

<p>November / December</p> <p>2012</p> <p>Volume 6, Issue 5</p>
<p>Inside this Issue</p>

1	PREP FIRES The Editor's column.
2	BOUNDING FIRE: News in the Bay Area for ASL players
3	Red Barricades: Looking at the Strategic and Tactical choices both sides have
4	AAR #1: WCW 10 Stand and Die
5	AAR #2: Nov 2012 Nor Cal ASL Meet
6	DEFENSIVE FIRE Letters to the Editor, Opponents Wanted
7	FPF: Upcoming West Coast ASL ® events calendar and information
8	CLOSE COMBAT Ordering information

Silicon Valley ASL Club and NorCal ASL Club publish Point Blank! as a non-profit magazine. The editor is Jon Halfin. Please submit any articles or comments to the Editor at witchbottles@gmail.com Submissions become subject to the rules of this publication upon inclusion. Articles accepted in any electronic format. Please add artwork maps or counters in a separate .gif, .jpg or .bmp



Prep Fires

Your Editor, Jon Halfin

We have finally come to the end of another fruitful year of ASL. 2012 brought us so many goodies. From Festung Budapest; to the Journal #10 and its beautiful StuG on the cover; to CH's Mamayev Kurgan and Kharkov HASLs; to the new LFT #13. There is so much out there for us to enjoy.

With sad hearts, we bid farewell to some of our own as well. Bill "Fish" Connor joined the Memorial Wall Pete Phillips started at VFTT's Website, and we will miss him in this hobby.

2012 was a year of changes for us all, to be sure. A scant 11 months ago, I sat in a very uncomfortable place, wondering where one goes after the ashes. I honestly thought it would be months or longer before I could afford to replace my ASL (or have a drive to); our life was one big pile of wreckage. I am here to say, and I will scream it from the "mountaintops" Santa Claus exists. People I never even knew became instant friends and bringers of good tidings. Our necessities, our home, and even my ASL collection, rebuilt by the human spirit of too many benefactors to count. For them, I pledge to continue these amateur – hour writing efforts☺, and to learn ASL better in order to perhaps write about it better as well☺.

Therefore, we look forward. May 2013 bring many good cheers and rousing games of ASL!

An Independent Journal of ASL ® Thoughts and Ideas

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Bounding Fire

We go back to the rubble once again, in order to examine some of the various strategies and tactics in our old favorite Red Barricades. It is amazing that even being born in October of 1990, this HASL is still warm to our hearts, and so many have once again begun playing not only the CGs but also the monster scen “The Last Bid”. Perhaps the same reason that “Fighting Withdrawal” appears to be the most played scenario in the entire ASL world. (being the first seems to have its privileges).

The Windy City Wargamers scenarios also made a comeback of sorts in 2012 and with Ian and I as well, as we completed that early war tin can alley scenario Stand and Die.

Finally, Dennis Donovan does his homework and presents another of his awesome AARs on our NorCal ASL Club Meets, this one from November.

We now have a permanent web address where you can access all back issues as well as the current issue of Point Blank! that is still available:

<http://aslpoinblank.blogspot.com>

I will also be using the blog to report on the continuing process of developing the Nederlander Scenario Pack

‘Nuff said, on with the Show!!!

Keep Rollin’ Low



Into the Factory:

Analyzing German assault options into the oldest of HASL maps, the Barrikady

Red Barricades is an oft-referred to HASL in our hobby. Most everyone has many fond (and not so fond) memories of the battle and cardboard bloodshed amongst the ruins of one of the best-made HASLs of all time. Some 22 odd years after its release, the strategic choices available to both sides are still open to debate, and still more than capable of leaving a player setting up for the first day of either CG I or III the same tough choices and quandaries. Since so many of us have once again begun some serious battling within the ruins; and with many new players being drawn into the “granddaddy” of all CGs; It follows a good look at the various options is something that would be of benefit.

I will make no disclaimer that my preferences of choices herein are perfect, far from it. I can barely manage a 50-50 win loss ratio here, and that is after so many scenarios in this rubble I have lost count. Nevertheless, it gives us rather an initial frame of reference for further discussion. As such, they are presented here.

The obvious first place any Russian player needs to begin in planning a defense is the Map. Specifically, he must concern himself with a band of hex rows that make up the area initially reachable by a German player’s units in 7 Game turns. This roughly translates to

the following: Rows A-DD from coordinates 1-14. (See illustration 1)

The initial entry locations are known from A9 to U1 along the map edge. This gives the German a nice covered approach to the rail lines along the left flank; a central sparsely covered approach to the apartment building at L5 and the lead in factory of O6.; and a smaller more open approach to cross the W row street and make towards the river and the Chemists Shop (W10).

As the Russian, the initial day leaves you with tough choices. You will need men on the ground, and this means most of your meager CPPs will go to reserve purchased conscripts to fill in the gaps left when you get everything else in place. You will need to plan to either set up a “fire corridor” of Light AFV anti-Armor fire along the W row street, or buy 4 trenches with your initial FPPs to shut off any ability of the Germans to gain the Chemists Shop via a Coup de Main tactic known as the “Armored Blitz”. The “Fire corridor” is probably the better of the two choices, but it comes at the cost of not having enough heavy FP to stop the Germans south of the B 12 building on the left flank if you do. Some Russians prefer the 4 trenches, although this also is only a temporary “fix” those fortifications will fall, being set up so forward, and give the Germans some decent lateral infantry movement lines with covered approached for the 18th and 19th scenarios. Therefore, either way, you will face trade – off #1 right here.

The next quandary you will face is where to place those ATGs. Forward placement will get you many shots, but also result in their early loss. Laying them further back will severely limit their lines of fire, but allow them to be repositioned or better defended later. Both have advantages and disadvantages. Most Russians will split the difference, using one on the right flank farther forward where the LOS’s are more open, and one on the left flank

farther back, where the covered approaches limit its initial firing lines in the first place. Make no mistake, the 45LL round is more than effective against the Mk IIIs; and still packs a nice wallop on the HE round as well.

Now you get to the 50* Mtrs. These can either take up a sheltered “spotted fire” location next to a d or HIP spotter; or they can assume a nice rooftop location for immediate action along the roofs of the M 10 and S11 factories. Both offer advantages again, and disadvantages. Spotted fire removes the threat of immediate counter fire by the Germans; but limits the initial effectiveness thanks to the extra +2 TH DRM. Rooftops get you in action right away, but expose you to both ground based fire as well as a Stuka, if the Germans bought one. Again, the third choice must be made.

So the Russians end up with the bare bones now of their defense. Everything else will need to go into filling in the gaps and setting up in depth to present a halfway decent line along the coordinate 10-12 hex rows by the end of the 17th. You will lose most of everything from hexes 1-10 across the map, so only fight when it behooves you to cause German casualties. Get the blood running early, the Germans can get many units over the course of 30 days, but bleeding their infantry is the key to victory.

The tactic is there, and can be considered, of kindling buildings and / or using MOL to light the buildings on fire. This is not prevented in any way by the rules, so it is an option. One must consider, the German VCs are based solely on controlling building locations. This means every location you burn will play into their ability to win both a scenario date and the CG itself. So why would you? Simply put, to destroy the relatively few and rather unsupportable buildings with good LOSs due to multiple levels, in order to prevent their future use by the Germans. In the initial CG date of 17 October, this translates

into 3 basic choices; do you burn F5; B12 and / or the Chemist’s Shop? Obviously, the answer lies in the threat the Germans can apply there. The obvious answer is these buildings, *if you decide to burn*, should go up in flames as soon as the Germans present a credible threat of taking them from you; and not before. Remember, every fire will have 2 effects. It will play into the German VCs, and they tend to grow after a while and make a downright mess of your defensive capabilities while giving SMOKE cover free to the Germans as well.

So now, we look at the German advance. The Wehrmacht again has 3 basic choices. They can make a flanking attack down one side strong enough to penetrate into the soviet rear on that side. They can go “Hey – diddle – diddle –straight – down – the –middle” and enter and probably take most of the O6 Factory and L5 buildings. Alternatively, they can go for the “double envelopment” and push on both flanks to stretch the Russian line to the breaking point. Each offer distinct advantages. Unlike the Russian player, however, each course of action will dictate the CPP purchases you will need to consider. They are not independent of each other. You will need to decide upon the strategy, and then spend to make that strategy work. I will examine the “Armored Blitz” here only in passing. This is a gambit for a Flank attack along the W row Road toward and into the Chemist’s Shop by infantry mounted in Halftracks supported by the Mk IIIs and troops following on the ground to take a finger of land driven into the W 10 building on that flank at the expense of losing all but the board edge across the rest of your entry area. The Gain is immense, if it succeeds, the Pre – reg mortars drop smoke barrages and Smoke concentrations to get you into the Chemists Shop early on the 17th, and you gain a huge firebase and basically cut off half of the Russian defenses forcing their withdrawal by maneuver. So why would one want to

try anything else? Simple. By either of the two tactics presented above to the Russians, they can shut down this flank blitz attack in its tracks, and kill very expensive CPP cost units long before the Germans gain control of W 10. Against a noobie, sure, why not. Against a Russian player of any experience, do not ever expect it to work, and if it dies, never expect it to work again on him. For this reason, I tend to negate any advantage this attack may gain as it is a gambit that really is like a 25-75% of success and it is based not on either your play or your opponents play, but rather only on your opponents experience in RB play overall.

So the Flank assault via ground troops. You can go left along the rail lines, or right along the River. In either case, SMOKE barrages and DCs will be the name of the game until you take the necessary 15 locations, and then dig in with Mk III supported 467s and MGs, while exploiting with the remaining elite Sturm squads. You have the force necessary to succeed in either case, and the capability to reinforce any gain with more infantry as well as effective artillery fire from another OBA module. It is going to be very tough for the Russians to avoid losing everything North of the 15 Coordinates if the game goes beyond Turn 6 along your chosen flank. For this reason alone, this is probably the most common choice of attack on the 17th.

Down the Middle....

The obvious question is “why risk such losses?” The obvious answer, its unexpected. To succeed here, you will need all the support of a full combined arms assault to get into L5 / F5 and O6. Another Sturm Company, more OBA, maybe another tank support platoon; Stukas, I.e. lots of SMOKE making and High Explosive to get you across the Debris fields and into the buildings for your 15 locations. The gain is well worth it if you can pull it off; you will



(Illustration 1)

drive a wedge into the Russian line that he will be forced to fall back along both flanks on the 18th and 19th to prevent a salient from forming in his lines. Gaining territory is your VCs, and gaining it by maneuver rather than battle is the way to victory. So this strategy is underplayed, and underrated by most German commanders, but can well succeed. Lest, and my personal choice most times; the Double envelopment. This strategy will have short gains on both flanks as its objective. You will buy another pre-reg to ensure Smoke barrages on both flanks, and you will be stretched yourself. This almost infers the choice of infantry, the Pioneres. You will need those FTs and 838s to get the FP needed on sparse terms as you stretch on both flanks at the same time. The disadvantage, the initial losses will be higher as most of the Russian line will be in place to defend against someone from the get go. However, remember, you are not trying to cause or prevent CVPs you are after “location, location, location”. In addition, you will get it. The Russians simply cannot field a large enough force to prevent losing both flanks on the 17th. Another reason I choose this many times is that those FTs will regenerate for the next 29 days, as will all those DCs. In addition; every other day of the fighting, you will be coming into the scenarios with a “shopping list” of priorities to spend your CPPs on. No other day will you have the luxury of choosing to free up the 14 CPPs to get the FTs in action without giving up something in return for them. Therefore, I prefer this

strategy. It has been the reason my Germans have won all but one of their wins in the CG IIIs. (albeit it is not foolproof, I have also lost twice with this strategy, but that is still less than taking the others has led to losing for me.) The Russians will be left with a salient in their lines, only this time it is in critical central factory locations, and they will not desire to give up ground there, so they will defend it on the 18th and 19th, but you will have good firing positions on both flanks to inflict losses on those defenders before your assaults take them anyway. I have found the 18th and especially the 19th; this strategy leads to few losses in exchange for a large gain of central terrain. An indirect approach to taking the terrain by maneuver, so to speak.

OBA and Pre-reg for the German is pretty self-explanatory. IT needs to be on F5 and W6. Therefore, this gives your offboard observer a choice of decent locations to set up along that map edge and still have LOS. Something a bit off center will pay off, as any Russian OBA will be firing to blind your observer and cause drift, in any event.

If you are going to enter the rubble, on either side, good luck. Read more, much more than just the old Annual Article on the Series Replay. There are so much more out there, and many nuances in this game for both sides. Enjoy your trip to Stalingrad, Comrade!!



vs.



AAR#1 WCW 10 Stand and Die

(Ian Willey and I finished this tin can alley of a game out just before Thanksgiving. Here is a look at what you can (and cannot) do with these rolling pie pans.)

This scenario is really two battles in one. An infantry battle to gain and hold the buildings of the small village, and an armored scrap between 2 really numerous forces of pie pans with treads and tires, shooting bb guns capable of knocking each other out with a single hit. The CVP becomes critical as these aluminum foil – armored wagons of doom begin to stack up as well, as CVP can win (or lose) the game for either side.

Of all the scenario pack of Windy City Wargamers, I personally feel this one is probably the best of the bunch. I much enjoyed getting my Chinese troops blasted yet once again by the killer sniper of Ian Willey who seems to have been transferred from the Eastern Front Wehrmacht via U-Boat to Japan, and thence to Mainland China to do in more troops that are Allied.

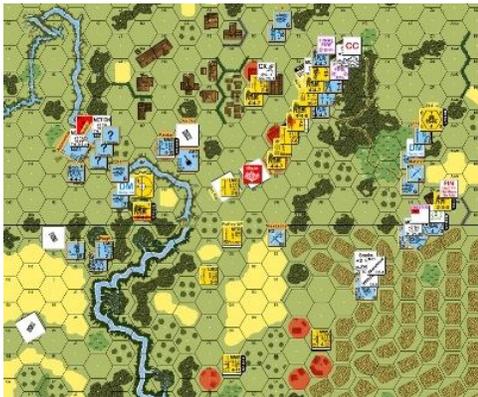
With a rather forward defense, the CVP began piling up on Ian quickly. Not considered, however, was how this forward defense left me vulnerable to counterattack, and so Ian’s unbreakable Japanese waltzed up the middle, splitting my line. From the central location this offered, Ian was able to keep fire on any Chinese troops coming in to evict him, as well as allowing him to seize the majority of the buildings in enough of a fashion to allow CVP to be moot for me. A good rousing game overall. The high points were a STUN / Recall from the IJA Sniper on my

Armor Leader in a CE PSW 222; as Ian's 57* armed "heavy" tank dying to a beautiful 3 hex range shot by the 65* Arty.; and a Chinese crew getting into and out of their AFV in true "Chinese fire drill" fashion after failing TCs mandated by their immobilized status until finally Ian's MMG cut them down for good.

Lessons learned for me:

1. Stay away from Ian's sniper counters. LOL...
2. Do not maneuver BMG armed AFVs in a platoon formation. Use turreted AFVs in conjunction so one wingman can cover the other's blind hexes out of VCAs.
3. Chinese crews have 7 ML. Keep them BU at all times, period.
4. Putting an AL into an OT AFV is probably not a good idea, even if it is your best anti-armor weapon.

A shot of the action at the heat of battle:



AAR#2: November's Nor Cal ASL Club Meet:

Dennis Donovan does another great job submitting an AAR of all the action underway in Vacaville...

Nov. 10, 2012

NorCal ASL Game Meet at Olde World Games in Vacaville

We had two games at November's meet. Steve and Tim played scenario FB4, HKL 259. I believe Steve squeaked out a victory at the last minute as the Russians. His game got off to a rough start as I think he tapped into my bad luck dice, when on turn one, his 9-2 and three squads all failed a 1 MC. Steve almost failed a personal MC, but due to being fanatic, he barely passed. He put on his "Well, this game is lost so I'll just enjoy the game in the meantime." He ended up winning in the bottom of the ninth. Well played Steve - not giving up and soldiering on.

Zoltan and I played TX-7 House of Cards from the Texas ASL Dos Equis pack. It was set in April 1945, Germans vs. Americans with CVP victory conditions. The Germans had to get 12 more CVPs than the Americans do. I played the attacking Germans.

The first part of this AAR is the 'what happened' part. Then second part is the 'what should have happened' part.

German
Advantages 3
Panther VGs, Elite INF, Mist EC

Disadvantages Panther VGs possible stall on start, ELR 2, Infantry normal range of 4

Must cross
lots of open ground

American
Advantages: Can fall back into stone buildings, Air Support, OBA
Can withdraw off the board w/o penalty starting turn 5, Infantry normal range of 6, HIP for a SW and SQ, the list goes on and there is simply not enough space to list them all.

Disadvantages: No AFVs. BAZ, Air Support and OBA are the only anti-tank resources.

Plan of attack: A wall in the middle of both boards 16/10 and the road it ran next to divided the boards neatly into left/right sections and splits the attack neatly in two. A partial wall on the far right flank offers more protection for an advance. I am willing to bet that the MGs and mortars will be bore-sighting the sparse woods on left, middle and right. By the same token, the Americans are probably going to put 1/2 of their OOB on each flank.

The Germans have to cross about 9 open ground hexes to get to the tree line, with the village behind it.

I will try an armored assault up the right flank with the HMG in the woods covering the middle of the American position. A 5-4-8 squad with an LMG would give a single squad attack of 8FP, but 4 is their normal range. Use the tanks' sN7 to place smoke and screen the advance for the non-armored assault troops. There is no grain, but plowed fields do exist.

Mist was in effect as an SSR until a '2' or '12' was rolled on wind change. Small chance of that happening, right? I was hoping the mist would stick around until after the Air Support left to make those sighting TCs more difficult and well as covering my advance a little bit.

German Turn 1 - I am off to a good start, all 3 sN7 smoke attempts were successful – they were placed in hex with the tanks as I would not get any good AdvPh or DFire. The first move was successful with no German casualties. The American MMGs and mortars team were still a bit sleepy and their fire had no effect.

American Turn 1 - Prep fire time. Ooh boy, here it comes. There are 2 60mm mortars with rate of 3 and 2 MMGs with rate of 2. Zoltan is pulling his punches again and taking it easy on me as one MMG and both mortars did not get a good shot, much less rate. However, the 2nd MMG got 3 rate shots, breaking, ELRring and eventually killing 2.5 squads. I am down 5 CVP already. I was expecting some losses as that always seems to be the case with an assault vs. a prepared position. I also knew that the Americans will break and run if I just wave my weapons in their general direction.

German Turn 2 – I sent a sacrificial HS ran up the road in the middle waiting for the American HMG that I was sure was HIP'd to open up. It did not, so we managed to get next to a known MMG. We claimed the wall advantage since they were in the woods. The MMG cowered and lost the nice fire lane they'd planned - another break for me.

A 60mm mortar fires vs. a Panther with some INF under it and scores the dreaded 'snake eyes'. Turret hit vs. the tank is an automatic shock – could've been worse – KIA or immobilization. Random selection selected the 7-0 corporal. He broke and ELR'd. The squads survived intact, pausing only to sneer and roll their eyes at newly minted 6+1. Subsequent rate shots do nothing. Advancing fire by a non-shocked Panther manages to break the mortar crew. One of his MMG HS also breaks and both rout away.

American Turn 2 - The Amis hope the wind will pick up and blow away the mist. Not this time. They also hope the shocked Panther is down for the count, but a dr of 2 tells us it is okay and back in action. And to everyone's surprise, the DM'd 6+1 doesn't rally, telling his platoon to "Go on without him, he'll dig in here and direct the attack." Prep Fire again. The remaining MMG opens up, but doesn't do much. My guys are no longer CX'd or in motion, so I should be able to put out some decent FP. His mortar gets rate, but the round is a dud! The rate shot is also a sniper check, Sniper is also a dud. I managed to spread out a bit so I will still have targets even if he skulks away. My HMG centrally placed in the woods the woods to cover and suppress both flanks do not do their job. However, a Panther hits a mortar HS with the MA, breaking and ELRring them. My luck continues as I get 2 DRs of 4 in a row, firing the 'shreck at a wooden building with concealed units. A dummy stack! Oh well.

German Turn 3 - No wind change. Mist is still here. None of the pep talk rally speeches work for

me. Still have the 6+1, a SQ and a HS broken. One of the panthers malfs the 5/3 coax/bow in the MG attack. Crap. Coax is jammed. My assault is piddly and limp-wristed and does no damage. The only excitement was when I gunned for an extra MP to stop, risking ESB and making it by one. I am trying to move tanks around the flanks away from BAZ in center. The Germans have a 9-2 and 3 SQ in adjacent building. They hold their fire for now, but make a WP attempt in the DFPh on me in the building. Ow. 8 flat shot. 6 on 8 is a 1 MC. 9-2 leader breaks and HOB generates hero and battle hardening. Fanatics break in subsequent fire. I fire getting a 1 MC vs. Am SQ w/ BAZ. It breaks and routs away. We are pushing him back, but there are no casualties. American outpost is broken and falls back behind the tree line into the village. My 9-2 and fanatics routed away as well.

American Turn 3 - Lots o' rally for me. CMG rolls a 6 and is out of the game. The Amis rally all of their broken units, the Germans rally none - most notably, both leaders. Prep Fire causes more pain. Damn. His MMG eliminate another HS and gets rate. Sniper check generated on an MC kills another HS. I am getting frustrated. I've lost 35% of my infantry and have 0 CVP of my own. Need at least 20 CVP to win. DFPh panther attacks are for naught. The German infantry attack malfs yet another LMG.

German Turn 4 – Morale check time - the German fanatics roll HOB again! A snake eyes on rally generates another hero! The 2nd LMG breaks on a repair attempt. Two LMGs

down, one left. Amis also rally w/ a DR of 5. The broken German HS and 6+1 leader fails self-rally.

(Editor's Note: A housefly was repeatedly buzzing our game, probably as a reminder of the upcoming American air support.) I need to recombine and consolidate my shot-up and scattered force. I also need to break up the American position, eliminate some BAZ and cut off some route paths. A panther overruns the 8-1 and a '?' in a wooden building.

He drops concealment showing an HS and BAZ. I pass the bog check. Now for the BAZ shot. Yikes! In a building vs. motion large target. Base 11 for same hex target. Steps out of bldg and around corner to avoid

back blast, 9, large target 10, moving, 8, TEM wooden building 6. American crew

rolls 2, 2. American response: "Sweet!" German response: "Sheisse!" A '4' to hit on the overrun means a rear hull hit. (See German response, above). TK is 16 + 1 for rear hit, final TK = 17. Hoping for a dud! Nope, TK DR = '5' for a flaming wreck. Wow. In retrospect, it probably wasn't worth the risk (get 4 VP vs. 7 for losing the Panther.) However, I stood a good chance of winning them out and not losing the tank. The purpose was to split the American defense in two, namely eliminating rout paths on the American right flank.

However, I get two VP for a SQ failure to route. There goes the American shut out as I am on the scoreboard. Only 23 more CVPs to go.

Damn. So his 7 plus the 7 for the Panther, plus the 12 over the American total that I need makes for 25 CVP as a goal. In other words, eliminate all but 3 CVPs of Americans, and take no more casualties.

American Turn 4 - The Amis

get possible air support and definite OBA. DR 12 for Weather Change. Crap. Mist burns off (per SSR) and we get gusts just in time for the air support. This is looking more and more like a Sgt. York/Sgt. Rock/Band of Brothers episode. Air support doesn't show up. Phew. German 6+1 ELR'd leader finally rallies. Whoopie. See SSR 5 for additional pressure - the Amis can exit starting turn 5 with out being counting as eliminated. Begin the American Exodus.

German Turn 5 - That SQ of mine generates the 3rd HOB and another hero! That must be a record! And, that 9-2 becomes a heroic leader for the 4th hero from one squad. Too little too late though.

At this point we concluded that there was no way for the Germans to win and called it a game.

POST GAME

I think it was a case of the Germans lost as opposed to the Americans won. It was a thoroughly embarrassing show for the Germans. The Americans didn't even need the air support or OBA.

I didn't play the correct attack for the scenario. The standard cautious advance was not the tool to use. For lack of a better analogy, I used a hand chisel and rubber mallet when I should've used jackhammers and a wrecking ball.

In summary, I think this is a very difficult scenario for the attacking Germans to win. One would have to be a very experienced player and a very clear cut understanding of the VC, the SSRs, the set-up and how they inter-relate. In this scenario, the

Americans cannot be attacked as normal - as in break them and push them back. They must be eliminated before they can rout away.

The Germans need to hit the Americans very hard in the first four turns and inflict enough CV to make the Americans stick around. If they don't, the Americans will skulk, pull back, and then start the withdrawal about turn 4.

If I played this one again as the Germans, the plan would be something to the effect of: Have riders (3 SQ w/ LMG and a leader) on all three tanks as riders, but no armored assault. When 2 hexes away from the American tree line, have the tanks wiggle the turrets to dislodge the riders (hopefully moral of 8) will prevent breaks. Then, use sN7 to make a smoke screen to shroud the dismounted infantry and provide cover for the following Infantry. Perhaps take advantage of a mounted FG?

Don't deploy any squads. HS scouts not really necessary. Keep the full squad together for the assault fire and the smoke.

I did get a personal record - one squad generated 3 heroes and their leader became heroic. A Pyrrhic victory at best and a small consolation.

Also, one of the tanks should've camped on the north/south road to prevent the Americans from easily re-enforcing and routing from flank to flank.

After playing, we checked ROAR and it was Americans 4, Germans 0.

I totally forgot about inherent PF. They would've been handy for shots from woods vs. buildings.

Another thing I should've been doing with MA shots is use Area Fire vs. direct fire. The odd are better of scoring a hit, and, if a hit is gotten, it could be followed up with the BMG/CMG FG attack. Thus, getting the '2' in the 'one/two' punch – the idea being 2 successful attacks vs. one target would be needed to inflict casualties.

I was excessively cautious vs. BAZ. Should've figured 2 BAZ on each flank, and as long as I kept a frontal facing, only a 2 TK would take out a panther.

If you are looking to test and/or polish your skills as an attacker, this would be a good choice of scenarios.



Club News:

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

SVASL Club:

SVASL Club regular meetings are scheduled for the 4th 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 2nd Saturdays 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 Sundays, 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.



Defensive Fires:

Letters to the Editor

Opponents wanted:

Seeking VASL PBEM opponents for just about anything. I prefer IFT. Please e-mail me at witchbottles@gmail.com if you are interested.

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