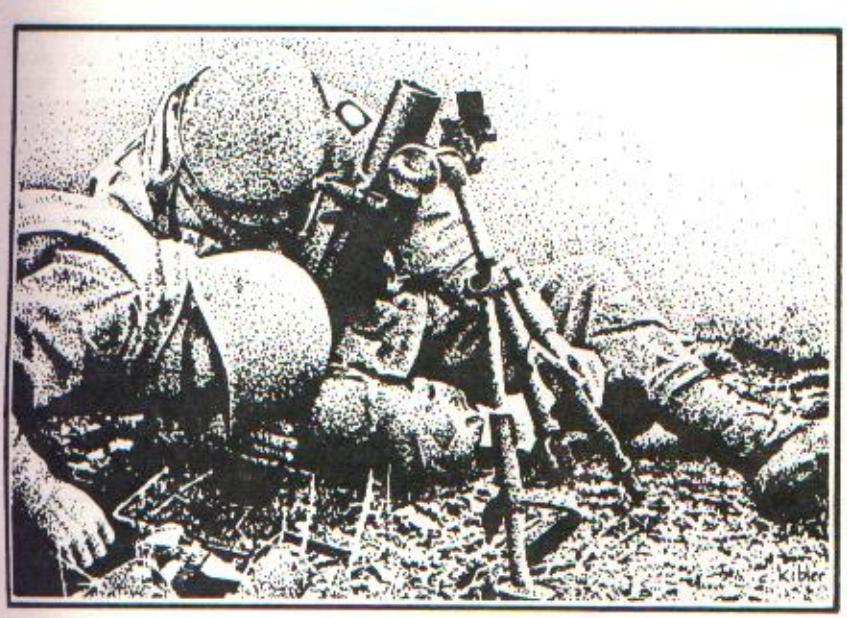
5. During Turn 1, the first time each Russian MMC fires in each fire phase (counting the MPh and DFPh as one), its IFT (or ordnance TH) DR also serves as a NMC on it (but not on any leader directing it). Should such an attack DR exceed the morale level of > one firing unit in a FG, use Random Selection to determine which unit(s) breaks.

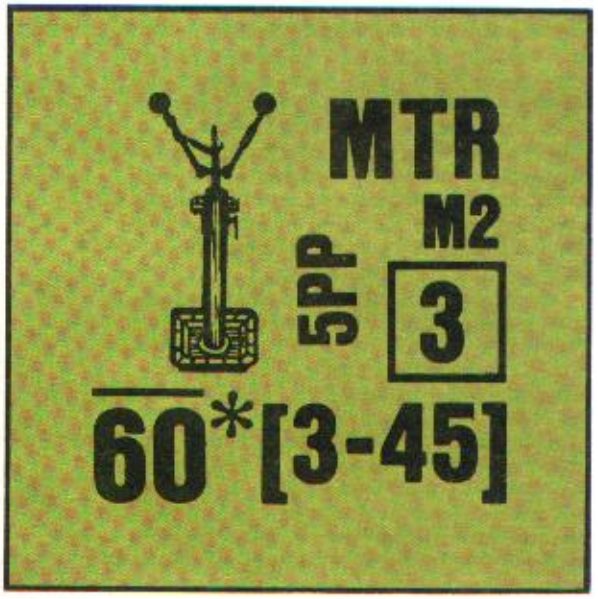
6. Commencing with Turn 5, Russian units may exit off the east edge of the playing area (even if broken) without counting as Casualty VP.

7. A unit/entrenchment set up in a hex formed by two half-hexes is, for all purposes, considered to be on the lower-numbered board.

8. The Russian crew must commence play as a Passenger on the Wagon and the Gun in tow.

AFTERMATH: After their initial shock, some Russians opened fire on the cavalry while others ran in an attempt to regain the cover of their foxholes. But the Italians, crying "Savoia!", crashed into their midst and rode right through their position. Once clear of the Russians, the cavalrymen wheeled about and charged again. Meanwhile, the troopers unhorsed in the first charge were engaging the enemy with carbines or in hand-to-hand combat. By now the squadron had shrunk to half its original number, and riderless horses dashed madly to and fro in the wild melee. At this point Col. Bettoni, commanding the Savoy regiment, ordered the dismounted 4th Squadron to advance and sent the two remaining squadrons against other portions of the enemy line. Some Russians fought to the last, while other surrendered or fled. In the end, the Soviet rifle regiment was effectively eliminated, though at a significant cost to the troopers and horses of the Savoy Cavalry.





ANOTHER SHELL IN THE TUBE

On-Board Mortars in ASL

By Robert Medrow

Along with a lot of other people my age, as a kid I sat through many a Grade-B Hollywood WWII film. One of the things I've carried with me ever since is a memory of that peculiar *THUNCK* signalling the launch of a mortar round. Part of mastering the *ASL* system involves becoming familiar with what that *THUNCK* can do, either for or to, the cardboard units under your command.

Things called *mortars* (or "bombards") date back to the early days of the gunpowder era. Given the initially available methods of manufacture, short-barrelled weapons were much easier to produce. Combined with the primitive powder, this meant that one needed a high angle of trajectory in order to achieve any significant range. This was hardly an inconvenience, since sieges provided the best chance for these early weapons to hit anything anyway. Without a high trajectory fire, one cannot reach an enemy sheltered behind walls.

Weapons of this type, called *artillery* mortars, evolved along with the other members of the artillery family. The mortars under consideration here also include *infantry* mortars, whose history really began early in WWI with German usage of a 1911 design. However, it was the Englishman, Sir William Stokes, who designed the mortar that proved to be the ancestor of the small (81mm and smaller) mortars commonly found represented in *ASL*. This time, the extensive use of trenches by the enemy provided the reason for having high trajectory weapons.

From that time to the present, most mortars have consisted of the same four main parts: a barrel, a mount, a baseplate, and some type of sight. The barrel, a smooth-bore tube, rests on the baseplate, held up by the mount (usually a bipod), upon which are located the elevation and traversing mechanisms required to aim the weapon. The base of the tube contains some type of firing mechanism to detonate the mortar bomb's propellant charge when the shell is dropped down the barrel. Both the weapon, and enough ammunition to make it useful, are designed to be carried readily—so that mortars, at least through the 81/82mm size, can be considered portable. As evidence, we need look no further than the German practice in WWI of equipping a Sturm trooper squad of 14-to-18 men with both a LMG and a mortar.

In *ASL*, mortars utilize Direct Fire procedures in the sense that one must successfully roll a To Hit before any damage roll can be made. Unlike other Direct Fire weapons, mortars must use the Area Target Type, meaning that the firepower of a successful hit is halved even before the IFT roll. Further, the rules divide mortars into support weapons and ordnance, with the latter being defined as any mortar with a caliber greater than 60mm. All may use Area Target Acqisition. Only those 82mm or smaller in size can be dismantled in order to make them easier to move.

In the tables that follow, survival probabilities are expressed in percentages. Thus, a "30" means that the target in question has a 30% chance of surviving the specific attack without some measure of damage. All of these results are exact. If there is a possibility that a mortar can fire more than once in a given Fire Phase, the expression for a target's chances of survival unscathed is an infinite series. The effects of To Hit DRMs with successive attacks has been included.

Light Mortars

Light mortars (60mm and smaller) are Support Weapons; we can expect, therefore, to find a number of differences between these and larger mortars. In each case we'll be looking at weapon effectiveness against both infantry and vehicular targets.

Table 1 typifies the infantry target tables I have devised. Because the "* Gun" DRM, the basic To Hit number for a mortar—out to a range of 24 hexes—is "7". Lower Final To Hit numbers are included to reflect reductions in this typical value due to such things as hindrances and greater ranges. Larger values reflect the use of a favorable leader modifier. Target types include representative examples of situations in which mortars might be expected to have some reasonable chance of doing damage.

Three numbers appear for each combination of Final To Hit value and target category—one for each of the common Morale levels. Thus, attacked by a 60mm US mortar while motionless in the open, a German squad with a morale of "6" would suffer *no* inconvenience 59% of the time if the Final To Hit value was "7". For morales of "7" and "8", the corresponding survival percentages are, respectively, 63% and 69%.

The differences between the results in parts "a" and "b" of Table 1 are due entirely to the different columns used for each mortar size. Normal hits by a 50mm mortar are resolved on the 2FP column

Target Category	Final TO HIT value 4	5	6	7	8	9
Infantry in a wooden building	91 92 93	89 90 92	86 88 90	83 86 89	81 84 88	79 83 86
Infantry motionless in the open	85 87 90	80 82 86	74 77 81	68 72 77	62 67 73	58 64 70
Infantry motionless in woods	81 83 86	74 77 80	66 70 74	59 63 68	52 57 63	46 52 59

(a) German and Russian 50mm mortars

Target Category	Final TO HIT value 4	5	6	7	8	9
Infantry in a wooden building	88 90 91	84 86 89	80 83 86	76 79 83	72 76 81	69 74 79
Infantry motionless in the open	81 84 86	74 77 81	67 70 75	59 63 69	52 58 64	47 53 60
Infantry motionless in woods	78 80 83	70 73 76	61 64 69	52 56 61	44 49 55	38 43 50

(b) US 60mm mortar

Table 1—Probability that a single unit will survive a light mortar attack, unharmed and unpinned, when there is no initial Acquisition. The values in each TO HIT column are for Morales of 6, 7 and 8 respectively.

(while Critical Hits roll on the 12FP column). For a 60mm mortar the corresponding FP column is "4" (and "16" for a CH). I have encountered players who, because of the feeble attacks associated with anything other than a Critical Hit, consider mortars to be of little value. As with so many of the routines in *ASL*, it is difficult to draw sound qualitative conclusions about what will likely happen without some careful study. There may well be those who can simply "eyeball" results when multiple attacks, To Hit, and Critical Hit probabilities cloud things—but there can't be many of them.

To try to make these numbers on the tables more meaningful, I compared them with some basic results from Table 5 in my earlier *ASL* article (Vol. 22, No. 6 of The *GENERAL*). This table contained survival probabilities for various FP, DRM and Morale values. From this comparison, for a Final To Hit value of "7", a 50mm mortar, used against an enemy in the open, is a little bit more dangerous than a 2FP half-squad; and a 60mm mortar does about as well as a 4FP squad. When the enemy unit is in a wooden building, the same is not true; each mortar attacks almost one column better.

However, the third target category is the one in which mortars really shine. Normal infantry fire into a woods hex would receive a +1 DRM, but mortars qualify for a −1 DRM due to the air burst produced by trees. This difference leads to almost a two-column shift. Thus, for example, a 50mm mortar attack will leave a Morale "7" target unharmed and unpinned 63% of the time. The corresponding percentage for an infantry 6FP attack with a +1 DRM is 64%.

The sole advantage of having to use the Area Target Type is that a hex can be Acquired, at the risk of malfunction, when there is no known enemy present. *Table 2* shows us what will happen when a hex has been fully Acquired prior to the start of the Fire Phase in which an enemy actually enters the hex. In this case, the Final To Hit value does not include the Acquisition DRM. Comparing the results of this table with those found in my earlier article, full Acquisition is essentially equivalent to another column shift. Consider a 60mm US mortar firing into a woods hex: in the "7" column results an enemy with a Morale of "8" escapes 52% of the time (exactly the value for a 12FP attack with +1 DRM).

A leadership DRM modifies the To Hit result. Within 24 hexes of a target, with no modifiers other than that due to "* Gun", one must roll "7" or less to hit. A −1 leadership modifier to the dice roll is, effectively, the same as getting a hit on an unmodified roll of "8" or less. A look at the results shows that such a −1 modifier is worth about a half a column shift. The practical conclusion is that good leaders are better used in situations in which they modify the IFT roll directly. However, as we'll see a bit later, those 7-0 and 8-0 leaders do serve a useful purpose in connection with mortars.

The other possible target category for mortars is "vehicles". As was true for the infantry-oriented tables, these results are probabilities expressed as pecentages. For armored vehicles, as I've mentioned in earlier articles, I consider Immobilization results little better than KIA ones, so that in this case "survival" also means *mobile*. Various vehicle categories were considered, but the three shown in *Table 3* are , I believe, the most interesting.

Soft-skinned vehicles, being natural prey of ordnance, obviously must be included. Of all the open-topped AFVs in the German, Russian and US inventories, only six (all of which but one are US) have one Armor Factor greater than "4". Thus, it's almost true to say that the second vehicle category results apply to all open-topped vehicles. The final target category embraces a large number of WWII close-topped AFVs, those having at least one AF greater than "4" and at least one AF less than "8". Examples include the best makes of the PzKpfw IV, the T-34s, and most of the Shermans—all of which formed significant fractions of their owners' armored forces.

Against soft-skinned vehicles, these mortars both shoot a bit better than their weights. As was true in the case of infantry targets, attacks into an already-Acquired hex will be about a column better. A few interesting things appear in the results for attacks against armored targets. First of all, lightly armored, open-topped vehicles have little more chance of surviving than do soft-skinned ones. Secondly, both the 50mm and 60mm mortars have a respectable 25% chance of doing in such vehicles. Finally, I was surprised at even the 9% chance to stop a good tank being possible with these guns. As an aside, if any of you are curious as to why the AFV results are almost the same for both 50mm and 60mm mortars, this is a result of the structure of the IFT, which makes their normal attacks identical against AFVs; those minor differences you see result from their differing Critical Hit strengths.

With this mass of information available, let's look at some tactical considerations associated with the use of light mortars. Because they are SW, they can be used by squads and half-squads without penalty. For those nationalities that can voluntarily take a portion of their initial forces in half-squads, it makes sense to crew light mortars with a HS. Perhaps the critical observation behind that recommendation is that there is no difference, in the portage capacities, between these two units.

I like to use these small mortars in pairs when playing the Russian side of a scenario. Typically, the Germans have fewer, but better, squads to go along with their more numerous leaders. A single light mortar attack isn't going to kill a squad very often; multiple hits are required so that multiple "breaks" can do the dirty work. This is a lot more

Target Category	Final TO HIT value 4	5	6	7	8	9
Infantry in a wooden building	88 90 92	85 87 90	82 85 88	80 83 87	78 82 86	77 81 85
Infantry motionless in the open	77 80 84	70 74 79	65 69 75	60 65 72	56 62 69	54 60 67
Infantry motionless in woods	70 74 78	61 66 71	54 59 65	48 54 60	43 49 57	40 46 54

(a) German and Russian 50mm mortars

Target Category	Final TO HIT value 4	5	6	7	8	9
Infantry in a wooden building	83 85 88	78 81 85	74 78 82	70 75 80	68 73 78	66 71 77
Infantry motionless in the open	70 74 79	62 66 72	54 60 66	48 55 62	43 50 58	40 47 56
Infantry motionless in woods	65 68 73	54 59 64	46 51 57	39 45 52	33 39 47	29 36 44

(b) US 60mm mortar

Table 2—Probability that a single unit will survive a light mortar attack, unharmed and unpinned, when there is full initial Acquisition. The values in each TO HIT column are for Morales of 6, 7 and 8 respectively.

Target Category	Final TO HIT value 4	5	6	7	8	9
Unarmored vehicle in the open	90	86	83	79	76	73
OT AFV, all AF ≤ 4	90	85	80	75	71	68
C AFV, 4 < one AF < 8	96	95	93	91	90	89

(a) German and Russian 50mm mortars

Target Category	Final TO HIT value 4	5	6	7	8	9
Unarmored vehicle in the open	86	81	75	69	65	61
OT AFV, all AF ≤ 4	89	85	80	75	71	67
C AFV, 4 < one AF < 8	96	94	93	91	90	89

(b) US 60mm mortar

Table 3—Probability that a motionless vehicle will survive a light mortar attack when there is no initial Acquisition.

Target Category	Final TO HIT value 5	6	7
Infantry in a wooden building	78 81 85	74 78 82	69 74 79
Infantry motionless in the open	64 68 73	54 60 66	46 52 59
Infantry motionless in woods	55 59 64	44 49 55	34 40 46

(a) German and Russian 50mm mortars

Target Category	Final TO HIT value 5	6	7
Infantry in a wooden building	71 74 79	64 69 74	57 63 69
Infantry motionless in the open	55 60 65	44 50 56	35 40 48
Infantry motionless in woods	49 53 58	37 41 47	27 31 38

(b) US 60mm mortar

Table 4—Probability that a single unit attacked by a pair of identical mortars will survive, unharmed and unpinned, when there is no initial Acquisition and no leader modification. The values in each TO HIT column are for Morales of 6, 7 and 8 respectively.

likely when there are two mortars pecking away at the same hex. I've included *Table 4* just so the reader can see the effect of doubling up on a target. Conversely, with Russians on the receiving end, concentration is frequently a poor idea. The chronic shortage of Russian leaders means that a broken Russian unit may well be out of action for quite some time—and time is all the Axis player needs in many scenarios. Between two forces, both of whom are well-supplied with leaders, concentration decisions will probably hinge upon such considerations as the number of targets and the nature of the available cover.

Of course, it often happens that, when you shoot at someone, they shoot back. Practically, most *ASL* scenarios occur in terrain congested enough so that mortars will not be out of range of MG fire and may even be within range of an enemy squad's inherent fire. Effective use of mortars involves keeping them around. So you should use walls and hedges, or dig in, or use "Spotters".

Defenders will be able to dig in more often than will attackers. Prime real estate for a mortar means a good field of fire, and it's hard both to find that when you are advancing and to survive long enough to dig. Here, for a change, the Russians enjoy an advantage. The more squads you have, the more holes you can dig, and those more-numerous Russian squads get a favorable DRM for entrenching too. Spotting, the only situation in which onboard ordnance can use spotters (an indirect fire technique), can keep your mortars safe, but the price is comparatively high: a reduction in the chances of damage of from one-third to one-half.

Finally, leaders having favorable leadership modifiers are not, as we've seen, particularly effective in increasing the damage done by mortars. However, they do have a role by virtue of the movement bonus they produce. Without that, those five Portage Points weapons have a way of not getting to where you'd like them to be.

Heavy Mortars

Table 5 does for the heavier guns what Table 1 does for the smaller mortars. Since leadership modifiers don't apply to these pieces, the To Hit values don't go past "7". Based upon ROF and FP values, heavy mortars belonging to the US, Germany and Russia divide into the four groups shown.

The clear champion among these "boomers" is the 81/82mm model. Its firepower is respectable and its Rate of Fire enables it to do a lot of damage in a short time. Since it can be dismantled, it also enjoys more flexibility with respect to movement than do any of its larger kin. In its dismantled state, it can be carried into a foxhole. As a simple rule of thumb, it is about 50% more likely to inflict some kind of damage than is a light mortar.

When we turn, in *Table 6*, to attacks upon vehicles, the 81/82mm mortars again emerge the clear winner. Comparing these results with those in Table 3 above, we see that the 81/82mm guns are almost twice as good at putting vehicles out of action. What these numbers don't show is the better than twofold increase in the chance of killing either type of AFV. As they did in the real world, the 81/82mm mortars emerge as the best of the bunch.

Conclusions

All of the above numbers mean little if the player doesn't make use of them. When faced with a DYO purchase, or a scenario in which you've mortars in your OB, keep them in mind. The mortars are certainly the most underrated and misunderstood pieces in the *ASL* arsenal. (Something your fathers were never prone to underestimate.) And I haven't even touched on some of their special uses, or the effects of WP and starshells. Perhaps one more ambitious than I can take on the task of producing the definitive text on tactical use of these weapons in *ASL*.

Target Category	Final TO HIT value 4	5	6	7
Infantry in a wooden building	81 83 85	74 77 80	66 70 75	59 63 69
Infantry motionless in the open	76 77 80	67 69 72	57 60 64	47 51 56
Infantry motionless in woods	74 75 77	64 66 69	54 56 60	43 46 51

(a) US and German 81mm, and Russian 82mm mortars

Target Category	Final TO HIT value 4	5	6	7
Infantry in a wooden building	86 88 89	80 83 85	73 76 80	65 70 75
Infantry motionless in the open	82 83 85	73 76 79	64 67 71	53 57 63
Infantry motionless in woods	80 82 83	71 73 76	60 63 67	48 52 57

(b) German 105mm and Russian 107mm mortars

Target Category	Final TO HIT value 4	5	6	7
Infantry in a wooden building	84 85 87	76 79 82	68 71 76	59 63 69
Infantry motionless in the open	80 82 84	71 73 76	60 63 67	49 53 58
Infantry motionless in woods	79 80 82	69 71 73	58 60 64	45 49 53

(c) US 107mm, and German and Russian 120mm mortars

Target Category	Final TO HIT value 4	5	6	7
Infantry in a wooden building	89 91 92	83 85 88	75 79 83	66 71 76
Infantry motionless in the open	86 88 89	78 80 83	67 71 75	54 59 65
Infantry motionless in woods	85 87 88	76 78 80	64 67 71	50 54 60

(d) Russian 160mm mortar

Table 5—Probability that a single unit will survive various mortar attacks, unharmed and unpinned, when there is no initial Acquisition. The values in each TO HIT column are for Morales of 6, 7 and 8 respectively.

For those who may not be familiar with Mr. Medrow's work, he has produced several articles analyzing the probabilities in ASL—one each concentrating on infantry, armor and off-board artillery—under the series title "First Impressions" which have appeared in the pages of our periodical. Those interested in obtaining these are referred to in the index of ASL articles found elsewhere in this issue. Back issues of The GENERAL still in stock are available for $4.00 each (plus the usual 10% shipping and handling) direct from The Avalon Hill Game Company.

Target Category	Final TO HIT value 4	5	6	7
Unarmored vehicle in the open	77	69	60	51
OT AFV, all AF ≤ 4	84	78	72	65
C AFV, 4 < one AF < 8	92	89	86	83

(a) US and German 81mm, and Russian 82mm mortars

Target Category	Final TO HIT value 4	5	6	7
Unarmored vehicle in the open	83	76	67	58
OT AFV, all AF ≤ 4	88	83	78	71
C AFV, 4 < one AF < 8	94	92	89	87

(b) German 105mm and Russian 107mm mortars

Target Category	Final TO HIT value 4	5	6	7
Unarmored vehicle in the open	81	72	62	51
OT AFV all AF ≤ 4	88	83	78	71
C AFV, 4 < one < 8	94	92	89	87

(c) US 107mm, and German and Russian 120mm mortars

Target Category	Final TO HIT value 4	5	6	7
Unarmored vehicle in the open	87	79	69	57
OT AFV, all AF ≤ 4	93	89	84	79
C AFV, 4 < one AF < 8	96	95	93	91

(d) Russian 160mm mortar

Table 6—Probability that a motionless vehicle will survive various mortar attacks; no initial Acquisition.

ASL GAP

Are you intimidated by the size of the **ASL** Rulebook? Do you enjoy games other than **ASL** and dread having to re-learn even the basics when you want to play it again? Are you an experienced **ASL** player, but find it hard to remember all the details? Are you tired of those arguments over "cocked" dice and knocked-over unit stacks? Then let the **ASL Game Assistance Program** help you! What does it do? **ASL GAP** serves as a QRDC on a computer. It includes all the following tables from the Rulebook cards:

Chapter A: 3, 5.132, 11.11, 14.3, 15.1, 15.5, 16., 17.,18.2
Chapter B: 25.65
Chapter C: 3, 3.6, 3.7, 3.8, 3.9, 4, 7.2, 7.31-.35, 7.7, 13.33

The program presents only that information related to the results of your actions. And it keeps track of where you are in a game. It does not judge LOS; it does not cheat; it does not use a "mouse". And while the program does not teach you how to play *ASL*, it can help you to understand how **ASL** rules and situations work by seeing how the **GAP** executes and resolves them—and it also reminds you of many little-used rules you may forget during the heat of battle.

The concept is simple. For example, the IFT function asks for the FP and DRM of your attack. The program then locates the proper table, rolls some "dice" and you are told what happened to the target(s). Furthermore, it takes into account Cowering (A7.9) as well as the increased penalties for Inexperienced Personnel (A19.33); it even accounts for Critical Hits from FFEs (C1.53). It reminds you of Sniper Activation (A14.1) and offers to resolve this for you right then and there. It reminds you when ROF has been maintained (or lost) and to check for SW breakdown. Do you remember all those possibilities every time *you* roll the dice on the IFT? How about for To Hit and To Kill tables? Infantry close combat resolutions? Or Morale Checks? Do you even *use* the Battlefield Integrity rules? Now you can, and without worry. (Some sample screens from **ASL GAP** are shown to the right).

If you are a fan of **ASL** and play often, think what the program can mean in savings of time and trouble. And that means that you can concentrate on the game at hand, not the game system. **ASL GAP** is available for the 64K Apple® II+, //c, //e and //gs computers. A version for IBM® and compatible computers is currently under construction. The Apple version (only) can be ordered by mail for $25.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% for shipping and handling (20% for Canadian orders; 30% for overseas). Maryland residents please add 5% state sales tax.

® Trademarks of Apple Computers and International Business Machines.

```
ASL GAP MAIN MENU
PFPh AMERICAN GAME TURN 1

1. Infantry Fire          7. DICE / SNIPERS
X. Infantry CC            8. GAME TURN TRACK
3. TH/TK (BLACK)          9. BATTLEFIELD INTEG
4. TH/TK (RED)            5. SAVE GAME
5. Quick Hit/Kill         R. RESTORE GAME
6. 80MTR'/HE/4            "DELETE" back to RPh

SELECT choice:
```

```
BATTLEFIELD INTEGRITY MENU
1. SUBTRACT AMERICAN LOSSES
2. SUBTRACT GERMAN LOSSES
3. ADD AMERICAN REINFORCEMENTS
4. ADD GERMAN REINFORCEMENTS
5. ATTEMPT TO REGAIN AMERICAN ELR
6. ATTEMPT TO REGAIN GERMAN ELR
7. RAISE/LOWER/PIN AMERICAN SAN
8. RAISE/LOWER/PIN GERMAN SAN
9. AMERICAN GAINS CVP
0. GERMAN GAINS CVP
"RETURN" MAIN MENU
```

```
Base TK# = 7
TK# +0 for >=65mm gun firing AP
ammo at 6 hexes
BASE TK ROLL = 6
          VEHICLE KILLED
     CREW SURVIVAL ROLL = 4
"A" ACQUIRED TARGET ROLL (DRM = 1)
"D" TO ROLL WITH NEW DRM:
"R" FOR RANDOM SELECTION:
"S" TO ROLL SAME PARAMETERS:
```

The applications, especially for solitaire play, are incredibly convenient. Can't finish a game in one sitting . . . no problem. Save it for instant recall when you begin again. Tired of your opponent grousing about his luck? The **GAP** will put an end to that. Dice roll averages for each player are continuously updated and presented on the Main Menu so that each player will always know exactly how far his overall "luck" has varied from the norm.

DEBRIEFING

The following are questions that have appeared on the *ASL* system thus far in "The Question Box" (found in each issue of The *GENERAL*). Note that in some cases, further refinement of the game rules has caused changes to the answers as published in the magazine; such questions are marked with a bullet and players are urged to note the difference from the previous response. At the end of the section is a listing of all Errata to date for the module scenarios and counters; it is recommended that players make corrections to their components, although further printings of these will incorporate the changes.

A1.32 & A10.8 If a Fanatic HS Recombines with a HS that's not Fanatic, is the resultant squad Fanatic?
A. No.

A4.134 Suppose a squad is carrying six PP, leaving it with one MF, and it uses a Minimum Move to move into an adjacent building hex. For Defensive First Fire purposes, is it considered to have spent only one MF in that building hex—or two?
A. Two MF.

A4.2 If a stack of units is moving together, and a unit in the stack expends MF to place a SMOKE grenade/DC or to Recover a SW, then must other units in the stack also expend the same MF if they are to continue to move together as a stack?
A. Yes.

A4.31 Can an Infantry unit that is using Bypass expend MF to place a SMOKE grenade (A24.1) or DC (A23.3) while still in Bypass (as long as it has sufficient MF to leave the hex)?
A. Yes.

A4.32 Suppose an Infantry unit using Bypass movement is attacked in the Bypass hex by Defensive First Fire and it survives without being broken or pinned. Could it then expend an additional two MF to enter the building instead of entering another hex?
A. Yes; see A4.3 in the 1987 Errata.

A4.4 If a unit begins its MPh with a SW in its possession but drops it before expending any MF at all, is the portage costs assessed?
A. No. See A4.43 in the 1987 Errata.

A4.4 Is the PP cost for a SW deducted from a unit's IPC if the unit begins its MPh with the SW and drops it *after* expending a MF in its hex (such as to place a SMOKE grenade or to Recover a different SW) but *before* moving one hex with it?
A. Yes.

A4.43 If an unbroken unit wishes to do nothing during its MPh except drop a SW, can it do so at the cost of one MF?
A. It would do so at *no* MF cost—but it could then become the (non-moving) target of Defensive First Fire.

A4.43 Can an Infantry unit abandon a SW as it advances during its Advance Phase?
A. Yes; see A4.43 in the 1987 Errata.

A4.431 The rule permits SW to be Transferred among Riders on the same vehicle while it is in Motion. Can SW really be Transferred between Riders on the same Motorcycle while it is in Motion?
A. Yes.

A4.44 Can a leader apply his leadership modifier to another unit's Recovery dr?
A. No. See A4.44 in the 1987 Errata.

A4.63 For an Infantry unit to make a Dash, must it have enough MF left (after deducting for PP in excess of its IPC) to cover the normal cost of the two-hex movement?
A. Yes. See A4.63 in the 1987 Errata.

A4.63 & A15.43 Can a Berserk unit use a Dash move to enter an enemy occupied hex?
A. Yes—provided it meets all the requirements for both Dash and Berserk movement.

•A7.53 If a leader uses his leadership modifier to direct a FG in Defensive First Fire, then later on in that same phase can he direct a FG in which some units/SW are using Subsequent First Fire and some are using Defensive First Fire?
A. Only if all the units/SW involved are the same ones he had directed in that previous First Fire attack.

•A7.353 & A8.31 If a HS uses a LMG during Defensive First Fire, can it use *both* the LMG and its inherent FP during Subsequent-First-Fire/Final-Protective-Fire in the same phase?
A. No. It can use its LMG *or* its inherent FP in Subsequent First Fire; for FPF, it must use its LMG and cannot use its inherent FP.

A7.7 Can an ordnance hit on the Area Target Type be considered a hit for Encirclement purposes (as opposed to one on the Infantry Target Type)?
A. Yes.

•A7.7 If a MMC is attacked by Defensive First Fire which causes Encirclement but it continues its movement out of the encircled Location, are other friendly units in that target Location (who were not moving in a stack with the attacked MMC) encircled?
A. Yes; see A7.7 in the 1987 Errata.

•A7.7 Suppose an attack by German units causes Russians in the target Location to be Encircled. If German units then advance into the Encircled Location for CC, are they too affected by the Encirclement?
A. Yes; see A7.7 in the 1987 Errata.

A8.11 If the DEFENDER declines to use Defensive First Fire versus a unit after it moves into a certain hex and the ATTACKER subsequently announces that he had finished moving that unit, can the DEFENDER then change his mind and use Defensive First Fire (before another unit has physicaly mmoveddy)?
A. Yes.

8.15 & A23.3 Would a unit Placing a DC across an Open Ground hexside be subject to a Snap Shot?
A. No.

A8.22 A CE AFV moves and a squad chooses to attack it using Defensive First Fire. According to this rule, the General Collateral Attack leaves no Residual FP—true or false?
A. False. The Small Arms Attack is actually made versus the entire *Location*, and does leave Residual FP. The accompanying General Collateral Attack (vs. the PRC) caused by that attack does not leave Residual FP; see the last sentence of A.14B.

A9.21 If a HMG firing from a building hex has established a CA, can the HMG be used that same phase against an enemy Infantry MMC that enters the HMG's Location across a hexside that is not within the HMG's CA?
A. Yes.

A9.221 Can a MG set up an Alternate-Hex-Grain Fire Lane along a *Continuous Slope*?
A. Yes.

A9.223 If a MG has established a Fire Lane, would an enemy unarmored vehicle (with no PRC) entering the MG's Location cause cancellation of that Fire Lane?
A. No; A7.212.

•A12.53 Does Mopping Up cause enemy units in Rubble Locations of the building to lose Concealment, or to surrender (if broken)?
A. No; see A12.153 in the 1987 Errata.

A19.12-.13 If a Finnish 8-0 leader suffers Replacement, is it replaced by a German ?-0?
A. No; it becomes disrupted.

A20.551 If an unarmed unit attacks in CC and its target survives the attack but a different enemy unit is eliminated in that same CC (by another attacker), is the unarmed unit immediately rearmed?
A. Yes, provided no other enemy unit is in that Location.

A25.222 Is a Commissar immune to DM when attempting Sef-Rally?
A. No, a leader cannot affect his own performance (A10.7).

A26.21 If captured Personnel/equipment count as double their normal VP only at the end of play, what is their value *during* play?
A. They count as their normal VP value during play. For example, a captured squad is worth two VP during the game (even if Exited); only at the end of play is its value increased to four points.

•B3.4 If a MMC enters a shellhole hex through a road hexside, can it retain the extra MF for crossing only road hexsides if it enters the shellhole hex by expending 2MF (in order to gain the shellhole's terrain benefits)? By expending only 1MF?
A. No. Yes. Note too that the extra MF is also negated if the unit enters SMOKE/Deep-Snow/woods as it moves on the road.

B6.33 & B6.45 Is an underwater pontoon bridge's +2 TEM (for purposes of bridge destruction) in addition to its having a +1 TEM for being a pontoon bridge—a cumulative +3 TEM?
A. No, +2 cumulative.

B6.44 Can a bicycle be riden onto/across a foot bridge?
A. No.

B8.41 The rule states that a unit in a Sewer hex *must* move during its MPh. But if the unit is completely surrounded and thus unable to move, is it eliminated?
A. Yes.

B8.44 If a unit in a sewer Location attacks an enemy unit in an ADJACENT sewer Location, is the PBF also halved for Area Fire?
A. Only during AFPh—not Final Fire.

B20.92 Does a unit in Crest status receive entrenchment benefits from fire that enters its hex through the vertex of a protected Crest hexside and a non-Crest hexside?
A. Yes.

•B23.71 If an Infantry unit moves directly from one Rowhouse hex to another Rowhouse hex (at ground level), would it be attacked by any mines present at ground level of either hex?
A. Yes, unless moving through a Breach. See B23.711 in the 1987 Errata.

B24.2 If Rubble is in a hex with a wall or hedge hexside, is the wall/hedge movement cost still applicable?
A. Yes.

B25.12 Does the EC DRM modify the DR used to determine if a FT attack has caused a Flame in a building hex? In a Rubble hex?
A. No. Yes.

B28.41 & B28.52 When resolving a minefield attack, is a partially armored vehicle treated the same as an AFV whose lowest hull AF is zero? A. Only if the vehicle has a "0" hull AF, or if both its sides *and* rear are unarmored.

C1.2 & C9.3 Does Guarding prisoners affect a unit's ability to act as a mortar Spotter or use a radio/field phone?
A. A Guard cannot perform these functions if his US# is < the total US# as his prisoners.

C1.5 If a Berserk unit is in the Blast Area of a friendly FFE, is its Morale Level lowered by one (A15.42)?
A. No.

C1.51 If a unit Withdraws from Melee during a CCPh into a FFE hex, is it attacked by the FFE?
A. Yes.

•C3.7 "MG To Kill attacks have no CH possibility . . ." Are Fighter-Bombers, Stukas, and .50 cal. HMG (12.7mm) included as "MG" under this rule? Are 15mm weapons?
A. Yes. No.

Scenario Errata:

ASL 2: The Germans *must* perform the Mop-Up procedure in a building in order to claim it for Victory Condition purposes, even if they Control all its Locations.

ASL 3: Each unit eliminated due to SSR 2 counts as Casualty VP.

ASL 4: In SSR 3, the Russians should have Level A Booby Trap capability—not Level C.

ASL 9: The Russian radio should have contact values of 6/7/8—not 5/6/7. In SSR 4, allow the German HMG (as well as the MMG) to use Bore Sighting.

ASL 20: The Victory Conditions should read: "The Americans win if at game end they have Exited ≥ four Good Order squads (or their equivalent) off the north edge of board 2, *and* currently have more Good Order squads (or their equivalent) on level 2 hex(es) than the Germans."

ASL 21: U.S. tanks do not count towards the Victory Conditions.

ASL 26: In the second line of the Victory Conditions, change "by" to "at".

ASL 49: In the Victory Conditions, change "by" to "at".

ASL 50: The Russian radio should have contact values of 6/7/8, not 5/6/7.

ASL 53: The LMG counter shown in the British OB should be British—not Axis Minor. The British light mortar shown shoulld be the standard (range 2-11)—not the Airborne—version.

ASL A, B, C and D: A7.72 supersedes SSR 2, 2, 3 and 4 respectively.

ASL C: The date, of course, should read "1942".

ASL J: In SSR 4, the 80mm+ OBA should have *normal* ammunition.

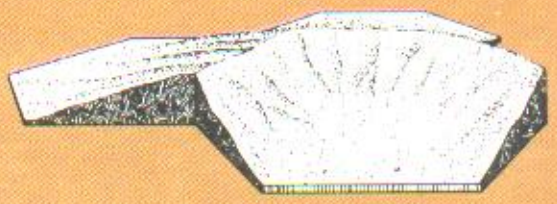
ASL G4: In SSR 3, delete "all".

DASL 5: The Russian radio should have contact values of 6/7/8—not 5/6/7.

Counter Errata:

- The Motion counters included in *PARATROOPER* should not contain the words "No Ordnance". The Motion counters in the various other modules are correct.
- All 1/2" SMOKE counters should have had *green* printing on the white background, since they are removed at the end of each MPh.
- The German *Pzkpfw 35t* tanks should have "t"—not "(t)"—in its name on the counter, since it does not receive the zero ESB DRM for being Czech-built (D2.5).
- The German *Marder I* TD should have "(f)" in its name on the counter, for ESB purposes (D2.5).
- The German *SPW 250/7* and *SPW 251/2* ht should have "Inf Crew" on the counter; see British Vehicle Note H.
- The German *SPW 251/10* ht should have "ATR; PSK^{63+}" on the back of the counter; see German Vehicle Note 65.
- The German *PSW 221* SC should have "BU FP NA" on the counter; see British Vehicle Note O.
- The MA of the German *2cm FlaK LKW* truck should be "20L"—not "20".
- All German RCL Guns should have a thin white circle on the front of the counter to indicate that they have a 360° mount (C2.3).
- The Russian *IS-2m* tank with ID "F" should have a white dot behind its BMG factor.
- The Russian *BA-64B* AC should have "BU FP NA" on the counter; see Russian Vehicle Note 40 and British Vehicle Note O.
- The U.S. *M4, M4A1* and *M21 MC* ht should have "Inf Crew" on the counter; see British Vehicle Note H.
- The U.S. *T8* "SC" should have a 2FP BMG.
- The British *Valentine II* tank with ID "A" should be marked as a Small Target (i.e., +1 TH; D1.74).
- The British *Terrapin MK I* amphibious truck should have "REV × 2" on the back of the counter (i.e., Reverse movement should cost it twice its normal hex entry cost).
- Each counter illustration on pp. H63-H64 [EXC: the *Sherman III DD(a)*] should show the AFV as OT. The counters themselves are correct; only the illustrations are not.

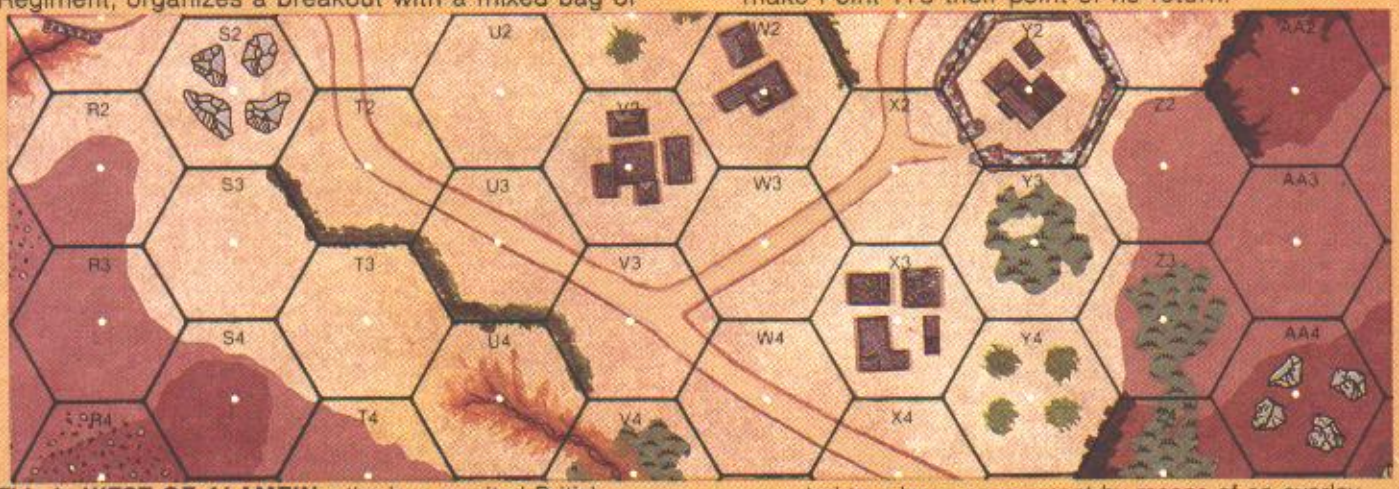
WEST OF ALAMEIN



March 31st, 1941...The 5th Light Division, just recently arrived in Libya, is on the attack. Its goal: to drive the fresh but green troops of the British 2nd Armoured Division out of their prepared defenses in the coastal bottleneck near Mersa el Brega. Men of the 8th Machinegun Battalion battle their way forward across the undulating sand dunes as Stukas prey on the defenders from above. Suddenly in the swirling dust they encounter minefields and wire. "Sappers forward!" comes the cry. A new chapter in the history of war is beginning, and a new legend—that of Rommel, the Desert Fox—is about to be born.

April 7th, 1941...In confused and headlong retreat, the British are falling back across the Cyrenaican bulge to Derna. But German armored cars and motorized infantry have cut the road atop the coastal escarpment, trapping those still in and west of the town. Colonel Drew of the 5th Battalion, Royal Tank Regiment, organizes a breakout with a mixed bag of troops and vehicles. Surveying the situation, he knows he has no options: He must lead his men up the steep, twisting escarpment road past a huge crater blown in by overanxious sappers; and, once over the lip of the escarpment, must locate the German anti-tank and machinegun positions in the shimmering heat haze and blast a way through. The afternoon promises to be hot in more ways than one.

November 23rd, 1941...As part of the drive to open a corridor to Tobruk, the 25th New Zealand Battalion, supported by Valentine tanks, has just captured Point 175 atop a high inland escarpment. However, instead of halting to prepare for the inevitable German counterattack, the Kiwis continue their advance almost nonchalantly—and walk right into the sights of the veterans of the 361st Infantry Regiment "Afrika", who at the moment happen to be under the personal command of Rommel. For many, Germans and New Zealanders alike, the bloody battle about to begin will make Point 175 their point of no return.



This is WEST OF ALAMEIN—the long-awaited British addition to the **ASL** system. As the title implies, it focuses on battles between the British 8th Army and Deutsches Afrika Korps in the North African desert in 1941-43. **WEST OF ALAMEIN** contains the *entire* British order of battle, including all U.S. Lend-Lease vehicles, ordnance and support weapons, thus enabling you to command every major vehicle, gun and troop type used by British and/or Commonwealth forces in *every* theater throughout the war. Also contained herein is Chapter F of the **ASL** rules, which covers the terrain types encountered in the desert and other arid regions: scrub, wadis, hillocks, escarpments, soft sand, dunes, deirs and hammada. Chapter F also provides rules for the special climatic conditions that were so much a part of desert combat, such as dust, heat haze and sun blindness. Of the *five* mounted mapboards in **WEST OF ALAMEIN**, four (#s 26-29) depict flat open desert, with the dominant terrain features on separate, moveable overlays so as to maximize flexibility. The fifth board (#25) represents a rugged hill mass as is found in Tunisia, and can be converted to a large escarpment by means of an overlay specially designed for this purpose. A Design-Your-Own system for the random selection and placement of overlays is also provided, which in combination with the vehicle and weapon point values, historical notes and DYO charts, will provide an endless variety of situations for those who enjoy creating their own scenarios. And as if all this weren't enough, simple rules have been included to enable the desert boards and overlays to represent the steppes of the Ukraine, providing added flexibility for these components. Of the eight scenarios enclosed, four can be played using the **ASL** rules and **BEYOND VALOR**; the other four also require rules, counters and/or a board from **YANKS**. No other boards or modules are needed.

WEST OF ALAMEIN is now available for $45.00 from The Avalon Hill Game Company (4517 Harford Road, Baltimore, MD 21214). Please add 10% shipping and handling for domestic orders; 20% for Canadian; 30% for overseas. Maryland residents please add 5% state sales tax.

FOWARD OBSERVER

As a closing word, I wanted to give you a brief peek at our doings here at Avalon Hill for the *ADVANCED SQUAD LEADER* system. The past year has seen the release of two new modules—*THE LAST HURRAH* and *HOLLOW LEGIONS*. I suspect that many of you haven't even digested *WEST OF ALAMEIN* yet, and now here are two more. But never fear, you'll have some time to catch up. With the exception of Charlie Kibler's *RED BARRICADES* (the first ASL "historical" module) and the *1989 Errata*, not much looms on the immediate horizon for the ASL fanatic.

RED BARRICADES (tentatively priced at $20 and due for release in the late autumn) is based upon the struggles in Stalingrad for control of the factory complex. This one is Charlie's baby. Ever since he did the research and mapboards for *RAID ON ST. NAZAIRE* and *THUNDER AT CASSINO*, he has wanted to produce truly accurate terrain maps for the *ASL* system. Having spent many hours with recon photos, maps and charts, I think you'll find his map for *RED BARRICADES* both intriguing and informative. Laced with new terrain types (rules to be included), unmounted and non-geomorphic but with slightly oversized hexes (1"), it is the centerpiece of the module. Added to this will be eight scenarios, and the rules and set-up for a truly monstrous "Campaign Game". And one-and-a-half counter sheets bring the players extra German and Russian counters, along with a couple of surprises (for instance, the "Molotov projector"). If you like playing a few dozen 6-turn mini-games to sort out who controls the city, this module is for you (or your game club, perhaps). Should *RED BARRICADES* prove popular, we'll be considering more "historical" modules with unmounted maps and "campaign games".

Bob McNamara turns, as soon as ORIGINS is done, to the time-consuming task of producing the next "free" errata section, to cover Chapters C and D. Upon completion of that (as might be expected, no date yet on when it will be ready—I'll announce in The *GENERAL* when you can send in your 1989 coupons), he'll begin studying the Japanese and Chinese. Given that the knowledge of the Pacific and Asian fighting held by those of us here at Avalon Hill involved with *ASL* wouldn't fill a modest-sized magazine, a great deal of research needs to be done before we can even draft rules dealing with the peculiarities of terrain, weather, troops, equipment, etc. It's going to be a long project, so patience is advised.

For my part, having now polished off this year's *Annual*, I will be casting about for some other projects in the *ASL* vein. We'd like, of course, to produce a solitaire and a PBM system—and at the moment we have several proposed for each in varying states of development (from a few random concepts to full-fledged submissions from your fellows). It may well be that, if one strikes us, it will see print in next year's *ASL Annual*. Then we could make use of the feedback to fine-tune it until it gleams enough to be put in the rulebook.

Then there are my own pet projects. I've started dabbling with designing scenarios for actions involving the Japanese—the next great step in the development of *ASL*. And some early war ones for the Brits for the *'90 Annual*. And I'd surely like to turn my hand to yet another module. I've my eye on one bringing in the French, or perhaps the armor and ordnance for the Axis/Allied Minors. Unfortunately, for either I need McNamara's cooperation, since I would perforce rely on him to provide the "Notes" and values for the counters. I am loathe to release just the French infantry (as we have the lesser powers in *LAST HURRAH* and *PARTISAN!*), but if pressured to do something to satisfy your cravings

CHRONOLOGY OF WAR

The Scenario Survey

To date, some 117 "official" scenarios (including those printed herein) have been published by Avalon Hill for *ADVANCED SQUAD LEADER*. To act as a checklist, the following is a complete listing of these—by date, location, title, number and combatants. By spending a few minutes with it, a player can readily spot any scenario that may deal with a particular campaign, region or people he is interested in. The survey can even be used to give an *ASL* tournament a unified theme or provide the basis for a "campaign" of scenarios.

Date	Location	Title	Number	Combatants
1 Sept 1939	Krojanty, Poland	Into the Fray	ASL-43	German vs Polish
27 Sept 1939	Przemysl, Poland	Age-Old Foes	ASL-50	Russian vs Polish
30 Nov 1939	Kuhmo, Finland	The Borders are Burning	89-A10	Russian vs Finnish
9 Dec 1939	Aittojoki, Finland	Silent Death	89-A11	Russian vs Finnish
9 April 1940	Elverum, Norway	The Gauntlet	ASL-44	German vs Norwegian
10 May 1940	Witry, Belgium	Toujours l'Audace	ASL-48	German vs Belgian
10 May 1940	Gennap, Holland	Piercing the Peel	ASL-49	German vs Dutch
10 May 1940	Coevorden, Holland	Bring Up the Guns	GEN-G7	German vs Dutch
11 May 1940	Briedgen, Belgium	Birds of Prey	ASL-46	German vs Belgian
7 Feb 1941	Siddi Saleh, Libya	Ci Arrendiamo	ASL-58	Italian vs British
31 March 1941	Mersa el Brega, Libya	Turning the Tables	ASL-39	German vs British
7 April 1941	Derna, Libya	Escape from Derna	ASL-38	German vs British
9 April 1941	Alibunara, Yugoslavia	Rude Awakening	ASL-47	German vs Yugoslav
20 May 1941	Kastelli, Crete	Revenge at Kastelli	ASL-45	German vs Greek
20 May 1941	Maleme, Crete	Tavronitis Bridge	89-A1	German vs British
20 May 1941	Maleme, Crete	Bofors Bushing	89-A2	German vs British
20 May 1941	Maleme, Crete	Descent into Hell	89-A3	German vs British
22 June 1941	Zhabinski, Russia	Red Packets	ASL-6	German vs Russian
24 June 1941	Seirijai, Lithuania	A New Kind of Foe	ASL-34	German vs Russian/Partisan
25 June 1941	Brest-Litovsk, Russia	The Citadel	ASL-10	German vs Russian
25 June 1941	Raseiniai, Lithuania	First Crisis at AG North	GEN-M	German vs Russian
11 July 1941	Shklov, Russia	Shklov's Labors Lost	GEN-T4	German vs Russian
12 July 1941	Gomel, Russia	Timoshenko's Attack	GEN-G1	German vs Russian
12 Aug 1941	Yasnaya Polyana, Russia	Bridge to Nowhere	ASL-54	Italian vs Russian
17 Aug 1941	Panikovo, Russia	Slamming of the Door	89-A7	German vs Russian
2 Sept 1941	Terijoki, Finland	Fighting Withdrawal	ASL-1	Finnish vs Russian
14 Nov 1941	Peipsk, Russia	The Hedgehog of Piepsk	GEN-D	German vs Russian
19 Nov 1941	Gabr Saleh, Libya	Blazin' Chariots	ASL-35	German vs British
19 Nov 1941	Bir el Gubi, Libya	Half a Chance	ASL-56	Italian vs British
23 Nov 1941	Sidi Rezegh, Libya	Point of No Return	ASL-42	German vs British
29 March 1942	Rhodopes, Greece	Ambush!	ASL-28	Bulgarian vs Partisan
13 June 1942	Tobruk, Libya	Kahmsin	ASL-37	German vs British
28 July 1942	Rostov, Russia	Storming the Factory	DASL-3	German vs Russian
23 Aug 1942	Ischbuchenskiy, Russia	Savoia!	89-A12	Italian vs Russian
14 Sept 1942	Stalingrad, Russia	In Sight of the Volga	ASL-5	German vs Russian
6 Oct 1942	Stalingrad, Russia	The Guards Counterattack	GEN-A	German vs Russian
6 Oct 1942	Stalingrad, Russia	The Tractor Works	GEN-B	German vs Russian
6 Oct 1942	Stalingrad, Russia	The Streets of Stalingrad	GEN-C	German vs Russian
7 Oct 1942	Stalingrad, Russia	First to Strike	DASL-4	German vs Russian
25 Oct 1942	Stalingrad, Russia	Berserk!	DASL-2	German vs Russian
27 Oct 1942	Stalingrad, Russia	Guryev's Headquarters	DASL-1	German vs Russian
9 Nov 1942	Stalingrad, Russia	The Commissar's House	ASL-4	German vs Russian
12 Jan 1943	Leningrad, Russia	The Paw of the Tiger	GEN-F	German vs Russian
12 Jan 1943	Velikiye Luki, Russia	Escape from Velikiye Luki	GEN-H	German vs Russian
18 Jan 1943	Warsaw, Poland	Mila 18	ASL-2	German vs Partisan
4 Feb 1943	Stanichka, Russia	Back to School	89-D3	German vs Russian
26 Feb 1943	Medjez el Bab, Tunisia	Fort McGregor	ASL-40	German vs British
22 March 1943	Wadi Zigzaou, Tunisia	A Bridgehead Too Wet	ASL-41	German vs British
20 April 1943	Takrouna, Tunisia	The Taking of Takrouna	ASL-51	Italian vs British
5 July 1943	Cherkassoye, Russia	With Flame and Sheel	DASL-7	German vs Russian
9 July 1943	Ponyri, Russia	The Schoolhouse	DASL-8	German vs Russian
10 July 1943	Syracuse, Italy	A High Price to Pay	ASL-53	Italian vs British
11 July 1943	Palma d'Montechiaro, Italy	Retribution	ASL-55	Italian vs American
13 Aug 1943	Kharkov, Russia	Draconian Measures	DASL-6	German vs Russian
9 Sept 1943	Parma, Italy	Too Little, Too Late	ASL-52	German vs Italian
9 Sept 1943	Paestum, Italy	Beyond the Blue Beach	89-A4	German vs American
10 Sept 1943	Rome, Italy	The Battle for Rome	ASL-57	German vs Italian
11 Sept 1943	Persano, Italy	Holding the Rear	89-A5	German vs American
14 Sept 1943	Salerno, Italy	Ranger Stronghold	GEN-T3	German vs American

Date	Location	Title	Number	Combatants
12 Nov 1943	Leros, Greece	Rachi Ridge	ASL-36	German vs British
12 Jan 1944	Kerch, Russia	Subterranean Quarry	ASL-32	Rumanian vs Partisan
30 Jan 1944	Cisterna, Italy	Six Came Back	GEN-G5	German vs American
14 Feb 1944	Novaya Buda, Russia	Little Stalingrad	DASL-5	German vs Russian
11 May 1944	Santa Maria Infante,Italy	Taking the Left Tit	ASL-20	German vs American
20 May 1944	Bessarabia, Russia	Sylvan Death	ASL-30	German vs Partisan
6 April 1944	Buchach, Russia	Hube's Pocket	GEN-G	German vs Russian
6 June 1944	La Fierre, France	Le Manoir	ASL-13	German vs American
6 June 1944	Foucarville, France	Silence That Gun	ASL-14	German vs American
6 June 1944	Ste. Mere-Eglise, France	Lost Opportunities	ASL-17	German vs American
6 June 1944	Neuville-au-Plain, France	The Roadblock	ASL-18	German vs American
6 June 1944	Pont-du-Hoc, France	Backs to the Sea	ASL-19	German vs American
6 June 1944	Copenhagen, Denmark	The Globus Raid	ASL-29	German vs Partisan
6 June 1944	Chef-du-Pont, France	Gavin Take	GEN-T1	German vs American
7 June 1944	Ste. Mere-Eglise, France	Confusion Reigns	ASL-12	German vs American
7 June 1944	La Fierre, France	No Better Spot to Die	ASL-16	German vs American
7 June 1944	Tulle, France	The Liberation of Tulle	ASL-27	German vs Partisan
8 June 1944	Pont l'Abbe, France	Defiance on Hill 30	ASL-11	German vs American
8 June 1944	St. Come-du-Mont, France	Trapped!	ASL-15	German vs American
8 June 1944	La Cambe, France	Buying the Farm	DASL-14	German vs American
8 June 1944	Cressensac, France	The Price of Impatience	89-A6	German vs Partisan
8 June 1944	Tulle, France	L'Ecole Normale	89-D1	German vs Partisan
16 June 1944	Les Foulons, France	Repulsed	DASL-12	German vs American
28 June 1944	Lepel, Russia	The Puma Prowls	GEN-T2	German vs Russian
1 July 1944	Minsk, Russia	Hill 621	GEN-E	German vs Russian
8 July 1944	Pont Herbert, France	Ripe Pickings	DASL-11	German vs American
10 July 1944	Haut Vents, France	King of the Hill	DASL-18	German vs American
11 July 1944	Dufayel, France	Clay Pigeons	DASL-16	German vs American
11 July 1944	St. Jean-de-Daye, France	They're Coming!	DASL-17	German vs American
15 July 1944	La Luzerne, France	Bogged Down	DASL-13	German vs American
27 July 1944	Le Lorey, France	Barkmann's Corner	DASL-15	German vs American
12 Aug 1944	Warsaw, Poland	The Old Town	ASL-31	German vs Partisan
16 Aug 1944	Ostroviec, Poland	Preparing the Way	DASL-9	German vs Russian
17 Aug 1944	Palesnik, Yugoslavia	The Cossacks are Coming	ASL-33	Croat/German vs Partisan
23 Aug 1944	Cannes, France	The Cannes Strongpoint	GEN-K	German vs American
12 Sept 1944	Warsaw, Poland	Dash for the Bridge	ASL-7	German vs Russian
15 Sept 1944	Uttfeld, Germany	Midnight Massacre	89-A9	German vs American
20 Sept 1944	Nijmegen, Holland	Gavin's Gamble	ASL-25	German vs American
22 Sept 1944	Warsaw, Poland	The Czerniakow Bridgehead	ASL-3	German vs Russian/Partisan
11 Oct 1944	Bardenburg, Germany	Tanks in the Streets	ASL-26	German vs American
17 Oct 1944	Aachen, Germany	Among the Ruins	ASL-21	German vs American
18 Oct 1944	Aachen, Germany	Kurhaus Clash	ASL-22	German vs American
8 Nov 1944	Vic-sur-Seille, France	First Action	GEN-G4	German vs American
6 Dec 1944	Singling, France	Last Act in Lorraine	GEN-G2	German vs American
6 Dec 1944	Singling, France	Last Act in Lorraine II	89-D2	German vs American
16 Dec 1944	Buchholz, Germany	Buchholz Station	GEN-I	German vs American
22 Dec 1944	Cheneux, Belgium	Rocket's Red Glare	GEN-G6	German vs American
25 Dec 1944	Champs, Belgium	Under the Noel Trees	ASL-23	German vs American
3 Jan 1945	Longchamps, Belgium	The Mad Minute	ASL-24	German vs American
13 Jan 1945	Budapest, Hungary	To the Last Man	DASL-A	German vs Russian
14 Jan 1945	Bitche, Germany	The Bitche Salient	GEN-J	German vs American
17 Jan 1945	Warsaw, Poland	To the Square	ASL-9	German vs Russian
9 Feb 1945	Hennebont, France	The Forgotten Front	GEN-G3	German vs American
6 April 1945	Hitdorf, Germany	Hitdorf on the Rhine	GEN-L	German vs American
19 April 1945	Muncheberg, Germany	The Agony of Doom	89-A8	German vs Russian
28 April 1945	Berlin, Germany	The Final Battle	DASL-10	German vs Russian
3 May 1945	Berlin, Germany	The Fugitives	ASL-8	German vs Russian

Date: The abbreviations used for the months should be recognizable to most readers; but for those confused by these: Jan = January, Feb = February, Aug = August, Sept = September, Oct = October, Nov = November, and Dec = December.

Location: Many of the scenarios place the action "near" a city or town. To simplify matters, and since this column is meant merely to place the scenario within the context of the war, we have noted the most recognizable geographic location mentioned in the historical commentary.

Number: All scenarios listed have appeared either in the modules (denoted by the prefix ASL or DASL) or in the pages of The *GENERAL* (denoted by the prefix GEN) or this *Annual* (as indicated by the prefix 89). To further specify:

Modules:
Scenarios ASL-1 through ASL-10: BEYOND VALOR
Scenarios ASL-11 through ASL-18: PARATROOPER
Scenarios ASL-19 through ASL-26: YANKS
Scenarios ASL-27 through ASL-34: PARTISAN!
Scenarios ASL-35 through ASL-42: WEST OF ALAMEIN
Scenarios ASL-43 through ASL-50: THE LAST HURRAH
Scenarios ASL-51 through ASL-58: HOLLOW LEGIONS
Scenarios DASL-1 through DASL-10: STREETS OF FIRE
Scenarios DASL-11 through DASL-18: HEDGEROW HELL

Magazine: (all have appeared in issues from Vol. 22, No. 6 to date)
Scenarios GEN-A through GEN-M: Revisions of scenarios originally published for the SL system
Scenarios GEN-G1 through GEN-G7: New scenarios designed for the ASL system
Scenarios GEN-T1 through GEN-T4: Tournament scenarios from ORIGINS '87
Scenarios DASL-A: The only supplemental scenario published thus far in DASL format

Annual: (that's this—first of the series)
Scenarios 89-A1 through 89-A12: New ASL scenarios designed for the *ASL Annual '89*
Scenarios 89-D1 through 89-D3: New DASL scenarios designed for the *ASL Annual '89*

Combatants: This information has been provided so that readers can determine which countermix may be necessary to play the scenario. Note that the *Axis Minors* encompass Hungarian, Bulgarian and Rumanian units, and that the *Allied Minors* encompass Polish, Norwegian, Dutch, Belgian, Yugoslav and Greek units. Note also that all Commonwealth units are listed as British.

while the long development and testing of the first Pacific module drags on, we may be forced into this extreme. I would object to such an approach, not because I have any great problem conceptually in releasing a nationality's infantry and vehicle/ordnance OBs separately, but because from my readings the actions in which only French infantry were present would make even more boring scenarios than the ones I did for the Allied Minors. No paratroopers, no cavalry, no fortifications, no unusual weather, and no contest when the Germans faced unsupported French infantry. How many scenarios having the German armor blitz French reservists would you want to play? So I'm still up in the air about any future module that I may volunteer to oversee.

And, of course, I will be continuing in my unending quest for *ASL* material for The *GENERAL*. At the moment, the issue featuring *WEST OF ALAMEIN* (Vol. 25, No. 6) looms on the horizon—with some top-notch material from Mark Nixon, who analyzes the desert scenarios, and Charles Markuss, who analyzes the British in the system. There are a number of new "Clinic" installments, along with Mr. Mishcon's accompanying updates of old scenarios, cluttering up my desk. There is the next step in the DYO system that Schmittgens and Kibler came up with (bringing in the North African and Middle East theaters) that I need to look at. In short, there should be plenty for the *ASL* fan in the pages of The *GENERAL*, wargaming's oldest professional magazine, over the course of the next year.

Despite the upcoming year being a quiet one on the *ASL* front, there still should be plenty to keep the system fresh. Your input, even if just a few suggestions or opinions, on any of the above plans would be welcome. Just drop us a line.

Rex A. Martin
May 1989

BRITISH AFV CARDS

The British AFV cards, similar to those for the Germans and Soviets and Americans in *STREETS OF FIRE* and *HEDGEROW HELL*, are now available. Not part of a *DELUXE ASL* module, they may be ordered direct from The Avalon Hill Game Company and cost $5.00 (plus the usual shipping and handling fees). Each of the 24 cards carries all the pertinent information (game stats, notes, depiction, etc.) for a vehicle on each side, and are recommended for use when playing *ASL* with miniatures or in Deluxe format. Here are all the common British vehicles—the Churchills (even the Crocodile and ARVE), Matildas, Valentines, Crusaders, the many American-built tanks in British service, and the superb armored cars. The AFV cards represent the easiest method of keeping track of the many special rules for the most common vehicles in the *ASL* armory. The German/Russian and American sets of AFV cards can also be ordered for $5.00 each.