



Dispatches from the Bunker



ISSUE #

01

Dispatches from the Bunker
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Chicopee, MA 01013

SUMMER 1997



**For ASL Players Everywhere
From ASL Veterans in New England**



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IN THIS ISSUE:**

Greetings from the Bunker: A Hearty Hello and an introduction to all of the grognards behind this newsletter, our intentions, and goals as we pick up the torch that was once held by longtime amateur publications the **Rout Report & On All Fronts**.



Brasche Encounters: Homyly, France, June 11, 1940: The Pioneers of Bataillon II, Infanterie Regt. (mot) 93 are ordered to take the Bridge over the Seine and secure this vital crossing point. Will they take the bridge and can they hold it?



Sochaczew: Sochaczew, Poland, September 14, 1939: The *Blitzkreig* seemed unstoppable but the men of the 17th Infantry Division were determined the Germans would stop here, the troopers of the 1st SS Motorized Regiment thought otherwise.

Dispatches from the Bunker: is dedicated to the ASL game system and all the players who play it, veterans and novices alike. This Newsletter is a labor of love from all who contribute to it and is published approximately every 4 months by Vic Provost of the 'Bunker Crew'. Subscriptions may be ordered as follows: 4 Issue Subscription - \$10.00, Shipping and Handling - \$3.00 in the continental USA and \$5.00 otherwise. Back issues will always be available at \$2.75 per issue with \$.75 S & H (each) in the continental USA and \$1.25 (each) outside the states. Issue #1 is free of charge with every new subscription or can be obtained with a Letter sized (# 10 Envelope) SASE. Send Check or Money Order (in the USA), or an International/Postal Money Order or USA Currency (if outside the states), made out to Vic Provost, to:

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Dispatches from the Bunker
 Published by Vic Provost of the 'Bunker Crew'

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 Rules MVPs: Allen Loiselle & Kiri Naiman.

Signals: Signals will be the title for our Editorial that will appear in each issue. It is appropriate at this point to introduce the crew that will be bringing *Dispatches* to you each Issue. First of all I'm the managing editor hunched over this Packard Bell in this Labor of Love. My name is Vic Provost and you may have run into me at a past AVALONCON, ORIGINS, or regional New England ASL Tourney in the last dozen years or so. I'm a longtime participant (over 30 years now) in the strategy gaming hobby in general and have played ASL since Day One and SL-GI before that. To me and my comrades here ASL has become more than just a game but a way of life; it has led to an incredible succession of lasting friendships and countless great gaming experiences over the years. I consider myself a solid B level player who has been so lucky to gather together this very talented group of players who will now have the opportunity to show their creative talents for the benefit of the entire ASL community. The group here is as follows: My best friend and playing partner of over 20 Years, the 1996 AVALONCON Champ Tom Morin, Rules Guru and 1997 Nor'Easter at HAVOC ASL Champ Allen Loiselle, Rules Lawyer Supreme Kiri Naiman, my #2 best friend, who used to be Mr Cold Dice Himself but has turned his luck around, and became a solid player in his own right - Ralph McDonald, our ex-marine who has wrested the mantle of snake bit by fate from Ralph - Bob Sistrunk, a past contributor for CRITICAL HIT magazine-Tom Ruta, and last but not least the Southern New England ASL MVP Carl Nogueira, who served notice of his own talent last year at DONCON with a top 10 showing, and has for years beaten the drums for this game by getting widely dispersed groups in our region closer together. We will do our very best to make this a *quality Amateur ASL Periodical*, and will look to keep your interest with our own insights, interpretations, analysis, perceptions, opinions, and of course scenarios for your playing and reading enjoyment. Continued on Page 7

BRASCHE ENCOUNTER

Average Playing Time - 2:00

Designer: Ralph McDonald



German Pioneers against French green squads. First look at this and you say the Germans have an easy victory, but think again! This scenario is quick and fun and evenly matched. Take a good look at the Order of Battles and see what each side offers.

French Perspective

Advantages: numerical superiority, Armored Cars

Disadvantages: ELR, troop quality, open ground and time

The first good thing the French have going for them is they control the bridge at the beginning of the scenario, but not with much. The guard detachment is very thin with one half squad on either side of the bridge. The half squad on the south side has no cover at all. Playtesters have been referring to this squad as the speed bump, because that is what they are to the initial German onslaught. The guard detachment has to keep the Germans from getting across the bridge in full force by the end of turn 2. The usual tactic for these units has been to place the the 8-0 and 2-2-7 with the LMG in one foxhole and a dummy stack in the other and you know where the speed bump is. The speed bump is there to slow the Germans down; do not be afraid to use FPF. Do not reveal which foxhole your other units are in right away because this will give the Germans knowledge of where to put all his firepower. Save these units for putting down what firepower they have onto the bridge or a firelane. Remember that this group is only trying to slow the Germans down while waiting for the reinforcements to arrive.

The reinforcements arrive on Turn 2 and their objective is to take the bridge back. The troop quality is not good and neither is the leadership but they are supported by two AMD 35s.

The French player must coordinate his attack on the bridge. He must try to suppress the German squads that have the capability to take out the AMDs. Okay, so that is the entire German force. I didn't say it was going to be easy. The French player has to be aware that the best aspect of the AMDs is not their armament but the OVR firepower it has. Catching a German squad in the open and making an OVR can be quite effective. Also having your infantry following the AMDs can help you get to the bridge. Using the AMDs as cover is a really good option especially with all the open ground you have to cover.

Most of the French players have chosen to attack in strength on one German position usually the Germans in the foxhole in Z5. The reasoning is that there is more cover in that area and your squads can get close enough so they can use their full firepower at normal range.

A last resort for the French is making that big charge for the bridge on the last turn.

German Perspective

Advantages: ELR, troop quality, SWs, Good Leadership and Hero

Disadvantages: numerical inferiority

The German objective is to control the bridge. No problem; look who's guarding it, but holding it is another subject. The German should make his main objective to get across the bridge and into the foxholes as soon as possible. The foxholes are the only cover near the bridge and have a great field of fire against anyone attacking from the north-side.

The first thing is to remove the guard detachment. All the German playtesters deployed one squad and rushed the two half squads at the French half squad on the south side of the bridge. Yes you can lose a half squad quickly with a -2 (-1 moving in open, -1 non assault moving) but if the French cower the French only have FPF available with a 7 morale. Usually the rest of the German force moves through the woods to get close to the bridge and maintain concealment. Once in position, the German can start to bring his firepower to bear on the foxholes in order to find the remaining French forces. Once a path is clear the German should get into the foxholes in order to prepare for a French counterattack.

Here come those nasty French men who have fallen in love with that bridge and want it back and they've brought armored cars. Well every SW has a chance to take out those armored cars and it sure would be advisable to do so. Building CC9 has great fields of fire for interdicting the French counterattack but is not close to the bridge. Do not get caught out in the open when one of those armored cars are moving. It could be devastating especially with such a small force. Of course the German can equip his hero with the DC or ATR (enough said).

Designer Notes

This is the first scenario I've designed from the ground up. I have redesigned a couple of scenarios: Apartment Hunting from OAF and have been working on Valor of the Guards from Tom Morin's Central Rail Station Campaign from OAF for the Central Stalingrad HASL Module he is working on for AH. My inspiration for the scenario came from the book *Infanterie Aces* by Frank Kurowski. It is a very good book, although one sided, since it about only German heroes and their actions and viewpoints. Rudolf Brasche was the first man detailed in the book and the first action was fast and quick and I thought this could be a great little scenario. The details in the book were vague but I put together a board with overlays, everyone has been telling me that there are too many overlays but I believe they are needed for playability. There used to be 9 overlays but thanks to some good advise from a visitor to the Bunker there are now only 6. Thanks Bob Walden.

The only source for this action was this book. I could not find any other reference material detailing this action. My other problem was I could not find the unit IDs for the forces so with help from Tom Morin I finally found the units involved in this action by back tracking the unit that Brasche was in when he served in Rostov. The unit IDs changed a little, but still the same unit was at Homyly France. Homyly is not on any map I had so in order to be accurate I called and e-mailed the French Embassy. They told me it was a part of the City of Romilly. I thank them too. I hope you enjoy this scenario. Thanks to the playtesters: Carl Norgeira, Alan Loiselle, Tom Morin, Kiri Naiman, Vic Provost, Tom Ruta, Bob Sistrunk & Bob Walden

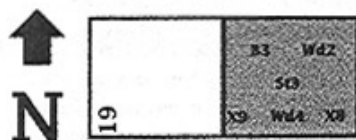
Brasche Encounter

Homyly, France, June 11, 1940: As the drive through France continued, the crossing of the Seine River was a major objective to accomplish. Four squads of the *Pionier* detachment of the 93rd motorized Infantry Regiment's II. Bataillon were ordered to take the bridge crossing the Seine River at Homyly. They were driven to and through the village under enemy fire, disembarking next to the woods leading up to the bridge. They quickly moved through the woods and came upon the bridge where they spied four French soldiers standing guard at the beginning of the span. In a bold maneuver the 1st, 2nd and 3rd squads rushed the guard detachment, hoping to overwhelm them and grab control of the bridge before it was blown up underneath them.



Historical Result: The three squads eliminated the four soldiers and captured others on the far side of the bridge, then occupied the fortifications. French reinforcements soon arrived including two armored cars. The 4th squad dispatched one armored car when a lucky ATR round hit the ammo storage, and Sargent Rudi Brasche and his friend Richard Gambietz immobilized the second one with grenades. Brasche then threw grenades at the oncoming French infantry, forcing them back into the woods. An attack several hours later by three more armored cars was also repulsed, leaving the *Pionier* detachment in possession of the intact bridge. The remainder of the II. Bataillon soon arrived and crossed over the Seine. For their heroic action Brasche and Gambietz were awarded the Iron Cross, Second Class; both would eventually win the Knight's Cross later in the war.

BOARD CONFIGURATION:



Only rows T-GG are playable.

VICTORY CONDITIONS:

The side that controls the bridge location at game end wins. The German loses immediately if the bridge is destroyed.

BALANCE:

- ⊙ French: Add a MMG to the Turn 2 reinforcements.
- ⊕ German: Exchange the 9-1 leader for a 9-2.

⊙ French sets up first

⊕ German moves first

1 2 3 4 5 END



Homyly Bridge Guard detachment [ELR:2] setup one MMC each on the north and south side of the bridge adjacent to hex oY6; foxholes setup one each in hexes X5 and Z5; SMC/SW/? setup in any hex adjacent to oY6 (see SSR#3) [SAN:3]:

2-2-7 halfsquad 2	8-0	LMG	?	Foxhole 1S 2
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Reinforcing Elements of the 6ème Armée enter on Turn 2 anywhere along the North edge:

4-3-7 6	8-1	7-0	LMG	AMD 35 AC 2
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Pioniers of Bataillon II. / Infanterie Regiment (motorised) 93 [ELR:4] enter on Turn 1 anywhere along the South edge [SAN:2]:



5-4-8 4	9-1	8-0	1-4-9	LMG 2
ATR		DC		

Special Rules:

#1 - EC are Moderate with no Wind at start.

#2 - Place overlays St3 on Y6-Z6; B3 on V3-V4; Wd2 on BB3-BB4; Wd4 on Z8-AA9; X8 on CC9 and X9 on V9. There is a two-lane stone bridge in hex oY6. The Stream overlay is treated as a one hex wide River (B21.12) that is deep with a slow current flowing west. The road from R6 to GG6 does not exist.

#3 - French concealment counters may setup in non-concealment terrain. The French armored cars may not be voluntarily abandoned (D5.4)

#4 - German 5-4-8/2-3-8 MMC are Assault Engineers (H1.22).

SOCHACZEW

Sochaczew, Poland, September 14, 1939: As the drive on Warsaw continued, the 4th Panzer Division, with the SS Leibstandarte Adolf Hitler Regiment attached, was given new orders: to attack through the Warsaw suburbs of the Bzura sector, at the bend of the Vistula River, to seal off the western approaches to the capital, which the desperate Polish High Command was trying to keep open for reinforcements fighting their way east. Their ultimate goal was to stiffen the defenses of the capital city. Occasionally the Polish defense crystallized in localized hedgehogs that slowed and sometimes stopped the increasing momentum of the German *Blitzkrieg*. One such place was at Sochaczew, where elements of the 17th Infantry Division were determined the German onslaught would stop there.



HISTORICAL RESULT: The fighting raged until noon on the 14th, as the town changed hands three times. The Germans ran headlong into a heavily defended urban battlefield held by determined, and in some cases, fanatic troops. The Poles strung together a matrix of roadblocks and fortified strongpoints in making the the SS fight for every block of the town. Eventually, the support of the Heavy Abteilung of the Regimental Artillery combined with increasing assistance of the Panzers, helped clear the town. That night, it was the Poles turn to bring up the heavy artillery, and the SS abandoned the town under constant shelling. The town was quickly retaken the next day, and the drive on Warsaw resumed.

BOARD CONFIGURATION:



N



Only Hexrows G-GG are playable

VICTORY CONDITIONS:

The German wins at game end if he has accumulated ≥ 100 VPs. He gains CVPs normally, he also gains VPs for exiting Units off the west edge (Prisoners do not count double as exit VPs), and for multi-hex building control (A26.1). Each multi-hex building is worth VPs = the # of locations it contains at start (EXC: Factory Building oX-17 is worth 15 VPs). The German loses immediately upon suffering ≥ 50 CVPs.

BALANCE:

German: Add a 5-4-8 Assault Engineer plus a DC to the German OB.

Polish: Substitute a 10-3 for the 10-2 leader in the Polish OB.

Polish Set-Up First

German Moves First.

1 2 3 4 5 6 7 8 END



Elements of the 17th Infantry Division [ELR:3] Set Up On/West of Hexrow P: {SAN:5}.

4-5-8	4-5-7	4-3-7	2-4-8	10-2	8-1
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4 6 4 2

8-0	HMG	MMG	ATR	46* Lt. Mtr.	?
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2 2 2 2 16

OBA
Observer

7-0	Phone
-----	-------

Road-Block

Anti-Tank
Section

2-2-8	Bofors 37L AT
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2



Elements of Battalion 1, SS Leibstandarte Adolf Hitler Regiment [ELR:3], Set Up ON/East of Hexrow N {SAN:3}.

4-6-8	5-4-8	2-4-8	9-2	9-1	8-1
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13 2 2

8-0	HMG	MMG	LMG	ATR	DC
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2 2 4 2 2

50* Lt.Mtr.	x 2	OBA Observer	7-0	Radio	9-1 AL
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Elements of the 36th Panzer Regiment, 4th Panzer Division, Set Up on/east of Hexrow N:

Pz 1B	Pz IIA	Pz IIID	Pz IVA	PSW222
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2 2

SPECIAL RULES:

#1 - EC are moderate with no wind at start.

#2 - Place Building Overlays X-16 with 1 on DD7 and 2 on EE7, and X-17 with 1 on DD1 and 2 on DD2. Buildings oDD7 and Z6 have RB Cellars (O6). Building oDD1 is a 2 1/2 level Factory (B23.74) with a vehicular sized entrance in oCC2, and rooftop access points in oCC2 and oDD1. Rooftops are in play only on this Factory Building. The Poles may fortify 5 ground level locations (Tunnels are NA).

#3 - All Polish 1st Line and Elite Squads (only) have Assault Fire Bonus and MOL Capability. The First Polish squad to pass any MC unpinned and in Good Order without HOB will Battle Harden and create a Hero. All Polish units stacked with the 10-2 Leader are Fanatic as long as he has a Morale Level of 10. The Poles may use HIP for 3 Squad-Equivalents and any SMC/SWs stacked with them.

#4 - The Polish Field Phone represents one module of 70mm+ Artillery with Plentiful Ammo and HE only. The observer and phone may set up HIP.

#5 - The German 5-4-8/2-3-8 MMCs are Assault Engineers (H1.22), must possess the DCs at start, and are the only MMCs qualified to use them without penalty. All German non-crew personell are SS (A25.11) with +1 broken morale/underscored good order morale for all MMCs. No AFV crew may voluntarily abandon its vehicle. The German receives Random Air Support in the form of 1 STUKA DB with bombs on a dr 2 < than the turn number. It is Recalled at the end of the player turn in which it makes an attack.

#6 - The German Radio represents one module of 150mm+ Artillery (HE & Smoke) with Plentiful Ammo and one Pre-Registered Hex. Radio Contact and Battery Access are automatic at the beginning of Turn 1 Prep Fire (remove one black chip). The German must then attempt to place either a Smoke FFE or Smoke Barrage (E12) in his pre-registered hex. The observer and radio may set up HIP.

SOCHACZEW

Average Playing Time - 7:00

Designer: Vic Provost



Here we have an early war slugfest with the determined defenders of the 17th Infantry Division trying to slow the onslaught of the *Blitzkrieg*. Time was running out for the Poles and if Warsaw had any chance at all the corridor to the west and vital reinforcements had to be open, and the door was swinging closed at Sochaczew. Looking to get the experience that is only gained in battle are the troopers of the 1st SS Leibstandarte Adolf Hitler Regiment, it is their duty along with the Armor of the 4th Panzer Division to slam the door closed on Polish hopes.

German Perspective:

Advantages: Elite Troops, OBA, Smoke, Armor Support, Stuka

Disadvantages: Thin Armor on the Panzers, ELR:3 + Non-underlined Morale, CVP cap.

This early war scenario shows the SS in a formative stage of a long and legendary combat record that led to hard fought victories, brutal war crimes, and ultimate defeat. These are not the *Übermen* we see in scenarios from 1941 on, but a well led, well equipped, grenadier type *kampfgruppe* with all the support that the *Wehrmacht* can provide. They are elite troops but can degrade due to the rather low ELR of 3 (low in SS terms) combined with non-underlined morale. There have been a few 4-4-7s making appearances in our playtests so a bit of finesse is needed in handling them.

Finesse combined with a sledgehammer I should say. There is the Hammer of the Gods a radio contact attempt away in their arsenal, and after the initial Smoke screen is laid down the German Player has a decision to make regarding the OBA observer: to leave him in his initial set-up hex hidden and continue to call for FFEs

on targets in the initial building line of V7, U5, and U3; try to move the concentrations against the 2nd level targets that may very well be interdicting German movement from Building oDD7 or the Factory oDD1 Rooftop; finally if the Polish player is falling back out of sight it is time to get moving behind more Smoke to get up to the fight and gain sight of new targets. The mere threat of 150mm FFEs is enough to get the Poles moving to new positions but the destructive capabilities of 30 column IFT attacks guarantees the appearance of rubble and flame creation at some point. The German player just hopes that this altering of the landscape does not in some way aid the Polish defense or slow down the German advance. The German player should remember that this artillery module is very flexible and if the opportunity presents itself later on in the scenario he might want to switch back to Smoke to aid in the exiting of units or the blinding of the last ditch Polish defense line as the SS launch a final assault.

Smoke, Smoke, and more Smoke. If you've got it, by god, USE IT! The SS player is blessed with not only Smoke FFEs from his Artillery but has seven AFVs which each have a Smoke dispenser, an early model PzIV with a Smoke depletion number of nine, and fifteen squads with a smoke exponent of two or more (the two squads that are assault engineers have a smoke exponent of four). The preferred use of the initial Smoke concentration has been to opt for the Barrage and advance on a broad front. Combined with Armored Assault and successful Smoke dispenser usage it can make the opening moves across the open ground and grain fields very survivable, even against the Polish 10-2 modified HMGs. If your Smoke dispensers aren't cooperating remember your smoke grenades.

Do NOT give the Pole's cheap -1 and -2 first fire shots when you don't have to. Once in the perimeter of the town use your smoke on Polish strongpoints which may allow you to outflank and ultimately surround those positions. If you've depleted your PzIV Smoke then it probably is time for brute force so bring your firepower and OBA to bear.

The Armor support is both a tremendous asset and the Germans Achilles heel in this scenario. It offers the Troops

protection from both the vehicle and the Smoke they may produce, the potent fire power they can project, especially at point blank range, and the specter of fire limitations as they drive into/in bypass of Polish strongpoints. But they are very vulnerable (especially at close range) to every SW in the Polish arsenal, not to mention the AT gun which will vaporize these paper thin Panzers. And if that were not enough the Poles do have MOL capability for their Elite and 1st Line squads, making close encounters potentially fatal. The German Armor is worth 37 CVPs if the AL and crews do not survive. That's only thirteen CVPs shy of a loss so the German player can not throw caution to the wind and get reckless, a loss from CVPs will be his reward.

The Stuka as usual in ASL is a real wild card, I've seen games where they entered at the first opportunity and by mere threat of attacking in First Fire kept the Polish player from making vital redeployment of his forces. This aided the German in subtle ways and when the Pole could wait no longer the big egg landed in the center of Polish resistance. The flip side of the coin is watching one reinforcement die roll after another fail and when it finally arrives it either can't see a damn thing or in one case makes a mistaken attack and destroys a PzII. So the Stuka although in my mind a potentially game breaking asset can be a frustrating thing that you seem to have little control of.

Also remember your Assault Engineers by SSR are the only MMCs who can use the DCs without penalty. Keep the DCs if at all possible for the fortified locations likely in buildings Z6, oDD7, and the Factory oDD1. These three buildings are worth a total of 47 VPs, almost half the total needed, and the German needs to take two of the three to have a chance to win.

Lastly the Victory Conditions themselves give the Germans some flexibility in how to proceed with the assault. He can not gain 100 VPs from any one source but can opt to try to occupy the town and all but obliterate the Poles or perhaps try a *Schwerpunkt* down one flank with the aim of securing half of the Victory Buildings and going for a large scale exit of units combined with Polish casualties for a win. Either way there is more than one path to Victory for the German player.

Polish Perspective:

Advantages: 10-2 Leader, SWs, ATG, OBA, HIP, Fortifications, Interior Lines, SAN

Disadvantages: Relatively Few Leaders, Lower Broken Side Morale, +1 PAATC, Lack of AA Weapons

The Poles are no push over in this scenario as the lengthy list of their assets shows. Let's start with the obvious strength that the 10-2 provides. He's so important in all the standard aspects of leadership and fire direction but becomes even more potent due to SSR:3 which gives Fanatic (A10.8) benefits to all he is stacked with as long as he has a morale level of 10. This makes the HMGs that he is typically directing even harder to suppress and if not Smoked early on will be a constant source of interdicting fire for the SS to deal with. Once either Smoked or threatened by the German OBA he should redeploy to the center of town for the crucial mid-game turns. Combined with Elite and Fanatic squads he can make a potent anti-armor weapon for Panzers penetrating through the main Polish defense line. He also can anchor the defense of oDD1 or oDD7 later in the game as the Poles stage their last stand. He's just so important in a myriad of ways the Polish player must heavily weigh the risks inherent in using him as aggressively as he'd like. With only two other leaders to depend on (Not counting the OBA observer) and lowered broken side MMC morale he can't expose them to unnecessary risks. The 8-1 and 8-0 can prevent covering on turn 1 for the MMGs to place fire lanes from V7 down the road to K2, and from the 'Turret' in Y5 down the other road to the woods in N10. These fire lanes once established funnel German personnel toward the building cluster Q7, R6, and R7. If the Poles can get their OBA working for a Polish Player Turn 1 FFE placement he can trap a sizable portion of the German force there where they may waste a precious turn or two waiting out the artillery concentration. The Polish player should get his two eight morale leaders away from the front lines ASAP and into probable rally points like Buildings Z6 and AA4. The Poles should, depending on how quickly the German assault has progressed, be ready to pull back to the line starting at the Z10 woods to Buildings Z6, AA4, and Z1 as soon as he can. I advise against making a stand in rowhouses W3 and W4, it is

fairly easy for the German Armour to break through into the center of the town and trap any Polish units there.

The Poles do have a pretty fair anti-armor capability in their AT gun, ATRs, MGs, Lt. Mtrs, and MOL equipped elite and 1st line squads. It is very tempting for the German player to push his Panzers right in the face of the Poles to reap point blank fire from his IFE and MGs. This can play right into the hands of the Poles as even his MGs have a To Kill # of 6 at one hex range. A good spot for the AT gun is AA5 (CA:Z4,Z5) which really covers the central square and the quickest way into the Poles rear areas and possible exit. They could put it in the front lines in the hope for hot ROF at multiple targets but this really exposes the crew to devastating return fire from the German hordes early on and probably is not worth the risk. The other extreme is to set it up in the rear and wait for Panzers trying to exit but this placement takes a valuable asset out of the game for quite awhile and if the German strategy is to take the town this will backfire on the Poles. The MOLs were added to balance the +1 PAATC which we found early on in playtesting really hurt the Poles ability to deal with the Panzers in close, as a compromise I gave this capability only to Elite and 1st line squads.

The Polish OBA though not as big or as flexible as their German counterparts' is still a major weapon in slowing the German advance and causing damage to any armour trapped in a FFE. Early on the Polish player may opt for Harassing Fire to snare as many targets as possible in the net of high explosives. These four column attacks are most effective at forcing the German player to resort to Armoured Assault, assault movement, and Advance to slowly proceed and minimize the risks of moving in the FFE. Once the action swings into the town proper pray for black chits and fire for full effect. We've seen the observer most often in a level two location of oDD7, but though this is a great vantage point it sure draws a lot of attention, so the Polish player must think hard as to where to put him for maximum use and survivability.

The generous HIP allotment leads to all sorts of possibilities. The chance that a half squad or two is lurking in the P3 woods or the Q7 building cluster guarantees the SS will be running half squads through

them. Other options include the Lt. Mtrs on the Factory Rooftop and keeping the German guessing about the 10-2's location. The possibilities are only limited by the Polish players imagination.

The Fortified Building Locations should obviously be saved for the all important Z6, oDD1, and oDD7 structures. oDD7 can really be hard to take if the ground level is fortified, combined with the SSR:2 RB cellars and all those upper locations those 20 VPs can be very hard for the German to secure. Until all the HIP units are revealed Mopping Up is needed. The Roadblocks are best placed on the U7-X5-Z5-DD6 road to prevent a *Blitz* right down the middle of the board and a quick exit. The Poles are also aided by the SAN of Five which can be a real thorn to German SMCs and the layered aspects of the town, which allows a somewhat orderly delaying action. The HMGs are most likely going to be quite busy with many ground targets so the lack of any other AA weapons allows the STUKA to roam at will once it makes its appearance, it really put a crimp in redeployment efforts but there is little that can be done about it.

All in all a most challenging situation for the defense but the Poles have the tools to stop the Huns and keep their hopes alive.

Designer Comments:

This scenario came together rather quickly after running into an interesting passage in the Leibstandarte's Divisional History. The **Leibstandarte I** by Rudolf Lehman (JJ Fedorowicz Pub.) was my source material for the German side and I found the Polish unit in the excellent **The Polish Campaign 1939** by Victor Madej and Steve Zaloga. The scenario went through a half dozen versions before settling on the finished product. I have to give credit to my excellent playtest team for the final result, as they made many great suggestions and helped with the minor fine tuning needed at the end of the process. Playtesters: Allen Loisselle, Ralph McDonald, Tom Morin, Kiri Naiman, Carl Nogueira, Bob Sistrunk & Mike Allexenberg.

Signals cont: This free issue is an eight page preview of what you can expect in our full twelve page quarterly newsletter. You will always see two carefully crafted and thoroughly *playtested* scenarios with accompanying analysis, articles on all aspects of ASL play, and a pledge from all here as our goal for *Zero Errata*. Enjoy, **Vic**

TACTICAL TIPS FOR THE VETERANS: Concealment - Whenever you have the opportunity to keep concealment for potential use in an ambush do so. Hypothetical situation: it is the last player turn in a city fight and you are trying to wrest control of the final Victory Building from your opponent. He has two German rifle squads and a 8-0 leader holding on to the last location (No upper levels or cellars). You assault move a concealed 8-1, 3-3-8, & 6-4-8 into an ADJACENT hex of the same building. Your paratroops survive all First, Subsequent, and Final Fire with concealment intact. Would you advance fire with all three units? Two? One or none? What would probably be best is to advance fire with the 6-4-8, leader directed to get his negative modifier, and save the concealment on the 3-3-8 for the ambush modifier. Your leader directed 6 IFT (7 IIFT) attack may very well break them but if not you now advance in with a nasty net -4 ambush drm (-2 concealed, -1 leadership, -1 stealthy) against 0 Mods for the German (that's if he's not pinned by your advancing fire, which would add +1 to his dr). With decent luck the building and Victory should be yours. Concealment: critical both defensively AND offensively.

TACTICAL TIPS FOR THE NOVICES: Skulking - The gamy ASL tactic used by all veteran players where they make their opponent waste valuable time by limiting the number of opportunities that he can fire at a unit by assault moving out of Line Of Sight (LOS) and then advancing back into the same location. This works best when you can rotate concealed units into the defense line in your player turn so that he will be shooting at half fire power in his prep fire. A couple of turns playing this little game can lead an impatient opponent to take rash actions to try to drive you out of the position. This can lead to some nice -1 or even -2 point blank shots in the street of a city fight where this tactic is often practiced.

PLAYTEST NEWS FROM THE BUNKER: Slow but steady progress is being made in our work on the CENTRAL STALINGRAD Module for Avalon Hill. Tom Morin, the Designer, just received what for us had become a Holy Grail these past couple of years: a map, *including all* the street names of downtown Stalingrad. Don Petros, the artist re-doing the map some of you may have seen at AVALONCON and other tournaments the past few years, found this through an Archivist at the Library of Congress. Don sent it to Tom to have the names translated and we're working on that right now. The main streets were named on the original playtest map but now we'll be able to fill in all the missing smaller streets. Don has also come up with new photographic evidence of the condition of the city at the time of the downtown fighting and will be able to incorporate the changes needed to show the utter devastation there. Look for some new terrain types to portray different types of building damage. Don is working on the map for the upcoming Tarawa module right now and as soon as he's finished with that project he'll be going full tilt on the Stalingrad map. He hopes to have it finished by mid-winter and as soon as we get it then playtesting will go into high gear on what will be one of the most exciting projects ever produced for ASL.

COMING UP NEXT TIME: As you may tell from the headers of these scenarios we are working on several 'series' of scenarios including obviously the Leibstandarte and Sgt. Rudolf Brasche. Also in the works are whole groups portraying actions in Tunisia, Bougainville, and the Philippines. We will be emphasizing these types of 'theme' oriented series to simulate in non-campaign formats the continuing events that occurred in a famous unit, battle, theater, or by an individual. But we will also be interested in traditional stand alone actions of interest to all ASL players. Next up in the Fall 1997 Issue #2 we will have a nasty two part scenario taking place in the jungles of Bougainville on the critical interior trails leading inland from the Marine beachhead perimeter (UNHAPPY TRAILS) and a clash of German and British paratroops in Tunisia (DEVILS PLAY). Also in issue #2 will be an analysis of one of the better products to come out of that ASL factory **Critical Hit**, Gembloux: The Feint by Jim Torkelson, one of the many fine contributors here in the New England Region. You can also count on the usual scenario analysis, tactical tips, playtest news, and ASL articles in general. The Fall issue should be ready by November 1st, until then remember: *Quality is our objective and Zero Errata our Goal* - Vic