

The following is a compilation of Examples of Play for ASL that I have come across in my years as an ASL player. I know some of the material came from Toumoland site whose creator is a legendary figure of ASL, VASL, and author of 'Ye Olde Book of VASL Map Making Secrets'. I hope they make your gaming experience more enjoyable.

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If you are the author/creator of any of this material and prefer not to have it included please contact me on the Yahoo ASL Group Message Board (YASL) and I will be happy to remove it.

Chris  
Smithc63 on the yasl board

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## Basic Infantry Example of Play

The following is an example of ASL basic infantry rules in action for the ASL version of Squad Leader Scenario 1, The Guards Counterattack. The ASL update to this scenario first appeared in The General vol 22 #6 and was reprinted in the Classic ASL pack. (Look for Classic ASL in your local hobby store or call Boulder Games or some other mail order shop to get it - it's a very good compilation of early ASL articles and scenarios.) This is just an example of exercising the rules, intended to show new players how the basic infantry game works in ASL. It is not meant to show the best way to play this scenario, although tactics tips and other explanatory text will be included along the way.

If you have questions about anything in the example, email me at <tqr@mindspring.com>. No question is a dumb one, really! We're just gonna cover the things that pop into my mind here; if I tried to address every single why and wherefore that new players might ask, this document would be huge. And although I might play like I've never seen the game before, in reality I'm a few years removed from Complete Newbie-hood, so it's probable that I've forgotten what it's like to be learning the system for the first time. Therefore, **ASK QUESTIONS**. The process of Q and A not only makes you a better player, but it will improve the quality of this example as well, so everybody wins.

You can learn not only from what we do, but from what we don't do. Some of the best questions are along the lines of, "Why didn't you do this?". Remember, though, that I'm not going to try to do the best thing for either side here - we're mainly exercising the rules. So if you think of a tactic that you think would be better than what you see here, that means you're learning!

And for gosh sakes, if you find an error, please let me know.

Rules references are given in parentheses, like (A12.12).

Thanks to Rodney Kinney for his work on VASL, Carl Fung for his excellent counter graphics, Bruce Mansfield for his wonderful mapboard graphics, and to Jeff Shields for doing a lot of early editing scut-work and for hosting this on his website for so long.

Tom Repetti  
May 17, 2000

J2	9-1, 447/MMG
M2	447,447,447
N2	447
M5	447,447
N4	9-0
N5	447,447

### German Setup:

F6	9-1, 467, 467/LMG
G6	467
L6	8-1, 467/MMG, 467/LMG
M7	467
M9	8-1, 467/HMG
i7	9-2, 467/LMG, 467/LMG, 467
J4	467/LMG
K4	8-0, 467/LMG
J5	467

Snipers are placed AFTER the other units on both sides are set up (A14.2). The Russian places his in J6 and the German places his in J5; the hexside "1" on the Sniper counter is commonly is set to face the hex ID. Note too my convention of putting a unit's possessed SW after the unit, with a slash. So "467/LMG" represents a 467 possessing an LMG; in reality, the LMG counter is placed on top of the 467 possessing it. Sue me, this is how I like to do it.

Before the game begins, N2 and G3 may get concealment (?) counters on them since there are no Germans in LOS (A12.12). F6 may also conceal since no Russians are in LOS.

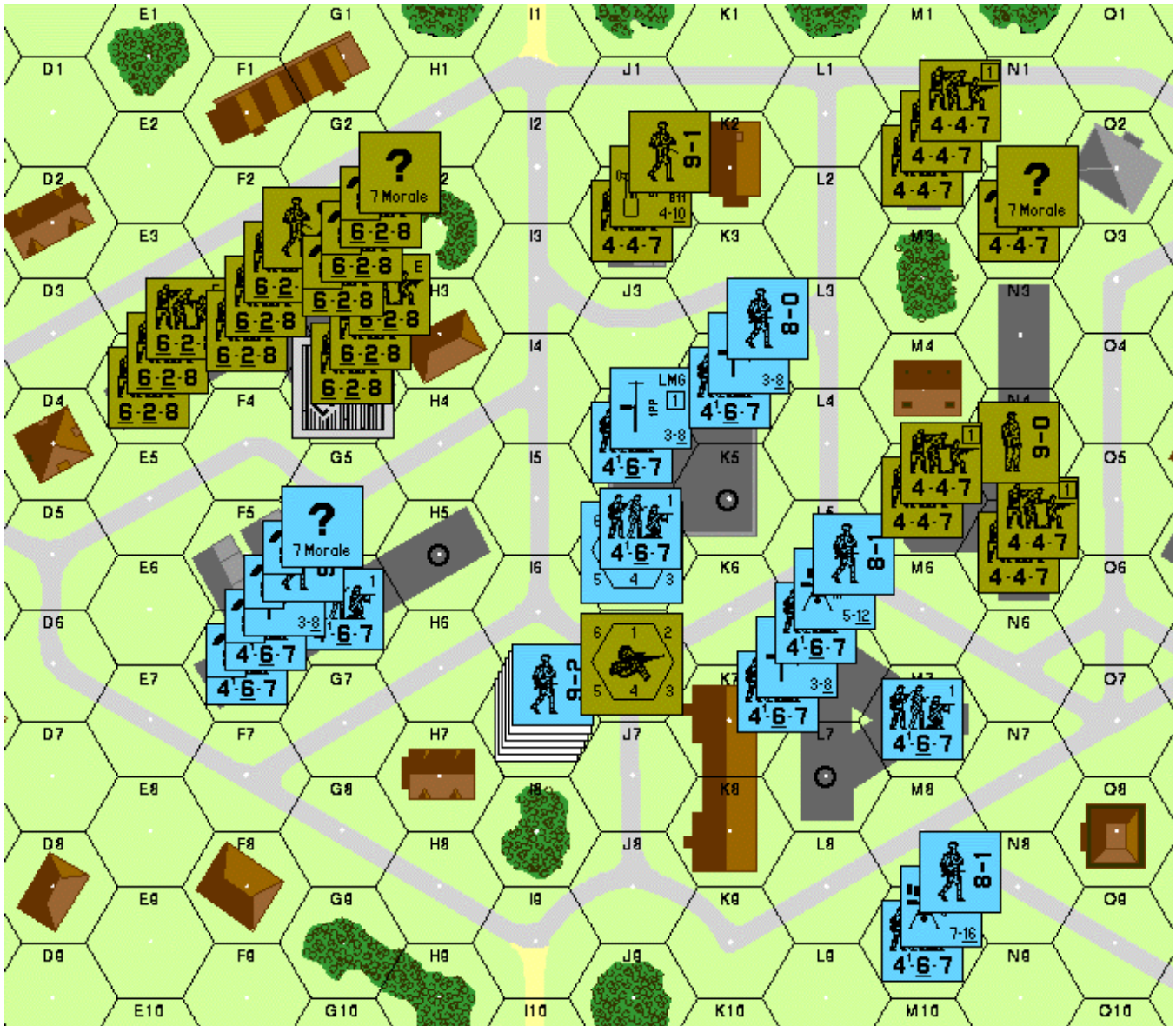
The figure on the next page shows the setups for both sides. The graphics in this example are screenshots from VASL 2.62 using Carl Fung's excellent counter images and Bruce Mansfield's fantastic board gif.

### Russian Setup:

F3:	10-2, 628,628,628
G4.1	628,628,628 (first level of G4)
E4	628,628,628
G3	628,628,628

**Pregame Setup** after placing of concealment counters on out-of-LOS units as per A12.12.

Hex I7 contains a 9-2, 467, 467/LMG, 467/LMG. The squads in G4 are on building level 1.



## Russian Turn 1

### Rally Phase (RPh)

1. Wind Change DR = 3,6 no effect

Always check for wind change, even if it doesn't look like Wind would affect anything. In this scenario, the wind may increase in force which could affect the placement of infantry smoke - note the German 467's have smoke exponents of 1 and may want to place smoke sometime.

### Prep Fire Phase (PFPh)

1. G4.1 fires at G6

Three 628's have 18 FP factors, so we use the 16 column. The defender is in a stone building, so the Terrain Effects Modifier (TEM) is +3.

From now on we'll just state the attack as 16(+3).

16(+3) IFT DR = 5,2 +3 = 10 Normal Morale Check (NMC)  
NMC vs 467 DR = 3,6 breaks, Desperation Morale (DM)  
counter placed.

From now on we'll just be listing the IFT DR's and not spelling out things like adding the TEM to get the final DR. The dice came up 5,2 on the IFT attack, we added 3 for the TEM to get a 10, which is an NMC.

Also, after each unit has fired, mark it with a Prep Fire counter unless it retained ROF and is thus eligible to fire again. Note, though, that units which fire and retain ROF (even throughout the PFPh) are still marked with a Prep Fire counter at the end of the phase, thus showing that they Prep Fired and are not allowed to move in the Movement Phase.

2. M5 and N5 form a fire group and fire at L6

16(+3) DR = 4,1 1MC

1MC vs 8-1 DR = 5,2 pin

vs 467/LMG DR = 3,4 breaks, DM

vs 467/MMG DR = 3,2 OK

When the leader pinned, he could no longer apply his leadership modifier to the squads' morale checks, so the first squad broke with his DR of 7. Had the leader not pinned, that DR of 7 would have only pinned the squad.

3. J2 at J4

8(+2: +3 for stone building -1 for leadership = +2)

DR = 1,6 PTC, MMG retains ROF

By convention, the first dr listed is the colored die, the one which determines ROF. Here, the dr of 1 means the MMG retains ROF because 1 is less than the MMG's boxed ROF # of 2. Therefore, the 447 is marked with Prep Fire but the MMG isn't (yet).

PTC vs 467/LMG DR = 1,6 OK

MMG ROF's at same target.

4(+2) DR = 4,5 no - now rearrange the stack so that the MMG is under the 447's Prep Fire counter.

That's it for Prep Fire.

### Movement Phase (MPh)

1. N2 Assault Moves to N3 - 2 MF

The Russian unit doesn't lose concealment in this case because he is Assault Moving in non-Open Ground. He can Assault Move since he moved one Location and did not use all of his MF (A4.61). If this move had cost 4 MF, he could not have used Assault Movement to do it and would have lost his concealment for using Non-Assault Movement in the LOS of an enemy unit, and in fact could have been First Fired on with the -1 FFNAM modifier.

2. 447, 447, 447 in M2 move as a stack

a. N2, bypassing N2/N1 and N2/O2 hexsides - 1

b. O3 - 2

c. O4 - 3

M9 first fires, but the LOS *just* crosses the N5 building, so the shot is blocked. You still roll the dice to see if the HMG malfunctions, though. DR = 3,6 nope. The colored die roll (cdr) of 3 means that the HMG retained ROF. Therefore, it is not marked with a First Fire counter, but its Covered Arc is now restricted to the M8/N8 arc for the rest of the MPh (A9.21).

This is a great tactic to use for avoiding an HMG/MMG firing from a woods or building - draw the MG's fire with a sacrificial unit (or two...) and then take advantage of its restricted CA for the rest of the MPh. Note, though, that if the MG retains ROF and its manning Infantry remains unPinned, its CA is not restricted for Final Fire in the Defensive Fire Phase; it can swing around during Final Fire and engage a new target [A9.21].

The possible 8(-3) shot that the German HMG almost had is enough to make most squad leaders quiver in their boots. In general, don't stack move like this - move the squads one at a time. In fact, let's talk about stacking. One of the big lessons that you hear the grognards saying over and over is this: **DON'T STACK!**. In general, it's good to not stack because you can spread out your vulnerability. If the Russians in J2 had prep fired on the BIG German stack in i7 and gotten snakeyes on the IFT roll, the German player could have had a big hurt put on him. But if the setup restrictions had allowed the Germans to spread out a bit more so that there was, say, only one 467 in each building hex around i7, the most that that snakeyes would have done is break one squad and a leader. There would still be two squads with LMG's guarding the area around i7.

Now, of course, this is not a hard and fast rule. There are times when it is good to form "killer stacks", and city fighting like this is one of them. In city fighting, the building TEM's are so high that often the only way to overcome them is to throw a lot of firepower out there, which means forming big stacks. You also

generally want to have somebody stacked with your best leaders to reduce the chance of the leader being hit by a sniper. I just wanted to point out an error that new players tend to make - stacking 2 or more squads together is not something that the better players usually do - not without some justification.

As long as we're in this mode, let's talk about city fighting in general. City fights are one particular kind of ASL situation, and they have their own kind of backbeat and rhythm. Generally they are dominated by infantry because infantry has definite advantages versus armor in the close terrain. Since it takes a lot of firepower to punch through the wood and stone building TEM's, you'll see a lot of Guards 628's and Pionier 838's, often armed with Demo Charges and Flamethrowers. Macho, macho men.

The terrain is also binary: you're either in the good cover of a building or you're completely exposed out in the street. Therefore, in order for the attacker to advance, he needs to use tactics which get him across the street. One great tactic which the grognards love to use is **SMOKE**. Have your Assault Engineers toss infantry smoke grenades (A24.1) into the street and suddenly you have a nice +2 smoke hindrance to hide behind, even though it only lasts for one Movement Phase. Another tactic is to Dash (A4.63), which reduces your vulnerability in the street. Yet another tactic is the Human Wave or Banzai, which we'll see in a moment.

On the defense, city fights tend to center around Firelanes (A9.221 - note that the Fire Lane rules on page A17 were revised when Croix de Guerre came out in 1992). Firelanes are natural fits to the straight lines of city streets, which feels nicely historical. Learn this: Firelanes are **WONDERFUL**. Instead of firing your LMG at just one moving unit, you fire at the unit and simultaneously lay down a firelane across the enemy's axis of advance. When other enemy units hit the firelane, they get attacked. It's a great way to get more than one attack out of a particular Machine Gun. Firelanes are excellent for LMG's and MMG's, but can sometimes be debateable for HMG's. This is because laying the Firelane uses up all of the MG's Rate of Fire, which is sometimes a bit of a loss for ROF 3 HMG's which have a 50% chance of firing and retaining ROF anyway. But hey, these debates are what gives ASL much of its flavor.

Finally, city fights tend to focus on taking control of certain buildings, as we have in this scenario. Therefore, we find the attacker trying to leapfrog from building to building across the dangerous city streets, while the defender tries to make those streets as lethal as possible. This is Meat and Potatoes ASL, arguably the area which the game recreates history most effectively. For true fans of this kind of fighting, you must try Red Barricades, the Historical ASL module which recreates the fight for Stalingrad. Many people say that RB is the best ASL experience they've ever had.

OK. Deep breath. We're gonna show you a Human Wave. This is gonna get a little ugly, folks, but hey, we're here to have some fun and exercise the rules, and what better way than to send a horde of Guards screaming across the street? Also, the Human Wave might actually be a good move in this scenario - you

decide when it's over.

Just a quickie note beforehand - prior to the release of the Doomed Battalions module in October 1998, the Human Wave rules were the subject of some controversy, mainly because they were somewhat unclear on certain aspects of the Wave, like "Do all of my Wavers *have to* enter an enemy occupied Location if possible?" and "What exactly does moving *toward* an enemy unit mean? Do I have to close the range with every one of my Wavers every time they move, or what?" These questions sound somewhat nitpicky, but there were holes in the rules which needed to be filled. Since this is part of the premise of ASL anyway (the rulebook is a 3-ring binder so that the rules could be updated, fixed, or improved from time to time), the Human Wave rules were errata'ized with the release of Doomed Battalions.

Unfortunately, Doomed Battalions was Avalon Hill's last game release before being bought by Hasbro, and as of this writing, it is unclear whether Hasbro will maintain the ASL Rulebook in its current form, revamp it, or what. Going by the Principle of Least Work and Maximum Laziness, I'm going to hold off on changing this Human Wave to conform to the Doomed Battalions version of the Human Wave rules. The update did not really modify the basic concept behind a Human Wave; it merely gave it some structure and eliminated the traditional bugaboos associated with earlier versions of the Wave. So as you read through this, realize that the Doomed Battalions HW rules are *slightly* different than what you see here, but the overall effect is the same.

Human Waves (and Banzai Charges) are an awesome spectacle. The Wavers get a 1-level morale boost, don't Pin, and must move toward an enemy unit in an impulse-type charge with 8 MF (A25.23, A25.231). Some (but not all) of them must try to enter the enemy unit's Location; some can in fact circle around that Location (see the examples on page A40), but for now it's more important to concentrate on how the mechanics of First Fire work.

### ***Urrah!***

3. E4, F3, G3 declare a Human Wave - F3 has LOS to an enemy unit in G6, which fulfills the LOS condition of A25.23.

### **First impulse move**

E4 to F4, F3 to G4, G3 to H3 (losing concealment due to non-assault movement in LOS of an enemy). The move into G4 cost 2 MF, so the entire wave expends 2 MF.

3a. 467/LMG in J4 fires at F4.

He will lay a Fire Lane to D4 along the alternative hexpine on the left-hand side. So place the LMG's 1 residual firepower firelane marker in D4 which means that there is 1 firelane resid FP in D4, E5, F4, G5, and H4. The firepower is doubled to 2 in i5 because of point blank fire.

You must pre-designate the firelane before you roll up the shot - you can't roll the dice, see if you retain ROF, and then declare that the shot would create a fire lane.

6(-2) DR = 6,3 NMC  
NMC vs 628 DR = 5,4 OK  
vs 628 DR = 5,5 break, DM  
vs 628 DR = 3,1 OK

The first 628 was OK because Human Wave units have a morale level 1 higher than normal and are immune to pinning.

The residual FP from the LMG is taken up by the fire lane, but the squad's inherent firepower does create its own resid FP. 4 halved is 2, so put a 2 RFP marker in F4. The LMG and the squad are marked with a first fire counter.

Quick Quiz: What would have happened if the IFT DR had been doubles?

Answer: Since the 467 is not immune, it would have Cowered (A7.9). The shot would have been resolved on the next lower IFT column. More importantly, the squad and the LMG would have been marked with a Final Fire counter, which would have negated the LMG firelane and kept the 467 from firing at any target that was not adjacent.

Cowering just suxxx. Those doubles just seem to come up at the most inopportune moments. This is one reason why the British are fun to play with - they don't Cower (A25.45). Stiff upper lip, eh wot?

3b. i7 fires at H3.  
16(-1) DR = 3,2 K/3 and 8 residual FP (RFP) in H3

We do Random Selection to determine which of the 628's gets casualty reduced by the K/# result. One dr per unit; the dr's = 4,1,2, so one 628 goes to a 328 halfsquad (which is still in Good Order, not broken) and the others are OK. Note that had the dr's been 4,4,2, TWO 628's would have casualty reduced to 328's.

Rolling doubles (or triples or quadruples or whatever) for Random Selection is known as a "Yahtzee", and is one of the most aggravating things that can happen in ASL. On the plus side, you become eligible for some serious whining about the dice, which is always nice.

All surviving Russians now must take a 3MC, including the 328.

3MC vs 628 DR = 3,3 OK, German sniper possibly activated since the German SAN is 6  
vs 628 DR = 1,4 OK  
vs 328 DR = 5,4 breaks, DM

German sniper activation dr = 3, no effect.  
I7 is now marked with First Fire. Since the Human Wave expended 2 MF in this impulse, I7 can fire a second time at H3 (A8.14), this time using Subsequent First Fire (A8.3). H3 is 4 hexes away, and so is M5, so H3 is a valid SFF target since it is

the closest enemy unit.

3c. i7 SFF's at H3. SFF uses Area Fire, so the FP is halved to 8.  
8(-1) DR = 6,4 PTC

The PTC is worthless since the human wave units and the broken unit are immune to pinning. But since Sustained Fire penalties apply to Machine Guns using Subsequent First Fire (A8.3, A9.3), the MG's normal breakdown number goes down 2 (from 12 to 10), so at least one of the two MG's will break, as determined by random selection. Random selection dr's = 1,2, so only one LMG breaks.

Note that the German player could have elected to not use the LMG's in the SFF shot, but then could not have used them for the remainder of this player turn (barring FPF - A8.3). Here, the LMG's bumped the shot up from the 6 to the 8 column on the IFT, so it seemed worthwhile.

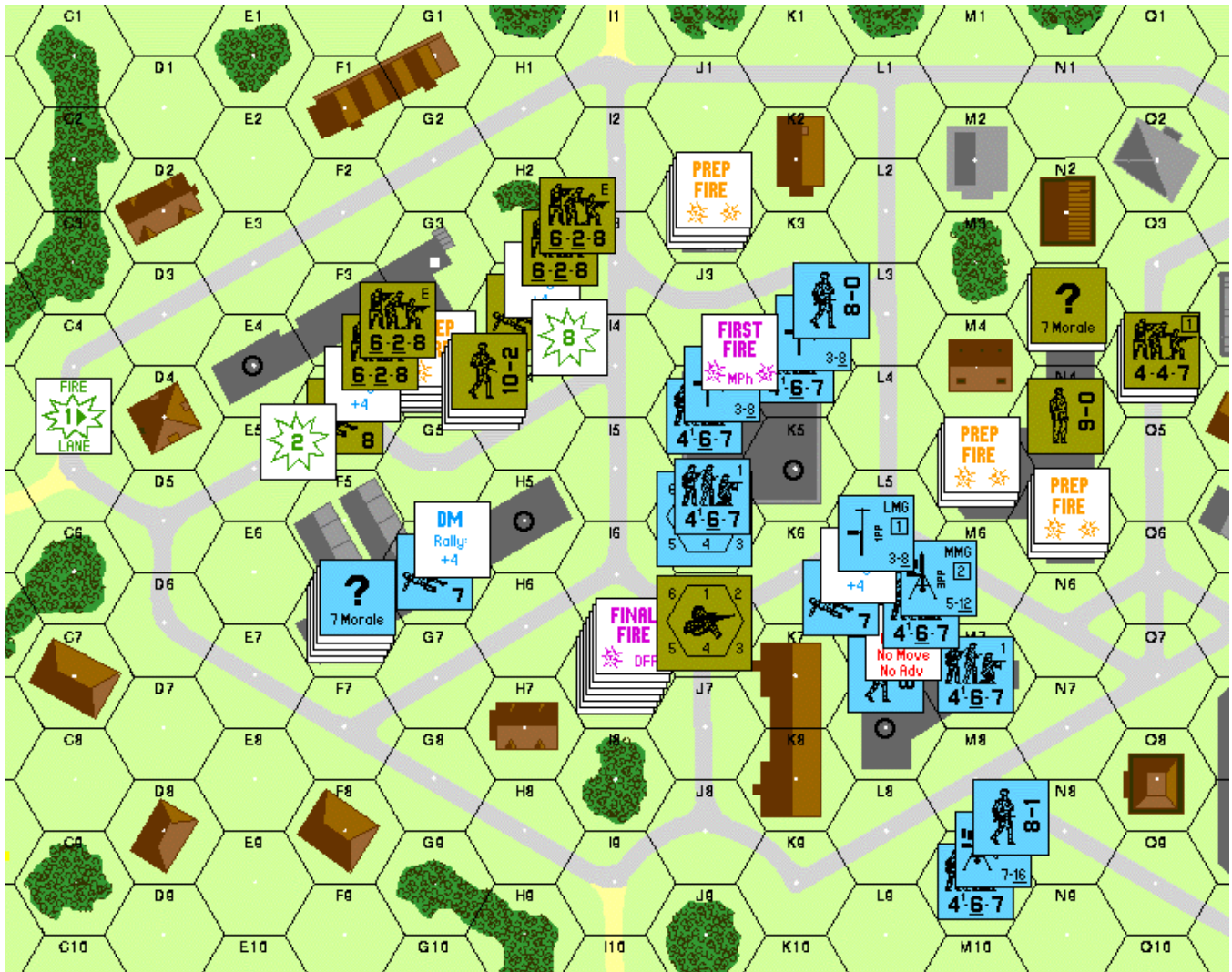
Note that the residual FP placed vs the first MF's spent in H3 and F4 will not attack the moving units as they expend their second MF's in those locations since the units are not becoming more vulnerable with that second MF (A8.22).

I7 is now marked with final fire.

Here what the map looks like at the end of the first impulse:



Board status after the first impulse of the Russian Human Wave on turn 1. The 10-2's stack is in G4 level 0.



## Human Wave second impulse move

Only unbroken units move; those broken in the last impulse are no longer part of the Wave.

F4 to F5, G4 to G5, H3 to H4, another 2 MF spent

4a. Fire lane residual FP always attacks first, before other defensive first fire. In G5 and H4, we have 1 FP attacks with a -2 DRM for FFNAM and FFMO:

G5: 1(-2) DR = 4,3 another worthless PTC vs Human Wavers

H4: 1(-2) DR = 5,5 no effect. Note that Residual FP attacks (including Fire Lanes) do not Cover (A8.224)

4b. K4 takes a Snap Shot at the H3/H4 hexside because they forgot to fire at H3 last turn and a snap shot is better than no

shot at all. The LMG is not used since the snap shot will be on the 2 column of the IFT regardless. FFNAM and FFMO do not apply to snap shots.

2(+0) DR = 2,2 1MC.

1MC vs 628 DR = 3,4 OK

vs 628 DR = 3,1 OK

The leader directing this shot kept it from cowering from the IFT DR of doubles. No RFP is placed in H4 from this shot; Snap Shots do not leave RFP (A8.223). The 8-0 and 467 in K4 are marked with First Fire counters, the LMG is not since it did not fire.

Snap Shots are sneakily effective simply because your opponent may not expect them. They are weak (half FP, no FFNAM or FFMO modifiers), but oftentimes they're the only way you can



get off a shot in congested terrain. And don't underestimate the psychological effect of firing at somebody who doesn't expect to be fired at. When you look at Lines of Sight, always remember your potential to get off a Snap Shot.

4c. 467 in J5 fires at H4

4(-2) DR = 3,5 NMC

NMC vs 628 DR = 6,6 casualty reduces to 328, then breaks(DM) (A10.31)  
vs 628 DR = 3,4 OK

Note that if the Russian ELR had been 2 instead of 3, the 628 would have also suffered ELR Failure on that roll of boxcars, being replaced by a broken 227 1st Line halfsquad instead of a broken 328 Guards halfsquad.

4d. J5 SFF's at H4, firing for the second time since the Russians spent 2 MF in H4

2(-2) DR = 6,1 NMC

NMC vs dm328 DR = 6,2

A broken unit which breaks undergoes casualty reduction (A10.3), which eliminates the halfsquad. The broken 328 was no longer part of the human wave, so his morale was no longer one higher than printed on the counter. NMC vs 628 DR = 5,5 breaks, DM

4e. F6 drops concealment and fires at F5

20(+1) DR = 3,4 2MC, 8 residual FP

2MC vs 628 DR = 1,1 OK. Normally snakeyes would trigger Heat of Battle (A15), but HoB is not applicable to a unit in a Human Wave, goldarnit.  
vs 628 DR = 3,3 OK, German sniper

German sniper dr = 2, yes

Scatter direction = 3, distance = 4, moves German sniper from J5 to N7. There are no enemy units in N7, so he moves to N5 which is the closest hex with enemy units. Random selection for the 447's in the hex: dr = 5,4 , so pin one 447.

4f. F6 SFF's at F5

8(+1) DR = 1,2 2MC

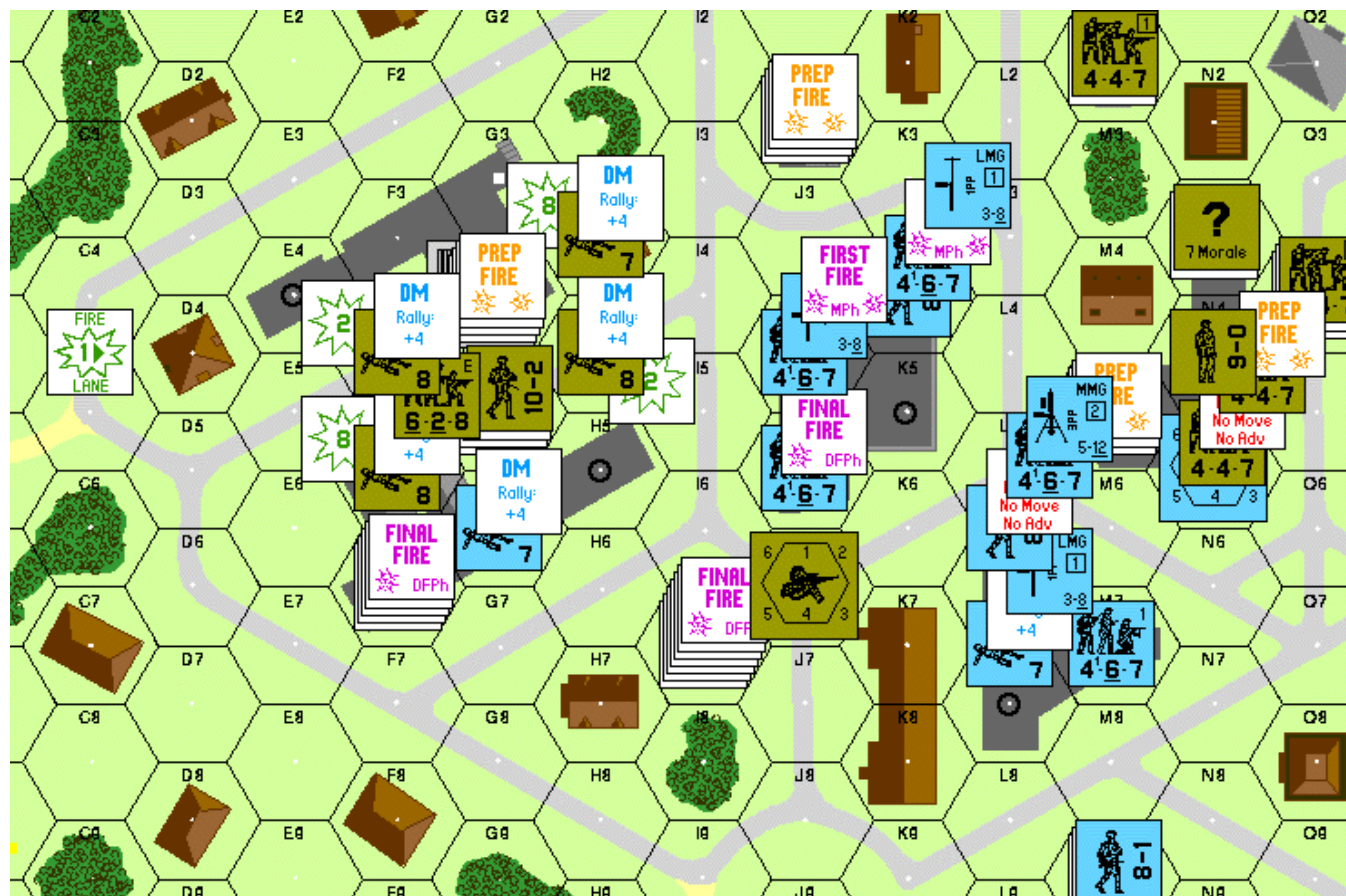
2MC vs 628 DR = 6,4 breaks, DM

vs 628 DR = 1,4 OK

Note that the Germans in J4 could have used SFF at H4, but they feel that enough damage has already been done to those Russians. More importantly, if the SFF shot Covered, the Firelane would be canceled because the squad and all of its SW would be marked with a Final Fire counter (A7.9). One might argue that the Firelane probably isn't necessary anymore, but J4 feels otherwise.

Here is what the map looks like after the end of the second impulse:

Board status after the second impulse of the Russian Human Wave on turn 1.



**Third impulse move**

G5 to G6, F5 to F6, 2 MF (Human Wavers get 8 MF, even when not stacked with a leader. Also note that a Human Wave is one of the few times when infantry can enter an enemy infantry's Location during the MPH.)

5a. F6 must Final Protective Fire at the 628 who enters its location (A8.312) with Triple Point Blank Fire and Area Fire. 11 FP  $\ast 3/2 = 16.5$  FP  
 $16(+1)$  DR = 4,3 IMC, place 8 Resid FP  
 IMC vs 628 DR = 3,1 OK

In FPF, the IFT DR is also applied to the firing units as an NMC. Since both the 9-1 and the 467's with him are unaffected by the IFT DR of 4,3, they are OK. Had the 9-1 not been there, the 467's would have been pinned by the FPF shot.

5b. L6 fires at G6. The Pinned leader cannot modify the shot  $8(+2)$  DR = 2,4 NMC, ROF on the MMG, Russian sniper, and place 4 RFP  
 NMC vs 10-2 DR = 3,5 OK  
 vs 628 DR = 5,6 OK.

The leader's -2 DRM makes this a final DR of 9, which equals his Human Wave Morale, and of course Wavers don't pin. Don't confuse this leadership DRM with the ML Ceiling of 10 (A.18); the 628 has a ML of 9 with a -2 leadership DRM to any MC, not a ML of 10, so he does not break on this DR of 11. This is one bad hombre!

NMC vs 628 DR = 3,4 OK

NMC vs 628 DR = 1,3 OK

Russian sniper dr = 3, no

The 467 in L6 is marked with first fire, but the MMG is not since it has retained ROF.

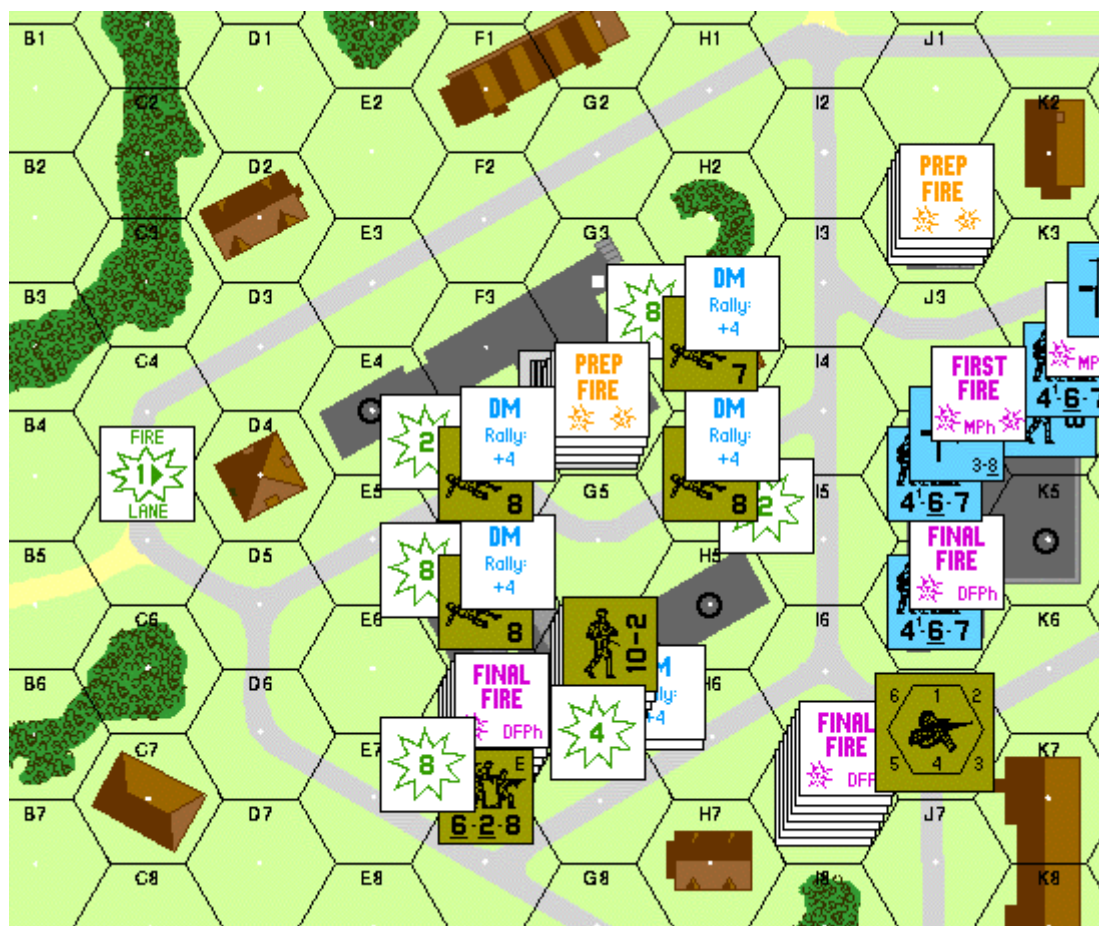
5c. MMG in L6 fires at G6 (second shot vs the second MF expended)

$4(+2)$  DR = 6,2 no, mark MMG with first fire as well

Note that i7 cannot SFF because it is marked with a final fire counter already. i7 cannot Final Protective Fire either because there is no target moving in an adjacent hex (A8.31).

Here is what the map looks like at the end of the third and final impulse:

Board status after the third impulse of the Russian Human Wave on turn 1.



That's it for the Human Wave - each element of the wave ends its participation when it either breaks, is killed, or enters an enemy location. Whew! Take a break and have a bowl of borscht to recover your mental energy. Human Waves are draining!

### Defensive Fire Phase (DFPh)

1. M7 fires at M5  
 $4(+3) \text{ DR} = 4,2$  no, Russian sniper  
 Russian sniper dr = 1, yes.  
 Scatter direction = 1, distance = 3, moves sniper from J6 to J3.

There are no enemy units in J3, so he can go to either J4 or K4 since both are equidistant and have equal TEM. He chooses K4. Random Selection for the units in K4 gives dr's of 2,2. By A14.2, only one unit (sniper's choice) gets hit, and the second unit is subject to a new sniper dr. Being a smart sniper, he'll choose to hit the 8-0 (KIA'ing it because the sniper dr was 1). Subsequent sniper dr for the second unit = 1, which breaks the 467. Ouch. Now to make matters worse, the 467 must take an LLMC (A10.2) because the dead leader's morale was higher than his. LLMC DR = 4,1 OK.

That'll teach us to take low-odds shots, huh? With such a high enemy SAN, shots like  $4(+3)$  are often not worth the risk of activating the enemy sniper. When the enemy SAN is 2, go ahead and take whatever potshots you feel like, but **when the enemy SAN is high, you should hold off on these lesser shots.**

Almost all of the other Germans are already marked with final fire. The HMG in M9 retained ROF and could final fire at any target in LOS if one were available. Remove the residual FP and firelane and first/final fire markers.

### Advancing Fire Phase (AFPh)

If they fire, F6 and G6 must fire at targets in their own locations using TPBF and Advancing Fire (A7.212).

1. Russians in F6 fire.  
 628's have an underscored firepower factor, so they got to use Assault Fire (A7.36) in the AFPh. This 628 has a firepower of  $(6 * 3 \text{ (TPBF)} * 0.5 \text{ (advancing fire)}) + 1 \text{ (assault fire)} = 10 \text{ FP}$   
 $8(+3) \text{ DR} = 5,1$  PTC, German sniper  
 PTC vs 9-1 DR = 3,1 OK  
 vs 467 DR = 3,6 pin  
 vs 467/LMG DR = 4,4 OK with the leader's help  
 German sniper dr = 1, yes  
 Scatter direction = 5, distance = 4, moves the sniper from N5 to J7, thence to the nearest Russian units in G6. Random selection dr's are 5 for the 10-2 and 3,2,6 for the three 628's, so one of the 628's is broken.

How bad would the Russian have felt if the 10-2 had been chosen by random selection and had died? Real bad. This is why you want to **take the best attacks first** - use the 10-2's modifier before he can get nailed by the sniper.

2. G6 assault fires at G6  
 $20(+1) \text{ DR} = 3,2$  3MC  
 3MC vs dm467 DR = 4,3 casualty reduce to dm247

End of the Advancing Fire Phase - remove Prep Fire counters

### Rout Phase (RtPh)

Routing is hard, one of the hardest rules sections to get right. Even experienced players make mistakes all the time, so grin and bear it while you learn the ropes.

Before we begin, here's a routing "crib sheet" that may help. This is **NOT** intended to be an all-encompassing survey of the Rout rules. It is intended to provide the basic Rout rules to get you through 90% of the Rout situations you'll find.

# Routing

## 1. A Broken unit must Rout if

KEU = Known Enemy Unit, in LOS and not Hidden/Concealed

- ADJACENT to an armed unbroken KEU which is not held in Melee or
- in Open Ground (no Hindrance or TEM to enemy fire) in LOS and Normal Range of a KEU unless it Low Crawled there to end its turn. Can therefore ignore Broken and unarmed units (no FP), as well as Pinned, CX, or Meleed units (which have Hindrances to their fire) when determining whether a hex is Open Ground for rout purposes.

## 2. Routing Terrain

- Must rout to nearest bldg/woods (in MF), even when using Low Crawl [EXC: the broken unit can rout anywhere if no such hex is legally available within 6 MF of the broken unit's original position]
- Don't count cost to enter/exit new Fortification/Entrenchment hexes when calculating nearest bldg/woods. But the broken unit may enter/exit them when it routs without being Interdicted.
- The broken unit can disregard building/woods hexes that are the same distance from a KEU as its original hex, even if there are no other bldg/woods within 6 MF
- The broken unit can disregard hexes/Locations of the building it starts in and can avoid known Minefields/FFE's

## Enemy Units

- May not enter a hex ADJACENT to an armed unbroken KEU (inc unarmed nonheroic leaders) unless leaving the KEU's position
- May not rout toward (with respect to its instantaneous position) a KEU (even a Broken, Disrupted, or unarmed KEU), as seen and remembered by the routing unit

## 3. Ending Rout

- Once the broken unit reaches a bldg/woods hex, it must stop unless ADJACENT to a KEU or it has the MF to continue on to ADJACENT allowable bldg/woods hexes as the next entered hex

## 4. Interdiction

- If a broken unit routs through Open Ground in the LOS and Normal Range of a KEU, it can be Interdicted and have to take a NMC.
  - DR < Morale, unit is OK and continues to rout
  - DR = Morale, unit is Pinned
  - DR > Morale, unit suffers Casualty Reduction and the remainder of the unit keeps routing
- Interdiction cannot occur where a positive TEM/Hindrance applies to fire from the Interdictor's hex (inc Height Advantage)
- Interdictor cannot be CX, Pinned, Broken, Meleed, Motion, Mounted Firer, any unit under half FP restrictions, or an unarmed leader
- Only one Interdiction per hex, but same enemy unit can interdict several hexes

## 5. Low Crawl

- A broken routing unit can use Low Crawl to avoid Interdiction
- Low Crawling is always an option, even if there is a woods/bldg within 6 MF.
- Move one hex from original position in required rout path, then stop
- May not Low Crawl when a broken unit leaves an enemy's Location
- Must still not end up ADJACENT to an armed unbroken KEU

## 6. DM

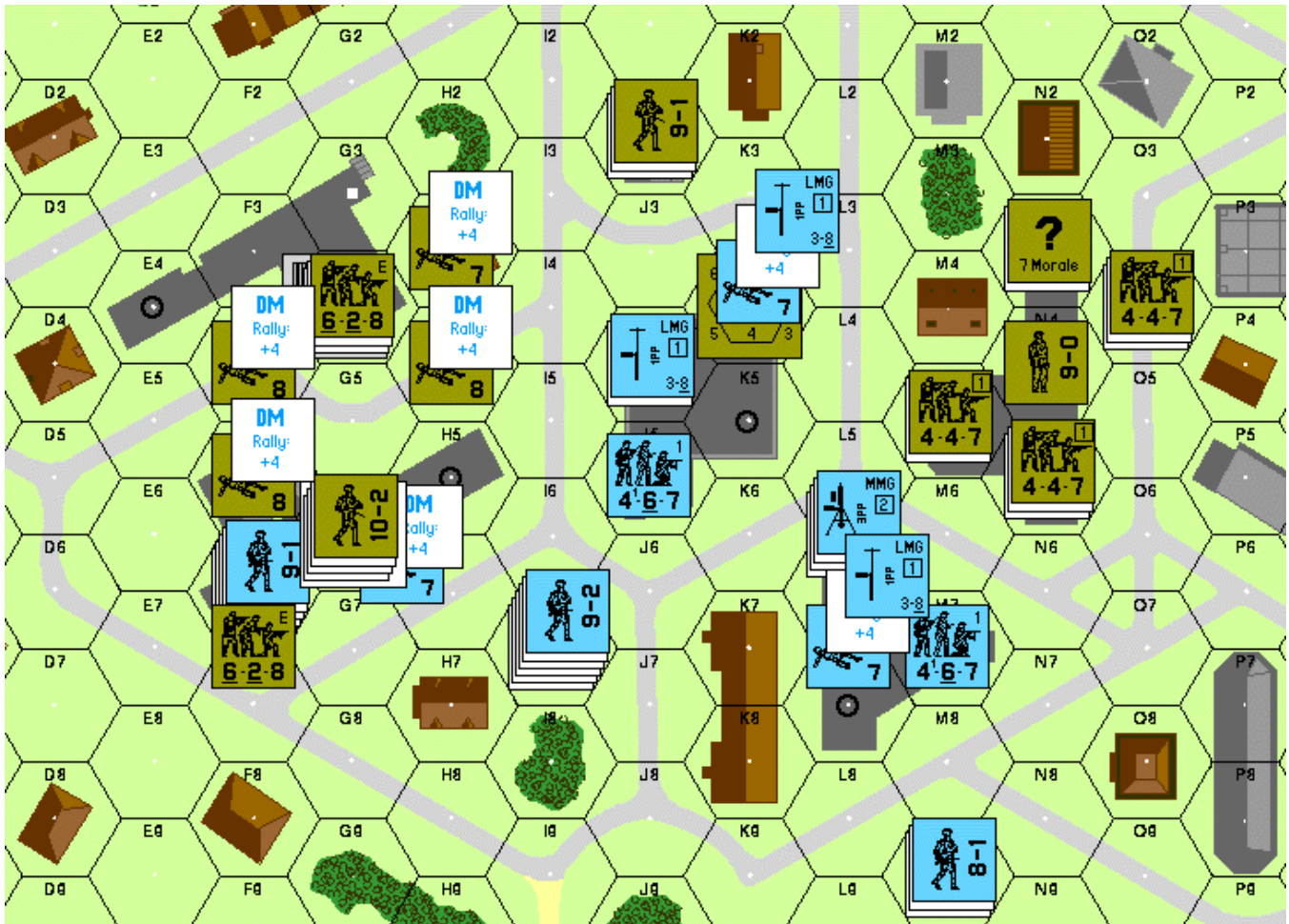
- An unbroken unit becomes DM when it breaks; an already broken unit becomes DM when fired at with enough FP to get an NMC or when a KEU moves ADJACENT
- Lose DM in RPh unless a KEU is ADJACENT
- May stay DM beyond RPh if not in bldg/woods/pillbox/trench in order to be able to continue routing in next RtPh
- DM units may rout if not forced to by the "Must Rout If..." circumstances above
- Being DM only affects Rally attempts, never Morale Checks.

## Notes

- No Bypass, all routing units use 6 MF, Attacker routs first
- An unbroken unpinned leader in the same Location as the routing unit may rout with it (but is eliminated if the broken unit fails its Interdiction MC)
- A unit may carry any SW it possessed, but only up to its IPC
- If you can't rout legally or end up the RtPh having to rout under #1 above, you die or surrender
- If No Quarter doesn't exist, you must surrender (A20.21) to a Known Good Order Armed enemy Infantry/Cavalry unit if ADJACENT and unable to avoid Interdiction without resorting to Low Crawl. If Disrupted, Encircled, or Heat of Battle Surrender, a unit will surrender even if it's able to avoid Interdiction



Here is what the map looks like at the start of the Russian Turn 1 RtPh:



It often helps to take a look at the six hexes immediately surrounding a broken unit and eliminate those which the unit can't rout to for one reason or another, usually because entering those hexes would make the broken unit move closer or adjacent to a known enemy unit (A10.51). Once you identify that first routing hex, continue the process keeping in mind that you're routing to a woods or building location.

Russian routs first since it is his player turn.

1. F4 cannot rout to G4 or G5 because that would be moving closer to the known German units in J4. He can't go to F5 because of the German in G6. F3 and E4 are allowed and require fewer MF's than going to D4 via E5, so he'll go to E4. He could continue on to D4 but won't. He could not continue on to F3 because that would be moving closer to the German units in J4 which he remembers from F4, even though E4 cannot currently see J4.

2. H3 can choose H2, but G3 offers better cover. G4 is not allowed since that would be moving closer to the German in G6.

He could continue his rout from the ground level of G3 up to the first or second levels, but this seems unnecessary. He instead continues to F3 and then E4, which is allowed since he is not getting closer to the German unit that he remembers is in G6. When the Russians get a leader over to E4 to rally the troops, the leader will be able to attempt to rally the entire stack of broken units all at once.

3. What to do with the broken guy in F5.

Take a deep breath folks, cuz we're about to dive into the Prisoner and No Quarter rules.

New players often invoke No Quarter in order to avoid dealing with the Prisoner rules. That's fine, but eventually you'll want to take that step because Prisoners are worth double VP (A20.1) and plenty of scenarios expect you to go after them.

Prisoners/No Quarter usually first comes up in a scenario when there's a broken unit that is ADJACENT to an enemy unit and

would be subject to Interdiction or have to use Low Crawl in order to rout away from it (A20.21). In this case, the broken unit will attempt to surrender to that enemy unit. The enemy unit can reject this surrender and thereby invoke No Quarter (A20.3) for its side only, which means that from then on, all friendly broken units which would normally want to surrender in the Rout Phase as described above will instead take the Interdiction/Low Crawl option to rout away from the enemy. **Important - note that No Quarter can exist for one side but not the other.** Even though the enemy is acting in a barbaric, heathen manner, your troops can still uphold the principles of the Geneva Convention and accept prisoners instead of shooting them.

As with smoke, **better players take prisoners more often**, even when the Victory Conditions don't specifically reward their capture. It's great fun to mow 'em down when they suddenly throw their hands up, but in subsequent turns you may see what a pain No Quarter can be as enemy units desperately do anything to survive rather than be captured. Captured units are docile and usually well-managed as (1)-0-6 unarmed prisoners; broken enemy units have a way of blocking your movement and rout paths or even rallying to come back at you. Plus, there's the neat free Deployment allowed to Guarding units (A20.5), which comes in very handy at times, especially for the Russians who can't normally deploy (as noted by Jeff Shields).

So here, the broken Russian unit in F5 was forced to rout from the ADJACENT, Known, Good Order Germans in F6. Even though the Russian Human Wave landed a bunch of screaming Bolsheviks in F6's own Location, there is no Melee there yet, so the Germans in F6 are still Good Order (see the Index definition) and are allowed to take Prisoners. Since the only rout option for F5 is to risk Interdiction or use Low Crawl in F4 or E5, the F5'ers must now attempt to surrender to the Germans in F6.

Seeing a chance to inflict some casualties before they engage in a low-probability-of-success Melee, the Germans in F6 reject the surrender and invoke No Quarter for their side. The 628 dies instead of routing across the street. Note that had the Germans in F6 accepted the Prisoners, their FP would have been halved for the upcoming CCPh (A20.52), which is another good reason for invoking No Quarter.

4. Had F6 taken prisoners from F5 and kept the Prisoners Welcome sign out, the broken Russians in G6 would also have surrendered to the Germans in F6. Seeing what treatment the F6'ers give to their prisoners (ie, now that No Quarter is invoked for the Germans), the broken Russians in G6 will instead choose to rout to G5, risking Interdiction from J4 or Low Crawling there. He can't go to H5 or H6 since those are closer to the Germans in L6. G7 and F5 are adjacent to the Germans in F6, so he can't rout there (nor can he stay in G6 for this reason). He could rout normally through G5 to G4, but he would be hit by interdiction from J4 and may casualty reduce; by using Low Crawl, he is not subject to interdiction (A10.52).

You see the value of taking prisoners. If the Germans in F6 were not in an imminent life-or-death Melee situation themselves, they'd have already bagged two Soviet 628's as prisoners worth

twice their normal VP value. Break them ONCE and capture them nice and easy instead of having to break them two or three times or risk your own hide taking them out in CC. Very nice.

4. H4 will rout to G4, F3, and E4, stacking up the broken units as they await a leader to rally them.

#### German routs

1. dm467/LMG L6 routs out of the heat to L7. The pinned leader can't accompany the routing unit unless he wants to self-break, which seems unnecessary here. Note that if the MMG squad had broken, he would have carried the 3PP MMG back with him in his rout (A10.4). While this seems harsh in this situation, it's absolutely wonderful in many defensive fall-back situations where you don't want to lose your big MG's because their manning infantry broke and routed away without them. Remember that routing infantry can only carry their IPC; that's why 3PP MMG's are great and why 4 or 5 PP MG's require some care.

2. K4 cannot go to J3 or J4 because of the Russian units in G4. Similarly, K3 and L4 are out because of the Russians in J2 and M5, respectively. He could rout toward M3 through L3, but that would be sub-optimal. He currently does not know about the concealed unit in N3, but once he routed to L3 (and survived interdiction), N3 could drop concealment and force him to rout back to K4, since he cannot rout closer to the now-Known unit in N3. (Actually, if L3 has LOS to G4.1, then he could not rout back to K4 and would be eliminated for failure to rout). He therefore routs to K5. He cannot then go to J5 because that would be closer to G4 than he started. Even if he can't currently see them, he remembers seeing them at the start of the RtPh.

3. The broken Germans in G6 are adjacent to Known Good Order Russians in F6 and G6 and cannot rout away from them without risking Interdiction (you cannot Low Crawl to exit an enemy-occupied Location (A10.52)). Since No Quarter has not yet been invoked for the Russians, the Germans in G6 must surrender to the Russians in either F6 or G6 (Russian's choice, A20.21). Let's say the Russians decide to avenge the Massacre Of F5 and reject the surrender of the 467 in G6, eliminating the broken unit. No Quarter exists for both sides now. The horror.

Seeing the possibility that the Russians in G6 will advance into their hex for some nasty CC, the Germans in F6 are thinking about self-breaking and routing away (A10.41). If they routed upstairs to F6.1, they'd immediately be upper-level Encircled (A7.72). Normally, this would force their immediate surrender (A20.21), but since No Quarter is in effect for the Russians, they would not have to surrender and could prow around the upper levels of the building until the Russians came and rooted them out. Still, being broken in such close proximity to a bunch of angry 628's isn't a good recipe for long life, so they look for more options. They can't rout to F5 since that would be routing adjacent to the Russians in G6. The G row is out since F6 has LOS to N5 and they can't move closer to N5. Therefore, their only rout destination would be F8 via F7. This option doesn't seem real appetizing to the German commander because of the interdiction in F7; if a 467 failed its interdiction NMC in F7, the 9-1 Voluntarily Routing with the squad would die (A10.711).



The German could get around this by self-breaking the leader in addition to the squads, but he decides against this. The Germans finally decide to stand in F6 for some CC and try to damage the Russians as much as possible before probably being overwhelmed. You make the call on whether this is a good move or not.

#### Advance Phase (APh)

1. 10-2, 628 in G6 to F6
2. two 447's in O4 to P3
3. 447 in O4 to N4
4. Concealed 447 in N3 to N4
5. 447 in M5 to M5.1 (upstairs)
6. unpinned 447 in N5 to M5

#### Close Combat Phase (CCPh)

1. CC in F6

Check for ambush first

Russian dr = 4 -2(leader) = 2

German dr = 3 -1(leader) +1(pinned unit) = 3, no ambush

Russian predesignates attacks:

10-2, 628 will attack 9-1, pin467 at 7:5 = 1:1 (-2 DRM for leader)

628 will attack 467/LMG at 3:2

From the German player's defensive viewpoint, it does not matter which 467 is pinned, since pinned units defend at full strength (although they attack at half strength). Here, he lumped the 9-1 with the pinned 467 in order to spread out his vulnerability a bit.

German predesignates attacks:

9-1, 467/LMG, pin467 attacks 10-2, 628 at 7:7 = 1:1 (-1 DRM for leader)

Resolve Russian attacks:

1:1 (-2) vs 9-1, pin467 DR = 3,4 casualty reduces one unit by random selection. 9-1's dr = 3, 467's dr = 4, so the squad goes down to a 247 HS.

3:2 vs 467/LMG DR = 2,3 KIA.

The LMG's fate is determined by A11.13; since the colored dr of the CC roll was not a 1, the LMG is OK but is now unpossessed in the middle of the fight.

Resolve German attack. The KIA'd German unit still gets his attack strength factored in because there was no ambush so the CC attacks are simultaneous.

1:1 (-1) vs 10-2, 628 DR = 5,2 no

Since both sides still have units in the location, the CC now becomes a Melee; mark the location with a Melee counter.

2. Remove Pin counters

3. Russians out of German LOS in N4 gain Concealment automatically

See the next page for an image of what the map looks like at the end of the Russian Turn 1.

Well, that was a lot of action. Nine 628's participated in the Human Wave: 3.5 broke, 2.5 died, three made it across the

street, and the Russians have the upper hand in a Melee in F6. Was it worth it? You make the call. F6 is probably theirs, but who's going to rally those broken 628's which routed to E4? They're going to be out of the action for some time unless the Russians can get a leader back there.

What else could the Russians have done? Possibly done a bit more prep firing to soften up the defense, particularly the 467 in J4 who laid the firelane down the street. Moving into H3 where the Germans in I7 could hit them was also a tough break - gotta watch those close LOS's. Throwing smoke into the street to cover the Human Wave would have been nice, but Russian infantry do not have Smoke Exponents, which is a big knock against them.

Still, the psychological shock value of the Human Wave is something to be considered. The German has probably lost one building by the end of the first turn, and those big bad 628's are now within firing range of i7 - can the German pass his Personal Morale Check and deal with this setback?

## Board status at the end of Russian Turn 1.

Hex F6 contains a Melee between the Russian 10-2, 628, 628 and the German 9-1, 247.  
There is also an unpossessed German LMG in the Melee hex.



## German Turn 1

### Rally Phase (RPh)

1. Wind Change DR = 4,6 no
2. LMG repair attempt in i7 dr = 1, yes
3. dm467 in K5 self-rallies as the first MMC rally attempt.  
DR = 1,2 +4(DM) +1(self-rally) -1(in building) = 7, yes!
4. Remove DM markers from everybody except G5. G5 will opt to retain DM status to ensure his ability to rout this turn.
5. Nobody can attempt to recover the unpossessed LMG in the middle of the F6 Melee because you have to be Good Order to make a recovery attempt (A4.44), and Meleeing units are not Good Order (Check the index).

### Prep Fire Phase (PFPh)

1. L6 fires at the lower level of M5, attempting to break the link in the chain of Russian units which could form a firegroup in M5.1, M5, and N5. Since Firegroups must be made up of ADJACENT units, breaking the units in M5.0 will break up the firegroup.

8(+2) DR = 2,4 NMC, ROF, Russian SAN  
NMC vs 447 DR = 4,3 pin  
vs 447 DR = 5,6 break, ELR to dm426  
Russian sniper dr = 4, no

MMG ROF's at M5  
4(+2) DR = 1,6 no, ROF  
ROF, same shot  
4(+2) DR = 2,3 worthless PTC vs already pinned/broken units, ROF  
ROF, same shot  
4(+2) DR = 4,3 no

Let's talk about ELR Failure (A19.13). The ELR # given on the scenario card is the greatest number by which an unbroken unit can fail a Morale Check and still remain a unit of that class. (There are some exceptions, but it wouldn't be ASL if there weren't exceptions). The ELR # is generally an indicator of how seasoned that side's units are. Tough troops have ELR's of 4 or 5, raw recruits have ELR's of 0 or 1.

Usually ELR Failure is just one of those things, and you take it in stride. Just as some units will Battle Harden or go Berserk during a scenario, odds are that some units will ELR to a lower class unit. It's shruggable, with two exceptions. The first is when it happens to a leader - it hurts to have a 9-2 downgraded to a 9-1, or an 8-1 fail ELR and become an 8-0, because every negative leadership is valuable. The second exception is when your ELR is abysmally low, like 0, 1, or 2. In that case, you'd better plan on seeing your units get replaced during the course of the game.

2. M7 at N5  
4(+3) DR = 2,2 cowers to 2 column, misses
3. i7 at J2

DR = 16(+1) DR = 3,1 3MC  
3MC vs 9-1 DR = 5,1 pin, German sniper  
vs 447/MMG DR = 4,1 break, DM  
German sniper dr = 6, no

### Movement Phase (MPh)

1. M9 moves  
a. L8 - 1 MF  
P3 takes a snap shot at the M9/L8 hexside. Two squads have 8 FP halved for long range and halved again for snap shot = 2 FP. DRM = 0 because FFNAM and FFMO do not apply to snap shots  
2(+0) DR = 6,2 no, but a good idea anyway.

- b. K8 - 3 MF

Yes, he could have Bypassed the K8/K9 and K8/J8 hexsides for 1 MF instead of entering the building for 2 MF.

- c. J7 - 4 MF.

The leader lends 1 PP to the squad so that they could stack move and carry this 4 PP weapon 6 MF if they desired.

2. 467 in J5 moves  
a. J4 - 2 MF  
b. smoke placement attempt in i4 - 4 MF dr = 6, no, ends move

Can you see why he's trying to lay smoke here?

Note that it's legal to place smoke and assault move (or vice-versa, assault move then place smoke), as long as you don't violate the rules of assault moving. Here, the unit has to expend 4 MF (2 for entering the building hex, 2 more for throwing Smoke into an adjacent hex), so he's not allowed to assault move and would be subject to FFNAM if fired on.

Also note that the dr of 6 on the infantry smoke placement attempt only forces the unit to end its MPh in its current Location (A24.1); it does NOT Pin the unit. Easy to confuse this with the fact that a unit checking for a Panzerfaust will pin on a dr of 6 (C13.31).

3. 467/LMG in K5 moves  
a. K4 - 2 MF  
b. smoke placement attempt in j3 - 4 MF dr = 1, yes. Place 1/2" infantry smoke counter in j3.

The 628's in G4 should have seen this coming after the first smoke attempt above, but they spaced it. They could have gotten off an 8(+2) shot vs the move into K4 above, but they held off too long.

4. 467/LMG in J4 declares Dash  
a. J3 - 2 MF (into smoke adds 1 MF to the cost of entering open ground)  
G4 will take a snap shot at the J4/J3 hexside  
4(+2) DR = 4,1 PTC - smoke does apply to the shot vs the hexside.  
PTC vs 467/LMG DR = 1,4 OK

b. i3 - 3 MF. The Russian MMG is in big trouble...

G6 fires

2(-2) DR = 5,3 PTC

PTC vs 467/LMG DR = 5,3 pin, Russians breathe a sigh of relief

End of the MPh, remove the +2 infantry smoke. It's handy, but it goes away fast. **Smoke of all kinds is an exceedingly valuable resource.** When your infantry has a smoke exponent of 2 or more, you are probably expected to use it in order to have a chance at winning the game. With an exponent of 1 like the 467's have here, it's not something you should pin your hopes and dreams on, but the threat is always nice to keep in mind.

### Defensive Fire Phase (DFPh)

G4 has no adjacent units and so cannot final fire.

G6 could final fire at the adjacent units in the F6 Melee, but he figures he'll win the Melee at the end of this turn anyway. Firing into a Melee is sometimes a good idea, though, particularly when you figure that your unit in the Melee will be able to pass the Morale Check while your opponent's unit won't. The Japanese (which Step Reduce instead of break) are particularly prone to firing into Melees.

1. M5.1, M5.0 (ground level), N4 firegroup vs K4. The Commissar in N4 is not needed to direct the firegroup, so he stays concealed (but the squads in N4 will lose concealment). M5.0's firepower will not increase the IFT column used for the

attack, but even though it is Pinned, it is the link in the chain to allow M5.1 in the firegroup and thus get to the 12 IFT column.

12(+3) DR = 5,1 NMC, German sniper

NMC vs 467/LMG DR = 4,5 breaks, DM

German sniper dr = 1, hot. (sniper dr of 2 = "warm", thanks Doug Gibson)

Scatter direction = 4, distance = 6. Moves sniper from G6 offboard to G12. No big deal, just play it normally. The nearest Russian is in F6 or G6; we'll choose F6 because we want to nail that 10-2. Random Selection gives dr's of 1 for the 10-2, 3 and 4 for the two 628's, so one 628 is broken. That will hurt; broken units in Melee are as good as dead.

### Advancing Fire Phase (AFPh)

1. J4 at G5

2(+0) DR = 2,2 covers to 1 column, NMC

NMC vs dm628 DR = 1,1 Heat of Battle

HoB DRM = -1(elite) +1(broken) +2(Russian) = +2

HoB DR = 3,1 +2 = 6, Creates a Hero and Battle Hardens the already-elite unit to Fanatic (A15.3), as well as automatically rallying the broken unit.

Sometimes it seems like you're better off not firing at the enemy at all...

Remove Prep Fire markers

Here is what the map looks like at the start of the German Turn 1 RtPh:

Board status at the start of the German turn 1 RtPh





**Rout Phase (RtPh)**

Germans rout first

1. K4 stays put, not for any particular reason. Perhaps the German wants to block the Russians from entering K4 next turn. Broken units are good for this sometimes.

Russian routs

1. 426 in M5.0 to N4  
2. 447 in J2 must drop the MMG since it is greater than his IPC of 3 PP (A10.4) and rout.

This is why **4 and 5 PP machine guns require some thought when you place them**. If the manning unit breaks, it will have to drop the MG when it routs away because routing units can only carry enough PP less than or equal to their IPC (ie, MMC's can only carry 3 PP SW when they rout). You really hate to have your heavy SW sitting there unmanned, or worse, captured. This is also why the 3 PP German and American MMG's are so great; the manning unit can break and take the SW with it when it routs away.

The 447 in J2 can ignore K2 because it is equidistant from the Germans in K4, so he goes to J1 and then J0. The Germans in i3 cannot interdict the routing unit in J1 because i3 is pinned and units suffering under half-FP restrictions like Pinning cannot Interdict (A10.532). Seeing no threat from an advance from i3, the 9-1 will stay put in J2 and try to grab the MMG in the next RPh in order to do some firing of his own. Note that he would have had to self-break in order to rout with the 447; Pinned leaders can't accompany broken units when they rout (A10.711).

Self-breaking a leader in order to rout away with a broken MMC is often a good idea, but here the Russian player figures it's a better idea for the 9-1 to Recover the MMG in the upcoming Rally Phase and Prep Fire on the adjacent German squad. We'll see if that works.

5. The broken 628 in F6 cannot rout away from the Melee - he's gonna be a liability in the upcoming CCPh (A11.16).

**Advance Phase (APh)**

1. J4 to J5  
2. 467/LMG in i7 to H7

Achieving some much-needed spacing - Don't Stack!

3. 467/HMG in J7 to i7.

If the HMG had been 5PP, the cost to enter this hex (2 MF) would have equaled the unit's entire MF allowance (taking into account the MF lost due to extra PP carried), making this an Advance vs Difficult Terrain (A4.72) which would have resulted in the squad going CX. Again, more praise for the 4 PP German HMG. The combination of the 9-2 and the HMG is pretty powerful here; i7 is a bona-fide "killer stack" or "Death Star". They are indeed powerful, but there are ways of neutralizing them. In most scenarios, killer stacks are vulnerable to being

smoked into oblivion - place +3 smoke on the stack and it fires out with a +4 smoke hindrance DRM (A24.8). In this scenario, the Russians are simply going to have to deal with it.

4. 8-1 in J7 to i8

**Close Combat Phase (CCPh)**

1. Melee in F6.

The broken Russian 628 must attempt to withdraw from Melee (A11.16, A11.2); he'll try to go to F5. The Germans can attack this unit with a -2 CC DRM vs a withdrawing unit and a further -2 DRM vs a broken unit. The remaining two Russian units will cover the broken unit's withdrawal by giving a +1 CC DRM each.

The Germans will attack all of the Russian units at 1:4, with a final CC DRM of -3 (-1 for the leader, -2 vs withdrawing unit, -2 vs broken unit, +2 for two covering Russian units) vs the broken withdrawing 628 and a final CC DRM of -1 vs the standing units (from the 9-1 leader).

Note that this is one attack, but you use different DRM's vs the target units, depending on their situation. This is analogous to firing on two squads (one in a foxhole, one out) on the IFT. Even though you use one DR to resolve the attack, the squad in the foxhole gets a +2 TEM, the one outside the foxhole doesn't.

The Germans could attack only the withdrawing 628 at 1:2 (-3), but the 1:4 attack is only one pip worse and allows them to try to hurt the 10-2 and unbroken 628 as well.

The 10-2 and unbroken 628 will attack both of the Germans at 7:3, or 2:1, -2 DRM for the leader.

German attack DR = 4,1. Final DR of 2 vs the broken 628 eliminates it, final DR of 4 vs the standing units just barely misses.

Russian attack DR = 5,3 KIA's both of the Germans.

Remove all Pin markers, conceal the 8-1 in i8 because he's out of LOS of all Russians.

The next page shows what the map looks like at the end of German Turn 1.

Well. We see the power of 628's in Melee, especially directed by a 10-2. The Russian now controls all of building F6, but his hold is tenuous and he's lost a lot of broken units. The German has united the HMG with the 9-2 and doesn't figure to give up building i7 so easily. In fact, he's looking to take building J2, where the Russian 9-1 is scrambling to grab the MMG and do some rockin' and rollin' of his own.

The map is a hexagonal grid with columns labeled D1 through Q8 and rows labeled 1 through 8. The terrain includes green bushes, brown buildings, grey structures, and a large grey wall. Units are represented by icons and numerical values. A legend in the top left corner indicates that a blue box with 'DM' and '+4' represents a Rally point. The map shows a complex tactical situation with units positioned for movement and combat.



## Russian Turn 2

The Russian has paid a high price for building F6 and stands to lose the 9-1 and MMG in J2. Time to solidify his hold on F6 while plugging the leaks in the boat.

### Rally Phase (RPh)

1. Wind Change DR = 2,4 no
2. 9-1 Recovers MMG in J2. dr = 1, yes
3. 628 recovers German LMG in F6. dr = 4, yes
4. 628 in E4 self-rallies as the first MMC rally attempt (A18.11) DR = 1,3 yes

As Ole Boe mentioned, you should rally your broken SMC's first, then do the broken MMC's, because any SMC that rallies can then rally any broken MMC's in his location.

5. 9-0 Commissar rallies 426 in N4. DM doesn't apply when Der Kommissar's in town (A25.222) and he also raises the 426's broken morale level by one (to 6). With the -1 DRM to rally in a building, the broken 426 needs an 7 to rally.

Rally DR = 5,5 no!

Der Kommissar is NOT happy and makes an example of the malcontents in the squad, casualty reducing them to a 226. The German player is allowed to smirk. Note that the 9-0 doesn't lose Concealment for this Rally Attempt because there are no Good Order Germans in LOS.

In general, Commissars are terrific assets, especially on the defense. The ability to ignore DM and the +1 morale level increase means that Commissars can often act as automatic Rallying machines. And the whole "Rally or I will shoot the malcontents" thing is one of the most humorous aspects of the whole game. Note that what happened here is a special case of A25.222; Commissars don't usually Casualty Reduce units when they fail to rally, they just ELR the unit to a lower quality. Conscript 426's are as low as you can go, however, so at that point the Commissar does Casualty Reduce the unit to a 226 halfsquad.

### Prep Fire Phase (PFPh)

1. J2 at i3

Shot is halved for single SMC firing a machine gun (A9.12), but doubled for PBF. The leader does not get to modify his own shot (A10.7), so the DRM is +0.

4(+0) DR = 3,3 NMC, German SAN NMC vs 467/LMG DR = 5,1 OK, Russian SAN

German sniper dr = 5, no

Russian sniper dr = 1, hot

Scatter direction = 5, distance = 4, moves sniper from K4 to G6. Nearest German unit is the German sniper in F6. This shot reduces the German SAN to 5 for the duration of the scenario.

This may seem small, but the SAN reduction from 6 to 5 cuts the probability of activating the German sniper by 33%. **In ASL you need to have an appreciation for the bell curve of rolling two six-sided dice.** A single +1 DRM doesn't change the probabilities much when you're at either end of the bell curve

(ie, when you need to roll a 2 or a 12 to make something happen), but that +1 DRM means a lot when you're in the middle of the curve (ie, when you're talking about rolling a 6, 7, or 8)

2. 628 in G6 declares opportunity fire, place under Bounding Fire counter (flip side of a Prep Fire counter).

See why he's doing this?

3. M5.1, M5.0, N5 form a firegroup, fire at L6  
12(+3) DR = 3,3 cowers to 8 column, PTC  
PTC vs 8-1 DR = 5,5 pinned  
vs 467/MMG DR = 4,3 OK

4. 447, 447 in N4 at K4

8(+3) DR = 3,1 1MC, DM's 467/LMG

1MC vs dm467/LMG DR = 6,5 casualty reduces to 247/LMG, but doesn't ELR to a 2nd line halfsquad because ELR reduction doesn't apply to broken units (A19.11)

### Movement Phase (MPh)

1. 149 in G5 assault move G6

2. fanatic628 in G5 assault move G6

3. 10-2, 628/LMG in F6 assault move G6

Ah, now we see the purpose of the Opportunity Firer in G6. If G6 survives the DFPh unscathed, they'll have a 16(+0) shot vs i7.

The German stack in i7 normally wouldn't first fire at assault moving units in buildings since they'd get neither the FFNAM nor the FFMO DRM's, but in this case, if they'd fired at the 149's move into G6, they could have left 12 residual FP, and the other units moving into G6 would have been subject to 12(+3) RFP attacks, in addition to one possible 12(+1) SFF shot from i7. A tricky area to know what to do, but it helps to know your options.

4. 628 in E4 dashes

a. E5 - 1

b. F5 - 3

When in doubt, dash.

5. 628 in G4.1 moves

a. G3.1 - 2

b. G3.0 - 3

c. Double Time, H2 - 5

You can gain one extra MF if you declare Double Time after you start moving (A4.5). Sometimes an opponent will be lulled into thinking you can't enter a hex like H2 because you don't have the extra MF to get there. If it's worth it, go CX and get that extra hex.

The cx628's audacity will draw some first fire.  
J5 fires

4(+0) DR = 4,4 cowers to 2 column, misses

i3 fires

12(+0) DR = 1,6 1MC, LMG retained ROF and chooses to keep it, so leave 4 RFP from the squad's inherent firepower.

1MC vs cx628 DR = 2,4 OK

i3 will SFF at the second MF expended by the 628 in entering H2.

The squad's inherent firepower is halved for SFF, but if it wants to use the LMG, the LMG must also use SFF, even though it has not yet fired (A8.3 & A9.3). This means that the LMG would only contribute 1.5 FP. Since the LMG won't bump the attack up from the 4 column to the 6 column, the LMG will be forfeited.

4(+0) DR = 5,2 PTC

PTC vs 628 DR = 6,3 pin

The squad in i3 is now marked with final fire; the LMG could only fire during the rest of this player turn in Final Protective Fire (A8.3). However, the squad can't use Final Protective Fire because he's already fired twice at the 628, and it only expended 2 MF in H2. First firing units get one shot per MF expended.

6. Both 628's in G4.1 move

a. G3.1 - 2

b. G3.0 - 3

7. Both 447's in P3 move

a. O3 - 1

b. N2, bypass N2/M3 hexside - 2

c. M3 - 4

(OK, this violates the Don't Stack Move order, but we're saving space and the Germans had no defensive fire opportunities anyway).

## Defensive Fire Phase (DFPh)

1. i7 at G6

20(+1) DR = 3,4 2MC, ROF for HMG only

2MC vs 10-2 DR = 3,2 OK, German sniper

vs 149 DR = 6,4 wounds. Wound severity dr = 3, just a flesh wound. Flip him over to 138 side.

vs 628/LMG DR = 3,4 OK

vs opp fired 628 DR = 3,1 OK

vs fanatic 628 DR = 6,2 OK. No pin because his ML is 9

German sniper activation dr = 2, warm

Scatter direction = 2, distance = 3, moves from F6 to i5, thence to G6 which is the closest Russian-occupied hex. Random selection determines the target: 10-2 dr = 4 138 dr = 3 628/LMG dr = 1 fanatic 628 dr = 3 opp fired 628 dr = 2.

Well, them's the breaks. It's good strategy to stack units ("sniper bait") with a dominant leader in order to reduce his chance of being selected by a sniper, but sometimes the sniper will get him anyway.

The sniper dr of 2 wounds the leader. Wound severity dr = 1,

just a flesh wound (A17.11). Place a Wound counter on him, which effectively reduces him to a 9-1 (A17.3).

No Leader Loss Morale/Task Check is required if a leader just wounds. Had the leader died, a LLMC would have been required of all the units in the location with a morale currently lower than 10 (ie, all of them), and the leader's -2 leadership modifier would have been reversed to +2, effectively making it a 2MC since he was so beloved. Had the leader broken, it would have been a LLTC with the same +2 DRM applied to the TC, and units which failed would have been Pinned. Heroes don't pin, so he'd have been exempt.

Note that the German sniper attack was made after resolving all effects of the DR that activated it (A14.1). So the 2MC was resolved vs the Russian units before the sniper hit the 10-2. Lucky for the Russians.

Note that the unpinned Good Order Russians which had not yet fired or moved (ie, only the Opportunity Firing 628) in G6 could attempt to make a Sniper Check (A14.4) in order to hurt the German sniper, but they would become TI and have to forego their advancing fire shot vs i7, so they pass. Sniper Checks are relatively rare; most of the time your units have something better to do.

The German HMG, still directed by the 9-2, will ROF vs G6, employing the time-honored tactic of kicking 'em when they're down.

6(+1) DR = 4,2 NMC, Russian sniper

NMC vs wnd 10-2 DR = 6,3 pin, so he can't aid the rest of the stack with their MC's.

vs 138 DR = 5,3 no effect; heroes don't pin (A15.2)

vs 628/LMG DR = 1,2 OK

vs opp fired 628 DR = 3,4 OK

vs fanatic 628 DR = 4,5 pin (fanatics CAN pin)

Russian sniper dr = 2, warm

Scatter direction = 4, distance = 3, moves sniper from F6 to F9.

H7 and i8 are both 3 hexes away, but you go to i8 because its TEM is lower (A14.21). Sniper dr of 2 vs a SMC wounds him.

Wound severity dr = 6, KIA. Being in the rear ain't always safe!

Now we need to talk about "Skulking". This is the tactic of assault moving out of enemy LOS in your MPh, then advancing back to the front line in the APh. Despite what some might say about its morality or realism, skulking is a legal and time-honored tactic. "ASL Newbie" is to "skulk" like "baby" is to "drool". You need to learn it, cuz you'll be doing it all your life.

Well, maybe that's not a great analogy. But we continue.

Skulking is most often used by the defending side to avoid the attacker's potentially hurtful defensive fire phase. If you don't let the enemy units break you in their DFPh, they'll be forced to decide to either prep fire or move in their next player turn, and them that's prep firin' ain't movin'.

In this example of play, both sides have purposefully been

aggressive, and haven't given much thought to hiding from the enemy. Here, however, the Russians in G6 and F6 could have skulked back to F5 and the fanatic 628 and Hero in G5 could have prep fired at i3 or something. This would have denied the German killer stack in i7 a shot at this flank (although they could have turned their attention to j2 or M5). Still, the Russians could have advanced back to F6, G6, and H5 and perhaps presented the Germans in i7 with too many targets to shoot at in the upcoming PFPh. While one might not think that skulking is a manly thing for Guards 628's to be doing, one also can't argue with wanting to get out of the way of a 24(+1) DFPh attack.

#### Skulking. Learn it, love it.

2. L6 and M7 form a firegroup to do spray fire vs M5, both the upper and lower levels. 467's and MG's can spray fire since their range factor is underscored (A7.34, A9.5).

The 8-1's leadership doesn't apply for two reasons: he is pinned, and in order to apply a leadership DRM to a multi-location Firegroup, you need Leaders in all of the firing Locations. Even then, only the worst Leadership DRM is applied.

6(+3) vs both locations DR = 3,5 no.

Generally Spray Fire is best when the shot has a 0 or negative DRM; otherwise you lose too much firepower because it's Area Fire (ie, half FP).

#### Advancing Fire Phase (AFPh)

1. G6 at i7

The Opportunity Fired 628 has 6 FP

The 138 Hero has 0.5 FP but gives a -1 DRM to the shot

The 628/LMG has 4 FP for the squad's assault fire plus 1.5 FP for the German LMG

The pinned fanatic 628 has 3 FP for his assault fire

The wounded 10-2 is pinned so he cannot direct the attack.

Therefore we have 15 FP, +2 overall DRM including the stone building's TEM. Since we don't need the German LMG's firepower to stay on the 12 column of the IFT, we won't use it so we don't break it. Note the B/X #'s of captured SW are reduced by 2 from what's printed on the counter (A21.11).

12(+2) DR = 6,4 no

2. M3 vs i3 4(+0) DR = 5,4 no

3. G3 vs i3 (assault fire)

8(+0) DR = 6,2 NMC, i3 now Encircled. Note the shots which caused the encirclement must be consecutive.

NMC vs 467/LMG DR = 5,2 breaks instead of pins because the encircled unit's morale is lowered by one, even against the shot that caused the encirclement. Mark i3 with an Encircled counter.

Adding H2 to the G3 firegroup on that last shot would have added 4 FP (assault fire, PBF, pinned firer) which would have bumped the shot up to the 12 column, but since H2 is CX, the shot would have had a +1 DRM, which would have negated the 1 column increase in firepower. It's better in this case to have H2

fire separately.

4. H2 vs i3

4(+1) DR = 4,3 no

#### Rout Phase (RtPh)

The next page what the map looks like at the start of the Russian Turn 2 RtPh.

1. K4 will stay put

2. i3 can't go to i2, h3, or j3 because they are all adjacent to enemy units. He can't go to i4 because that's moving closer to the Russians in G6. Therefore, he dies for failure to rout, and the LMG drops unpossessed into the street.

Easy KIA. **Better players jump on broken units like dogs after raw meat and keep hounding them.** Keep 'em DM so they don't rally and kill 'em off for failure to rout; it's so much easier than getting KIA's or double-breaks on the IFT.

#### Advance Phase (APh)

1. F5 to F6

2. 628 in G6 to H5 - spreading out, but leaving 16 FP in G6 with the leader and the Hero's -1 DRM as well.

3. G3 to G4

4. M3 to M4. The conditions for a Human Wave on the right flank have now been met (A25.23); will the Germans notice?

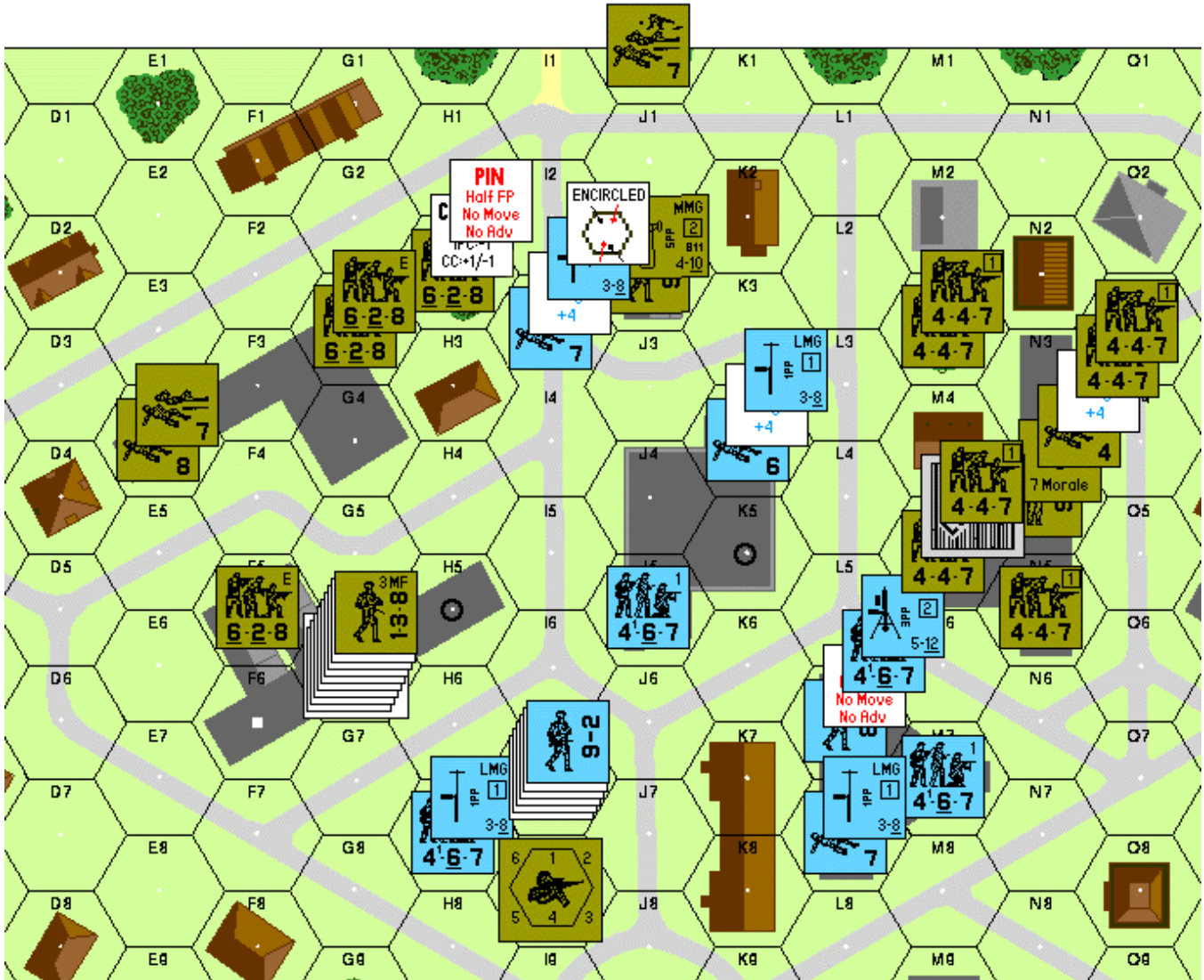
#### Close Combat Phase (CCPh)

Conceal M4 and N4 since there are no Good Order Germans in LOS.

That ends the Basic Infantry Example of Play. Hope it helped make the system a little easier to get into. Again, please email me at <tqr@mindspring.com> if you have any questions.

Board status at the start of the Russian Turn 2 RtPh.

Hex G6 contains a wounded 10-2, a wounded Hero, a fanatic 628, a 628 possessing a German LMG, a 628, and the German sniper.



## Basic Armor Example of Play

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Thanks to Jeff Shields for his editing work and for hosting this on his website for so long. Also many thanks to Rodney Kinney and Carl Fung for their VASL graphics.

This is a Basic Armor Example of Play. It is similar in design and purpose to the [Basic Infantry Example of Play](#). The armor example plays out a turn or two of a real scenario in order to focus on the particulars of difficult rules sections. Players unfamiliar with AFVs may want to read the example and get comfortable with the concepts of firing and moving AFVs. This is not a demonstration of the best strategies for winning the scenario in question; it is an exercise for people to understand the AFV rules. If anybody finds an error, please email me

By convention, all DRs are given with the colored die first. Rules references are given in parentheses. Reference to a unit's front/side armor factor or kill number includes your understanding that the side armor factor also applies to the rear target facing (D1.62). Editorial kibbitzing from Jeff Shields is given in [].

The scenario we'll be working with is T2 - The Puma Prowls, found in the General v24 #2 and reprinted in the Classic ASL pack. (Look for Classic ASL in your local hobby store or call Boulder Games or Avalon Hill to get it - it's a very good compilation of early ASL articles and scenarios.) There are other good choices for learning armor (e.g., Under the Noel Trees and Blazin' Chariots are good), but Puma Prowls is small, 100% armor, and does not use the desert rules. Let's tool around with these vehicles for a while before having infantry run around underfoot (undertread?).

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- [Pregame](#)
- [Russian Turn 1, Rally Phase](#)
- [Russian Turn 1, Movement Phase](#)
- [German Turn 1](#)
- [Russian Turn 2](#)
- [German Turn 2](#)
- [Russian Turn 3](#)

For those people who may not have the scenario, I'll give a quick rundown on it. If you don't have the scenario you can obtain a legal copy by writing Avalon Hill and requesting scenario T2, The Puma Prowls, from the General volume 24, #2, at a cost of \$1 per page. While owning the scenario isn't necessary to our lesson, I recommend you do this as it will help you follow along. The intent is to get you playing the system so that you'll learn the game.

So here goes. Date is June 1944. Board configuration is:

```

+-----+
| 22      | N^
+-----+
| 4        |
+-----+
```

Russian moves first, both sides enter from offboard. Russian has five T-70s and a 10-2 armor leader; German has four PSW 234/2s and a 9-1 armor leader. Both SANs are zero since this is strictly an armor affair. Russians enter on 22GG1, Germans enter on 4A10. By SSR the Russians only have 1/2 of their normal MPs on turn 1.

Victory goes to whoever has the most points; you get 1 pt for each enemy AFV destroyed/Immobilized and 2 points each for exiting your AFVs off the far east/west side of the board on a road. The VCs are pretty darn symmetric. Both sides get to balance attack and defense. Given the small number of units, anything that results in either side having a 2-tank advantage is going to be big. Looks like Tension City.

That's pretty much all you need to know to get going in this scenario. Certain points like game length and particulars about the VCs are left deliberately unanswered to avoid any hint of copyright infringement.

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## Pre-Game

The first thing we do with Guns or vehicles is go to Chapter H and find out if there's anything special about them.

Note 5 on page H21 covers the Russian T-70; nothing special there. The rightmost column of the chart on page H22 directs us to vehicle note C(dagger) on p. H25, which tells us that the T-70 has a Radio at the time of this scenario, which is good news. Being Radioless generally forces you to use AFV Platoon Movement (D14), which makes you slow and vulnerable. Radios make us happy.

Note 75 on page H15 covers the German Puma, again no help there. The rightmost column of the chart on p. H13 also doesn't point to anything special, something of a rarity for German vehicles.

OK, having checked out chapter H for special vehicle notes, let's look at the counters.

The FIRST things to look at are the armor and Gun sported by both sides. The balance of firepower often dictates what your AFVs can do on the battlefield; who they try to beat up on and who they run from. Some scenarios (particularly late-war Eastern Front) are "hit-kill" affairs where the combination of Gun caliber and armor factors yield To Kill numbers that are so high that hitting a target means killing it. In some scenarios, hits are easy but kills are hard to come by. I think the best scenarios yield To Hit and To Kill numbers around 7, where the chances of success are good but nothing will be a sure thing.

At any rate, we see that the Puma sports a 50L gun (with a boxed ROF of 2) while the T-70 has frontal armor of 6 and side/rear armor of 4. Looking on the C7.31 AP To Kill Table, the 50L has a basic To Kill (TK) number of 13. Therefore, if a Puma hits a T-70, the German player generally needs to roll a 7 or less for a front shot or a 9 or less for a side/rear shot in order to hurt the T-70. There are some modifications to this number which we'll discuss later, but a front/side kill # of 7/9 is pretty darn good.

On the back of the Puma counter, we see the notation "A5(^3)/4(^4)" where the (^4) is superscript 4, indicating that the Puma can fire APCR in 1944 with a Special Ammo Depletion Number of 4 (C8.1). APCR (or HEAT) is nice to have, as it generally bumps up your Gun's To Kill number by a few notches. The C7.32 APCR To Kill Table shows that 50L APCR has a To Kill # of 17, much better than the Gun's normal Armor Piercing punch; it should have little trouble killing a T-70 from any angle since the front/side kill # would go to 11/13 before final modifications.

Of course, you only get APCR if you declare the To Hit shot to be using APCR and must roll less than or equal to the Special Ammo Depletion Number (C8.9). If you



roll less than the Depletion Number, you get that special ammo and can try to get it again in future shots. If you roll equal to the Depletion Number, you get that special ammo for that shot but no future shots (i.e., that's the last round of that ammo). If you roll greater than the Depletion Number, you don't have that special ammo and all aspects of that shot are stricken from the record; it's as if that shot attempt *never* took place (except for possible Gun Malfunction). Odds are pretty low that the German's To Hit DR will be a 4 or less to enable APCR, but it's something to keep in mind.

For the Russians, their 45L gun has a basic To Kill # of 10, which can punch through the Puma's 4/1 front/side armor to yield To Kill numbers of 6/9, nearly identical to the case of Puma firing at T-70. APCR is available to the T-70 in 1944 with a To Kill number of 12 which will bump the To Kill numbers on the Puma up to 8/11. More importantly, the Russian's APCR Depletion Number is a hefty 6, which is significantly more dependable than the chances that the German will roll his APCR Depletion number of 4. When trying for APCR, the T-70 will succeed 42% of the time while the Puma will succeed only 17% of the time. Ouch. Toss in the fact that there's one more T-70 and the Russian gets the better armor leader, and the German is wondering what he's gotten himself into.

Well, if the Pumas can't outgun the Russians, can they outmaneuver them? At the top right of the counter is the AFV's movement factor printed over a white symbol showing the AFV's movement type. The T-70 has 14 Movement Points [MPs, not to be confused with the Movement Factors (MFs) used by Infantry and Cavalry] and the white oval background indicates that it moves like a Fully-Tracked vehicle (D1.13). The Puma has a generous 33 MPs, but the white circle background indicates that it moves like an armored car (AC) (D1.12), which hurts a lot, as we shall see.

Now go to the inside of the Chapter B divider. The big Terrain Chart shows the MP costs for fully-tracked vehicles and armored cars. Right off the bat, notice how armored cars expend THREE MP per open ground hex. On open ground, the T-70 is actually faster than the Puma! Now go down to the lines for Hedges and Walls. Notice that armored cars spend more MPs to cross hedges than fully-tracked vehicles do and may Bog in the process (note "B"). Also note that ACs can't cross Walls at all! Reading the rest of the terrain types on this chart will reinforce the notion that ACs *need* all of their thirty-plus MPs. They're truly Hell on Wheels when they have access to Roads, but over open terrain they're not nearly as mobile as they look.

The other features of the combatants in this scenario are their turret types, target sizes, smoke dischargers, and MG factors. Sometimes all of these factors are vital to an AFV's success, sometimes they're superfluous. Good armor commanders know how to use even small advantages wherever they find them.

**Turret types** - The Puma's thin white square indicates a Slow Turret (D1.32) while the T-70's broken white square indicates a One Man Turret (D1.322). The One Man Turret is a big deal because the T-70 must be Buttoned Up (BU, D5.2) to fire. Note also that the Russian SAN is zero while the T-70's machine guns are weak, so the German Pumas can feel relatively safe in opening their turret hatches and exposing their crews (CE, D5.3). Since there is a +1 To Hit DRM when firing while BU (C5.9), the Russians will be at a slight disadvantage with regard to rolling on the To Hit table.

**Target sizes** - The white background on the T-70's front armor factor means that the T-70 is a small target and benefits from a +1 DRM when being fired on on the To Hit Table (C6.7). Since the Puma is a normal-sized vehicle, this +1 DRM nicely balances out the BU DRM disadvantage the Russians suffer above.

**Smoke Dischargers** - The back of the Puma counter shows "sD7", which means the Puma can fire its smoke discharger with a usage number of 7 (D13.31). Note that it's a USAGE number, not a DEPLETION number, because vehicular smoke dischargers never deplete like special ammo. If you try for smoke discharger smoke and roll higher than the usage number, you don't get smoke that turn, but you are still eligible to try again in the future. BTW, it's a peeve of mine that boxcarring a smoke usage roll doesn't malf the smoke discharger. C'mon guys, those suckers had to fail once in a while too!

Smoke Dischargers are GREAT. They're very powerful on offense and defense. It's excellent to be able to have your AFV pop smoke in convenient places, and this type of smoke is the 5/8" variety that doesn't go away after the MPH like infantry smoke. Get excited about smoke dischargers, cuz you'll love 'em. In keeping with their national abhorrence of air pollution, the Russians don't get smoke here.

**MG factors** - Of little import here. In armor-heavy scenarios, AFV MGs are often used to keep the other guy's tanks from going CE. The threat of a German tank with 3/5 MGs firing on my CE armor crew at 8(+2) on the IFT is usually enough to make me stay Buttoned Up and eat the +1 To Hit DRM that applies to my Main Armament. In this case, the Russian's puny -\2 MG factors aren't going to scare the German tankers away from going CE, and the Russians are going to stay BU themselves (and thus invulnerable to German MG fire) because of their One Man Turrets.

OK. That's a lot of information to go through, but believe it or not you'll get the hang of going through these rundowns of strengths and weaknesses before the game.

### To summarize:

German:

- Strengths - Nice To Kill #, ROF 2 guns, excellent road mobility, smoke dischargers, freedom to be CE.
- Weaknesses - Outnumbered, inferior cross-country mobility

Russian:

- Strengths - Good To Kill #, Good APCR availability, 10-2 armor leader, Radios.
- Weaknesses - 1-Man Turrets, ROF 0 Guns. Lack of smoke-making ability is a minor issue only. These ain't T-34's, but they look capable of getting the job done.

OK, everybody huddle up. You've restricted yourselves to infantry and Guns before, but you've finally gotten the guts to take on armor. You can handle it. Understanding armor opens up a TON of GREAT scenarios for you to enjoy. It's NOT that hard. Now let's go out there and DOOOO IT!!! (Urrrrahhhh!!!) Okay Babe, let's kick it in GEAR! VROOM VROOM!!!!

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## Russian Turn 1

### Rally Phase

Russian sets up tanks offboard, concealed under 5/8" ? markers and in Motion (A2.52). All Turret Covered Arcs (TCA) are the same as Vehicular Covered Arcs (VCA), given by the "CA" notation. For play-by-email games, I've found it pays to be careful with noting exactly where your covered arc points to. It's an easily understood proposition to say that the "1" side of a sniper counter always points toward the hex ID, but it gets hairier with AFV covered arcs, especially when the boards are rotated relative to each other. For this reason, let's be extra careful and note covered arc according to what hex it points to instead of a direction numbered 1- 6.

22GG0: ?, T-70, CA:22FF1, CE  
22GG(-1): ?, T-70, CA:22FF0, CE  
22HH(-1): ?, T-70, CA:22GG1, CE  
22HH0: ?, T-70, CA:22GG2, CE  
22HH1: ?, T-70, CA:22FF1, CE

All tanks are CE to cut their road movement rate down to 1/2 MP per hex instead of the 1 MP per hex that a BU tank must pay. Since the T-70s will be buttoning up quickly in order to fire their guns from the 1 man turrets, they've got to get the most out of the road movement while they can.

**Concealment** Since there is no LOS to/from offboard locations and everybody in this scenario starts offboard, everybody starts concealed. Vehicles not in Concealment Terrain automatically lose ? when the enemy comes into LOS (note H of the A12.121 Concealment Loss Table), so in this example, every vehicle will immediately lose Concealment when it sees an enemy vehicle. It's often worthwhile to drive a vehicle into good defensive Concealment Terrain to wait for the enemy to show up. Concealed vehicles benefit from the +2 Case K To Hit DRM as well as any TEM the concealment terrain might afford, which is usually +2/+3 for a wooden/stone building, or +1 for woods. Very nice. Note, however, that Concealment terrain is also usually Bog Terrain, which makes the vehicle vulnerable to Bogging in that location (see below). Your Panther might be hard to hit in that stone building, but he may never be able to move out of it either [unless it starts the game set up therein - jds].

Note that when using concealed vehicles, it's often worth something to keep your opponent guessing about just which vehicle is hiding under which 5/8" ? counter. Sometimes trucks and halftracks do a nice job of masquerading as tanks, at least until the enemy heaves into sight. In this scenario it won't help much since both sides have only one kind of vehicle, but it's a good habit to form.

*Note that you don't put the armor leader on the board at the start; you note which tank he's in on a side record (D3.41).*

Let's ignore Wind Change DRs for brevity. In a real game you would do them but let's choose to keep the wind out of it. Such power we wield.

## Movement Phase

Tank in 22GG0 moves. My play-by-email notation will be to show the AFV's movement and the total number of MPs spent so far. Other people like to show the number of MPs spent in that particular single element of the move. It takes all kinds in this crazy world.

- a. GG1 - 1 (Go ahead. Make tank tread noises. It's OK.)
- b. GG2 - 2
- c. GG3 - 3
- d. FF3 - 4
- e. FF4, bypass FF4/EE4 hexside - 6
- f. EE5 - 7
- g. end in Motion (remember the 1/2 MP SSR restriction on turn 1)

**Vehicular Bypass Movement (VBM) (D2.3)** is a hugely important way for tanks to navigate the battlefield. Basically you can bypass a woods or building if the gap between the obstacle and the hexside is greater than the thickness of the AFV counter. When in doubt, give the other guy a break; the hexside bypassed above is clearly legal. I'd put up a fuss about bypassing 4FF1/FF2, though. [Think of it as actually entering the bypassed hex, it works for me. -jds]

VBM costs double the hex's non-obstacle terrain, which is why the T-70 paid 2 MP to bypass the woods in FF4. Bypassing 22DD4 along the DD4/DD3 hexside would cost 4 MP since the cost of Brush is 2 MP, but at least you get to bypass the woods and avoid the potential of Bogging your tank.

**Bogging** - sigh. Let's gloss over it. If your AFV actually *enters* the terrain in a Bog Hex (like *entering* the woods in 22FF4) instead of just skirting around it, you have to make a Bog Check to see if you've Bogged in the hex (D8.2). Bogging isn't the end of the world; it's not nearly as final as Immobilization and usually just costs you time while you try to un-Bog the vehicle. But by the same token, the reason you probably risked Bog in the first place was that you were in a hurry, so Bogging tends to be unbelievably inconvenient. We'll run into Bogging later. Bog hexes are mainly woods and buildings, although we noted before that the German armored cars must risk Bog to cross hedges.

**Motion (D2.4)** - another sigh. We're not spoon-feeding these concepts to you, are we? Motion is one of the hardest things to learn for some people; others just get it right off the bat. The terminology is somewhat confusing, even for native English speakers.

Motion is basically a way of telling you that your vehicle is moving in its hex while it's your opponent's player turn. It's not just sitting there, its treads/wheels/flippers are grinding along, propelling the vehicle across the ground/water/ether. Since it's in Motion, your vehicle is harder for the enemy to hit, but your moving vehicle isn't likely to be shooting its gun with any accuracy either (unless you have one of those beautiful Gyroscopes on your US Sherman).

C.8 (of all places) covers the quantum states of movement which a vehicle can have. When a vehicle starts its MPh, it is either Stopped (in which case it's just sitting there on the board) or in Motion (in which case there's a white Motion counter on it). During the vehicle's MPh, you take the Motion counter off; Motion is a non-applicable concept during your vehicle's MPh but it applies during every other phase of the game, including the phases of your turn before and after your MPh and all of your opponent's player turn. When your vehicle ends its move, it will be either Stopped (having expended 1 MP to Stop) or it will stay in Motion (with no MP expenditure required) and acquire a Motion counter. This dovetails nicely with the second sentence of this paragraph.

OK, so what's Motion good for? You want to use Motion mainly for two reasons:

- 1) Because you're in a hurry to get somewhere, or
- 2) Because you're in danger of being blasted to smithereens and you want to remain hard to hit.

**#1** above can happen when your vehicle is moving to get into position (like what we've got going on in our game of Puma Prowls). You can save your vehicle 2 MP by staying in Motion at the end of its MPh - the first MP is saved from not expending a Stop MP at the end of its move, and the second MP is saved from not having to expend a Start MP at the start of its next move. Motion is also good for when you're trying to exit the vehicle off the board; why waste time Stopping and Starting when all you care about is leaving the board?

**#2** can happen when your vehicle's trying to save its butt from being shot off. This is because Motion targets get a +2 DRM (Case J) added to To Hit rolls against them and because the Case L Point Blank Target modifier does not apply to Motion targets. Using Motion to save your butt is not just for Jeeps that are being run down by Panthers; it's also for Panthers that have been caught with their thinner side armor facing a BAZ team or for any vehicle that is worth more as Exit VP than as a source of firepower in the fight.

As we mentioned above, Motion is commonly employed by vehicles at the end of their move. However, vehicles that suddenly find themselves in a bad situation during the *opponent's* MPh can try to kick into Motion at that time (D2.401). This can happen when your defending vehicle is swarmed by overwhelming enemy force. Rather than sit there and get torched, your vehicle can make a Motion Attempt during the enemy MPh and if successful, it kicks into Motion and its chances of survival are greatly increased. Not only is your Motion vehicle harder to hit as described above, it can often spend the first MP of its next move in getting out of enemy LOS; Motion attempts allow for a free VCA (not TCA) change (D2.11), so you can swing your entire hull around and head for the rear echelon before the enemy can squeeze off a First Fire shot next turn. Very nice. [Or when you make your motion attempt declare Reverse Motion and back out of a tight spot. -jds]

To make a successful Motion attempt during the enemy's MPh, your vehicle has to make a dr which is  $\leq$  the number of MPs spent by *any enemy unit* which came into your vehicle's LOS from out of its LOS in that MPh. Obviously the attacker wants to cut down on the number of MPs he gives the defender to look at, or just not give him any new units to look at in the first place.

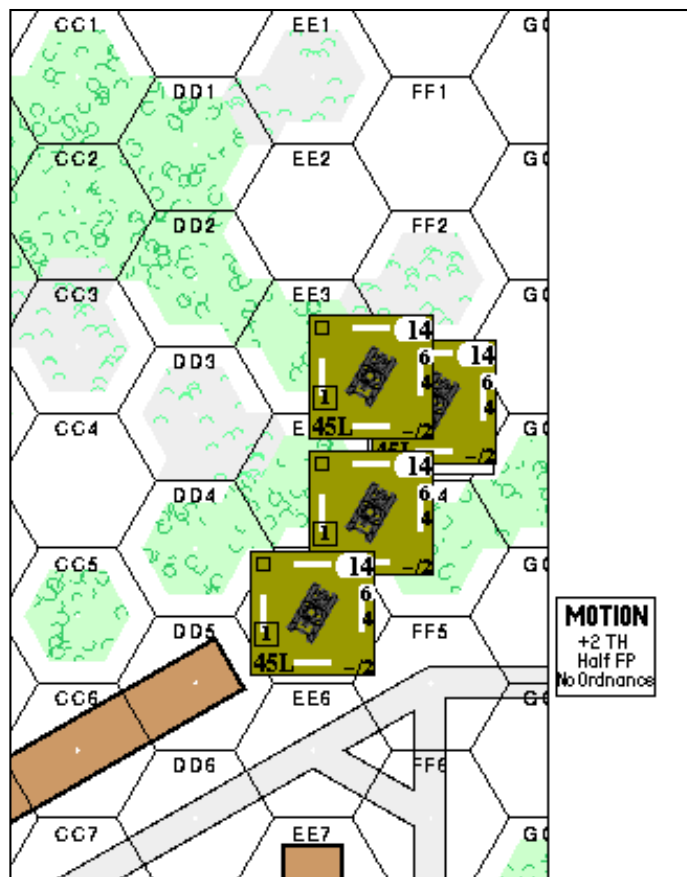
We'll see all of this in action here. Suffice to say that this part of the game is often fraught with tension as the defender weighs the options of staying put and firing, blowing vehicle smoke, or kicking into Motion. The rules are simple, but the resulting tactics are complex and subtle. Great game, eh?

Ole Boe had an excellent article in the 1996 ASL Annual which covers Motion in fine-grained detail. We'll encounter these concepts again as we go along; let's hope Ole doesn't skewer us for using the wrong terminology.

OK, seventy billion words later, we've got one T-70 in Motion in 22EE5 (CA:DD6) with CE and Motion counters on it. Whew. Grueling stuff, eh?

It's left as an exercise for the reader to move the remaining Russian tanks to their final positions given below. Note that the tank in HH1 will spend its first MP in entering the board on GG1 and its second MP in changing covered arc from EE1 to EE3. VCA changes generally cost 1 MP per hexside (D2.11).

**Final positions of Russian T-70 tanks at the end of Russian Turn 1 MPh:**



All tanks concealed, CE and in Motion.

22EE5 CA:DD6

22FF4 (bypass EE4) CA:EE5

22EE3 (bypass EE4) CA:DD3

22FF3 CA:EE5

22FF3 CA:EE5

That last line isn't a typo; we've overstacked the hex. It cost the second tank one extra MP to enter the hex which already contained a vehicle (D2.14), but it was acceptable here since he had the MPs necessary. Now that you've seen vehicles overstacked, **DON'T DO IT AGAIN FOR A LONG LONG TIME**. The attack and defense penalties (A5.12, A5.13) are *rarely* worth it. I've only done it once in 50-odd games and even then I paid the price. I have never seen an opponent do it. The only reason we're getting away with it here is that the overstacked hex is pretty safe from marauding Pumas. **DON'T OVERSTACK VEHICLES**. At least, not until you know better :-)

Note that you can't have more than one vehicle bypassing the same hexside, even if two vehicles are bypassing obstacles on different sides of the hexside (D2.31). This is why we couldn't have a T-70 end its MPH in 22EE4, bypassing the EE4/FF4 hexside.

The guy in 22EE3 is there to show the German player that even though we're Russian, we do have some originality of thought and we're not gonna just plow everybody through the same narrow corridor because it looks convenient. These are important things to remind your opponent of :-)

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**OK, let's get them Pumas rollin'! (Rawhide!)**

## German Turn 1

### Rally Phase:

Set up Germans. Hexrow HH is to the off-board side of hexrow A. All vehicles concealed, CE and in Motion:

4HH9: ?, Puma, CA:4B9  
4HH10: ?, Puma, CA:4A9  
4A11: ?, Puma, CA:4B9  
4A12: ?, Puma, CA:4B10

### Movement Phase:

Puma in 4HH10 moves

- a. 4A10 - 3
- b. 4B9 - 6
- c. 4B8 - 9
- d. 4C8 - 12
- e. 4C7 - 15
- f. 4C6 - 18
- g. 4C5 - 21
- h. 4D4, E4, F3 - 22.5 (CE movement along road is 0.5 MP each hex)
- i. VCA:4H3 - 23.5
- j. 4G4, H3, i3 - 25
- k. VCA:4J1 - 26



- l. 4i2, 4i1, 22i10, 22j9 - 28
- m. 22j8 - 31
- n. VCA:22i7 - 32

End in Motion with the 33rd MP considered to be expended in the last hex (D2.1).

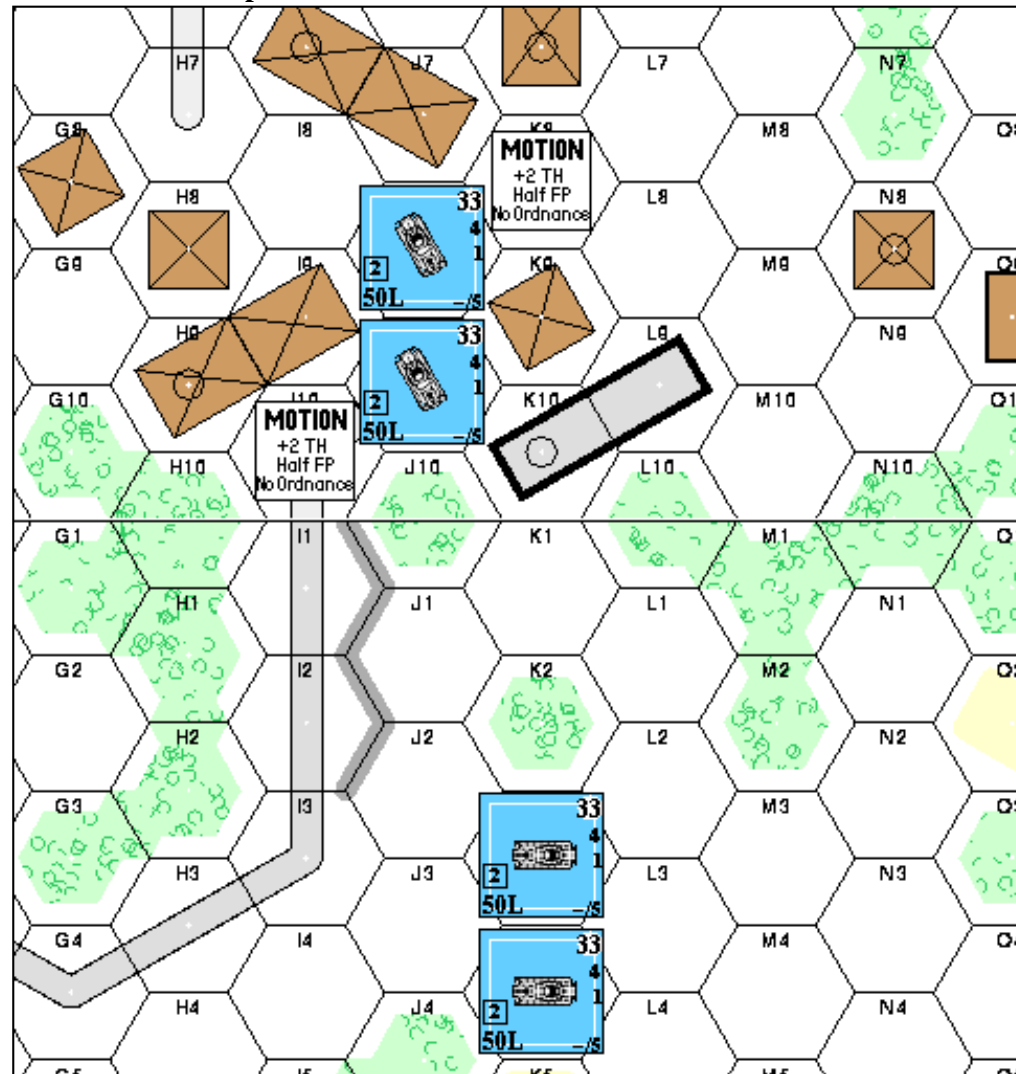
It's left as an exercise for the reader to move the three remaining Pumas to their final positions:

4HH9 -> 4K4: ?, Puma, CA:M4, stopped

4A11 -> 4K3: ?, Puma, CA:M3, stopped

4A12 -> 22J9: ?, Puma, CA:22i8, Motion

**Final positions of German AFV's at end of the G1 MPh:**





Apparently the Germans want to be able to respond to whatever the Russians do, whether it's a thrust onto board 4 or a strike across board 22. The Stopped vehicles in 4K3 and 4K4 don't have great LOS down the length of bd 4, but ending the turn in Motion only saves them 1/33 of their MP's and it's a lot easier to hit something when you're Stopped.

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**Skipping through phases that don't matter, we come to:**

## Russian Turn 2

### Movement Phase:

#### 1. Motion T-70 bypassing in 4EE4/EE3 moves

- a. DD3 - 2 MP (no need to expend a start MP since he was in Motion at the start of his move)
- b. CC4 - 3
- c. BB4 - 4
- d. AA5 - 5
- e. Z4 - 6
- f. Y4 - 7
- g. VCA:X2 - 8
- h. Y3, Y2 - 9 (he's CE, remember)
- i. VCA:W2 - 10
- j. X1, W2 - 11
- k. V1, U2 - 12
- l. T2, S2 - 13
- m. Stop - 14

The more astute/sleazy of you might wonder why the vehicle didn't save itself a VCA change MP by just firing outside of its VCA and spinning the VCA as a non-turreted vehicle would (C5.1). This would come in handy when you're negotiating road curves like in moves 1h and 1j above. *Nice thought, but it's illegal - see the end of D2.11.*

#### 2. Motion T-70 in 22EE5 moves

- a. You're good enough at this. Move him to EE6 and then along the road to 22Q10 (VCA:4P1) for 11 MP and we'll take it up from there.
- b. 4Q1 - 11.5
- c. BU, 4Q2, TCA:4O2 - 12.5
- d. stop - 13.5

Note the free TCA change when expending MP (D3.12). The tank simultaneously Buttoned Up, entered 4Q2, and changed its Turret Covered Arc to 4O2 (placing a BU

Turret counter on the vehicle, facing the proper direction). Tim Wilson taught me to say "**clank**" when Buttoning Up in FTF play.

**Buttoning Up** - When moving along a road to advance to contact with the enemy, staying CE is fine (unless there are Snipers about). Once you get into the thick of things, Buttoning Up is a good idea, although there are many exceptions and personal preferences about this. We've noted that the Pumas don't have much to fear from the Russian tank's MGs, so they're gonna stay CE. The Russians, indoctrinated against boldness and fearful of the Puma's 5 FP cmg, will stay BU here. Note that moving along a road while buttoned up costs one full MP, and that Buttoning Up/going CE is a kind of toggle switch - you can only BU/CE once in YOUR MPh and then once again in YOUR APh. You can't change your BU/CE status during your opponent's player turn. One of the reasons it's prudent to BU is that you don't want to be caught CE and get whacked in your opponent's AFPh. Also, a CE vehicle that Prep Fires will have to stay CE during the DFPh; it cannot BU until the APh. Being CE is risky, but some people like to take that risk and avoid the +1 To Hit DRM for being BU. Also note that you have to be CE to fire an AAMG (D1.83).

Why didn't the Puma in K3 first fire as soon as the T-70 came into view in Q2? Two reasons. First, the odds of a hit weren't real high. Checking the C3 To Hit table, we see that it takes a 10 to hit a vehicle at 0-6 hexes range. Checking the C5 Firer-Based To Hit DRM table, we see that there are no Firer-Based To Hit DRM's (not even for being BU, since the Puma is CE). But there are plenty of Target-Based To Hit DRM's on the C6 table:

+2 for case J since the T-70 is moving  
 +2 for case J2 since the T-70 spent only 1 MP in entering 4Q2  
 +1 for case P since the T-70 is a small target  
 +1 for case Q since the hedge gives a +1 TEM  
 +2 for case R since there are 2 hexes of Grain hindrance in the way.  
 The total DRM is +8, which makes a hit very unlikely when you need a final DR of 10.

The second reason the Puma didn't first fire is that he knew that the T-70 was nearly out of MPs when it entered 4Q2. With only 1.5 MP left out of its 14 MP allotment, the T-70 could not enter 4P2 or 4Q3 without risking Excessive Speed Breakdown (more on that later) and it would have to change VCA and expose its weaker side armor to enter 4R2. Since the most likely thing the T-70 was going to do was stop, the Puma held its first fire, waiting for a more juicy target. If none comes along, the Puma can still final fire on the T-70 in the DFPh, when the case J2 DRM won't be applicable (J2 is only applicable to First Fire).

Since we went into such detail about Motion attempts, it's good to note here that the Puma in K3 has seen a new enemy unit enter its LOS for 2 MP, so the Puma can now make a Motion attempt. It would have to make a dr of 2 or less to kick into Motion; if successful, it would acquire a Motion counter and could change its VCA to whatever it wished. It'll hold off here, though.

3. You can do this one yourself:

- a. 22FF4 -> 4Y2, CA:W2, Stopped

4. T-70 in 22FF3 moves

- a. Take him to 22R5, CE, Motion, VCA:Q4 for 13 MP
- A dilemma. He wants to get behind the wall in Q4 because he read something about being behind walls makes you Hull Down, which is supposed to be good. But it would take 15.5 MP to get to Q4 and stop. What to do? Go for Excessive Speed Breakdown (D2.5)! ESB is the way to get up to an extra 1/4 of your MP (FRD) for use in such tight situations as this. Good players seldom seem to need this, since they plan ahead and know exactly how many MPs they're gonna need to get where they're going. My tanks seem to ESB all the time, revving those engines far into the red zone :-)

ESB comes with a price, however. You must make an ESB DR < 12 in order to gain the number of extra MP's you desire. A Final DR > 11 means you become Immobilized in the hex you are in, which is a very bad thing indeed, considering that you really wanted to be just a hex or two further on. And Immobilization, unlike Bog, is permanent, and usually deadly.

Figuring he'll be lucky, the T-70 will plan on risking ESB.

- b. Q5 - 13.5
- c. ESB, ask for 1.5 extra MPs (15.5 - 14 = 1.5) ESB DR = 5,3 +1 (Russian manufactured vehicle) +1 (sought 1.5 extra MP's) = 10, OK, He now can use those 1.5 MP's any way he wants. Q4 - 14.5
- d. BU, Stop - 15.5

5. You can do this one yourself:

- a. 22FF3 -> 22S7, CA:Q7, Motion (this guy thinks he's the Mobile Reserve)

## Defensive Fire Phase

1. Having seen no better targets, the Puma in 4K3 will fire at the T-70 in 4Q2.

TH # = 10, TH DRM = +2 (case J) +1 (case P, small target) +1 (case Q, hedge) +2 (case R, 2 hexes grain hindrance) total DRM = +6; TH DR = 5,4 miss, -1 acquisition placed on tank in 4Q2.

I'm not going to go into Gun acquisition here. It's not one of my favorite subjects and I'd rather spend the time elsewhere.

2. Figuring the northern bridge to be a bust due to the strong Russian defense covering the 22O2 road, the Puma in 22j9 will exercise C3.22 and rotate his entire vehicle (turning as a Non- Turreted type vehicle) so that his Covered Arc is now 4i1. No Motion attempt is required; this has nothing to do with Motion. This is just rotating your vehicle's covered arc during your fire phase when the Gun is still eligible to fire without Intensive or Sustained Fire. It's a great way to get a free VCA change and get a head start on next turn's movement.

## Advancing Fire Phase

1. T-70 in 4Q2 returns fire at Puma in 4K3

TH # = 10 TH DRM = +4 (case C, ST-type turret Bounding Firing) +1 (case i, BU firer) +2 (case R, 2 hexes grain hindrance) total DRM = +7 TH DR = 3,2 miss, -1 acquisition placed on Puma in 4K3

2. T-70 in 22Q4 Area Acquires 22O2.

TH DR = 2,1, -1 acquisition (I always seem to roll great on worthless shots).

3. T-70 in 22S2 Area Acquires 22O2

TH DR = 3,4 -1 acquisition

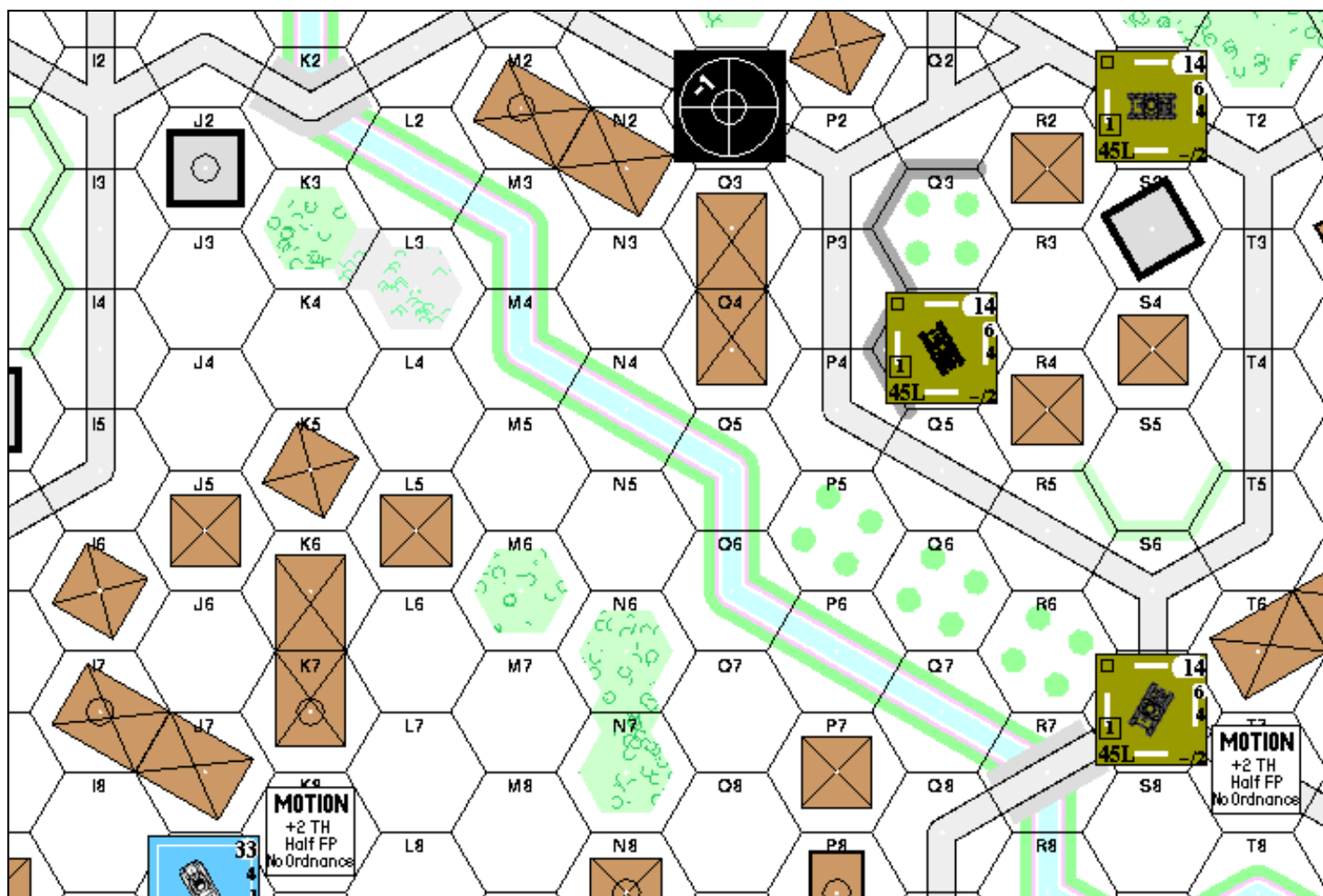
Whoops, no he doesn't! He's a CE 1-man turret, so can't fire his Gun! D'ohhh! Remove this acquisition counter.

4. Taking his clue from the Puma in 22J9, the T-70 in 22S7 will rotate his entire tank's CA to 22R8 in preparation for crossing the bridge and reinforcing the defenses on that side. He can do this even though he's in Motion; there's nothing preventing it.

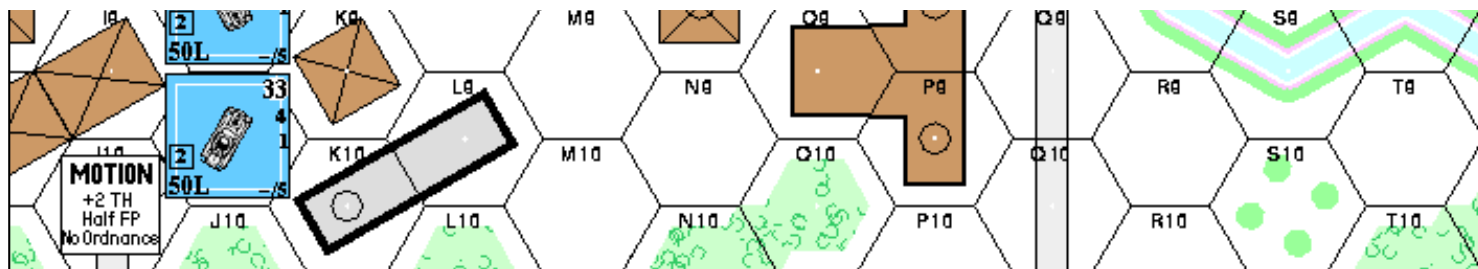
## Advance Phase

- all Russians Button Up if not already.

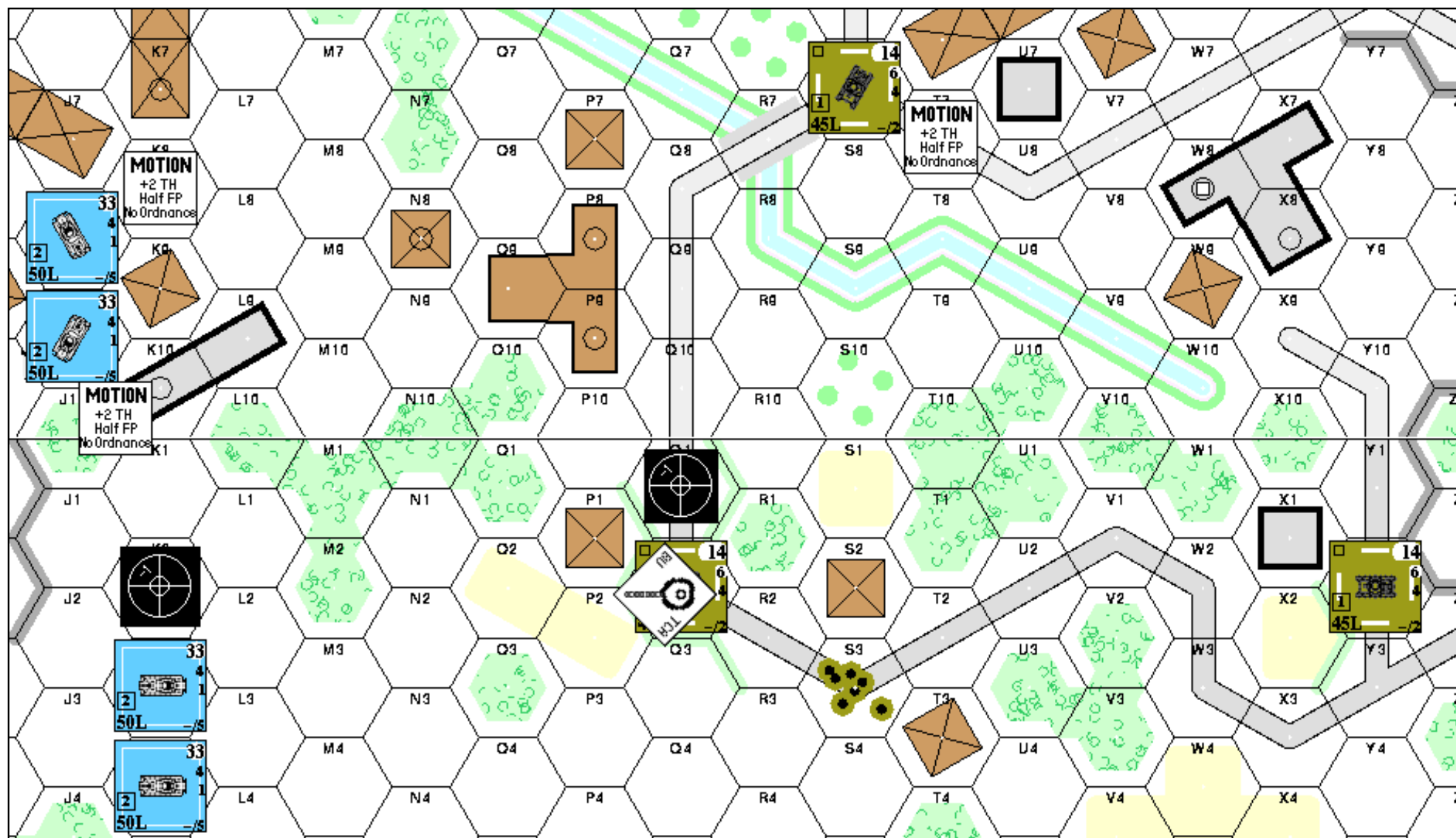
**Northern section of the map at the end of Russian turn 2:**







Southern section of the map at the end of Russian turn 2:





## German Turn 2

### Prep Fire Phase

1. Puma in 4K3 fires APCR at T-70 in Q2

To Hit # = 10 TH DRM = -1 (case N acquired target) +1 (case P small target) +1 (case Q hedge TEM) +2 (case R grain hindrances ) = +3; TH DR = 3,2 no APCR, no shot

Well hey, it was worth a shot. Now let's try regular ol' Armor Piercing. Same shot, same To Hit numbers.

TH DR = 2,3 turret hit, ROF, -2 acquisition

C3.9 covers location of vehicle hits; red die < white die is a turret hit. It pays to mind your VCA and TCA facings and keep your best armor facing the biggest threat if you can.

Basic To Kill # = 13 for 50L guns, from the C7.31 To Kill Table. Now we look at the C7.2 Basic To Kill # modifications to see if any apply. None do; we aren't close enough for the range modifications found below the C7.31 table to apply.

Final To Kill # = 13 - 6 (frontal armor) = 7 TK DR = 4,3 Shock. Get this result from the C7.7 AFV Destruction Table, a very handy table to know. The T-70 is in trouble; place a Shock counter on it and remove the -1 acquisition it had on the Puma.

Following the age-old tradition of kicking 'em while they're down, the Puma will fire again, using its Rate of Fire. The To Hit numbers are as before, with a -2 acquisition this time.

TH DR = 4,4 hull hit, no more ROF, still -2 acquisition; Final TK # = 7, as before. TK DR = 3,3 kill. Flip T-70 over to white wreck side.

A moment of silence, please.

Note that vehicles are inherently different than most infantry. When infantry breaks, it can usually rally and bounce back. Vehicles don't break, they die. Sure, sometimes you'll have an Immobilized or Shocked/Stunned vehicle that seems to have a second life or that can be useful in a less-than- 100% condition, but generally when you lose a tank, you're gonna have a hole in your line somewhere. Get used to the idea and plan ahead.

Now we roll for Crew Survival since the AFV didn't burn (D5.6). Since we don't want any inconvenient vehicle tank crews cluttering up our nice clean example, the Crew Survival DR will be 5,6, which is greater than the CS # printed on the back of the T-70, so the crew is gone.

### Movement Phase

## 1. Motion Puma in 22J8 moves

- a. Take him to 22O2, CA:Q2, still moving, for 14 MP. Not necessarily good tactics to go charging into the defense like this, but let's say this guy was emboldened by the results of Prep Fire.
- T-70 in 22Q4 fires. Why? Because he has acquisition on O2, but more importantly, the Puma will be Hull Down (D4.2) to Q4 if he is allowed to enter P2. Oh, and it'll be an APCR shot.

To Hit # = 10, TH DRM = +1 (BU firer) +4 (case J2) -1 (converting Area acquisition to 1/2" acquisition by C6.52) = +4 TH DR = 4,3 no APCR, no shot.

Try again with AP. TH DR = 4,2 hull hit, -2 acq

To Kill # = 10 - 4(armor) = 6 To Kill DR = 4,5 no effect

**But wait, there's more! You actually get to use those Collateral Attack rules from A.14! Oh Happy Day!**

Deep breath. You can handle this.

This was an attack that tried To Kill the vehicle but failed, so now we apply the To Kill DR above as a Specific Collateral Attack vs the CE crew, using the HE Equivalency of 45mm AP ammunition (C8.31). The CE crew suffers a 2 FP attack on the IFT, with a +2 DRM for being CE; the final DR of 9 has no effect.

Usually Collateral Attacks have no effect on the CE crew; if you rolled well enough to have an effect on the IFT, you usually rolled well enough in the first place to kill the tank. However, Riders don't get the CE DRM, so they can be hurt by Collateral Attacks. And for Guns that only have HE ammunition, the Collateral attack is sometimes their only hope of hurting a well-armored tank because the HE To Kill numbers are so low (C7.34 HE To Kill Table). [Don't discount the utility of Collateral Attacks, even if they're in the worst place in the ASLRB. I've won scenarios using it! - jds]

Taking this shot reminds the T-70 commander that he has a cmg too, so he'll fire that at the CE crew. 2(+2) DR = 5,1 no effect

The T-70 doesn't lose its -2 acquisition on the Puma since the cmg fired at the same target as the tank (C6.5).

- b. Puma continues to P1, bypass P2 - 20 MP (6 MP for an AC to bypass along open ground). The -2 acquisition from the shot above stays in O2, since that was the last Location the T-70 in Q4 had LOS to (C6.51).
- c. Puma continues to Q2 - 23
- T-70 in S2 fires using APCR  
TH # = 10, TH DRM = +1 (BU) +2 (case J) = +3 The -1 case L modifier for firing at 2 hex range doesn't apply if either the target or the firer is non-stopped or in Motion. TH DR = 4,2 hull hit, - 1 acquisition, this was the last round of APCR for this guy since the To Hit DR equaled the T- 70's APCR Depletion Number

To Kill # = 12 (45L APCR) +2 (45mm APCR firing at 2 hex range) -4 (armor) total = 10, To Kill DR = 5,6, aaarrgggghhh! Still, it's a Possible Shock (C7.41). The Puma takes an NTC to see if it's Shocked. Shock NTC DR = 3,1 OK. Sigh.

Again, the Puma's CE crew suffers a Specific Collateral Attack, but the To Kill DR above was too high to have any effect on the 2(+2) collateral attack.

Tank in S2 fires its cmg vs the Puma's crew 2(+2) DR = 2,2 PTC Can tank crews Pin? You betcha, see A7.82. PTC DR = 4,1 OK.

- T-70 in Q4 Intensive Fires

To Hit # = 10, To Hit DRM = +1(BU) +2 (case F, Intensive Fire) +3 (case J1) +1 (hindrance in Q3) = +7; To Hit DR = 6,4 malfunctions the Gun since Intensive Fire lowers the Gun's breakdown # by 2 (C5.6).

It's always hard to know when to Intensive Fire and when to hold off. The temptation is so strong, and yet the penalty is pretty harsh. In this case, the chances of getting a turret hit (remember hull hits are useless against hull down targets) were just 2/36, while the chances of mal'ing or breaking the Gun were 6/36, so taking this shot was ill-advised. Note that case J1 applied because the Puma went out of the T-70's LOS; when it came back into LOS, the number of MPs spent in LOS started counting over from zero.

- T-70 in S2 Intensive Fires, firing at the 2nd of the 3 MPs the Puma expended in entering Q2.

To Hit # = 10 To Hit DRM = +1 (BU) +2 (case F, Intensive Fire), -1 (acquisition) +2 (case J) = +4; To Hit DR = 4,1 hull hit, -2 acquisition

To Kill # = 10, +1 (45mm AP firing at 2 hex range) - 4 (armor) = 7 To Kill DR = 5,2 Immobilization

The Puma's crew must pass a TC to keep from scrambling out of their tank (D5.5). TC DR = 4,5 The Russian player smiles, thinking he's finally nailed that damn Puma crew which has survived so much. Then the smile turns to agony as the German player announces that his 9-1 armor leader is in that Puma, and the crew passes the TC. Ho ho ho. Fiendish laughter. What a cruel game.

The To Kill DR is used as the DR for the Specific Collateral attack as above, and a DR of 7 on a 2(+2) IFT shot has no effect.

Just because he can, the Puma will now fire at the T-70 in S2.

To Hit # = 10, To Hit DRM = +4 (case C) -1 (case L, 2 hex range) +1(small target) -1 (armor leader) = +3; TH DR = 5,2 hull hit, no acquisition allowed during Bounding Fire (C6.55)

To Kill # = 13 +1 (50mm AP firing at 2 hex range) - 6 (armor) = 8; To Kill DR = 6,4 no effect

Let's take a minute to look at the -1 armor leader here. Although this shot didn't kill the target, note how his -1 DRM brought the final To Hit DRM down from +4 to +3. The chances of a hit went from 42% to 58%; an improvement of 16% absolute or 38% relative. This is big. Armor Leaders are tremendously valuable because their To Hit modifiers often swing the bell curve of probability over to your favor. A -2 armor leader is worth at least one tank all by himself, and he should be treated as one of your biggest assets (or targets, if the enemy's got one). Heck, even a -1 armor leader is valuable. Note that you don't have to reveal the presence of an armor leader until you want to use his Leadership Modifier (generally to turn a miss into a hit on a To Hit roll). In this case, the German has already revealed the armor leader in passing the TC above, so he's free to announce the AL's -1 DRM on any shot, regardless of whether the DRM would turn a miss into a hit.

Note that the Immobilized Puma is no longer Non-Stopped, so his shot at the T-70 qualified for case L. Note too that although he is Immobilized, he can still spend MPs for "non-movement" purposes like changing TCA, (un)loading PRC, firing Smoke Dispensers, etc (D8.5). Since he doubts his chances of surviving through the upcoming Russian PFPh, the Puma will take an Intensive Fire shot at the T-70 in S2. However, you have to spend at least 1 MP between shots (D3.3 and C5.3), so he'll spend a Delay MP (D2.17) before taking the shot.

- d. Delay - 24

Intensive Fire shot vs S2 TH = 10 DRM = +4 (case C) -1 (case L, 2 hex range) +1 (small target) -1 (armor leader) +2 (intensive fire) = +5; TH DR = 5,3 miss, mark with No Fire counter

## 2. Puma in 4K4 moves

- a. Start and move to 22Q9, stopped, CA:R7, for 33 MP. Note that entering 4Q2 from 4R2 costs 2.5 MP because of the wreck (B3.42). (Actually, he could have gotten to the same final location and facing using only 28.5 MP. Can you see how?).

## 3. motion Puma in 22J9 moves

- a. move to 4R4 (CA:T4) for 31 MP, end in Motion

## Defensive Fire Phase

### 1. T-70 in 22S7 fires at Puma in 22Q9

TH = 10 DRM = +1 (BU) +2 (case J) +1 (bridge hindrance, if the LOS crosses the bridge depiction) = +4, PLUS the T-70 is in Motion, so we use case C4, which adds another +4 for case C *and* doubles the lower dr.

TH DR = 1,2. Double the lower dr to 2, then add the other dr of 2 and the +4 for case C and the +4 for the other cases for a final DR of 12, a miss.

Notice that even with a great To Hit DR, this was a miss because of the gnarly penalties for being in Motion. Motion firers (whether using Bounding Fire or Defensive First/Final Fire) generally aren't going to hit much. The doubling of the lower dr usually kills you; you pretty much need to roll a 1 or a 2 on that lower dr in order to have a chance to hit, because there are usually other positive To Hit DRMs that will add to the Case C4 penalty and make you miss.

Now, the picture isn't entirely bleak; Motion fire does have its times and places. Motion Fire can stand a reasonable chance with a good armor leader, or when you have a relatively clear shot at a stationary target (i.e., without the BU/case J/hindrance DRMs like what the T-70 had above), or when firing at a large/very large target, or when you have a Gyroscope. And it's especially good to spring it on an opponent who's not expecting it; the psychological value of taking out an enemy tank during your MPh is terrific. I just wanted to warn armor novices that Motion vehicles don't aim very well, a fact which has definite implications for their own self-protection, as we shall see.

The same T-70 fires its cmg at the CE Puma crew. CMG FP is halved because the firer is in Motion (D2.42). 1(+2); DR = 4,4 no

## Advancing Fire Phase

### 1. Puma in 22Q9 fires at T-70 in S7

TH = 10, DRM = +4 (case C) +2 (case J) +1 (small target) +1 (bridge hindrance) = +8; TH DR = 3,4 miss, -1 acq

**Northern section of the map at the end of German turn 2:**

http://home.comcast.net/~tomrepetti/xop/armxop/armxop.html (19 of 26)4/24/2008 3:40:19 AM



http://home.comcast.net/~tomrepetti/xop/armxop/armxop.html (20 of 26)4/24/2008 3:40:19 AM

## Rally Phase

1. T-70 in 22Q4 attempts to repair its malf'd MA dr= 6, uh oh, the gun is X'd out. As per D3.7, this guy is suddenly Recalled (D5.341). While trying to repair your malf'd Gun might seem obvious, you need to be careful of the possibility of rolling a 6 and being Recalled. Some AFV's are plenty valuable even without their Gun; the Puma could still use its 5 FP cmg or its smoke dispenser, for example. Don't mindlessly try to repair your Gun without thinking about this. A Recalled AFV is almost completely worthless.

## Prep Fire Phase

1. T-70 in 22S2 fires at Puma in 22Q2

TH # = 10, TH DRM = +1(BU) -2 (acquisition) -1 (2 hex range) = -2 TH DR = 4,3 hull hit To Kill# = 10 +1 (range) -4 (armor) = 7; To Kill DR = 2,1 Burning Wreck (B25.14, C7.7). Crew survival is NA (D5.6)

What this Puma did and what the T-70 did when it moved to 4Q2 on turn 2 are examples of what I call the "basic mode" of AFV tactics, or the "start-move- stop-fire" mode. In both cases, the attacker's AFV started its turn out of LOS of the enemy, moved up to LOS of the enemy, stopped, and figured it could start beating up on enemy tanks. This mode is what most novices do with AFV's, and it does have its place in the game, but notice how the game really favors the defender when the attacker goes this way. The attacker moves up into LOS and stops. If the defender has a worthwhile chance of killing the attacking AFV, he'll fire on it using First or Final Fire, usually gaining -1 acquisition. At short ranges where the To Hit # is 10, and without other To Hit modifiers, a BU defender final firing at a moving attacker will suffer only a +3 To Hit DRM, which still gives him a very respectable To Hit probability of 58%. If the defender's DFPh shot didn't kill the attacker outright, the attacker's AFPh shot is penalized by the case C Bounding Fire DRM, which is usually at least 2 DRM's worse than the case J DRM which the defender used when firing on the moving attacker. The attacker's return AFPh shot is usually not as good as the defender's DFPh shot, so the defender will probably still be alive when his next PFPh rolls around. The upcoming PFPh shot has a high probability to hit since nobody's moving and the ex-defender has -1 acquisition on the ex-attacker. So it's no wonder that there's a T-70 wreck in 4Q2 and a Puma wreck in 22Q2. You can't just waltz up to the enemy and give him the first two good shots. Not when the To Kill numbers are as high as they are in this scenario.

Note that as clarified in a Q&A, armor leaders are worth CVP just like infantry leaders. That 9-1 was worth 2 CVP in addition to the 2 CVP for losing the vehicle crew! yow.

## Movement Phase

1. Recalled T-70 in 22Q4 starts and scurries away toward the eastern board edge. The German will let him go.

2. Motion T-70 in 22S7 moves. This guy's pretty hosed; he's acquired by the Puma in Q9 and his VCA is such that he has to stay in the Puma's LOS no matter what he does with his first MP, which means the Puma's gonna get a First Fire shot off no matter what. This would be a great time for the T-70 to try to use a vehicular smoke discharger to at least hinder the Puma's shot by +2, but alas, the T-70 has no smoke discharger. He does have one last trick up his sleeve, however. One of the early rules in chapter F (the desert rules found in West of Alamein) allows CE vehicle crews to attempt to place 1/2" smoke counters just like infantry do. Although he's currently BU because he wanted to be able to fire his Main Armament from his 1-Man turret, he figures that throwing vehicle crew smoke is his best bet. [Note that if you don't have Chapter F, or you're not playing at that level, then the crew wouldn't be able to make the attempt. -jds]

- a. go CE, attempt to throw vehicle crew smoke (F.10) smoke attempt dr = 1, successful. Place 1/2" infantry smoke in 22S7.

However, the successful smoke attempt cost the T-70 1 MP (an unsuccessful attempt would not have cost any MP, and going CE doesn't cost any MP), which makes the tank vulnerable to defensive fire from the Puma in Q9. It will fire: To Hit = 10, TH DRM = +2 (case J) +1 (bridge TEM if the LOS crosses the bridge) -1 (acquisition) +1 (small target) +2 (smoke hindrance) = +5 To Hit DR = 2,3 turret hit, ROF To Kill # = 13 - 6 (armor) = 7; To Kill DR= 3,3 eliminates T-70 Crew survival DR = 5,5 nope

Well, the smoke was a good idea, at least...

The lesson here is that it's a pain to be caught in somebody's sights when you're in Motion. You generally don't have much of a chance of hitting your opponent, and he can Stop and acquire you and blast you at his leisure. When you're in the thick of the fight, you can defend yourself much better while stopped. If a big enemy tank comes into your LOS and threatens to blast you while you can't do much to penetrate his armor, you try to throw smoke (either with a vehicular smoke discharger or with AFV crew smoke) or you try to kick into Motion. If a beatable enemy tank comes into LOS, you can think about blasting it. Note that you could actually try all three options (smoke, Motion attempt, and firing your Gun) during the enemy MPh; the only restriction is that the smoke or Motion attempts must come before the Gun fires (D13.2).

Patrik Manlig noted that this T-70 should have made a Motion attempt during the German Turn 2 MPh when the Puma rolled into Q9. He could have foreseen how the Puma would have acquired him and could have easily made a Motion roll to turn his VCA in a favorable direction. There's nothing he could have done to get out of the Puma's LOS from Q9, but changing his VCA to 22R5 would at least have enabled him to enter 22S6 with his first MP, which would have given him an extra +1 To Hit hindrance from the orchard in 22R6. A small advantage, yes, but ASL, like football, is a game of inches.

### 3. T-70 in 4Y2 moves

- a. Start - 1
- b. X1, bypass X2 - 3
- c. W2, - 4
- d. V1 - 5
- e. U2 - 6
- f. T2 - 7
- g. CA:S1 - 8
- h. S2, bypass T1 - 10
- i. S1 - 11
- j. 22R10 - 12
- k. Q10 - 13
- l. stop - 14

Having shown you the basic mode of AFV operations, let's show you the advanced mode, or the "start-move-stop-bounding fire-start-move-stop" mode. This is where your AFV tries to kill an enemy vehicle using Bounding Fire. Failing that, making the enemy vehicle kick into Motion is often just as good a result. This is the stuff you use when confronting the infamous problem of how to kill a Panther with 4 Shermans.

Basically, you run up close to an enemy vehicle from out of his covered arc and threaten to kill him with a close-range Bounding Fire shot. I noted above how chancy Bounding Fire is, but if you stop adjacent to your target, you qualify for the -2 DRM for Point Blank Fire, which greatly helps you. For example, at this point the T-70 above has a To Hit # of 10 with To Hit DRMs of +4 (case C) +1 (BU firer) -2 (point blank fire). The Final To Hit DRM of +3 yields a 58% chance of a hit, and the Puma's weak side armor won't do much to stop that 45mm shell.

Once you move up close and stop, the enemy tank will have to respond to your threat. As noted above, the Puma could greatly help himself by popping sD smoke or throwing vehicle crew smoke or even kicking into Motion (which would be automatic since the T-70 came into LOS and spent 6 MP), all of which would add a +2 DRM to the T-70's To Hit DR. And the successful Motion attempt would make the -2 Point Blank Fire DRM Not Applicable as well. HOWEVER, the Puma has already fired (and lost ROF), so it can't pop smoke or kick into Motion. Bummer.

This kind of AFV attack mode works best when the opposing enemy tank is already encumbered by a First Fire counter or a restricted covered arc of some kind. If it's not, it retains a lot of options when you make a rush at it. This is why it generally takes at least 3 Shermans to swarm a Panther - the first few Shermans will fail or die, but they soak up the Panther's defensive fire options in the process, making it more vulnerable to the 3rd, 4th, or 5th Shermans to come along.

OK. Returning to our example. With no Smoke or Motion possibilities, the Puma in Q9 will try to Intensive Fire his Gun at the T-70 in Q10, rotating just his turret in the process so that its covered arc points toward 22R10. However, the T-70 can declare a Gun Duel (C2.2401) and try to beat the Puma's shot. Basically this means the two AFVs compare Firer-Based and Acquisition To Hit DRMs and whoever has the lower DRM gets to shoot first. If the two DRMs are equal, both AFVs fire and the lower To Hit DR is assumed to happen first.

Note that the T-70 would not have even thought of making this move if he wasn't sure he'd win the Gun Duel; what's the point of letting the other guy shoot first? So before he did his move, he counted up the Firer-Based and Acquisition DRM's and made SURE he'd get the first shot off. In fact, once the T-70's intentions became clear, the Puma commander also could figure out who would win the Gun Duel, which would have affected his decision on whether to fire or pop smoke or kick into Motion if he had any other options left besides firing.

OK, so the T-70 pulls up and pauses, waiting for defensive fire to be declared. The Puma commander sighs and declares his Intensive Fire shot, rotating his TCA to 22R10 (rotating the entire vehicle as a NT-type vehicle so that the VCA and TCA both point to 22R10 would present the best armor to the Russian, but would increase the German's case A DRM to +4 (+3 NT 1st spine, +1 for second spine of turn) something he doesn't feel like doing). The T-70 commander declares a Gun Duel and they add up the Firer- Based and Acquisition DRM's (only):

**Puma:** +3 (case A, ST turret turning 2 hexspines) +2 (Intensive Fire) = **+5**

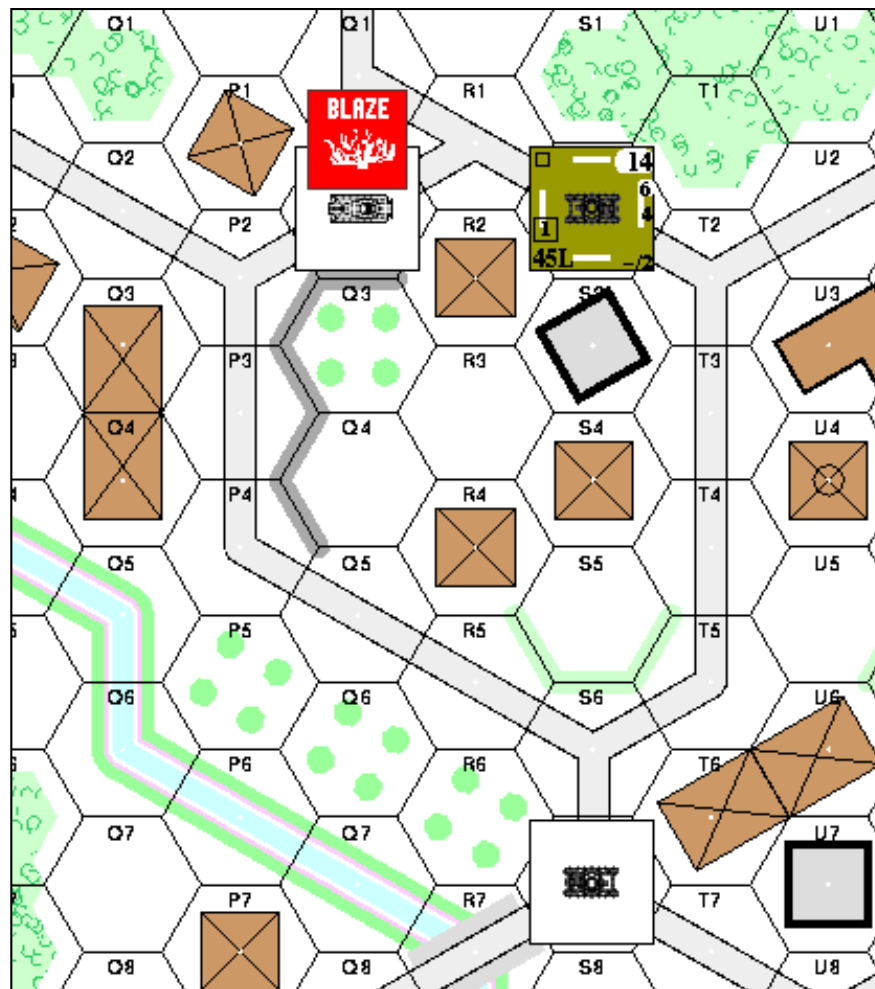
**T-70:** +4 (case C) +1 (BU firer) -2 (armor leader) = **+3**

Oh yes baby, that Russian 10-2 armor leader sure came in handy this time. Imagine the look on the German player's face when the Russian announced the presence of his armor leader. A priceless moment! The T-70 wins the Gun Duel and gets to shoot first.

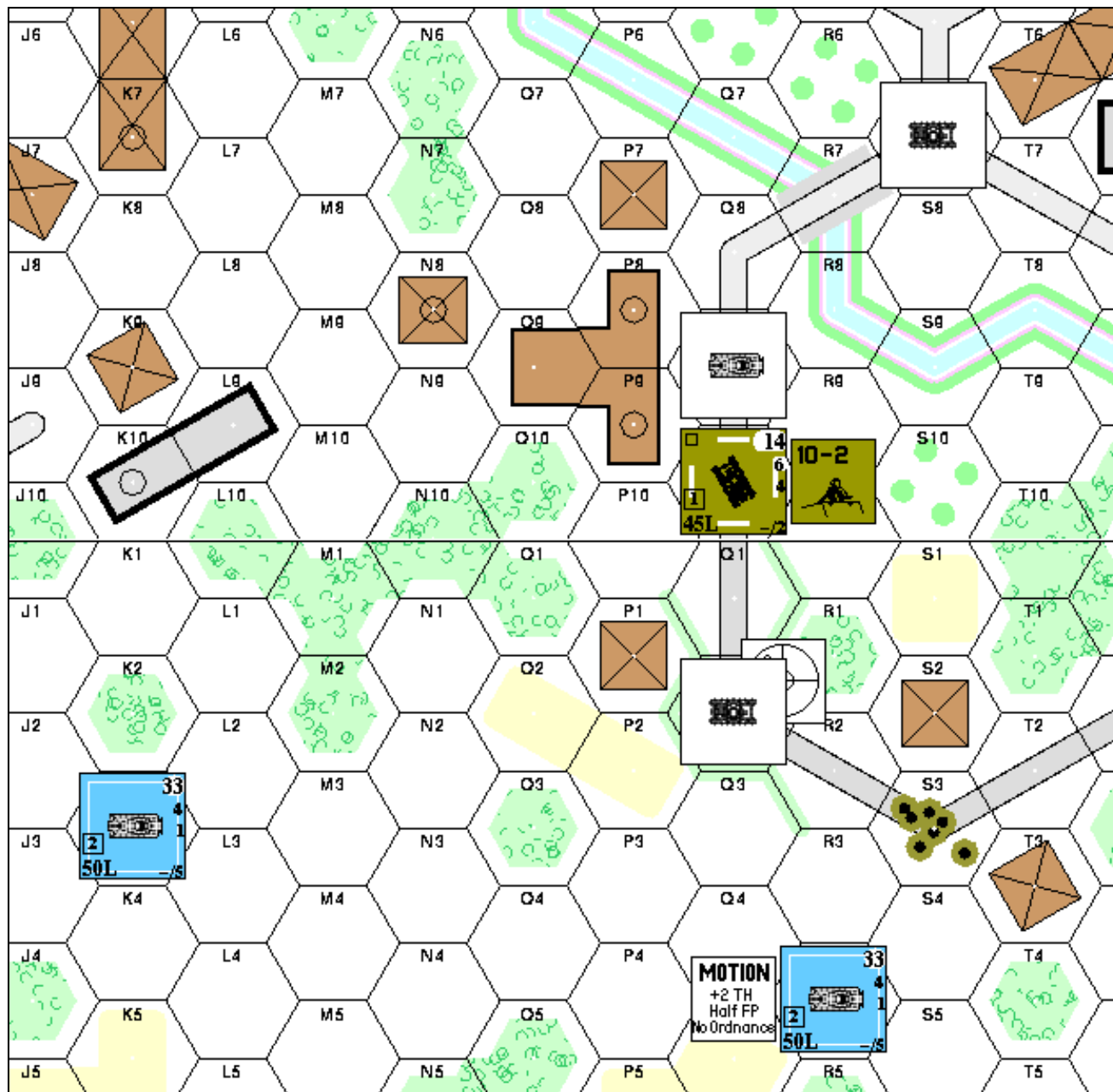
To Hit = 10, To Hit DRM = +4 (case C) +1 (BU firer) -2 (armor leader) -2 (point blank) = +1; To Hit DR = 1,4 turret hit To Kill # = 10 +1 (range) - 1 (armor) = 10. Note that the Puma's side armor factor is used since it lost the Gun Duel and its TCA won't be rotated until after the T-70 gets off its shot. To Kill DR = 5,3 kill; Crew Survival DR = 5,6 no

And that's the power and beauty of the "start-move-stop-bounding fire-start- move-stop" mode. You get to nail somebody *during your MPh* and if you have any MP left, you can start up and move away to a safer location. It's glorious. I highly recommend it to you and all your friends. It doesn't always work, of course, and sometimes you're better off just standing back and plunking away using the basic mode of operation, but it's definitely something you need to be aware of. Maybe you won't be doing this advanced mode stuff right away, but eventually you'll feel comfortable enough with Bounding Fire and the To Hit DRM tables that you'll want to give this a try. Quite likely, your interest will be driven by the fact that somebody used it on YOU and you want to know how to get even. Such is the ASL Way.

### Northern portion of the map at the end of Russian turn 3:



**Southern portion of the map at the end of Russian turn 3:**



Well boys, that's pretty much a core-dump of my brain's AFV tactics. We didn't get to use everything I wanted to talk about, but we did get a lot in. Thanks to those who have pointed out errors and omissions in these posts.

Put it in gear, boys, and let it roll!



## What's Going On Here?

This is the Fighting Withdrawal Example of Play (XOP). The Basic Infantry Example of Play has always been much-appreciated by ASL Newbies, so I figured it was time to lay off the advanced subjects like Night and PTO and get back to basics. Since Fighting Withdrawal is the first scenario in Beyond Valor, it's often the first scenario a new ASL'er will play, so FW seemed like a good scenario to choose.

This XOP will be unlike the others in that it'll be more like an extended Series Replay. We'll go into the strategies for both sides, then do the setups and have at it for a few player turns. We'll try to explain the how's and why's of what we did and didn't do, how we feel about what's happening on the board, etc. This "peeking into our brains" is something that hardcopy Series Replays don't have the space to accommodate, but on the Net, we've got all the room in the world.

I say "we" because this time out I'll be joined by John Slotwinski, erstwhile Maryland grognard-wanna-be and winner of the 1998 Winter Offensive tournament. John's not up there in the pantheon of Great ASL Players, but then again neither am I, and he's at least got a major tourney win under his belt while I got approximately Bupkus.

Like I said, instead of the hand-holding that you get in your normal XOP, this time John and I are going tooth-and-nail. We're gonna make mistakes and do things badly, but not by choice - we're both gonna be trying to WIN, baby. Along the way, you'll probably pick up a lot of foul language and of bad sportsmanship, for which we apologize in advance.

As with previous XOP's, we greatly appreciate feedback, both to correct outright mistakes and to suggest improvements. So please, speak up if you see a mistake or something that can be improved or commented on. Particularly if you see some good tactical advice that should be passed on. Send feedback to me at [tqr@mindspring.com](mailto:tqr@mindspring.com) or John at [jslotwinsk@aol.com](mailto:jslotwinsk@aol.com)

Click Here to download a PDF version of this document (complete with the board graphics) suitable for hardcopy reading offline. If clicking just brings up the PDF file in your browser's window, hit the STOP button and try option-clicking to download to a file.

Thanks, and enjoy!

Tom Repetti  
John Slotwinski

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To kick this off, it might help to read something I posted to the ASL list a while back, titled:

## How Do I Start?

Slumming around the VASL scenario rooms, I've run across a few newbies who expressed something I had forgotten about: Fear and Loathing in the Setup. You just don't know where to start. That's OK, it's fully understandable. There's just too much stuff floating around in your head for you to make sense of it all. To help you out, here are The Things To Do, in roughly chronological order of importance:

- **Understand the Victory Conditions.** Gotta know what you're doing here. Note not only what you have to do, but what you don't have to do - you may have to take a certain building but the VC's may say nothing about how many Casualty Victory Points you're allowed to lose. Can the game end immediately upon some condition being met, or is victory determined at the end of the last turn?
- **Understand the Scenario Special Rules.** Most SSR's are pretty straightforward; some alter the game in significant ways.
- **Check the Terrain.** What month is it? Is Grain in season? Are Orchards? Is that Stream Dry, Shallow, or what?
- **Check the Environmental Conditions.** How's the Deep Snow gonna affect my infantry and vehicular movement? Is Smoke NA by virtue of Heavy Winds, Mud, Rain, or some other reason? Is already Raining or Snowing, or is it likely to start during the scenario? How's that going to affect my attack or defense? Is there any Wind which will cause Dispersed Smoke and affect how we place Infantry Smoke Grenades?
- **Understand the OB Schedules.** Where is my setup area? Where is my opponent's? Where is he coming in from offboard, and on what turn?

The above 5 items are pretty much the things that you want both sides to understand, and it really pays off to spend a minute before anybody sets up and just go over them together. "So I set up here and you come in from there and you gotta take that building. Grain's in season and so are Orchards; this SSR makes all buildings stone. The Mud means you can't fire smoke. Oh, and you get those reinforcements on turn 4." Simple, quick, and can save you both a big headache later. It's so grievous to spend hours at a scenario only to discover somebody's made a fatal error in his understanding of what's going on.

There are some items below that a real gentleman might want to share with his opponent; where you draw the line depends on how friendly the game is, who's involved, etc.

- **Read the Chapter H Notes on all your guns and vehicles.** Many scenarios need you to recognize what you have in terms of Special Ammo like HEAT, APCR, Smoke, etc. Most of the info you can get by turning over the counter, but some gems are hidden in chapter H. "Hey wow, this halftrack comes with an inherent HS passenger and a PSK!" Don't forget to read about your opponent's guns and vehicles too.

Note that you haven't set up a single unit yet, and you're not going to until you....

- **Grok The Essence.** The Victory Conditions are the "What", this section is the "How". Here's where you think about what tactics will and won't work in this situation. This is the part that comes with experience. Grognards simply have seen many game situations before, and it's easy for them to get a feel for what's probably going to happen in this scenario because they've seen other, similar, scenarios. They're not necessarily smarter than you; they've just seen more than you have.

As a newbie, don't dump on yourself just cuz you don't know what to think at this stage. Accept that there's a learning curve to be trodden and that you'll probably rack up a bunch of L's while

you trod. On a positive note, you'll hopefully have a ton of fun along the way.

You won't go badly wrong if you think about what you've got a lot of and what you don't have a lot of. Use what you've got. Being subtle is nice, but as Carl Fago (a Smart Guy) said, "Subtlety is overrated." You got a 9-2, an HMG, and a Level 2 Location with a nice wide view of the map? Hey, it's a no-brainer, baby! Are you badly outmatched in firepower? Then look for Skulking positions for your defenders. Got some of them nice 60mm MTR's with s7 on the back? Then plan on using Smoke to cover your advance. Got diddly-squat for Support Weapons but 18 447's? Start thinking Human Wave or the Massed Amoeba Attack style (where you've got a giant blob of MMC's, 1 per hex, gallumphing across the board as a single gigantic multihex firepower).

And don't forget to think about what your opponent's got as well. Try to figure out what part of his OB he'll be maximizing, and think about how you're going to respond to that. Basically, how are you going to minimize his advantages? If your opponent has tons of armor, you need to figure he'll be looking for OVR and Bounding MG Fire opportunities against your hapless infantrymen. If he's got 150mm OBA, you need to plan on spreading out your defense, and don't forget the possibility of his using Harassing Fire. Take Cover, boys!

It's a very rich game and the best scenarios offer both sides a good amount of tactical options. As you play more, you'll add more and more tricks to your Bag of Tricks.

At some point during the Grok Phase, you'll start putting counters on the map. Don't look now Bubba, but you've Started. And it wasn't that awful.

As an exercise, why don't you take the Fighting Withdrawal scenario card and go through steps 1-5 above. Then compare your notes with what we see are the salient points here.

- The VC's say that the Finns have to exit more VP than the Russians. Doing some difficult math, we note that 11 is more than 10, but 1 is also more than 0. This game could be an all-out dash for the exit or it could be a Stand-And-Hold proposition.
- It's September, so Orchards [B14.2] and Grain [B15.6] are in season.
- It's before October 1942, so the Russian can use a Commissar [A25.22].
- Russians have to set up between hexrows V and AA. He can set up two squads HIP if he wants, anywhere on the board (SSR 4).
- There are Blazes in U6 and G2 that are probably going to spread as the game continues, aided by the Dry EC and the Mild Breeze blowing to the East. The Blazes and the attendant Smoke are really gonna affect what the board looks like. It's gonna take longer to move through the Smoke since it costs an extra MF [A24.7] and it's gonna be harder to fire through because of the attendant +2/+3 Hindrance DRM [A24.2]. Also, since infantry can't enter Blaze hexes [B25.4], the Blazes will have a channeling effect on the attack - particularly those that develop from the G2 Blaze in the several turns that will pass before the game reaches that part of the board.
- The Russians are encumbered by Ammunition Shortage [A19.131], which means they can't lay Firelanes since their

MG's aren't Good Order [see the definition of "Good Order" in the Index]

OK, that's the basics. Now a word from Herr Slotwinski:

One thing that Tom didn't mention above: The Picking the Scenario Phase. In this case we've picked FW because every ASL player in the world gets it in Beyond Valor, and as such it receives an extraordinary amount of play. I also think that it is a good scenario for a beginner because it doesn't use vehicles or OBA or anything else funky. It is plain vanilla infantry ASL. Tuomo thinks that it is not a good choice for a beginner because it requires unusual tactics, like attacking without the benefit of smoke, and defending without the benefit of firelanes while performing the difficult-to-execute-correctly fighting withdrawal. Shrug. Not agreeing is one of the wonderful things about ASL! What will influence your decision in choosing a scenario to play? Well if it has rules you aren't comfortable with, like vehicles or OBA or Japanese, you probably won't play it. If it has SWs that are cool, like flame-throwers, you might be turned on! Victory conditions might also affect your decision. Some people can't stand the exit-VP scenarios, while others gush over casualty VP scenarios or whoever-controls-the-most-four-hex-wooden-buildings-wins scenarios. Some people are also keen on certain scenario genres, like early-war France 1940 scenarios, or late-war heavy metal scenarios. Different strokes for different folks.

Another factor in your choice might be scenario balance. Ahhh, scenario balance. True scenario balance is ASL Nirvana; a desired goal, but something that often remains out of reach. One great thing about scenario balance is that more often than not you won't find universal agreement on a particular scenario balance (there are exceptions of course.) When your opponent offers to give you the 'favored' side WITH the balance make sure you check him for a dorsal fin. If you're playing for fun, and are just looking for a fun game, then balance is not that important. If you play to win, or are in a tournament situation, balance might be more important.

How do you assess scenario balance, especially for a scenario you've never played? With some experience you might be able to look at a scenario card and get a rough idea of its balance. (Six partisan squads without SW against 10 Panthers?!?!?) But even experienced grognards will often disagree on a particular scenario's balance, even after playing it. One thing you can do is check the Internet Record or ROAR, to see what the documented record for a particular scenario is. These tools should be used for what they are however, not the final word on a scenario, but an indication of how much play it receives, and what the balance might be. Unknown factors like balance provisions, relative expertise of opponents, and unreported games can skew the records. So use these tools, but with a grain of salt or two. In my opinion playing a fun match against a good guy is more important than winning and/or balance.

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OK, now it's time to Grok the Essence.

## Russian Perspective - Tom Repetti

I have played Fighting Withdrawal twice before, and I've heard much discussion about it on the ASL Mailing List, so I've got some semi-experienced ideas about the scenario. Sneaking a peek

at what John's doing for the Finnish Perspective, I see that he's listing Strengths and Weaknesses, so I might as well do that too.

**Russian Strengths:** Commissar, Time/Space, HIP units, Sniper.

Since this scenario occurs before November 1942, the Russians can exchange one of the leaders in their OB for a Commissar [A25.22]. Commissars are lovely, especially on defense. I'll be able to have my broken squads rout back to Com. Denisova and she'll stand a good chance of rallying them in the next Rally Phase since Commissars ignore DM and raise the morale level (even broken morale) of units stacked with them by 1 [A25.221]. Very frustrating for the Finnish player to execute a nice attack, only to have Russian defenders self-break, rout back to the Commissar, rally next turn, and take up new defensive positions 3 hexes down the board.

Time and Space are Russian allies here because the Finns have a long way to go and not many turns to get there. Also, defending a 10-hex-wide corridor is relatively easy for this many squads. Heck, even broken Russian MMC's can channel the attack because the Finns can't enter the brokies' Locations [A4.14]. This is known as "blocking with your body"; we'll see it often here. Throw in the channeling effect of the Terrain Blazes and Smoke and there's really not a lot of room out there for the Finns to attack through. Often two or three Russian 447's will be enough to man the front lines while the rest of the Russians cover the flanks from positions in the rear.

I love HIP units, and the Russians get 2 of 'em. HIP units are a great way to keep your opponent off-balance; some opponents will become overly cautious for fear of running into your HIP trap. At the same time, HIP units provide you with a friendly morale boost as you dream of them getting those wonderful Point Blank shots with the -2 FFM/FFMO DRM's.

A Sniper Activation Number of 7 would normally be huge in most scenarios, but it may not play such a huge role here because the Russians are going to be spending a lot of time falling back instead of firing at the Finns. Since the Finns won't be rolling Morale/Task Checks very often, they won't have a chance to activate the Russian Sniper. But hey, we'll take a SAN of 7 anyway :-)

**Russian Weaknesses:** Ammo Shortage, Outgunned, Balance

The Ammo Shortage is the biggest problem here, because it means that the Russian Machine Guns can't lay Firelanes since they're not Good Order [A9.22]. Firelanes are naturals in city fights like this because you can throw out a line of fire and dare the other guy to cross it. Sure, they won't stop an aggressive attacker, but every residual FP attack is worth its weight in gold.

Although the Russian defenders aren't hugely outnumbered here, they definitely are outgunned; the Finns can throw out ~120 FP (counting MG firepower extra to account for ROF) while the Russians can only field ~65 FP. When you factor in the spread-out nature of the Russian defense, it becomes clear that the Russians won't be putting most of the bullets in the air. Look for me to lay as much Residual FP as I can in order to get as many cheap and free fire attacks as possible.

The last weakness is Balance because it's so difficult to execute a Fighting Withdrawal over the course of 7 turns. More on that later.

## Russian Strategy

First off, I'm not gonna try to stop the Finns cold. They simply have too much firepower and morale advantage for me to go toe-to-toe with them around the Y hexrow. We'd spend about 2 game turns Prep and Defensive Firing at each other, and by the end of it, I'd have a ton of broken units and he'd be able to squirt a few squads through my lines and on to the exit for an easy win. TAKE A HINT - the scenario is called "Fighting Withdrawal", not "Stand and Die".

OK, so I want to execute a Fighting Withdrawal, which is a tough thing to do. Some of my units will be standing and defending while others will be running back to the next defensive line. It's hard to balance just who's standing and who's running, but that's why ASL is so fun.

Since I'm going to be doing some Running Away, I've gotta watch out for John's Finns interdicting me - keeping my defenders from being able to fall back the way they'd like. There's a lot of open ground out there, and John would love to hit me while I fall back, either with an MMG firing from an upper building level or a lousy stinkin' halfsquad who managed to slip through the Russian lines. Therefore, I've got to think a turn or two in advance about where I want my units to run to, and I've got to keep myself between John's Finns and the exit line. If I let them slip behind me in force, I'll find myself unable to run and unable to hide from the beefy Finnish firepower.

As mentioned above, my Commissar will play a central role in the defense, anchoring one side or the other while keeping a fresh supply of bodies flowing to the front line. I've gotta protect Denisova and keep her in the game for as long as I can. (By the way, Denisova really was a woman.)

## Finnish Perspective - John Slotwinski

My experiences with FW is limited to some solo playings, but with some good pre-game planning and thought we can overcome that limitation. I think that this particular scenario is perfect for the ASL newbie since it is an interesting tactical situation with infantry only. Fundamental and fun. Someone knew what he was doing when he designated this scenario ASL 1.

Note from Tom: I'll agree that it's nice that ASL 1 is infantry-only, but I actually think FW wasn't the best choice Avalon Hill could have made for the first scenario that most people will play. IMO, the Finns need to push, push, push up the board, almost regardless of losses, which certainly isn't in line with Standard Good ASL Play. They also have no Smoke-making ability at all, which doesn't give the new player an introduction to this most important part of the game. On the Russian side, it's unfortunate that they can't use Firelanes because of the Ammo Shortage - Firelanes are a hugely important ASL tool (especially in a city fight like this) and it's too bad the defenders here can't use 'em. Also, executing a Fighting Withdrawal is rather difficult, even for experienced players.

Before developing a scenario setup and/or strategy I always try to assess my side's strengths and weaknesses. Making the most of your strengths while minimizing your weaknesses goes a long way to increasing your chances for victory.

**Finnish Strengths:** Morale, Assault Fire, Finnish Characteristics

These Finnish 648s are excellent attackers with '8' morale, assault fire, and their inherent nationalistic characteristics [A25.7]. Their high morale is important in this scenario because we need to move fast and will often be required to cross open ground without the benefit of smoke. And assault fire is wonderful on the attack! Make sure you review A7.36 and understand how to calculate assault fire benefits correctly. In summary you do all of the halving and doubling of your FP first, and then add 1 FP and round up.

Some examples, using our assault-fire-capable Finnish 648s, firing during the advancing fire phase:

**EX1:** A Finnish 648 at two-hex range:  $6$  (halved for advancing fire)  $= 3 + 1$  assault fire bonus  $= 4$ , round up to 4, so we use the 4 FP column on the IFT.

**EX2:** A pinned Finnish 648 at two-hex range:  $6$  (halved for advancing fire, halved again for pin)  $= 1.5 + 1$  assault fire bonus  $= 2.5$ , round up to 3, so use the 2 FP column on the IFT.

**EX3:** A Finnish 648 at point-blank range:  $6$  (halved for advancing, doubled for PBF)  $= 6 + 1$  assault fire bonus  $= 7$ , so we use the 6 FP column. Note that an American 747 would use the 8 FP column in this case!

**EX4:** A Finnish 648 at point-blank range using spraying fire:  $6$  (halved for advancing fire, halved for spraying fire, doubled for PBF)  $= 3 + 1$  assault fire bonus  $= 4$  round up to 4, so use the 4 FP column on the IFT.

**EX5:** A Finnish 648 at 5 hexes (long range):  $6$  (halved for advancing fire, halved for long range)  $= 1.5$  so use the 1 FP column on the IFT. Note that in this case AF benefits do not apply, since they are NA at long range. Also, AF does not apply to units which are marked for Opp Fire.

So with our 6 FP assault firing Finns we'll normally use the 4 FP column for advancing fire in the 2 - 4 hex range, and 7 FP at point-blank range. That means when using assault fire these Finns have roughly the same firepower that the enemy Russian 447s have during Prep Fire!

Finally, being Finnish means you have some additional benefits that other nationalities don't, namely self-rallying, self-deploying (requires 1TC), and no cowering [A25.7] Being stealthy is also a good thing, and will come in handy if ambush drs are required. Always a good idea to read up on those unique nationality characteristics for your OB before you play a scenario, just like checking chapter H for vehicle notes.

**Finnish Weaknesses:** No smoke, VCs, numbers

Smoke is good. Always remember to use smoke, especially while attacking. Almost every OB in ASL has some kind of smoke at their disposal. Except for this one! No smoke for these Finns, so attacking across the open roads of board 21 is a lot more dangerous.

The victory conditions (VCs) are also tough and require us to traverse about 29 hexes of board in 7 turns, or roughly 4.1 hexes per turn. Now, if there were no enemy units on board that wouldn't be a problem but those Russians are not going to let us run down the board without opposition. And those Finns

which break will often be routing in the wrong direction before taking a rally-time-out, further slowing down progress.

Finally, our 16 Finn squads have to face roughly the same number of Russian squads (14), which doesn't bode well for the attacker.

## Finnish Strategy

Keeping our strengths and weaknesses in mind, along with our understanding of the VCs, we can develop a basic attacking strategy before we even see our opponent's defense. In brief we need to move move move, trying to keep on schedule to exit the board. Prep fire will be rare, and we'll try to use advancing fire and defensive fire phases to hammer the Russian withdrawal. Depending on the defense, I might setup a squad/MMG in an overwatch position to opportunity-fire during my turns. Keeping with my strict timetable, I will avoid close combats whenever my odds are less than 2:1. I don't want to be tied up in a melee that might last several turns. Also, my high morale doesn't mean squat when I'm in CC. Keeping in mind the exit VP requirement I won't forget to take enemy units prisoner (since prisoners count double for exit VP, A20.1 and Q&A from the 89, 95W, and 96 Annuals), and as such I will be extremely hesitant to declare No Quarter (since NQ makes it harder to capture prisoners - instead of docilely surrendering, they'll Low Crawl to avoid capture, A20.3).

Like I said above, no smoke is a bad thing. So I'll try to give my opponent as many 1/2 FP shots as possible. This means dashing, and/or maintaining concealment whenever feasible. This would normally include assault moving in non-Open Ground hexes to maintain concealment, but with my time constraint I won't have the luxury of assault moving very often.

Another issue is Deployment. To deploy or not to deploy? And how much do you deploy? This issue is too large to cover completely, but I will briefly describe my perspective. (See the Defeat in Java Crossfire article in the 1995 ASL Annual for further discussion on this issue.) I like to deploy, especially on the attack. I tend to use my HSs aggressively as scouts and to restrict SFF from enemy units. I also use them to enter enemy concealed unit locations to strip concealment. Many people do not feel that HSs are worth firing at. These same people can suddenly find their defensive position compromised as two or three HSs find their way into the backfield, cutting off rout paths and causing general grief. There are other benefits as well. A KIA against a HS only eliminates a HS, but completely wipes out a squad. Deployment also means more targets for your opponent to fire against, and thus more decisions for him to make. This is especially effective when your HS quality is comparable to your enemy squad quality. An example of this is German 467 squads versus Partisan 337s. Deploy those Germans to increase your numbers, and you find that your HSs (247s) are roughly the equal of the Partisan squads (337s.) As the Finns, it is also easier to Deploy and Recombine, since you don't need a leader to do so.

Of course, as with most things there are some disadvantages with deployment. HS's do not have assault fire or smoke grenade capability (which our Finns don't have in this case anyway.) They also suffer from lower broken side morale than their full squad counterparts. Finally, in the grand scope of things you often give up some overall firepower when you deploy (i.e. a 648 has 6 FP while its two 248 HS's total only 4 FP.)

There's a final subtle point to be made. Sometimes it also pays to know your opponent. If you've played the same guy over and over again you probably have a good idea of his tendencies, and can design your attack or defense to take advantage of that. In a tournament situation or against a new opponent you can't always do this. In this case I've played Tom twice via e-mail, but that's not enough to pick up on any consistent tendencies. So no advantage to be gained in this case, but keep it in mind the next time you sit down to play your regular FTF opponent.

Note from Tom - IMO, you can pick up a lot from just one or two playings against an opponent. From even the two small games I've played against John, I know that he's Fully Aware of what he's doing. I'm gonna have to bring my "A Game" if I want to win - John's not likely to screw something up and hand me a victory.

## Russian Setup - Tom

I'm gonna walk you through my thought process on how to do this setup. It won't apply to every scenario, it may not even work in this one, but at least you as a newbie will be able to see how a more experienced player organizes his thoughts about setting up a defense. Let me stress this here - this is NOT The Best Way to do this scenario. Plenty of Smart Reasonable People would set up the defense in a different way, a way that they're comfortable with. Hell, this isn't the same setup I'd have done last year or even last week. That's what makes the ASL world go round.

OK. Take out 14 447's and all the accompanying SMC's and SW. Hmm...

Are there funky things I should do to my OB, like:

**Do I need to worry about Halfsquads, ie, should I Deploy some of my squads?** No, these are Russians, so they can't Deploy unless they're Guarding Prisoners or some other funky situation [A25.2]. OK, cool. One less decision for me to make.

**Should any of my Support Weapons start the game Dismantled?** Sometimes you'll want to start some of your heavier SW in a dismantled state [A9.8], but these piggish Russian MMG's can't do so (the back of the MMG counter says "no dm"), so that's another decision we don't have to worry about.

**Any other changes specific to my Nationality?** Am I Russian? Is it before November 1942? YES and YES! Grab that Commissar! We could exchange the 8-1 leader for a 10-0 Commissar, or the 8-0 leader for a 9-0 Commissar. I tend to like the 8-0/9-0 exchange since an 8-1 leader is pretty useful. Wish we could get two Commissars, but you can't start the game with more Commissars than regular leaders, and we've only got 3 leaders to begin with. Ah well.

At this point, many concerns seem to whirl around in my mind, vying for my attention. Do this! Do that! Make sure this guy does this! What to do over here! What's for lunch? How am I gonna be able to...

Etc. Try hard to not lose it at this point, cuz if you get caught up thinking about everything, you'll never get finished. Discipline! Handle one thing at a time, get it 80% done, then move on to the next. You may come back to it later, that's OK, but slowly the

whole Defensive Scheme is gonna take shape, and you'll feel good about it. We hope.

OK. The Biggest Issue has already been solved - we know how we're gonna run the defense in general (fall back, etc). The Next Biggest Things in my mind are:

- Where to put the HIP units
- Where to put the 8-1 and 447/MMG
- Where to put the Commissar

Since I like Commissars, it'll make me happy to build part of the defense around the 9-0, so I think about that first. If you're more comfortable tackling the HIPsters, the 8-1/MMG, or some other issue first, by all means do so.

Looking at the board, the area around V10 seems tailor-made for the Commissar. Russian units can hit the Finns as they cross the S7-Y10 road and then rout back to the Commissar in the woods for rallying if need be. Just as important, it doesn't look too difficult to fall back from this area to the next defensive stand around S10 and then L9. So roughly put the 9-0 in V10. Then give him some squads to lead - take four 447's and toss 'em in that area and move on.

Looking at how the Commissar's flank is gonna fall back to the L9 area, I notice that P8 has a heck of a nice field of fire. Maybe a good spot for a HIPster. Hmm, tentatively put a 447 in P8.

Geez, the long glorious Firelanes I could lay if I only didn't have Ammo Shortage. Well, hell, the Lines of Sight are still open along the streets, so I might as well use 'em. R4 would be a great place to have an MMG, but I've got to set up between rows V-AA. Well heck, is there any place that I can set up and have some effectiveness before falling back to the R4 area? V6 would be nice, but U6 is on Fire, so it'd be hard to fall back. I suppose I could cross into the Drifting Smoke in U7 and catch some beneficial Hindrances that way, but geez, that MMG is 5 PP and I'd be crossing a Wall and entering Smoke for 2 more MF's, while giving the Finns a free defensive fire shot at me. Blech. V4 would be OK, I could put a ? counter on them to cut down on the threat from Prep Fire, and then I could retreat back through U4 and T4 toward R4 during my turn 1. Trouble is, I'd be vulnerable to fire in S4 or S5 - look how the Finn could hit me from Z0, DD4L2, or CC5L1.

Blech. This MMG is a P-I-G **PIG**. I don't wanna have to fall back with it. But hey, wait - if I give it to a HIPster, I can set it up in the rear! Oh joy! Good answer! OK, where's good? Somewhere where he'll have a nice chance of taking the Finns by surprise. How about... K4L2. MMMMM. Looks GOOD. Nice LOS out to R0, and all the Graveyard hexes are only +1 TEM, so I'd have a nice advantage there if it came to a firefight vs Finns advancing through the Graveyard. And hey, I can always retreat back to I5L2 in order to get LOS to the I10 area. OK, do it!

What's left... hmm, got the LMG squads to place. Well, if I'm not gonna put the MMG in V4 and fall back to R4, then how about an LMG. He's gonna need a Leader to get him back to R4 and keep him from Cowering, so can I spare the 7-0? Sure; the 9-0's handling the eastern board edge, so the 7-0 will go nicely in the center where he can go wherever he's needed. So the 7-0, 447/LMG go in V4. Throw a concealment counter on 'em.

OK, we've done a lot of rear area stuff, we better throw some squads out on the front lines just to keep the Finns honest. We're not gonna stand and fight in strength, but we do have to stick a

few guys up there. Throw a 447 somewhere in the big Z2 building and one in the Z6 area. Figure out exactly where to place 'em later, after we've got the overall force distribution close to where we like it.

OK, now what to do about the western board edge. Hmm, W1's got a nice 4-hex shot to AA1, so that covers the board edge nicely. REAL nicely. Give 'em an LMG? Umm, no. I think Commissar Denisova's group will probably need an LMG more. So just stick a 447 in W1. Don't conceal him just yet - he's far enough in the rear and in a stone building, so he may not need the extra protection of a concealment counter.

Boy, I don't like how isolated the little section is that's bounded by the Q1-U3-Y1 road. I doubt anybody in that area's gonna be able to retreat out of there without getting interdicted by the Finns. Well, who knows. I can't just leave that area unguarded. Stick another 447 in W1 and throw a ? counter on 'em to help 'em out. Hmm, another ? counter on top of that will make this stack look suspiciously like a leader with a squad and MG. OK, plop another ? on there and see how it feels.

All right. 3 squads and 5 Concealment counters left, and I still need to decide about that second HIP 447 that I tentatively put in P8. How's that guy lookin' now that I've got most of the defense set up? Hmm, OK I guess, but when Denisova's boys retreat southward, P8 might look like a good place to defend from, and I don't need a HIP unit getting discovered by probing fire. Hrmgm. Q7? S8 Level 2? Nothing's hitting me. I know I want this guy somewhere around the middle of the board, because by around turn 4, the game will have progressed to that area and I want to hit John with a HIP surprise just to throw him off balance. Hmm, leave this guy in P8 for now.

The front-line guys are definitely gonna need concealment to help them survive Finnish Prep Fire, so let's put two ? counters on those guys and see what we've got left. Three squads and three ? counters. That's probably OK. I doubt that John will be fooled much by me making any Dummy stacks - good players tend to aggressively probe Dummies, so it's probably be a waste for me to make any Dummies.

Let's set up Denisova's group and see how that works. You know, AA10's actually kind of a nice hex. It has the +2 Wall TEM from every hex except DD10, so it's semi-protected from Finnish Prep Fire. Guess I could conceal it if I really needed the protection - no, wait, I can't; OB-given Concealment counters can only go in Concealment Terrain [A12.12]. Dang, I always get that one wrong. Well, OK, no big deal. The nice thing about AA10 is that it really seals off the eastern board edge. The Finn could break this guy in Prep Fire, but he'd have to make a few units waste time firing instead of moving. And even if he breaks, he STILL blocks the Finn from a Board Edge Creep just with his broken body. Seems worth it to me - take one of the un-assigned 447's and stick him in AA10.

OK, whoever's left better bulk up the middle cuz it's looking kinda lonely out there. First let's figure out a final placement for those two 447's that we assigned before. Let's think about how we can set up a wall of residual firepower. AA1 is covered by W1, and BB4/BB5 by V4. Let's put the western guy in AA3, just to cover the street. And let's put him at Level 2 to keep those lousy Finnboys from CC'ing him on turn 1 (or at least forcing them to go CX or use a leader to get the extra MF's he'd need to get up there).

Since AA3 will probably get shot up on turn 1, let's give the eastern guy a little more cover. The AA and Z hexrows are too close to the front. Let's be content with putting the next guy in X6; his job is to guard the Z3/Z4/Y5/Y6/Y7 corridor. If he can, he'll fall back on turn 1 by dashing across the W street. Since the guy in X6 is real and we have three ? counters left, we'll put a dummy somewhere else in his vicinity, so how about a ?+1 in Z8 - that's plausible.

OK, only 2 unassigned squads and a ? counter left. Let's put one of the squads up there to help the guy in AA3, but put him somewhere out of Finnish LOS so's he can start the game concealed. Z2 Level 0 is kind of interesting - can't be seen from any Finnish starting point, even CC8L2, and can fire Point Blank at the stairwell in AA2. He even does a nice job of blocking the only attack route through cover in that area - everything else is open ground. Stick him in there, babe. In fact, Z2 does such a nice job that I wonder if AA3L2 isn't necessary. Wellll, let's let him stay there and see how he does.

What's left is a 447 and a ? counter. Might be good to have some kind of Strategic Reserve, hey? So put him in the center of the board where he can respond to situations that develop. Problem is, V4 is the only cover available, and I don't want to stack two squads together if I can help it. But I don't want to just leave him exposed in V2, V3, V5, or V6 - he'll probably be the Front Line guy for my turn 2 defense, so I'm gonna want him to be able to keep concealment. X2 or X3 would be OK, but somehow I'm worried that they won't be able to retreat back across the W street without taking fire or losing concealment. Sigh. Well, hell. Put the 447 in with the other boys in V4 and live with it. If John wants to spend his PFPh shooting up V4 with a 6(+2) shot from a 648/LMG, 648/MMG in CC5, that's his business. The odds of that shot breaking a ML7 unit are only 20%...

No, wait. I'd just hate it if John rolled well on that Prep Fire shot to start the game. I'd rather not stack. So where else can this dingus go. How about V6 - will probably be out of Finnish LOS, so can start the game concealed, and has nice LOS to Z9. Can assault move through the cover of V5 or U7 if need be. OK, good enough.

OK, let's do Denisova's boys on the east side. Denisova has to stay healthy, so we're giving absolutely no prep fire shots to the Finns. The 9-0 goes in V10, along with a 447 on top. The Finn will only be able to see the 447 before the game starts and this stack gains concealment [A2.9], so the Finn won't know that I have a Commissar. Or if he's smart enough to know that I probably have exchanged a leader for a Commissar, he won't know exactly where it is.

The rest of the troopers over there are pretty much free to take whatever potshots they want on turn 1; the Finns shouldn't be able to make it too far south in this area. And even if the Russians reveal themselves and get broken by the Finnish return fire, there's always Denisova to rally them later on. Thus, this group can afford to get a little trigger-happy. One 447 in W10, one in V9, and one in V9L1, with LOS over the wall to cover aggressive Finnish moves around Z8. Give this last guy the LMG since he's potentially got a few different hexes to fire at, and spend the last Concealment counter on him just to protect him from Finnish Prep.

OK Babe, it's starting to look like A Plan. What do we think? Hmmmm. That's kind of an awful lot of 447's showing their faces to the Finns. I'd like to deny them a little more information than



that. Maybe... stick another 447 under the ? counter around Denisova. That ?+3 stack might look like a leader, squad + MG. OK, and how about putting 'em in W10, where they'll have better LOS to the BB8 area, and then sticking that 447 that was at level 0 in W10 in V10. OK, cool. Violating some laws about stacking units, but at least the Finns won't be able to positively identify as many 447's now.

OK, feeling good. Final Check now on the overall force balance - east/center/west, as well as north/south. Looks OK. Not delighted with AA3L2 - that guy is a goner on turn 1 for sure. How about moving him somewhere else in the same building where he'll do some more good. Hmmm, how about Y3 level 0. That way he can cover the Z3/Z4/AA5 area and still have a good chance of skulking during the Russian turn 1. And he's 5 hexes from the CC6 building, so the 648's won't have such a good Prep Fire shot at him (I'm pointedly ignoring CC4). So the 447 in Z2 is just responsible for PBF vs AA2/AA3, and blocking cover through the building with his body. If the Finn wants to spend MF's climbing stairs in AA2, he's entitled. Hmmm, OK. Still not delighted since Y3 is 4 hexes from CC4, but I'm getting tired of futzing with this setup.

Last Guy is HIPster-Boy in P8. How's HE looking? Hmmm... OK. He probably won't have a chance to retreat outta there since the Finns could shoot him up as he Bypassed out of the Rowhouse there, but what the hell. At that stage of the game, I'll have Denisova's boys holed up around O10, and it'll be good to have this guy laying resid in Q8 and Q9. FPF if he has to. Why not.

One last check... and we're done! Johhhnnnn..... I'm readyyyyyyyyy.....

Oh! One more thing!

## Post-Setup Anxiety Phase

Wherein we don't beat ourselves up about our setup. One of the biggest mistakes that newbies make is getting on their own case about things that they do wrong. Look, nobody plays this game well without making a ton of mistakes, big and small, in the learning process. Giving yourself stress about it won't help one iota. In fact, you'll be helping your opponent win because you're so busy messing with your own head. RELAX. Cut yourself some slack. Try to enjoy the game.

Go back and re-read my thought processes as I did my setup. Notice how much was geared towards doing what felt good, and how little was geared towards the numbers game. Sure, part of that comes from experience, but part of it is wisdom that's hard-earned: don't waste your time worrying about maximizing this, minimizing that, getting the last Nth percentage out of these guys, etc. You won't enjoy the game any more by niggling over these details, and experience will give you a feel for this stuff anyway.

OK, what Cardinal Rules did I violate in my setup?

- Don't Stack. Got me some nice multi-squad stacks in W1 and W10. On the bright side, they're both concealed and in good building TEM. And the guys in W1 are masquerading as a leader/squad/MG stack.
- Get The Big MG In The Game. That MMG way in the back isn't gonna get any shots off in anger until turn 3 at the earliest. My answer to that? So what. He's got great LOS and he's really gonna affect the middle of the game. If I put him

up front where he'd get shots off right away, I'd have a hell of a time retreating with him because he's so damn heavy.

- Put Somebody On The Goal Line. Conventional Wisdom says that the Russians should have a HIP squad somewhere way in the back so that they can exit him on the last player turn and hopefully win the game. Yeah, well, I'm gonna try to win the game some other way. My way.
- Don't Just Sit There And Get Creamed. Yeah, a couple of my units are poised to take the gaspipe on turn 1. With the setup restrictions, that's just the way it is. Can't just set up on the V hexrow and totally cede the W-BB hexrows to the Finns; SOMEBODY's gotta offer resistance. I did what I could for those guys, giving them concealment and covering fire. And even the ones who are destined to break on turn 1 (Z2 and AA10) are going to accomplish something in the process, blocking Finnish attack paths with their broken bodies.

See what I mean? Every setup is gonna violate SOME Principles of Good Play. Hopefully you'll have good reasons for what you do. The big lesson? Don't Sweat It.

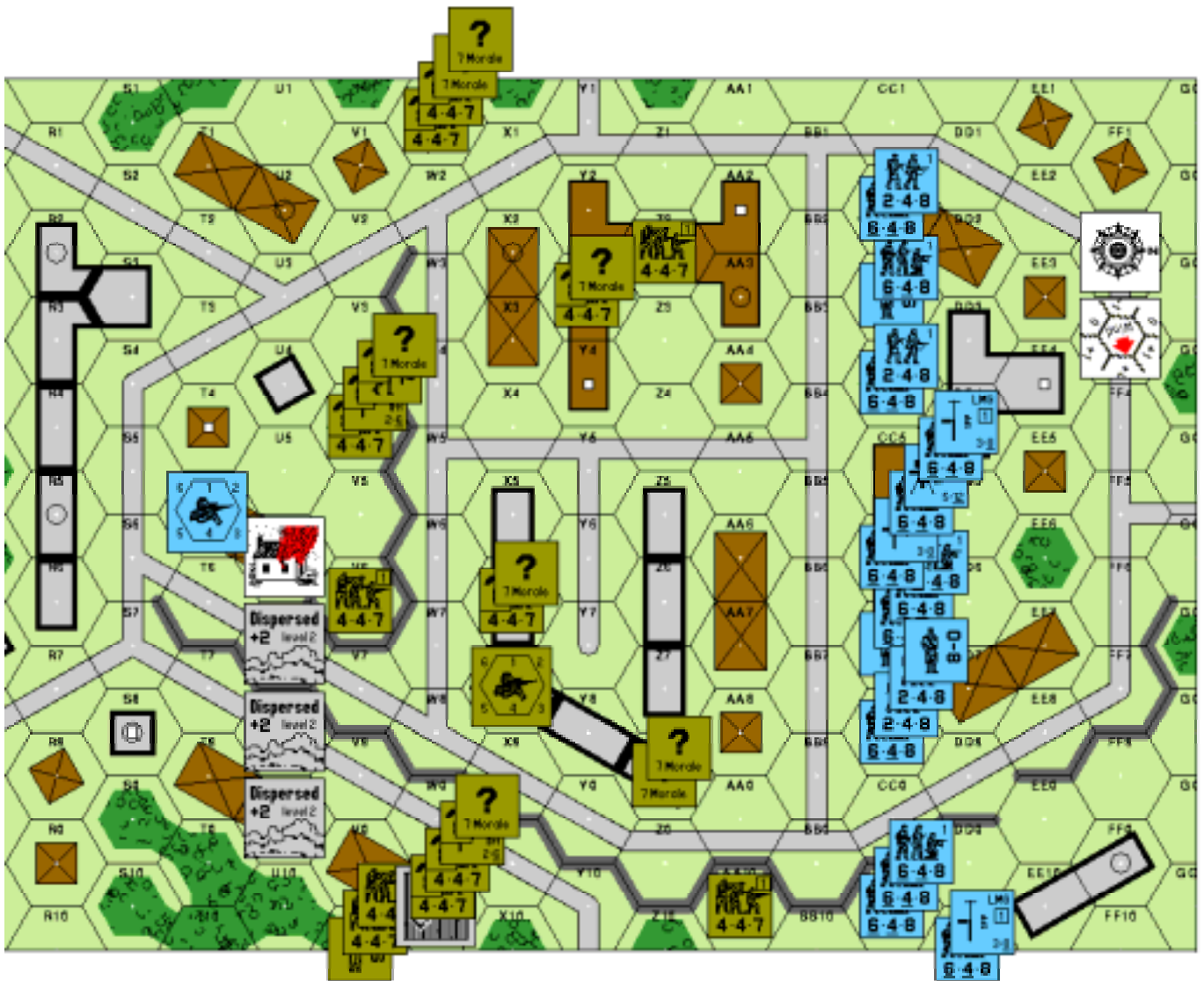
## Finnish Setup - John

As the attacker, a good way to begin is to examine your opponent's defense and try to make some intelligent guesses about what is what. There's always some margin or error here and you won't be 100% right, but anything that you can surmise in advance is a good thing. In FW the Russian OB includes 8 concealment counters and 28 total counters. On the board I only count 6 concealments, and 24 total counters. Let's not forget that the Reds can setup two MMCs and and leaders/SW with them HIP. I'm going to guess two squads and one SW are setup HIP. I might be off by a SW or there might be a leader HIP too, but we're just doing a back-of-the-envelope estimate. So three counters HIP means there should be 25 counters on board. Since I only count 24 I'm guessing that an additional counter is HIP or Tom is trying to pull a fast one on me by not placing one of his concealment counters on board. With only 7 concealment counters total, and 6 shown on board, we can conclude that one of the ?(+1) stacks is a dummy, or one of the larger concealed stacks has two concealments on top. Again, we don't know anything for sure, we're just guessing, and we're not going to waste any more effort on this.

I suspect that the MMG is not HIP for the simple reason that it is the most powerful SW in the Russian OB, and as such should be used as much as possible. Not really a good idea in this case to waste HIP on a weapon which you want to fire every turn. Assuming it is non-HIP, there are only four places on board it be: W1, V4, V10, or W10L1. I'm going to guess W1 because of these choices it offers the best defensive TEM (+3 stone) and the best lanes of fire, either down the W-row or X1-Y1-CC1 road. Even though he can't lay a fire lane, this spot will still yield good defensive fire opportunities. Since I can't inspect any enemy stacks before play [A2.9], I'm not sure what's in that unconcealed stack in V10, but I suspect two squads and a leader or a squad and leader holding a SW. In the latter case the leader might choose to transfer the SW to the squad during play. This is an old trick to keep your opponent from seeing where your leaders and SW are - set up with the leader possessing the SW, and the MMC on top of the stack, then during the first turn Rally Phase, transfer the SW from the leader to the MMC.

## Finnish Plan

All graphics in this document are from VASL 2.5, courtesy of Carl Fung and Rodney Kinney.



Both sides of the board seem to be defended well. I've decided to force the issue down the east side of the board where I can hopefully take advantage of the stone wall, stone row houses, and eventually the smoke from the burning building in U6. I don't expect any HIP guys up front, since the longer you maintain HIP the longer you keep your opponent on edge. There is only one good prep opportunity on board and that is the apparent 0 TEM shot from DD10 to AA10. The LOS is close, but I believe it misses the BB9/BB10 wall. (The BB9/BB10 wall artwork on my board is quite thick.) We'll prep an 8 flat there and then hopefully open up that edge of the board for the three squads in CC10 to move. That Red brokie will still block my movement, and slow my progress, but at least it will hopefully be one defending squad out of commission. I'm actually surprised that Tom put a unit in the seemingly vulnerable position. I can't help but wonder if it is a trap with maybe a hipster in Z10. Since that is the only good fire opportunity, the MMG will be looking to move to a position where it can get good turn 1 defensive and turn 2 prep fire shots.

As I've mentioned, 2 squads are deployed and the resulting 4 HS will be leading the way, trying to draw fire, restrict enemy SFF opportunities, and strip enemy concealment. Provided that the Russian 447 in AA10 breaks or pins almost everyone else will be dashing across the BB road into buildings across the street. The guys in CC2/CC4 will dash into AA2/AA4, with the aggressive HS maybe moving all the way to Z3. One and maybe both HS in CC9 will head for AA8. The remaining guys will dash to AA7/AA8 and then advance into the Z row. I think that the concealed Russian in Y3 can see BB6, but because of range and dashing no residual will be left in the hex [Initial shot halved twice, once for range, once for dashing for a 1(-2) and no residual.]

In a nutshell that's the plan. Let's get it on!

## ASL 1 Fighting Withdrawal

**Russian Setup** HIP units are listed (in parentheses)

X7	Sniper (placed after Finnish setup)
K4L2	(8-1, 447/MMG)
P8	(447)
V4	?, 7-0, 447/LMG
V6	447
V10	447, 447, 9-0
W1	?, ?, 447, 447
W10L1	?, 447, 447/LMG
X6	?, 447
Y3	?, 447
Z2	447
Z8	?, ?
AA10	447

**Finnish Setup**

T5	Sniper
CC2	248, 648
CC3	648, 9-0
CC4	248, 648
CC6	648/LMG, 648/MMG, 648/LMG
CC7	8-0, 648, 648, 648
CC8	8-0, 648, 248, 248
CC10	648, 648, 648
DD10	648/LMG

Note that two Finnish squads have been deployed as per A2.9.

Note the convention of possessing a SW with a slash (/) - so a 648/LMG is a 648 possessing an LMG.

Pregame Comment From Tom - Just a note here - John and I won't be discussing the scenario during play; we'll make our comments but keep them to ourselves until it's over.

Looking at John's setup, I think John should have put an LMG/MMG combination at level 2 in CC8; they can do a lot to interdict the Russian fallback defense and won't lag too far behind the attack if you put a leader with 'em. Maybe he just didn't notice what the stairwell in the single-hex building meant; I know I've often been shocked and surprised to see those stupid single-hex 2-level buildings [B23.23].

Before every Finnish player turn, I'll lay out the defensive scheme - who's covering what hexes. In some scenarios, it's not vital that every single hex of the front be covered, and often it's necessary for several different units to share responsibility for covering certain key hexes, but I've found that in all scenarios, it really helps if your defenders know what their defensive assignments are. For Finnish turn 1, we've got:

- W1 covers Y1, Z0, Z1, and AA1
- Z2 covers AA1, Z1, and Z3
- Y3 covers Z3 and Z4
- V4 covers Z4 and Y5
- X6 covers Y5, Y6, and Y7, including Rowhouse Bypass movement in Z7 and Y8
- V6 covers X8 and Y9
- W10L1 covers bypass movement around Y8, Z8, and AA8, as well as AA9 and Y10
- AA10 covers bypass movement around Z8 as well as AA9

## Pre-Game

1. Russian places Sniper in X7
2. Both sides conceal units which set up out of enemy LOS [A12.12]. Russian conceals V6, V10, and Z2. Finn conceals CC2, CC3, and CC4.

## Finn Turn 1

**Rally Phase (RPh)**

1. Wind Change DR = 5,2

**Prep Fire (PFPh)**

1. DD10 at AA10  
8(+0) DR = 2,2 2MC  
2MC vs 447 DR = 1,4 Pin

Tom: Not too bad for this guy - he's Pinned, but he can still claim Wall Advantage [B9.32] over the wall hexsides in his hex, so the Finns in CC10 won't be receiving the Wall TEM vs this guy. Even Finns break 50% of the time when they eat a 4-down-2 shot (Point Blank + Pinned).

John: According to the basic laws of probability this guy should have broken, especially after I generated a 2MC. But we suck it up, accept the weirdnesses of fate and try to continue with the pregame plan as much as possible.

## Movement Phase (MPH)

1. 248 in CC8 Dashes

- a. BB7 - 1 (total number of MF's expended so far is given after the dash)
- b. AA8 - 3

2. 248 in CC8 Dashes

- a. BB7 - 1
- b. AA8 - 3

3. 248 in CC4 moves

- a. BB3 - 1
- b. AA4 - 3
- c. Z3 - 4

447 in Z2 first fires

8(-2) DR = 5,1 2MC, 4 RFP  
2MC vs 248 DR = 1,2 OK

Tom: Aargh! I know the Finns are ubermenschen, but this is ridiculous! Like I said before, Z2's job is to block the building with his body and cover Z1 and Z3. Y3 isn't happy with the threat of being CC'd by a piddling halfsquad - not from the danger of a 1:2 CC attack, but from the danger of not scoring on his own 2:1 attack and being broken by the Finns firing into the ensuing Melee. Still, he'll hold his fire, trying to keep the Finns guessing and banking that he could score on that 2:1 CC attack if need be - all he'd need is a 7 or less.

John: The Finns get their first big break. In order to see the improbable (and tell your friends about it later) you sometimes have to do some gutsy things. This guy sucks up an 8(-2) and doesn't even pin. This is not a standard technique, but as I mentioned above, in this scenario it's necessary for the Finns to take some chances and hope their high morale pulls them through.

4. 648 in CC4 dashes

- a. BB3 - 1
- b. AA4 - 3

5. 248 in CC2 dashes

- a. BB2 - 1
- b. AA2 - 3

6. 648 in CC2 dashes

- a. BB2 - 1
- b. AA3 - 3

7. 648 in CC7 dashes

- a. BB7 - 1
- b. AA8 - 3

8. 648 in CC7 dashes

- a. BB7 - 1
- b. AA8 - 3

9. 8-0, 648 move from CC7

- a. BB7 - 1

b. AA10 fires

2(-2) DR = 6,2 PTC, 1 RFP  
PTC vs 8-0 DR = 1,3 OK

PTC vs 648 DR = 1,1 OK (HoB doesn't apply to Pin Task Checks)

c. AA7, bypass AA7/AA8 - 2

d. Z7 - 4

e. Y8 - 6

John: THAT should get some attention....

Tom: No, but I wish. X6 could get off a Snap Shot at 2-flat, but it's looking like he's gonna want to retain his concealment next turn. 2-flat isn't a great shot, either, and X6 isn't in imminent danger of being CC'd. W10L1 could get off an 8-up-2 shot, but them's not great odds either, and they'd like to retain their concealment as well, saving their shots for FFMO opportunities. Given how slowly the rest of the Finns are moving, it'd probably be OK for W10L1 to take a shot here, but I decided to pass.

10. 648/LMG in CC6 dashes

- a. BB6 - 1
- b. AA7 - 3

11. 10. 648/MMG in CC6 dashes

- a. BB6 - 1
- b. AA7 - 3

12. 648/LMG in CC6 dashes

- a. BB6 - 1
- b. AA7 - 3

13. 648 in CC10 assault moves

- a. BB9 - 2

b. AA10 Subsequent First Fires

2(-1) DR = 5,1 NMC, 1 RFP  
NMC vs 648 DR = 2,3 OK

14. 648 in CC10 assault moves

- a. BB9 - 2
- b. 1 RFP hits 1(-1) DR = 3,3 PTC (RFP doesn't cower, A8.224)  
PTC vs 648 DR = 2,5 OK, Russian SAN  
Sniper activation dr = 6, no

15. 648 in CC10 assault moves

- a. BB10 - 1
- b. AA10 Final Protective Fires  
2(-1) DR = 6,2 miss, breaks AA10, 1 RFP

Tom: Hadda try it; AA10 was a goner anyway, so any opportunity to break a Finnish unit was worth it for this guy. He definitely did his job, causing one 648 to Prep Fire (and thus not move) and three 648's to assault move only one hex. We shall honor his memory (sniff).

16. 648 in CC8 moves

- a. BB7 - 1 RFP hits at 1(-2) DR = 3,5 no
- b. BB6 - 2
- c. AA6 - 4

17. 8-0 in CC8 moves

- a. CC7 - 2
- b. BB6 - 3
- c. AA6 - 5

18. 648 in CC3 moves

- a. BB3 - 1
- b. AA4 - 3 (losing concealment)
- c. AA5 - 4

d. 447 in Y3 drops concealment and fires  
4(-2) DR = 1,6 IMC, 2 RFP  
1MC vs 648 DR = 4,4 breaks, DM

19. 9-0 in CC3 moves

- a. BB2 - 1
- b. AA3 - 3, losing concealment

## Defensive Fire Phase (DFPh)

1. 447 in Y3 final fires at Z3  
4(+0) DR = 2,1 2MC  
2MC vs 248 DR = 5,5 breaks, DM

2. 447 in Z2 final fires at AA3  
4(+2) DR = 3,5 miss

## Advancing Fire Phase (AFPh)

1. AA2, AA3, AA4 at Z2 (assault fire is assumed)  
12(+2) DR = 6,6 big miss

2. BB9 and BB10 at AA10  
20(+0) DR = 5,3 2MC  
2MC vs dm447 DR = 3,5 casualty reduces to a HS

3. AA6 at Y3 4(+2) DR = 5,6 miss

4. Y8 at W10L1 2(+2) DR = 6,6

5. AA7 and AA8 at Z8  
20(+3) DR = 3,3 IMC (Finns don't cower)  
1MC reveals Dummy in Z8, it is removed

6. Spreading Fire: Each Burnable Terrain Location is subject to only one Spreading Fire DR (the one with the greatest chance of causing a Flame to appear) [B25.6]

T5L0 from U6L0: DR = 3,5 (+1 Dry EC) = 9 Flame appears  
T5L1 from U6L1: DR = 5,2 (+1 Dry EC) = 8 Flame appears  
G3 from G2L0: DR = 4,4 (+1 Dry EC +2 Wind DRM -2 not directly attached) = 9 Flame appears  
F2L0 from G2L0: DR = 2,2 (+1 Dry EC +1 Wind DRM) = 6, no Flame  
F2L1 from G2L1: DR = 3,1 (+1 Dry EC +1 Wind DRM) = 6, no Flame

7. All the Flames onboard were just created this turn, so we don't need to do any Flame to Blaze spread [B25.151].

## Rout Phase (RtPh)

Finn Routs:

- 1. AA5 to AA6
- 2. Z3 to AA4

Russian Routs:

- 1. AA10 to Z10

Tom: Thought heavily about self-breaking Z2 and going to Y3, X3 and blocking the approach path through the bldg with his body, but decided not to.

## Advance Phase (APh)

- 1. AA2 to Z2
- 2. 9-0 in AA3 to AA4
- 3. 648 in AA3 to Z2
- 4. 648 in AA4 to Z3
- 5. 648 in AA6 to Z5

- 6. 8-0 in AA6 to Z6
- 7. 648/LMG, 648/MMG in AA7 to Z6
- 8. 648/LMG in AA7 to Z7
- 9. everybody in AA8 to Z8
- 10. 648 in BB9 to AA9
- 11. 648 in BB9 to AA10
- 12. 648 in BB10 to AA10
- 13. DD10 to CC10
- 14. 648 in Y8 to Y9

## Close Combat Phase (CCPh)

1. Ambush in Z2

Finns: dr = 4 (-1 stealth) = 3 Russians: dr = 5 no Ambush

Both Finns will combine and go 2:1 vs the 447  
The 447 will go 2:1 vs the Finnish 248

Finnish DR = 2,3 447 KIA'd  
Russian DR = 1,1 (!)

By A18.12, we do a dr for possible Field Promotion dr = 6 (+1 Russian) = 7, no Leader (dang!)

If a leader had been generated, we'd have to recalculate the CC odds to see if the results of the CC DR's have changed. In this case, a leader defending with the 447 would add 1 FP to the Russian side, so the Finnish attack would go off at 8:5 (= 3:2) instead of 2:1. The Finnish DR of 5 would still have eliminated the entire Russian side, but a Finnish DR of 6 would only CR one of the two Russian defending units, as chosen by Random Selection [A11.11].

Since the 447 has already been eliminated, it cannot use Infiltration [A11.22] to withdraw from the CC. So its 2:1 attack goes through as planned, and the DR of 2 eliminates the Finnish HS.

## Finnish Post-Turn Comments

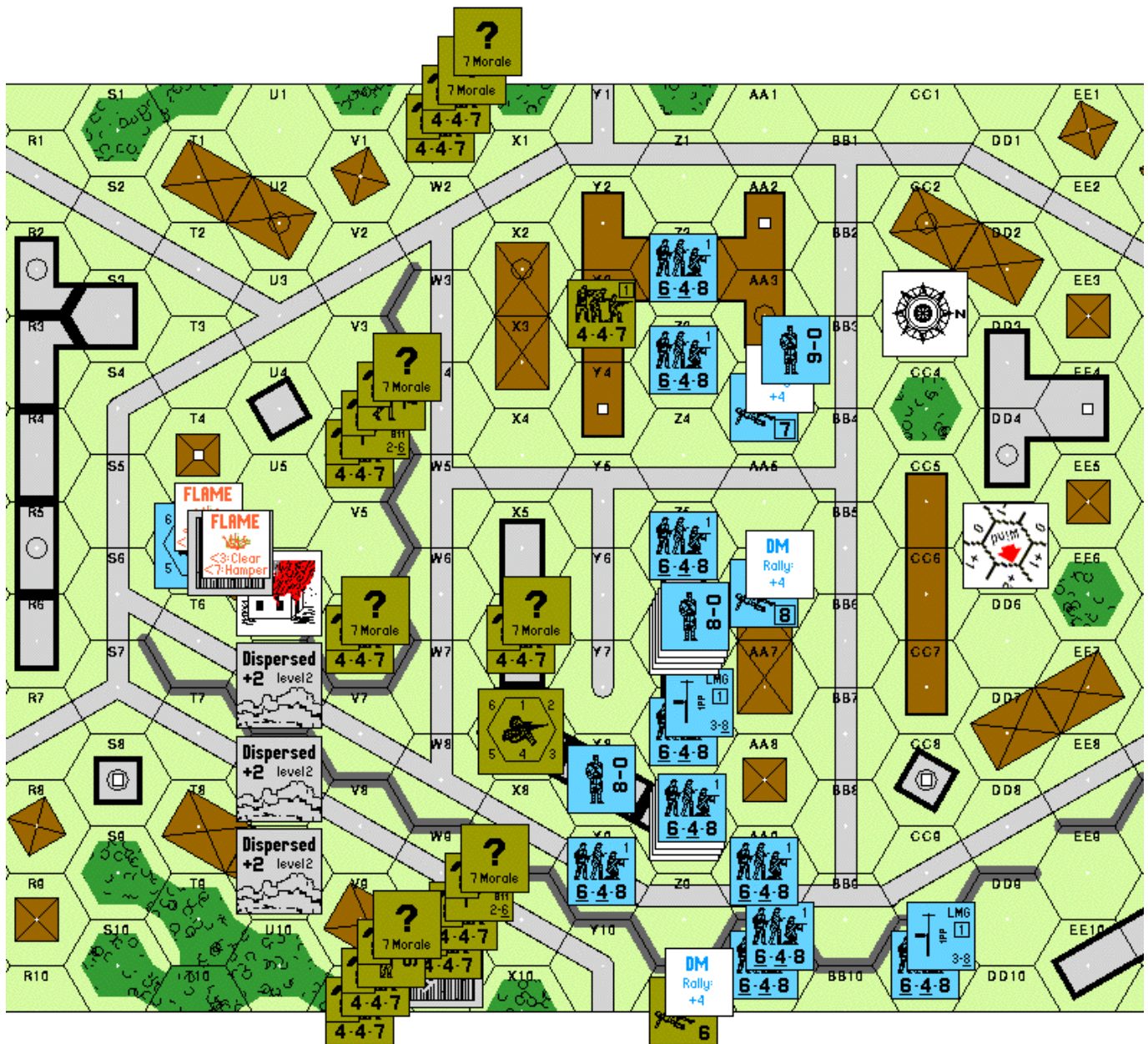
All in all not a bad start. My Prep Fire only pins the AA10 unit, but that does eliminate residual potential from this guy if he fires at my guys dashing across the row BB street. I try to give Tom some tough decisions by moving my guys along the east edge last, trying to draw fire with my dashing units. I think that the squad placement in AA10 was doomed to result in a captured Russian squad. In situations like this it's necessary to balance force conservation with good defensive play. This AA10 position is a good one for sucking up some fire and slowing the Finn advance, either with broken bodies or defensive fire. But IMO the inevitable loss of a full squad is too much. A half-squad in this position would achieve a better balance. Unfortunately the Russian OB has no HS, and since they can't deploy, I would have not put anyone in this position.

Two Finns end up broken but no casualties. I meant to enter a HS into the concealed Z8 location, but forgot. Turned out to be dummies but luckily I didn't draw any sniper shots with my advancing fire. Advancing fire reduced the broken Russian in AA10 and with my advances he'll be forced to surrender next turn, unless he self rallies, since he can't rout into Y10 (getting closer to Finn in Y9.) The 648 in Y9 insures at least one shot at the W10L1 stack, even if he decides to Assault Move downstairs. If he chooses to stay there or move into V9L1 I'll be able to hit him with my units in Y9, Z8, and AA9. I win the CC in Z2, losing a HS, and I'm now in position to make a reasonable push along the east edge, using the wall for cover, while a respectable



## Board status at end of Finnish turn 1.

Z8 contains a 648, 648, 248, 248. Z6 contains an 8-0, 648/MMG, 648/LMG.





force in the west keeps him busy on that side. Probably won't get too many DF shots in the Russian half of the turn, as I expect a lot of skulking from Tom.

## Russian Post-Turn Comments

Can't complain. Finnish movement featured a lot of Dashing and assault moving, which is not the way to progress down the board rapidly. More importantly, John seems to be eschewing the kind of attack that I really fear - a hyper-aggressive probe by hordes of Finnish halvesquads. That move of his into Y8 (and the accompanying advance of the squad into Y9) is the kind of aggressiveness that I think the Finns need to show. Advancing into open ground isn't Standard Good Practice, but it's good for the Finns in this scenario. What am I gonna do - Prep Fire at that guy? No way - I'd get mauled in the DFPh.

Standing in for CC in Z2 probably wasn't smart - John and I had just finished a parallel game of Schwerpunkt's Men From Mars (which I had won) [John: It's a dog! :) ] and I was feeling perhaps a bit more lucky than I should have. Even if I had avoided getting whacked by the 2:1 attack and had managed to make this a Melee, the Finns could easily have fired into the Melee in the DFPh of Russian turn 1. With my morale of 7 and his morale of 8, he'd stand a better chance of surviving the attack. And even if both of us had broken, the Finnish unit would have rallied to return to the fight, while the Russian unit would surely have been captured and killed during the Finnish turn 2.

For the upcoming turn, I'm in a bit of a dilemma because John's attack is moving at a pace that I don't know what to do with. If he had been more aggressive, I'd know to fall back south of the W hexrow. If he'd been less aggressive, I'd be tempted to stand for one more turn in the X row rowhouses. This middle-speed puts me in a position where I could screw things up by trying a half-and-half approach. Another lesson for good ASL play: the more decisions you force on your opponent, the more chances he has to get something wrong.

Sigh. Think I'll err on the side of caution and fall back south of the W hexrow.

Now we see how putting those guys together up in W10L1 wasn't such a great idea. They won't be able to avoid Finnish dfire in the upcoming player turn; anywhere they move to will be within Finnish LOS. The best move is to assault move downstairs so as to retain their concealment while getting out of LOS of the Finns in Z8 and AA9, but even then they'll be vulnerable to a 6(+2) shot from AA10, which stands a good chance of stripping their concealment for follow-on shots. Sigh.

OK. The Plan next turn:

- V6, Y3, and X6 fall back to defend the W hexrow wall
- V4 falls back to S4 to fire down the street to Y1
- One squad in W1 holds the far west flank while another falls back
- W10L1 repositions to defend the V8/W9/W10 approach
- V10 repositions to have the Commissar accept broken units during the R1 RtPh

## Russian Turn 1

### Rally Phase (RPh)

1. Wind Change DR = 1,2 no change
2. MMC self-rally attempt in Z10

DR = 4,1 (+4 DM +1 self-rally -1 in woods) = 9, no. Stays DM because of the adjacent enemy units.

3. Finn 9-0 rallies the DM248 in AA4: DR = 1,1 rallies, Heat of Battle [A15.1]

HoB DR = 5,1 (-1 Finn +1 broken) = 6.

Since the 248 is already Elite, he Battle Hardens to Fanatic. And a 149 Hero is generated.

4. Finn dm648 self-rallies in AA6  
DR = 5,1 no, remove DM

**Prep Fire (PFPh)** - none

### Movement Phase (MPh)

1. Y3 assault moves X2 - 2
2. W1 assault moves V1 - 2
3. X6 assault moves W6 - 1
4. V4 moves
  - a. U4 - 2
  - b. T4 - 4
5. V6 assault moves V5 - 1
6. W10L1 assault moves W10L0
7. V10 moves
  - a. U10, bypass U10/V9, U10/U9 - 1
  - b. T9, bypass T9/U9, T9/T8 - 2
  - c. S9 - 4

Tom: That last move depends on the U10/U9 hexside being bypassable by infantry, which means the woods in U10 can't touch the hexside. On my board, it's close but good.

### Defensive Fire Phase (DFPh)

1. Y9 at W10
- 2(+2) DR = 1,1 1MC (Finns don't cower)
- 1MC vs 447/LMG DR = 2,1 OK
- 1MC vs 447 DR = 3,2 OK

Tom: Geez. Nothing like passing morale checks like that. Wonder why John didn't dfire from the two squads in AA10 to W10? Especially after this first shot stripped the Russian concealment - he had a 12+2 shot. I catch a lucky break.

### Advancing Fire Phase (AFPh)

1. W10 at Y9  
4(+2) DR = 6,5 no
2. Spreading Fire [B25.6]. Note that multiple Flames can occur in the same Location until the Location becomes ablaze.  
T5L0 from U6L0: DR = 1,2 (+1 Dry EC) = 4 no new flame  
T5L1 from U6L1: DR = 5,1 (+1 Dry EC) = 7 no new Flame  
G3 from G2L0: DR = 1,2 (+1 Dry EC +2 Wind DRM -2 not directly attached) = 4 no new Flame  
F2L0 from G2L0: DR = 1,3 (+1 Dry EC +1 Wind DRM) = 6, no Flame  
F2L1 from G2L1: DR = 6,4 (+1 Dry EC +1 Wind DRM) = 12, Flame appears

3. Flame to Blaze spread [B25.151]. Note that the EC DRM won't apply since all of these Flames are in buildings.

T5L0: DR = 4,4 Blazes  
T5L1: DR = 5,2 No Blaze  
G3: DR = 2,2 No Blaze

## Rout Phase (RtPh)

Z10 has no legal rout path, so he will either Surrender [A20.21] or be eliminated for Failure to Rout [A10.5]. Finnish player decides to accept the surrender; the squad in AA10 will become the Guarding unit. By A20.5, it can Deploy at any time, and it does so immediately.

Tom: Good players take Prisoners. I know it can be a pain to learn the Prisoner rules, but they're just not that hard, and it sure does help when the enemy Surrenders instead of Low Crawling away, possibly to live and fight another day.

## Advance Phase (APh)

1. 447/LMG in W10 to V9
2. ?,9-0,447 in S9 to T9
3. ?, 447 in S9 to S8
4. W6 to V6
5. V5 to V4
6. T4 to S4
7. ?,447 in V1 to U2

## Close Combat Phase (CCPh)

1. Conceal X2

## Finnish Post-Turn Comments

Things start off nicely as the leader-assisted rally yields a hero and fanaticism. This fanatic guy with his morale of 9 is now my new point man. Tom does the expected and moves his units out of my LOS except for the W10 stack which assault moves downstairs. A lucky 2(+2) from my Y9 unit reveals it to be two squads and an LMG. I also missed a wonderful followup 12(+2) attack. I knew that attack was there, but just forgot to execute it. In FTF play these things happen. In PBeM where the pace is a lot slower mistakes like this are unforgiveable. With his advances he's in position to hammer me again as I move next turn. Tom's moves have also lead me to believe that his MMG is HIP, and not along the west edge of the board as I previously guessed. Based on the height of his stacks, if one of those units advanced with the MMG it would have had to go CX, and wouldn't have been able to AM into the building since that would use all of its available movement factors. The MMG placement for the Russians in this one is really a tough call. Put it up front and you risk losing it if its owner breaks, since you can't rout with a 5 PP weapon. Put it HIP in the backfield somewhere and you don't get to use it as often as you'd like. Personally, since the ammo shortage is likely to render this weapon broken anyway, I'd put it near the front, since I want to get as many shots as possible before it breaks.

## Russian Post-Turn Comments

Not a good turn. For some reason I brain-farted and didn't stick with The Plan. Not enough falling back - assault moving isn't gonna fall back far enough, fast enough. What was I THINKING?

On the west side, the guy in X2 should have crossed the street and wound up around W1 where he'd have a nice LOS down the W street and be able to cover Y1 as well. Then the ?+3 in W1 could have repositioned to the rowhouses in the middle of the map where they'd be able to respond wherever needed next turn

without being seen by the Finns- by moving back behind the rowhouses.

Only two squads positioned really wrong, but that can be enough against an aggressive Finn. If John plays it right, he'll be able to keep my guys on the western board edge from ever reinforcing the middle, thus denying me two important squads. Ergh!

The east side isn't too awful, but only because I got ridiculously lucky passing those MC's in W10. And that John failed to see the LOS from AA10 for a follow-on 12+2 shot. Phew.

OK. Defensive assignments for this turn:

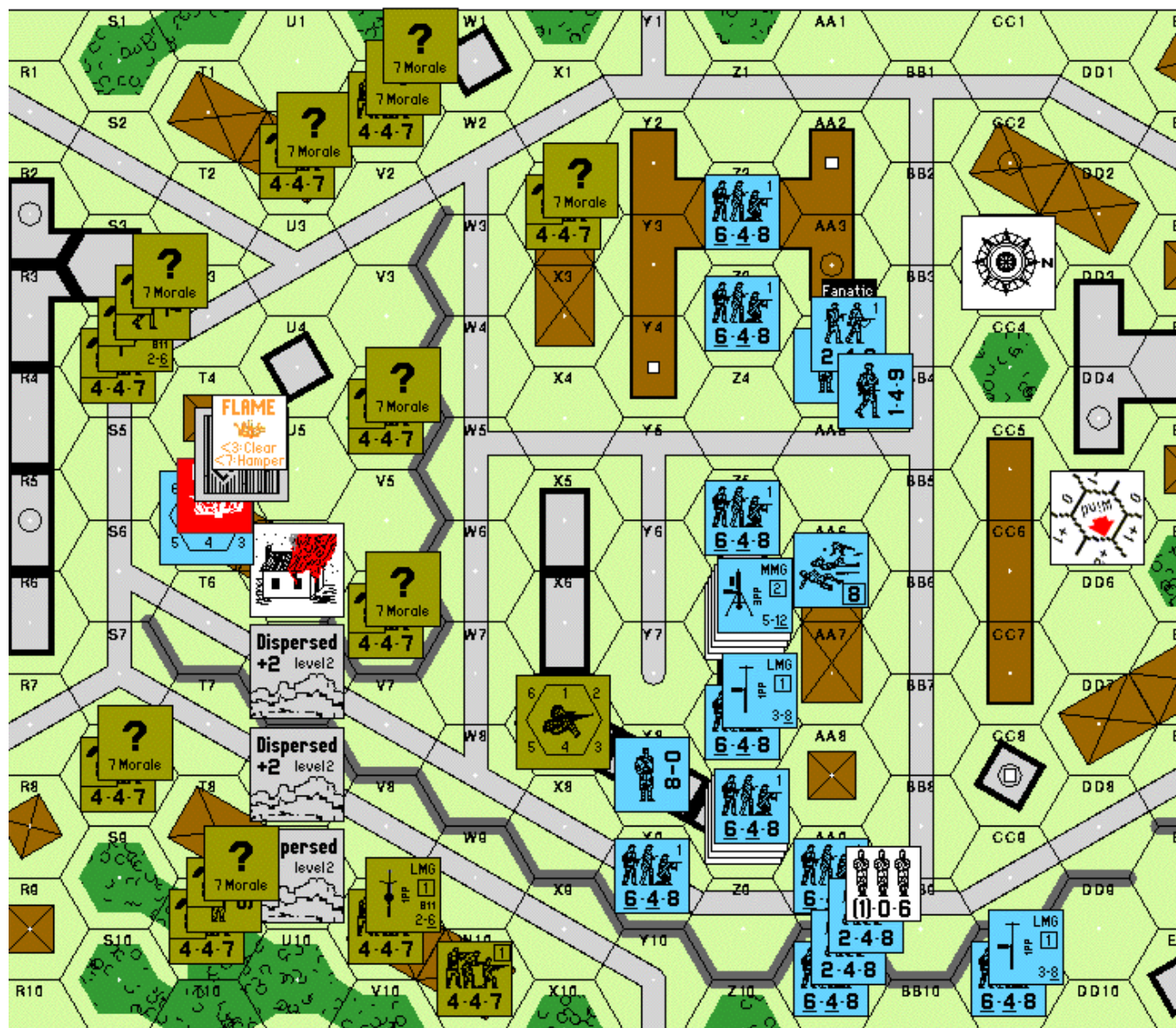
- LMG boys in S4 cover the street out toward Y1
- V1 guy protects the area in front of him
- X2 guy protects Y1, X1, W3, and W4
- V4 protects W5 and X4
- V6 covers W7 and V7
- V9 covers V8
- W10 covers W9 and X9

Big Priority for this turn is making sure the Finns don't penetrate along the V7/V8 corridor. If they do, I'll have a hard time falling back from V9/W10 and rallying with the commissar. And the guys in the middle will be in danger of being cut off. (V6 is sacrificial this turn; he'll go down in advancing fire or next turn's first fire since he has nowhere to skulk to).

The Big Hole this turn is in W6; V6 has other priorities and nobody else can get off a good shot. I expect John to find the hole and exploit it. Dangit. Why, oh why didn't I put the guy in V1 back to W1? At least he'd have a 2(-2) shot at W6.

ONE of the W10 and adjacent guys can break in prep fire, as long as SOMEBODY's left alive to cover V8. Doesn't matter if they both break by the AFPh; they'll rout back to the commissar and hopefully rally by my next turn, to reposition the defense back around the R-S rows.

Board status at end of Russian turn 1.  
Z8 contains a 648, 648, 248, 248. Z6 contains an 8-0, 648/MMG, 648/LMG.



## Finn Turn 2

### Rally Phase (RPh)

1. Wind Change DR = 2,1 NE
2. Self Rally in AA6 DR = 6,1 rallies

### Prep Fire (PFPh)

1. Y9 fires at V9  
6(+2) DR = 6,1 NE, Russian SAN  
Sniper activation dr = 1, hot  
Scatter direction = 4, distance = 4 Moves Russian sniper from X7 to X11.  
Finnish units in Y9 and AA10 are the same distance away from X11 and have the same TEM, so the Russian player chooses which hex to hit. He chooses AA10 (and the Sniper counter is moved to AA10).  
Random Selection for Finnish units in AA10: 648 dr = 2 248 dr = 6 248/prisoners dr = 2

So break the 248 HS that is not guarding prisoners.

### Movement Phase (MPH)

1. 248 moves from Z8
  - a. Y8, bypass Y9/Y9 and Y8/X8 - 1
  - b. X7, bypass X7/X8 and X7/W8 - 2
  - c. W7 - 3
  - d. Russian 447 in V6 temporarily drops concealment and claims Wall Advantage [B9.32] over all wall hexsides of V6. No shot.

2. fanatic 248 in AA4 moves

- a. Z4 - 1
- b. Y5 - 2
- c. X5, bypass X5/X4 and X5/W5 - 3
- d. W6 - 4

Tom: Discipline, discipline! John's not gonna get me to waste my fire on these piddly halvesquads. The 447 in V6 is a throwaway unit this turn; I don't care what John moves into W6 and W7 in order to CC this guy. His job is to guard W8 and V7. Sure would be nice to have somebody in W1, though, to at least lay a little resid in W6. Sigh.

3. 648 in Z3 moves

- a. Y4 - 2
- b. X4 - 3
- c. W5 - 4
- 447 in V4 drops concealment and fires  
8(-2) DR = 1,2 XKIA, 4 RFP

4. 248 in Z8 moves

- a. Y9 - 1
- b. X8 - 2
- c. W8 - 3
- d. 447 in V6 drops concealment and fires  
4(-2) DR = 3,5 NMC, 2 RFP  
NMC vs 248 DR = 5,1 OK
- e. V7 - 4  
V6 SFF's 4(-2) DR = 3,3 cowers to 2 column, 1MC, 1 RFP  
1MC vs 248 DR = 1,2 OK

Tom: Geez. You can cover all the hexes you want, but if the other guy refuses to fail morale checks, whaddaya gonna do. Odds of the 248 passing the NMC and the 1MC unpinned were 24%; not ridiculously low but not that great either. Sigh. At least we've got some good resid going, so even though V6 is Final

Fired, his resid will still generate some attacks if the Finns want to push through that corridor. And since V6 doesn't plan on living past this player turn anyway, he'll Final Protective Fire on units moving through adjacent hexes at 4-down-2, so things aren't in terrible shape. At least this last 248 didn't CX and penetrate into the Drifting Smoke in U7.

5. 648 in AA9 moves

- a. Z8, bypass Z8/Z9, Z8/Y9 - 1
- b. Y8, bypass Y8/Y9, Y8/X8 - 2
- c. X7, bypass X7/X8, X7/W8 - 3
- d. W7 - 4
- e. V6 will Final Protective Fire  
4(-2) DR = 3,3 cowers to 2 column, 1MC, 1 RFP  
1MC vs 648 DR = 6,1 Pin, Russian SAN  
Sniper activation dr = 6, no

6. 648 in Z8 moves

- a. Y8, bypass - 1
- b. X8, bypass - 2
- c. W8, bypass - 3
- d. W7 - 4
- 1 RFP hits at 1(-2) DR = 3,4 PTC  
PTC vs 648 DR = 5,4 Pins

7. 648 in Z8 moves

- a. Y9 - 1
- b. X8 - 2
- c. W8 - 3
- 2 RFP hits at 2(-2) DR = 6,4 NE

- d. V7 - 4

- 1 RFP hits at 1(-2) DR = 6,4 NE

- e. V6 will Final Protective Fire

- 4(-2) DR = 3,3 cowers to 2 column, 1MC  
1MC vs 648 DR = 4,5 breaks, DM

8. 648 in AA10 moves

- a. Z9 - 2
- b. Y9 - 3
- c. X8 - 4
- d. 447 in W10 fires  
4(+1) DR = 3,4 NE

Tom: I took this relatively low-odds shot because it looks like W10 and V9 aren't going to get any PBF shots at Finns charging into the street right in front of them - John's gonna keep the Finns behind the wall running from W8 to Z9. W10 and V9 were thinking of firegrouping for a Final Fire shot at V7, but V9 can get to the 6 column of the IFT all by himself, so W10 is relatively free to engage in this kind of shot.

9. 648 in Z7 moves

- a. Y8 - 2
- b. Y9 - 3
- c. W10 will Subsequent First Fire  
2(+1) DR = 2,3 PTC  
PTC vs 648 DR = 4,3 OK, Russian SAN  
Sniper activation dr = 6, no

Tom: A 2(+1) shot isn't all that good, but I took it hoping for exactly what happened - a low enough roll that would at least force some kind of MC/TC result that might possibly activate my Sniper. With a SAN of 7, it pays to make the other guy roll as many MC's/TC's as possible, just to get your Sniper in the game.

With an enemy SAN of 2, it's unlikely that this low-odds shot (a "Sniper bait" shot) would wake up the enemy Sniper, so I'm pretty free to take potshots like this.

10. 648 in Z2 moves

- a. Y3 - 2
- b. X3 - 4, done moving
- c. 447 in X2 drops concealment and fires  
8(+1) DR = 6,4 miss, 4 RFP

same unit Subsequent First Fires at the second MF expended in the hex 4(+1) DR = 4,5 miss

Tom: X2 waited until the moving unit declared that it was done moving before it announced its shot. I was holding my fire and waiting to see if the 648 would declare a late CX [A4.5] for one more MF to enter the W street, in which case X2 would have fired with the FFNAM/FFMO modifiers. Since the moving unit declared it was done moving, I was free to First Fire knowing that the W hexrow was safe. Gotta be careful of those late CX's - that one extra MF can sometimes burn you. (As per Q&A from '89 and '96 Annuals, the defender can wait until the attacker has declared that a unit is done moving before he First Fires at it.)

11. 648 in Z5 moves

- a. Z4 - 1
- b. Z3 - 2
- c. Y3 - 4
- d. 447 in X2 Final Protective Fires  
4(+1) DR = 6,3 miss, 2 RFP, breaks 447

Tom: Well, sometimes FPF will bite you in the ass. I suppose I was due for it after V6 survived two FPF's. Figured I might as well try to break this guy rather than have two 648's kick my butt at 3:1 in CC.

12. 648 in AA6 moves

- a. Z5, bypass Z4 - 1
- b. Y5 - 2
- c. X5 - 4

13. 149 in AA4 moves

- a. Z4 - 1
- b. Y5 - 2
- c. X5 - 4

14. 648/MMG in Z6 moves

- a. Y7 - 1
- b. X7 - 3

15. 648/LMG in Z6 moves

- a. Y7 - 1
- b. X6 - 3

16. 8-0 in Z6 moves

- a. Y7 - 1
- b. Y8 - 3

17. 9-0 in AA4 moves

- a. Z3 - 1
- b. Z2 - 3
- c. Y2 - 5

18. 648/LMG in CC10 moves

- a. BB9 - 2
- b. AA9 - 3

c. Z9 - 4

## Defensive Fire Phase (DFPh)

- 1. V9 at V7  
6(+2) DR = 2,5 NE

## Advancing Fire Phase (AFPh)

- 1. Place Drifting Smoke from the new Blaze in T5L0 in T6, T7, T8

- 2. X3 fires at V4 4(+2) DR = 4,2 NE

- 3. V7, W7, X7 firegroup at V6  
16(+2) DR = 6,4 NE

- 4. W6, X5, X6 firegroup at V4 (without the LMG)  
8(+1) DR = 3,2 1MC  
1MC vs 447 DR = 4,5 breaks, DM

- 5. X8, Y9 (no LMG) firegroup at V9  
(+2) DR = 1,4 1MC  
1MC vs 447/LMG DR = 4,5 breaks, DM

- 6. Z9 and LMG in Y9 firegroup at W10  
6(+2) DR = 3,2 NMC  
NMC vs 447 DR = 2,3 OK

- 7. Spreading Fire DR's:  
T4L0 from T5L0 DR = 5,6 flames  
T5L1 from T5L0 DR = 4,5 flames  
F2L0 from G2L0 DR = 6,2 flames  
G3 from G2L0 DR = 5,2 no

- 8. Flame to Blaze spread:  
G3 DR = 3,1 no  
F2L1 DR = 6,6 Blazes  
T5L1 (from flame that had been there before this player turn)  
DR = 2,2 no

## Rout Phase (RtPh)

Finnish Routs:

- 1. AA10 ignores Z10 and Z8 as being closer to W10 than he already is, so he has to choose AA8 via AA9
- 2. dm648 in V7 must go to T8 via U8. He can't enter U7 or W7 as his first rout hex because that would be moving adjacent to V6. He also can't enter W8 or V8 because that would be moving closer to the known enemy units in V9 and W10. Since the enemy unit in S8 is not Known, he cannot avoid moving closer to it.

Once he reaches T8, the broken unit has expended 6 MF and has no more MF left to rout with. At this point, the 447 in T9 voluntarily drops concealment and captures T8, as per A20.21 and supported by Q&A from the 1993a Annual. If the broken had any MF remaining to rout with, it could conceivably attempt to rout away from the now-Known ADJACENT enemy unit, but since it has no MF remaining, it is Captured.

Note that if T9 had waited until the Russian part of the Rout Phase (or later) to reveal T9, the broken unit would *not* be captured because *its* RtPh has already been successfully completed. It would not be forced to Surrender since Surrender only occurs during the broken unit's RtPh, nor would it be eliminated for Failure to Rout since it did end its RtPh without being ADJACENT to a Known Enemy Unit.

## Russian Routs:

1. X2L0 to X2L1
2. V9 routs to U10, T9
3. W10 self-breaks and routs back to V10, U10, T9
4. V4 to U4, T4

## Advance Phase (APh)

1. X3 to W3
2. Y2 and Y3 to X2L0
3. V7 to U7
4. W6 to V5
5. X5 to W5
6. X6 to W6
7. X7 to W8
8. X8 to W9
9. Y9 to X8
10. Y8 to X8
11. Z9 to Y10
12. AA10 to Z9

## Close Combat Phase (CCPh)

1. Y10 rolls for concealment  $dr = 2 (+3 \text{ squad} -1 \text{ stealthy}) = 4$ , yes.

## Finnish Post-Turn Comments

Well, I felt the need to push this turn and ended up paying the price. No smoke really hurts and I have to take some real chances by exposing my guys to (-2) shots (FFNAM and FFMO). Not a lot of tact here, just run run run. I suppose a KIA was inevitable with so many shots like this, but I wish it was a HS and not a full squad. That Russian in V6 really earned his pay this turn. Casualties really hurt losing the KIA squad and another to rout failure. He broke on a 4(-2) FPF (I would have taken the shot too!) and then had no choice but to rout to T8 building (closest, no closer to known enemy units.) If it wasn't for the smoke I could have continued upstairs when the Russian revealed himself, but lacking the MF I was captured. I set myself up for some nice advancing fire shots but only broke one Russian. Then to my surprise Tom self-breaks the other squad and all of a sudden the east side of the board looks like the way to go. I'm not sure that I would have done that, but I guess Tom was concerned about these guys getting cut off. Because of my pinned squads in W7, I can't advance enough manpower into V6 to get more than 1:1 CC odds. So I'll surround this guy with multiple units and hope he breaks and surrenders next turn. I'm in position to interdict some Russian movement next turn, but some Russians will be able to move freely. Regarding my progress and requisite 4.1 hexes per turn: Only the HS in U7 has moved 8 hexes from my start line, thus adding to this nagging feeling that although I'm pushing hard and taking chances, I'm still coming up short in the progress department.

Post-Game Comment From John - Aargh! Looking this over after we finished, I noticed that I could have Low Crawled [A10.52] that broken squad from V7 to U8 and avoided being captured in T8. The squad was required to rout toward T8 since there was no other legal rout destination and he could make it to T8 using his 6 MF, but he still had the option of using Low Crawl as he routed toward T8. Dagnabbit. The relevant Q&A is: A10.51 If a DM broken unit that must rout is within six MF of the nearest woods/-building, must it attempt to reach the woods/-building in a single RPh? A. Yes, unless it uses Low Crawl, but it need not take the shortest route (in hexes/-MF) to do so. Even if it uses Low Crawl, however, it must still do so toward that woods/-building (i.e., at no time may it increase the hex range between itself and that

woods/-building, and must end that RPh closer to it than it was at the start of the phase). [An92; An95w; An96]

## Russian Post-Turn Comments

Not a bad turn at all. One Finnish squad dead, one captured, a few more pinned, and a very studly stand in V6. More importantly, we held the line that we wanted to hold - the only Finnish unit that got farther than we wanted was the halvesquad in V7.

The captured squad is a big deal for two reasons. First, it's worth double Exit VP [A20.1] if I can exit it off the south end of the map. Second, since Guard units can Deploy regardless of whether their nationality is normally allowed to Deploy [A20.5], I can create a steady stream of 237 halvesquads to block the Finnish advance with their bodies. 237's aren't powerful, but their morale is just as high as a 447 squad. Two halvesquads can be better than one squad because it takes two MC failures to break them instead of one for the squad. Nice.

It probably wasn't real necessary to self-break that squad in W10 since he probably could have positioned himself nicely for next turn by moving V10 (bypass V9), U10 (bypass V9/U9) and then T9, but I thought he'd have more options if he got rallied by the Commissar and started the MPh in T9. Plus it's cool to see Der Commissar magically bring them brokies back from the dead - and not a little disheartening for the Finnish player. This is assuming I can roll a 9 or less for both brokies in the R2 RPh.

I liked John's advances - that's the kind of aggressiveness he needs to show. The guy in X3 should perhaps have gone to W4 instead of W3, just to get a better LOS down the street to Q1 and keep me from repositioning my boys on the western side of the map in toward the center. V6 did not need to be CC'd; he's going to go down in the upcoming Defensive Fire Phase regardless of what he manages to do in Prep Fire. Good players use their DFPh to break enemy units and open up holes for their upcoming MPh.

There really isn't any good defensive terrain left in the immediate area, so next turn will focus on falling back to the next defensive line centered around the R-row rowhouses. We'll give the Finns a relatively free advance of several hexes but make sure we can hit 'em with PBF if they should get overly zealous and try to move into the S street. During Finn turn 3, they'll probably move up to the farthest cover they can find (the R9-R8-S8-T7-T6-U4-U2-T1 line) and then advance into the street, so I need to be ready to respond to this, probably falling back farther during Russian turn 3 instead of skulking one hex and making a defensive stand along the R hexrow.

Time to make sure I can get out of Finnish LOS and grow concealment, while being able to stay a step ahead of the advancing Finns. The southern half of the board is quite different than the northern half, so I need to defend it differently. The central graveyard is virtually impossible to defend with 447's on the ground, so I'll leave it empty and let the HIP MMG in K4L2 cover it from above. Meanwhile, the 447's will continue the kind of defense we've already seen along the eastern and western board edges.



Board status at end of Finnish turn 2.  
T9 contains a 447/(1)06, ?9-0, dm447/LMG, dm447.





## Russian Turn 2

### Rally Phase (RPh)

1. Wind Change DR = 1,1 possible change Subsequent dr = 6, force decreases 1 level - we now have No Wind.

By A24.61, the grey Drifting Smoke counters go away immediately.

2. First MMC rally attempt is a self-rally in T4 DR = 3,4 no, remove DM

3. Commissar rallies broken squads in T9. Since no Finnish units are in LOS, he doesn't lose concealment.

447/LMG DR = 1,4 yes, with the Commissar's effect of negating DM and raising the morale level of the unit.  
447 DR = 2,1 yes

4. Finn HS self-rallies in AA8 DR = 2,4 no, remove DM

5. Guard 447 in T9 Deploys into two 237 halvesquads and then transfers the Guards to the newly-rallied 447.

Note that A20.5 indicates that such transfer does not affect either the new or old Guard's RPh capabilities, so Tom argues that this does not violate the principle of a unit only being able to do one thing in the RPh [A3.1]. Others will disagree, saying that a unit must be Good Order (ie, unbroken) in order to take part in a SW exchange [A4.431], so it should be unbroken in order to participate in a Prisoner exchange. Shrug. Fixing it up so that the rest of this XOP goes according to plan would require some major leaps of faith, so we'll just claim A.2 and move on.

Tom:

AAAAAAAAARRRRRRRRGGGGGGGGGHHHHHH!!!!

No Wind! My Smoke! Where's my lovely Smoke!

That's a Big Deal, folks. If this were a face-to-face game, I'd tell John to go take a bathroom break while I thought this out. The Wind dying out really changes things for two reasons:

- The Blazes will spread much less rapidly because there will be no +2 Wind DRM to the Spreading Fire DR. Normally I could count on the Blaze on the south end of the map spreading to the G5 and E6 buildings, severely hampering the Finnish advance in the end game, but now it's likely to be wide open.
- The lack of Drifting Smoke will provide me with much less cover to hide behind this turn and will allow the Finns to penetrate the T6-T8 line without having to spend an extra MF per Smoke hex. Suddenly it's become much harder to stay one step ahead of him during this Fighting Withdrawal, and if he catches up to me, his firepower and numerical advantages will turn the tide.

Well, hell. What can we do. Guess it comes down to two options:

- Use the troops in T9 to put up a Wall of Bodies in U10, U9, T8, S8, with the Commissar back in S10. Even if the Finns don't break them next turn, they'd self-break and rout back to the Commissar, who would rally them in the R3 RPh for repositioning back to the next defensive line around O10/P8.
- Fall Back to the O10/P7 defensive line, ceding the T8 area to the Finns on turn 3 and preparing to defend the open ground area from P10 to R7 on turn 4.

I kind of like the Wall of Bodies idea partly because John seems to have been frustrated by the slow progress he's made so far, and

it'd be nice to capitalize on that. It's also pretty effective. But what bothers me is the prospect of falling back from the S10 rally point during Russian turn 3, once my Wall of Bodies guys got rallied by the Commissar. I worry that Finns in S6/S7/T6 would have LOS to the Q10/P9/P10 hexes that I'd have to fall back through, and I DON'T want to get shot up as I fall back. Also, if I go with the Wall of Bodies, John might accuse me of approaching this Example of Play as if it were only 3 turns long instead of the full 7, so I'll continue to fall back like I originally planned.

However, now that I have the Prisoners, I can create some halvesquads who could serve very well in a delaying role. Kind of like a Wall of Bodies, except the Commissar won't be waiting in the backfield to receive broken units in her open arms.

### Prep Fire (PFPh)

1. V6 at U7

8(+0) DR = 2,5 1MC

1MC vs 248 DR = 2,5 Pins, Russian SAN

Russian sniper dr = 6, sleepin'

### Movement Phase (MPh)

1. ?, 447 in U2 moves

a. T1 - 2

b. S1 - 4

2. V1 assault moves U1 - 1 (No Finns have LOS to U1, so this move does not cause loss of Concealment)

3. S4 assault moves R4 - 2

4. 9-0, 447/106, 447/LMG in T9 move

a. S10, bypass S10/S9, S10/R9 - 1

b. R9, bypass R9/R10 - 2

c. Q10 - 3

d. P9 - 4

e. O9 - 5

5. S8 moves

a. S9 - 2

b. T9 - 4

### Defensive Fire Phase (DFPh)

1. U7 at V6 2(+2) DR = 5,4 NE

2. V5, W5, W6, W7 (no LMG) all firegroup at V6  
36(+1) (heroic -1 DRM)

DR = 5,4 2MC, V6 is Encircled [A7.7]

2MC vs 447 DR = 1,6 breaks, DM

### Advancing Fire Phase (AFPh)

1. Spreading Fire:

F2L0 from F2L1: 2,6 no

T4L0 from T5L0: 5,1 no

T5L1 from T5L0: 2,2 no

2. Flame to Blaze spread:

G3: 6,2 Blazes

F2L0: 2,5 no

T4L0: 1,6 no

T5L1 (first flame) 1,4 no (second flame) 4,6 Blazes

### Rout Phase (RtPh)

Russian Routs

1. Squad in V6 surrenders to squad in W7, which immediately deploys into two 248 HS's.
2. Squad in X2L1 surrenders to squad in X2L0.

## Advance Phase (APh)

1. 237 in T9 to U10
2. 237 in T9 to U9
3. ?447 in T9 to T8
4. O9 to O10
5. R4 to R5 (bypassing via the Q row so as to not lose concealment, B23.71)
6. S1 to R0 (retaining concealment because no Finns have LOS to R0)
7. ?, ? in U1 to U2
8. ?, 447 in U1 to T1

## Close Combat Phase (CCPh)

1. Conceal all units in O10 and U10

## Finnish Post-Turn Comments

Holy Wind Change DR batman! Stopping the wind is a big event but I'm not sure whom it helps more. It makes movement faster (no +1 MF for entering a smoked location), but more dangerous for both sides (-2 for FFMO and FFNAM.) I have to admit that I was thinking of using the smoke on turn 3 to cover my advance, but now it's gone. At least now I have some better shots at the retreating Russians. During the last advance phase I was going to advance the 648/MMG in X7 to X7L1, but decided against it because of all the smoke. Other than that the turn goes as expected. V6 breaks and surrenders, as does the squad in X2L1. Tom skulks again, and the units in R5 can make my life really painful next turn. I wanted to force the issue along the T6-Z9 wall, but those guys can see right down the road.

## Russian Post-Turn Comments

Whew. Lotta scrambling around, at least mentally, during this turn. I'm glad this isn't for AREA points!

Caught between the Fall Back and Wall of Bodies ideas, I chose a middle ground. Not sure if that's Good Compromise or Fatal Indecisiveness; time will tell. Without the Smoke out there to slow down the Finns, I need to buy as much time as possible, so those two squad-equivalents in U10/U9/T8 seem worth it. If (when?) they break next turn, they'll try to rout back to R8/R9/S10, denying the Finns the use of these hexes during the Finnish turn 4 and channeling the attack through the open ground of R7. Might work out.

Defensive assignments for the upcoming turn:

- U10 covers V8 and blocks the eastern board edge with his body.
- U9 covers the road in front of him and blocks with his body
- T8 covers S7, T7, U8
- O10 and P8 cover S7. O10 fires first; P8 drops HIP and fires only as a last resort
- R5 covers S5, S6, and T6
- T4 blocks with his body
- T1 covers T2 and T3
- R0 covers U5 on his first shot and T3 with his SFF shot

I think the best Finnish attack this turn is to keep up the pressure and crack the defense. Probably aim toward S3 with the western half of his forces. In the east, try to break T8 with prep from W8/W9 and then flood through U7/T7/S8. Neither option is particularly fancy, but the Russians are losing manpower quickly

and one more aggressive turn could easily break every Russian squad north of the R hexrow. After that, the Russians will be down to the 9-0's and 7-0's stacks and the two HIP squads - still able to delay the Finns a bit, but not nearly to the extent we saw on turns 1-3. With a tremendous numerical superiority over turns 4-7, the Finns would stand a good chance of winning the game by simply sprinting down the map, taking whatever losses the Russians could inflict but shrugging them off.

## Finn Turn 3

### Rally Phase (RPh)

1. Wind Change DR = 2,4 no
2. Finn broken HS in AA8 self-rallies DR = 3,3 rallies

### Prep Fire Phase (PFPh) - none

### Movement Phase (MPH)

1. 248 in U7 moves
  - a. T6 - 1
  - b. S6 - 2

Tom: Crap. This is the kind of Finnish attack I've been fearing - aggressive probing with halvesquads. I don't want to waste valuable bullets on piddly halvesquads, but if I let this guy get behind me, it's going to be very hard to withdraw from R5. Sigh. Let's see if T8 can take him down so that R5 can fire somewhere else.

- c. 447 in T8 loses concealment and fires  
4(-2) DR = 1,5 1MC, 2 RFP  
1MC vs 248 DR = 2,3 passes

Tom: Ergh. Well, nothing for it but to fire R5. Maybe I'll KIA the halvesquad and be free to Subsequent First Fire at some other target. At the very least, I'm laying some nice resid (small comfort, though).

- d. 7-0, 447/LMG in R5 drop concealment and fire  
12(-2) DR = 2,6 2MC, 6 RFP replaces the previous 2 RFP [A8.21]  
2MC vs 248 DR = 2,4 Pins

Tom: Crap. This guy soaked up some good dfire and I didn't even break him. Worse, now R5 is now limited to 1-hex-range SFF shots because the closest known enemy unit is adjacent in S6. John will probably throw a sacrificial unit at T8 in order to limit its SFF range to 1 hex, then pour units through the T6-S7 gap. O10 will fire on S7, but if that doesn't work, P8 will have to drop HIP and do so. We can't let anybody make it to the Q7/R6/S8 if we can help it; if they do, it's really gonna make it hard to fall back from R5, T8, U9, and U10.

Lot going on here, and we've just had one halvesquad move two hexes. That's ASL, baby! None of this "You move, I sleep" stuff. When you're moving, I'm reacting!

2. fanatic HS in V5 moves
  - a. U5 - 1, DM'ing the broken Russian in T4



Tom: Just realized that it'd be fruitless for R0 to Long Range Fire at U5 - the LOS is clear and it's a nice sneaky shot, but the resulting 1 RFP wouldn't do much to channel the Finnish attack - John would just use bypass movement in V4/U4. So R0 will hold his fire.

- b. U4, 3
- c. T3 - 4
- d. R0 drops concealment and fires
- 4(-2) DR = 1,4 2MC, 2 RFP
- 2MC vs f248 DR = 2,4 OK

e. Declare late CX, enter S4 for 5 MF

- 3. X2 moves
- a. X1 - 1
- b. W1 - 3
- c. V0 - 5

- 4. W3 dashes
- a. W2 - 1
- b. V1 - 3

- 5. 648, 149 in W5 move
- a. V4, bypass V4/V5 and V4/U5 - 2
- b. U4 - 4

- 6. 648/LMG in W6 moves
- a. V5 - 2
- b. V4 - 4

- 7. 248 in W7 Double Times
- a. V7 - 1
- b. U7 - 2
- c. T6 - 3
- d. S7 - 5
- e. 9-0, 447/LMG in O10 fire
- 4(-2) DR = 1,4 2MC, ROF on LMG, so 1 RFP from the squad's firepower
- 2MC vs 248 DR = 5,2 breaks, Russian SAN
- Sniper activation dr = 6, no

- 8. 648 in W9 moves
- a. V9 - 2
- b. U10 - 4, stripping U10's concealment and bumping the 648 back to V9 [A12.15]. U10 does not fire.

- 9. 248/106 in W7 moves
- a. W6 - 1
- b. W5 - 2
- c. W4 - 3

- 10. Y10 moves
- a. X10, bypass X10/X9, X10/W10 - 1
- b. W10, bypass W10/W11 - 2
- c. V10 - 4

- 11. 648/MMG in W8 moves
- a. V7 - 1
- b. U7 - 2
- c. T6 - 3

- 12. 648 in W7 moves
- a. V7 - 1
- b. U7 - 2
- c. T6 - 3

- 13. 248 in W7 moves
- a. V7 - 1
- b. U7 - 2

- 14. 248/106 in Z9 move
- a. Y9 - 1
- b. X8 - 2
- c. W8 - 3
- d. V7 - 4
- e. U7 - 5 (with road bonus, B3.4)

- 15. 648 in X8 Dashes
- a. X9 - 2
- b. W10 - 4

- 16. 8-0 in X8 Dashes
- a. X9 - 2
- b. W10 - 4

- 17. 648/LMG in X8 moves
- a. W8 - 1
- b. V7 - 2
- c. U7 - 3
- d. T6 - 4

- 18. 248 in AA8 Double Times
- a. Z8, bypass Z9 - 1
- b. Y9 - 2
- c. X9 - 4
- d. W9 - 5
- e. V8 - 6

## Defensive Fire Phase (DFPh)

1. R5 final fires at S6 (the only unit he can final fire at)  
6(+0) DR = 2,6 worthless PTC. Since the unit is already Pinned, the only game result from taking this PTC DR would be a Sniper activation, so the DR is not made [A14.1].

2. LMG in O10 retained ROF, so it Final Fires at S7 with full FP  
2(+0) DR = 6,4 no

3. U9 and U10 firegroup at V10  
6(+1) DR = 4,4 cowers to 4 column, misses.

## Advancing Fire Phase (AFPh)

1. T6 (no MG's) at R5  
12(+3) DR = 5,6 no

2. V10 at U10  
8(+1) DR = 4,5 no

3. V9 at U9  
6(+2) DR = 2,1 1MC  
1MC vs 237 DR = 5,3 breaks, DM

4. V8 at U10  
1(+2) DR = 6,3 no

5. W10 at U10  
4(+1) DR = 2,1 1MC  
1MC vs 237 DR = 3,6 breaks, DM

6. U7 at T8 2(+2) DR = 4,6 no

7. V0 and V1 at U2

6(+2) DR = 1,6 miss, Russian SAN  
 Sniper activation dr = 1, hot Scatter direction = 2, distance = 6  
 Moves Russian sniper from AA10 to GG7. Nearest Finn units in 0 TEM are in W4 and W8; Russian chooses to KIA the 8-0 in W8.

8. U4, V4 (no LMG), and W4 at U2  
 6(+1) DR = 3,5 miss

9. Spreading Fire DR's:  
 F2L0 DR = 3,4 no  
 T4L0 DR = 3,4 no  
 T4L1 from T5L1 DR = 2,2 no  
 G4L0 from G3: DR = 1,2 no

10. Flame to Blaze spread:  
 F2L0 (first flame): DR = 1,2 no (second flame) DR = 3,1 no  
 T4L0: DR = 4,1 no

## Rout Phase (RtPh)

Finnish Routs

1. S7 Low Crawls to T6 - 3 MF

Russian Routs

1. U9 to T9, S10, R9  
 2. U10 to T10, S10  
 3. T4L0 to T4L1, T4L2

## Advance Phase (APh)

1. S4 to R4  
 2. 648 in T6 to S6  
 3. 648/LMG in T6 to S7  
 4. 648/MMG in T6 to T7  
 5. U7 to T6  
 6. V8 to U8  
 7. V9 to U9  
 8. V10 to U10  
 9. W10 to V9  
 10. 149 in U4 to U3  
 11. 648 in U4 to T3  
 12. W4 to V3  
 13. V4 to V3  
 14. V0 to U1  
 15. V1 to U2

## Close Combat Phase (CCPh)

1. Reveal Russian dummies in U2 before the Ambush dr [A11.19]  
 2. Automatic concealment gain in R4 and V9.  
 3. V3 rolls for concealment: 648/LMG dr = 6, no 248/106 dr = 4, yes (with -1 stealthy drm)

## Finnish Post-Turn Comments

A good turn for the good guys! I start off by running a HS at Tom's units in R5, trying to restrict their fire so that my other units can move reasonably freely. Worked out pretty well and I only suffer a break and a pin this turn. Good advancing fire again too and the east side of the board opens up even more. But the most important thing about this turn is my positioning for the Russian turn 3 defensive fire. With the current unit disposition I can now hit each and every Russian unit, except the stack in O10, even if they try to skulk. Most notable is that the 648/LMG in V3 has a nice line of fire down the Q1/U3 road, effectively pinning the Russians along the west board edge. With the Russians

pinned along the west board edge, and a lot of Russian brokies along the east edge, I sense a Finn breakout is near.

## Russian Post-Turn Comments

Well, not as bad as I thought it could be, at least after the opening two moves with the probing Finnish halvesquads. Laying that resid in S7 (and retaining ROF on the LMG in O10) must have made John settle for a safer course. Fine with me; R5 stands a reasonable chance of falling back in good order and I didn't need to reveal the HIP unit in P8.

It took a lot of lateral movement, but it was smart for John to reposition some of his attack toward the western board edge. Sending everybody down the eastern half of the board just makes it easier for individual squads and halvesquads to delay the entire attack with well-placed resid. Now that he's able to push along the entire 10-hex front, John should find some gaps in the defense much more easily.

It helps, of course, that I'm being rapidly whittled away to nothing. I think the half-measured defense I put up around U9 turned out to be a waste of two much-needed squad-equivalents. Sure, they delayed the eastern edge attack for a turn and will be able to channel the Finnish attack on turn 4 by blocking R8, R9, and S9 with their bodies (R8 will be occupied by the 447 who's currently in T8), but overall it doesn't feel like it was worth it. Better to have completely fallen back last turn to the O10 area. If I had done the Wall of Bodies defense (MMC's in S8, T8, U9, and U10 with the Commissar back in S10 for auto-rally during R3 RPh), John's advance into S7/T7 would have made it very hard to fall back to O10 this turn. Well, I got it half-correct at least.

The dam is going to burst very soon, and there won't be any chance of my defense covering the entire width of the board. After a token stand in O10/P8 during Finnish turn 4, I'm going to run back to the goal line as fast as I can, hoping the HIP MMG team will be able to keep the Finns off Denisova's back long enough to set up a Last Stand somewhere in the south where there's a good bottleneck.

Note the effect of John's halvesquad advancing to R4 - makes it harder for me to withdraw from R5. That's what I've been talking about all along - the insidious effect of being aggressive with halvesquads. I can't shoot them all, and eventually some of them can penetrate far enough to shoot at me while I'm falling back.





## Russian Turn 3

### Rally Phase (RPh)

1. Wind Change DR = 6,4 no
2. MMC self-rally in R9 DR = 5,6 no
3. Finn HS in T6 self-rallies DR = 3,6 no
4. Remove DM's except for T6, who opts to remain DM since he is not in a woods/building/pillbox [A10.62]

### Prep Fire Phase (PFPh)

1. O10 at S7  
6(+0) DR = 1,3 2MC, ROF on the LMG  
2MC vs 648/LMG DR = 3,2 OK

LMG ROF's at S7

2(+0) DR = 5,5 breaks LMG since his B# is reduced to 10 because of the Ammo Shortage [A19.131]

2. R0 at T3  
4(+0) DR = 4,6 no

Tom: A rarity for the Russians - Prep firing. O10 felt free to do so because they're gonna make a defensive stand there during Finnish turn 4, and they felt like they could stand up to the 6(+3) return shot from S7 since they've got the Commissar there to raise the squads' morale to 8.

R0 originally wanted to dash to Q2 or R2, but the beefy Finnish firepower in U3/V3 makes this a bad idea. Turned out to be safer to sit there and prep fire at T3 since T3 is the only Finnish unit with LOS to R0. I'd rather be falling back with this guy, but the odds of getting shot down in the street are just too high.

### Movement Phase (MPH)

1. T8 assault moves S9
2. T1 assault moves S1
3. R5 Double Times
  - a. Q6, bypass 3 hexsides (R6, Q7, and P6) for 2 MF - 2
  - b. P5 - 4
  - c. O5 - 5
  - d. N4 - 6
  - e. M4 - 7
  - f. L3 - 8

### Defensive Fire Phase (DFPh)

1. T7 at S9  
4(+1) DR = 4,1 NMC  
NMC vs 447 DR = 2,6 breaks, DM
2. U9 at S9  
6(+1) DR = 3,4 worthless PTC, Russian SAN Sniper activation dr = 1, hot Scatter direction = 3, distance = 2 Moves Russian sniper from W8 to Y9, thence to V9. Random selection in V9: 8-0 dr = 1 648 dr = 4 breaks squad (DM)
3. U1 at S1  
2(+1) DR = 6,4 no
4. T3 at S1  
2(+1) DR = 1,5 no
5. S7 and T6 at O10  
8(+3) DR = 5,4 no

### Advancing Fire Phase (AFPh)

1. Spreading Fire DR's:  
F2L0 from G2 DR = 3,6 yes, add a third (!) flame  
G4L0 from G3 DR = 6,6 yes  
T4L0 from T5L0 DR = 6,4 add another flame  
T4L1 from T5L1 DR = 3,2 no

2. Flame to blaze spread  
F2L0 (two old Flames, so two DR's) DR = 3,2 and 1,5 neither successful  
T4L0 DR = 4,2 no

### Rout Phase (RtPh)

- Russian Rout
1. S9 to R8

Finnish Rout

1. T6 to S6, R5

### Advance Phase (Aph)

1. L3 to K4L0

### Close Combat Phase (CCPh)

1. Conceal K4L0

### Finnish Post-Turn Comments

What was I saying about good defensive fire opportunities? Tom executes a very nice move with his R5 stack, and extricates those units out of harm's way. My DF breaks the last remaining good order Russian in the S9 area, and now I feel pretty good about the upcoming (hypothetical) turns.

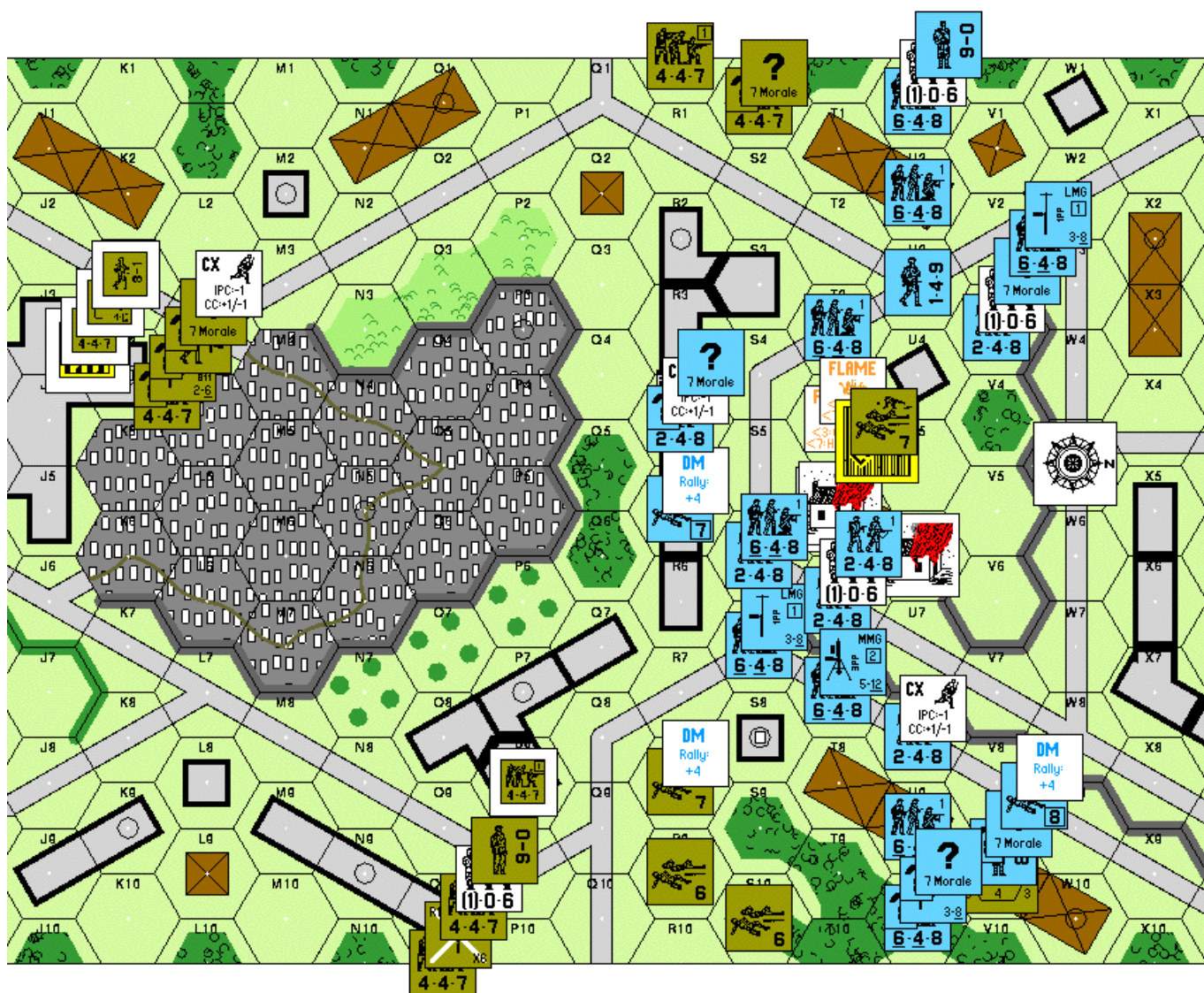
Before I see Tom's actual setup and comments, let me just wrap up with a few comments about my progress thus far, and try to predict what would happen in subsequent turns. The middle of the board is quite open now, and that's where I would continue my assault. The central graveyard is wonderful terrain to move through, costing only 1 MF, but with a +1 TEM. That means I can move as quickly through a graveyard as I can in the open, but without the FFMO that I've been hammered with so far. So in the next turn all my central guys CX and head for the graveyard. My eastern guys mop up the Russians in the S9 area, taking them prisoner, and continue along the eastern edge.

I suspect now that Tom's HIP MMG is setup to cover the graveyard. Perhaps in K4L1. This is a pretty good location that can cover a large chunk of the board. My farthest unit in R4 has moved 11 hexes in 3 turns which is not as far as I like. However, as I said above, the middle of the board is fairly open right now, and double-timing along with the graveyard will help my progress in the next two turns. As a final note, let's look at the CVP. By my count, Tom has 20 exit CVP on board, counting the prisoners double, and including his HIP units. I've disregarded the Russian in T4L2, since the blaze will prevent him from exiting the board. The Finns have roughly 42 exit CVP, again counting the prisoners double, and assuming that I capture the brokies along the east edge. Now of course I don't expect all units on either side to exit, but these rough numbers indicate that the Finns have a sizeable advantage in points. I believe that the Finns have a slight edge here, and about a 55% chance of victory given the current disposition.

Nice game Tom, now where are your HIP guys?!?!?



Ground and second-level units in K4 have been separated into two stacks for clarity; the second-level units are HIP.



Tom: HIP guys? I get HIP guys? :-)

## Russian Post-Turn Comments

Fun to see John's frustration at not even getting a shot off when R5 retreated. Gotta love it.

Well, we managed to do what we wanted to do this turn; now we just need to see if it's gonna be good enough. We accepted the inevitable break of the 447 in T8 and used him to establish a wall of broken bodies in R8, R9, and S10. During Finnish turn 4, these broken-but-still-effective guys will channel the Finnish attack through R6 and R7, where we'll put down some resid from P8 and O10.

Out West, those two squads in R0/S1 are managing to make pests of themselves. The Finns don't have enough firepower to rely on breaking them in prep fire, so they're looking forward to laying enough residual in S2/S3 to force the Finns to take the longer (2 MF) route through the rowhouses if they want to head south. R0 also has an interesting LOS to Q4 that he'd like to try out.

During the next turn, I expect the Finns to flood through the R3-R6 rowhouse and enter the cemetery. The HIP MMG in K4L2 will definitely make his debut; let's hope it's a good one. The broken units on the eastern edge of the map (and the soon-to-be-broken units on the western edge) are sure to be captured, so the Finns won't have any problem mustering enough Exit VP to win - IF they can manage to get off the board. With 4 turns to move approximately 19 hexes (hexrow R to offboard), the Finns have to really push from here on out. They've got the overwhelming numerical superiority to do so now, but they're about to find both Russian HIP units, which could cramp their style, and all three remaining Russian stacks (K4L0, K4L2, and O10) are leader-led and have good chances of staying one step ahead of the Finns. Although I'd give the Finns a 60-65% chance to win at this point, it's still anybody's ballgame.

**Conclusion** - Both players comment after having read each other's during-game commentary.

## Finnish Comments

Now that I've had the chance to review the entire XOP, including Tom's comments and HIP setup, and I'll make some concluding remarks. I considered putting some MG overwatch people in that level 2 location that Tom mentioned, but I didn't want to complicate my manpower situation, since I really needed to move aggressively. I would have lost a full-squad equivalent to man these MGs, manpower which I wanted upfront. And I really wanted to use my HS to probe the defense aggressively, and not man MGs. I could have put a full squad up there, and deployed him on turn 1, but it just didn't sit right with me.

Tom's HIP placement is well thought-out. I'm glad that I guessed right about the K4 upper level position for the MMG, although I think that L1 is better than L2, since it allows for skulking downstairs as an AM, even with the PIG MG. The P8 position would probably have surprised me, especially since my next move with my T7 unit would be S7, heading for R6. P8 covers a lot of ground, but he can be easily bypassed, again at the expense of some added MF. I was actually expecting this guy to be hidden closer to the exit board edge.

60 to 65% in favor of the Finns?! Yikes! Don't think my situation is that good, especially since I will be eating some -1 shots in the graveyard from the K4L2 HIPsters. The Russians have lost

significant manpower, but they have delayed my progress significantly. I think 60-65% is a little high and I'll stick by my 55% prediction. That's the great thing about not playing any further: we can predict whatever we want! (Tom, next turn I predict that I'll generate 3 more heroes too.)

I should say a word about the Finn leaders. Unlike the Russians, and other nationalities, the Finns don't have to be as conservative with their leaders. Finn MMCs can self rally and deploy without leaders, so all the leaders add is some more MF. I really should have tried to take advantage of that more, and in subsequent turns I'd be trying to match up my leaders with MMCs so that I can get 8 MF while CXing. I suppose they could also be used aggressively like the probing HSs, but then I'd miss out on their added MF.

My play wasn't stellar, but competent, especially for a first playing of this scenario. At times I felt like I was just moving without any clear immediate objectives in mind, but this scenario calls for aggressive moving down the board. Hopefully another playing of this scenario would be a little better, but we'll take what we learned tactics-wise and put them on file in case they're needed in other scenarios. (You should do this for every playing.) Tom's defense was solid and well thought-out. We have some differences of opinion on the AA10 placement, but I can't fault him for the MMG HIP placement. Maybe not what I would have done initially, but definitely with its merits. Tom's defensive withdrawal was executed fairly well, with foresight that gave each defending unit an assignment for the next Finn MPh/DFPh phase.

## Russian Comments

It's always interesting to me to see how two players view the same game differently. All through this game, John and I have been worrying about things that the other guy was relatively oblivious to. John was worried about my HIP MMG and didn't give a rat's butt about my efforts to channel the attack using broken bodies. I was worried about aggressive probing by Finnish halvesquads but felt like I rarely saw it, while John thought he was doing exactly that. We both agonized when the Smoke went away, figuring it'd help the other guy more.

Ah well. The proof, as they say, is in the pudding, and ultimately each of us has to see how the game turns out and think about whether we were too worried about the wrong things and not worried enough about the right things. That's how you get better, by re-evaluating the way you see the game and being open to other people's interpretations.

John's right - K4L1 is better than K4L2 since both spots can see over any wall/graveyard hexes. No need to be up higher than necessary - just makes it harder to retreat.

His counting of the Exit VP's is nice, but I had planned on not allowing any Finns to escape, hoping to win by an Exit VP count of 0-0. Without any Smoke to slow the Finns down, though, it's gonna be hard. Interesting to see that we both had a similar assessment of the Finn's victory chances. Against a more cautious player, the appearance of the Russian MMG might slow down the Finnish attack significantly, but John apparently is expecting the MMG to show up in K4 soon, so it doesn't look like I'm gonna be able to shock and surprise him into slowing down. Nerts.

About AA10, shrug. He does look a bit exposed in retrospect, doesn't he? Lemme try to defend his placement. John's initial 8-flat shot had a 60% chance of breaking that squad, which I'll translate into a 40% chance of having that squad survive the shot.

At that point, John would face the decision about how many of the squads in CC10 to prep fire at AA10. Certainly two, possibly three, but at the very least the guy in AA10 would be soaking up prep fire from squads that would be better off moving. John's right, this guy was prisoner-fodder from the get-go, but I should have probably made it more clear from the start that I wasn't planning on letting any Finns escape off the southern board edge, so it didn't matter to me how many prisoners John took. Instead of worrying too much about the fate of my broken units, all along I was trying to use them to channel the Finnish attack into open ground hexes that I could cover with a small number of units. Is this a good idea? Well, I thought so, but it pretty much forces the Russian player to keep the Exit VP score at 0-0 or something close to it. Given the Wind Change that made the Drifting Smoke go away and significantly hindered the spread of the Blaze from G2, it does look like it'd be hard to keep the Finns from exiting more VP than that.

Blaming the Fates (specifically, the Wind Change DR) for my less-than-even chances of winning the game? Shrug. Sure, a bit. I think the Russian needs to count on the Drifting Smoke slowing down the Finns for a turn here and channeling their attack around the rapidly-spreading G3 Blaze. Without it, the game changes significantly. Now, shifting over from Whining Booby mode to Proactive Healthy mode, perhaps I should have realized more fully that the basic nature of the scenario had significantly changed once the Wind died out; I should have shifted over to a more force-conservative strategy, trying to keep more bodies around to get more exit VP off the map than the Finns. OK, I can see that; you gotta be flexible and respond to situations like that when they come up. If you're playing a scenario where it's raining but the rain stops, you better realize that you can now lay Smoke and start playing accordingly, cuz it's a sure bet your opponent will see it.

A good game well-played by John. He and I don't always agree on what the Right Thing To Do is, but like I said above, that's what I like about playing him and guys like him. They challenge you to rethink your game and become a stronger player in the process. I can see I've still got a ways to go :-)

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And that's it, folks. I'd like to thank John for providing such good and detailed commentary. Hopefully there's enough in here to give the new player insights into what more experienced players are thinking while the game is going on. As always, we love to hear feedback and questions - it shows you're thinking about the game and trying to get better.

## Basic PTO Example of Play

OK gang, time to begin yet another installment of the award-winning Basic (insert tricky ASL section here) Example of Play. This time out we're gonna do Basic PTO. Why? Cuz we're running out of things that I know about, that's why.

As with the other Basic Thingies, we'll pick an Avalon Hill scenario and walk you through a few player turns, pointing out various flora and fauna along the way. We're not necessarily going to demonstrate the best winning tactics for either side; we're going to exercise the PTO rules first and foremost, making notes of What Seems To Work and What Generally Doesn't Work as we go.

Also as with previous episodes, I greatly appreciate feedback, both to correct outright mistakes and to suggest improvements. So please, speak up if you see a mistake or something that can be improved or commented on. Remember, though, that this is the BASIC PTO example; our target audience needs help getting through the first part of Chapter G, not the nuances of Cave Complexes, Panjis, or Rice Paddies. That's for later.

Send feedback to me at [tqr@mindspring.com](mailto:tqr@mindspring.com)

MANY thanks to the slew of people who have vastly improved this thing by making suggestions, catching mistakes, etc. Y'all have the Eagle Eye of Editing, and it makes the final product so much better. Thanks again.

The scenario we'll be looking at is **A60 Totsugeki!**, from the 93A Annual. (Pause while rampant cheering erupts from Brian Youse). I wish we could have chosen a scenario from Code of Bushido, but IMO there is no suitable scenario in that module. The second-best choice (IMO) is scenario 67, Cibik's Ridge, from Gung Ho. Totsugeki has five minor advantages over Cibik's Ridge:

It's played on one half-board, which is easier to depict with Web graphics.

You need Gung Ho to play both the Marines in Cibik's Ridge and the Chinese in Totsugeki, but if you don't own Gung Ho, the Chinese 337's are easier to simulate (with Partisan 337's) than the USMC 668's are. The IJA in Totsugeki have DC's, which lets us demonstrate DC Heroes. Totsugeki is regarded by many as one of the absolute best scenarios out there.

Youse paid me.

OK, enough preliminaries. Let's get down to it. We're going to start with a brief overview of Chapter G because Matt Romey's Vernacular Chapter F worked so well for Desert Rules. We'll touch on a few things and revisit them when we see them in action during the playing of the scenario.

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I have always been surprised when people express Fear and Loathing of getting into the PTO. It's a personal thing, of course, but I just don't find the PTO rules to be that awful. The terrain is far more intuitive than desert terrain, and the unique qualities of the Japanese troops are very high on the bang-per-buck scale. The PTO is flat-out FUN. The IJA are unique and powerful if played properly, the terrain is often rugged and challenging, and the Allied Forces are also way cool. No Conscript Russian halves here - when you dive into the PTO, you get to command US Marines, British Elites, Gurkhas, Aussies, Phillippine

insurgents, and a host of other Rough Guys.

Neat stuff, and surprisingly accessible for newbies since the PTO is dominated by infantry. It's a shame that the PTO modules are often at the end of the line of one's ASL purchases. Only armor buffs have reason to complain here; the PTO ain't armor country and the IJA armor isn't much to write home about.

Let's start with the terrain. G.1 throws a lot at you all at once, but let's pass that PTC and dive into the Basic PTO Terrain:

- **Woods are Jungle (G2.).** OK, we can handle that. Both got trees.
- **Orchards are Palm Trees (G4.).** OK, fine. Both got very sparse trees.
- **Grain is Kunai (G6.1).** Hmm, Kunai is... almost exactly like grain. Actually it's a bit closer to Brush in terms of costing 2 MF, no TEM, soft hindrance, etc. Also, Kunai is one of the Three Special PTO Terrain Types (along with Jungle and Bamboo) that we'll talk about more below. But it's no big deal - Kunai is easy.
- **Marsh is Swamp (G7.).** OK, it's actually "Marsh hexes adjacent to Jungle are Swamp, otherwise they're Marsh." Both are so gnarly that you generally avoid them anyway.

Um, when is this supposed to get hard, Unca Bill?

**Brush is Bamboo (G3.).** This one seems to get people. Well, heck, the little √ symbols in the Brush hexes kinda look like Bamboo sticks (to me), so there shouldn't be a problem remembering it. What's more of a problem is that Bamboo is Inherent Terrain whereas Brush isn't.

Bamboo is one of the more unique terrain types in ASL because of the G3.2 entry restrictions. Bamboo is great to defend from because the attacker has a hard time moving into the hex - he can only enter via Low Crawl (A10.52), Minimum Move (A4.134), or Advance vs Difficult Terrain (A4.72). The latter two make the entering unit go CX in the process, while a Minimum Move also Pins the unit, both of which help the defender in the all-important Ambush dr for CC. On the down side, Bamboo only has a +1 TEM, has a stacking limit of 2 squad-equivalents, and is susceptible to Air Bursts.

- **Woods-Roads are Paths; other roads don't exist.** Easy concept, but somehow hard to get the old idea of a Road out of your head when you see it on the board. Sometimes roads will exist in the PTO via SSR.

There's a few more items in G.1 that we'll skip because they don't pertain to Totsugeki. Trying to not flood you with information.

OK, we lied to you before. Jungle isn't entirely as simple as we made it out to be. Jungle comes in two flavors: Light and Dense. The scenario SSR's will usually tell you which one's in effect; if not, then the default is Dense. Light Jungle is exactly like normal ETO Woods except that it's a 2-level LOS Obstacle (and some minor stuff in G2.3-G2.8). OK, great - Totsugeki even uses Light Jungle, so you catch a break here.

FYI, Dense Jungle is like Light Jungle only moreso. Its TEM is +2, you can only stack 2 squads in it, it's so dense that you can't fire a mortar from it, and you can Stray (G2.22) while moving through it. Most importantly, though, Dense Jungle is Inherent Terrain (G2.2). It can be a big chore to adjust your eyes to see Dense Jungle in the right way on the

map; LOS is restricted something fierce and you'll catch yourself saying "D'ohhhh!" a few times before you get it down. (Memo to Avalon Hill: we could squeeze a few extra bucks outta those ASL crazies if we print up "Dense Jungle" versions of all the maps, heh heh heh.)

Back to the matter at hand. G.2 through G.6 have some very important points about the PTO:

G.2 - Fortifications in jungle, kunai, or bamboo are not revealed simply by an enemy having LOS to them. Oooh, aah. Easy to see the implications.

G.3 - Multi-hex firegroups involving Dense Jungle, Kunai, Bamboo, or Swamp are restricted - you can't have more than one such hex participate in a multi-hex FG. Hmm. No more of those "creeping amoeba mass" attacks where you form one huge firegroup with units in six adjacent hexes.

G.4 - If you move into a Jungle, Kunai, or Bamboo location, you will not immediately reveal a defending unit in that location if it is Hidden and Stealthy. The implications are hugely important for many scenarios because Elite and First Line Japanese are Stealthy (G1.6) and the Japanese are often given HIP units (G1.631). In these scenarios, the IJA can win simply by having a unit hide out and avoid detection, popping out at the last minute to claim victory.

Generally you only get burned by this rule about seven or eight times before you learn it. The only ways to reveal a HIP stealthy defender in those kinds of terrain are to either start the CCPh in its hex, Search, or probe by fire. Simply moving through an area will not clear it.

G.5 - Recovery of SW is more difficult in Jungle, Kunai, or Bamboo (those three types of terrain again. They're the troublemakers). In the PTO, you don't wanna be dropping a SW and trying to Recover it.

G.6 - Ambush. Attackers advancing into (you guessed it) Jungle, Kunai, or Bamboo must add +1 to their Ambush drm. Very commonly used rule in the PTO because CC is arguably the heart and soul of PTO combat. Since Hand-to-Hand Combat is prevalent in the PTO and HtH uses the deadly Red #'s on the Close Combat Table, setting up and winning Ambushes is important here. With no net drm's in your favor, you have a 16% chance of winning an Ambush. With a net -1 in your favor, this jumps to 25%. With a net -2, you Ambush 42% of the time. With a net -3, you Ambush 58% of the time. Every drm counts.

OK, enough terrain. The Chapter G divider has a nice summary of PTO terrain. Let's talk about the Imperial Japanese Army.

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The IJA are wacky, wild, strange, and fun. Their unique characteristics make them one of the most powerful and interesting nationalities to command. They cannot be played like ETO armies; the rules will penalize you if you try that. But if you take the time to appreciate the new tactics that are opened up by the IJA rules, you'll use the IJA to its fullest potential and enjoy the heck out of it.

Right off the bat, I will reveal the secret to the IJA:

## **They are a Control Freak's dream come true.**

That's right. These guys will do exactly what you tell them. They may suffer horribly in the process, but they will die trying to fulfill your orders. This is in opposition to every other nationality, whose squads will break and run away if you tell them to do something stupid or dangerous. IJA squads, however, don't break - when they fail a MC, they Step Reduce but they keep on chugging. If you want them to get from

Point A to Point B, somebody will get there. That once proud platoon of Elite 448 squads may be reduced to a rabble of second-line halvesquads once they reach point B, but THEY DID GET THERE. Let's hope they accomplished something good in the process.

The implications of this are HUGE. You can't really appreciate it until you see it in action, which I guess is why we're doing this Basic Example of Play.

\* When an IJA squad is defending a VC building, you can't just break it and then run up and take the building. It won't break. It'll sit there and be slowly whittled away, first to a Step-Reduced Squad, then to a Halfsquad, then finally to a broken halvesquad. In the meantime, it's firing back at you. The IJA on the defense are great at stand-and-die actions.

\* The IJA can and will run straight up to and through a defensive line. If you first fire at them and make them fail a MC, THEY'LL JUST KEEP COMING. They have an awesome weapon in the Banzai, and if they want to get to a particular spot, they're gonna get there. The most you can hope for is to hurt them along the way and be prepared for them to penetrate into your backfield. The IJA love to move, move, move, and they can totally screw up your "safe" rear areas where you normally expect to be able to rally broken units. The IJA don't have awesome firepower, but they sure can rack up the KIA's for Failure to Rout.

\* Because the IJA are built for hard use, they get used hard. Eventually their strength will get eroded by Step Reduction until by the end of the game they are a disorganized rabble of halvesquads, step-reduced conscripts and 2nd-liners, crews, and wounded leaders. **This is normal.** The IJA are not supposed to have many intact units at the end of the game. Use and abuse them and get the most value out of them that you can, because their strength is fleeting.

While it's impressive to see IJA units Step Reduce instead of Break, remember your Zen training, Grasshopper. The reed that bends with the wind will survive the storm. The strong but inflexible oak tree will shatter in the wind. When a British 458 breaks, it's temporarily out of action, but it can Rally and return to the game at full strength. When an IJA 448 fails an MC and Step Reduces, it becomes a 348 and can never become a 448 again. If that 348 squad step reduces, it becomes a halvesquad; two MC failures for the IJA is the same as one Casualty Reduction. By the end of the game, this adds up.

**Step Reduction** - As we said before, when IJA squads fail an MC, they generally Step Reduce instead of break (G1.11). Squads flip to their red-banded Step Reduced side, Step Reduced squads become halvesquads, and halvesquads break. Along the way, ELR applies normally, so that a First Line squad that fails a MC by more than its ELR will become a Step Reduced Second Line squad.

Here is a chart showing how Step Reduction works. The underscore character represents the red band of Step Reduced squads.

This is for armed non-berserk squads; unarmed or berserk squads get CR'd normally. Casualty Reduction results apply normally in applicable situations.

IF YOU ELR, YOU GO DOWN A LEVEL IN QUALITY FIRST, THEN OVER TO THE RIGHT FOR THE STEP REDUCTION. (EX: an Elite 448 ELR's to a first line 347\_)

**Attack Break** - MC Failure due to attack on the IFT, collateral attack, bombardment, FPF, "breaking" due to KIA result, or "1" sniper attack.

Full Squad	Reduced Squad	Half Squad	Broken HS	Notes
448 →	348_ →	238 →	dm238	Elite, GO are Stealthy
447 →	347_ →	237 →	dm237	1st line, GO are Stealthy
347 →	237_ →	137 →	dm137	2nd line, GO are Normal
336 →	226_ →	126 →	dm126	Conscript, GO are Lax
—————→ —————→ dm126				(both 336 and 226_ ELR to dm126)

#### Crews

228 → 128\_ → dm127

**Other Break** - MC Failure due to Bailing Out, Voluntary Break, Wreck Check, Para Landing, WP MC, OVR Prevention MC, Panji MC

Full (Reduced) Squad	Broken HS	Notes
448 (348_) →	2 (1) dm238	Elite, GO are Stealthy
447 (347_) →	2 (1) dm237	1st line, GO are Stealthy
347 (237_) →	2 (1) dm137(6)	2nd line, GO are Normal
336 (226_) →	2 (1) dm126(5)	Conscript, GO are Lax
————→ 2 (1) dm126		both 336 and 226_ ELR to dm126)

A few things to note about this table:

\* 2nd Line Step Reduced squads (237\_'s) are full squads! It's weird to see them toting around SW and firing them in addition to their Inherent Arms, but there you go.

\* IJA crews step reduce like other units; the final step is a broken armor crew.

\* As I read it, if you fire on an IJA Rider Squad and it fails an MC, it only Step Reduces but is not forced to Bail Out. The "Other Break" above applies to situations where IJA Riders have been forced to Bail Out (such as when the AFV they're riding spins its turret or enters Orchards, [D6.21] etc) and have failed the Bail Out MC. But since IJA Rider squads don't break when they fail an MC (only step reduce), I don't think they are required to Bail Out by D6.23. Perversely, if they were Pinned, D6.23 does require them to Bail Out.

If this is correct, then it's waaaay powerful because IJA Rider squads can penetrate deep into enemy lines even while being fired on, as long as the vehicle they're riding doesn't do anything that forces them to Bail Out. It sounds too good to be true, so it's probably something that's worth clearing up with your opponent before you get hip-deep into the scenario.

A few more notes about the IJA:

**IJA Crews** - G1.611 pretty much dictates that every MMG, HMG, and ATR in every IJA OOB will be assigned a Crew to man it. OK fine; I enjoy having my decisions made for me.

**DC Heroes** - DC Heroes (G1.424) are pure evil. They can only be used in scenarios where the IJA gets some DC's (like in Totsugeki). Basically they're a 1-man DC-totin' Banzai, and if you don't wound or KIA them, they're gonna drop some nasty DC music on your defensive line before blowing themselves to kingdom come. They soak up defensive fire like crazy, but their greatest use is as a threat-in-being; until they're used and gone, the defender has to prepare for them every turn.

**IJA Leaders** - IJA Leaders (G1.41) are gigantically precious units. Not only do they raise the ML of units stacked with them by 1, but they ignore DM like Commissars. Most importantly, you need an IJA leader to initiate a Banzai Charge (G1.5), which is basically the IJA Human Wave. When the last IJA leader dies, the Allied player breathes a huge sigh of relief, for he knows that he no longer has to worry about a Banzai.

Again, in reference to the "use 'em hard" concept above, the IJA is given a certain number of leaders in their OB, usually with the idea that they'll get off a certain number of Banzais during the game. If you coddle your IJA leaders and don't use them in Banzais, you're not using one of the IJA's great strengths to your advantage. Note that IJA leaders which fail a MC don't break - they are Wounded. If they survive the Wound Severity dr, then they're flipped over to their Wounded side, which lowers their morale and adds +1 to their leadership DRM. Again, IJA leaders are very powerful but their habit of leading from the front tends to get them killed.

**Banzais** - They're more powerful than Russian Human Waves because you don't need multiple MMC in at least 3 adjacent hexes to initiate one. All you need is an IJA leader (even a wounded one) and any number of MMC's that you want (even none), as long as all of the Banzai'ers are in adjacent Locations. It's very impressive to see a large Banzai chain in action, and very hard to keep it from happening. Don't try to prevent them; try to make them as costly for the IJA as possible.

On the up side, Banzaiers have a +1 Morale, don't Pin, and get 8 MF. And, of course, Banzai'ing squads don't break when they fail a MC; they just get Step Reduced *and keep on coming*. Shudder. If you work it right, you can have a new Banzai'er enter a particular defender's Location in successive Movement Impulses, forcing the defender to take multiple FPF shots and possibly break as a result. Perhaps best of all, you get to scream "BANZAI!!!" when you launch one. Ain't life grand?

On the down side, Banzais can be a big drain on IJA manpower. Great morale or not, there's no getting around the fact that the Banzai is running right up to the defensive line and will get hit with Point Blank Fire, Triple PBF, and FFNAM. It's very easy to throw away units in a wasteful Banzai, especially when the opponent can throw down a firelane and hit every unit in the Banzai during every impulse of movement.

On top of that, Banzaiers are Lax, which makes it imperative that they avoid Advancing into Ambush Terrain; the +1 Ambush drm for being Lax combined with the +1 drm for advancing into Jungle, Bamboo, or Kunai means that the Banzaiers are likely to be Ambushed. Try to figure it so that all of the Banzaiers enter enemy hexes in the MPh or that none of them have to advance into an enemy hex in the APh. Not easy, at least for me, but definitely one of the great challenges of the PTO.



Note that this implies that Banzaiers have to advance into an enemy-occupied hex (as opposed to choosing to advance into an empty hex or not advance at all), which is an issue that has not been resolved through a Q&A yet. Technically, I believe that the Banzai is over at the end of the unit's MPh (when you flip the Banzai counter over to its Lax side), so the ex-Banzaier isn't beholden by the letter of the law to continue its mad bloodlusty charge toward the enemy, but I personally think it's against the spirit of the rule. Until it gets cleared up by a Q&A, it's a good idea to settle this point with your opponent before the game.

What terrain is good or bad to Banzai through? You generally want terrain that doesn't take many MF to enter, has a nonzero TEM, and is a "Hard" Hindrance (ie, one that lowers the FP of a Firelane, as opposed to "Soft" Hindrances which do not affect Firelanes). Roughly, we have:

Terrain	MF cost	TEM	Hard/Soft Hindrance?	
Light Jungle	2	+1	Blocks FL	Better for Banzai ↑ ↓ Worse for Banzai
Dense Jungle	2	+2	Blocks FL	
Palm Trees	1	0	Hard	
Huts	2	+1	Soft	
Open Ground	1	0	-	Worse for Banzai
Kunai	2	0	Soft	

Note that Banzai'ing through Smoke is often a nice option - the smoke will add 1 MF to the COT and won't affect a Firelane, but will add a nice +1, +2, or +3 Hindrance to defensive fire.

**Morale** - G1.62 notes that IJA are immune to PAATC's and the NTC for Infantry OVR (A4.15). They do not surrender in the RPh. If Encircled, their Morale is not lowered by one. And when they undergo HoB, Japanese almost always go Berserk. Ai yai yai. Who ARE these guys?

**HIP** - G1.631 notes that in daytime scenarios, the IJA may use HIP for less than or equal to 10% of his squad equivalents in his onboard setup OB (and any SMC/SW that set up with them). At Night, this is raised to 25%.

Tim Wilson points out that this applies even if the IJA is the Attacker, which leads to the very interesting concept of setting up part of your attack using HIP (maybe a flanking force?) and then revealing them after the defender has committed his strength to where he thinks your main attack is. Wow. Cool concept.

Here's an example of how the IJA and HIP and CC go together in a deadly combination. Say you've got a US 667 and an 8-1 that advances into a Jungle hex. Say that hex contained a HIP IJA first line halfsquad (a 237) which is now placed on the board under a ? counter. The Americans do the Ambush roll with a net drm of +0 (-1 leader, +1 advance into Jungle). The IJA HS does the Ambush roll with a net drm of -3 (-1 stealthy, -2 concealed). The HS has a 58% chance to Ambush you, and if he does, he must declare Hand To Hand CC. His attack will go through on the 1-4 column of the CC table using the red HtH numbers and a -1 DRM for the Ambush and a further -1 DRM because the IJA are good at CC (G1.64, which does have some exceptions, mainly for Pinned units and non-HtH CC). If he rolls a 6 or less (a 42%

probability), he KIA's your whole stack. ONE LOUSY HALFSQUAD. This is how the IJA can ruin your whole day.

**CC** - Hand to Hand CC is prevalent in the PTO because of G1.64 - HtH is **always** on when the IJA is the ATTACKER and is not ambushed or completely Pinned or when he is the DEFENDER and ambushes the other side. There is no choice; HtH is automatic in these cases. Even if the non-IJA side initiates non-HtH CC in his player turn, the CC will go to HtH when the IJA player turn rolls around. Yowza.

OK, that about does it for the basic ins and outs of the Japanese. Before we launch into the scenario itself, we would be remiss if we did not introduce the IJA's erstwhile enemies, the Chinese (G18.).

Some say that IJA-Chinese scenarios ROOL. Shrug. I find the Chinese to be poor cousins to the IJA, little better than Partisans. But one man's tea is another man's saki.

The Chinese come in two flavors: Red (Evil Commies) and GMD (Guomindang, Good Nationalists). The Reds use Russian brown counters, the GMD use those spiffy two-tone blue-on-brown jobs provided in Gung Ho. Chinese may make Russian-style Human Wave attacks (A25.23) and may designate less than or equal to 10% of their squads as Dare-Death Squads (G18.6). A DD Squad may go voluntarily Berserk if it is in/ADJACENT to an unpinned GO Chinese leader; it then charges an enemy unit within 8 MF with all the attendant Berserk hoopla. Note that this kind of Berserker uses the red-on-white Berserk counters, as opposed to your normal white-on-red counters; some ammunition for winning your next ASL trivia contest. Regardless of whether they're Berserk or not, DD squads can enter into Hand to Hand CC like the Japanese. Generally the Chinese player will have 2-3 DD squads to play with; I'm open to suggestions on how to use them well.

Bruce Probst adds:

DD squads are fantastic if you have to break through to somewhere. In European ASL, a unit that goes berserk will almost always attract all available Deffire because they're so dangerous if not dealt with. Well, DD squads are like that, except that the Chinese player gets to choose when to have it happen. That's a powerful advantage. The downside of course is that the DD squad will almost certainly not survive the experience.

Bret Hildebran adds:

DD dudes also lose berserk easier (hence the different counter to remember to pull it) and ALWAYS get a -1 in CC even if not HtoH. They make good distractions on the attack so that the main force can sneak in the back door while the Dare Death Dude is drawing all the fire while beating on the front door. On the defense their -1 CC is their biggest benefit.

OK, enough intro! Let's push some cardboard!



## Totsugeki

### Chinese Setup

X4	Sniper
R3	?, 337
S3	?, ?
T5	?, 337
V3	?, 337
V4	?, 9-1, 337/MMG
V7	M1A1 ART (CA:U9), 227
X5	?, 7-0, 337/LMG, 337 (Dare Death)
X7	Foxhole 2S (HIP)
Y3	?, 337
Y4	HIP 337 (Dare Death)
Y7	M1A1 ART (CA:X8), 227
Z3	?, 337
Z5	?, 337, HIP Foxhole 1S, HIP 337/LMG
AA3	?, 337/LMG
BB4	?, 8-0, 337/MMG
BB8	M1A1 (CA:AA10), 227
EE4	?, ?
FF3	?, 337

### IJA Setup

W7	Sniper
S0	?, 9-0, 447, 447, 448/LMG
W0	?, 447/MTR, 447/DC
Y0	?, 9-1, 448/LMG, 448/LMG, 228/dmMMG, 237 (HS)
AA0	?, 237 (HS)
EE0	?, 10-0, 448
GG0	?, 447, 447/DC

All non-concealed units have been placed under ? counters prior to IJA setup. Note my convention of possessing a SW with a slash (/) - so a 337/LMG is a 337 possessing an LMG. Note that the two Chinese HIP units are given by SSR; it's not a standard feature of the Chinese to automatically be given HIP units on the defense like the IJA (G1.631)

The next page shows the setups for both sides, shown without the Concealment counters for clarity. Note that the graphics in this example are screenshots from VASL 2.5 using Carl Fung's excellent counter images.

Also, note the board changes due to the PTO terrain. The woods-roads are now Paths; the other roads are gone. Brush is now Inherent Bamboo.

**General Scenario VC's** - We don't want to get into copyright trouble by printing the scenario sheet here, but those of you who don't have the scenario would probably like to know what's going on. The Japanese win if at game end all three Chinese 75mm ART Guns are eliminated/captured or in hexes occupied solely by Good Order Japanese MMC. By SSR, the three Chinese Guns are set up unconcealed, are not Emplaced, and cannot be moved from their setup hexes. Boresighting is NA for either Guns or SW. Two Chinese squad-equivalents may set up HIP.

Basically it's Go For The Guns. The scenario tends to come down to a nail-biting struggle for the last Gun, which makes it one of the great scenarios out there.

**Chinese Strategy** - Again, we're not trying to present any Ultimate Strategies here, but it's probably worth a moment to explain what the Chinese are trying to do.

The board edges are too important to completely cede to the IJA, but the Chinese don't want to commit too much strength there. Lone squads go in FF3 and R3, bulked up by the 4 Chinese Dummy counters in S3 and EE4.

AA3 and BB4 are going to lay firelanes through the Kunai, hoping to restrict the IJA advance on the right. AA3 would throw his FL out to FF0; going along the alternate hex grain towards GG3 wouldn't give the LMG any RFP past the Palm Trees in DD3. V4 would do the same if the IJA had come on strong in the center.

The force in X5 is the general Mobile Reserve, complete with a Dare Death squad (and leader) in case the opportunity arises to do something funky. The other Dare Deather is HIP in the Bamboo in Y4 - there's going to be so much happening all around him that it's likely that he'll get a chance to have some big fun.

The other Chinese HIP unit is a 337/LMG inside the foxhole in Z5 - again, this area tends to see some important action and a HIP squad with LMG might be a nice ace in the hole.

**IJA Strategy** - The IJA go with a 3-pronged attack, figuring to use their infiltration techniques to force a breakthrough in one area. Also, since the battle is for the Chinese Guns in the rear, it's nice to try to threaten the defense from several angles, particularly when you're forcing the Chinese Guns to change Covered Arcs.

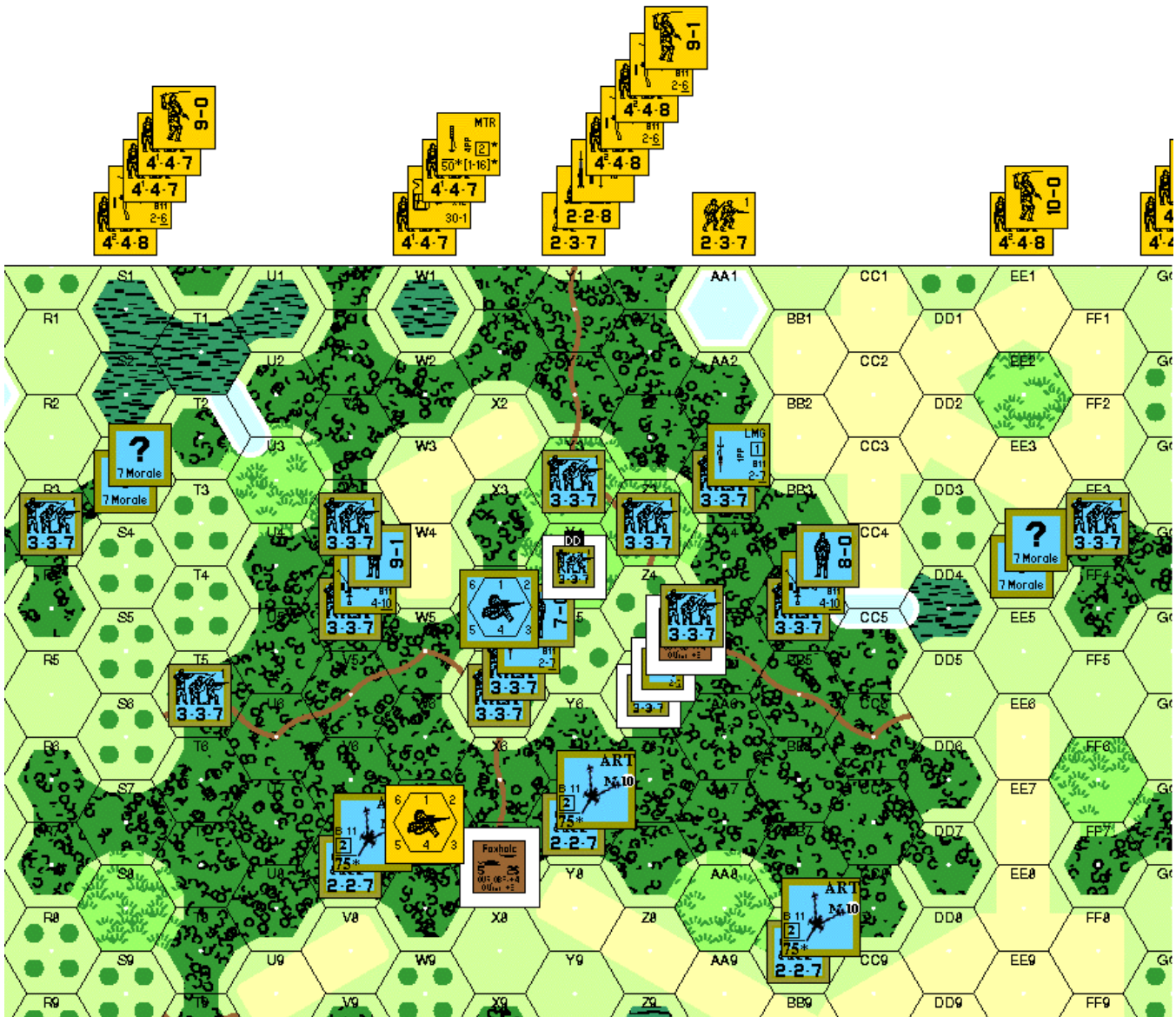
One IJA leader is allocated to each flank to give each force a Banzai threat. The central force has the most firepower and the best IJA leader (the 9-1). One 448 is sent to either side just to provide some infantry smoke potential.

Just because you're IJA, don't forget about using HS's to probe the defenses! IJA halvesquads have the nice feature that they break (instead of step reduce) when they fail a MC, so they can come back at full strength. If one of the 237's runs into trouble and breaks, he can simply rout back to a leader who stands an excellent chance of rallying the HS since IJA leaders raise morale by 1 and negate DM like Commissars (G1.41). Just rally and come back for more recon next turn - neat.

OK, let's roll some dice!

Pre-Game setups, shown without concealment counters for clarity.

GG0 contains a 447, 447/DC



## IJA Turn 1

### Rally Phase

1. Wind Change DR = 5,4 no effect

### Prep Fire - none

### Movement Phase

1. 237 in AA0 moves
  - a. bypass Z0/AA1 - 1 MF (losing concealment)
  - b. bypass Z1/AA1 - 2 (we always list total MF's expended unless stated otherwise)
  - c. AA2 - 4

Already the Chinese 337/LMG in AA3 is sweating a bit - his job is to throw a firelane against the IJA on the right flank, but this piddly little halfsquad is a real threat to advance in for CC - with no ambush, the 237 would eliminate the 337 on a HtH CC DR of 6, a 42% probability. Still, the 337 exercises some Fire Discipline and doesn't First Fire. There's always Final Fire vs the adjacent 237 anyway.

2. 237 in Y0 moves
  - a. Y1 - 1 MF
  - b. Y2 - 2 MF (losing concealment)
  - c. Y3 - 3 MF, bumping into the Chinese 337, stripping its concealment, and rebounding back to Y2.

Figuring he's got nothing better to do than lay some resid in the important Y2 hex, the 337 fires from Y3:

6(+0) DR = 3,3 cowers to 4 column, NMC, 2 Resid  
NMC vs 237 DR = 4,5 Pin

3. 447 in GG0 moves, declaring Double Time

- a. GG1 - 1
- b. GG2 - 2
- c. GG3 - 3

FF3 can't take it anymore and fires.

6(-2) DR = 3,4 1MC, 2 RFP  
1MC vs cx447 DR = 4,4 flips to 347 step reduced side.

- d. GG4 - 5

FF3 Subsequent First Fires  
2(+0) DR = 5,2 miss, 1 RFP

- e. GG5 - 6

Yep, that sucker just blew on by. Took a hit and flipped to his step-reduced side, but he just penetrated the front line. The Chinese player is not happy, of course, but at least he got a step reduction out of it and he laid some resid. Against a full IJA squad, you've got to stop trying for breaks and start thinking in terms of rooting for step reductions and making sure you lay resid in good places.

4. 447/DC in GG0 move
  - a. GG1 - 1
  - b. GG2 - 2
  - c. FF2 - 4 (Kunai costs 2 MF)

The Chinese in FF3 could FPF, but it'd just be a 2(-1) shot and he'd like to avoid breaking from the FPF and take his chances in CC. The Chinese

in BB4 are tempted to shoot, but they suspect there's an IJA leader in the as-yet-unmoved stack in EE0 and are holding their shot waiting for a crack at this guy. Plus, they'd rather protect the DD1-CC2-CC3 approaches than lay a firelane towards GG2.

5. EE0 moves.

Note that the Bamboo in EE2 is really channeling his movement - he has to go around it, not through it. Bummer.

- a. FF0 - 1
- b. FF1 - 3
- c. FF2 - 5

BB4 isn't gonna get a better shot, so he takes it now, using the MMG only (we're using the IFT, not the IIFT, by the way).  
4(+2) DR = 3,2 PTC

IJA leaders don't Pin (G1.4), so only the 448 takes a PTC  
PTC vs 448 DR = 5,5 Pins

Dang. Even a DR of 9 would have passed the PTC because the IJA leader raises the squad's morale to 9. Pinning is often the worst thing that can happen to IJA units. They rely heavily on CC and infiltration, both of which depend on the ability to advance. I'm sure this will come up more in this example - watch for it.

Hoping for a miracle, the guy in FF3 Final Protective Fires:

2(-1) DR = 4,2 NMC, 1 RFP  
NMC vs 10-0 DR = 6,5 wounds  
Wound severity dr = 2, just a flesh wound, so he flips to his 9+1 wounded side.

NMC vs pinned448 DR = 5,3 a worthless Pin (the 9+1 leader raises the 448's morale to 9, but adds +1 to its NMC DR, so the Final DR of 9 is a Pin)

Since the leader and squad spent 2 MF entering the Kunai, FF3 can FPF again:

2(-1) DR = 3,4 PTC, Pins 337  
Since the IJA leader doesn't pin and the 448 is already Pinned, we don't need to roll the PTC.

6. 447 in S0 moves
  - a. R0 - 1
  - b. R1 - 2

337 in R3 fires  
2(-2) DR = 6,1 NMC, 1 RFP  
NMC vs 447 DR = 3,4 Pin (aargh)

7. 448/LMG in S0 moves
  - a. R0 - 1
  - b. R1 - 2

1 RFP hits at 1(-2) DR = 5,1 NMC  
NMC vs 448 DR = 3,4 OK

- c. R2 - 3

337 in R3 SFF's  
2(-2) DR = 5,2 NMC, 1 RFP  
NMC vs 448 DR = 1,6 OK

Since S3 has not first fired yet, the 448 suspects it's a Dummy, so the

448 will  
declare a late CX for one extra MF:

d. S3 - 5 (revealing Dummy)

R3 will not FPF at the 448 for two reasons - first, now that the 448 is CX, it's less of a threat in Close Combat due to the +1 CX modifier on the Ambush dr and the CC DR. Also, it doesn't seem prudent to risk breaking on a FPF shot in the hope of flipping a 448 to its step reduced side on a mere 2-flat FPF shot.

8. 9-0, 447 in S0 move

- a. R0 - 1
- b. R1 - 2

1 RFP hits at 1(-2) DR = 3,4 PTC  
PTC vs 447 DR = 6,1 OK

c. R2 - 3

1 RFP hits at 1(-2) DR = 2,5 PTC  
PTC vs 447 DR = 4,4 OK (ML raised by 1 due to IJA leader)

This is too tempting for the 337 in R3 to pass up. He FPF's  
2(-2) DR = 1,5 1MC  
1MC vs 9-0 DR = 5,3 OK (no pin)  
1MC vs 447 DR = 6,2 flips to 347 side

One could argue that it doesn't pay to expose one's valuable IJA leaders to repeated -2 attacks like this. Aggressive is one thing; stupid is another. Unfortunately, the line between the two is often difficult to distinguish :-)

- d. S3 - 5
- e. S4 - 6

Again, too tempting for R3 to pass up with FPF:  
2(-1) DR = 3,4 PTC, 1 RFP, Pins R3  
PTC vs 347 DR = 4,5 Pins

Well, hmm. Now the IJA is in a bit of a pickle over on this side. There's really nobody good left for going into CC in R3. The two IJA 447's are pinned and the valuable 448 is CX. If he advanced in for CC vs the 337, he'd be at a +1 disadvantage in the Ambush dr (-1 Stealthy, +1 for CX, +1 for advancing into Jungle) and even if he wasn't ambushed, the Chinese 337 would kill him on a HtH CC DR of 6 (HtH CC odds of 1:2 with a -1 DRM for CC vs a CX unit). Them's not good odds.

Still, the IJA don't HAVE to rely on CC to neutralize this pesky Chinese 337; I just wanted to point out that CC, especially Hand-to-Hand CC, is not always the IJA's friend.

9. ?447/DC in W0 moves

- a. V0 - 2
- b. V1 - 4

10. ?447/MTR in W0 moves

- a. bypass V0/W1 - 1
- b. V1 - 3 (remember IJA MTR's are 4 PP)

11. 448/LMG in Y0 moves

- a. Y1 - 1
- b. Y2 - 2

2 RFP hits  
2(+0) DR = 4,3 NE

c. X2 - 4

V4 opens up  
6(+0) DR = 2,5 NMC, ROF on the MMG  
NMC vs 448/LMG DR = 3,4 OK

Leader and MMG ROF at 4(+0) since the squad spent 2 MF in X2  
4(+0) DR = 6,2 NE

Not a great shot with the ROF. No resid because of the Kunai, and now no Firelane. This enables the rest of the IJA in Y0 to be more aggressive to the left of the path than they'd feel comfortable being on the right of the path (around Z2).

12. 9-1, 448/LMG, 228/dmMMG in Y0 move

- a. Y1 - 1
- b. X1 - 3
- c. Bypass W2/X2 - 4
- d. W3 - 6

V3 fires  
6(-1) DR = 1,5 1MC, 2 RFP  
1MC vs 9-1 DR = 5,3 OK  
1MC vs 448/LMG DR = 4,4 OK (IJA leader raises ML by 1 and adds a -1 Leadership DRM to the squad's DR)  
1MC vs 228/dmMMG DR = 5,1 OK

9-1 and 337 in V4 SFF

1(-2) DR = 4,4 NE

V3 SFF's

2(-1) DR = 3,3 NMC  
NMC vs 9-1 DR = 6,3 OK  
vs 448/LMG DR = 5,6 flips to 348 side  
vs 228/dmMMG DR = 3,2 OK

So there you have it, your first IJA Movement Phase. I'm deliberately keeping the First Fire and Morale Check DR's around 7 in order to show the overall average effect. Hopefully now you see the reality of some of the things we spoke about before. The IJA can be very aggressive on the attack, blowing by your front lines with seemingly no concern. They're gonna suck up relatively large amounts of fire along the way (you didn't see it here vs wimpy 337's, but imagine if those were American 667's on the defense) and fail their share of Morale Checks, but it'll only result in squads flipping to their Step-Reduced side instead of breaking. It's often easy to get too aggressive with this kind of thing, and the IJA player can find himself exposing his units to too many morale checks, resulting in unnecessary losses. Finally, when an IJA unit Pins, it's often more of a heartbreak than if the unit had simply step reduced because it cuts down on the IJA's ability to advance in for CC or advance around the defense.

## DFPh

What to do in AA3. The 337/LMG could simply not fire and dare the IJA HS to come in for some CC. The IJA would be at a +2 disadvantage in the Ambush drm modifiers (+1 for advancing into Jungle, -1 for Stealth, Chinese with -2 for Concealment). +2 is significant, but not guaranteed enough for this guy. He fires at AA2, hoping for a break so that he can withdraw cleanly next turn.

1. AA3 at AA2  
8(+1) DR = 4,4 Cowers to 6 column, misses. Sigh.

2. Gun in V7 changes CA to U6  
3. Gun in Y7 changes CA to X5  
4. Gun in BB8 changes CA to CC7

#### AFPh

1. S3 fires vs R3.  
6(+2) DR = 2,2 cowers to 4 column, NMC (IJA units without leaders can cower)  
NMC vs 337 DR = 1,6 re-Pins the 337

2. W3 vs V3  
6(+0) DR = 5,4 no

3. X2 vs Y3  
6(+1) DR = 3,2 1MC  
1MC vs 337 DR = 3,4 breaks, DM

4. AA2 vs AA3  
2(+1) DR = 2,1 1MC, Chinese SAN  
1MC vs 337 DR = 3,3 Pin

Chinese sniper dr = 1, hot  
scatter direction = 6, distance = 3, moves sniper from X4 to U3. Two IJA stacks in TEM 0 terrain are equidistant; the Chinese player elects to relocate to W3 to try to nail the 9-1 leader.

Random selection for the IJA units in the hex:  
9-1 leader dr = 3  
348/LMG dr = 4  
228/dmMMG dr = 3

So the 348 is casualty-reduced down to an Elite 238 halfsquad, unbroken, still holding the LMG.

5. FF2 at FF3, electing not to use the leader's modifier (and risking cowering)  
6(+1) DR = 5,2 worthless PTC

#### RtPh

IJA have no routs.

The Chinese 337 in Y3 could Low Crawl to Y4, but that seems like a bad idea. Fortunately, a broken unit is not required to rout to the nearest Bamboo hex (G3.11). So he can rout to Z3. Once there, he can't continue on to AA4 because such a move is specifically prohibited by G3.2. So he continues his rout to Z4, AA5, AA6. He could rout to somewhere closer to the Chinese 8-0, but that leader will probably have his hands full real soon now, so it's perhaps safer to rout somewhere to the rear, lose DM in peace, and self-rally later.

The guy in AA3 could self-break, but it galls him to be so afraid of a measly halfsquad, so he stands his ground. Similarly, V3 is no longer afraid of massive CC odds against him now that the squad in W3 has been knocked down to a halfsquad, so he too stands his ground and dares the IJA to come in.

#### Advance Phase

1. 9-0 in S4 to S3 - things are a bit safer in the Jungle with the better squad.

2. V1 to V2  
3. X2 to X3  
4. 9-1, 228/dmMMG in W2 to X3 - 9-1 seeking to building a firebase  
5. 238/LMG in W2 to V3  
6. AA2 to AA3  
7. 447 in FF2 gives DC to 9+1, advances to FF3  
8. GG5 to FF4

#### CCPh

1. Ambush in V3  
IJA dr = 3 (-1 Stealthy, +1 advancing into Jungle) = 3  
Chinese dr = 3, No Ambush

Since the IJA is the Attacker and not all of his units are Pinned or were Ambushed, he must declare HtH CC (G1.64). Therefore we get to use the spiffy red CC numbers on the CC Table.

IJA 238 attacks at 1:2, -1 DRM for being IJA in HtH (G1.64)  
Chinese 337 attacks at 3:2

IJA DR = 6,1 CR's Chinese 337 down to a 127 HS  
Chinese DR = 4,4 CR's IJA 238 out of existence, LMG falls to the ground

2. Ambush in AA3  
IJA dr = 4 (-1 Stealthy, +1 advancing into Jungle) = 4  
Chinese dr = 2 (+1 Pinned) = 3, no ambush

IJA 237 attacks at 1:2, -1 DRM for being IJA in HtH  
Pinned Chinese 337 attacks at 1:2

IJA DR = 5,1 eliminates Chinese 337  
Chinese DR = 4,3 misses, LMG falls to ground.

3. Ambush in FF3  
IJA dr = 1 (-1 Stealthy, +1 advancing into Jungle) = 1  
Chinese dr = 2 (+1 Pinned) = 3, no ambush

IJA 447 attacks at 1:1, -1 DRM for being IJA in HtH  
Chinese 337 attacks at 1:2

IJA DR = 5,4 miss  
Chinese DR = 3,4 miss

Mark location with HtH Melee counter.

The advances into AA3 and V3 are examples of low-value IJA units (halfsquads) seeking to knock off higher value defenders (337's) in Hand-to-Hand CC. The IJA scored on one out of 2 of these, which is pretty much what you'd expect for the success rate on a 1:2 (-1) HtH CC attempt. Note, though, that HtH CC is deadly for both sides, as the Elite HS easily bit the dust on the return 3:2 HtH roll.

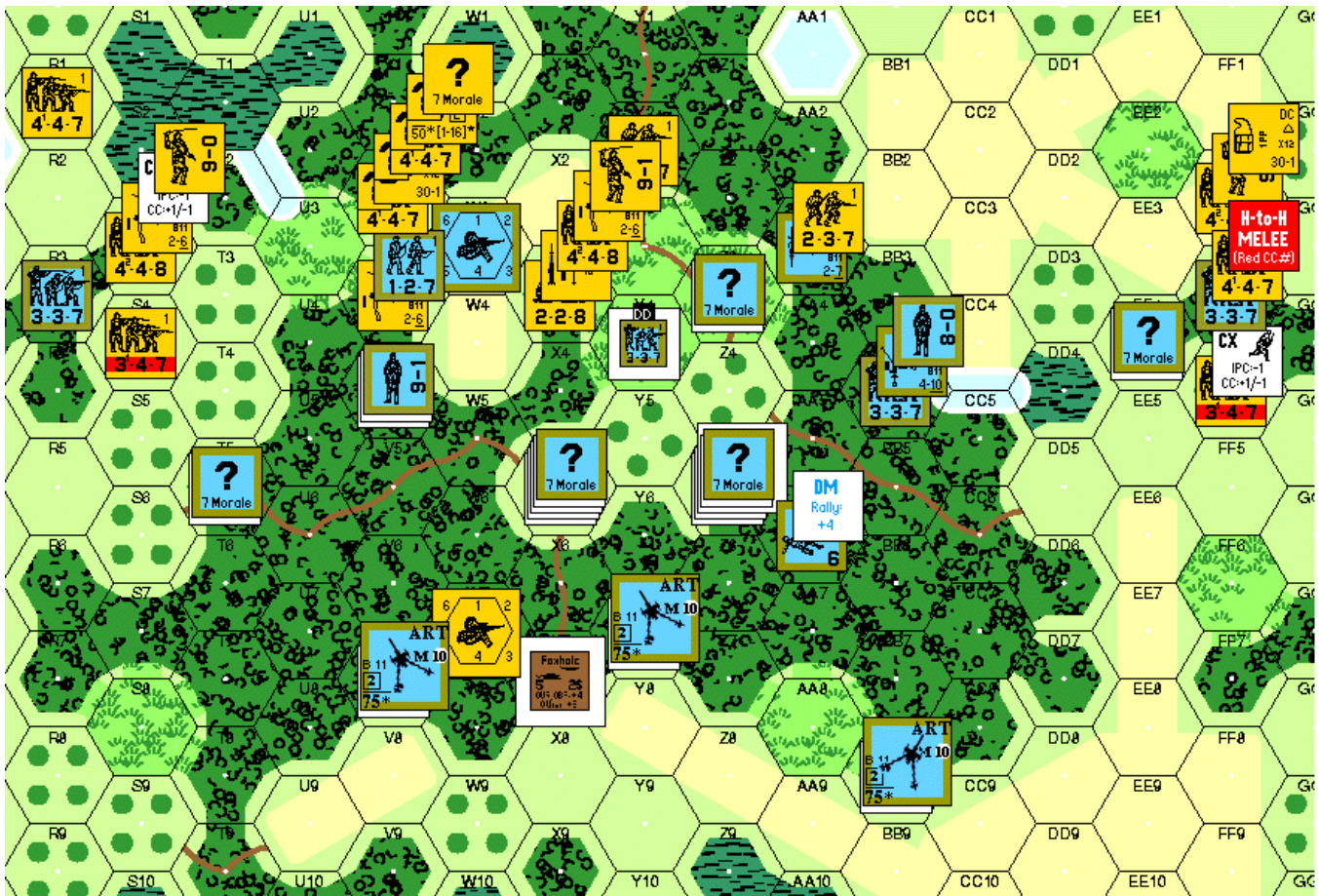
The advance into FF3 was not as smart. You always have to go into HtH CC figuring you might lose all of your units, and in this case it's not to the IJA's advantage to trade a full 447 squad for a Chinese 337. The IJA has to be considered lucky to have avoided any damage so far in that CC, but the Chinese will get another crack at him in the next CCPh.

### LEARN THIS - *It's not always a smart thing for the IJA to enter CC*

The next page shows what the board looks like at the end of IJA turn 1.



## Board status at the end of IJA turn 1



How did this turn go for the IJA? Not bad, I guess. They took some step reduction losses, but they made good progress down the board and all of their leaders are still intact. The Chinese far-left and far-right outposts are well on their way to being neutralized in the upcoming DFPh. The middle is a tad weak, mainly due to the squads in V2 being out of position, but hopefully the left flank will converge toward the middle soon enough.

On the Chinese side, it's nice to have eliminated a 448 squad at the cost of one halfsquad. The firelane strategy out of AA3 and BB4 wasn't real successful, unless you count it a success to have kept the bulk of the IJA forces sticking toward the FF and GG hexrows. Now that the flank outposts are close to being turned, the front line is going to stretch, which is no fun at all. Still, the Chinese still have the interior lines, which is always good against the Japanese.

## Chinese Turn 1

## Rally Phase

1. Wind Change DR = 4,6 no
2. First MMC Self-Rally is in AA6. DR = 5,2 no, remove DM
3. 237 HS attempts to pick up Chinese LMG in AA3 dr = 6 (+2 for PTO, G.5) = 8, no
4. 127 HS attempts to pick up IJA LMG in V3 dr = 2 (+2, PTO) = 4, yes

## Prep Fire Phase

Nothing. Time to skulk!

The Chinese Guns could conceivably start Area Firing on adjacent hexes and building up some nice acquisition, but the risk of these B11 Guns breaking down is just a tad too great for my tastes. When the going gets tough at the end of the game, those 75mm shells come in real handy and I wouldn't want to risk losing a gun just to gain some acquisition.



## Movement Phase

1. R3 assault moves R4 - 2 MF - No point in prep firing and sticking around to get whacked by three enemy hexes.
2. T5 assault move U6 - 1 MF along the path
3. V4 moves
  - a. V5 - 2
  - b. U6 - 3
4. V3 assault moves U4 - 2
5. BB4 assault move BB5 - 2
6. EE4 assault move DD3 - 1 - this guy already seems tagged as a dummy since he didn't do any defensive firing last turn, but he might as well try to stay undetected.
7. Z3 assault move Z4 - 1
8. ?337 in Z5 moves
  - a. Y5 - 1
  - b. X5 - 2
9. Dare Death 337 in X5 moves
  - a. Y5 - 1
  - b. Z4 - 2
  - c. AA5 - 3

It's Skulk City out there for the Chinese, but that's OK. They've still got their self-esteem intact. Conceivably the Chinese could have counterattacked this turn in the center, firing from Z3 to AA3 (or advancing in for CC) and also advancing the Dare Death squad from Y4 to X3 in the hopes of initiating some tasty Hand to Hand CC against that high-value target. Certainly not an awful plan by any means, but for the moment this Chinese defender chose to lay low in Y4, hoping for a better time to spring his Dare Death trap.

## Defensive Fire Phase

1. Crew assembles MMG in X3
  2. 9-1, 448/LMG in X3 probe for HIPsters by firing into X4  
6(+0) DR = 1,1 great roll, no HIP units. That always happens to me :-)
  3. S4 at R4  
6(+1) DR = 5,1 NMC  
NMC vs 337 DR = 4,4 break, DM
  4. S3 at U4  
6(+3) DR = 6,6 NE, breaks LMG
  5. FF4 at FF3
- Holy Fratricide Batman! They're firing at their own guys! Yep, and it's a very sneaky IJA thing to do. If they cause the IJA 447 in FF3 to fail a Morale Check, it simply flips to a 347 Step Reduced Squad and keeps on fighting. If the Chinese 337 fails a Morale Check, though, it's Broken, and a sure goner in this HtH Melee. Very nasty trick, very effective.  
6(+2) DR = 4,6 no
6. FF2 fires at FF3, no leader  
8(+1) DR = 2,2 cowers to 6 column, 1MC, Encircles FF3  
1MC vs IJA 447 DR = 4,4 flips to 347

1MC vs Chinese 337 DR = 3,3 breaks (lowered morale in encircled location), DM

## Advancing Fire Phase - none

## Rout Phase

1. R4 to R5, R6, S7

## Advance Phase

1. ?337 in U6 to T5
2. U4 to V4
3. DD3 to CC3 - who knows, maybe he'll get to keep broken IJA halfsquads from routing towards him later.
4. BB5 to CC6
5. Z4 to AA4
6. AA5 to BB5
7. ?337 in X5 to X4
8. ?7-0, 337/LMG in X5 to W6

## CCPh

1. Resolve HtH Melee in FF3.  
The broken Chinese unit must attempt to withdraw from the Melee. The IJA unit is going to whack him hard.

IJA unit attacks at 1:1, HtH, -1 DRM for being IJA, -2 DRM for attacking a broken unit, -2 DRM for attacking a Withdrawing unit. Encirclement does not affect CC attacks. Therefore, this is a 1:1 HtH attack with a -5 DRM. The Chinese unit will be killed on any DR that is not boxcars :-)

IJA DR = 5,4 eliminates Chinese 337

2. Conceal Chinese units in concealment terrain that are out of LOS of IJA units:  
U6, V7, Y7, BB8.

The next page shows what the board looks like at the end of Chinese turn 1.

The Chinese have repositioned, attempting to maintain interior lines with a view toward stopping Japanese infiltration next turn. The guys in V4 and X4 aren't too happy with their lot in life, but they're there to stem the IJA advance, with their broken bodies if need be. Sure, the IJA could Banzai one hex from X3 to X4, but that's not a very rapid advance rate. Remember that the Bamboo in Y4 can only be entered through a Minimum Move (G3.2), again not a very fast advance for the IJA.

The left flank is ripe for a Banzai, so the Chinese player prepares. The MMG wouldn't do much good laying a firelane through the hard hindrances of the Palm Trees, so the Chinese player simply puts a 337 up on the front line and covers it with the 9-1 and MMG one hex behind. Now if the IJA Banzai the 337, they're gonna eat a 12-down-1 shot from the MMG's hex. Even IJA get KIA'd on shots like that.

The right-hand flank is also ripe for a Banzai, but the Chinese player hopes that the open ground in front of the MMG will save him. Who knows, he may be right. Let's find out.

[illegible]

1. Wind Change DR = 2,2 NE
2. 237 attempts to find Chinese LMG in AA3. dr = 5, no. Where IS that thing?
3. Remove DM from S7
4. Leader gives DC to 448 in FF2
5. LMG repair in S3 dr = 6, gone

Gotta hate it when you deplete your smoke ammo but you still miss.

Before we do this, note that Banzais are a form of Human Wave, and the Human Wave rules were heavily changed (for the better) in the form of errata pages which came out with the Doomed Battalions module. The general gist of the rules remain the same, but the mechanics are

much improved so as to eliminate ambiguity and sleaze. This Example of Play was written before the Human Wave rules were errataized, but what follows here would still be legal within the framework of the cleaned-up rules.

1. S3 and S4 declare a Banzai, target S7

a. First Impulse:

S4 to S5, S3 to S4 - 1 MF

The Chinese unit in T5 feels free to fire as the yellow horde passes by. If the IJA decide to charge into his hex (not mandatory, BTW, as I read it - the Banzai only has to move in the general direction of S7; there's nothing that requires the Banzai'ers to charge into the hex of a closer enemy unit), they'll still be eating hot lead from U6, which seems to be a good thing to the Chinese eye. Therefore:

T5 fires on S5:

6(-1) DR = 3,4 1MC, 2 RFP

1MC vs 347 DR = 6,1 no effect. The 347's ML has been raised to 8 by the Banzai, and Banzai'ers don't Pin.

b. Second Impulse:

S5 to S6, S4 to S5 - 2 MF, DM's S7

2 RFP hits in S5:

2(-1) DR = 3,4 worthless PTC against Banzaiers

T5 SFF's vs S6

2(-1) DR = 3,2 1MC, 1 RFP

1MC vs 347 DR = 4,5 step reduces to 237 halfsquad

c. Third Impulse:

S6 to S7, S5 to S6 - 4 MF

1 RFP hits in S6

1(-1) DR = 5,3 no

T5 decides that Final Protective Firing is more than he wants to do for The Cause.

d. Fourth Impulse:

S7 is done moving. S6 could conceivably go to R6, S7, or T6, as they all seem to be in the same general direction as the Banzai. T6 seems overly brave at the moment, so they'll just join their brethren in S7 for 6 MF.

e. Since these Banzai'ers MPh is over, flip the Banzai counter to its Lax side (G1.5)

Not a bad Banzai. Certainly continues to stretch the defense, didn't take many losses, and will definitely take care of that broken Chinese unit in S7. Sometimes an effective Banzai is simply one that gets you from Here to There without taking a lot of losses or Pinning.

2. 447 in R1 moves

a. R2 - 1

b. S3, bypass S2/T2 - 2

c. T3 - 3

d. T4 - 4

Ergh. T5 is loathe to FPF, not wishing to give the IJA a free break.

3. 447/DC in V2 moves

a. V3 - 2

b. W4 - 4

V4 first fires the IJA LMG (might as well risk breaking it)

4(-1) DR = 6,5 NE, eliminates the LMG (original B# now an X#)

X4 fires

2(-1) DR = 3,1 1MC, IJA SAN, 1 RFP

1MC vs 447/DC DR = 5,6 ELR's to 2nd line, step reduces as well to a 237 squad.

4. Figuring he'll find trouble but not caring, the 237 in Y2 moves down the path:

a. Y3 - 1

b. z3 - 2

AA4 isn't interested in firing yet because he thinks his main job is to hold the BB3/BB4 corridor. And he figures it's Z5's job to put the hurt on any really pesky IJA incursions. So he lets this guy go.

c. Z4 - 3

The HS has some options here, particularly with a late CX for one extra MF to enter the woods in Z5, but he figures he's pretty good where he is, with the option to advance to Z5 in order to DM AA6 or to enter AA4 for some CC. Going CX doesn't appeal to him because CX halfsquads tend to get CC'd to death.

5. Content to simply strip AA4's concealment for the upcoming Ambush rolls in the CCPh, AA3 will move:

a. BB3 - 2 - Might as well try to find some HIPsters and tempt CC3 into firing if he's real

b. AA4 - 4 - bounces back to BB3 after stripping AA4's concealment. Still wanting to protect against the stronger IJA guys on the right, AA4 holds his fire.

6. 448/LMG in X3 moves

a. W4 - 2

1 RFP hits

1(-1) DR = 4,3 NE

Not going to get a better shot, X4 SFF's

2(-1) DR = 6,2 no

b. W5 - 4 - Pretty aggressive move, but that's what the IJA are good at.

W6 fires

8(+0) DR = 3,2 2MC, 4 RFP

2MC vs 448 DR = 5,3 flips to 348 step reduced squad

W6 SFF's at the second MF expenditure in W5

4(+0) DR = 5,6 no, breaks LMG

7. **BANZAI!!!!** FF2, FF3, FF4 all aim toward CC6

a. Impulse 1:

FF4 to EE5

FF3 to EE4 (bypass FF4)

FF2 to FF3

This all costs 2 MF because FF3 was leaving an Encircled Location and FF2 entered the Jungle in FF3.

The 8-0 in CC6 taps his gunner on the shoulder and the MMG opens up, laying a firelane to DD5, EE5, FF4. The 337 will hold his first fire until he can get PBF in DD5.

4(-2) DR = 4,1 2MC

2MC vs 347 DR = 6,1 step reduces to 237 1st line halfsquad

b. Impulse 2:  
 EE5 to DD5  
 EE4/FF4 to EE5  
 FF3 to EE4/FF4 bypass

This impulse cost 1 MF for a total of 3 MF.

MMG Firelane hits in DD5:  
 4(-2) DR = 5,5 miss

MMG Firelane hits in DD4:  
 2(-2) DR = 2,5 NMC  
 NMC vs 237 DR = 3,3 OK

MMG Firelane hits in EE5:  
 2(-2) DR = 5,1 1MC  
 1MC vs 347 DR = 3,5 step reduces to 237 halfsquad

337 in CC6 now fires his inherent FP at DD5  
 6(-2) DR = 3,4 1MC, 2 RFP  
 1MC vs 237 DR = 4,4 breaks

c. Impulse 3:  
 EE5 to DD5  
 448/DC in EE4/FF4 to EE5 - Total of 4 MF expended.

The 9+1 in EE4/FF4 only has 3 MF, so he can't continue on with the Banzai. He ends his MPh by entering EE4 from Bypass (with his Banzai counter flipped to its Lax side), limping along behind the Banzai shouting encouragement (A4.32-4.33).

This is actually pretty OK that the wounded leader isn't sprinting along with the rest of the guys. Chances are that he's going to lag far enough behind the main body of the Banzai that he won't take any defensive fire, and therefore he'll survive to keep the Banzai threat intact for next turn. Wounded leaders initiating Banzais are great.

MMG Firelane hits in DD5:  
 2(-2) 6,1 NMC  
 NMC vs 237 DR = 5,3 no effect (Banzai'ers don't Pin)

MMG Firelane hits in EE5:  
 2(-2) 3,3 1MC  
 1MC vs 448/DC DR = 5,4 flips to 348 step reduced squad

2 RFP from 337 squad hits in DD5:  
 2(-2) 2,4 1MC  
 1MC vs 237 DR = 2,6 breaks, DM

This obviously isn't going well, and the Chinese haven't even been rolling particularly low on the IFT. I'm not too excited about the 348's chances of charging into the resid in DD5. The lesson?

## **Banzai'ing into a Firelane over Open Ground is a really good way to get your troops chopped up.**

OK. All is not lost. The inherent squad leader in EE5 sees the situation and thinks fast. "Yoshi! Take the DC!" And a DC Hero is born. DC Heroes (G1.424) are awesome. Basically a one man DC-totin' Banzai, they can instantly and literally blow a hole in the defense.

## **Whenever there's a DC in your Japanese OB, think DC Hero.**

You create a DC hero during the Movement Phase of a squad/HS possessing a DC. All you need is to be within 8 MF of and have LOS to any enemy Unit/Gun or enemy-controlled hex containing a Known Fortification counter. Do a dr (G1.421) and subtract 2 for already possessing a DC. You can Pin on an original dr of 6, but not if you're already Banzai'ing when you try to create the DC Hero.

DC Hero Creation dr = 5, yep. Place (1)-0-9 Hero (with DC) in EE5.

Creating the DC Hero doesn't cost the parent unit any MF (G1.421), but since that unit had already expended MF prior to the Hero's creation, his inherent MF allotment is reduced (G1.423). In this case, since he was created during a Banzai, Yoshi only has 1 MF reduced from his normal 8 for each MF the banzai has already expended, so he has 4 MF remaining.

Yoshi designates CC6 has his Designated Target and conducts his own mini-Banzai (BEFORE his old squad continues their Banzai, G1.423). **Yaaaaa!!!**

DC Hero moves to DD5 - 5 MF total  
 MMG Firelane hits  
 2(-2) DR = 6,1 NMC  
 NMC vs (1)-0-9/DC DR = 4,4 no effect

2 RFP from 337 squad hits  
 2(-2) DR = 4,2 1MC  
 1MC vs (1)-0-9/DC DR = 6,2 no effect (IJA SMC don't Pin)

Time for the Chinese in CC6 to get nervous...

DC Hero moves to CC6 - 7 MF  
 Since there's a TPBF situation, the firelane is negated (A9.223).

Chinese in CC6 SFF at DC Hero  
 8(+0) DR = 5,1 1MC, 4 RFP  
 1MC vs (1)-0-9/DC DR = 5,5 wounds.  
 Wound Severity dr = 3, just a flesh wound, flip to (1)-0-8 wounded side

Chinese in CC6 FPF at DC Hero (you'll see why in a minute)  
 8(+0) DR = 4,2 1MC  
 1MC vs (1)-0-8/DC DR = 3,4 OK

Dare-Death squad in BB5 fires at DC Hero  
 6(+0) DR = 4,3 NMC  
 NMC vs (1)-0-8/DC DR = 3,5 OK

The Chinese are in a bad way. Why? Because once the DC Hero makes it to his Designated Target's hex (and survives all dfire), he can *immediately* detonate the DC(G1.424). No waiting around till the AFPh - that thing goes off *NOW*.

Yoshi thanks his ancestors and pulls the cord.  
 30(+1) DR = 4,3 4MC, DC Hero eliminated (G1.425)  
 4MC vs Chinese 8-0 DR = 3,2 breaks, DM  
 vs Chinese 337/MMG DR = 4,1 breaks, DM

## **Oh yes baby, DC Heroes. Get to know 'em.**

OK, now that Yoshi has conveniently taken that MMG nest down, the rest of his buddies can continue their Banzai relatively unmolested. Moving in the "general direction" of the Banzai doesn't mean they have to charge into the resid in DD5 and CC6, thank goodness, so they'll

continue the Banzai in a more leisurely manner.

- d. Impulse 4: EE5 to EE6 - 6 MF total
- e. Impulse 5: EE6 to DD6 - 8 MF
- f. Now that the Banzai is over for this guy, flip his Banzai counter over to its Lax side (G1.5)

### Defensive Fire Phase

- 1. AA4 at Z4
- 6(+0) DR = 1,5 1MC
- 1MC vs 237 DR = 5,6 breaks, ELR's to 137 2nd line halfsquad

### Advancing Fire Phase

- 1. T4 at T5
- 4(+1) DR = 5,3 no
  
- 2. W5 at W6
- 4(+1) DR = 3,3 cowers to 2 column, no
  
- 3. W4 at X4
- 2(+1) DR = 5,4 no
  
- 4. DD6 at CC5
- 2(+1) DR = 3,4 no
  
- 5. BB3 at AA4
- 2(+1) DR = 1,2 1MC, Chinese SAN
- 1MC vs 337 DR = 4,2 Pin
- Chinese SAN dr = 2, warm
- scatter direction = 2, distance = 1, moves sniper from w3 to x2, thence to x3. Uh oh.
- Random Selection
- 9-1 dr = 2
- 228 dr = 4 so Pin the crew.

### Route Phase

- 1. IJA halfsquad in Z4 has no other choice but to route to Z5. Whereupon he'll stumble into and reveal the HIP Chinese 337/LMG in the foxhole before he dies. Bummer, but a pretty good day's work for a broken HS.
- 2. IJA halfsquads in DD4 route to EE5, EE4.
- 3. Chinese in CC6 drop the MMG and route to BB5, AA6
- 4. Chinese unit in S7 routes T7, U7, V6

Should the Chinese self-break anybody? T5 doesn't feel the need; if he trades squad-for-squad in CC with the 447 in T4, he feels like that's OK. V4 pretty much doesn't have the option of self-breaking due to the IJA infiltration; he'd die for failure to route. W6 is starting to worry about W5 coming in for some CC, but it galls him to give ground just on the threat of CC, so he stays put. X4 is feeling like he's held his ground long enough, though; being Pinned and adjacent to so many IJA units (including a 9-1 leader) isn't a good recipe for surviving an Ambush. Therefore X4 will self-break and route to Y5, Z5, AA6 - it's a regular drunken party in AA6. Note that if this were Dense Jungle, the stacking limits would be 2 squad-equivalents, so we couldn't stack 'em up like this. Lastly, AA4 doesn't feel like adding to the mass of broken Chinese units on that side, and he figures he can handle a wimpy IJA 237 in CC, so he stays put.

### Advance Phase

- 1. S7 to T7.
- 2. T4 to U5 - realizing that CC'ing the guy in T5 isn't as good as pressuring the rapidly-collapsing Chinese pocket.
- 3. V2 to V3
- 4. W5 to V5

- 5. W4 to W5
- 6. DD6 to CC6
- 7. BB3 to AA4

### CCPh

- 1. Ambush in AA4
- IJA dr = 2 (-1 stealthy, +1 advancing into Jungle) = 2
- Chinese dr = 4 (+1 Pinned) = 5, IJA ambush
  
- 237 attacks at 1:2 HtH, -1 for IJA in HtH, -1 for Ambush
- DR = 4,3 eliminates Chinese 337

237 withdraws from ambush into AA5, DM'ing the last Chinese unit in AA6.

- 2. Remove Lax markers from people who Banzai'd this turn (T7, CC6, and EE4).
- 3. Conceal IJA in T7

The next page shows what the board looks like at the end of IJA turn 2.

Not an awful turn for the IJA. He can't feel great about losing so much strength in that Banzai on the right, but at least the DC Hero took out the cornerstone of the Chinese defense on that side, and the Chinese MMG won't bother him anymore. He also got lucky and found one of the two Chinese HIP units with that broken HS's rout into Z5 - definitely worth the price of losing a halfsquad. With his infiltration tactics on the left, he's looking forward to putting some real pressure on the Chinese in that area. Of course, there's always the Guns at the end of the line that he's going to have to deal with.

## Chinese Turn 2

### Rally Phase

- 1. Wind Change DR = 4,1 no
- 2. DM 8-0 self-rallies in AA6 DR = 5,2 no
- 3. First Multi-Man self-rally will be one of the 337's in AA6. DR = 1,1 Leader Creation. HoB dr = 5 (+1 for being GMD Chinese) = 6, creates a 6+1 and rallies the 337
- 4. Fix LMG in W6 dr = 1, yes
- 5. 348 attempts to recover MMG in CC6 dr = 2, yes
- 6. 9+1 rallies halfsquads with him (DM is negated for IJA leaders)
- 237 DR = 4,4 yes
- 237 DR = 5,4 no, ELR replace with a broken 137 2nd line HS (G1.41, A25.222)

### Prep Fire Phase

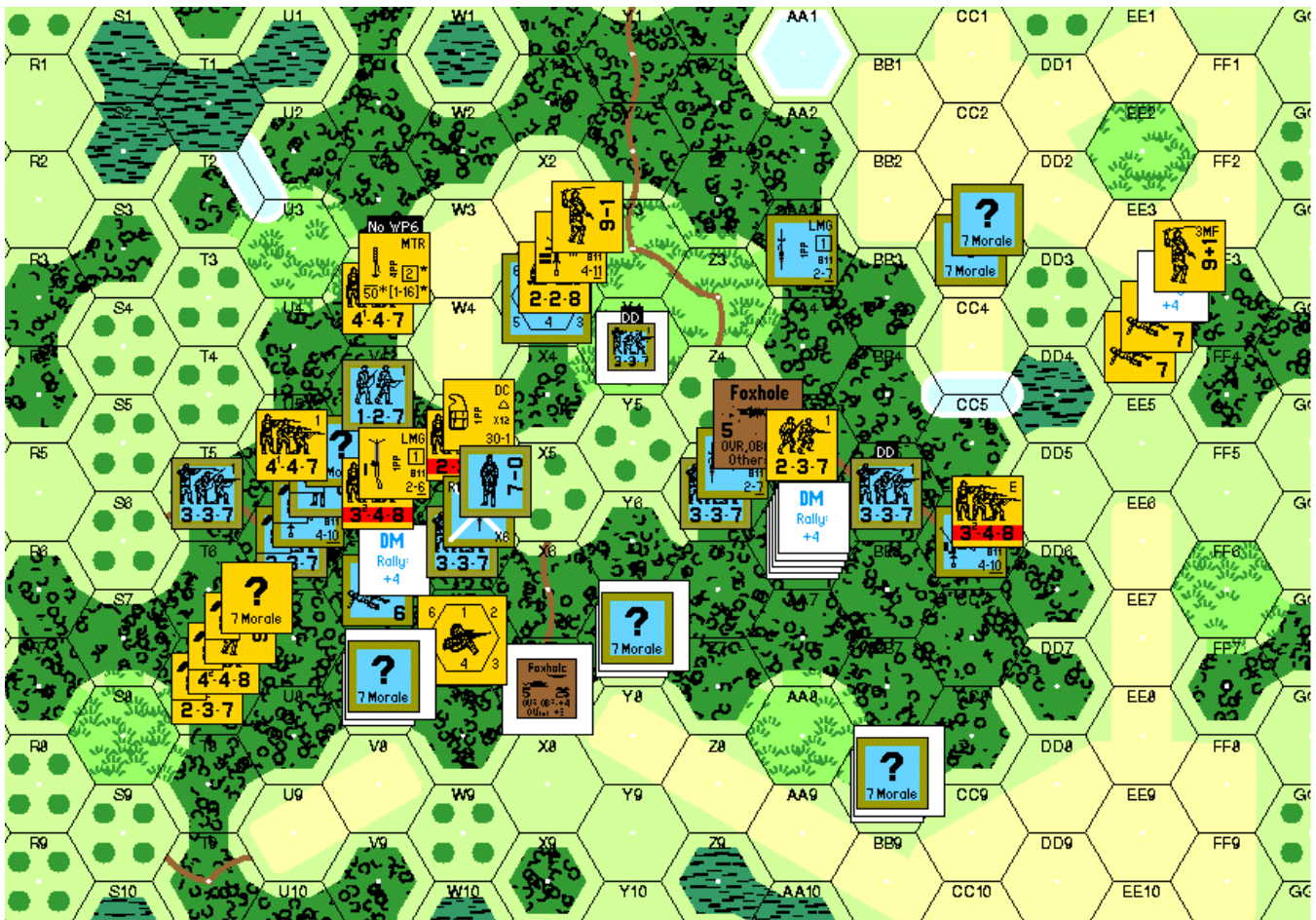
- 1. Gun in V7 rotates CA to U9 - Covering the open ground on that side, as well as U8, and figuring it's the infantry's job to protect U7.
- 2. V4 vs W5
- 2(+1) DR = 4,1 cowers to 1 column, NMC
- NMC vs 237/DC DR = 1,1 HoB
- HoB DR = 2,3 (+4 IJA) = 9, Berserk

Oh joy. Nothing like having a Berserk DC-totin' IJA unit. When IJA undergo HoB, they almost always go Berserk because of that gnarly +4 DRM to the HOB roll.

U6 is in a bit of a pickle. Prep Fire or retreat? That dang IJA infiltration again. They decide to fire.



## The board at the end of IJA turn 2



3. U6 at V5  
12(+0) DR = 2,2 3MC

3MC vs 348/LMG DR = 5,3 casualty reduces to a 238 Elite HS

W6 would like to fire on V5 while he's breakable, but if he did so, the berserker in W5 would surely throw the DC in the DFPh - not a pleasant prospect. So they'll take the better part of valor and skulk.

T5 wouldn't mind prep firing since it's unlikely that he'll be able to retreat back to the interior Chinese lines, but he may have some value being a thorn in the IJA rear, so he'll skulk for now.

4. Z5 at AA5  
8(+1) DR = 3,3 cowers to 6 column, NMC  
NMC vs 237 DR = 6,1 Pin

### Movement Phase

1. T5 assault move S6 - 1
2. W6 assault move W7 - 2
3. CC3 assault move BB3 - 2

4. 337 in AA6 assault moves AA7 - 2

Dare Death Boy in BB5 is dying to charge into CC6, but the leader necessary for triggering the Dare Death Charge (the 6+1 in AA6) doesn't have LOS to the designated target (G18.6). BB5 could charge the 237 in AA5, but it hardly seems worth it; trading an IJA halfsquad for a full Dare-Death Chinese squad in HtH CC would be to the Japanese advantage.

Note that the Dare Death rules allow for the triggering leader to voluntarily go Berserk as well. If this would then allow the leader to try to make any units in his location go Berserk as well (A15.41), then it'd definitely be worth it for the 6+1 to do so - he needs some unbroken units on the right flank! It's an interesting question that I hope somebody can answer - my initial impression is that this isn't legal because the leader isn't going Berserk due to enemy fire - he's voluntarily going Berserk. Any help from the Peanut Gallery?

5. 6+1 in AA6 assault moves AA7 - 2
6. BB5 assault moves AA6 - 2



## Defensive Fire Phase

1. Squad in CC6 eliminates the Chinese MMG.  
Just because he doesn't feel like toting along a 4 PP weapon. Note that if he tried to use it, he would not suffer the non-qualified use penalties of G1.611 since this isn't a Japanese SW. He would, however, suffer the normal captured weapon penalties of A21.11/21.12.

2. U5 and V5 form a firegroup vs U6  
12(+1) DR = 5,6 no

Firegroups CAN still happen in the PTO, it's just that they're more rare than in the ETO.

3. W5 at V4  
4(+1) DR = 2,3 NMC  
NMC vs 127 DR = 4,4 break, DM

**Advancing Fire Phase** - none

## Rout Phase

1. V4 is eliminated for Failure to Rout  
By G18.7, No Quarter is in effect for Chinese/IJA scenarios set in/after 1938. These guys just don't *like* each other.

2. V6 routs to W7  
3. Broken units in AA6 rout to Z6, Z7. Hoping to shed DM and come back for turn 3.

## Advance Phase

1. Seeing no better opportunity to do some damage, the HIP Dare Death squad in Y4 drops HIP (placed on the board under a ? marker) and advances in to X3 for some CC.  
2. BB4 to AA4  
3. 6+1 in AA7 to Z7  
4. 337 in AA7 to BB7  
5. Dare Death squad in AA6 to AA7 - trying to block the squad in CC6 from DM'ing the broken units in Z7.  
6. U6 to V6  
7. S6 to T6

## CCPh

1. Ambush in X3  
IJA dr = 3 (-1 stealthy, -1 leader) = 1  
Chinese dr = 2 (-2 concealed, +1 advancing into Jungle) = 1, no Ambush  
Dare Death MMC enter into and resolve Hand-to-Hand CC as if they were Japanese (G18.62), so the Chinese attack goes off at 1:1, HtH, -1 DRM for being like the Japanese in HtH (G1.64).

IJA will attack at 1:1, -1 DRM for being IJA in HtH, -1 DRM for the leader

Chinese attack DR = 8 (-1 HtH) = 7, Casualty Reduction  
Random Selection 9-1 dr = 4 228/MMG dr = 3  
The 9-1 is Wounded - Wound Severity dr = 6, KIA.  
Unbroken IJA MMC treat LLMC as LLTC (G1.62), so the 228 takes a LL1TC  
DR = 4,3 OK

IJA attack DR = 5,4 (-1 HtH, -1 leader) = 7, Casualty Reduces the Chinese squad to a HS.

Mark the location with a HtH Melee counter

2. Conceal unbroken Chinese out of LOS of IJA units (W7, Z7, AA7, BB7)

The next page shows what the board looks like at the end of Chinese turn 2.

## Conclusion:

Thus ends our little drama. The IJA have lost a lot of units, but the Chinese broken units are starting to pile up in the rear. The IJA can feel good that they still have two leaders intact, and that Berserker in W5 will probably save the bacon of the distressed IJA crew in X3. He might want to save the DC for use vs the Guns, though - always remember the VC's!

The Chinese can feel good that they've got a reasonable wall of concealed units built up, and the IJA attack has degenerated nicely into piecemeal assaults all along the line. The Chinese have traded about as much space as they can, however - their back is to the wall and the Japanese are likely to start thinking about surrounding the Guns from the bottom hexrows of the map.

Hopefully this example has given you a feel for how the PTO plays out, and some comfort that it's not that drastically different from the ETO. The IJA do have many unique characteristics and are challenging to play to their full potential, but they're also one of the most exciting and fun nationalities in the ASL system.

Note that many of the things that the IJA can get away with vs Chinese 337's simply don't work vs Americans armed to the teeth - the US will be firing on the 12, 16, and 20 columns of the IFT and can count on a few KIA's in addition to more rapidly eroding the IJA manpower.

Thanks for following along. If you have any comments or questions, by all means, send feedback to me at [tqr@mindspring.com](mailto:tqr@mindspring.com)

See you in the Jungle!



# Basic Black

## The Night Example of Play

This is the Basic Night Example of Play (XOP). We pick a Night scenario and walk you through a few player turns, pointing out various flora and fauna along the way. We're not necessarily going to demonstrate the best winning tactics for either side; we're going to exercise the Night rules first and foremost, making notes of What Seems To Work and What Generally Doesn't Work as we go.

As with previous XOP's, I greatly appreciate feedback, both to correct outright mistakes and to suggest improvements. So please, speak up if you see a mistake or something that can be improved or commented on. Particularly if you see some good tactical advice that should be passed on. Send feedback to me at [tqr@mindspring.com](mailto:tqr@mindspring.com)

6. The tactical situation plays nicely into our purposes for explaining and demonstrating Night rules. Many Night scenarios don't showcase the Night rules as well as this one does.

7. I've played it before : - )

I really like this scenario; IMO the Kinetic Energy March Madness '97 pack is a good purchase. Contact Mike Reed at [mreed@sky.net](mailto:mreed@sky.net) for information on how to order this pack.

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### NIGHT RULES.

They're big. They're bad. They're scary.

I know.

Most people don't even try to tackle the Night rules until they're well-versed in infantry, armor, and OBA. That's fine; there's plenty of fun to be had in the system without stepping out into the darkness of the Night. But eventually you're gonna be ready to try it, and brother, it's some **serious** fun.

This Example of Play will be easy for me to do because The Book on Night rules has already been written. Before you go any further, you need to read JR van Mechelen's **Bring On The Night** which appeared in **Backblast #1**. An earlier version was posted on the Net and can be gotten from Jacques Cuneo's website. **Bring On The Night (BOTN)** is one of the finest pieces on ASL ever written, and it'd be pointless to try to repeat it here. In addition, the handy reference page on Night rules (printed in **Backblast #1**, later included in **Pegasus Bridge** as the Chapter E rulebook divider) is a must. Go get these now and spend some quality time reading **Bring On The Night**. It'll get you a long way toward understanding Night rules even if you never look in the actual ASLRB. If you want to send JR kudos (and you will), his email is [jrv@netreach.net](mailto:jrv@netreach.net)

OK. With **BOTN** fresh in your mind, we're gonna do this XOP just to get you used to the rhythms of the Night. The scenario we'll be looking at is **KE6 Rock Steady**, from Kinetic Energy's 1997 March Madness scenario pack. It's got several things going for it:

1. It's played on one board, which is easier to depict with Web graphics.
2. It doesn't have any vehicles or OBA. We'll save those for the Advanced Night Example of Play.
3. It isn't PTO or North Africa, so we can avoid some of that funkiness.
4. It doesn't have any restrictions on who can use Starshells - many scenarios limit Starshell use to leaders of one side or the other, which isn't as fun.
5. The US gets 60mm MTRs which can fire Illumination Rounds (IR).

There's only thing I'd like to add to **BOTN** is some kind of graphic that shows just where the Night rules enter the Advanced Sequence of Play during the course of a normal player turn. Figure 1 below attempts to do that, showing the Night rules' effect on the ASOP in red. The actions are taken in order of the bullets shown (ie, Defender firing Starshells happens in the MPh before the Attacker moves his units). We'll encounter these red Night actions as a matter of routine in this XOP.

## Figure 1

### Rally Phase

- Wind Change DR      Check for NVR change if colored dr = 6
- Rallies      Broken units stay DM unless Original Rally DR  $\leq$  morale
- (etc)

### Prep Fire Phase

- Attacker fires Smoke
- Attacker fires OBA
- Attacker fires Starshells/Illumination Rounds, trying to illuminate defending units so that he can fire on them or keep them from seeing his upcoming moves
- Attacker Prep Fires
- (etc)

### Movement Phase

- Defender fires Starshells, trying to illuminate the battlefield so that he can fire on moving units and/or strip their Cloaking/Concealment. MMC's must make Starshell attempts at the beginning of the MPh; leaders may do so at any time during the MPh or upcoming DFPh.
- Attacker moves units      Possible special Firelane at Night. Moving units check for Straying, Jitter Fire, Cloaking/Concealment loss
- Defender First Fires
- (etc)

### Defensive Fire Phase

- Defender fires Illumination Rounds, trying to illuminate what the Starshells didn't in order to fire on attacking units he can't see.
- Defender fires Starshells using leaders who have not made a previous Starshell attempt.
- Defender Final Fires
- (etc)

### Advancing Fire Phase

- Attacking units fire

### Rout Phase

- Routs      Low Crawl only, no dying for Failure to Rout, routing units can stay ADJACENT to enemy units (but still can't rout toward a Known Enemy Unit)

### Advance Phase

- Attacking units advance

### Close Combat Phase

- Close Combat
- Concealment Gain
- Starshells/Illumination Rounds go away

**General Scenario Description and VC's** - We don't want to get into copyright trouble by printing the scenario sheet here, but those of you who don't have the scenario would probably like to know what's going on.

It's Sicily, 1943. An American company has taken the heights of hill 673 in a night assault and has dug in, awaiting the expected counterattack. It comes in the form of a combined German-Italian infantry attack. The US sets up a company of 666's supported by a Heavy Weapons Platoon on the hills of bd 9; the Germans and Italians enter on turn 1 anywhere along hexrow 10 of that board.

Whoever gets the most VP wins. VP are awarded for CVP as well as control of Level 3 and Level 4 Locations. The US starts the game controlling all 44 of these Locations on the board; the Axis will make a close game of it if they manage to control about 15 of these while keeping the CVP count relatively even. Thus, the Axis will win by entirely controlling the eastern hill or by entirely controlling the western hill and most of the central hill. North is actually along hexrow A on the scenario card, but for ease of viewing the mapboard graphics, North will be Up (ie, along hexrow 1) in this Example of Play.

The Night Vision Range starts out at 3 hexes with no cloud cover and no Moon. Bore Sighting is NA, and both sides may initiate Hand to Hand Combat.

L11 ?A: (dummy)  
M11 ?D: 9-1, 468/dmMMG, 468  
O11 ?E: 468/lmg, 468, 248  
Q11 ?H: 8-0, 468/lmg  
S11 ?i: (dummy)  
AA11 ?C: 346  
CC11 ?J: (dummy)  
EE11 ?F: 248  
GG11 ?N: 346

Note my convention of possessing a SW with a slash (/) - so a 468/LMG is a 468 possessing an LMG. Also note that the Axis MMG's are dm because Cloaked SW must be dm if possible [E1.42].

The setups for both sides can be found on the next page. A white frame around a counter indicates that it sets up HIP. For quick reference throughout this example, the at-start contents of the Cloaking Counters have been displayed in the Cloaking Counter Box found on the page after the setups.

By SSR, all Woods and Crag hexes are Olive Groves [F13.5] and no buildings or roads exist. Olive Groves are 1-level LOS Obstacles, cost 2 MF to enter, have a +1 TEM, and are a +1 Hindrance. The Axis will use yellow Japanese ? counters as cloaking counters.

The graphics in this example are screenshots from VASL 2.5 using Carl Fung's excellent counter images.

## KE6 Rock Steady

### US Setup

HIP units are listed in (parentheses)

M6 Sniper  
G5 (FH 1S), ?, 666, No Move  
G10 ?, 346, No Move  
H6 (FH 1S, 7-0, 666/MMG, No Move)  
i6 ?, ?, No Move  
K8 (666, No Move)  
K9 ?, ?, No Move  
M5 (FH 1S), ?, 666/(60mmMTR), No Move  
N9 ?, 346, No Move  
O5 (FH 1S, 7-0), ?, 666 (/HMG), No Move  
O8 ?, ?, No Move  
Q6 (FH 1S), ?, 666, No Move  
R8 (666, No Move)  
S6 (FH 2S)  
S7 (FH 1S)  
U9 ?, ?, No Move  
X9 ?, 346, No Move  
Y6 (FH 2S, 8-1), ?, 666/(MMG), 666/(HMG), No Move  
CC4 (FH 1S)  
DD4 (FH 1S), ?, 666/(60mmMTR), No Move  
EE4 ?, ?, No Move  
EE10 ?, ?, No Move  
FF8 ?, 346, No Move

### Axis Setup

Cloaking Counter ID's are given as ?A, ?B, etc, with the corresponding units listed on the same line.

T6 Sniper  
C11 ?B: 346  
E11 ?K: 7-0, 346/lmg  
G11 ?M: 346  
i11 ?L: (dummy)  
K11 ?G: 8-1, 346/lmg, 346/dmMMG, 346

### Defensive Setup at Night

E1.2 gives the Scenario Defender some added bonuses at Night:

- He receives Dummy counters equal to the number of squad-equivalents in his OB.
- He may HIP up to 25% (FRU) of his squad-equivalents and any SMC/SW that set(s) up with them in the same Location.
- He may set up all of his remaining (non-HIP) units Concealed.
- He can set up his HIP/Concealed units in non-Concealment terrain.
- He may record the Location of any SMC/SW stacked with a concealed MMC until initially revealed rather than setting it up onboard. Note that this is not the same as setting up HIP - such a counter must be placed onboard if it is ever in a different Location than that of the MMC. (Just to confuse the issue, the Chapter E clarifications, page E26^90, indicates that these SMC/SW *are* treated as having used HIP. Shrug).

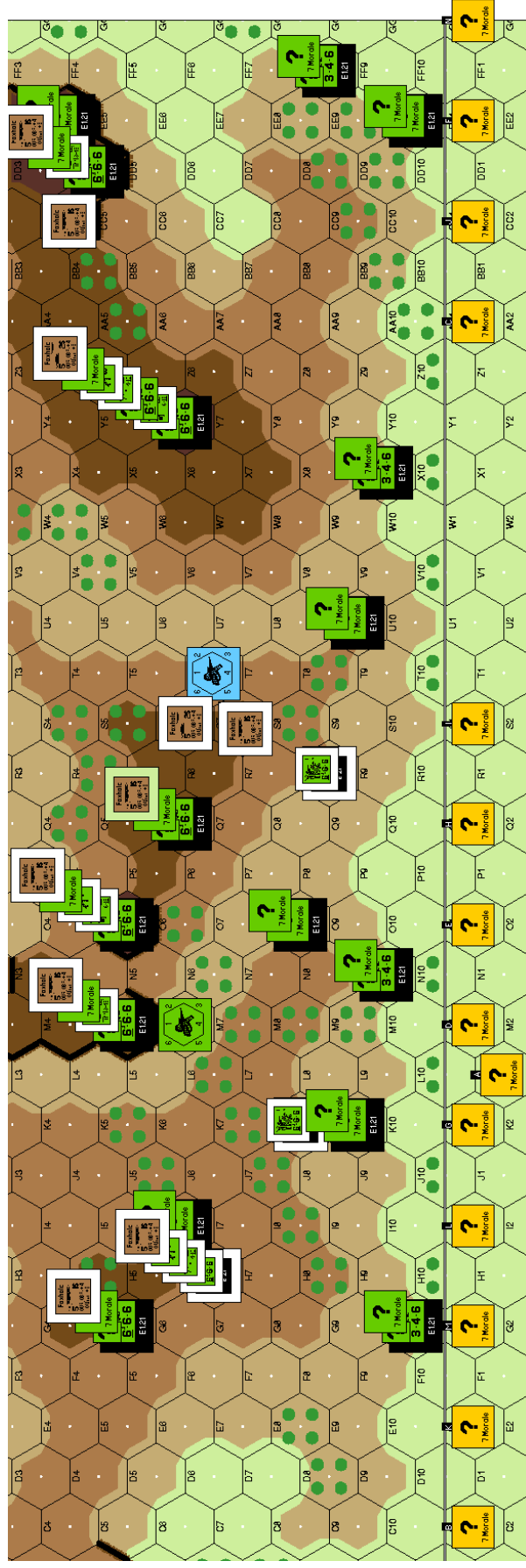
You can immediately see the potential for trickery and misdirection here. Is that ?+1 a simple halfsquad, or is it a full squad with HMG and 9-2 leader?

Unfortunately, what E1.2 giveth, E1.21 taketh away - all Defending units lack Freedom of Movement and thus set up on No Move counters. More on that later.

Note that E1.16 says that all Fortifications may set up HIP, whether they're in concealment terrain or not, and don't lose HIP until their protective TEM is used, a real enemy unit stumbles into them, or a friendly unit expends MF to enter/leave them while in the LOS of a Good Order enemy unit. Just having LOS to the Fortification isn't enough to reveal it; those US foxholes are going to stay off-map until the Axis finds 'em.





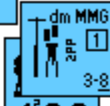
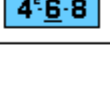


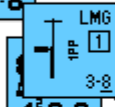
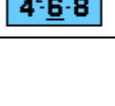





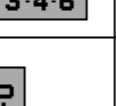

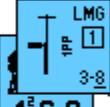
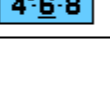

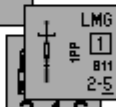
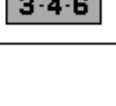


## Pregame Setups

**HIP US units are shown in white boxes**  
**See next page for contents of Axis cloaking counters**





At-Start contents of Axis cloaking counters

<p><b>A</b></p>	<p><b>B</b></p> 	<p><b>C</b></p> 	<p><b>D</b></p>    
<p><b>E</b></p>    	<p><b>F</b></p> 	<p><b>G</b></p>     	<p><b>H</b></p>   
<p><b>I</b></p>	<p><b>J</b></p>	<p><b>K</b></p>   	<p><b>L</b></p>
<p><b>M</b></p> 	<p><b>N</b></p> 	<p><b>O</b></p>	<p><b>P</b></p>

**US Strategy –**

Again, we're not trying to present any Ultimate Strategies here, but it's probably worth a moment to explain what the US are trying to do.

With 12 squad-equivalents and setup restrictions that force him to spread his MMC's across all three hilltops, the US player finds himself with not enough men to hold the line. Two squads are Deployed in order to form a halfsquad picket line. These outpost units are there to fire the **Infamous First Starshell (IFS)** as soon as an Axis unit comes within their LOS. If they fail their Starshell Usage dr, they will fire on that Axis unit, no matter how low-odds the shot, so that other defending units can make the **IFS** attempt themselves [E1.91].

Note that the US Skirmish Line is set up so that their NVR-boundaries form one continuous border; ie, there is no gap between the NVR's from hexrows D-GG (with the single minor exception of hexrow BB). This continuous NVR-boundary means that the US has LOS to all of the practical Axis attack routes and will probably be able to fire the **IFS** on turn 1, which is nice to be able to do. Once the **IFS** goes up, other starshells can go up, which means that all of the HS pickets can try to illuminate their local area and seriously crimp any Cloaked Axis attacks.

The VC's dictate that the US defends the Y6 hill most strongly; therefore he starts an HMG/MMG Killer Stack in Y6 with two squads and his best leader. Since multi-hex firegroups are NA at Night [E1.75], this stack has some serious firepower dominance out to 12 hexes and can influence events with 4 FP out to 20 hexes. An Axis Board Edge Creep along the GG hexrow is defended by the squad in DD4; this squad also has a 60mm MTR which will be able to fire Illumination Rounds at 6-hex-increments across the length of the board, enabling the Killer Stack to do the Big Nasty on any Axis units that get lit up by the Mortar's IR.

Since the western hill has to be defended by **SOMEbody**, the US grudgingly complies. Since the Olive Groves between hexrows J-M are the most logical approach toward the center hill while affording some cover from the assumed Killer Stack in Y6, the US prepares a little HIP surprise with a full squad in K8. Furthermore, while the western hill is pretty much guaranteed to fall, the US player hopes that the HIP stack in H6 will at least prove to be an inconvenient surprise to the attackers; it has the firepower to easily punch a hole through a broad Axis skirmish line.

The last HIP unit goes in R8 along with some foxholes in S6 and S7; these units are there to bolster the US defense of the central hill in case the game comes down to control of the Level 3 and Level 4 hexes on that hill.

**Freedom of Movement** - Freedom of Movement (FOM, E1.21) is generally only a minor concern to the Defender, although in some scenarios it'll play a bigger role. Basically, all Defending units start the game without FOM and set up perched on those spiffy black-on-white No Move counters. They can't Move or Advance at all, which raises nightmares of units just sitting there while their positions are infiltrated and eventually overrun. Motherrrrr!

Fortunately, the reality is often less bleak. Units gain FOM when they gain LOS to a Known Enemy Unit (not just a Cloaking Counter!), so in scenarios where there's plenty of LOS to be had (by Starshells, Illumination Rounds, or just a generous NVR), Defending units are gonna see real Attacking units sooner or later (usually sooner, like, by turn 2). Also, units gain FOM when they're attacked by other than a Sniper or OBA, so when the Attacker eventually tips his hand, the local Defending units will at least be able to react.

Finally, many Night scenarios just don't require the Defender to move much. Most Night scenarios have the Defending units sitting in pretty

good terrain with reasonable chances of mutually supporting each other. So there often isn't much opportunity for the Attacker to overwhelm one side of the defense while keeping the rest of the Defenders sitting haplessly on their No Move counters on the other side of the defense. This scenario has about the longest defensive front you're gonna find, and the LOS here is generally so open that the US doesn't mind sitting in foxholes on top of the hills shooting his Machine Guns at the attackers. For a scenario with interesting FOM potential, check out **Shoestring Ridge** from Code of Bushido, the first PTO module.

**Axis Strategy -**

This scenario has a lot of interesting options for the Attacker. Knowing that he could win the game by just controlling the eastern hill, he could swamp that side and hope his mass of troops could overcome the local US firepower. Otherwise, he could plan on taking the western hill and enough of the central hill to win. Lastly, how to divide his mixed force of Germans and Italians? Interesting decisions.

This German player, oddly enough, sees things much like the US and will largely ignore the eastern US firebase in favor of taking the western and central hills. Prisoner CVP does count here, so he'll be looking to bag as many US squads as he can. Lastly, Hand-to-Hand combat is an interesting option for the lowly Italians who generally can't stand up to an exchange on the IFT.

The western hill should be the easier one to take, so it's delegated to the Italians. A weak force will exploit the NVR gap and run around the western board edge just because we're suckers for flanking forces. (Truthfully, in this scenario it's good for the Axis to be able to approach the center hill from the northwest, and a wide swing will get a good jump on that process. Also, flankers may help bag some prisoners as broken US units rout away from the main thrust).

The Axis player has read E1.2, so he knows that many of the US stacks will be Dummies. He therefore will use Italian squads for the sole purpose of probing the US lines.

The main German thrust will use the cover of the Olive Groves to approach the central hill from the southeast. If enough progress is made, perhaps the central hill can be taken from the north, where the attackers will be out of LOS from that verdammt MG nest in Y6.

Several Cloaking Counters are sent to the east to provide a diversionary assault. A few real units are included in this group just to lend some credence to the attack. Anything to keep the US defenders on the eastern hill from paying attention to the center and west.

**Cloaking Counters** - The Scenario Attacker's OB does not set up as it would in a daytime scenario [E1.4]. Instead, the Attacker's units are placed in Cloaking Counter Boxes on the old Chapter E divider from Yanks and represented on the real board by Cloaking Counters. Here, the Axis gets 14 Cloaking Counters because he has 14 squad-equivalents in his OB. He is free to fill these Cloaking Counters with as few or as many units as he wishes (within the stacking limits, of course).

It's pretty unnerving to see Cloaking Counters on the map for the first time in a night scenario when you're used to seeing stacks of units under ? counters in day scenarios. That single ? could be **anything** - an Ethiopian halfsquad, a full Pionier platoon with flamethrowers and a 10-3, or some swamp gas drifting on the breeze. Scary, scary stuff, kids!

Cloaking Counters are also great because they always have 6 MF, regardless of the presence of a leader or heavy (greater than 3 PP) Support Weapons [E1.42]. Thus, the best way for an Attacker to approach, confuse, and infiltrate a defense is to keep his units Cloaked as long as possible. Sometimes it just isn't possible to approach the

defensive line or carry out an attack while remaining Cloaked for very long, but that's OK - being in the right place at the right time is more important than staying Cloaked. But in the right situation, it's quite impressive to see a Cloaking Counter or Counters make their way through a defense. Sure, you might *think* they're Dummies, but in most ASL scenarios, even a halfsquad sneaking around behind your lines is a Big Problem. Cloaking Counters tend to demand a response, even if you think there's probably nothing in them.

Cloaking is lost just like Concealment, and once it's lost, it's lost permanently (although Concealment can still be regained normally). Specifically with respect to the Night, Cloaking is lost for Non-Assault Movement in Illuminated Locations. Therefore, one of the main goals of any Night Defender is to light up the sky and strip the Attacker's Cloaking as soon as possible (or at least restrict the Attacker's Cloaking Counters to slow Assault Movement). Once the Defender knows where the Attacker's units are, he can deal with them. Until then, he has to worry about every ? counter out there.

While we're close to the subject, let's throw in a table showing how you lose Concealment/Cloaking at Night:

	Lost	Gained
<b>Concealment</b>	<ul style="list-style-type: none"> <li>Non-Assault Movement into Illuminated/enemy unit's Location</li> <li>Assault Movement into enemy unit's Location within 16 hexes and LOS of enemy ground unit</li> <li>Firing while in Illuminated Location or within enemy NVR</li> </ul>	Automatic when dr needed during the day
<b>Cloaking</b>	Same as Concealment, plus: <ul style="list-style-type: none"> <li>Making an attack other than a successful Ambush</li> <li>Successfully placing a Starshell</li> <li>Being hit by a Sniper</li> </ul>	Only at the start of a scenario

OK. That's enough Night Stuff. Night Rules simply are not that bad to play, and the Rhythm of the Night is pretty easy to grasp once you see it in action. Well then, enough talk! Let's SEE it!

## Axis Turn 1

### Rally Phase

1. Wind Change DR = 6,2 no effect

Normally this would decrease the NVR by one, but E1.12 says that the NVR cannot change on the first WCDR of the game. Which is a relief - how would you like to set up a defense only to have holes appear all along your line because the NVR changed on the first turn?

### Prep Fire - none

### Movement Phase

1. ?B moves
  - a. C10 - 1
  - b. Roll for Straying. Movement DR = 5,3 OK
  - c. C9 - 3
  - d. C8 - 4
  - e. C7 - 5
  - f. C6 - 6

Units moving to a new hex at Night have to roll for Straying unless they have a LOS to a Known Enemy Unit or are on/ADJACENT to a Road, Gully, Stream, Path, River Bank, or Illuminated Location [E1.53, E1.55]. Since we don't have any of those "guiding terrain features" in this scenario, Straying will totally depend on LOS to Known Enemy Units or Illumination. Units entering the map from offboard are only subject to Straying after they get on the board [p. E26, 1990 version]

To roll for Straying, first you make a Movement DR (Sniper Activation is NA). A colored dr of 6 indicates the possibility of Straying and the white dr determines whether a moving unit will Stray depending on whether it is Stealthy, Normal, or Lax [E1.6]. If a unit Strays, it makes a Straying DR and moves "as far as possible" in that direction if it can. Usually "that direction" isn't the direction you want : - )

Normally Straying's not worth worrying about; it's just another thing that can go wrong at night. Sometimes it'll bite you in the butt, sometimes it'll happen but the unit will stray in an OK direction, but most of the time it won't happen at all. With enough "guiding terrain features" on the board, the potential for Straying is much reduced; you might even forget to roll for it.

The Axis player moved this guy first because his planned movement path doesn't bring him within the NVR of any US unit. Therefore, he stays entirely out of US LOS and there'll be no **Infamous First Starshells** fired as a result. Since cloaked units move better through un-illuminated terrain, the Axis player might as well move this guy while there's no chance of any Starshells lighting up the scene.

Unfortunately, this is about the only Axis unit that can move without coming into the NVR of the forward US picket line. ?K could swing around to the C row and follow a similar route, but it doesn't seem worth the delay - that US unit in G10 is probably just a halfsquad anyway. Time to split off some scouting squads and find the US Dummies the hard way.

2. 346 splits off from ?G and moves onto board 9 under a Concealment counter [E1.422]. (By SSR, both German and Italian units may move under the same-colored ? counters so as to maintain some fog-of-war.) The squad declares Double Time
  - a. K10 - 1

Hmm, the US unit in K9 didn't fire at this. It's probably a Dummy then.
 

- b. Straying DR = 2,4 OK
- c. K9 - 6

This last move cost 5 MF; 4 MF to move uphill into an Olive Grove plus 1 MF because non-Cloaked infantry pay 1 extra MF to enter Concealment Terrain at Night [E1.51]. The 346 loses Concealment for entering an enemy unit's Location [E1.31]. The US Dummy is revealed and removed from the board.

K9 is 3 hexes from N9, so it's within the Night Vision Range of the US halfsquad in N9. Since he has LOS to a Known enemy unit, N9 gains Freedom of Movement (ie, loses its No Move counter). Ditto for the No

Move counter in K8 - it comes off. More importantly though, it's time to try for the **Infamous First Starshell**.

What's the big deal about the **IFS**? Well, if you look at Figure 1 above where the Night rules' effect on the ASOP is highlighted in red, you'll see the cycle of how each side places Starshells/IR each turn. Attacker at the beginning of the PFPh, Defending MMC Starshells at the start of the MPH, etc. All fine and dandy, but that's for when the battle has been joined, the defenders are alerted, etc. There's no provision for the Attacker Sneaking Up On An Unsuspecting Enemy Phase.

That's where the **Infamous First Starshell** comes in. There has to be special rules for the *first* time some sleepy sentry thinks he sees movement in the bushes. You can't just have the Defender start firing off starshells in the middle of the night before the Attacker has even moved onto the board. What fun is that?

The **IFS** is a bridge between the Attacker Sneaking Up On An Unsuspecting Enemy Phase and the Normal Cycle of Illumination shown in Figure 1. During the Player Turn that the **IFS** is launched, Defending MMC's can try to throw Starshells at any time, up to and including Final Fire [E1.921]. Afterwards, MMC's can only make Starshell attempts at the beginning of their PFPh or the enemy MPH. Leaders, of course, can try for Starshells at any time during their PFPh/enemy MPH, during and after the **IFS** Player Turn.

Thankfully, the **IFS** is pretty easy to implement. Any Good Order Unpinned Defending unit can go for the **IFS** anytime during the PFPh, MPH, or DFPh if:

- It has LOS to an enemy unit (not necessarily Known, so a Cloaking counter is fine), or
- There is a moving enemy vehicle within 16 hexes if no friendly vehicles are onboard, or
- There is a friendly Gunflash, or
- There is an enemy FFE

Note that no LOS is required for the last three cases; as long as a friendly Gunflash or enemy FFE exists *anywhere* on the board, somebody can try for the **IFS**. LOS *is* required for the first case, which usually means that the enemy unit has to be within the Defender's Night Vision Range.

And that's it, Bubba. The bullets above pretty much mean that the Attacker Sneaking Up On An Unsuspecting Enemy Phase lasts until:

- One of the Attacker's units gets within NVR of a real Defending unit (ie, one that is capable of going for a Starshell, not just a Dummy).
- The attacker moves a vehicle to within 16 hexes of a real Defending unit
- The Defender has fired at somebody
- The attacker drops an FFE

Note that in order for the third case to happen, the Defender usually has to have LOS to an attacking unit, which means the first case must have happened (ie, the attacker must have moved within NVR). Therefore, in scenarios (like **Rock Steady**) where the attacker doesn't have any vehicles or FFE, the **IFS** doesn't get launched until the attacker has come within NVR. Thus you see the importance of the Defender setting up a picket line of forward units spaced 2\*NVR hexes apart (barring LOS

obstacles). This kind of picket line ensures that he can try for the **IFS** as soon as the Attacker hits the outer defenses.

OK. Hopefully you understand why the **IFS** is so Infamous and why it's so necessary and why it only matters as a kickoff to the basic cycle of placing Starshells/IR during a Night Player Turn. Now that N9 has LOS to an enemy unit, it'll try to launch the **IFS**.

N9 tries for a starshell. Starshell usage dr = 3, no

MMC going for a starshell need a 2 or less to find one. Leaders need a 4 or less to find one. There's no penalty for failing a Starshell usage dr - not even loss of HIP/Concealment (you only lose HIP or Cloaking if your Starshell usage dr is successful, and even then you're just placed on the board under a ? counter [E1.921]). Going for a Starshell doesn't count as a form of firing at all, so you're not limiting your Inherent FP or SW usage by trying for one. Of course, you only get one Starshell usage attempt *per hex per Player Turn*, so N9 is done.

Since that failed, it's time for Plan B - N9 will fire at the moving unit (since N9 can now see it) and then other US units will be able to try for the **IFS** since N9's First Fire will place a friendly Gunflash (the First Fire counter) onboard [E1.8]. Even though the shot is a lousy one and the CX Italian squad isn't a big threat, it's in the Defender's interest to launch the **IFS** as soon as possible.

N9 fires at K9

2 (+1) DR = 4,3 no effect. My convention is to show the colored dr first.

The +1 DRM comes from the +1 TEM of the Olive Grove in K9, the +1 Hindrance of the Olive Grove in M9, and the -1 DRM for FFNAM. The +1 Night Low Visibility (LV) Hindrance does not apply because the target unit is in terrain whose topmost height is at least a full level higher than the firer. [E1.7]. Here, the cx346 is in an Olive Grove which rises to a height one level higher than the US 346, so it's not as hard for the 346 to see its target and the LV hindrance does not apply.

Of course, if K9 was Open Ground, the +1 Olive Grove TEM would not apply, but the +1 Night LV Hindrance DRM would, so it's sort of a 50-50 proposition here. Heck, even if K9 was one level higher than N9, the +1 LV Hindrance would not apply, but the +1 Height Advantage TEM would. They getcha coming and going here.

Now that the Gunflash (First Fire marker) has been placed, other US units can try for the **IFS**. But who's gonna try? Well, Dummies can't throw Starshells, so they're out. HIP units probably aren't a good idea, unless you're desperate for some light. The **IFS** unit doesn't even have to have LOS to the Gunflash in N9 or the moving unit in K9. (Of course, since N9 already tried for a starshell, it can't try again. Note to Avalon Hill - we need "Already Tried For A Starshell" counters!)

After scoping out the situation, O5 is elected as the guy to try for the **IFS**. The leader in O5 will get a shell on a dr of 4 or less, it won't be revealing much to the Axis to know that a US leader (presumably with an MG squad) is up there at Level 4, and as an added bonus, O5 has a chance of placing the **IFS** around L8 where it'll nicely illuminate the bulk of the Axis cloaking counters, perhaps giving the HIP 666 in K8 a good First Fire shot.

O5 goes for a Starshell. Usage dr = 4, got one

Now we get to talk about the **Three Methods of Illumination Placement**. There are only three; there are not two, there are not four. Three is pretty simple to remember, so whenever you get a starshell, you quickly run down the options for where you can try to put it:

## Night Example of Play

17 May 2000

- In your own hex (Starshells only), where it'll scatter one hex in a random direction
- In any hex  $\leq 6$  hexes away along your LOS to a Known Enemy unit
- At a range of 3 hexes (Starshells) or any multiple of 6 hexes (IR), where it'll drift 1 full dr in a random direction

Since O5 doesn't have LOS to any Known Enemy units (K9 is out of his NVR Range), Method 2 is out. He's not interested in illuminating his own Location because that's pretty much reserved for when the Bad Guys are creeping in close, so Method 1 is out. Thus, he chooses Method 3 and attempts to place a Starshell 3 hexes away in O8.

Scatter direction = 3, distance = 3

Starshell scatters from O8 to R9

Hmm. Not a great scatter. But that's the way it is with Starshells (and a big reason why Night scenarios are so much fun) - sometimes the scatter is perfect, sometimes it's disastrous.

Starshells illuminate every hex within a 3-hex radius. Let's briefly touch on what this means for fire and movement here:

Cloaked units will lose their Cloaking if they use Non-Assault movement in the illuminated area. Thus, if ?H entered Q10 using NAM, it'll lose its Cloaking. It can, however, Assault Move into Q10 and retain its Cloaking.

Units in the Illuminated area can only see other Illuminated units. Thus, right now the HIP 666 in R8 has no LOS to anything outside the Illuminated area. And if ?E entered O10, it would not have LOS to the US 346 in N9.

Units outside of the Illuminated area do have LOS to units inside the Illuminated area, regardless of NVR. So if ?E entered O10, he could be seen by anybody with an unobstructed LOS to his hex - the 346 in N9, the 666 in Q6, even the MG nest in Y6.

Cool,huh?

To make life easier, here's a table of the LOS possibilities at Night:

From ↓ To →	Non-Illuminated Locations		Illuminated Locations	Gunflashes	
Non-Illuminated Locations	Within NVR	Outside NVR	Yes Full FP	Within NVR	Outside NVR
	Yes Full FP	No		Yes Full FP	Yes Half FP
Illuminated Locations	No		Yes Full FP	Yes Half FP	

OK. Now that the **IFS** has been launched, are there any other US units that want to light up the situation?

Here's where some gamesmanship comes in. By going for a starshell in a particular hex, the US player is pretty much announcing that he's got a real unit there. If too many US MMC's go for a Starshell, it'd be easy for the Axis player to deduce which of those ?+1's out there are Dummies. So the US player has to balance his desire to keep the Axis player guessing with his need to get enough Illumination on the board.

As we said above, HIP units probably aren't good candidates for popping off starshells at this point - they're laying in wait to spring nice traps around K8, H6, and R8. DD4 and M5 have 60mm MTR's that are better used to throw IR in the DFPh, so they're gonna stand pat.

Y6 and G10 are obvious choices to go for a shell. It won't surprise the Axis player to know that Y6 has a US leader, and G10 is going to be swamped by Axis units in a minute anyhow - no use laying low for him.

It probably won't be revealing too much for G5 and Q6 to go for shells, but they'll wait till G10's attempt to see if it's necessary. Finally, X9's starshell attempt probably won't be needed because there aren't any Axis units in his immediate area and Y6's starshell will probably do the trick

on that side of the board. So it'd be good if the US player could keep X9's status a question in the Axis mind.

G10 goes for a shell. dr = 5, no

Y6 goes for a Starshell dr = 4, yes

The previously-HIP leader in Y6 is placed onboard under a ? counter because of the successful Starshell attempt.

Y6 will go for Placement Method 3, placing the Starshell 3 hexes away in BB7, hoping to crimp the style of the Axis Cloaking Counters on that side of the board.

Scatter direction = 5 distance = 3

Starshell scatters from BB7 to Y9

Not too awful. This Starshell illuminates Y6, which isn't great because now Y6 will only have LOS to Illuminated Locations, but at least it scattered in the general direction of the Axis advance - it could have scattered 6 hexes in direction 1! Also, the US has two mortars which can fire Illumination Rounds in the upcoming DFPh, so Y6 is likely to have plenty of Illuminated targets to choose from later.

## Night Example of Play

17 May 2000

Since G10 failed to find a shell, G5 will go for one. dr = 1, yes

Will place it 3 hexes away in F7.  
Scatter direction = 6, distance = 4  
Starshell scatters to B5.

Not real great. Even though ?B is now Illuminated in C6, it doesn't lose its Cloaking. It would have to fire, be hit by a Sniper, suffer a PTC or greater on the IFT, or place a Starshell.

Not quite happy with the Illumination situation, Q6 goes for a shell.  
dr = 3, no

OK. Now that the US has intervened with his special **IFS** Starshells, the Axis resumes its attack. Cloaking Counters will attempt to stay out of Illuminated areas when they use non-assault movement; if they have to enter an Illuminated area, they'll probably use assault movement. And there's still some scouting to be done to see just which of those concealed American stacks are Dummies.

3. ?F moves  
a. assault moves EE10 - 2  
US Dummy stack is revealed, and ?F loses Cloaking for entering an enemy-occupied location during the MPh [E1.31]

4. ?N moves  
a. GG10 - 1

Cloaking is not lost since the unit is not in an Illuminated Location. The US unit in FF8 could fire at ?N, though, since FF10 is within his NVR. But since the shot would only go through on the 1 FP column, the US player holds off.

b. Makes a Movement DR for Straying: DR = 4,1 OK  
c. GG9 - 2  
FF8 fires.  
2(-1) DR = 3,4 PTC, 1 RFP  
PTC strips Cloaking from ?N, revealing 346  
PTC vs 346 DR = 3,5 Pin

Now that FF8 can see a Known enemy unit (in GG9), it loses its No Move counter. DD4 and EE4 do not lose their No Move counters because they can't see GG9 - it's a non-Illuminated Location outside of their NVR.

Note the application of the +1 Night Low Visibility Hindrance DRM to the attack, making this a 2(-1) shot instead of the standard -2 DRM for FFMO/FFNAM. LV Hindrances can be hard to get used to; they don't reduce Residual FP, nor do they negate FFMO.

5. ?J moves  
a. assault moves CC10 - 2

6. ?C moves  
a. assault moves BB10 - 1

7. ?M moves  
a. F10 - 1

Certainly this is brazen behavior, but G10 holds his fire, figuring this guy is probably some kind of scout. Also, G10 would rather fire at a Cloaking counter if he could, just for the chance to strip its Cloaking if he rolled a PTC or better.

b. Makes a Movement DR for Straying: DR = 2,4 OK  
c. F9 - 3  
d. Search - 4  
Search dr = 4 (+1 Lax -1 extra HS) = 4, so Search G10, F9, and G9.

?M is revealed as 346 which goes TI, reveal US 346 and strip its No Move counter

Search Casualty dr = 3, no effect

Searching is still a fine and useful tactic at Night; oddly, there is no positive modification to the Search dr for Night like there is for the PTO. One wonders, however, if this 346 would have been better off probing G10 by just moving through it. Kind of a waste of a good Cloaked unit.

8. ?K moves  
a. E10 - 1  
b. E9 - 3 (no Straying DR required since E10 had LOS to G10)  
c. F8 - 4

G10 is dying to fire, but he's loathe to fire on the 1 FP column while he still feels the need to protect the H9-M9 attack corridor. Besides, there's always the hidden stack in H6 to take care of ?K if need be.

9. ?A moves  
a. L10 - 2 (the unit is still Cloaked, so no need to pay an extra 1 MF to enter the Concealment Terrain)  
b. L9 - 4  
c. L8 - 5

This is it, the moment K8's been waiting for. Fire!  
12(-1) DR = 4,4 cowers to 8 column, 1MC, 4 RFP  
?A revealed as a Dummy; K8 placed onboard under an **AARGH!** counter.

Well, that's what Dummy Cloaking Counters are for.

10. ?L moves  
a. i10 - 1  
b. i9 - 3

11. ?, 8-1, 346/dmMMG split off from ?G and move  
a. K10 - 1  
b. K9 - 6

The US squad in K8 knows that this ?+3 is a stack of real units since only real units can split off from Cloaking counters. Figuring that it's a target reasonably worth risking FPF, he'll fire:

K8 fires  
2(+0) DR = 1,5 PTC, 1 RFP, Pins K8  
PTC vs 8-1 DR = 3,6 Pin  
PTC vs 346/dmMMG DR = 5,1 OK

12. ?G (now only containing 346/lmg) moves  
a. K10 - 1  
b. J9 - 3  
c. J8 - 4  
G10 fires  
1(-1) DR = 5,4 no

K8 could fire but figures there's not much of importance left in ?G now that the 8-1 and 346/dmMMG have split off from it, so he'll pass on the potential 2(-1) FPF shot.

13. ?D moves  
a. L10 - 2  
b. L9 - 4  
c. M9 - 6  
N9 figures he can fire since the O-Q corridor should be covered by other, more powerful, US units.  
1(+0) DR = 5,3 no



14. ?E moves  
 a. N11 - 1  
 b. M11 - 2  
 c. L10 - 4  
 d. L9 - 6

15. ?H moves  
 a. P11 - 1  
 b. O11 - 2  
 c. N11 - 3  
 d. M11 - 4  
 e. L10 - 6

This is called Student Body Left. The Axis player figures it's not real smart to walk into an illuminated area with all that US firepower just waiting to chop him up, so he redirects his attack to take advantage of an un-illuminated area where the US firepower presumably can't reach. Of course, the Illumination Rounds from the US Mortars can still light him up in the DFPh, but that's a whole Phase away and this Axis player is a decidedly short-term thinker.

16. ?i moves  
 a. R11 - 1  
 b. Q11 - 2

He'll advance onboard later into Q10, just to stay out of the 3-hex NVR from U9.

### Defensive Fire Phase

Now that the harrowing MPh is over, the US player can hope to light things up with Illumination Rounds from his mortars and give his MG gunners something to shoot at. IR placement, like OBA, comes at the beginning of the DFPh; you need a usage dr of 4 or less to fire IR from a MTR that has IR as Special Ammo (ie, that has "IR" printed on the back of the counter).

1. M6 goes for an IR dr = 5, no, dang  
 2. DD4 goes for an IR dr = 4, yes

IR placement is similar to Starshell Placement; you try to put the IR in a certain hex and then roll for drift. The **Three Methods of Illumination Placement** apply here, except that Method 1 only applies to Starshells. Therefore, the MTR in DD4 can only use Methods 2 or 3. Since DD4 doesn't have LOS to a Known Enemy Unit (it's still on a FoM counter), it can't use Method 2. Therefore, he'll try to place the IR in a hex 18 hexes away in L8, where maybe it'll illuminate enough Cloaking Counters to give the HMG in O5 a chance to go to town. Placing an IR exhausts a MTR's ROF.

This is one of the nice things about those US 60mm MTR's - they have the [3-45] range to hit anywhere on the board. British 50mm MTR's have IR Special Ammo, but their range of [2-11] hexes means that they can't fire IR out to 12 hexes. Also, note that not all MTR's or Light MTR's can fire IR - those that can have an "IR" printed on the back of the counter where you would look for Special Ammo. There are no IR Depletion Numbers.

Before the MTR places its IR, it must make a To Hit DR to see if the MTR malfunctions (enemy SAN can also be activated): DR = 3,5 no

Place the IR in L8. Now roll for scatter:  
 Direction = 6 Distance = 4 IR scatters to H6.

Not too awful - since IR's have an illumination range of 6 hexes, pretty much all of the western half of the board is lit up for the US guns to get into the game.

Now that the massive illumination has created many more LOS possibilities, a few US units can see Known Axis units and thus lose their No Move counters:  
 G5, I6, and even Y6, all of which can see F9  
 O5, which can see K9

3. G8 at C6  
 2(+1) DR = 4,4 no

4. O5 at F8 (J7 only creates 3 blind hexes) (revealing HMG and 7-0 stacked with 666 squad)  
 4(+1) DR = 4,2 PTC  
 ?K is revealed, its units are put onboard  
 PTC vs 7-0 DR = 4,4 Pin  
 PTC vs 346/lmg DR = 2,2 OK, US SAN (SAN is 2 on the scenario card, which is raised by 2 at Night [E1.76])  
 Sniper dr = 4, no

M5 would lose its No Move counter if it could see F8, but the crest line in G8 creates one blind hex, so there is no LOS to the now-Known Axis units.

5. G10 at F9  
 2(+1) DR = 6,4 no

6. FF8 at GG9  
 2(+1) DR = 4,2 no

That's it. Y6 won't fire at F9 - pretty low-value target to risk breaking a machine gun on, and the US player thinks he might need those MG's in Y6 against the Cloaking counters on the eastern side of the board.

**Advancing Fire Phase** - none. Only sniper bait shots available.

### Rout Phase

Ahh, Routing at Night. It's a major departure from what you're used to, but it's so gosh-darn SIMPLE that you won't mind. The two things to keep in mind are:

- You can only Low Crawl, but you can go in any direction as long as you don't rout toward a Known Enemy Unit.
- There is no elimination for Failure to Rout, so you can Low Crawl adjacent to enemy units and end the RtPh there.

That's it. The gist of this is that broken units at Night can be real buggers to track down - unless you get behind them, they can just keep Low Crawling away from you. At the same time, if you can surround them with even just two units on opposite sides, you can guarantee that you'll be able to advance into Close Combat with them because they can only Low Crawl one hex in the RtPh. CC'ing broken units - truly a guilty pleasure that we don't get to see that often in the daytime. We'll definitely have to do some later.

For now, the Axis player has no routs and the US player decides to rout the broken HS in N9 to O9. Self-breaking the guy in K8 and routing away from the Axis attack might be a good idea in a daytime scenario, but it's so difficult to rally at Night (see the RPh below) that it's not such a good idea here.

### Advance Phase

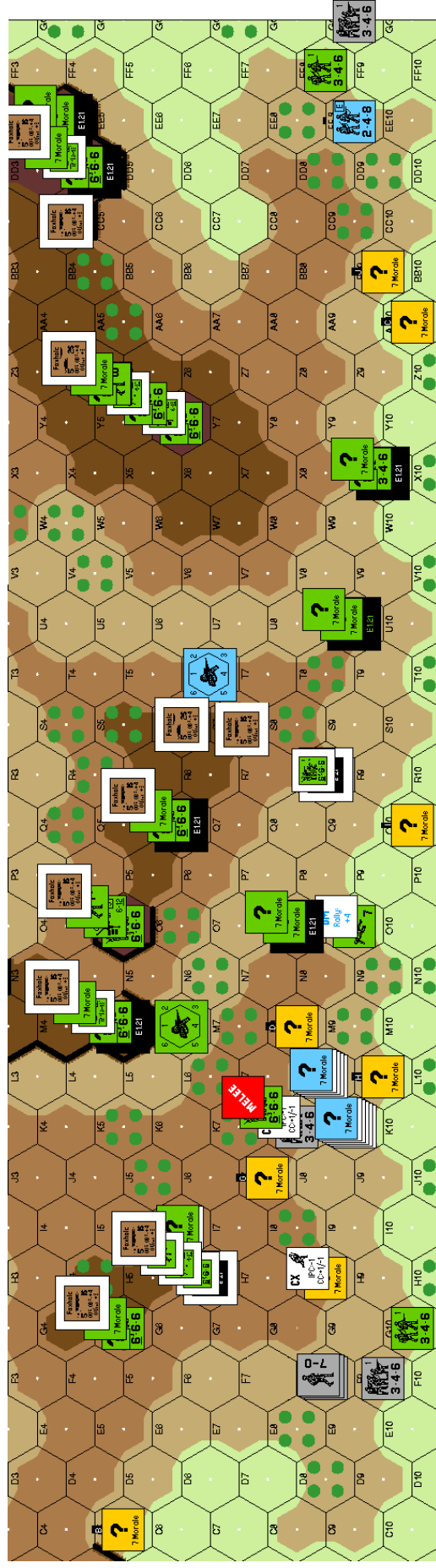
Straying is NA to the Advance Phase; it's only during the MPh that you can Stray.

1. C6 to C5  
 2. ?L in i9 to H8 (goes CX because of 4 MF move)  
 3. ?G in J8 to J7

## End of Axis turn 1.

K9 contains an Italian 8-1, cx346/dmMMG, and a German 248.

L8 contains a German 9-1, 468/dmMMG, and Cloaking Counter E (468, 468/lmg).



4. 346 in K9 gives dmMMG to cx346, advances to K8 (going CX)
5. 248 splits off from ?E in L9 and goes to K9
6. ?E in L9 to L8
7. ?H in L10 to L9
8. ?D in M9 to M8, going CX
9. 9-1, 468/dmMMG in M9 to L8
10. ?i in Q11 to Q10
11. 248 in EE10 to EE9
12. ?J in CC10 to BB9
13. ?C in BB10 to AA10

## CCPh

1. Ambush in K8  
Axis dr = 3 (+1 CX +1 Lax) = 5  
US dr = 4 +1 (pinned) = 5, no ambush

Axis cx346 will attack at 1:2 (+1 for CX)  
US pin666 will attack at 1:1 (-1 vs CX)

Axis CC DR = 4,5 no  
US CC DR = 4,3 no  
Mark hex with Melee

2. Concealment Gain - note that Concealment may be automatically gained at Night in situations where you'd have to roll for it during the day. So basically you automatically gain Concealment as long as no GO enemy unit has LOS to you. So the Axis units in K9 and L8 gain ?.

3. Remove Starshells and IR.

Note the effect of removing the Illumination AFTER Concealment gain.

An OK turn for both sides. The Axis attack in the west has made good ground, effectively stripping US units from the face of the western hill. Finding that HIP US squad in K8 with the Dummy Cloaking counter was a Very Good Thing. Over in the east, the Diversionary Attack is in place. Overall, a goodly number of Cloaking Counters remain to vex the Americans, many of who are still sitting on No Move counters.

On the American side, the process of stripping the attacker's Cloaking and Concealment has begun so that the US player can bring his MG firepower to bear. And his HIP units in H6 and R8 seem well positioned, given where the Axis has attacked.

## US Turn 1

### Rally Phase

1. Wind Change DR = 4,6 no
2. First MMC Rally Attempt will be a self-rally in O9.  
DR = 4,4 no rally, no DM lost.

Not only is this not a self-rally, but it's not enough to even remove the unit's DM. **At Night, it's much harder to lose DM** - you have to roll less than or equal to your printed broken side morale level to shrug off that DM marker [E1.54]. You'd still rally from DM if you rolled low enough, though - this HS would have self-rallied on a DR of snakeyes and lost DM on a self-rally DR of 3-7.

### Prep Fire Phase

Time for the US player to rock 'n roll. First he's gotta get some light on the situation with some Starshells and IR (the ATTACKER does these in his Prep Fire Phase, as per Figure 1 above, Starshells first.)

1. FF8 goes for a starshell. dr = 2, yes

He'll try to illuminate ?C and ?J by placing the starshell 3 hexes away in CC9, where it'll drift one full dr.

Scatter direction = 3, distance = 4, drifts to GG11. Well, OK, it could be worse - at least DD4 and EE4 can lose their No Move counters because they now see the Italian unit in GG9.

2. Y6 goes for a starshell. dr = 4, yes  
He'll place the starshell 3 hexes away in AA8 and hope to illuminate ?C and ?J.  
Scatter direction = 5, distance = 3, scatters to X9. ?C is illuminated, but ?J isn't.

X9 could try for a starshell in order to illuminate ?J, but by doing so, he'd tip off the Axis player that he's a real unit. Since the odds of success aren't great (gotta roll a 2 to get a shell, then have a semi-lucky drift just to get ?J illuminated), he'd rather deny the Axis player some intel and will just sit tight. Look at the other real US unit in R8 - would you try for a starshell with him?

First things first, of course - try for starshells from hexes where the enemy knows you've got real units.

3. O6 goes for a starshell. dr = 6, no

Man, sometimes it seems like Quartermaster just screwed up royally. Where's the starshells when you need 'em?

4. G10 goes for a starshell. dr = 3, no

5. Q6 goes for a starshell dr = 4, no

6. G5 goes for a starshell. dr = 1, yes

He'll use Placement Method 3 to place a starshell in D5 - he's starting to worry about being outflanked by Cloaking Counter B.

Scatter direction = 4, distance = 4, scatters to D9.

It's not what he intended, but a pretty nice scatter nonetheless - the Illuminated Italian units in the area can't see the un-illuminated US guy in G5, but he can see them. Of course, the Axis will get a chance to change that during the MPH when they can place their own starshells and try to illuminate the US.

OK. Starshells are done. Now it's time for the IR to step in and fill in the gaps.

7. MTR in M5 goes for an IR round. dr = 3, yes

Since M5 can't see any Known enemy units, he's stuck with Placement Method 3 - putting the IR 6 hexes away and drifting one full dr.  
Placement TH DR = 6,6 gack!

That'll break the MTR and void the Illumination Round. The US player can either curse his fate or be glad he's still got the other MTR in DD4.

8. MTR in DD4 goes for an IR round. dr = 5, no

... unless the other MTR doesn't HAVE an IR round.

OK, now that the Illumination has been placed, it's time to Prep Fire the real guns.

9. Y6 at AA10 (placing the Y6 MG's onboard under a ? counter)  
 8(+0) DR = 2,6 NMC, ROF on both MG's, ?C revealed as Italian 346  
 NMC vs 346 DR = 1,1 HoB!  
 Heat of Battle DR = 1,2 (+3 Italian) = 6, Battle Hardens squad to 447  
 and creates 149 Hero!

MG's ROF at AA10  
 8(+0) DR = 2,5 1MC, ROF on both MG's  
 1MC vs 447 DR = 5,5 breaks, ELR's back to a 346  
 1MC vs 149 DR = 4,5 wounds  
 wound severity dr = 6, gone

But hey, we got to create an Italian Hero! :-)

Now that X9 and U9 can see a real unit in AA10, they lose their No Move counters.

The US player makes a comment about wasting his precious shots on "freakin' piddly Italian squads" and targets G10 with his ROF since that's about the only unit he has LOS to.

2(+0) [A9.4 Long Range Fire] DR = 4,1 NMC, no ROF  
 NMC vs 346 DR = 3,5 breaks, DM

10. DD4 fires his inherent FP at GG9  
 6(+1) DR = 5,4 no

11. DD4 fires his MTR at GG9 - he can still Prep Fire the MTR if it didn't fire IR.  
 TH DR = 4,6 miss, no rate, -1 Acquisition

Note that DD4 didn't lose his Concealment for this shot because nobody has LOS to him - he's out of NVR from BB9, and the Italian unit in GG9 is Illuminated while DD4 isn't.

12. G5 at F8  
 6(+1) DR = 3,6 no

Note that G5 didn't lose his Concealment for this shot because nobody has LOS to him - he's out of NVR from C5, and the Italian unit in F7 is Illuminated while G5 isn't.

13. FF8 at GG9  
 6(+1) DR = 4,5 no

14. G10 at F8  
 2(+1) DR = 5,1 no

And that's it for Prep Fire. The US didn't get enough Illumination to light up the Axis targets that are outside of their NVR, and the Axis player is being careful to stay out of LOS/NVR where he can.

## Movement Phase

Time for the Axis player to return the favor, illuminating the hexes that he wants to fire on. The western hill is about the only place where he has the need to light up the defense and the firepower to do something with the light. So...

1. F8 will go for a shell. dr = 4, yes  
 Will place it 3 hexes away in F5 (Method 3) scatter direction = 6,  
 distance = 1, scatters to E5.

Good show, mate; now at least he can see G5 from his Illuminated Location so as to return the fire coming from that position.

OK, now that the Illumination has been placed, it's time to Move. Notice the parallel to Prep Fire - first you place the Illumination, then you proceed with the rest of the phase.

2. ?+1 in EE4 goes CX and moves.

a. DD3 - 1

b. Now that he can no longer see an enemy unit, he must roll for Straying [E1.531] Movement dr = 6, 3 Strays because the US side is Normal [E1.63].

OK, so now we make a Straying DR: 2,5

The colored dr indicates that the unit will stray in direction 2. It must move "as far as possible".

c. EE3 - 2

d. goes TI to end move

Fortunately, the Straying rules don't require these guys to plummet off the cliff to their deaths (although maybe it'd be cool if they did). If a unit Strays and encounters "difficult" or "forbidden" terrain (to use JR van Mechelen's terminology from **BOTN**) such as off-board hexes, terrain requiring climbing/double-time/Bog Checks/etc, it stops and goes TI before it enters such terrain [E1.53]. If it simply doesn't have enough MF's to enter the next hex along its Straying path, it ends its MPh without TI.

That's it for movement. The US 666's seem happy enough to sit in their foxholes and wait for the enemy to come to them. The ?+1 in i7 could Skulk back to avoid the possible dfire from ?G, but such dfire would strip ?G's Cloaking, which seems like a good use for the US Dummy counter. Or maybe it's too obvious - who knows.

## Defensive Fire Phase

1. 468 assembles the German MMG in L8

2. F8 fires at G5

2(+1) DR = 3,3 NE after US player reveals the foxhole in G5,  
 making this a 2(+3) shot

The +1 Night LV DRM does not apply because the target unit had Height Advantage [E1.7].

F7 will pass up shooting a 1(+2) shot at G5, figuring it's a Sniper Bait shot. Note that Multi-hex Firegroups are not allowed at Night [E1.75], which is why F7 and F8 didn't combine for a 4 FP shot at G5.

3. cx346 assembles Italian MMG in K9

4. 9-1, 468 in L8 fire into the Melee in K8.

8(+0) DR = 4,3 1MC

1MC vs US 666 DR = 3,5 breaks, DM

1MC vs Italian cx346 DR = 4,3 breaks, DM

Why do this? CVP count in this scenario, and the US 666 figured to have a good chance of nailing the cx346 in the upcoming CCPh. By firing into the Melee, the Axis player hoped to at least break the 666 and capture him later. It'd be no big deal if the cx346 broke; the Axis leaders are close at hand.

5. 248 in EE9 at FF8

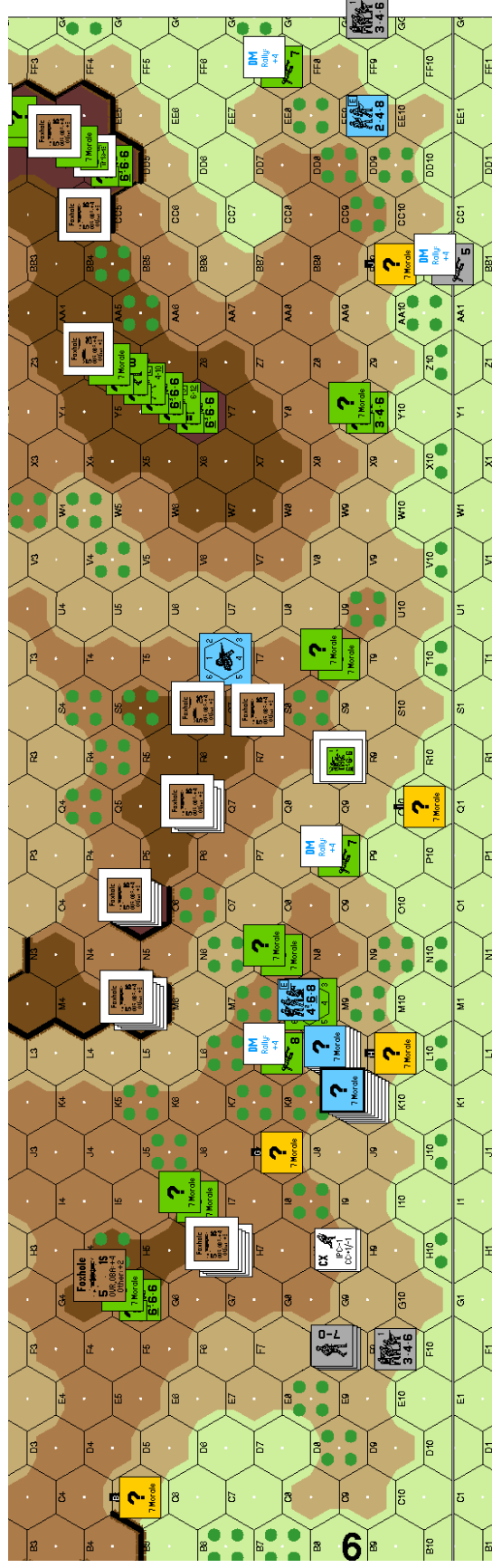
4(+1) DR = 3,1 1MC, US SAN

1MC vs 346 DR = 4,4 breaks, DM

US Sniper activation dr = 2, warm

Scatter direction = 4, distance = 1, moves sniper to M7 and thence to M8 where ?D is revealed as a 468 and Pinned. This removes the No Move counter from O8 because he sees a Known enemy unit.

### Board Status at the end of US Turn 1



6. 346 in GG9 at FF8  
6(+1) DR = 5,5 NE

The 346 is trying to Casualty Reduce the broken HS in FF8 in order to get some CVP. As it stands now, the brokie in FF8 can Low crawl back up the FF row and the two Axis units over there really can't follow and surround it because of the US kill stack in Y6. If they want to get some CVP for that broken HS, they're gonna have to shoot it before it escapes.

7. F9 at G10  
6(+1) DR = 5,1 NMC  
NMC vs 346 DR = 6,6 CR's and is eliminated

Geez. The Italian player was just trying to break this guy, not kill him. The double CVP for Prisoners is worth more to him. Ah well. Since multi-hex firegroups are NA at night [E1.75], F9 and F8 could not combine for an 8 FP shot (not like that would be better than a 6 FP from F9 plus a 4 FP from F8 anyway).

#### Advancing Fire Phase - none

#### Rout Phase

US routs  
1. O9 to P8  
2. FF8 to FF7

Axis routs  
1. AA10 to BB10

#### Advance Phase

1. O8 to N7 (might as well LOOK threatening)  
2. X9 to Y9 - gonna scout out ?J  
3. U9 to T8

#### CCPh

1. Both sides in K8 must withdraw from Melee.  
US goes to L7, figuring he might as well block the easy attack route with his broken body and force the Axis units to go around him, uphill into Olive Groves at 4 or 5 MF. **This is a good thing for broken units to do at night - block the easy attack routes with their bodies.**  
Axis goes to K9

2. Y6 gains concealment automatically even though he's not in Concealment Terrain [E1.32] - nobody has LOS to Y6.

3. Remove Starshells and IR. Since DD4 no longer has LOS to GG9, (things got dark!) remove the -1 Acquisition from the MTR as well.

#### Axis Turn 2

#### Rally Phase

1. Wind Change DR = 6,3 NVR is lowered by one to 2 hexes. [E1.12 - there is No Cloud Cover and No Moon in this Scenario, as given by SSR] Well, the NVR Gods are at work. NVR changes are capricious things, decreasing the NVR one turn only to increase it the next. Particularly if there is Cloud Cover or a Moon, when the NVR can change by more than one hex at a time. Gotta stay on your toes - NVR changes smell like Opportunity.

2. Axis first MMC rally attempt is a self-rally in BB10.  
DR = 3,1 removes DM but does not rally

3. Leader in K9 rallies broken guy in K9.  
DR = 3,5 no rally, does not remove DM

4. US attempts to repair the MTR in M5 dr = 5, no

He retains Concealment by A12.141, even if an enemy unit were within his NVR to see his SW repair attempt.

#### Prep Fire Phase

The Axis player wants to continue his advance unmolested by Illumination and doesn't have anybody in particular he wants to Prep at, so he'll forgo any Starshells or Prep Fire.

#### Movement Phase

US player goes for Starshells.  
1. G5 goes for a shell dr = 3, no

Ugh. Things is a mite scary over on the western hill. Is it worth notifying the Axis player about the HIP units in H6 just to try to Illuminate the area? I don't think so - the NVR may have dropped, but H6 is quite happy firing within the NVR of 2 hexes since the US player still knows that the Axis has to come to him. And with the HIP units in H6, the US may just give the Axis player a bloody nose as he closes in, starshell or no starshell.

2. M5 goes for a shell dr = 2, yes  
Will place it 3 hexes away in J6, where it'll drift one full dr  
Direction = 2, distance = 5, drifts to O4

Lovely. An almost perfectly lousy drift, illuminating the US's own units and leaving the Axis line of advance nicely dark. The US player takes the Whining Chit.

3. O5 goes for a shell, trying to rectify the situation dr = 6, no

4. Q6 goes for a shell as the US player gets increasingly desperate.  
dr = 3, no!

Should the US player go for a shell in R8, causing that unit to lose HIP if it's successful? I think the situation is desperate enough; as it stands, the Axis is poised to easily advance up the K hexrow and outflank the central hill. The US also knows where most of the main Axis strength is, so he's not too worried about ?i in Q10, and besides, he has his trusty Foxhole and his friends in O5 to help him out if things get tough.

5. R8 goes for a shell dr = 1, yes - R8 loses HIP status but is placed onboard under a ? counter [E1.921]

US breathes a sigh of relief and thinks about his placement options. Method 2 is out because he doesn't have LOS to any Known Enemy Units. Method 1 would at least ensure that his local area is Illuminated because of the guaranteed 1-hex drift, but he doesn't feel particularly threatened at the moment. Method 3 is what caused the pain and agony last time, but it's probably his best option. Therefore, he'll place the starshell 3 hexes away in O8 and hope for a nice drift in direction 5 or 6.

Scatter direction = 4, distance = 2, scatters to O10

Not what he wanted. Of course, asking for a drift in direction 5 or 6 is just a 1/3 proposition anyway.

6. Y9 goes for a shell dr = 4, no

7. Y6 goes for a shell dr = 4, yes

That last starshell illuminated the Axis unit in M8, which brings it into Y6's LOS, but Y6 can't use M8 to place a starshell using Method 2 because the Known Enemy Unit is more than 8 hexes away [E1.922].

Figuring the Drift Gods owe him one, he'll place a shell 3 hexes away in BB7 and hope for something good.



Scatter direction = 4, distance = 2, scatters to BB9 (hooray)

That's it for starshells. DD4 will hold off on a starshell attempt because he's waiting for the DFPh to use his MTR to place an Illumination Round somewhere good. Time for the Axis movement.

8. ?J moves, repositioning to hopefully gain some ground along the board edge.
- CC10 - 1
  - DD9 - 3
  - EE9 - 5
  - FF8 - 6

9. GG9 moves

- Movement DR for Straying DR = 4,3 OK
- GG8 - 1
- GG7 - 3
- FF6 - 4

Yep, that NVR of 3 would sure come in handy right about now.

10. EE9 assault moves FF8 - 1

11. ?G moves

- J6 - 1

Ergh - Gut Check Time for the US boys in H6. Do they fire? If they don't, this Cloaking Counter pretty much has a free ride up hexrow J. But who knows - maybe this is a Dummy Cloaking Counter. And the HIPsters are still hoping to catch the Axis with some gnarly Point Blank Fire. They pass, regretfully.

Since i6 doesn't first fire, the Axis player figures it's a Dummy.

- J5 - 3

c. Since he can no longer see a Known enemy unit, ?G must now roll for Straying since he wants to enter a new hex.

- Movement DR = 1,1 OK
- i5 - 4

12. 468 in M8 assault moves M7

13. ?E moves

- K8 - 4
- K7 - 6

14. 9-1, 468/MMG in L8 move

- K8 - 4
- K7 - 6

15. ?H moves

- L8 - 1
- K8 - 5

16. 346 in F9 CX's

- Movement DR = 6,1 argh! Strays!  
Straying DR = 2,2 strays in direction 2, possible Jitter Fire

This is why you do a Straying DR instead of a dr - rolling doubles indicates that somebody may have Jitter Fired [E1.55]. Looking on the Jitter Fire Table, we see that the DR of 4 indicates that the "Closest Defender Jitter Fires unless Stealthy". Since the Closest Defender must be non-hidden [E1.551], the Axis player gets to choose whether i6 or G5 (neither of which are Stealthy) will Jitter Fire (and thus be marked with a First Fire counter).

The Axis player suspects i6 is a Dummy, but he's not sure and he wants to move the rest of his force around i6 without getting a nasty surprise. So he chooses i6 to Jitter Fire, which reveals the US Dummy there. Since the moving unit wasn't the one who Jitter Fired, he may continue his move:

- G9 - 1
- Ends his move since the next hex in direction 2 (H8) would cost 5 MF

and he only has 4 MF since Straying units can't use Double Time [E1.53]

17. J8 moves

- Movement DR = 4,5 OK
  - J7 - 5
  - J6 - 6
- H6 is SOOOO tempted, but he waits.

18. ?248 in K9 assault moves L8 (positioning to take out the broken unit in L7)

19. cx?L in H8 loses CX from last turn and moves

- Movement DR = 6,3 strays!  
Straying DR = 5,4 strays in direction 5
- g9 - 1

Since there is a friendly unit in G9 to say "Hey Stupid, you're moving in the wrong direction!", the moving unit can stop Straying at this point and move normally with however many MF's he had remaining [E1.532].

- F8 - 2
- F7 - 3

20. ?B moves

- Movement DR = 4,1 OK
- D4 - 2
- E4 - 3

Too much pressure for G5 to bear; he fires and loses concealment.

2(-1) DR = 4,3 PTC

?B revealed as 346 which takes a PTC DR = 3,3 OK (but no more Cloaking, so he's stuck with just 1 more MF left)

d. F3 - 4

21. F8 moves

- Movement DR = 5,6 OK
- G8 - 2

H6 gains Freedom of Movement because he can see this. Still, he waits for his prey to come closer...

c. H7 - 3

The 7-0 in H6 screams out: **Fire! Fire! Fire!**

20(-1) DR = 4,4 2MC, no ROF, H6 loses HIP

2MC vs 7-0 DR = 5,2 breaks, DM

2MC vs 346/lmg DR = 3,3 breaks, DM

Ah, I love a good trap well-sprung.

22. ?i tries to find what cover he can by assault moving to R10

### Defensive Fire Phase

1. DD4 looks for an Illumination Round. dr = 3, got it

Will seek to place it 6 hexes away in FF9, where it'll drift one full dr.

TH DR = 4,3 OK

Scatter direction = 6, distance = 2, scatters to DD8

2. DD4 fires at FF8, losing concealment

6(+1) vs 248, 2(+1) vs ?J DR = 3,1 1MC vs 248, PTC vs ?J

1MC vs 248 DR = 3,4 Pin

PTC vs ?J reveals it as a Dummy

3. O5 at R10 (the only Axis unit he can see)

4(+1) DR = 4,1 NMC, Axis SAN (SAN is 3 on the scenario card, which is raised by 2 at Night [E1.76])

NMC reveals ?i as a Dummy; it is removed

Axis Sniper dr = 2, warm

Scatter direction = 6, distance = 5, moves sniper from T6 to O4 and thence O5.

Random selection for targets in O5:

7-0 dr = 4 666/HMG dr = 3, 7-0 gets whacked

Wound severity dr = 5, leader gone

666/HMG takes a LLMC DR = 2,6 breaks, DM

This is exactly what happened to me when I played this scenario. I just wanted to re-create it here in an attempt to exorcise the traumatic memories. *Aaargh!*

4. Y6 at FF6

16(+0) DR = 4,2 2MC

2MC vs 346 DR = 5,1 breaks, DM

5. H6 Final Fires at H7

8(+1) DR = 6,4 miss, Sustained Fire breaks MMG

That's it for Dfire. No other shots are available to the guys on the central hill because they're Illuminated and can't find any Illuminated Axis units to see. As a matter of fact, most of the US units on the central hill are still on No Move counters.

### Advancing Fire Phase

No use shooting at G5; its entrenchment means that any shots against it are Sniper Bait. No use shooting at L7; the Axis player would rather capture it in CC for double CVP than kill it.

1. FF8 figures he's not gonna get a chance to chase and kill that broken US halfsquad in CC, so he might as well try to get some CVP while he can. FF8 vs FF7:

1(+1) DR = 3,5 no

2. M7 has a free shot at any of the illuminated US units on the central hill. He picks R8

2(+1) DR = 5,2 no

While this shot created a Gunflash in M7, the US units on the central hill that can see R8 do not suddenly gain Freedom of Movement because LOS to a Gunflash beyond NVR is treated as occurring vs a concealed unit [E1.81]. Therefore, the 468 in M7 does not become Known to these US units, and they stay on their No Move counters.

### Rout Phase

Axis routs:

1. leader in H7 low crawls H8

2. squad/lmg in H7 low crawls to G8. He wants to avoid stacking with the leader in H8 just so the US can't DM them both with one shot, but he can't low crawl to i8 because that would be moving closer to the US 666 he sees in R8.

3. K9 routs up to K8. I don't think he can see the US unit in L7; the Olive Grove in K8 should block this LOS.

4. FF6 routs to GG7

US routs:

1. FF6 to FF6, skating away from the Axis pursuers

2. P8 to P7

3. L7 to M8. Anybody advancing in to capture him will stay Illuminated until the end of the Player turn, which would allow R8 and Q6 to drop their No Move counters. Plus, the US could do some nice prep firing on M8 next turn, with a little luck from the Illumination Gods.

4. Much as he hates to abandon his precious HMG, O5 will drop it and rout to P4.

Sitting exposed up there in O5, he stands little chance of ever losing his DM and rallying.

### Advance Phase

1. F3 to G4

2. F7 to G7

3. J6 to i6 (going CX)

4. i5 to H4 (going CX)

5. ?468 splits off from ?E in K7, advances to K6

6. rest of the gang in K7 to L6

7. ?H in K8 to J7, leaving a concealed 8-0 in K8

8. M7 to L6

9. L8 to M8 (going CX)

### CCPh

1. Ambush in M8

Axis dr = 3 (+1 cx -2 concealed) = 2

US dr = 2 (+1 broken +1 Lax [E1.62]) = 4

No Ambush. If M8 had been non-Illuminated, the Axis would have gotten an Ambush here because the Attacker only needs a final ambush dr 2 less than the Defender in non-Illuminated locations [E1.77]

Axis cx248 will declare a Hand to Hand Capture Attempt vs the US 666 - remember that Prisoner CVP do count toward the VC's here. The broken US squad can only sit there and take it; he can't withdraw until the CC becomes a Melee [A11.16]. The attack odds are 1:4

Axis attack DR = 3,3 (-2 vs broken unit, +1 by CX unit, +1 capture attempt) = 6, misses.

Place HtH Melee counter. The Axis unit loses concealment for making an attack in an Illuminated Location, which means that R8 and Q6 can lose their No Move counters for seeing a Known Enemy Unit.

2. Axis units gain concealment in G9 and L6

3. Remove Illumination Round and Starshells.

As usual, there's good and bad things to talk about this turn. The Axis advance caught a lucky break when the US starshells drifted so poorly around the central hill, but moving uphill through the Olive Groves simply cost too many MF's to really allow much penetration up the J/K hexrows. Some very untimely Straying kept two Axis units from blundering into the US HIP MG nest in H6, which let H6 take out the Italian 7-0 and 346/lmg who wandered into their trap. On the bright side, the MMG in H6 is broken and the Axis sniper took care of the HMG nest in O5 all by himself.

In many ways, the Rubber Has Hit The Road. Most of the Axis units have lost Cloaking and the Axis attack route is pretty clear. Most of the defending units have gained Freedom of Movement and know who they want to shoot at. Both sides are now ready to exchange fire in earnest; Illumination will be used mostly to light up targets instead of lighting up movement routes.



**US Turn 2****Rally Phase**

1. Wind Change DR = 4,4 no change
2. US MMC self-rally in P4 DR = 3,5 loses DM
3. US attempts to repair MMG in H6 dr = 3, no
4. 8-1 attempts to Deploy HMG squad in Y6 DR = 4,5 no
5. Italian leader attempts to self-rally in H8 DR = 3,3 loses DM
6. German leader attempts to rally brokies in K8 DR = 4,5 no. Broken unit retains DM, leader retains concealment.

The US tried to Deploy in Y6 because he's feeling comfortable enough on the eastern hill to leave a 346/HMG guarding the hill while the 8-1, 666/MMG, and a 346 reinforce the center. There was no MTR repair attempt in M5 because that would have been a concealment loss activity because of the enemy units within NVR, and the US would like to stay concealed in M5.

**Prep Fire Phase**

1. leader in H6 goes for a starshell dr = 5, no
2. US MTR goes for an IR round in DD4 dr = 3, got it  
Will seek to place it 6 hexes away in FF9, where it'll drift one full dr.  
TH DR = 3,2 OK  
Scatter direction = 1, distance = 1, scatters to FF8

That's it for the US Illumination. All of the high-threat Axis units on the western hill are adjacent to the US positions (and thus within NVR), so the US didn't really need any illumination there. The leader went for the starshell in H6 in the hope of throwing it 3 hexes out toward K8, where it might have drifted to illuminate only the Axis units in the area. Worth a try; even a bad drift would likely illuminate both Axis and US units, so it was not much of a risk.

All of the Axis units facing the central hill are concealed, which doesn't bode well for the US chances of breaking them. The US would rather avoid prep fire and stay concealed in M5 and Q6, figuring the Axis units will have just as hard a time breaking them in dfire. Actually, Q6 has a bigger job to do - grab that HMG in O5.

3. 666 in DD4 fires at FF8  
6(+1) DR = 4,2 NMC  
NMC vs 248 DR = 5,3 Pin
4. 666/HMG in Y6 declares Opportunity Fire (in case the Axis player illuminates something interesting with his Starshells during the MPh.)
5. H6 fires at G7, figuring i6's CX will mitigate its effectiveness in dfire  
a. 6(+1) DR = 2,1 2MC reveals ?L as a Dummy. US player goes AARGH.
6. G5 at i6, hoping to save H6 and not worrying too much about the 6 FP shot he's gonna eat from G4 in the DFPh, or the shot from the cx?G.  
Having been bitten in the arse by Axis Cloaking Counters a few times, he's gonna make ?G prove himself before wasting a shot on him.  
a. 2(+1) DR = 2,2 cowers to 1 column, PTC reveals Italians in H6  
PTC vs cx8-1 DR = 3,2 OK  
PTC vs cx346/MMG DR = 4,6 Pin

**Movement Phase**

The Axis player is content with the Illumination picture as it stands. He's got a relatively nice shot lined up at M5 without need of any starshells, and it seems unlikely that he'll get a perfect drift out of any starshells on the western hill - whatever illuminates the US units will probably illuminate his as well.

1. EE3 loses CX and moves

- a. Movement DR = 5,4 OK
- b. DD4 - 1
- c. CC3 - 2
- d. BB3 - 3
- e. AA4 - 4

2. Y9 moves  
a. Movement DR = 2,1 OK  
b. Z9 - 1  
b. AA9 - 2  
c. late CX, BB9 - 5 (extra 1 MF for concealment terrain)  
BB10 is DM'd

3. 8-1, 666/MMG in Y6 move to reinforce the central hill  
a. exit foxhole - 0 MF (at Night, there is no cost to enter/exit Fortifications unless it is done in the LOS of a Good Order enemy unit [E1.16])  
b. Movement DR = 4,2 OK  
c. X5 - 1  
d. W6 - 2  
e. V6 - 3  
f. U6 - 4  
g. T5 - 6

4. R8 moves  
a. Movement DR = 6,3 Strays!  
Straying DR = 4,3 strays in direction 4  
b. R9 - 1  
c. R10 - 2  
d. unable to go off the map, so he goes TI [E1.53]

Dang. This guy was gonna try to get to N8 (CX) and then advance in to reinforce the HtH Melee in M8. He'd have a good chance of covering the broken 666's Withdrawl from Melee, knocking off the German cx248, and being a general Pain In The Ass to the Axis attack. Good points for aggressiveness, bad points for dice-rolling.

5. T9 moves  
a. Movement DR = 3,1 OK  
b. T7 - 1  
c. S7 - 3  
d. R6 - 4 (being sniper bait to protect the 8-1 leader)

6. N7 moves  
a. Movement DR = 5,3 OK  
b. assault move O7 (more sniper bait)

7. Q6 moves  
a. exit foxhole in Q6 - 0 MF (no enemy units in LOS)  
b. Movement DR = 6,1 OK (would Stray if he were Lax, but he's Normal)  
c. assault move P5 - 1

**Defensive Fire Phase**

1. G4 at G5  
6(+3) DR = 4,2 no

The +1 Night LV DRM is added to the foxhole's TEM since there's no other higher terrain in the target hex. Big Night Lesson: **TEM-wise, Foxholes in Open Ground are equivalent to Stone Buildings. Yowza.**

2. i6 at H6  
6(+1) DR = 4,3 PTC  
US reveals the foxhole in H6, making this a 6(+3) shot that has no effect
3. ?H in J7 revealed as 468/lmg, fires at H6  
6(+3) DR = 4,1 PTC

PTC vs 7-0 DR = 6,1 OK  
vs 666/bkMMG DR = 6,4 Pin

4. L6 at M5, with ?E revealed as 468/LMG  
8(+0) DR = 3,4  
US reveals foxhole in M5, which changes this to a 8(+1) shot, where the  
Final DR of 8 yields an NMC  
NMC vs 666/bkMTR DR = 4,3 breaks, DM.

Oh, and he loses his No Move counter too :-)

5. ?G drops Cloaking and fires at G5  
8(+4) DR = 3,4 no

## Advancing Fire Phase

1. Y6 declines to fire. Nobody in LOS.

## Rout Phase

US routs  
1. dm666 in M5 drops broken MTR, routs to N4  
2. P7 to P6  
3. FF6 to EE6

Axis routs  
1. GG7 to GG8  
2. BB10 stays put (nowhere better than where he is)  
3. K8 to K7 (with the leader. Might as well keep up the advance while broken)  
4. G8 to H8

## Advance Phase

1. P5 into foxhole in O4  
2. O7 to O8 (sniper bait)  
3. R6 into foxhole in Q6  
4. T5 into foxhole in S6  
5. BB9 to BB10  
6. AA4 to Z3

US guys on the western hill are relatively fat and happy in their foxholes; the local Italians can't seem to mount the firepower to dig them out just yet. If H6 entertained any thoughts about taking out i6 in CC, they were quashed when the MMG squad pinned.

## CCPh

1. Resolve HtH Melee in M7  
Broken US 666 must withdraw from Melee  
cx248 will again go for a HtH capture attempt at 1:4 odds

Axis CC DR = 5,1 (-2 vs broken unit, -2 vs withdrawing unit,  
+1 by CX unit, +1 capture attempt) = 4 successful.

Replace dm666 with (1)06 prisoner squad.

2. Ambush in BB10 (because of the concealed US unit involved)  
US dr = 3 (-2 concealed +1 CX) = 2  
Axis dr = 4 (+1 broken +1 lax) = 6, US ambush

US will go for a 1:1 HtH capture attempt  
DR = 5,1 (-2 vs broken unit, +1 by CX unit, +1 capture attempt) = 6,  
successful. Replace dm346 with (1)06 prisoner squad.

3. Remove Illumination Round.

4. R10 gains concealment

Pretty good turn for the US. The central hill was reinforced and the western hill hung tough. The US lost 4 CVP from the squad captured in M7, but gained them back from the squad captured in BB10. Broken US squads are starting to stack up on the west side of the central hill, but at least the HMG in O5 stands a good chance of being recovered and the eastern hill is virtually secure.

## Miscellanea:

One thing we didn't cover here are special Night Firelanes [E1.71] because this scenario does not allow Bore Sighting. Basically, once the **IFS** goes up, E1.71 allows you to place a special Firelane out to a Boresighted hex at the start of the MPh, regardless of whether or not the firing unit can see a Known enemy unit or has gained Freedom of Movement. Pretty powerful stuff. The downside is that you *must* keep laying that firelane during every enemy MPh until you can see a Known enemy unit. Can be frightening for B11 MG's or situations where you're not sure where the enemy's going to come from. Still, worth keeping in your Night Bag of Tricks. Note that since a Boresighted hex must be within the weapon's LOS [C6.42], and at Night, LOS is limited to hexes *within the NVR* during setup.

## Conclusion:

And that's it for Night. Wasn't so bad now, was it?

Hopefully you see now that while the Night rules do significantly change the nature of infantry combat, the basic structure of Rally, Prep Fire, etc., is still there. The only major add-on to the ASOP is the sequence of Who Goes For Illumination When, and that's not hard to get accustomed to.

Hopefully you've also seen how Crazy Things can happen at Night, but they make the game so much more fun and interesting. Sometimes your Starshells drift perfectly, sometimes they drift lousy. Sometimes you Stray, sometimes you don't. Sometimes that Cloaking Counter will be a Dummy, sometimes it'll be something much deadlier. You have much less control over things at night, but the same goes for your opponent. Sometimes it's a mutual victory just to survive the scenario. All along, though, you'll laugh, you'll cry, and you'll be glad you learned the Night rules.

End of US turn 2.

L6 contains a 9-1, 468, 468/MMG, 468/LMG.

