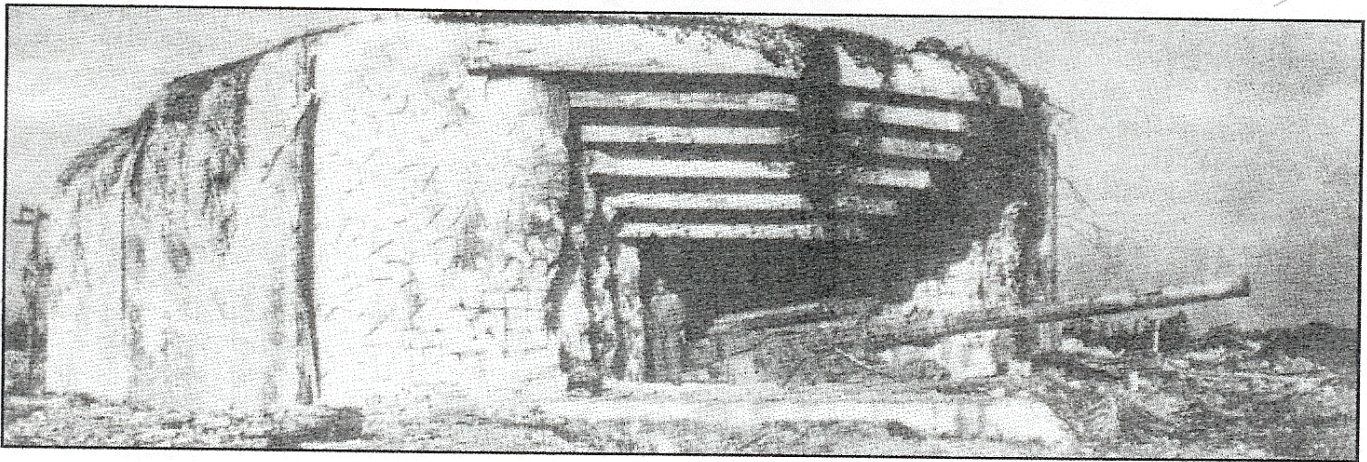




# Dispatches from the Bunker

## Dispatch # 07



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



### IN THIS ISSUE:

**Greetings from the Bunker:** In this issue we have two more action packed scenarios. Also on tap are an analysis of scenario J1 Urban Guerillas, a look at Action Pack #2, the Hell On Wheels pack, a review of Nor'Easter '99, Tactical Tips, and our usual features.



**The Men from Zadig:** Liberating the Neuilly town hall was the easy part for the members of the French Resistance. Now came the tough task of holding out against the German response. Can they survive the counterattack of the Security Troops and Panzers?



**The Heinrich Position:** The lull following the taking of the Radau Bunker and 'Heinrich's' Position was over: after three straight nights of probing attacks the Russians were making a big push to recapture the lost fortifications. Can Brasche's men hold on?

**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 3/4 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

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Vic Provost  
 Dispatches from the Bunker  
 209 Granby Rd. Apt. 18  
 Chicopee, MA 01013

Questions and/or comments may be directed to either PHONE - (413)594-4301 or e-mail at - [aslunker@aol.com](mailto:aslunker@aol.com) - Any snail mail questions which need a response should include a SASE.

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**CREDITS:**

**Publisher and Managing Editor:** Vic Provost  
**Associate Editors:** Tom Morin, Ralph McDonald, Kiri Naiman, Allen Loiselle, Tom Ruta, Carl Nogueira, & Jim Torkelson  
**Scenario Design Issue # 07:** Ralph McDonald & Carl Nogueira  
**Scenario Development Issue # 07:** Ralph McDonald, Tom Morin, Cal Nogueira, & Vic Provost  
**Playtesters Issue # 07:** Vic Provost, Tom Morin, Ralph McDonald, Allen Loiselle, Kiri Naiman, Tom Ruta, Carl Nogueira, Joe Gochinski, Chas Smith, Ben Jones, and Jan Spoor.  
**Rules MVPs:** Allen Loiselle & Kiri Naiman

Welcome to the fruits of our Labors

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**Signals:** Hello to one and all. Today I want to talk about the AREA Rating Service, that for many years was administered at the Avalon Hill Game Co. After the loss of the main data-base for AREA, the ball was picked up by Russ Gifford for ASL and Glenn Petroski for the rest of the AH line. Russ has toiled voluntarily for over a half-dozen years on maintaining the ASL AREA ratings for every player who has submitted an AREA ranked game. Needless to say this was a Herculean task that Russ has done as well as could be expected for a one-man volunteer effort. However Russ has unfortunately come down with as yet unspecified health problems that as of July 7th have forced him to turn over the administration of ASL AREA activity to Glenn. As one who has known Russ for the past seven years, and has had a chance to see first hand how great a job he did in running a large tournament (upwards of 140 players at its peak) such as AVALONCON, I am saddened to hear this news and wish Russ a quick and speedy recovery. He has been a great friend to both the ASL community in general, and to me, Tom Morin, and Ralph McDonald, specifically, as we got to know Russ through our attendance at several 'DONCONS'. He will be missed. As of this date Glenn has begun to open a dialogue with David Croome, who has in the past couple of months begun to operate an ASL AREA Ratings service of his own at the Online ASL Rating System -OARS - web-site ([www.cgocable.net/~dcroome/ASL/](http://www.cgocable.net/~dcroome/ASL/)). It is based on the tried and true AREA formula that many veterans of the hobby are familiar with, along with the ability to submit games by e-mail and to track player progress/history as your rating changes. It bodes well for an AREA revival, as Russ' web site had fallen into disuse with the lack of updates and the inability of players to see how they were truly doing. Now players have that capability with David's site, and this should really encourage players to submit game results. If everyone with on-line capability would submit their game results to both the OARS and ROAR websites we would finally get up-to-date player ratings and useful data on the win/loss records of all scenarios played. This would be an enormous help to all Tournament directors, both in seeding players with current ratings, and in making scenario lists from the most balanced actions listed at J R VanMechelen's ROAR site ([www.netreach.net/~jrv/](http://www.netreach.net/~jrv/)). So let's wish Russ good health, and David, Glenn, & J R good luck in their continuing efforts, Vic.

**THE NEW ENGLAND ASL  
CHAMPIONSHIP: The Nor'Easter '99**

Another hard fought Tournament has come to pass with our own New England ASL Championship, the Nor'Easter '99. Held this year at the Citadel Hobby Shop in Groton, Connecticut over the weekend of April 23-25, it attracted 22 ASL Fanatics who enjoyed the atmosphere and the hospitality of our host, store owner Pat Flory. At the end Mick O'Shea, transplanted Bostonian now residing in the 'Big Apple' (New York City), used hot dice and sound tactics to defeat Scott Romanowski in Schwerpunkt's SP11 'Pomeranian Tigers'. Allen Loisselle of the 'Bunker Crew' came in third. Although everyone who attended had a great time, attendance for the third year in a row has declined. So after some debate amongst the 'Bunker Crew' and our BAASL brethren (Boston Area ASL Club) as to what to do about the situation, the consensus was to move it back up to the west of the Boston area in a spot that is easily accessible from all the major highways. Nor'Easter IV will be held March 24-26, 2000, at the Best Western Royal Plaza hotel in Marlborough, Mass. You can show up anytime after 3pm Friday; the official start of the tournament will be 6pm. We have the room until 6pm Sunday night. This site is in an excellent location close to the intersections of Interstate 495 and the Mass. Turnpike. Look for complete details in upcoming Issues of 'Dispatches'.

**Issue # 06 Errata:**

After two completely clean Issues the 'Bunker Crew' grew LAX in its proofreading and editing duties, subjects that I, as Editor, take very seriously indeed. Somehow several minor miscues made it through to final printing, for which I deeply apologize. Here is the complete list:

- [1] The e-mail address for the Citadel Hobby Shop should have been:  
[citrngr@sprynet.com](mailto:citrngr@sprynet.com)
- [2] On Page 5, paragraph 2, 3rd sentence: 'unconcealed' should of course be 'concealed' when referring to the extra OBA chit draw.
- [3] DB011 'Dropping like Flies': In SSR # 2, line 6, hex O22X7 should read o22X7, and in line 8, (EX: should read (EXC:
- [4] DB012 'First Clash in Tunisia': the German Balance should refer to SSR # 5, NOT SSR # 4. Also as our German friends pointed out, *Fallschirmjoniere* DOES end in an *e*, and *Wehrmact*'s should be capitalized.
- [5] Backpage Tips for Novices: In the 5th line 'up' is spelled 'op'. In line 19 insert 'Subsequent First' before Fire.

We are very sorry for these problems and will endeavor to do better with our next Issue. Thanks for your understanding and continued support, as our Motto states:

**'High Quality is our Objective,  
and Zero Errata our Goal'**

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See our Review of this fine product on Page 10.

**ATTENTION: Time to Re-Subscribe?**

You can tell which issue is your last by looking at the bottom line of your address label on the shipping envelope. To make the re-subscription process as easy as possible, I have included a re-subscription form for those whose subscription is about to expire. Merely fill it out and send your remittance to the address on Page 2. There is also a short questionnaire on the form. Your feedback *will* be read and can influence how we do things in the future, so please take a few minutes to fill it out. It has been our sincere pleasure to serve the ASL community, and I look forward to publishing many more issues of 'Dispatches'. I personally want to say a big 'THANK YOU' to all who have given me such great encouragement and support. I look forward to your replies, *Vic.*

## Monkeying Around With 'Urban Guerillas' by Jim Torkelson

*Here is another incisive scenario analysis by my friend and ASL Comrade. Thought provoking as always, lay out the boards and see if you agree with Jim's thoughts.*

The first scenario from the ASL Journal is a design by Pete Shelling, "Urban Guerillas". This battle is set in April of 1945 during the final days of the war in Europe. The Russians are driving inside Vienna, fighting the rear guard of the SS "Das Reich". Their Victory Conditions are to Control at Game End two of the three possible VC buildings, [23Y7, 23AA3, or 23CC2]. Their task is complicated by the fact that two of those three buildings are on the northern side of the bd 23 canal, and there are only two bridges. The rest of the terrain is city, a combination of small and large buildings. There is a smattering of woods, mostly along the seam where the two boards meet. The orchard-road alongside the canal is in-season, so it provides a LOS hindrance to same level shots and a LOS obstacle to shots from a different level. The canal itself is a major factor in the game. There are two bridges, with the eastern one clearly open to the Russian setup area, and the western one masked by the cathedral. Both sides will need to send units across the canal, and making it across alive will in a large part decide the game.

### The Cathedral

The largest building on the map is 23Y7, simulating St. Stephen's Cathedral. It is treated as a Factory, without any upper levels. Despite being a church, there are no designated steeple locations. Ignore the sacrilege and pull out those Red Barricades factory fighting tactics here. Shooting within the cathedral only gets the +1 TEM and +1 hindrance for each intervening hex. The German 88L FlaK 18 and panzers can set up inside the cathedral without penalty. By the same token, the Russian tanks can enter the cathedral without fear of falling into the cellar. One aspect of Factory status is that PF and PSKs can be fired from inside without the Backblast penalty. The relation-

ship of the cathedral to its surroundings, especially the canal bridges, is complicated. The stone wall circling the cathedral will give excellent cover to Russian tanks and infantry. The bridges are two or three hexes from the closest cathedral locations, and the tree-lined roads hinder a number of possible shots. Holding this strongpoint does not guarantee that the Russians will not be able to bypass the cathedral, get across the canal, and get into the other two victory buildings.

### Partisan Activity

What makes this scenario different and helps out the Russian side is the intense activity of the Austrian partisans. The Russian SAN is 6, which is incredibly high for a mechanized attacker. When the Russian Sniper Attack dr is a 1 or 2, it is resolved normally. The fun part is when the the Attack dr is a 3 or 4. A subsequent dr is made: with a 1-3, a 127 partisan halfsquad is generated; with a 4-5, a 149 hero; and with a 6 a 7-0 leader. The partisan unit is placed in the closest eligible ground level building, woods, or sewer location as determined by a Random Location DR from the Russian Sniper counter. Hexes that contain enemy units are not eligible. Where there is more than one eligible Location equidistant, the location with the higher TEM is used. Further ties are resolved by the Russian player's choice. When these partisans are generated they are placed onboard with a TI counter. The partisans can take up to 3PF shots per game, but they also get the +2 captured use DRM. With only HS or SMC, the chances of that unit having that PF to fire, and even then getting a hit, are mighty slim. When the Sniper Attack dr yields reinforcements, the Sniper counter itself is not moved. The partisans generated by the superduper sniper are an interesting complication. The low firepower of the 127 half-squads or heroes gives IFT attacks a very low probability of success. If the partisans can gain concealment, then their stealth makes Ambush and Close Combat a useful weapon. Panzerfausts are also a low probability option. What the partisans will do best is act to prevent Rout. If some partisans can be created on the northern side of the canal, then once the SS start breaking the Germans will be in trouble. The best case scenario for the partisans would be to get some MMCs into the VC buildings on the far side of the canal, taking Control before the Germans can redeploy. The battle changes complex-

ion drastically if that happens!

### German Perspective

**Advantages:** 9-2 AL, Panther, s9 from Pz IVJ, stand or die on objective, HIP Flak gun, late war SS

**Disadvantages:** Time (7 MPH for the Russians to go 13 hexes), restricted to setup south of canal, feeling of being watched, large frontage to defend, mediocre infantry leadership

A 9-2 armor leader is a wonderful thing! Even better, he is commanding a Panther, normally one of the best tanks of the war. Today though, his Panther is facing T34/85s and IS-2ms. The T34/85s have A7, with a 1 hex range to kill number of 22. With a frontal turret hit, your Panther is in trouble. If a T34/85 gets a flank or rear hit, your precious armor leader will need to pass a crew survival roll. At least any hit barring a dud by the 75LL will destroy the T34/85. The 9-2 armor leader will enable the Panther to change TCA/VCA and still maintain a decent chance to hit and kill. Firing from short halts or on the move becomes more realistic too. The IS-2m is a different story. Its frontal 26 hull armor and 18 turret armor do not match up well with the 75LL gun. And the 122L has a to kill number of 25, enough to worry all but the luckiest of Germans. One IS-2m, and there are two of them in the Russian OB, will cause the Panther to use its sN8 and Motion attempts to escape.

If the PzIVJ can sit unmolested, it is likely that with its s9 Smoke shells the Russian overwatch position can be suppressed. The T34/85s can kill the PzIVJ from any aspect, with both AP and APCR. It is the job of the Panther and the infantry with the PFs and PSKs to give the panzer the space it needs. At some point before Russian turn three the PzIVJ will need to make a break across the canal so it can continue its mission of suppressing the Russian firebase. These late-war SS troops are excellent of course. The higher broken side morale is great. There is the chance that ATMM can be found for CC versus vehicles. The -1 modifier to the PF availability dr for 1945 will help keep the Russian tanks at a distance. This is one of those scenarios where it does not matter how much of the German OB is alive at the end of the game, as long as the Russians do not have Control of those two buildings.

**German Plan**

One of the first things the German player must do is to decide what role the 88L FlaK will play, whether it will be anti-personnel, anti-tank, or an old fashioned bridge crossing guard. Because the FlaK 18 is a large Gun, if it wants to be in a building it can only set up in a Factory. Otherwise if it wants to retain HIP on this map it needs to be in a patch of woods, orchard or brush. Remember that the orchard-road is paved, and the Gun may not be emplaced on a paved road, and could not be HIP. The Flak and its crew are the only German units that can set up north of the canal, and it is the only true HIP surprise the Germans get. Even with its A4 APCR, it is not going to kill the IS-2m's from the front. A surprise shot opening up from the flank is an entirely different story! The firepower of the 88L HE shell is excellent against infantry. When hitting a Russian squad with FFNAM/FFMO, the chance of a Critical Hit is quite nice. Even without that, a HE hit by this gun on the average has the target trying to survive a 2MC. I see three possible placement areas for the FlaK: It can start inside the cathedral/Factory, in a variety of orientations. The northeast face of the cathedral covers the western bridge and the only good TEM infantry route adjacent to the building. Since LOS's are only hindered inside the cathedral/Factory, the FlaK can act as a point blank hammer against any Russian infantry that do make it through the door. Another potential FlaK placement option would be one of the woods hexes on the north side of the canal, near 23U3/23W2/23Z0. Each of those hexes can see the western bridge very well, and all have blocked LOS to the Russian overwatch position on Level 2. The last possible has the FlaK in a patch of woods or brush south of the canal. This would be a high risk, high surprise option but would not be very survivable. Most of these positions can be easily overrun by Russian infantry. The question is, would the dislocation of the opponent be worth the cost?

The second decision that needs to be made is how much of the force that starts on the south side of the canal will move immediately to the north side of the canal. The obvious usage of the SPW 251/1 halftrack is to load up with a squad and run across a bridge to one of the victory buildings to unload. Armored Assault can also be used if you are more worried about the T34/85s than the HMG up on high.

Should the Germans make the cathedral into a superfortress, with one or both

tanks and the FlaK gun inside? Rally is a problem. Any Russians up on level one of the 22L9 building with a LMG can put sufficient firepower into the central hex of the church to keep broken units under DM. A fortress of this type will be surrounded, and there will not be a safe haven for rally. Also, without any upper level locations, the walls and orchard-road will protect Russians going across the eastern canal bridge. Russian tanks can duel hull-down from behind the stone wall with Germans tanks in the church. No, I don't believe this can work.

The exact opposite of this is the total German bugout from the southern side of the canal. Imagine every German unit using their first MPH to cross the canal. This surrenders one victory building to the Russians, but the Russians have to Control **TWO** buildings at Game End. The Russians would have to use their first player turn initiative to stop this mass exodus in its tracks. If the bugout is too obvious, the T34/85s can move to the canal bank and put MG/main gun fire onto the western bridge. The Russian firebase covers the eastern bridge, so if the PzIVJ fails to place its smoke round, that area can become a kill zone. Like historical reality, in any retreat somebody has to stay behind. The decisions about how much and where decide the game. Victory usually goes to the player who makes the fewest blunders. Good luck.

**Russian Perspective**

**Advantages:** 9-2/HMG/second level building combo, IS-2ms, A7 for T34/85s, superduper sniper, FT, Guards Elite

**Disadvantages:** low squad FP versus SS

The Russians have one of the best ASL combinations there are, a 9-2 leader, a HMG, an eight morale halvesquad, and a large Level 2 building from which to shoot. From on high in the 22G4 building, there are three locations which have excellent lines of sight into the German setup area. Locations 22H4, 22G6, and 22F5 can see into the walled courtyard south of the church and a good portion of the eastern bridge crossing and north of the canal VC area. While they can expect the PzIVJ to send smoke rounds their way, the accessible alternate positions will keep the Germans worrying the entire game. What the overwatch position really does is make any kind of forward defense suicidal on the Germans' part. Germans that start up front are going to die.

The biggest problem the Guards have here is their firepower. When they get up close to the SS, the 4 firepower of two-thirds of their force will be facing 6 firepower SS squads. The FT and DCs will help, but it still drives the Russians crazy.

**Russian Plan**

The essence of the Russian plan is to get some squads across the canal as soon as possible. All the tanks can be sacrificed if this goal is attained. Only infantry can take control of the VC buildings. First place the sniper as far north and east as possible, so that any partisans have the maximum chance of being north of the canal. Then place the overwatch HMG on one of the second level locations, preferably not the one in the middle. Since the initial position will get smoked, avoid the central one as smoke there can also hinder a number of shots from the two sides. The balance of the Russians are going to be advancing wherever there are not Germans. The T34/85s should avoid initial LOS of the Panther, but try to find the PzIVJ if possible. If it looks like the Germans are going to try to move all their infantry across the canal on the first turn, then the T34/85s are going to have to race to the canal bank and hose the crossing point with their MGs. Fortunately they can get there in one MPH. Judging what the German plan is from their initial setup is crucial! The Russian reinforcements have a lot of choices on entry area. One of the two flanks is better than the southern edge. Entering on the east side is good because of its proximity to the eastern canal bridge and building 23CC8. The open ground there can be trouble if that building is defended by at least two SS squads.

As of the end of June, the ROAR record on this scenario was almost even over 34 playings. This scenario has elite troops, good toys, and some interesting SSR chrome. The victory conditions will keep both sides worrying until the end. I guess we can't ask for much better for an ASL afternoon!

*Good job Jim, as always. Next Issue we'll take a look at AP9 'Red Storm', which has seen favorable comments on the ASL mailing list and is a blast to play.*

**ASL:  
MORE THAN A GAME  
~ IT'S A LIFESTYLE! ~**





**THE MEN FROM ZADIG**  
**Scenario Design and Analysis**  
 By Carl Nogueira and Tom Morin

**Average Playing Time: 3 Hours**

**Designer Notes by Carl Nogueira:**

I am the person who did the original scenario design, which after a couple playtests I submitted to Vic for possible inclusion in a future *Dispatches*. Vic turned it over to Tom Morin for development, and he did a fine job with it from there. Tom asked me a few questions on where I had found info on the fight. He also inquired as to where I was trying to go with the battle. I told Tom my original intent was to find a small, tournament sized partisan action, hopefully one that had a different wrinkle or two to it. I had found the info on the battle and derived the original scenario from the book *Is Paris Burning?*. The story focused on Louis Betry, a Paris butcher and member of the Resistance, and his fellow group members. On Saturday, August 19th 1944, Betry had a visit from a fellow member of his resistance cell, who gave him the code word, "the Men From Zadig". This meant the group was springing into open action against the Germans. Betry's group was commanded by Andre Caillette, a Paris factory owner. Far from a battle hardened bunch of roving partisans, this was their first real military confrontation against the Germans. The forces they were confronting should not be confused with a top-notch combat outfit either. They were typical garrison troops, backed however by some armor. To exemplify the naive arrogance of the German force, one need look no farther than the first moments of the encounter. Betry's group had just seized the town hall, and the Germans had been tipped to their presence. A truck with the ASL equivalent of a half squad and a 6+1 pulled to a halt in the square in front of the building. While his men took cover behind the truck, he (the 6+1) strode to the front of the building, jammed his hands on his hips and demanded the surrender of all inside. When they shouted back that he should surrender instead, he pulled a pistol from his holster and fired on the building!! End result, a couple seconds later, no half squad, 6+1 or truck. Not that the partisan forces were in any better shape. They had brought no materials for making molotov cocktails, virtually no medical supplies for the wounded, and not enough ammo to hold out for a long period of time. I thought this a nice setting for a small, nasty house clearing operation, with a short turn limit. At length after heavy fighting, the Germans drove a Panther into the building, smashing down the front door and pouring inside. The French that could escaped out through the cellar, but most were captured or killed. This brings us to the original design effort, shown below to reveal how much a scenario may change from concept to final design. This was the case in this scenario, and Tom did a great job of improving and refining it, while keeping the feel of the battle correct. The original design was set on venerable board 1, using hexes R-GG. The partisans were in building 1X5, and their force was somewhat different, with 6 x 337s, a 127 and a single 8-1. The Germans were largely the same save they had no 6+1, and the biggest change, as a result of Tom's research, three Panthers instead of the one in the final version. Tom looked it over, and made some obvious changes. The first big change was to get it off board 1; this reduced the stacking problems, as things got a tad claustrophobic in the original version. Stacks one atop the other, falling over and being a general nuisance. The second big change was to the German armor support. Tom did some research of other sources and came up with the evidence to support this. The remainder were minor changes, by comparison, that altered the composition of both forces slightly, or helped aid playability. For instance, I had

originally SSR'd the Germans as lax and the partisans as normal. Tom pointed out that for most important purposes, save a few minor points, this would be the equivalent leaving the partisans stealthy and the Germans normal, and thus would eliminate an unnecessary SSR, always desirable. I must admit that I had some misgivings at first about leaving the board 1 setting, however Tom assured me it should work, and it did. For me, it was a valuable look into scenario design, and I was fortunate enough to have an experienced gamer/designer like Tom to help, and it was quite interesting to witness the changes that took place. If I had any advice for would-be scenario designers reading this it would be to 'go for it'. However, don't treat the concept you have too much as your child, or it may not grow into fruitful maturity.

**Partisan Perspective:** (by Carl Nogueira)

**Advantages:** Short scenario length, stealthy, defensive terrain (large building), set up concealed.

**Disadvantages:** Ammo shortage, no anti-tank weapons, lack of firepower, partisan limitations (see SSR#3).

First let's look at the boards and notice that the only way for a truck to drive right up adjacent to the building and not have it's occupants possibly getting shot at with your troops claiming wall advantage, is through the opening at the rear of your position in aK4. While the road runs through here, it also empties out onto the boulevard, not a great place to receive fire. There is a wreck in aM3, but if this avenue is properly watched, no German in his right mind would attempt to enter there and dismount. Second, the boards divide into three entry areas for the German trucks. These run as follows: aA3-aO3, aA3-aH1 and bO3-bA3. The orchard in aG4, being in season, gives a safe haven for the German to dismount one hex further back in aF4. This is a little far back though, so he may try to slip through H4, I5 and J4 as he has the cover of the wall, and due to the setup won't be denied wall advantage on turn 1. This makes ground level aK3 an important place for you to have troops. I would recommend a 527, as all available targets will be in normal range, and barring an AFPh shot from aJ5, your enemy will not out range you here. If the enemy does get into J5, hold fire with your ground level unit. With his fire 1/4 due to AFPh and concealment, he is not likely to attempt anything or achieve a meaningful result if he tries. Also place a 527, 337 and 8-1 in the 2nd level of this hex; this will make a turn 1 flanking maneuver along this route very hazardous. The second route is aA3-aH1. Realistically though, it is doubtful that any German would risk a push here past F1 for several reasons. This is the front door to your position, so to speak. It has the least cover of the three approaches, and so long as someone is 'minding the store' it would not be recommended. So who should mind the store here? how about a 337 in each of the ground level locations of aI1, aI2 and aI3. In addition to the 337, aI1 should get the LMG, 127 and 7-0; this gives you 6 FP out to 2 hexes. It also puts someone adjacent to the VERY important hex of bG1. If you feel this area is still too weak, try this variant; take the 337 from aK3 level 2 and place him in aI1 on the first level. Now I1 ground level is free to attack the first truck that comes up the third approach route (bO3-A3) in bI2 or bH1. I2 is the better choice as there is no wall TEM, and the attack would leave 2 residual FP (the 6FP +2 wall TEM would leave no residual). This also leaves the first level able to hit bG1 with 6FP should anyone get brave. Route three is the one most likely to see travel, especially against an aggressive German. Once past bI2, he can get to building bG1 and unload, preparatory to an attack on your right flank. Please note that due to passengers 4MF allotment and the costs for unloading, etc, the closest he will get to you on turn 1 will be bG1/F2/E2. The one important

exception to this is a German who is brave enough to risk unloading in bG2 and hopping into bG1 in his MPH. If you have held your 337 (at 1st level) and 127 back for this contingency, he will face a 2FP -2 and a 6FP -2. With ELR:2 troops this could force them to go conscript early, and may effectively take them out of the game. Most Germans will go with route three, as it provides the safest approach to the victory building. They will risk pushing their way through the bI2 chokepoint, unloading behind building bF1 and advancing in. OK, that's turn 1, now what? Skulk liberally. (for newbies this is assault moving out of LOS and moving back in the APH, thus avoiding defensive fire). Cover the three critical stairwell locations once the Germans break into the building. Hold them as long as possible (to prevent upper level encirclement), but not at the expense of losing an MMC. If you can block a stairwell with a melee, it's worth some thought. You are reacting, he has the initiative, so to get into specifics after turn 1 is an endless proposition. Remember if he sleaze freezes you on the ground floor with a tank in bypass and then advances in for CC, you have a decided edge. Why? Because for ambush you now are -1 (stealth), he is +2 for vehicle (+3 if BU) and if somehow he escapes ambush, sequential CC still gives you the first attack due to the vehicle's presence, perhaps allowing you to weaken him before he attacks; if he is ambushed you have the option of withdrawing. To conclude, pick your fights carefully, analyze the approach routes, and keep him out of building aJ1 on turn 1. Be flexible, adapt to his changing thrusts, clog the stairwells and know when to run away. This is a good scenario to learn how to hold up a superior enemy with a much smaller force that has few assets. Enjoy the scenario!

**German Perspective:** (by Tom Morin)

**Advantages:** Numerical edge, AFVs, MGs/firepower.

**Disadvantages:** low ELR, short scenario, poor leaders.

Carl did a great job describing the various attack routes, so I will just briefly discuss the options of attack. Due to the limited time the German MUST be aggressive, constantly moving, rarely using Prep fire. The key to victory is to stretch the partisan to the breaking point by hitting him from one or both flanks as well as frontally. An attack solely up the middle allows the partisan to mass against it, dooming it to failure. The goal is to rapidly encircle the partisan by fire/manouver or capturing the stairwells, with the subsequent lowering of morale making his MMC more vulnerable to breaking. The safest flank attack is via the bD2 building on the right flank, with 3-4 squads and a SMC, while the remainder hit the front via the aG2 and bJ1 buildings. An alternate plan would send one truck along each flank, ea with 2.5 squads and a SMC, with the remaining 5 squads and SMC hitting frontally. Last would be a gambit along the left flank to grab the stairwells in aL2 and aK3 with a coup de main of 2-3 trucks and 4-5 squads running the gauntlet through aG4 and aH4. This is risky but worthwhile if the stairwells are lightly defended, and remember with a cs#7, a MMC stands a decent chance of surviving should the worst occur and the truck is wrecked. The machine guns should go to support the frontal attack along with 1-2 tanks, as the partisan is likely to deny wall advantage whenever possible, leaving Jerry to suffer FFMO/FFNAM mods. Using the AFVs for cover and to grab wall advantage is a good idea, as is sleaze freezing. The Panther is the hammer, use his speed to get behind the partisan quickly and strike hard. Utilize hand to hand CC to attrite the smaller partisan force and press on regardless of casualties, as they have no bearing on the VC. Good luck!

**Source:**

Larry Collins, Dominique LaPierre, *Is Paris Burning?*, **Distribooks Intl, 1994**

## The Heinrich Position Scenario Design and Analysis By Ralph McDonald Average Playing Time: 3-4 Hours

**Introduction:** This is the third scenario in the Brasche series, and the second near Rostov using the same board configuration. This scenario portrays a Russian night assault on German pillboxes in January 1942. The assault is against the fortifications the Russians controlled from the second Brasche scenario with some trenches upgraded to small pillboxes. The Russian assault force is led by T34s that must overcome fortifications and anti-tank weaponry.

### German Perspective:

**Advantages:** Fortifications, Leadership, Flamethrowers, DC, AA guns, Hero.

**Disadvantages:** Night (No Move), Extreme Winter, Small Force.

The German player, after looking at the scenario, gets a little schizophrenic; looking at all his neat stuff, 88Ls, quad 20s, mines, trip flares, FTs, DCs, elite troops and a hero. BUT he has to go against twelve T34s with all those Russian squads at night, and in Extreme Winter. What a dilemma!

The German must first decide on which pillbox he is going to make his strong point or last stand in. There are two good possibilities: the 2-5-7 Bunker complex in 3I7 or the 1-3-5 pillbox in 3G8. The pillbox in 3K6 seems to be the first to go to the Russians in most playtests, but the German should make sure the Russian pays dearly for this pillbox.

Having decided where the last stand is going to take place the German player should then set up his AA guns on the hills of boards 15 and/or 41. These guns should be placed in order to support his troops on the hills. The quad 20s should be placed within 16 hexes of the pillboxes being defended so they can fire IFE at full effect. Remember, T34s can not control pillboxes, so the quad 20s are great for sweeping the Russian infantry off the hill, especially any hex with a pillbox. The German then should set up where he wants his 81 Mtr to go and what is it going to be used for: HE, Smoke or IR. Difficult decisions will have to be made on when to use what ammo. Most of the time

it is going to depend on the situation; for example, I can't roll a starshell to save my cardboard counter's lives, guess I'll have to use the mortar for IR. I've said that too many times playtesting this scenario.

The next thing to do is to set up the mine belt which is basically setup across the hill, typically with 6 AP, 1 AT and 1 trip flare, so the Russians have to cross it in order to get to the pillboxes.

The last thing to do is to set up the troops and the German must decide on whether to set up his men forward to cause the Russian some pain, or set up farther in the back trenches and wait. Remember, being the defender at night gives you HIP so you can place a couple of squads to ambush the Russian with nasty surprises, and yes you have some in the DCs and FTs. I once tried placing my Hero in the closest trench to the Russian entry area with a FT. He successfully killed a tank with it, BUT was killed in CC; the FT was then used against me, so beware such a forward position.

Lastly, a few things to remember: Boresight all the weapons that can. A burning tank gives off two hexes of illumination range. Extreme Winter is really nasty to the German weapons; FTs are X8 and all other German SWs and Guns are B10/X12, only the DCs are unaffected.

### Russian Perspective:

**Advantages:** T34s, Commissar, Night, Extreme Winter, Human Wave.

**Disadvantages:** Assaulting Fortified Position, Entry Area, Time.

The Russian must first decide how he is going to enter his forces, all at once or in probing forces followed by the main group. This is the biggest decision of the game for the Russian and must be carefully thought out. In playtesting, we have often seen that in the first two turns, half the Russian force has entered to find out where the German troops are, then will get in position to take a pillbox and support the attack on the other pillbox/bunker when the rest of the force comes on in turn 3.

The basic tactic that we have seen is: the Russian usually sends a small force supported by 1 - 3 T34s in bypass of the woods in 3M8 and then the wooden building in 3M7 in order to get in position to take the pillbox in 3K6. This usually leaves the rest of the force to take on the other 2 pillboxes. The Russian has a couple of options in order to assault the 2 pillboxes.

He can try to infiltrate his squads through the trenches by getting into the trench 3J8. Remember mines do not attack you moving from trench to trench. He can try to have his tanks create trailbreaks in the minefields for other tanks and infantry. The tanks can be used to freeze German infantry in the trenches while the Russian infantry move up safely. Also the tanks can fire with AP to get a straight 2 column IFT attack on the pillbox occupants.

As usual for the Russian player it is the big edge in men and tanks that gives him a chance. The Russian has the ability to take a Commissar which would be a good idea for rallying purposes and increased morale. Also, keep in mind a Human Wave/Armored Assault. This is a great tactic for the Russian to go across dangerous ground but also to get in position to assault the pillboxes. The Russian must remember it will take him at least 2 turns to control a pillbox, one to get into the same hex and eliminate the German in CC, then the second turn to enter the pillbox and control it. This means that the Russian has to clear the pillbox by turn 5 so he can enter it on turn 6, leaving him only 4 or less turns to maneuver for the assault; not much time.

The last couple of things to remember. The entry area is very small and you can get overstacked very easily; a good German player will make you pay for that mistake, so be careful. Also, Extreme Winter is in effect and is your friend, so be very cognizant of this: a competent German player will pick the best targets to fire at you with his SWs and Guns. So either give him limited shots and hope the Extreme Winter will come into play, or overload his DFF Capabilities with too many targets all at once. In playtesting the German usually has lost most or all of his Guns/SWs by the end of the scenario, which gives the Russian a real opportunity to win.

### Designer's Notes:

This is the third overall, but the second of three scenarios featuring Feldwebel (last rank attained) Rudi Brasche in actions near Rostov. This is my second attempt to do a night scenario, I am not that comfortable with night scenarios because I do not play them often. The board configuration seems large, especially when all the action takes place in a small area, but was used in Bunker Brasche and will be used in the next scenario in this ongoing series.

Tom Morin's favorite words to me when playtesting this scenario was: "DELUXE BOARDS", as he kept knocking over his stacks. We looked at the limited possibilities that the existing Deluxe Boards offered, but just could not find a configuration that fit the actions here. Yes, it can get somewhat crowded in such a small area, but it is manageable with a little patience and care. I really liked what I had read about this battle; the Germans had captured this hill and the stone bunker 4 days prior (Bunker Brasche DB010). They had then been counterattacked for the past 3 nights. During the day they would strengthen their position by building small earthen pillboxes on the flanks, and lay out mines and tripflares in anticipation for the next night assault. On this very night the Russians launched a counterattack with 25 to 30 tanks with infantry. The AA batteries on the near hills kept firing until the Germans on the hill were overrun by the Russian troops. This scenario gives a good account of what occurred. Overall it is fun to play, I enjoyed designing and developing it, and do hope you enjoy it.

**Sources:**

Franz Kurowski, *Infanterie Aces*, J.J. Fedorowicz Publishing, 1994.

Albert Seaton, *The Russo-German War 1941-1945*, Praeger, 1971.

Werner Haupt, *Army Group South*, Schiffer Publishing, 1982.

*Nice job by Ralph with the latest installment in the continuing exploits of Pioneer Sgt. Rudi Brasche. We look forward to the next action on this board configuration, with the fighting shifting to the Factory behind the German lines. Should be bloody good Eastern Front FUN. Here is a picture of Ralph at the 'Old Bunker', we will have some photos of the 'New Bunker' in our upcoming Issues, Vic*



## HELL ON WHEELS: Bounding First Fire's HOW Battle Pack By Vic Provost

Amongst the many fine third party ASL products that have been released in the past year is **Bounding First Fire's (BFF) initial offering, the Hell On Wheels (HOW) Battle Pack**. Based on the exploits of the US Army's *2nd Armored Division*, it contains a generous total of 13 scenarios, plus some very welcome Deluxe ASL Bonuses in the form of a new DASL mapsheet and a double sized sheet of 24 DASL rubble overlays (12 stone and 12 wood). It is great to see something new in the way of Deluxe components, we are big fans of the Deluxe scale for certain types of actions, and hope that MMP will eventually revive the concept officially. There is also a very informative article on the history of the 'Hell On Wheels' Division by Captain Chas Smith (a good friend, *Dispatches*' playtester, and ASL comrade), and a great Armored warfare primer by Matt Shostak. Both of these articles are must reading for ASL treadheads. The 13 scenarios range from smaller, Tournament style actions (Lee's Charge), to the monster 'In the Bag', which has 40 vehicles in the American OB! There is even a 'bonus' scenario for those who own **HOB's God Save The King** Arnhem module. Playing the scenarios and absorbing the helpful articles is like taking a full blown ASL armor course. Our ASL friends down in Texas sure came up with a winner, and I can't recommend it enough. Now a brief rundown of the Scenarios:

**[HOW 1] THE GUNS OF NARO**

Set in Sicily, we see an assault on an Italian Artillery Position/dug in infantry on the Board 9 Hill. The US force consists initially of Recon elements that are reinforced by 6 Sherman Tanks and 6 Elite squads. To win they need to take out the Guns and prevent the Italians from placing 10 IFT Firepower Factors on the North/South road. There is a CVP cap on the Americans, something I like to see in most scenarios. This cap increases the tension and makes this a nail biter.

**[HOW 2] CANICATTI**

A combined arms assault on dug-in German infantry on the Board 15 Hill. The defense is aided by two 50L AT. Again the US player must beware his losses, and will lose if he does not have 3 functioning tanks at the end.

**[HOW 3] REDLEGS AS INFANTRY**

The action moves to Normandy with a unique action between 2nd line US Infantry (Artillerymen pressed into service as infantry) and a poor quality, mixed group of German infantry. Two M4 Shermans and a battery of 155 ART aid the US effort. CVPs determine victory.

**[HOW 4] INCH BY INCH**

An Elite combined arms battlegroup slugs its way across Board 43 trying to get through a stiff German defense and onto the Board 11 Hills. Soft ground and extra MPs hamper US progress, the German gets 7 mixed Marders as turn 4 reinforcements.

**[HOW 5] THE NARROW FRONT**

Deluxe city fight which also uses the new BF1 mapsheet. Features 24 mixed US squads, aided by 5 Stuart tanks, along with a unique 10-2 AL who can leave his tank and act as a Artillery observer for 105 OBA, attacking a strong German defense with the new rubble overlays.

**[HOW 6] FROM BAD TO WUERSELEN**

Another Deluxe city-fight, but this time with the German on the attack. A strong 10-2 led infantry force is supported by four Jagdpather Tank Destroyers. The US force is made up mostly of 1st line infantry, aided by 75/76L Shermans. German is trying to inflict CVPs, take buildings, and exit off the North edge. No Quarter is in effect.

**[HOW 7] TRENCH WARFARE**

Task Force A of CCA has been given the task of breaching the German defenses east of Puffendorf, including an anti-tank ditch that runs across the board configuration. M4 tankdozers need to plow a lane through the trench as the US needs to get 46 VPs across to win. Unique & fun.

**[HOW 8] MERZENHAUSEN ZOO**

Cool looking situation with nasty AFVs on both sides: the German has Tiger VIBs reinforcements, and the Allied side has 3 Crocodiles attached to a strong American combined arms force. The Allies are trying to take the venerable board 10 village, wicked looking action.

**[HOW 9] A PERFECT MATCH**

A clash of Recon elements in this 'Battle of the Half-Squads'. Here the Stuarts and Pumas are the kings of the battlefield in another Deluxe fight. The US needs 23 more CVPs than the German, with plenty of thin skinned vehicles on both sides offering cheap VPs.

**[HOW 10] IN THE BAG**

The monster of the group, at the tip of the 'Bulge' at Celles. A battle for the Board 24 village set between board 2/39 ridgelines. Huge number of vehicles in a claustrophobic space will make for a wild melee, with wrecks of all descriptions littering the boards by game end. OBA for both sides and US Air support. WOW!

**[HOW 11] INHUMAINE**

Elite troops on both sides battling over the Board 6 Chateau. Again we see Allied co-operation with two late arriving Crocodiles giving the US the end game edge over the German troops, but must beware of German 1945 Panzerfaust capability and HIP MMC.

**[HOW 12] LEE'S CHARGE**

Literally a charge along a narrow front with one plowed road in deep snow. Hampering the US force is not only the winter movement problems but '45 Panzerfaust capability and 75mm German OBA. The American has the might to blow a hole through the German defense, but the big question is does he have the time to exit 24 VPs.

**[HOW 13] HITLER'S BRIDGE**

Another big city-fight with a very strong, Elite American Battlegroup smashing into the *Falschirmjaeger* of the *2nd Paratroop Division* at Uerdingen. The Americans must control buildings on the approaches to the bridge. Both sides are armed to the teeth, making for lots of firepower going both ways. Bloody good urban ASL fun.

As previously noted there is that bonus GSTK scenario, plus there is also a Solitaire Mission for all you SASL fans. Called 'Get Me that Bridge', it follows a US Recon unit trying to capture an intact bridge in enemy territory. Looks historical, plausible, and FUN. All in all you get a lot of Bang for your Buck with this package, I urge anyone who has not purchased it to give it a chance, you will not be disappointed.

## Action Pack # 2: A Bunker Review By Vic Provost

**Multi-Man Publishing (MMP)** has certainly done a fine job with its first two 'Official' ASL products, first with the **Journal**, and now with **ASL Action Pack #2 (AP#2)**. Professionally presented in full compliance with ASL standards set by the Avalon Hill Game Co; both of these products are absolute must-haves for any true ASL enthusiast. Here I will take a look at what **AP#2** has to offer, with my own brief summaries of what the Scenarios are about.

### What you get:

**Mapboards # 46 & 47**  
**2 sheets of Overlays**  
**2 Pages of Terrain Additions (Chapter B)**  
**Overrun Flow Chart**  
**8 Scenarios**

### Mapboards # 46 & 47:

Mapboard 46 is a nice addition to our geomorphic mapboard collection, dominated by a compact village at one end and a small level two hill at the other. Interspersed between both main landmarks are some grainfields, woods, brush, and hedges that hug hexrow Q and bisect the board, creating two distinct battlefields at ground level. A most welcome new 'European' style village occupies hexrows U-FF, and will surely be the sight of many hard-fought actions in the future. There are narrow streets here, with a five hex long wooden row-house imbedded amongst the tightly packed houses, and a one hex church with accompanying graveyard for a nice historical effect.

Mapboard 47 has a long wooded 'valley' dominated by a stream that runs most of the length of the board. There are small level one and two hills at both ends, along with two very small villages made up of huts or at best wooden 'hovels', perfect for PTO action or scenarios set in the Pripet Marshes in Russia. Also scattered about the board are brush, grain, marsh, and orchard depictions that would of course change to their corresponding PTO terrain in that setting. This board is an utter nightmare for fast movement, especially by vehicles, and should be an absolute haven for Japanese hidden fortifications and/or personnel. GREAT JOB by Don Petros on both boards.

### Overlays:

We finally have those missing Hill Overlays that so many ASLers have been clamoring for these many years, with the standard group of five ranging from one to five hexes in size, and some real bonuses thrown in for good measure. The center-pieces of the group have to be Overlay #6, which is a small town mainly set upon a level one plateau, and a sixteen hex long ridge, with a level two spine and just a few scattered brush hexes for cover (I wince at the thought of assaulting *that* unsupported). We also have some more Church and Hut overlays, with the five hex hut overlay having three level one hill hexes with a cliff at one end. Nice innovation there, and I'm sure all of these will find much use in scenario design.

### 2 Pages of Terrain Additions (Chapter B)

These update sections on Village Terrain, Steeples, Towers, Railroads, and various Stream Hexes, incorporating changes made since the publishing of **KGP I & II, Pegasus Bridge, and Doomed Battalions**. They bring Chapter B up to date, and are standard ASL issue.

### Overrun Flowchart:

Another invaluable addition to our ASL playing aids, like the preceding **OBA Flowchart**. Easy to read, follow, and understand, clears up misconceptions for both the novice and veteran. Nicely color-coded as to when an overrun is allowed and when one is not, makes great use of footnotes for specific situations. Tom Repetti, J.R. Van Mechelen, and Perry Cocke are all to be commended for this handy, functional aid.

### Scenarios:

#### [AP9] RED STORM

WOW! The Monster amongst a very meaty group, just looking at the card makes you want to set this up and get to it immediately. 26 Soviet Squads with 10 AFVs crashing into a mixed German defense of 18 Squads and 9 AFVs makes for some heavy action. The fight is for multi-hex buildings over 4 FULL boards, with a stream running the length of the board configuration, effectively bisecting the battlefield. Dan Dolan was raving about the possibilities for this one on the ASL Mailing list, and I could not agree more with him. This looks like a 'Classic' in the making, and we will do a complete analysis of it in Issue # 08.

#### [AP10] CLOSING THE NET

Guadalcanal, in the 'Mopping Up' phase, with two strong, but separate company sized groups of 6-6-8 Marines slogging their way through a tough Japanese defense in nasty terrain on new Board 47 and that heavily wooded Board 39 Ridgeline. This has a unique set-up SSR for the Marines where he picks which group sets up onboard and which enters, giving him some flexibility for attack planning. Looks very bloody and not for the faint of heart, good ole' PTO fun.

#### [AP11] SWAMP CATS

What looks like another Classic, with two companies of Soviet Guardsmen supported by Shermans, ISU-122s, and an OT-34 for good measure, are once again trying to control all multi-hex buildings *and* the bridge in 13K6. Against this array of Russian might are the Panzergrenadiers of the 5th Panzer Division, ably supported by a couple Tiger Is and a Panther. The Soviets do have the wild card of Air Support, but on the surface this looks like a great matchup of elite units.

#### [AP12] CREAM OF THE CROP

Here we have a tournament sized action between fairly comparable infantry forces, with a tough to kill KV-1 anchoring the Soviet defense. The Germans do have three Stug IIIBs (*each* with a 9-1 AL) for support. The battle is for the new Board 46 village. The German must make use of the Smoke making capability of the assault guns in neutralizing the KV-1, and then deal with the new threat of reinforcing T-60s. Very challenging looking for the German player.

#### [AP13] SHIELDING MOSCOW

The beginning of that terrible winter of '41-42 finds a small group of German *Pioneers* within sight of the Kremlin, but under severe pressure from Soviet counterattacks. This time the threat is the Khimki factory workers, supported by two 'land battleship' T-35s, which enter right in the German rear area, causing chaos from the get-go. The utter lack of anti-tank capability other than CC/street fighting makes things tough on the Krauts, and gives the conscripts a fighting chance at the win.

#### [AP14] ACE IN THE HOLE

Good matchup here with late war American armor, namely that 'Ace in the Hole' Pershing, finally giving the Americans something to stand up to the German 'Big Cats' (here a Tiger I). There is a strong US infantry force, five Shermans, and the Pershing trying to force the German out of Multi-hex stone buildings while keeping a wary eye on the 45 CVP cap. The German has a mixed force of elite and first line infantry, with the Tiger, a couple of PzIVs, and a Stug III(L) in support. Another battle for the village on board 46, with that great armor duel front and center.

#### [AP15] BROKEN BAMBOO

Some more PTO fun on Board 47, with a well led, heavily armed, company of elite Gurkha infantry having to slug their way to, and capture four of the six huts at the far end of map. The terrain and limited time are as much of a problem as the Japanese defense, which is adequate but not overwhelming. The terrain gives the Japanese endless possibilities for defensive schemes, and the Allied player must be both aggressive and ready to respond to 'unexpected' Japanese ambushes. SSR 5 gives the Gurkhas incentive to accumulate CVPs ASAP, forcing the Japanese into that G1.13 'other break' situation where he loses cohesion with half squads appearing more often than usual in failed MCs. This looks like a challenge offensively *and* defensively, it certainly will require some thoughtful planning on both sides of the board.

#### [AP16] DANGER FORWARD

A matchup of 6 morale troops, but of course a big edge in firepower for the GIs over their Italian counterparts. The Italians do outnumber the US troops, and have an armor advantage early on, but must get into the Board 46 stone buildings and hang on for dear life against the US onslaught. Two Stuart tanks arrive on turn two to deal with the Italian 'Tin Cans'. Mediocre leadership on both sides, so the winner here will be whoever uses those low morale troops best.

**TIPS For Veterans: Optimum use of Trip Flares (G.8)** - Any ASL veteran of a scenario taking place at Night (E1) knows the importance of illumination (E1.9) on how the battle is conducted. Quite simply, without it you can not see locations outside of the current Night Visibility Range - NVR - (E1.1). As we often see NVRs of less than 5 hexes one can see that in order to get your Heavy Weapons (HW) and Ordnance (Guns) into the fight illumination is needed. Trip Flares were introduced with the release of Chapter G and the Pacific Theater where they were increasingly used as the war went on, but there is documented evidence of their use in the ETO as well. If you are the Scenario Defender (E1.2) and are lucky enough to have a number of trip flares available in your OB, you should come up with a master plan of how to illuminate the approaches to your defensive positions. There are three types of illumination: [1] Illumination Rounds (E1.931), which may be fired only as Indirect Fire by OBA/Onboard Mortars that have IR as an available ammo type, [2] Starshells (E1.92) That can be placed with a successful usage dr by Infantry Leaders (dr ≤ 4) or CE Armor Leaders/MMC ( dr ≤ 2), and [3] Trip Flares, which are given in a designated quantity in your OB. Illumination Rounds are great for lighting up a large area (6 hexes in all directions from the IR), but need a usage dr ≤ 4, and the above mentioned assets in order to use them, and are not seen very often in most night actions. Starshells are much more likely to be used as all infantry units (EXC: Heroes) have the capability. As Scenario Defender, where you place your leaders at night is even more important than in the daytime, as not only will they be needed for the usual fire direction and rallying jobs, but also for firing those starshells. They have the best chance to pass that usage dr, but will be on No Move (E1.21) counters so their placement is crucial, as they will not be moving until released from the No Move restriction. They should be in a spot that sees the most likely avenues of approach by the attacking force. As always in ASL, just when your well thought out defensive plan is to come into action you can't make a starshell usage dr to save your cardboard lives. This is when those Trip Flares can come in mighty handy. When placed in a location you are almost sure the enemy will pass through, that is out of NVR but in LOS of HW/Guns, you can bring the weight of your best defensive assets onto the point of the enemy attack. A usage dr ≤ the # of Trip Flares in the location is needed to place one. If successfully placed the trip flare illuminates the ground level location of its hex, thus giving all those trigger happy units a target to see in Defensive First Fire. If the moving unit was Concealed or Cloaked and was not using Assault movement it is placed on board unconcealed. Other good places for Trip Flares are out on the flanks where you may not be able to spare a leader for illuminating purposes, and in conjunction with fortifications such as wire and/or mines. Remember the set-up restrictions in the PTO (must be in a jungle/bamboo/wire/panji location), and any use of these in the ETO/MTO must be defined in an SSR, including what terrain/fortifications they may set-up in. Trip Flares are but one more asset for the Scenario Defender to integrate in a well planned defensive scheme; he should be grateful for their inclusion in his OB.

**TIPS For Novices: Ambush - Options and Close Combat:** Close Combat is ASL in its most elemental/brutal/and final form of combat. It is something you want to get every Conscript Squad into against those Elite dudes your opponent is abusing you with, as in CC morale is irrelevant. BUT before you get into CC you must get into your enemy's location, which is usually done by Advancing in, but can also be done in the movement phase by those wild and crazy Berserk, Banzai, and Human Wave units, or of course by Armed Vehicles. Units that enter an enemy location in the movement phase will NOT have an opportunity for Ambush before CC, those that Advance in do. First thing you should look at before you do advance into that enemy location is who has the best chance of getting that ambush, which for any real newbies is the player that rolls 3 or more < his opponent. Check out your QRDC for the A11.4 Ambush drm chart. See what applies to your units as opposed to your opponent. The drms that help are the negative ones such as Leadership (IF not alone), Stealthy, and Concealed. Concealment is huge here, with a -2 drm. Try to keep at least one unit concealed in each advance if possible, it gives you a big advantage if the defender is not concealed. Bad, positive drms for your cardboard infantrymen include CX, Broken, Pinned, Berserk, and Lax. Obviously you should think twice about advancing a CX, Lax unit in against one that is Stealthy and Concealed, but often it is a much more difficult choice as to when to advance in and when to hold back. Much is determined by the circumstances of the scenario being played, how valuable the real-estate you want to take, how big an advantage the odds will be in your favor in CC, etc; etc. A good rule of thumb is to stay out if the net drm is +2 or greater against you, and to always take the chance with at least a -1 drm and 1 to 2 CC Odds or greater. Once you do take the plunge total up those drms and hope for a favorable roll. If you do get the Ambush you have been looking for, check out the enemy stack and see who you want to attack, CC is really a game within the game. Use your -1 Ambush CC drm to best effect, choose your target(s) wisely. You may even be in a situation that you DON'T want to attack, and instead slip by (infiltrate) the enemy units by withdrawing to a location devoid of enemy units. This is especially true for defending units that are outnumbered, who could escape to fight another time, or if the position must be held, hope that the favorable drms will allow him to survive. So keep an eye out for advantages that lead to successful Ambushes, they could lead to big wins in CC.

**ASL NEWS:** As reported last time the CENTRAL STALINGRAD HASL Project has been given MMP's approval, with ASL artist Don Petros devoting most of his time to the revised map, which is now his #1 priority. Tom Morin, designer and developer has resumed work on the Chapter, RGs, and Campaign Games. Scenario playtesting will resume as soon as we get the revised map, which proved necessary when Tom and Don unearthed some more photographic evidence of the destruction of the downtown area. Look for more updates here in future Issues of Dispatches.

**A LOOK AHEAD:** Next up we are looking at continuing two of several series including Tom Morin's Tunisian series, and we have possibilities for both the Grossdeutschland and Bougainville series. We continue to get independent scenario submissions from our BAASL friends, and look to get at least one into the mix in the next couple of Issues. Also on tap next time will be an analysis of A9 'Red Storm'. Until then, enjoy, Vic 7/24/99.