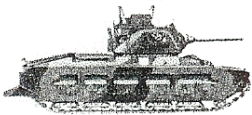
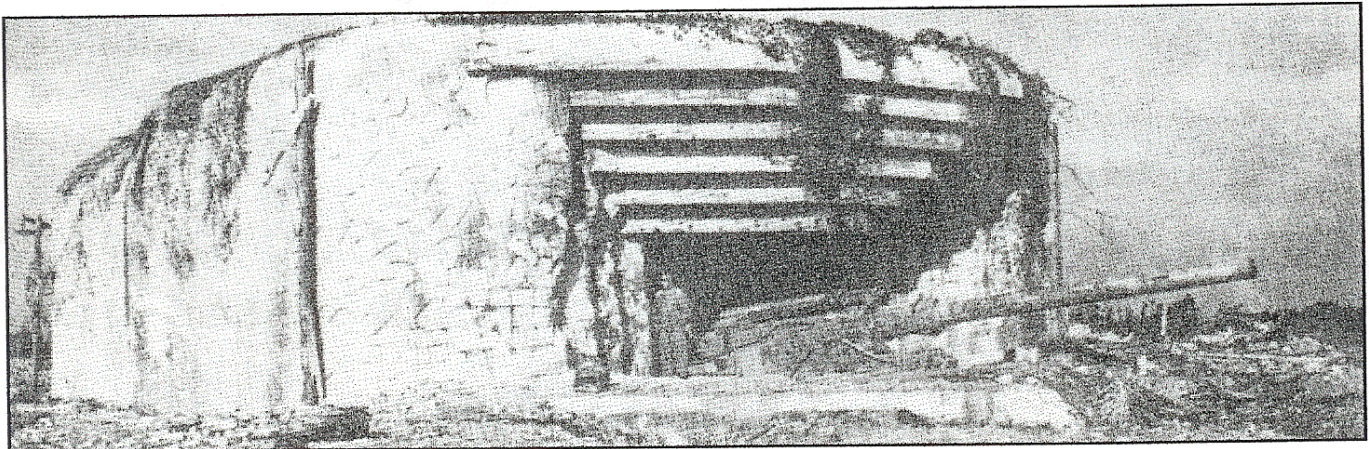


Dispatches from the Bunker

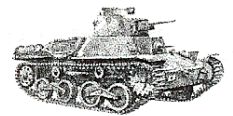
DISPATCH

WINTER 1998

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

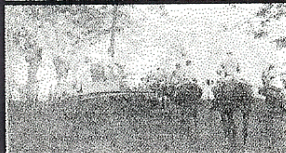


**WINTER 1998
IN THIS ISSUE:**

Greetings from the Bunker: In this issue we have two more action-packed scenarios. Also on tap are a review of that RB Classic 'One Down, Two to Go', a preview of the 1998 Nor'Easter at HAVOC New England ASL Championship, and all our usual ASL features.



The Marketplace at Wormhoudt: Can the determined defenders of the British 48th Infantry Division prevent the piercing of the Dunkirk Perimeter at the town of Wormhoudt? Or will the Leibstandarte take the last roadblock to the evacuation beaches?



In the Best Traditions of the Cavalry Service: The Japanese onslaught seemed irresistible as the Philippine 11th and 71st Infantry Divisions were shattered by the merciless invaders. Can the Philippine Scouts cavalry save the day and stop them at Binalonan?

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 on an approximate quarterly schedule 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 in the continental USA and \$1.25 otherwise. Issue #1 is free of charge and can be obtained with a Letter sized (# 10 Envelope) SASE. Send Check, Money Order, (Foreign Subscribers please send cash or a Postal Money Order) in USA Funds to:

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Welcome to the fruits of our Winters Labors		<p>Signals: We have several bases to cover in this issue's editorial so let's get to them. First, as most of you are aware, there was a legal dispute last November between the Avalon Hill Game Co. and Critical Hit Inc. over copyrighted/intellectual property rights. This dispute was a hot topic on the Internet and in some third party publications and was basically beaten to death. The bottom line was that the two parties reached an out of court settlement the details of which at this date have not been divulged to the general public, but CH is still in business and continues to publish ASL related material, though without AH's copyrighted artwork. I was given some much appreciated advice by some close to the situation to change the look of my scenarios or I'd eventually receive a cease and desist letter to stop publishing this newsletter. Not wanting to do anything morally, ethically, or legally wrong, I took a proactive stance and changed the format and deleted all the AH artwork from our scenarios. This was done at the last minute for Issue # 2 and the response was generally favorable as most subscribers understood why I undertook these changes. If AH ever grants permission to use their artwork at sometime in the future, I will revert to the old standard, until then the 'Bunker' Format will hold for all our scenarios. Second, in an attempt to fill in a hole in the urban terrain that is quite commonplace throughout the real world but has not been properly defined in our ASL Rulebook I give you the 'Churches' in both scenarios in this Issue. We've toyed around with our own house rules for these structures for many years, and we came to the conclusion that there are many different types of churches. We would be better off defining each in an SSR as opposed to coming up with an all inclusive rule, though each has similar characteristics common to all. Usually you will find</p> <p style="text-align: right;">Continued on Page 3</p>
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**The Nor'Easter at HAVOC 1998
The New England
ASL Championship**

Carl Nogueira & Vic Provost

Although it is the dead of winter as I type this notice, spring is not that far away (we hope!), and with its arrival will come another kind of Nor'Easter, the ASL storm that brews up at the HAVOC Miniatures Convention each April. The ASL Nor'Easter will be entering its second full year this season. For those of you unfamiliar with it, the Nor'Easter is the ASL New England Championship, which is a part of the above Historical Miniatures Convention run by Battlegroup Boston. The Tournament will be held April 25 and 26th, 1998 at the former Fort Devins gymnasium in Ayer, MA. Full details follow at the end of the article but first a little history of this event. A trial run was organized in 1996 by Carl with a one day, three round event. Attending were the 'Bunker' crew and the fledgling BAASL (Boston Area ASL Club). Also on hand were attendees from Rhode Island (Randy Knight, Eric Redcross), Maine (Lee Neeman), and one Ray Tapio of CH fame who stopped in for some gaming. A total of 17 players saw eventual AVALONCON '96 Champ Tom Morin take home the win.

In '97 we expanded the format to 5 rounds and used the AVALONCON style pick 2 of 3 from the list for that particular day. We had a fine turnout of 26 participants and our own Allen Loiselle of the 'Bunker' crew won 1st Prize in a hard fought final over Rhode Island's Randy Knight in 'Last of their Strength'. With the enthusiasm shown by the field last time, we expect an even greater turnout this year, with 30+ASL Fanatics expected.

We again will have 5 rounds, with prizes from: AH, Schwerpunkt, CH, and of course the 'Bunker'. Here is this years scenario choices:

ETO Saturday:

Round 1 - French/British vs German

- [1] DB001 - Brasche Encounter
- [2] PB3 - Piecemeal
- [3] SP22 - Tod's Last Stand

Round 2 - American vs German

- [1] KE8 - Another Day ,
Another Field
- [2] A109 - Scouts Out
- [3] Rout Pack II, # 3 (X10) -
Distinguished Service

Round 3 - Russian vs German

- [1] SP20 - The Slaughter at Krutik
- [2] PBP14 - Under Siege
- [3] KE5 (ASLUG 1) - Beyond
the Pak Fronts

PTO Sunday

Round 4 - American vs Japanese

- [1] DB003 - Unhappy Trails
- [2] SP14 - The Green House
- [3] A118 - The Waterhole

Round 5 - Chinese/Brit. vs Japanese

- [1] A110 - Shanghai in Flames
- [2] A111 - Catterns Position
- [3] PBP18 - Pandemonium

Pre-Registration is \$20.00, Registration at the door is \$25.00, and will be for the entire convention including the ASL Tournament. To get your pre-registration booklet e-mail Carl Nogueira at:

chnogueira@aol.com or send your request to Carl by snail mail at:
7 Green St.
New Bedford, MA 02740
Lodging will be available at:
Devens Inn, Ayer, MA

Call (978)772-4300 for reservations, mention the HAVOC XIV Wargame Convention to get the con rate of \$68.99 per night, each room will have 2 full size beds, a queen size sleeper, and a kitchenette. Hope to see you there, and GOOD LUCK.

Signafs Continued: 'factory like TEM and movement costs inside the building, with a SSR defined steeple that is some variation of what we saw in KGP. Often, but not always, we will also define some sort of balcony that will be an interior location at either the front or occasionally the rear of the main hall. This like the steeples can have varying capacity and or TEM. We also feel RB Cellars (O6) are very appropriate here. The last landmark one will find naturally occurring somewhere in the vicinity of churches, especially in ETO settings, will be a cemetery/graveyard. Unfortunately to this point the system has not provided overlays for these common terrain types and we'll have to use something else (Orchard perhaps?), and SSR for the change to what we want. In any event we'll see the use of our Church SSRs in many of our upcoming scenarios where appropriate for historical flavor/accuracy. We hope our efforts add to your ASL enjoyment. See the Backpage for our next *Subject* announcement, *Vic*.

- ERRATA: Issue # 2 -

Again we have fallen short of our stated goal of 'Zero Errata' but continue in our efforts to attain it in Issue # 3. We agonized as the AH/CH dispute was continuing last fall and decisions were made that forced changes in Issue # 2 literally at the last minute: specifically the change in scenario look/format. In my rush to get these changes done and still meet my publishing schedule I messed up 'Devils Play' with the following gaffs:

- (1) The PSW233 was originally printed as a PSW222
- (2) The 51*Mortars in the British OB and balance were listed as 50*Mortars.

Both of these problems were corrected by affixing stickers over the mistakes in the first mailing. Also a formatting problem in 'The New England ASL Scene' article on page 3, which had been edited and fixed weeks before found its way into the 'final' proofs, somehow an old copy got mixed in. This unfortunately cut off the last line in both columns: (1) camaraderie when they were here: Bill Glasser and (2) New England, our dreams came true. Both of these problems have been fixed with a second printing and we endeavor to be more careful in this and all subsequent issues, remember:

~ Quality is our Objective
and Zero Errata our Goal. ~

ONE DOWN, TWO TO GO: An Analysis of a RB Classic By Jim Torkelson and Vic Provost

We again have another excellent review by our friend down in Foxboro. We hope this may stir some old memories and perhaps rekindle interest in this old gem.

Victory Conditions: The Germans win if at game end they control ≥ 20 Stone Building/Rubble locations south of alternate hexrow A4-DD4. Stone locations really start at coordinate 5 anyway... Most of the stone locations in the playing area are in the central region. There are 24 stone locations in the F5-N5 building/rubble complex alone. One has to travel south of coordinate 11 in rows A-C to find a valid building, and in rows W-DD all the Buildings are wooden until you reach X9 (Except for AA6). As a matter of fact, you need to go south of coordinate 16 to get 20 stone locations east of hexrow T. The large Factory buildings do not have cellar or upper level locations, implying that many more hexes of these building types need to be controlled, and the attacker has to advance further south to get the same number of locations as regular two story buildings with RB cellars. The German does have plenty of time to go straight ahead, eight turns to go only six hexes...

Terrain: This battle takes place in the legendary urban wasteland. Shellholes, debris, and rubble are common. The battle can rage up on the rooftops and down in the sewers. The buildings range from small wooden single-hex buildings to gigantic factories. This is about the most complex battlefield a squad (Battalion?) leader has to deal with. Ground level LOS are generally short. Except when firing along a road, being able to see four hexes is good. The complex of rubble and stone walls are half level obstacles to LOS, so being up on a first level or higher greatly increases what can be seen (and of course vice-versa).

SSRs: For the first FIVE game turns the Germans have a 50% chance of receiving Stuka DB Air Support (from one to three M42 Dive Bombers). Each Stuka is recalled at the end of the Russian player turn it arrives. There are no prep fire actions for these warbirds, as they are not active during the German player turn. Also of importance is the Blaze SSR, as each building/rubble location on or north of coordinate 4 has a one in three chance of having a Blaze counter at start. Stone locations have a slightly less (1 in 6) chance of being on fire than wooden ones. There are 31 possible blazes, counting Z1/Z2 with it's 3 locations in total. There are really 13 key locations, all west of hexrow V, that are important here. These are on the primary advance routes for the Germans like C4, or are critical fire base sites like G1.

The more the merrier is the Russian response here as any blazes channel the Germans away from cover. To simulate the effects of the Bombardment on the northern Russian defenders, each non-HIP Infantry unit on or north of coordinate 7 must take a NMC at start of the game after all on and offboard setup is complete. Concealment is lost for all units not in good order afterwards, regardless of LOS. So the Russian frontline defense can thus be left virtually untouched or badly broken depending on his dice.

Armor: Here is a situation where the Germans are trying to get a hit and the Russians a kill. The PZ IVF2 can kill the dug-in T34 from any attitude once it gets a hit (the tricky part!, in stone rubble the +3 TEM affect the to-hit number as well as needing a turret hit vs the +1 small HD target). The PZ IVF1s do have HEAT which does have a moderate chance of killing the T34, but are much more likely targeting infantry targets or trying to lay down some Smoke, than going after the dug in tank. Against the front armor of the Panzers the T-34 has a moderate to kill chance (base 13 penetration vs 6 AF). The 45LL ATG has a mediocre chance to kill (base 11 to kill) but benefits greatly from short range penetration modifiers and a 3 ROF. The 76* Infantry Gun is not a very good anti-armor weapon, as it does not get HEAT until 1943, and needs a side/rear hit for either AP (base 9) or HE (base 7) to have a slim chance at doing damage. So except in the highly unlikely situation of having a CE AFV crew to fire at, it is best to keep its attention on soft targets. The ATRs need a prayer answered to hurt the armor here. Remember there is always deliberate immobilization. Much more lethal is the chance of elite infantry taking out unsupported armor in CC.

Plans: Any defender has to 'put on the other guys shoes' and try to infer what the attacker's plans may be. The terrain favors an attack up through the center, along with a flank attack in the west along the railbankment. The victory objectives (i.e. stone locations) are just not there in the east. It is difficult to imagine that an attack into the giant factories with the strength of Russian reinforcements will be successful, so the primary assaults must come just to the west of the center, in hexrows F-N, along with the thrust down A-E covered by the wooden buildings/rubble in A-C and the wall-like cover of the rail-line. The tanks, once in position will have walls for cover a mere two hexes away from the primary initial objectives: the building/rubble in coordinates 5/6. The 10-2 leader is coming on board with the HMG to link up with the MMG/4-6-7s to form a very potent fire base. There are no elevated locations in the German set up area that dominate the battlefield, so any attacks made by the mass of German infantry on turn 1 (most likely in advance fire after a cautious opening movement phase of a lot of assault movement) will be from large, multi-location fire groups. Movement may proceed quicker (especially by the elite Sturmtruppen) if an opportunity presents itself due to a section of the defense starting off broken/disrupted by the initial NMC. The Stukas will greatly slow down Russian reinforcements/redeployment efforts in any turn they make an appearance. So in summary for the German: commence a strong attack in the center with a flank move in the west; move steadily forward with support from stukas at first, supplemented by the panzers. Try to isolate stone location complex F5-N5, capture, and hold it against increasing counterattacks from the east/south.

As to the Russian plans, they are first dominated by the terrain. The easiest German advance routes to the stone victory locations are along three separate

corridors. The most indirect advance route is in the east, starting around T3, going through the stone rubble at U6, and then southwest through the debris, and towards the large factory complexes at P8 and Q12. This route is longer, but less likely to be heavily defended. The Central route is up to the stone wall around K4, crawl across the shell holed street, and into the buildings and rubble at I6/K7/L5. Short, direct, and if successful the victory conditions are met almost completely (15 out of the 20 required stone locations). The western attack moves south from E2 along the railline through the shellholes with F5 as the goal. The attack must continue from there either east into I6 or south towards F8 to meet the victory conditions.

Given this, what must the Russians do to avoid a German Victory? Start with a light defense in the east which will have to suffice, given the lack of stone locations. The center must be held absolutely. In the region between buildings F5 and L5 are 22 stone locations, enough for a German win. The west must be moderately well defended, not for inherent victory locations, but because it commands by fire any advance down the railines. The Russian Factory Militia reinforcements can enter on the threatened half of the map to try and hold off any penetrations, while the elements of the 138th Division reserves must enter in the center of the southern map edge, and move from the central region to the point of need.

Russian Perspective:

Advantages: Fortress like buildings with upper levels, numbers, MGs, fortifications, commissars, concealment, ordnance, OBA & HIP observer, stealthy elite + 1st line troops, sewers/tunnels/cellars.

Disadvantages: Leadership, initial NMC, decreased mobility due to Stukas, proximity of enemy to VCs.

The terrain and fortifications are certainly on the Russian side here. They hold the vital ground. There are no upper level locations in the German set up area. The arrangement of the buildings and rubble in the Russian set up area make it very difficult for the front and center buildings to be isolated by German fire. Thus the commissars will be relatively safe while rallying broken defenders and returning them to the fight. The fortified building locations/cellars give an extra +1 TEM against the fire power of all those German squads, and offer protection against German advances. The trenches allow for safer and still concealed movement from the rear towards the front line. There is an ample supply of dummy concealment counters for deception. The mines and ever-present booby trap threat add to the Germans' ever present uncertainty. The Russians also get unrestricted use of the sewer system for possible redeployment away from the threat of the Stukas, and can distract the German with the threat of last ditch counterattacks late in the scenario to recapture stone locations.

The Russians are given an ample supply of machineguns, with 3 MMGs and 2 HMGs. A battery of 80+MM Mortars with a HIP observer is another valuable asset. The most important advantage the Russians have though is sheer numbers (where have we heard this before!). They start out with 26 squads and get another 22 as reinforcements. As 1st line and elite squads are stealthy, the the German will have to be wary of being ambushed and subsequent CC. With HtH CC available an ambushed unit is in deep trouble (at 1:1 odds the ambusher's HtH CC kill number goes up to an 8). Of course, having

only 4 leaders for those 26 at start squads is terrible, and with one of the leaders working the field phone, it gets worse. Rallying the broken squads is far more important here than directing MG fire.

Now that I have my plan and assets, how can I prevent a German win? Here are some suggestions: the dug-in tank and the two guns go up front in the main line of resistance. The tank turret is HIP in the stone rubble at J5 (G6/K5 are alternate spots that don't have quite as good a LOS). The 45LL ATG will be on level one in F5 requiring that the ground level also be fortified (this location can be vulnerable to mass infantry fire if discovered early on, but if maintained until the Panzers come it could have great multiple shots at the oncoming tanks. Another alternate spot is level 1 at F11, the field of fire is not as good but it is not nearly as exposed). The 76* INF Gun also goes at level 1 in L5. From these Level 1 locations the debris, rubble, and walls can be seen over to cover a wide area, just in case the attack is focused elsewhere. Most shots will be at close range, and the fields of fire overlap for mutual support. All three guns are of course HIP, making them invulnerable to the pre-game NMC. This could lead to a nice trap, if the infantry up front break. When the Germans rush forward to take advantage of the holes, BANG!

I want to minimize my vulnerability to that initial NMC. Only the 9-0 commissar (on a trade for an 8-0) and the 4-5-8s set up forward of the 7 coordinate, and each squad will have either a LMG or HMG to maximise firepower. One 4-5-8 with HMG will be in F5, and one with the other HMG in I6 level 1. The commissar will allow a near certain rally attempt if this key squad breaks from the initial NMC. Of course not having multiple 4-4-7s up front is a risk. The MMGs will be south of the 7 coordinate, in elevated locations that can see the approach lanes that the German might use. There are several possibilities: level 1 in X9, W10, K10, or F11 all help defend the front line. The lane from K10 level 1 over the rubble is a nice dividing line for any assault. At least 2 squads and a MMG in a trench at E8, while not elevated, are a serious deterrent to a fast advance south along the rail embankments. The balance of the 4-4-7s will rush forward on turn 1 to fill in the holes. The Stukas, if present, might stop some but certainly not all of them.

The HIP OBA observer with his field phone needs to be in a 'safe' position with good LOS. Rooftops are HIP allowable even with Stukas overhead. If the observer is on a 2.5 level rooftop he can stay hidden until a German unit is at least as high up (which with the start lines in this scenario should be about forever), or is discovered by German fire. The rooftop O6 has a good view of everything to the northern edge of the map and west through the primary objective area. It can also see any likely firebase positions for an attack in the east. Alternate sites include rooftops M10, L10, and J13, or the above mentioned level 1 positions NOT occupied by a MMG. Hope for 2 fire missions, with the lousy Russian draw pile. Use the module immediately as the leader will be badly needed to rally troops later in the scenario. The decision must be made whether to use a full strength concentration or harrasing fire. If the German is unwisely moving in a tight group or the sturmtroops are rolling down the rail line use a concentration, if spread out in a broad assault use harrasing fire to snag as many as possible. The 4FP attack still greatly hinders movement and if they can't move they won't win. Harrasing fire can be directed close to the front line as the friendly troops will be in stone locations while the Germans are in +1 TEM at best.

The trenches are placed to maximize the

movement benefits. The +2 TEM, although somewhat poor compared to all the stone locations, allows protection in the movement between strongpoints and for the reinforcements being hounded by the Stukas. The direct connecting between adjacent buildings/rubble is a primary benefit. They also provide free entry points into fortified buildings for counterattacks once they have fallen to the Germans. Good spots for the trenches are E8, F7, H6, H7, I7, J9, K7-9, M9, N6, and N8. These all aid in the movement of reinforcements to the front. The 36 factors of AP mines are given 2 missions: first is to render uninhabitable certain positions that the German just HAS to use as a jumping off point for the assault. Buildings C5 and S4 get 6AP each. The second mission is to disrupt the German attack crossing the east-west street. Hexes E4, J4, K4, and L4 also get 6AP factors. I see J,K, and L as the most likely crossing points, so mines here should make the Germans squirm. These are but a few possibilities for the mines but they do cover the most likely approaches, one could also form a line leading from the west edge of the map at A6 to E4 to slow a concentrated attack down the rail lines. I do not see the need for trading for AT mines here as infantry are the primary threat. The fortified buildings are put up in the front lines and to allow the ordnance to set up in level 1 locations. They could also be traded for tunnels with one linking F5 or F6 with F8 a good bet.

It is also very important to seek out, find, and break the German OBA observer. He starts out HIP but there are only a grand total of 6 possible concealment terrain locations he could set up in. Of these only 4 have any kind of LOS. The G1 wooden building is the most likely position, with all the others poorer choices. The positioning of the first AR should make the exact location he's in obvious. Preventing the German from utilizing the 100+mm OBA with its 20FP attacks or multiple hexes of +3 smoke is a major victory.

German Perspective:

Advantages: Leadership, Elite Sturm Squads, OBA, Possible Stuka support the first 5 turns, Eventual Panzer support, Smoke

Disadvantages: Lack of HMG/MMGs for 32 squads, No DCs or Flamethrowers, Difficulty in getting and using Stukas, vulnerability of the OBA observer once found

The Germans have a classic combined arms force. They have excellent, plentiful infantry that is well led and moderately well equipped. My only complaint is one HMG and MMG for 32 total squads is a little low, plus no DCs or Flamethrowers at all. Having a 10-2 and a 9-2 does help to make up for it. Half the German infantry have an 8 morale, which is definitely needed for a risky attack like this. Armor support is present in moderate quantity. All three panzers have good smoke depletion numbers, along with smoke dischargers. Smoke will be essential to keep the attack in some cover and to hinder the Soviet fire bases. The HE will be more difficult to utilize due to the problems of obtaining hits vs fortified locations. The Russian ordnance will be priority targets once they open up. Once these are neutralized, the panzers should press forward to harrass the firebases by either bypassing the buildings and enforcing target limitations (along with use of the smoke dischargers this can all but neutralize a position if it survives street fighting/ and or CC), or threaten point blank fire from the MGs and acquiring the target for the next fire phase. The 100+ mm OBA is a great asset that needs to work for the best chance of a German win here. It has both a good punch from 20 FP attacks and can place smoke concentrations on centers of resistance to allow the infantry to approach under cover. Much depends on how long it is before the

observer is discovered and how successful he is with continued radio contact, battery access, and placement of those FFEs. In order to do this he needs to be in good order, he needs to be protected at all costs. The main firebase should be nearby to provide him with covering fire once his position is known.

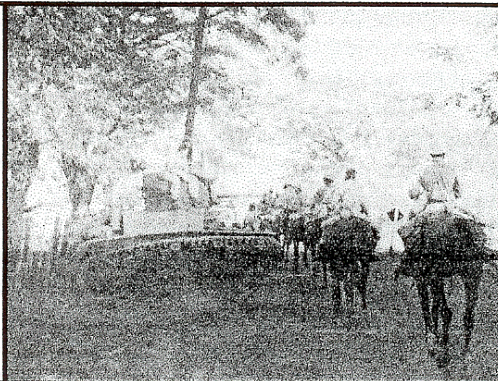
The Germans are also blessed with the possible presence of several Stukas over each of the first five turns. Stuka air support is a very tricky asset to use and can either be utterly devastating (sometimes to BOTH sides) or do nothing at all. It needs to pass a sighting TC to be able to attack, and in this urban battlefield that is not a given (base morale 8, +3 in rubble/building, +1 within 4 hexes of a friendly unit, -1 if moving, and -2 if not entirely concealed). There is always the unpleasant prospect of a mistaken attack (TC of 12 or greater). Even aerial LOS has blind hexes, giving the reinforcements some some routes to the front. The MG have mediocre 4 FP but can strafe to affect the maximum # of units, and if they get a hit with those 200mm bombs, fatality is very probable. Often the automatic pin results on the target hex for the Stukas' wailing sirens is the best result of all.

In order to have a chance to win here the German needs to get all these assets functioning in a coordinated attack that takes advantage of the best aspects of his combined arms command. His OBA and MG firebase are his best weapons and need to be in a spot with a good LOS and the best protection available. So, though G1 is very obvious, it is the best location. Both will need to be fully functioning by Russian player turn 1 to suppress the expected firestorm of resistance. The bulk of the German infantry will assault move and advance, looking to keep concealment while a squad or 2 equivalent of half squads boldly rush forward to force DFF and reveal the defenders. Move dispersed, 1 squad per hex, and don't give the Soviets stacks to shoot at. If the pre-game NMC was unusually bad for the Russian, then it is worth the risk to rush everyone forward to seize stone locations in the front line. The entering sturm troops should both back up the rifle squads and force their own break through along the rail embankments, or they could be used as a *schwerpunkt* at the focal point of the assault. Losses are to be expected, some will find the T-34 and ordnance to their dismay. These will have to be dealt with either by the infantry at the scene or by a combination of OBA/Panzer reinforcements. Though it's not their style, the Germans will have to act almost like 'Ivans' in their attack, as this German version of the 'human wave' grinds forward to close with the enemy and pry him out of stone locations with PBF and then CC. Once they have cleared the front line move up the MGs, observer, and tanks and brace for the onslaught of Russian reinforcements. Holding on to hard fought victory locations will be an ordeal as the Soviets use every trick in the book to grab them back, remember where the tunnel entrances were and beware of the enemy in the sewers as desperate last turn counterattacks come from all sides.

Conclusion:

This is one of the most exciting and challenging scenarios in the Red Barricades Module, and it has stood the test of time in the opinion of the 'Bunker Crew'. Both sides have a realistic chance at a hard fought victory and it's been our experience that this will usually go down to the bitter end before it is determined. So dust off that old classic and see how much fun it *still* is. Our hats go off to all who worked on the Barricades, as it continues to be, in our opinion, the *best* module, historical or otherwise, period.

Binalonan, Luzon, the Philippines, December 24, 1941: The 2nd had seen the main landings at Lingayen Gulf of General Homma's 14th Army come ashore with more difficulty from the heavy surf and faulty communications than from the Philippine defenses. The 23rd found the securing of the beachhead, the landing of heavy equipment, and beginning the push south along the main coastal highway, Route 3, through Rosario and Sison. The Philippine 11th and 71st Divisions crumbled at once in face of the onslaught. That night the lead elements of the 4th Tank Regiment and the 48th Infantry Division attacked and drove the 91st Combat Team out of Pozorrubio. Only the 26th Cavalry (PA), the 'Philippine Scouts', at Binalonan, stood in their way.



Historical Result:

At about 0500 Hours the Japanese spearhead, with the 4th Tank Regiment in the lead, made contact with the 26 Cavalry just north of Binalonan. Despite having no anti-tank guns of their own they stopped the initial assault and even counterattacked, leading the Japanese to send in more tanks and the 2nd Formosa Regiment. At this point the 'Scouts' pulled back to Binalonan to fight a delaying action to allow their supply train and remnant infantry elements to escape south. They fought against increasing odds until 1530 when commander Col. Clinton A. Pierce ordered a general withdrawal of his remaining 450 men. "Here," said General Wainwright, himself a cavalryman, "was true cavalry delaying action, fit to make a man's heart sing. Pierce that day upheld the best traditions of the cavalry service".

BOARD CONFIGURATION:

↑
N

38
02Z729 K44X13 01X11
35

Only Hexrows R-GG on Board 38 and A-P on Board 35 are playable.

VICTORY CONDITIONS:

The Philippine Player wins at the end of any game turn or at game end if he exits ≥ 52 VPs off the South Edge. Exit VPs are earned normally with these exceptions: Truck=3 VPs, Wagon=2 VPs, Unarmed squad = 1 VP, Unarmed 1/2 Squad=1/2 VP, all Scouts are worth 1.5 times their normal value if they exit on foot and 2 times their normal value if they exit as Cavalry. Each Japanese unit that exits off the South edge is deducted from the Philippine Total. Prisoners do not count as exit VPs. The Japanese lose immediately if they lose ≥ 67 CVPs.

BALANCE:

Philippine: He wins if he exits ≥ 47 VPs.

Japanese: The Philippine player must exit ≥ 57 VPs. to win.

☆ Philippine sets up first

● Japanese moves first

1	2	3	4	5	6	7	END
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☆ Remnants of Philippine Divisions 11 & 71/elements 26th Cavalry (PA) Supply Train [ELR:2], Set up in Road Hexes 35D5-38AA6 as per SSR:2. {SAN:3}

MMC/ SMC/ SW/ Vehicles	3-3-6	1-0-6	7-0	6+1	LMG	ATR	1.5	Wagon
	5	squad					Truck	5

Misc. Remnants, Divisional Artillery, and Coastal Defense Units [ELR:2] Set Up on/between Hexrows 38Y and 38EE, See SSR:2

MMC/ SMC/ SW/ Ordnance	2-3-7	2-2-7	8-0	.50	HMG	M3A1	M1897A2
	2	2		HMG	ATG	75 ART	

Elements of the 26th Cavalry (PA) 'Philippine Scouts' [ELR:5], Set Up at ground level On/Between 38Y and 38EE, see SSR:2

MMC/ SMC/ SW/ Horses	6-6-7	9-2	9-1	8-1	DC	LMG	ATR	Horse
	10					2	2	X 10

● Elements of the 4th Tank Regiment and the 2nd Formosa Regiment, 47th Infantry Division [ELR:4], Enter North edge on Turns 1/2; infantry as passengers, {SAN:4}

MMC/ SMC/ SW/ Vehicles	4-4-8	2-2-8	10-1	9-0	dm	LMG	dm	DC
	6	2			MMG	2	50*Mtr.	

Type	Type	Type	OBA	8+1	Radio
95	89B	94			
HA-GO	CHI-RO	Truck			
4	4	6			

Elements of 2nd Formosa Regiment [ELR:4], Enter North Edge on Turns 1/2, those entering on turn 1 must enter on Bicycles (D15.8), those entering on turn 2 not portaging a SW may enter on Bicycles.

MMC/ SMC/ SW/ Vehicles	4-4-7	2-2-8	10-2	9-1	8-0	dm	LMG	dm
	12	2				HMG	3	50*Mtr.

SPECIAL RULES:

1 - EC are Moderate with a mild breeze from the NorthWest. PTO Terrain (G.1) is in effect (EXC: Light Jungle is in effect, Bamboo is NA, Brush depictions remain Brush). Place Overlays as follows: X7 on 38Y4, X9 38Y7, X11 with 1 on 38Z8 & 2 on 38AA8, X13 with 1 on 38AA7 & 2 on 38BB7, O1 on 38BB5, X14 with 1 on 38AA5 & 2 on 38AA4, and O2 with 1 on 38AA10 & 2 on 38Z9. Only Building o38AA5 is of Stone Construction, all other buildings are wooden, Hut Depictions are still Huts (G5). The Stone Building o38AA5 is a Church which is treated as a level 1 Factory (B23.74) for Interior TEM and movement, has RB Cellar locations (O6), and a Steeple rising to level 1 1/2 in AA5, KGP steeple rules (P5.2) are in effect. All Roads still exist, all Philippine road movement costs 1/2 extra MP/MF per road hexside crossed until the last mobile Ph. truck/wagon exits.

2 - The Philippine Units that set up in road hexes 35DD5-38AA6 must set-up as follows: Infantry are CX & on foot. All Philippine vehicles have 0 PP capacity, set-up as follows: Take cards 1-10 and shuffle. Draw one for each road hex and discard. If a 1-5 place a truck with VCA pointing South in the hex, if a 6-10 place a Wagon. Reshuffle the cards and repeat the procedure, if a 1-5 place a 3-3-6 on foot in the Hex, if a 6-10 place a 1-0-6 squad. After this all SMCs/SWs may freely stack with any of the MMCs. All 1-0-6 MMCs are considered unarmed Green squads for all purposes, are not considered prisoners (A20), and Scrounging (A20.522) is NA. All Non-Scout units in the Philippine OBs are under ammo-shortage (A19.131), the 37L ATG may not set up in a building/hut. No Philippine unit may set up in the same location as another Philippine unit from a different OB group & only OB group #2 (Misc. Rem.) may set up concealed, emplacement and bore sighting are NA. The Philippine Scouts are Stealthy, Fanatic, have underlined morale, and may freely deploy at start. They are CX and all Horse Counters must be possessed by Philippine Scout Personnel at start. Only Philippine Scout personnel may function as Cavalry. Only units from the OB # 1 (Rem./Supply Train) may enter a whole hex of Board 35 before game turn 3 or exit before the last mobile Philippine truck/wagon does.

3 - The Radio is for one module of 70+MM Regimental Artillery (HE, SMOKE), is possessed by the 8+1 at start, and has automatic Radio Contact & Battery Access at the start of Japanese Turn 1 Defensive Final Fire if the 8+1 is operating the radio and he is in good order (Remove 1 black chit).

The Marketplace at Wormhoudt Scenario Analysis and Design by Vic Provost

Average Playing Time: 6 1/2 Hours

Introduction: Here we see the second in our ongoing 1st SS *Leibstandarte* series, and our time frame once again is early in the war, but this time we are in France during the 1940 *Blitzkrieg*. The opponent is now the beaten, but not broken elements of the British Expeditionary Force (BEF), in the form of the 48th Infantry Division. The setting is in the Dunkirk perimeter, at the French town of Wormhoudt, near the border with Belgium. This was one of the final strongpoints on the way to the evacuation beaches and needless to say it was crucial to both sides. A German breakthrough to the beaches would have totally disrupted the evacuation, so the British desperately needed to hold the perimeter. Sounds like another fine ASL scenario subject to me.

German Perspective

Advantages: Elite Troops, leadership, ELR of 5 with underscored morale, panzer support, first Turn OBA, 150* IGs.

Disadvantages: A lot of open ground to cross, not a great numbers advantage in the attack, ineffective anti-armor capabilities vs the Matildas, employing the 150* IGs.

One look at the Victory Conditions and the relative numbers equivalency of the two OBs would lead one to think this will be an uphill struggle for the SS. It will be no walk in the park, but examining the lengthy list of advantages that the German commander holds should give him confidence in the attack. We once again see the early war SS represented by the elite 4-6-8 rifle squad, which we believe best represents early war SS capabilities. These squads are granted by SSR # 3 both underscored morale and +1 broken morale, to represent their SS discipline, morale, and training. This means we will see nothing other than Elite MMC in the German OB, as even in the unlikely occasion that a squad fails a MC by greater than its ELR it will only break into its component half-squads and not drop in quality. This makes this a very resilient and hard-to-keep-down attack force, especially when you factor in the excellent leadership the SS gets. Units that break should not be out of the battle long, with 5 leaders for the 14 squads, 4 of which have a negative

leadership modifier. Those negative leaders will be able to direct fire with deadly accuracy, which will be needed once the battle shifts into the town proper. Among the elite squads in their OB are two 5-4-8s which again represent the unit's assault engineers. They have a fine smoke exponent of 4 and are equipped with DCs, a very important asset for the Germans, both in potentially damaging centers of resistance in stone buildings, or as one of the best anti-armor weapons to counter the imposing threat of the Matildas later in the scenario. The SS stormtroopers are pretty much equipped with a by the numbers allotment of SWs, with a MMG/HMG combo for the 10-2 led firebase. That leaves 4 LMGs for the assault parties, a couple of the 50* Mortars to harass any Brits that set up in the eastern Board 19 woodline, and 2 already-becoming-obsolete ATRs as a poor weapon vs the A10s and a useless one vs the Matildas (even at point blank range looking at the rear target aspect, these pea shooters still need a critical hit to have a *chance* of penetrating the heavy British armor!). The real support for the SS is in the form of their panzers, opening 100mm OBA fire mission, and the *potentially* big asset of those 150* infantry guns. The Panzers are an equal mix of the PzIVD infantry support tank and the PzIIIF main battle tank. The PzIVD's main weapons are its copious smoke making ability (S9 and sD7) and 75* main armaments hard hitting HE capability vs soft targets. The Smoke is essential to the infantry being able to safely cross the extremely dangerous open ground on board 19, and to blind the main British firebases in the town. It has depletable AP ammo with a depletion # of 7, and a to kill # of 10, which if the ammo is available might kill the A10s, but with little chance to do any damage vs the Matildas, needing a 3 to eliminate it on a rear point-blank shot. The 8FP factors of MGs are standard for most German tanks, and against unsupported infantry will serve to persuade them to vacate the area. The PzIIIF's biggest asset is its 8FP CMG, which along with the standard 3 FP BMG gets the German to the 20FP Column (22 FP on the IIFT) for point blank fire attacks or devastating 20 FP overruns on anyone unfortunate enough to get caught out in that circumstance. It does have the sD7 to help with smoke laying in the board 19 killing zone. Its 37L main armament has already proven to be inadequate against many of the French tanks in the cam-

aign, it is a rough equivalent to the British 2 pounder, it has a decent chance vs the A10 but stands little chance vs the Matilda. The problem of survivability will shadow both types of panzer as the highest armor factor either has is a 4 for the side turret aspect of the PzIIIF. With the 40L to kill # of 10 they are vulnerable, and since they must be used aggressively for the SS to win, can be expected to be lost by scenario end.

As for the OBA, the turn one artillery fire mission has been deliberately left flexible to give the German player options for its use. If the British set up strong in the woodline it can be used as either a concentration or harassing fire to get the -1 for airbursts. The concentration will of course have more hitting power and offer a +1 Hindrance from MG fire from the 12U5 church steeple. More likely the British will have a small delaying force in the woodline, here smoke, dropped on/adjacent to L8-N7 road hexes, will cover movement over the open ground from fire coming from either the woods or the steeple.

Last but not least we have the hard-hitting, hard to employ, towed 150* Infantry Guns. These large caliber weapons have a knockout punch but need a delicate hand in order to safely deploy them where they can do some good. There are several steps that need to be taken before these behemoths can get into action. Towed in from off board by their prime movers, they need to be un-hooked, and in this case with a circled manhandling number of 6, need 2/3 (FRU) of the SdKf7s 17 MPs, a total of 12 MPs in order to unhook. So given that and the extra MP spent in each hex, you can see it will take 2 or 3 turns just to get to a spot that the German thinks will be a good firing position for last couple of turns. Once you've got to what seems like a prime position it will take those 12 MPs to unhook and the crew will be TI for the remainder of the player turn. Even after unhooking the guns still need to be 'un-limbered' in order to fire. This can be accomplished in any fire phase the guns would normally be allowed to fire. Due to the low manhandling number it is a gamble to try pushing these into position, testing showed it a better idea to find a relatively 'safe' position to either interdict the Matildas or British infantry falling back toward the Marketplace, and set up hopefully out of British LOS. The gun crews are very vulnerable until the guns can hit back, pushing is also hazardous movement, so great care needs to be exercised in how and where

to deploy them. They are also the best anti-armor weapon the Germans have, with a HE to kill # of 16. They should be set up in spots like M7,M8,L7, & L8(after the British infantry has been forced out of the O6-O7 rowhouse) to cover the rear of the marketplace and the N7-Q9 road. The main rule of thumb is to set up where the British will not be able to immediately fire on them, but in a place that can see potentially key hexes like the marketplace or the paved road hexes adjacent to it for the endgame.

The disadvantages listed may hinder German efforts to win, but with proper planning/execution, they can be overcome. The killing zone of open ground on Board 19 can be neutralized by the OBA Smoke concentration, aided by judicious use of the oncoming panzers smoke dispensers, and the timely placement of smoke grenades (assault engineers have a 67% chance to have them). Giving moderate luck, the German should have several hexes of +2 smoke for cover in the open ground itself during turn 1 movement, along with a blinding concentration of +3 Smoke to shield movement from the deathstar MG in the steeple. The slight numbers advantage is offset by the high morale and ELR, along with the ability as the attacker to concentrate the *schwerpunkt* at a segment of the British defense. The anti-armor capabilities of the German vs the Matildas is a great cause for concern. Neither German tank has a MA with a decent chance of success against them. Improvisation is the word of the day. Deliberate immobilization is more difficult than normal with a subsequent ≤ 3 needed vs shots from the side that would otherwise be successful. However, if immobilized these heavily armored tanks are very vulnerable to close assault tactics such as CC and attacks by DC wielding assault engineers. The Matildas have a very poor close defense capability with only a 4FP CMG and a MA that has no HE. Thus infantry, using stone buildings for cover, can get very close and force a mobile Matilda to consider shifting positions, or threaten an immobile one with near certain death down the line. The assault engineers' DCs have a 16 To Kill #, and depending on the placement roll, have a reasonable chance of success. If the DC does not work they get a -1 DR mod. for their CC attack. The 150* IGs, as mentioned above, have the best chance in the German arsenal to kill the beasts if you can just maneuver them into place to get the chance (easier said than done).

Now as to the German attack plans, the German player needs to decide at once, after British set up, what to do with that OBA FFE. Unless the Brits are massed in the woods, in which case they are just asking for it, I would probably opt for the smoke and get moving. Bring on the panzers and move them up through the plowed field to take SD attempts at the north edge of the field and/or just east/north of it. Move out the troops; deploy a squad or two and send them to draw initial DFF, and move single MMCs behind the smoke screens. Remember the assault engineers, as they can toss some grenades in the gaps if needed. Move directly toward the woodline, which is the first objective. It will probably take a turn or two to mop up the inevitable delaying force that awaits there; use a Panzer or two to cut rout routes but beware the AT gun. The next objective will be the group of buildings between hexrows L and S, and SW of the N5/Q5/S2 road network. These will require massing most of your strength and blasting away at distances of 2-4 hexes. Panzer support will be crucial in this process, and it will be tough to juggle the roles they have to play. About this time the first British armor reinforcements should be making their appearance, and the Panzer IIIs will have to break away to deal with them. The 2 Pounder should also be making its presence felt and will become a priority target to be put out of action. As the action now moves into the heart of the town, the German player must keep his CVP cap in mind as he weighs the risks of gaining more real estate against the price that must be paid. The Matildas will also be looming on the horizon and countermeasures must be planned to deal with them. The German does not have to capture the entire town to win, but he does need to wear down British resistance, gobble up as many of the victory buildings as each opportunity presents itself, and withstand the counterattacks late in the game that will surely be spearheaded by the 'invulnerable' Matildas.

British Perspective:

Advantages: Leadership, no cower, TEM, 40L ATG, Matildas

Disadvantages: Must disperse defense at start, large number of buildings to defend, lower MMC morale than SS, slow tanks

The British defensive mission here is pretty simple: cause casualties and defend buildings. How to go about this is not so easy. The troops are well led, headed up by Mr.

9-2. They also have good TEM in the town itself to set up in, but due to the German OBA, should not concentrate the defense and give the SS the opportunity to take out a good percentage of their troops with the FFE. Also, though it would be nice to set up a good portion of the defense in the woodline to take some shots at the Germans crossing open ground, the likelihood of German Smoke and/or the FFE crashing down with the -1 airbursts mod. will preclude such a set up as foolhardy. So what is the British player to do? Well, a delaying force of 2-4 halvesquads in the woods will have the desired effect of making the SS waste a turn dealing with them. Theoretically, to cover the open ground the Germans must cross, the HMG with the 9-2 leader in the steeple can cause the German big headaches if the Smoke does not go as planned. Once the Germans have traversed the killing ground, a decision must be made on whether to deploy him into the center of town or to have him carry on the fight from there. The steeple has a pretty commanding view of most of the town, and this building is worth 8 VPs so must be stoutly defended.

One characteristic that greatly aids in the British defense is no-cowering for 1st and Elite British MMCs. This pretty much guarantees that they will be able to make maximum use of their Defensive First Fire opportunities in the movement phase. They will not have subsequent first fire shots taken away for rolling doubles. This in effect gives the British player more bang for his buck from his OB, and in this scenario, where you are defending a large number of buildings, it makes the at-times strung out defenses seem tougher to break. Another benefit of not cowering is not having firelanes cancelled, which can allow setting up the LMGs without a leader, confident that they will continue to impede German progress across the streets. Good spots to lay those fire lanes from are graveyard hex 12V3 with it's shot down the U3-Q1 road to the 19O10 woods, along with another LMG in 12M3 shooting up the N2-Q1 road to the 19T9 woods. These two firelanes, if kept functioning, can make it a difficult crossing into the western half of town, and if coupled with -1 leaders can mean down 3 shots for the initial placement attacks. 12M3 is somewhat easy to isolate, especially by the panzers, so this will probably result in a one or two turn delay at best. The 9-1 is probably best used with the MMG if it is not being directed by (Continued on page 11)

In The Best Traditions of the Cavalry Service Scenario Analysis and Design by Vic Provost

Average Playing Time: 7 Hours

Introduction: The first in our 2 parallel Philippine Campaign Series, this one being the early Pacific war with the Japanese on the attack. We will also be doing a series based on the later Philippine campaign, with the return of MacArthur and the Americans on the offensive. This action is a unique look at the heroic delaying action of the legendary Philippine Scouts at Binalonan. In the wake of the Japanese landings at Lingayen Gulf 2 days before, there had been the utter routs of the Philippine coastal defense units and the inexperienced, ill-equipped, and poorly led 11th and 71st Infantry Divisions. Only the 26th (PA) Cavalry barred the way of a headlong drive by General Homma's 14th Army south on Route 3 to Manila. The accounts of this action virtually begged for an adaptation into ASL terms, especially considering the disparate units involved, including IJA tanks, bicyclists and the elite Philippine Scouts Cavalry. This is a very intriguing situation indeed.

Philippine Perspective

Advantages: Philippine Scouts characteristics, leadership, cavalry mobility, ordnance, head start to exit by trucks and wagons.

Disadvantages: Poor troop quality other than Scouts, ammo shortage, Victory Conditions if Japanese exit.

Desperate times call for desperate measures, and they were no more desperate than at Binalonan after the Philippine 'Regulars' had disintegrated near the coastline. So we have the elite Philippine Scouts cavalry pressed into service as the only reliable unit that the Americans had near Lingayen Gulf who could slow down, if not totally stop the merciless invaders. As our scenario gets underway the Scouts, after stopping, and then counterattacking the spearhead elements of the *IJA 4th Tank Regiment* just north of town, are seen as they had just pulled into Binalonan. They've had barely enough time to dismount and take up defensive positions so are CX at start, can not be concealed, and as per SSR # 2 must have personnel have possession of all horse counters at start. Also per that SSR they are free to deploy, and this is an attribute that should be taken advantage of, both to maximize the amount of ground those 10 squad equivalents can defensively cover and to possess those horses with the maximum flexibility. As our Cavalry rules state in 13.7, a unit may 'lead' up to 3 times its size of horses, which for all practicality is the total it can possess. However there is no limit to the actual # of horse counters that may occupy a hex, so by careful planning the Scouts can set up a couple of 'holding' points behind the town

to remount on turn 3 and make a break for exiting. Good locations are the light jungle hexes in hexrow 38EE, DD8, and BB8. The Scouts themselves have some mighty powerful attributes by SSR. They are stealthy, thus negating the usual IJA advantage in Ambush. They are Fanatic, so for all intents and purposes they are 6-6-8 squads with a 9 broken morale! They will need to squeeze every ounce out of this morale advantage to hold off the IJA hordes. Also by being Fanatic, they do not cower, nor do they have to take a PAATC to attack those marauding IJA Tanks, which should give AFVs something to think about before trying the old armor-in-bypass tactic. Their SMC also share these attributes, making this one of the toughest man-to-man units you will see occupy any ASL board. They are lightly armed as far as SWs go, but as the only Philippine unit not under the ill-effects of Ammo Shortage can lay down fire lanes with the LMGs. The ATRs are potentially deadly versus those tin-can Japanese Tanks. They also have a DC for that last desperate stand in the Church or for assaulting units threatening to open a large hole in the line.

The Scouts have 3 leaders with a cumulative -4 DRM, along with all the benefits of Fanatic Status. There are another 3 leaders with the other Philippine units, the 8-0 with the ordnance group can prevent cowering for the HMGs on turn one and then serve as a rally point thereafter as the Scouts will want to team the 9-2 with one if not both HMGs. The 2 'leaders' (7-0, 6+1) with the fleeing remnants should be almost exclusively used to provide leadership bonus movement factors to those green troops in their headlong flight to exit off the south board edge.

The mobility that the horses provide the cavalry is balanced by the vulnerability of the mounted troops. It is crucial that the Scouts designate approximately half their OB to stand and fight the Japanese at the town itself, trying at all costs to prevent a large scale breakthrough on the first two turns. With 3-4 squad equivalents holding onto the horses, you will have 1-2 squads to do a fighting withdrawal back to the horses for turn 3. The units possessing the horses should be dismounted until turn 3, to lessen their vulnerability to fire attacks. When turn 3 does arrive, and the Scouts are allowed by SSR to enter Board 35, then it is time to mount up with 4-5 squads to make the run for Victory.

The Ordnance, ATRs, and HMGs in the Philippine arsenal give them the hitting power needed to at least slow if not stop the Japanese onslaught. All these weapons are potentially fatal to the IJA Tanks, and as long as they are functioning the Trucks will probably hold back until an opening arises for them to speed through. Any Bicycle riders will peddle into their LOS at extreme risk with the -1 for mounted bicycle rider *cumulative* with FFMO/FFNAM. Unfortunately for the Philippine player, all his heavy support is under Ammo Shortage due to the hasty defense that was thrown together along with aging ammunition. This means a circled B # 1 less than normal (i.e. an 11) and the normal B12 is now an X12. These are potentially fatal to any hope of the Filipinos holding off the IJA; a couple of boxcars right off the bat in turn 1 DFF and it will become extremely difficult to keep the Tanks from making a breakthrough.

Lastly, in the favor of the Philippine player is the head start that the trucks and the wagons, along with the routed regulars; get in making a dash to get off the south board edge ASAP. All units from this OB group should continually head south as quickly as possible each and every movement phase until they have made good their escape. Historically, this military flot-sam and jetsam did get away but only because of the heroic stand of the Scouts, who stonewalled the Jap-

anese attack. Here in this scenario this group represents a mixture of the remnant infantry elements of the defeated 11th and 71st Divisions, and the Scouts supply train carrying both vital supplies and the wounded of previous fighting, thus no PP capacity available in any of the vehicles. They were given extra VP levels to reflect these facts. If the entire 'Remnant/Supply' group can exit it will garner 42 VPs, and will only need 10 VPs of the other Philippine units (almost certainly the Scouts, we saw no survivors of the Ordnance group ever exit throughout the playtest, they are unsung heroes in this respect) to exit for the win. The 1-0-6 unarmed squads are obviously intended to represent the fleeing elements who literally tossed away/lost their weapons in the flight to escape from the Japanese, these are not 'prisoners' in any way, shape, or form.

The main disadvantages for the Filipinos are the terrible quality of everyone in that 1st OB group, the vulnerability of all the units that have any true mobility, namely the trucks, wagons, and cavalry, and lastly the increasing difficulty of winning the scenario as more Japanese units exit. Each IJA unit that exits directly in effect increases the number of VPs needed by deducting its own exit VPs from the current Philippine VP total. So if 2 of those HA-GO tanks make it off the Philippine player will need to exit 62 VPs as opposed to 52. One can see from this example that it is imperative to avoid a large breakthrough early on and to execute a skillful, fighting withdrawal thereafter. A large breakthrough not only threatens an eventual exit of those units; but imperils all the softskin vehicles and the grade Z level troops from getting away. The remnant infantry must avoid a fight at all costs, but they should have the LMG and ATR covering the rear of these units, so as to be able to have some means of dealing with rampaging Japanese tanks or truck mounted infantry that may have leaked through. Any units that do make it down to the board edge should exit immediately and not put valuable exit VPs at risk. I would leave the above mentioned rear guard LMG-ATR MMCs on board only to cover any late breaking Cavalry and to prevent the IJA blitz tactics at that crucial time.

As to the defense, deployment of some of the Scouts is a must. Set the horses back in the aforementioned 'safe' rear areas. The buildings/huts in hexrow Y are quite exposed, but it is wise to put at least a couple half squads up there to contest them and to leave residual FP in adjacent hexes in DFF. The main defense will be in the buildings in hexrow AA. The 8-0, 2-3-7, 50 cal. HMG should go up in the steeple. Although it has somewhat limited LOS, being only at level 1, it still sees over the Kunai in 38X6/W7, all the way to T8, making a quick move against the west flank vulnerable to its 8FP and ROF. The other HMG should set up in an ADJACENT location to either the .50 cal., the 9-2 leader, or both with a LOS to crucial V4-Z5 Road hexes. A decision must be made whether to try to get both heavies with the 9-2 or try to cover more area by splitting them up and making sure the 9-1 is directing the HMG. Since the LMGs in the Scouts' possession are the only MGs that can lay down fire lanes, they should be set up in positions to take advantage of this important attribute. The ground floor of the Church - AA5 - with its view down the road and into the X6/W7 kunai field is a good spot for one. The other could go in either AA7, looking through one palm hindrance at Z6 down the Y6-V4 road hexes, or to bolster the west flank might be placed in Z8 looking to get the FL into the W7/X7 kunai and right down the east-west road Z7/Z1. As for the ordnance, not being emplaced means the guns will be on board, albeit concealed. They also can not set up in the buildings, which

limits where they can be effectively set up. The 37LL ATG at least has a gunshield to give the crew some protection. With its ROF of 2 and TK # of 11, it needs to be sighted in a spot where it is guaranteed to have the maximum opportunities to get shots at the IJA tin can armor. Z6 and BB5 have been favored as spots to cover the center and the north/south road. It could also be placed on either flank; Z0,Z7, & Z9 are intriguing possibilities. The French 75 Art. is a relic of another era, but it still packs a mighty punch with its TK # of 14, which will incinerate any IJA vehicle it hits. It also has good HE punch, but will probably be tied up with anti-tank duties as long as it is functioning. Without even a gunshield for protection, it is much more problematic to set up. Players have been reluctant to set it up near the main line of defense due to the crew's vulnerability, so it has been used further back to secure a flank or as a last line of defense in the center at EE7. Spots on the flanks to consider are CC2/EE3/Z9/AA9. The ATRs should be placed wherever the ordnance is not, looking for flank/rear/point blank shots. The Scouts themselves should spread out amongst the AA hexrow buildings, stack with the 9-2 only as you have too much area to cover otherwise. Watch out for IJA 'scouts' trying to freeze/limit DSF chances allowing others to infiltrate through. Fight to the last man up front and get the cavalry moving on turn 3. The 1/2 MF that is paid per road hexside simulates the utter chaos of the fleeing civilian and military elements, and slows the flight until the last truck/wagon leaves, so keep pushing on or off road. Once the IJA clears the town and gets their heavy weapons sighted the road becomes a dangerous place; you must carefully count MFs to make sure your units can get off in time. Fight, delay, and run for your lives, with a little luck from your ordnance and the valor of the Scouts Victory is possible.

Japanese Perspective

Advantages: Tanks, IJA Characteristics, Mobility provided by the Trucks/Bicycles, OBA/SMOKE
Disadvantages: Time, vulnerability of armor to all anti-tank weapons, radioless tanks, vulnerability of trucks/bicycles to everything.

The Japanese mission here is a simple one: to prevent the Philippine units from fleeing offboard, and to get some of their own units off the South edge to make the Philippine Victory more unlikely with each exited IJA unit. How to accomplish this is a little more complicated. They must use the positive attributes of the IJA to their fullest extent in order to secure a win over their grimly determined foe.

The main advantage the Japanese have here is their armor force, which even though vulnerable to a wide range of allied weapons, can concentrate at a focal point of the defense and almost certainly manage to get at least a couple of tanks through the line. They will cause the Philippine units to give them their undivided attention, potentially tying up a valuable chunk of the defense and allowing the infantry to swarm behind them and overwhelm the defense. The tank force should stay together (Radioless) as an iron fist and rush one flank, thus overwhelming DF, or a truly bold Japanese player might try attacking the remnant column right on turn 1 in an effort to produce immediate casualties and lowering the potential VPs that could exit. This is a risky strategy that could very well backfire with many burning wrecks right away, and could unintentionally provide the fleeing elements with 'cover' on their way down the road. But with a more measured approach, which is both bold but calculated to take advantage of

those inherently nasty Japanese traits could lead to a rupture of the defense by turn 2. Having a large, well led infantry force that does not break and loves to get into almost-always-lethal CC is a tremendous advantage. It can be bled away by carelessness, however, so the use of SMOKE once again becomes a powerful component in the IJA combined arms attack. The OBA observer should enter on turn one and dismount with the idea of getting into a position to direct the OBA procedures to get an FFE dropping in place on Turn 2 prep fire. He gets automatic Radio Contact/Battery Access by SSR. With a mild breeze from the NW, a Smoke Concentration is a very tempting possibility. This decision on what type of fire mission to use will greatly depend on how successful the 2 50* Mtrs; that should have entered on turn 1, were in placing SMOKE of their own at the start of prep fire. With a little luck they should have 2-4 Smoke rounds of either type of their own in the midst of the defense. Depending on the exact nature of the attack plans either more smoke/WP or HE will compound the problems of the defense. In the tests the IJA won a common characteristic was a Smoke FFE somewhere near the Church, with drifting smoke in ADF all but blinding the middle of the defense, thus allowing the Tanks/Trucks to roll through and ravage the stragglers at the tail end of the column. This also allows the 'Kamikaze' Bicyclists to literally peddle right into the heart of the defense, dismount (at NO cost), and head right into CC in the advance phase! A wild and utterly desperate melee thus breaks out in the center of town and allows infiltrators to leak through and interdict the cavalry as it tries to escape. Without the Smoke the IJA are playing right into the Philippine player's hands, giving him the ability to bring his heavy weapons and inherent FP to bear. In those cases it takes the IJA too long to bust through, typically with hideous losses trying to pry those Fanatics from the buildings, and allowing more than enough VPs to escape. The soft targets stand little chance to break through without cover, but fortunately the IJA has enough potential smoke to give him a fighting chance here. Also remember to save the DC for the center of resistance; it makes a most unwelcome present for the 9-2 or die-hards resisting in the church cellar.

Time is ticking versus the Japanese attack in this scenario, he needs to bring to bear all his formidable resources in order to affect a breakthrough. He needs that SMOKE to be available or his brave but vulnerable troops and vehicles will fall prey to the hard hitting weapons arrayed against him. He needs that breakthrough to have a chance at catching the fleeing rabble before it all gets away, but more importantly he needs to prevent the cavalry from simply riding off-board unhindered by any fire. He needs a little luck for his attack to work, but with a fair shake from the dice, he will make the Philippines sweat and the Emperor proud.

Designer Notes:

This action was easy to design in the basic concept, but very difficult to execute in practical ASL terms. The board configuration of the narrow one board front was decided on for historical reasons as the Japanese assault occurred straight at Binlonan, and continued in close proximity to Route 3. The scenario was both shortened and cut down in size for playability/balance reasons. The previous versions had the remnant units in a convoy/column formation, but seeing how this always disbanded in a classic 'bug out', flee for your lives turn 1 movement phase, it was felt that it was a waste of everyone's time to struggle through that rule section for no practical reason. Testing ended with a 6-4 Philippine edge, but after some tweaks the Japanese won 2 of the last 3 to satisfy the 'Bunker Crew' as to play-balance, it always had a high excitement level, we hope you enjoy it.

Sources:

Morton, Louis, *The Fall of the Philippines*, Center of Military History, 1953
 Tolland, John, *The Rising Sun - Volume 1*, Random House, 1970
 Harries, Meirion & Susie, *Soldiers of the Sun*, Random House, 1991

(Continued from page 9)

the 9-2, he should be stationed in one of the multi-hex, high VP buildings. A likely place to see him leading the defense is 12P3, the dominating building in the western half of town. It contains 9 locations, thus 9 VPs, and is the major obstacle on the way to 12O6 and the Marketplace. To lay out the values and to stress their importance: the Marketplace, as defined in the Victory conditions, is worth 10 VPs, 12P3 - 9 VPs, 12O6 - 6 VPs, the Church, 12U5 - 8 VPs, the 4 single hex (and per SSR # 2), 2 location buildings 12M3, R2, S5 & S9 are 2 VPs each, and finally the 14 remaining single location buildings in the Victory Area 1 VP each for a total of 55 VPs. You can see by this total and the size of the OBs that it is equally important to cause casualties and in the Germans case take, in the British case hold, real estate. For the German to attempt to take the entire town at all costs will see him quickly on the short end of the casualty tally and eventually lose by the CVP cap. This should be uppermost in the British players mind. Plan on a fall back, delaying defense, trying to cause maximum casualties for each building lost. Ultimately the game will come down to who can hold onto 2 out of 3 buildings amongst 12O6, the Church, and the Marketplace, losing O6 is a swing of 12 VPs and has turned the tide of several playtests. Building 12P3 and its 9 VPs are all but impossible to hold for the Brits, but each turn it does hold out brings them close to victory.

Crucial to the infantry being able to hold onto this valuable real estate is how the armor battle is going. The German holds the edge early on, but the scales tip in the Brit's favor with the arrival of the Matildas. The 2 Pounder has several good vantage points with LOS to avenues of approach for the Panzers. 12F2, I5, and L4 all cover the southern flank into town, with potential flank and even rear shots a good possibility. Several of the single hex buildings near the church offer good LOS through the northern road net to cover that part of the village. The center of town offers one key spot in P5 behind the wall, but since this is not concealment terrain, it will give the gun away. It is better to try and get an AFV here ASAP. The A10s are somewhat expendable and should be forcing the Panzers to divert attention away from infantry support. The Matildas should go right at any remaining German tanks and put them on the defensive as the crucial final turns are unfolding. Be bold but not reckless; do not leave the tanks isolated and vulnerable to the German Infantry, especially the assault engineers. Also don't give those 150* IGs more than one shot in passing, if you have to give them any shots at all. How this final armor battle plays out should go a long way in determining the winner.

Designer Notes:

This action is more known for another in a long line of Leibstandarte atrocities, the massacre of some 80 of the defenders, who after surrendering, were led into a barn and then mowed down by machine gun fire and grenades from some incensed fanatics who had seen their company commander, Sturmabfuhrer Schutzek badly wounded in the attack; a contributing factor was also the rumor that the regimental commander, the (in)famous Sepp Dietrich, had been killed when his car was destroyed in a crossfire coming from Wormhoudt itself. If you examine the battle itself one sees the stiff defense the British put up, and how hard the SS had to struggle before finally prevailing. The basic scenario was pretty easy to envision, it was originally somewhat larger than the final product, with 22 total German and 16 British squads. This was quickly pared down to the present OBs and testing began in earnest. The final tally saw a dead-even 7-7 record and everyone agreed that we had achieved the overall 'feel' of the action that we were looking for. I hope you enjoy it as much as we enjoyed designing/testing it.

Sources:

Quarrie, Bruce, *Hitler's Teutonic Knights*, Patrick Stephens Limited, 1986
 Lehmann, Rudolph, *The Leibstandarte I*, J.J. Fedorowicz Publishing, 1987

~ ASL: Not just a game, but a Lifestyle ~

TIPS For Veterans: sD Use during Motion Attempts - Something that even experienced ASL players forget when making motion attempts is that per **D13.2** you may make a **sD** attempt 'during your opponents movement phase following *any* MP/MF expenditure by an opposing unit in the vehicle's LOS as if it were intervening with Defensive First Fire'. You thus, if successful, increase your chances of survivability for a vehicle whose MA has little or no chance of harming the oncoming AFV. Remember you may attempt any of the **sD** listed on the back of the counter, but only one. BU AFV have a +1 DRM to their **sD** attempts, and those equipped with **sM** should try the **sM** before the motion attempt to avoid the +2 DRM for moving/motion AFV if the motion attempt was successful. **sM** are even more useful when they work if the enemy AFV stopped within the 3 hex range of the **sM** and you placed the +2 Dispersed Smoke right on him, then that AFV will have the extra +1 for firing out of Smoke. Also for those vehicles not equipped with **sD**, rule **F.10** allows for the attempted use of **Vehicular Smoke Grenades** for any vehicle with a MA weapon indicated on the counter. A CT AFV must be CE to attempt usage, and needs a 1 or 2 to place the 1/2 smoke counter; an armed but unarmored vehicle or BU OT AFV will need a 1. The bad thing is that 1/2 smoke will disappear at the end of the enemy movement phase but will offer protection against bounding fire. In Summary **sD** and motion attempts should go hand in hand when trying to save those vulnerable vehicles.

TIPS For Novices: SMOKE - I can't emphasize enough the importance of **SMOKE** in this game system. The **SMOKE** capability of all units in your order of battle should be one of the first things you check before you set up a single unit. If you are given an OBA Module see if it is given **SMOKE** capability either in the SSR defining the modules capabilities, or in the appropriate Chapter H OBA Availability Chart notes. Check out all your ordnance on what **SMOKE** they might have, and note the depletion numbers for each ammo type. See if your squads have smoke grenade exponents. If they do remind yourself each time you move them whether there use is called for. For each type of **SMOKE** you have, re-read the section for it's use and formulate plans on what would be the best use of each in this particular scenario. Envision the possible situations that will most likely arise, and how the use of **SMOKE** will somehow aid you in winning the scenario by positively effecting the ever changing circumstances of the cardboard battlefield. It's LOS hindrances can block key LOS, and allow your units to cross what would otherwise be 'Kill Zones'. It can protect your troops, slow down the enemy, and in the case of that nasty chemical agent White Phosphorous, 'Willie Pete', cause NMCs along with normal Hindrance DRMs. Check your AFVs for what if any **sD** they may have, and figure out a way to utilize each one at least once if possible. Remember at the beginning of each Prep-Fire phase that **SMOKE** comes first, this is not an accident, and should be the first thing you think of each time you go on the attack, or execute a delaying action, with a nationality blessed with **SMOKE** making capability.

PLAYTEST NEWS: Nothing new to report on the CENTRAL STALINGRAD Module other than Don Petros continues to labor on the on the final 'Production Version' map, as soon as we get it playtesting will resume and go into high gear. We have begun work on a variety of actions from several of our series. We have one from our Tunisian Series that will definately be in Issue # 4, Spring 1998. It is another of Tom Morin's fine designs, this one set at Kasserine Pass, and will feature American, French, German, *and* Italian units; it is a different segment of the battle than previously seen. We will soon be deciding on what will accompany Tom's design with the possibilities amongst our Later Philippine Campaign (1944/45) series, the Bougainville Series, or the Next *Subject* we will be tackling.
~ See the details immediately following in **A Look Ahead** ~

A LOOK AHEAD: Announcing the latest *Subject* to spawn another in the 'Bunker Crews' ongoing scenario series: *Panzerkorps Grossdeutschland*. From the very first taste of heavy combat as Infanterie Regiment (mot.) Grossdeutschland in the France 1940 Campaign, through the large and small battles of the Eastern Front, and eventual evolution as a full fledged PanzerKorps, we will follow each of the component units in the many and varied actions this legendary unit participated in. We have a wealth of great source information on this unit including the comprehensive two volume unit history: *The History of the Panzerkorps Grossdeutschland*, Helmuth Spaeter, J.J. Fedorowicz Publishing Inc; 1992/1995, supplemented by *Germany's Elite Panzer Force*, James Lucas, MacDonald and Jane's Publishers Unlimited, 1979, and also *Panzer Grenadier Division Grossdeutschland*, Horst Scheibert, Squadron/Signal Publications, 1987. These provide us with endless possibilities and the reading itself is very motivating for the designers here in the 'Bunker Crew'. So we will begin work on this series at once with a chance the first scenario will appear in Issue # 4, if not it will be in # 5. One thing that will be on tap is another collaboration between Jim Torkelson and myself on Heat of Battle's Berlin Red Vengeance HASL Module, Design Analysis, Tactical Tips, and the usual 'Dispatches' features. Until then, enjoy, *Vic.*