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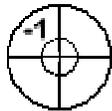
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# An Independent Journal of ASL ® Thoughts and Ideas

*Published free of charge by the Silicon Valley and Nor Cal ASL Clubs. If you paid for this, you need to get your money back!*

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## Prep Fires

*Your Editor, Jon Halfin*

The summer has finally begun to arrive out here in the Bay area, and with it MMP has broadcast their desire to put several very large products on the fast track to pipelining into print, among them:

Festung Budapest, Haaka Paale, and Rising Sun. Each of these very large presentations will be bringing lots to our hobby, with the addition of a full-fledged Finnish OoB, including AFVs and SW's. Also a full HASL CG module from start to finish with large quantities of Axis Minor action. Finally the re-print, and 2<sup>nd</sup> edition framing and printing of Chapter G, long awaited, and will be an inclusion into the Rising Sun

combined PTO 2<sup>nd</sup> edition module. It will be nice to see these take to the streets by the end of the year, and the call has gone out for help and assistance in a number of areas on these projects. If you find yourself with the time to help, consider joining the ranks and helping to bring some very nice ASL gear into the fold.

As always, Our E zine is available online at Game Squad Forum free of charge in their download section for ASL, or at the SVASL and NorCal ASL Clubs Yahoo Group Website, free of charge. I have given permission to both ASL WebDexWiki, and Advanced Squad Leader. net to offer issues available for download free of charge also, at their leisure, as this is an active publication.

We remain committed to the goal of bringing out to explore the units and battles behind our cardboard heroes, in the hopes that some of these "forgotten battles" may yet see coverage in the ASL design arena. This does not by any means define that we will not publish variants; or tactical or strategic tips for ASL play. In fact, any articles are welcome for submission.

This issue has some interesting articles for your perusal, including a Newbie's look at the fearsome roar of OBA. Along with this, we have an article on the vagaries of the Dice Gods, and how you can help to overcome. One of our own NorCal ASL Club members was able to interview 2 of the veterans of the "Band of Brothers", and we bring his review and interview of the recent book signing and meet and greet event here in the Bay area with 2 genuine heroes behind the cardboard.

The final item is an AAR on a Monster scenario from Turning the Tide, completing our issue.

Keep Rollin' Low



# Bounding Fire

By Dennis Donovan

Hello all, the following is not an after-action report from an ASL scenario but the notes I took at the Band of Brothers event in Vacaville. I took copious notes and just transcribed them for your review. I learned quite a bit and the event was well worth going to and I am glad I did! I passed up the game auction at End Games to go as my wife suggested that there would be other auctions, but probably not another Band of Brothers event.

I'm assuming most of my fellow gamers are familiar with the Stephen Ambrose books the Band of Brothers, the HBO mini series of the same name and/or the battle of Breccourt Manor. I initially went to the event to see it from 'Advanced Squad Leader' perspective, but then quickly became captivated by the panel of speakers and just listened to the presentation and furiously scribbled notes.

The write-up is a bit lengthy, so if you skim it, I won't be offended. Hopefully though, you will enjoy it!

Regards,

Dennis

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As you may or my not know, Vacaville is a sleepy little town between San Jose and Sacramento and means "cow town" in Spanish. So, I have to smile to my self every time I drive down Highway 80 and see the sign for the Vacaville Cultural Center. Well I made the mistake of judging a book by its cover, as not only is that where the

NorCal ASL club meets, but also where the Band of Brothers event was. Yes, as in the HBO series based on the Stephen Ambrose book of the same name.

On Saturday April 23rd, I had the opportunity to attend this event. I found out about it only days before through a post from to the NorCal ASL Yahoo group via the SVASL Yahoo group.

Tickets were \$21 per person. I took copious notes during the 3 hour presentation. As I walked in I notice the wine table and the book table. This was a classy event. Unfortunately they did not take credit cards so I did not get either of the two books that were available:

- 1) Lynn Compton" Call of Duty: My Life Before, During and After the Band of Brothers."
- 2) "Easy Company Soldier" by Don Malarkey with Bob Welch

the books were \$13 and \$20 for an autographed copy.

Mark Pische was the host and I'm not sure of his affiliation with Band of Brothers. I am sure a quick Internet search would provide those details.

The event lasted about 3 hours and had the following format:

- 1) Introduction
- 2) Battle of Breccourt documentary viewing.
- 3) Questions posed to the panel of 3 members
- 4) Q&A
- 5) Autographs

The event started with the National Anthem and I must say that everyone there had the respect and decency to remove their headgear during the Anthem.

He discussed the famous Band of Brothers quote that Ambrose used. I

learned that the quote was originally done by Shakespeare in his play "King Henry V."

We few. We happy few. We Band of Brothers. For those who shed their blood with us today shall always be our Brothers.

Mark then turned the microphone to Mr. Vance Day. Vance is a close personal friend of many of the surviving members of the 506th Parachute Infantry, 2<sup>nd</sup> Battalion, and 101st Airborne as seen in the Band of Brothers series. Among them, Don Malarkey, Lynn Compton, Dick Winters and Carwood Lipton.

He is also the Executive Producer of a new documentary called Battle of Breccourt Manor. All 50 of the autographed copies of this DVD documentary at event sold. I got one, which will be donated as a prize in an ASL tourney sometime later this year. Unfortunately, other copies won't be available for some time, according to the Mr. Day's staff.

As a side note, Critical Hit has a scenario pack with counters called: Hurtgen Surprise/Breccourt Manor that has scenarios that depict the Breccourt Manor and other battles involving the 101st Airborne.

After a brief history of how the documentary came to be, he showed a good portion of the documentary. It includes some black and white footage along with contemporary footage with a narrator and images of modern-day Breccourt.

In brief, it discussed the 82nd and 101st Divisions D-Day objectives. It contains interviews with Carwood Lipton, Buck Compton Don Malarkey and Bill Guarnere. At the time of the landing, Mr. Winters only had 12 of the men of E Company. They were tasked by Mr. Strayer

[The same Mister Strayer as in the Strayer's Strays - ASL T16 scenario) to eliminate the 4 105mm artillery pieces shelling Utah beach. Winter's men had only their small arms, a 60mm mortar and 2 light machine guns. It then covers the details of how the attack proceeded.

As the documentary was ending 3 gentlemen were escorted out onto the stage. 2 of them were with the 506th and 1 with the 502nd. They were Sgt. Lynn "Buck" Compton, Tech-Sgt. Don Malarkey and George Whitfield respectively.

The next two hours consisted of a gentleman posing question to the three gentlemen and having each one answer.

I'll present the questions as they were presented along with all of the responses that I managed to furiously scribble down. The question posed will be preceded by a 'Q' and the responses will be "LC", "DM", "GW" and "LV" for Lynn Compton, Don Malarkey, George Whitfield and Lou Vecchi respectively.

Q: Where were you when the Japanese attacked Pearl Harbor?

LC: Attending UCLA. We played USC they day before.

DM: At U. of Oregon washing dishes.

GW: At home.

Q: What made you join the paratroopers?

LC: It was a fluke. His job in the service was to play baseball. It was "kind of embarrassing". The only way out of that job was apply to be a pilot or a paratrooper.

DM: I wanted to do something tough. It was a brand new thing at the time.

Q: Tell us about the training in Georgia.

All: It was very tough. (They discussed the running up and down Currahee Mountain at camp Toccoa).

Q: How was your first jump out of a plane?

DM: I was nervous but it wasn't difficult.

LC: I didn't speak for a few minutes.

A little bit of background now on Misters Malarkey and Whitfield. This came up as a result of Mr. Malarkey being asked if he'd met General Eisenhower. He actually met Eisenhower and Churchill during a big review. Eisenhower asked Malarkey a few questions and then introduced him to Churchill. Churchill only asked Malarkey how he liked England. Mr. Malarkey said he liked it very much. He then talked a little bit about how much he likes England still and relishes every chance to go back.

Mr. George Whitfield was in the 326 Airborne as a medic. He had medical training in his background. Some paratroop units came to speak at a theater that Mr. Whitfield went to see and he said: "I'm gonna get me a rifle and do what those guys do" Turned out he did mostly sick call and had more medical training.

The next question posed to the panel had to do with the first jump into Normandy:

Mr. Compton then went on to share a story about an experience with a piece of equipment and the resulting first jump into Normandy. The Americans learned from the British about extra equipment bags that a paratrooper could strap to oneself in order to bring in extra gear on the jump. The idea being, when you jump you throw out this bag which is attached to you via a rope. After landing, one just follows the rope to the bag.

So he decided to put all of 1st and 2nd platoon's gear in his bag. He's not sure exactly what happened: "The pilot was going too fast or the gear too heavy, I dunno." When the chute opened it did

it with such force that it tore the chinstrap on his helmet and broke the rope to the gear bag. He never saw either again and as a result landed with only a knife and a few grenades.

Mr. Malarkey was apparently the 60mm mortar guy. He jumped with about 275 lbs of gear! That included the tube, the base and the bipod. He had an easy landing "apparently the chute drifted across the top of a tree and his toes gently brushed the dirt". If that didn't happen he felt he'd be hamburger.

Q: How were the conditions of the jump?

All: It was a nighttime jump. There was lots of flack.

Q: Buck [to Lynn Compton] where did you get another weapon? [He lost his during the jump.]

LC: I found a trooper with a busted leg in a ditch and I talked him out of his Tommy Gun, saying he didn't need it and the Germans were less likely to shoot him if he was unarmed. Unbeknown to Lynn, the firing pin was broken, but more on that later.

Q: What did they attribute to being able to find Dick Winters after the landing?

All: Good training and good fortune. The panel also attributed the American initiative (as far as the mindset of Americans in general) as a contributing factor.

Mr. Compton told the audience about how he charged the first gun and caught the 2 German crewmembers unaware. When he pulled the trigger on the Tommy Gun (he talked about how Jimmy Cagney sprayed all the bad guys with a Tommy Gun) it went "PLUNK!" He then laughed heartily. The Germans took off running of course, so he threw a grenade as hard as he could after then as they ran out into the field. He got lucky and killed the two of them.

He saw one of the bodies with a leather case, so went get it thinking it was a Luger “ turned out it was the sighting device for the howitzers.”

After the guns were captured and disabled, Mr. Malarkey was told to train the mortar on Breccourt manor. In training they only used the tube and not the base plate or bipod. So he threw the base and bipod away.

Q: Did you need help digging it [the mortar] out of the ground?

DM: Yes, in fact post-war when I returned I met with Michael DeValier. He was the farmer who lent me the shovel and helped me dig out the mortar. [Firing it without the base drives the tube further into the ground each time.]

Q: Did you maintain contact with the DeValier family after the war?

DM: Yes, we maintained contact until very recently.

Q: So, how'd you get the motorcycle?

DM: I had a friend who would do "Midnight requisitioning". When it was time to go, we bribed the LCT operator to keep the gate down until we gave our friend the signal. He then roared down the beach and right up into the craft. We got a lot of use out of that motorcycle in England.

Q: What happened when you got back to England?

DM: There were many missions and many scrubbed.

Q: Was it a challenge to get everyone fired up?

LC: No. They were all volunteers. Never a problem.

Q: For Operation Market Garden, did everyone parachute in?

All: Not everyone who was parachute trained chuted in. Lots were in gliders.

The gentlemen went on to compare and contrast Normandy with Holland. It was a night and day difference (literally). Normandy was a night jump; Holland was during the daytime.

LC: It was like a school day demonstration. It was noon, most of the Dutch people coming home from church and looked up and saw 10,000 angels.

Q: After you landed (to Buck) what happened above you?

LC: I heard a crash about 200feet above me “ apparently 4 gliders crashed into one another while circling above.”

Mr. Whitfield was in a glider. Saw a through the window a fence coming up. The pilot dipped the nose and bounced off the ground and over the fence. George was sitting in a jeep in the glider.

Q What did you see once out?

DM: A 2-year-old shook my hand and said “Good-bye!”

Q: What was the atmosphere of the Dutch people?

All: They were interested in getting as close as possible. Our rubber-soled boot made no noise. They were used to hearing hob-nailed German boots.

GW: There was a TB (tuberculosis) sanitarium. The Germans wouldn't go near it. The Dutch gave the Americans half of the hospital. I met a 16-year-old who spoke English. I gave her my mother's address and we've been writing ever since.

LC: We had a very warm reception.

Q: (To LC) A little girl pinned something on your uniform?

LC: Yes, she pinned a little doll on me “ He has it to this day.”

Q: To George about aid stations and being a medic. (George mentioned “Hell's Highway” by St. Oedenrode, near Best, Holland“ (not sure of the spelling).

GW: I was picking up wounded from where the got hit and brought them to the aid station in the jeep. I saw two tanks get hit and the drivers popped out. I went to get them and they told me they “didn't want a bleeping jeep!” They wanted an ambulance.

The aid stations themselves sometimes got hit. I was near Nijmegen and saw a British fighter plane chasing someone. It dumped its bombs to engage the German plane and the bombs hit the hospital.

Q: Buck you had your own challenges.

LC: Met a bullet. Fanning out in a farmyard, all of a sudden something hit me in the fanny. Had to carry that bullet for a while.

Mr. Malarky was in Veghel [a town in Holland] when the Germans counterattacked. They went right through Echo Company. The other part of E co. was in St Oedenrode. The German tanks circled the village in the day, but never did a frontal assault. Each half of E co. thought the other was in bad shape, but neither was.

Go forward in time now to Dec 17/18 “ The Battle of the Bulge.”

Q: How'd you first hear?

LC: I was in Riems by Paris, coaching a football team for the Sunday game.

To Don: Where were you?

DM: In the Ardennes north of the city. The German armor couldn't attack through the forest. I took a tank shovel “ could dig a foxhole in about 10 minutes.”

Q: The foxholes helped. Tell us about the airbursts.

DM: [They were] “Terrible.”

Q: To George. Where were you stationed and what did you do?

GW: Set up tents west of Bastogne at

the crossroads. Germans put tents and wounded on American trucks and took them back to Germany. I just happened to be at Regiment and missed it.

Q: To George. Tell us about the battle and the weather.

GW: They were bad. Lots of frostbite. After the breakthrough German POWs were trying to help the American frostbite cases by covering up the hands and feet. They got screamed at. It had to be explained to the POWs that the feet and hands needed to be exposed to the sun to thaw ~em out.

Q: To Don. How'd you keep you feet and hand warm?

DM: Keep ~em moving. When I was in town I was in a feed store and brought back gunnysack back for the fellas to wrap their feet in.

Q: Are you still cold today?

DM: Yes.

Q: How'd you feel when the 3rd Army showed up?

DM: There weren't any guys who weren't darned glad to see ~em!

Q: For Buck: You left the 506 then " it was the end of the war for you. " Care to talk about it?

LC: Not much to tell. Blessed that I was assigned to that unit.

Q: Don, you ended up crossing the Rhein. Tell us about the patrols.

DM: Slip across with Spears. Spears killed all the Germans " he liked it".

Q: Why the patrols? What were the objectives?

DM: Feeling out where we were and what we were up against.

Q: Didja have to capture any Germans?

DM: Oh yeah.

Q: What happened?

DM: Spears killed them.

Q: Both the 502nd and the 506th got to

go to Bertchesgarten to see Hitler's redoubt. "How'd it feel?

[End of interview. Mr. Louis Vecchi, also of the 506th, Co. H came on stage to join the others. Also 2 re-enactors one in full jump gear (down to the clicker), the other in service uniform.]

At this point, a Q&A session was opened up to the audience.

Q: Don, did you ever get your Luger?

DM: Oh yeah. Â½ a seabag full of them. Sold a few, dumped the rest into a latrine. Didn't want a rookie officer to take ~em home. They didn't do a damn thing to earn them.

Q: What happened to Albert Blythe?

All: He survived his neck wound, but otherwise it is a mystery.

Q: What did you think of Norman Dyke?

DM: Not much

LC: Don't wanna bad-mouth him. He was a paratrooper after all.

Q: Was the Band of Brothers accurate?

LC: Yes, they did a good job. It was louder, noisier and dramatic than the real thing - more of a character study than a war story.

DM: Parts were overdone. Our attack in Carentan was shown as real, real hard. Actually wasn't very hard. There were no ditches in Carentan at all.

Q: What were your real feeling about replacement troops?

LV: Like to see ~em come in, as they were probably the first to get killed. We needed replacements all the time. We loved to have ~em, but were aloof.

Q: For Don: Did you know about the German POW who was from Oregon?

DM: At Utah beach we were by 8 German POWs. Someone shouted out "Where ya from?" to us. A POW said Portland, Oregon. As it turns out, his family went back to Germany in 1938 when Hitler called all the "true Aryans" back to Germany. It turns out that Mr.

Malarkey and the POW worked at rival steel

mills. Mr. Malarkey asked the POW "What do ya think of yourself now?" The POW said, "I think I made a mistake." An officer then came over and gave ~em all smokes, lit them, and then Spears opened up with his Tommy Gun. [Spears] killed them all " he was pretty bloodthirsty."

That ended the Q&A session.

The Northwind Quilters then presented a hand-made quilt to the gentleman and explained about who they were and who and why they present quilts to.

After that we moved to the lobby to begin the autograph session. One could get autographs for \$5 per, limits 3 per trip. You could get more, but had to get back in line. The signing went on for an hour. Mr. Malarkey and Mr. Compton had the hugest lines.



## AAR#3 Sowchos 79: a Turning the Tide Classic

*Special thanks to Ian Willey for his insights into this scenario*

Jim Stahler has worked very hard over the years to bring us all the old SL series scenarios in ASL form. The Turning the Tide Scenario Pack was no exception to his extreme efforts to not only produce an faithful representation of the original scenarios, but also to ensure they remain faithful to the “feel” of the original scenario when played.

My Esteemed opponent, Ian Willey, and I have just finished a game of one of these, the “monster” sized Sowchos 79. For those not familiar, the setting is post Stalingrad and the panzers are trying to break through to the encircled 6<sup>th</sup> Army. Winter means soft ground on the dirt roads, but few other effects at this stage of the war. The original scenario had played into more often than not, a swirling melee around the village center in Board 3. The new ASL scenario almost begs to become a tangled up melee of units, armor and infantry, as the panzers try to seize the buildings.

*From the German Perspective:*

By: Ian Willey

A scenario not for the faint hearted, but is also proof that a large scenario can be played over PBeM on the VASL system. We managed about a turn each per week so it was one of the slowest games in terms of turnaround that I have had; though this schedule was kept up almost without fail, and we finished in just over 9 months from setup to surrender on Turn 10b. The whole Turning of the Tide pack has a reputation for large scenarios laden with so many SSR's your eye's drop out. Not mentioning the book like VC's. Well the VC's of Sowchos is very straightforward. The German (me) has to take 12 buildings on board 3 between L and V i.e. the middle section. SSR heavy? Nope, just three of them, EC's slippery roads mean no 1/2 MP rate for vehicles and my two OBA modules. Very basic stuff. However the scenario still takes up two sides of a card! You are lead to believe the scenario is fought over 4 full boards, this is really

misleading as what you really have is a minor side action on board 2 that spills a little over into 4 whilst 80+% of forces fight over board 3 with a little spill over into 5. Not that I am knocking this as the separate actions can influence the battle and it is great to have to send troops from one to the other with the real feel of distance rather than just receive x forces on turn x or after. The scenario being 10 turns long really allows for this and the winner of the sideshow has the possibility of influencing the main action.

Russians:  
Jon Halfin

Pre-game: Examining the entry and setup areas, it immediately becomes obvious that the “relief convoy” will never make it to the ville, so they should instead look to delay as much German armor as possible. somewhere out on Board 4, from entering the village fighting. The infantry scale is tilted heavily in the defender's favor at game start, and this turned out to be the only reason the game ran the full course, as our results became rather unique in my ASL experience. So I set up with an eye to:

- A) Preventing “easy” VC building gains in the areas adj. to the Bd 5 woods masses
- B) Allowing maximum use of MGs to fire on moving Germans
- C) Securing the backside of the village as a rally / redoubt.

Given the position of 3M2 next to the Bd 5 woods, easy infiltration mean I needed to keep some forces available to skulk around this area and hold off German infiltration attempts.

The initial Armor force would enter with a 2 pronged goal: securing the 3Q8-3U3 road, to prevent / slow down lateral moves of Germans into the village center, while 2 AFVs took up residence on Hill 534 for overwatch duties. The follow on armor would of course be used to plug any gaps in the lines and beat back any German AFV

infiltrators attempting to circle round the village.... Such was the “plan”.

German Pre – Game:

Jon had a fair sized force to stop me doing this. At start he had 21 squads, 3 leaders but only a single MMG 2 LMG and three fairly useless ATR's as they only ever where fired on Russian tanks!!! He also had himself 8 squads, crew two leaders 2 LMG with 9 trucks to carry them and tow a 57LL. His problem was in fact that they were within striking distance of my turn one reinforcements. From turn 4 onwards we would see Russian tanks turning up with 6 T34's in turn 4, turn 5 gets 6 KV-1's of mixed parentage and finally on turn 8 4 T34's and a KV. So all in all the Russian has a whopping 29 squads, 5 assorted MG's, 3 ATR's an ATG and 17 TANKS!!!! and all those legs are at start.

Facing this Russian monster (sorry Jon LOL), was a rather sparse at start force of 12 squads, but very well led with a 9-2, 9-1, 8-1 and 8-0, with a HMG, MMG and 4 lights, a radio backed by a Marder II and 75L ATG with truck. Help is quickly at hand (though right across the other side of the boards) with turn 1 reinforcements of 6 PzIVF2's 3 PzIII and a PSW 233 and SPW 251/9 with it's 75\* HE pop gun. Clearly this force needs to be split in to part to attack the convoy and rest to get over to the village to help fend off the turn 4 tanks. Turn 2 and I would also get (over the wrong side again) I get a further 6 squads mounted in half-tracks with yet more superman leaders (9-2, 9-1, 8-1) a couple of MMG's and 4 more LMG's and the second radio and a 76L ATG which was to prove useless as it could not be brought in to a useful position without risking it.

If you think this attack force is just too small to achieve it's objective you would not be on your own. Jon offered me balance, as he is just a plain flat out nice guy. I rejected it, as I just wanted to see how it played out

## Early game:

### Russians:

The Germans went full court press to push into the village through the R-U hexrows on foot, and rushed the AC and armed HT to block / cut off the convoy from making any further progress than 4T3. The relief units spilled out and engaged, but to no avail. Actually, the best result was Ian's own 6,6 DR for the AC's MA, making him a "toothless dragon" followed 2 RPhs later by his recalled event for disabling the MA. Most of the convoy, after running for the 4V3 / 4Z3 woods masses, got pounded in turn as Ian detailed the PzIII's to "handle the convoy". Handle it they did, scoring quick murderous kills that broke / eliminated everyone but a lone 8-0 leader. He would in turn become the hero of our game. Ian then turned his attention to keeping the units broken / routing and finally FTR elim with 2 PzIII's and the armed HT. The 8-0 ldr made it to the woods, and recovered an abandoned LMG, which he would likewise put to good use later on.

Here I made a fatal error in judgement, as a T-34 got into a shooting match with the German ATG at 28 hex range, even with HA, I was not long for the board, and the 3<sup>rd</sup> round of ROF shots got a nice burning CH on the T-34 on the hilltop. So much for "overwatch" duty. As this T-34 went out, Ian got some good hits into the MMG that had been holding up his advance from the 1<sup>st</sup> level of 3S3 building for 3-4 game turns, and finally broke the sqd manning it, and K/ wounded the ldr, who died of his mortal wounds. The falling of these 2 key areas opened up the R-U hexrow approach for infiltrators, and Ian made good time in doing just that, although my dominance of the road on the flank made his approach somewhat constrained into the point of the ville at 3S3/ 3T3. So far, my plan seemed to be holding up fairly well.

### German:

Prep fire was fairly mixed but did not do enough to allow an attack on the large 3 hex two level stone building outside the main village area but I was doing better against the main village (at this point I did not have the forces to try to take buildings in the main village but only the buildings facing). My reinforcements moved onto the board and all made for the convoy in an attempt to crush it as an attacking force. This was done in spectacular fashion, the ATG was destroyed as the truck tried to stop and unload and within a full turn many of the troops were broken or dead in burning trucks! I spent till about turn 8 keeping the survivors broken and killing them for failure to rout. I purposely used the worst anti tank AFV's for this task sending the PzIV's to an expected fiery death. By time the first Russian tanks made their appearance I had to get the tanks in position with the PzIII's waiting in the wings to attack any tanks flanks or rear as their pop guns had little chance of doing harm otherwise. The village itself was now under direct attack but the large building was no closer to being taken, though it was tying up a fair amount of Russian Squads in it's defense. The OBA had helped clear one building which was fairly key to the Russian forward defense and under the LOS hindrance I was able to get into the northern edge of the village. Jon was having serious trouble from my sniper who was very active, this also meant he was rolling a fair few snakes though. My sniper had a very specific target no matter what was offered. Due to this by the end of turn 4 he had no leaders left as all I ever seemed to roll was 1's and the after effect was often a broken squad or two from the MC's generated. The rolling effect of this was Jon having extreme difficulty in rallying (his rolls were poor in any account) but I was diligent in trying to keep as many as possible under DM and at one point about turn 6 had more Russian Prisoners than was unbroken and fighting back.

## Mid Game:

### Russian:

Ian's tanks enter in force, circle around Hill 522, and promptly open bounding fire against my heavies sitting in 3R7 and 3S7. Wham improbable CH, and a 1 CH burns the first guy in place, after he only gets aq on the first tank.

His wingman gets a hit through the smoke, and blows off a track on a Pz IV, who promptly rolls a 6,5 and decides to exit the vehicle. The MGs on the T34 gun him down in place. Still looking ok, here comes the next Pz IV, this one has a 9-2 AL. Wham and a miss, -1 aq ROF on the bounding shot. Wham and a hit at 1,2 with the AL added in. TK blows my track off, but the crew holds firm at 5,2 NTC. Here comes another German panzer, wham, and down goes my other t-34 to another CH bounding fire, after I hit and bounced a shot off his front armor. 1 MPh, 2 burning wrecked Russians and 1 immobilized for 1 immobile abandoned Pz IV. Not a good trade. So went the mid game. Every turn of event my entering armor was forced to enter into bypass locations and squeeze between village buildings to try to stay alive while firing PBF and VBM freezing German infiltrators. Yet each time Ian's tanks get any kind of a shot, his dice help out and soon many Russian tanks are littering the streets of the collective.

### German:

By this point only an 8-0 leader was active on board 2 and was to BH to an 8-1 and was responsible for the recall of one-armed half-track and immobilization of a PzIII. Due to the loss of so much infantry Jon really felt the need to attack with his tanks to try and get some form of initiative back. I felt he should first have gone after my tanks en mass but on his first attempt he managed to stall two tanks and this took the edge off his attack. I was able to get shots in that either immobilized or knocked out his tanks. Sheer numbers started to tell and

the eastern street was quickly filling up with burning wrecks both Russian and German. I sent half-tracks into the street drawing fire and soon this road had so many wrecks in you needed real low rolls for a hit even with -2 leaders and acquired targets. Jon was sending tanks into buildings on this flank in a desperate attempt to take building's back but odd ones bogged and my boys moved in to take them out in CC. On the other flank similar but smaller scale tank battle was going off which I started to lose as the Russian Hull down tanks were rather a bother. Then a series of lucky CH's or turret hits opened up the flank for me. I drove a couple of half-tracks through bagging the last broken infantry for failure to rout but also adding to the burning wrecks in the area with some of my own. My 75L ATG kept Russian Tanks off the hill for a while after knocking out the first tank to try and use this to his advantage. The 3 hex building quickly fell to me about this point and as it was also a point he had positioned his tanks I really made it difficult for him. These tanks were lost to sudden forward charges by my tanks and infantry CC attacks. Jon just was not getting the breaks, good to hit chances either missed or on a hit bounced harmlessly off whilst my return fire just carved him up. Several tanks had APCR shots just one after another and Crits just about every other shooting phase mid game. Jon had little choice but to IF often which more often than not resulted in a gun malf, though about 50% of the time if they got chance to repair they did so, many did not get the chance.

End Game:

Russian:  
Things look bleak as we enter T7a. In GT4, the German sniper went nuts in 4 MC spawned activation, and drills each and every Russian leader right between the eyes, elimination any chance of my units having a RPh capable of rallying. Yet I still hold a foot hold in 3M2 and about 1/3<sup>rd</sup> of the buildings, I have 2

immobile AFVs centered at 3Q8 and 3N4 crossroads, and another fully mobile AFV HD at the 3O3 wall with a wingman behind him, and 4 more ready to enter on T8b. So perhaps we can get few good hits use, and ourselves the entering crews to retake some buildings. T7a and 7b, Ian uses his MG armed HT to rush my AFVs forcing me to shoot at them as they enter my locations, which of course kills off 5 of them, but also he gets 2 of my 4 AFV positions under TSL, allowing him to reposition panzers freely.

T7b, I shoot and kill yet another on Bounding fire, and use my AFVs to OVR his units in the buildings to pin them in place. I actually pass my bog chk DRs, and my OVRs fizzle, his CC reac fires miss in 1 case, and immobilize me in the other, but again I pass my NTC. Now 2 VC buildings have Russian AFV IN them. T8a sees Ian's newly positions panzers blast my 2 immobile AFVs, and then he begins taking up gun positions to hold what he's got. My last real chance is to get good hits on entering the last 4 AFVs, then jump out the crews to CC for building control. But this was not to be, as 3 of the four die in T8b Defensive fires, along with both AFVs in the buildings. T9a a single t-34 left. He shoots DFPh at the panzer on a long odds shot and actually CHs a burning wreck on that PESKY 9-2 GERMAN AL. Too little, too late. He repositions and engages a Panzer with misses, then guns down T10a advancing infantry, but Ian gets a 9-2 inf leader and 2 sqds into place for CCV, and takes him down before he can smoke the other panzer. End game has exactly 2 Russian trucks left on map, all other OoB forces were eliminated, including the Russian sniper, as the last 2 SAN activation went into it as the closest target.

German:

In the end it seemed like you could see nothing More than a couple of hexes away, my infantry was the ones who could take most advantage of the situation and quickly took far more

buildings than required forcing the attack role on the Russians. Without legs this was clearly not an option that was going to work without total luck change both ways. Further bogging and immobilizing just finished off any chance at this point and it is amazing how quickly you can kill tanks in CC with a 9-2 and squad when the tank can't move. To add total insult to injury I got yet another sniper check, which nailed his sniper. In my final turn I was able to take out his last two tanks so the only forces he had at game end was two trucks!!!

Post Game:

Russian:

We probably could have called this game after the Turn7/8 melee finished off, yet it was so much fun.... Oh yeah! Remember our intrepid lone 8-0 Russian with a LMG? He stuns the armed HT crew in GT4, immobilizes a PzIII in GT6, and survives more than 25 shots a him unscathed, while taking 5 potshots with the LMG at the two PzIII rear facings. Finally he dies in T9b to a DFPh PBF CH. Squish! The really cool part, one 8-0 all alone kept 3 German AFVs busy for almost the entire game single-handed, and certainly offset the poor showing of the Russians in the village itself! He earned the "Frabjous Order of Heroic Communist Idiots" badge, as we began actually admiring this guy's valiant pluck at taking these behemoths on alone.

The game was very fun, the melee in the streets caused the dirt to become bloodstained as the twinkling fires burned in the wreckage from both sides. T10a sounded the death knell as the last Russian dies fighting. All in all, a wonderful game, and a very true recreation of how the original SL scenario played in the tight confines of this collective.

If you're ever of a mind to try a large AFV count scenario, don't miss this one!

German:

Despite this Jon remained gracious and of good humor which deserves a great deal of recognition and praise. The last two turns saw Russian tanks destroyed at a rate of 4 or more per turn whilst I lost a couple per turn (often just half-tracks as I was now driving these into the Russian tank hexes prior to driving tanks up for near point blank shots). It was a horrible end for the poor Russian tanks, as without infantry they had no chance.



*(Illustrated: the ville centre at end of MPh T7a. Note the many burning wrecks blocking LOS.)*

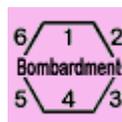
As can be seen most of the action is just on the one board and most of that is right in the centre. I hate to think about the counter clutter with real boards.

One turn from the end, the last Russian tank gets taken out in CC by a 9-2 467 combo. The Russian LMG is on it's own in a wood hex after being lost early in the game. Wrecked tanks can be seen in several buildings and the fires are all tanks and half-tracks (and a single truck). The OBA had little effect after the original success due to the difficulty of LOS and as I had the best of the infantry felt it was counter productive to continue it.

Difficult to say if this is balanced, whilst I would say I had the better luck

in the game, Jon had a few bright spots but often these did not lead to better things whilst mine opened doors. Also the leader-killing sniper was huge. I think I would still have done well in the infantry battle as I had already taken a chunk of the village but no ability to bring troops back into the fight meant I did not have to worry about a late game land grab and forced a losing strategy on Jon. It was a lot of fun though and that I don't need confirmation on.

This is the second scenario from Turning the Tide I have played and I would say this one like the other could have done with being a turn our two shorter as it seems rather tough for the defender to hold on for the full game period. S'Punct syndrome maybe, but if so then it should have been taken into account. We are now going to play U21 The French Perimeter which is 11 full turns long!!! This time I defend, so lets see what happens.



## Back to the Basics: OBA

*Making the most of a finicky friend (Special Thanks to SVASL's Andy Daniels for his assistance in this article. The formula for generating odds, in particular, is a great creation, my math's not that good! - Ed)*

The screaming whine of high explosive shells comes roaring in just seconds before the deep rumbling from the Earth itself, as the shock waves begin washing over the entrenched landsers. A growing crescendo of volume and shaking until noses bleed and eardrums are aching from the incessant battering of booms and cracks, and then, as quickly as it began, the pounding subsides, leaving shocked survivors staring blankly at each other. As their hearing returns, they slowly become aware of the screams of human voices, and peering over their trench, see the Russian

Hordes advancing yet again. The Major hollers, "Rockets!" and his Comm section begin calling in coordinates on the radio. Within minutes, whining arcing streaks appear overhead and begin to explode into and behind the Russian line of advancing troops. Another tough day in the Kerch peninsula has begun....

OBA is the blessing or bane of many ASL scenarios, and the players who enjoy them. Artillery may seem a fickle mistress, but in reality, this is more due to the mechanics of Radio Contact and Access draws that make her not quite as reliable as a player may prefer. As noted by a US Marine, "Artillery brings grace to what would otherwise be brawl. One shot, 57 kills!". In a timely laid and accurate FFE, this can indeed become the case. Let's examine some basic ideas behind what works and what doesn't for OBA.

Since Radio Contact is the first priority, lets look at this item first. In any given scenario, the poor sucker with the radio or field phone (usually a 7-0 deserving of the medal he will earn while carrying this radio) is going to quickly become a "lead magnet". This might have some tactical repercussions to your opponent, however, as even a radio that is balking at connections will still draw this volume of fire, and that means the "bad guys" aren't shooting at your infantry. But I digress...

The Field Phone, although static, and having some frailty due to its immobility and need to maintain a security zone, is much superior in terms of connecting to the gun pits, and also grants its possessor with the godlike ability of HIP (C1.23). This means at least our intrepid volunteer to man the Phone won't be a giant yellow duck shaped target on the battlefield. Now for the unfortunate masses, which need to rely on more mobile communications, they come in 2 basic flavors. Radios, and OP Tanks. Also seen less

frequently are Off-board Observers and Observation Planes (covered below). Want to see an AFV with the lowest life expectancy on the battlefield? Let your opponent find out who your OP tank is. Hopefully, the scenario will give you at least a modicum of protection for your observers with some OoB given concealment counters. If not, you are going to have to resort to the old standby, Right of Inspection rules. (A12.16), and set up your manned radio underneath another unit (who also possesses a SW, like an HS and light mortar), out of LOS of all enemy units. (If you do this in concealment terrain, so much the better, as we shall demonstrate). Once setup is complete, this stack can "grow" a concealment counter and then during MPh can split away the top stacked unit leaving a concealed observer with the radio. And the enemy now has to decide which of the two may hold the radio and spotter. (You will need to remember to keep the first movement to 4 MF expended for this ruse to work.)

So now our intrepid comms officer has a modicum of protection from enemy fire, for now (the? counter will grant area fire at him). We then need to move him into an area with LOS's to where we desire the OBA. This is critical, and in any scenario where OBA is present, you should carefully study the terrain to see exactly where you need your spotter to do his job. Don't waste time, movement, and possible loss of the observer. Take pre game time to check those LOS's carefully before anyone sets up. Nothing will shut down an OBA module better than a tight LOS that is found blocked once play begins.

The Radio or Phone now gets contact, (because we are writing this article, and it wouldn't last very long if he couldn't roll at least two Game turns of contact or better before the scenario ends), and we move on to the next obstacle.

## Access

Now the owner's hands shake as he dips into the cup, and the opponent looks at you with that evil grin, hehehe "It's gonna be red!" his eyes say...

This is really the meat of why OBA can be so fickle. The Draw pile, and mechanics thereof, mean that each time you are forced to draw a chit, you risk losing your OBA altogether, or preventing it from firing due to other commitments. In either case, no bangs, Booms, or crashes will occur this turn. Draw a single red chit, and the battery has decided to fire for different priorities this player turn. Draw a 2nd red chit, and HQ has decided they need the battery to fire elsewhere for the rest of your game.

So let's look at some basic odds here. Each nationality is different in chit makeup, by the chart. Our example will use the most common nationality of the game (more scenarios have been published with German units in the OoB than any other nationality). The mathematics of the draw pile can be time consuming to factor out, even for those who may be math experts, of which I am not. So I have turned to one of our local ASL OBA experts to examine the odds a bit better.

AD: "First off, the chance of the first two chit draws both being red, i.e., that you'll get no OBA at all, is  $3/11 * 2/10 = 3/55$  (approx. 5.5%). This value points one drawback to OBA use, that it will fail you completely in at least 1 out of 18 games for the standard German 8B/3R draw pile. That's actually not so bad on its own. You're more likely to flub the radio contact/maintenance DRs, but this extra uncertainty surely doesn't help.

"One interesting number to compute is the expected number of fire missions for a given draw pile, i.e., on average, how many black chits you'll pull before you draw two reds. It's a tedious, but not

particularly difficult calculation. With that number, one can get a feel for how much of the scenario might have an active FFE on board. For the standard German 8B/3R, the result is 4. (I never got around to simplifying the sum that I derived for this value, but from the patterns I observed, it looks like there's a simple formula for it:  $2*B/(R+1)$ ). It's astonishing how many hairy sums involving binomial coefficients have relatively simple closed forms.) Note that there's a "diminishing returns" effect for OBA in that each time you gain battery access, the chance that you'll get it again the next time you request it keeps going down. Also note that this  $E(\text{fire missions}) = 2B/(B + R)$  formula describes the "average" behavior of an OBA draw pile in a game sufficiently long enough to use up the entire draw pile. It doesn't take extra chit draws into account (there's no way to do this in a general way, anyway), and it doesn't factor in the effects of radio contact/maintenance. Nevertheless, it's an easy to compute number that should provide a useful bit of information for a player's planning."

Other nationalities will fare better or worse, depending on their chit pile makeup.

So we place the AR and dodge the red chit first time out. Now it is SR time. We roll for accuracy. Once again, even in the best of onboard spotter conditions, we can only get a 2 in 6 chance of being on target, and probably less. So 66.7% of the time the marking round goes out off target, and we must adjust. (There are such creatures as pre-registered hexes, but they are rare in most OBA given scenarios). Given the mechanics of OBA, this ends all actions this player turn.

This means that if we shoot in our PFPh, the enemy will get to move before the DFPh shot gets corrected and may fire a FFE! Fire your AR / SRs on the DFPh, not the PFPh. This allows

you to correct and convert before the opponent can move more than 1 hex away from the blast area! This applies just as well for both main types of FFE's HE concentration and SMOKE. The basic gist of this advice: You need to get your AR / SR on the board the Player Turn BEFORE you will need it firing. This is Basic Tactical Rule #1 for OBA.

Please keep in mind that none of the above has factored in the inability to roll radio contact or maintenance, as required every player turn. The contact #'s change based on your nationality. For the example we are using, the Germans, we can safely assume an 8 contact DR is needed. This means that any DR of 9 or higher will prevent any OBA actions for an entire Player Turn. As the user of OBA, you must understand this inherent weakness in the weapon, and accommodate. (All weapons on the ASL battlefield have their strengths and weaknesses. Playing to a weapon's strength is a key ingredient to expanding your ASL play beyond the rules.) Do not build an attack or defense on the requirement that OBA will come down as planned, this becomes our OBA Basic Tactical Rule #2.

Now we get the "chrome" of OBA.

Off-board Observers give certain advantages to the OBA (namely protection from enemy fire), but there are definite restrictions for LOS here, be careful in choosing their locations.

NOBA gives you some other choices for spotting and modified Blast areas, but otherwise functions fairly similar to OBA, with the exception of possible SFCP crews manning your radio instead of a leader. Again I turn to a resident expert in OBA mechanics:

AD: "I don't think that SFCPs are the most interesting aspect of NOBA (I'd rather have a Shipboard Observer much of the time, anyway—they're more

accurate and you can dispense with the one Player Turn delay). The most important difference w/r the things talked about up to this point is the draw pile mechanics. For NOBA it's a fixed 5B/2R regardless of nationality, chits are always replaced, and you never lose the module regardless of the number of red pulls. So, you'll have it for the entire scenario and there's a constant 5/7 prob. of gaining battery access (no "diminishing returns"). NOBA has the possibility of reverse slopes (i.e., "blind hexes" or holes in the FFE area), which might be of interest here. Finally, NOBA tends to pack a bigger punch than the typical land-based OBA module. Ships carry the really big guns. Pre-registered fire is going to greatly increase the effectiveness of your OBA, as we saw in our examples, from a 1 in 3 chance of being on target to a 2 in 3 chance of on target SRs. "

AD: "It's worth noting that having Pre-Registered Fire capability also adds a black chit to a module's draw pile, increasing both the likely number of fire missions and the chance that you'll get the OBA when you try to call it in. Another nice thing about Pre-Registered Fire is that you can go directly from an AR to an FFE: 1 without having to go through the SR stage, i.e., it comes in faster when you call it down onto a Pre-Registered hex. Finally, Extent of Error is halved, which improves a bit the chances of hitting the Pre-Registered hex itself with some part of the FFE. "

Fire Missions come in many flavors, from Harassing, HE Concentration, WP, SMOKE, IR, or Rockets. Lots to choose from here. The old adage: "Use them if you got them", can only help. If you are HE only, then run with it, and look for harassing fire possibilities into the enemy "rally sanctuaries" to DM units.

AD: "Even without a Pre-Registered hex, Rocket OBA will catch the target hex 1/3 of the time. Perhaps a better

time for Rocket OBA is to pick a target-rich environment that's well away from your troops. This is not a resource that lends itself to precision tactical timing. "

SMOKE fire missions can effectively change the entire flow of a game if they come down on a critical unit, such as the Germans only 88LL ATG on the board. Why fire HE after HE at a well-defended and protected target when you can SMOKE and bypass or maneuver around the pesky defender? This is a critical aspect in playing late war American "heavy metal" scenarios. Never underestimate the power of your SMOKE / WP OBA. From our OBA contributor:

AD: " Since a single Fire Mission creates multiple SMOKE hexes, you can easily completely block LOS instead of just hindering it as you do with Ordnance SMOKE. As a tactical note, since a SMOKE mission is going to place SMOKE counters in two consecutive Player Turns, but the total per-hex Hindrance for SMOKE can't exceed +3, it might pay to shift (i.e. Correct) the FFE: 2 a few hexes." As Andy notes, this allows you 'spread the SMOKE' a bit, and gain more + DRMs than simply allowing the Fire Mission to run out its course on the FFE blast area.

WP OBA is a wonderful tool in the Marine arsenal to take on the cave rats of the IJA. It's not too shabby vs pillbox / bunker lines, either. In the case of caves, be aware that the cave location itself is one level lower than the base level of the WP in this hex. This means in order to achieve maximum effect from the WP OBA fire mission, you will desire to drop the Blast area so that only the outer edge is in the hex containing the cave, and the rest of the blast area spreads out in front of the cave entrance, thereby giving you both maximum SMOKE hindrance modifiers and still a chance at a WP NMC vs the

occupants.

AD: “While WP is indeed great against caves, getting it into one with OBA is difficult, if not impossible. A cave is completely immune to OBA unless it happens to be facing the right way, and even then, you need a CH to get OBA WP into the cave. So, although you could get the WP NMC against the cave by dropping the FFE just in front of it as suggested, it's rather unlikely to happen. As for impeding or blocking LOS out of a cave, you'd be better off with conventional Smoke instead because of its higher Hindrance value (but you unfortunately don't have that option when using NOBA). For the caliber choices of NOBA that have WP available, it's generally going to be a better choice than HE, but of *all* the tools available for dealing with caves I'm not sure that I'd call OBA WP the best.”

IR OBA will be a blessing to a defender, since it is only present in a night scenario. This will open up large LOS fields for the scenario defender needed to remove some No Move counters.

AD: “Keep in mind IR Fire Missions are “free”—you replace the (black) chit in the draw pile at the end of the mission. I also use illumination to blind the enemy during Night scenarios, but that's not really specific to IRs. “

One other item of minor note in IR Fire Missions. In most Campaign Games, placing a FFE marker at any time during a CG date will expend the OBA module. Since an IR mission never places FFE markers, you can get 2 bangs for the buck in a CG, by buying it on a night CG date, firing IR with it, then retaining the module for HE concentrations the following AM CG Date.

Choose the best fire mission to meet your needs, don't waste HE if you can

SMOKE on the pesky T-34 in the intersection holding up the advance. Don't fire SMOKE at that Pillbox protected ATG if you got WP. Shoot the HE into woods, not SMOKE, even if you need to K.O. that 82 Mtr in there. The Airburst DRM will do the trick better than any LOS hindrances.

The final items are the unusual Barrages and creeping barrages. If you get a pre-registered hex, and you got SMOKE OBA, you can lay wonderful smoke screens for moving onto the board in nice, pretty lines. The Best of the best in OBA terms. Creeping barrages are neat to use, but once moving will never ever stop until expended, so keep out of their Blast areas.

In summation, OBA can be an effective weapon in your arsenal, but like all weapons in ASL, it has some limitations that must be understood to use it well. From the OBA advisor:

AD: “One final thought: Although “Tactical Rule #2” is a good one, I don't think that it's well motivated by the Battery Access and Accuracy considerations preceding it. I think it better reflects the need to gain and maintain Radio Contact, which leads to a player's not being able to directly control his OBA about a quarter of the time. All the other factors that are mentioned can be mitigated in some way. One is just stuck with radio-caused loss.”

*Once again I want to especially thank our OBA advisor for taking some time to help with this article. It was vastly appreciated - Ed*



## When Things Don't Go as Planned:

*A survival guide to overcome the odds in ASL.*

This game which we all play represents in some ways a pinnacle of achievement in designing a system where ‘luck’ plays such an inherent factor of each and every facet of the game that it almost becomes second – hand nature to bemoan a series of worse than normal dr/ DRs.

To take serious offense to our 6 sided randomizing cubes, however, does them a great disservice. ASL is first and foremost an idea of learning 2 important concepts. They are each piece or weapon has a designed strength and weakness, each terrain depicted, weather conditions, and in fact each facet of the rules are written and designed with this in mind. The second most important concept is to realize that due to the vagaries of our randomizing dr/ DR's; the possibilities of any given roll being in our favor are quite predictable. This means we may approach the needed dr/ DR with a look at the probability of a successful outcome, and begin to play “to the odds” instead of against them.

A wise commander once said, “I shall win by using the inherent strengths of my forces, before the enemy learns how to use his.” Good words to live by in the ASL battlefield.

We use a term “grokking”, to define focusing in on a specific scenario, the terrain, VCs, OoB, and SSRs and

developing a plan of action. A large part of this is the determination of each of our unit's strengths and weaknesses, as well as those of our opponent's forces.

Better players than I have advised you read each and every Chapter H note for all vehicles and guns in the scenario. True words indeed, as many of these inherent items lie buried in Chapter H.

A successful play of an ASL game devolves into more than just "lucky breaks". It amounts to planning that is designed to maximize and utilize every strength of every weapon or unit at your disposal, while looking constantly for ways to prevent your opponent from doing the same, usually by striving to identify and bring out his weaknesses built into his units and weapons. If you do this, you are well set if 'lady luck' decides to date your opponent's dice for a while, as you will be better positioned to recover as the dr/ DRs begin to even out again during play.

Next we come to the idea of probabilities. Consider that in almost every recorded instance of actual accounting of the DR averages in any SL or ASL game played in a published manner, the AVERAGE of all the DRs for each side really does fall well within the standard norms expected, with variations running from 6.5 to 7.5 being the average numbers rolled.

With the actual probabilities well worked out by greater ASL players than me in the past, we can leave the actual mathematics behind for a moment and begin to consider the prospects of "playing the odds"

If you enter the ASL game with the mindset to always examine an action you may desire to take for its probability of a successful outcome, you can begin to produce a game where more often than not, your forces come through and pull off those tricky tactical maneuvers.

Let's consider this example: An American 7-4-7 is waltzing in via AM from his stack with another 7-4-7 to

place a DC on your Pillbox with a 4-6-8 in it. Should the American use smoke grenades to cover the approach first? To answer that, you must decide what is a successful outcome here, i.e. the placement of the DC, so any thing you can accomplish to help ensure that, is a yes. Should the 4-6-8 fire at the unit in DFF, or wait till DFPh? Again, what is the successful outcome here expected. It would be prevention of the DC from being placed. This means DFF fire, as DFPh would allow the DC to go off in the AFPh in place. Should you SFF or FPF the 4-6-8? That would depend on the initial outcomes, but the odds say SFF will offer an additional chance of succeeding in your goals. FPF may not be, however, as this presents a possibility of failing horribly via the NMC. At this point you must determine which offers the greater probability for preventing the DC from exploding and saving the 4-6-8. Your FPF and then NMC, or allowing the boom while ducking, after DFF / SFF. Play to the probable best outcome, and more often than not, your 4-6-8 will succeed in his goals, i.e. staying alive.

Now take the above example, but instead of American 7-4-7s you have IJA 4-4-8s moving in with that DC.

The probabilities have just changed, as you will now need a minimum of 3 adverse results to stop the DC from being placed. Now your probability curve of firing FPF may need some adjustment, depending on the initial DFF / SFF results. It may now be more beneficial to take that NMC if you can still prevent the DC from going boom.

There are times in ASL where every player must make rational decisions based upon the perceived odds of success. Having a firm grasp of the probability concepts, such as a 6+2 shot is roughly = to a 4+1 shot is roughly = to a 2 even shot; or a leader can successfully stave off adverse results on a unit stack in direct proportion to his – LDRM, are important to incorporate early. They form a basis for the ability

to "play to the odds", instead of playing against them.



## Club News:

Having passed our Contact DR with 8's all around; here's the news from our local ASL scenes.

### SVASL Club:

From Andy Daniels comes some tips for projecting amiability of OBA in ASL, good to have on a "crib Note" so you may want to read the Back to the Basics article in this issue.

Due to vagaries of the current economic conditions, and my general lack of availability at the last moment to act as co-ordinator for any ASL related event, we have had to postpone the "ASL" Day in the Delta" event. Please see my posting to the SVASL and NorCal ASL club sites on this. I hope to still be able to cobble some ASL play together here, but life has definitely interfered. Without the assistance from Dennis, Andy, and Ian, this issue would not have made it before Jul 1<sup>st</sup>, either. Thanks to everyone for their help!

SVASL Club regular meetings are scheduled for the 4<sup>th</sup> Saturday of every month, at the game room of the Game Kastle, located at 1350 Coleman Ave., Santa Clara, CA 95050 ph: 408-727-2452  
<http://www.gamekastle.com>

Everyone is welcome to post to the Club board at the Yahoo Group Website if you would like to pre-arrange a scenario or opponent.

**Nor Cal ASL Club:**

Nor Cal ASL Club has three separate meeting locations for the ASL players in the group. The primary one is at:

Location: Olde World Games, 123 Peabody Road, Vacaville Street: 123 Peabody Road City State Zip: Vacaville Phone: 707-455-8445  
Opening bell is at 11 am and closing bell is at 11 pm. See you there.

We have subsidiary groups meeting throughout the valley also most notably:

The Miniature Wargaming Society of Sacramento meetings is only on Sunday, at the Carmichael library here in Sacramento. We have 2-3 ASL players involved so if you come up for a day trip, let us know in advance and we can get you into a game.

And also:

There's also a small group playing ASL

on the 1st and 3rd Sundays at Endgame in downtown Oakland.

witchbottles@gmail.com if you are interested.

With all of these options, we hope that any ASL player in the greater Bay / Valley Area can make contact and find a game! If you are new to the greater Bay / Delta area in Northern CA and play ASL, please contact any one of our groups, and we can get you networked into the local ASL'rs for some games and meeting dates.

Sounding Off!



**Defensive Fires:**

*Opponents wanted:*

Seeking VASL PBEM opponents for just about anything. .... I prefer IFT. Please e-mail me at

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