

Rate of Fire

The Newsletter of the Paddington Bears ASL Club



Issue 12

Winter 1998

This newsletter is dedicated to the play of Advanced Squad Leader and the players and news of the ASL community in Australia.

No part of this newsletter may be reproduced in other publications without the express permission of the authors. However, reproduction of the entire issue is encouraged provided there is no profit associated with the distribution of this newsletter. Please make copies for your friends and anyone interested in playing ASL.

I would also encourage players everywhere to take several copies to local game stores to be provided **Free of Charge** to any interested gamers.

Editor: Mark McGilchrist

Email:

mmjm@ozemail.com.au

Ph: (02) 9567-6382

Address: 7 Smith St.
Bexley NSW 2207

To make a submission, send your piece either by email or by mail me. I will return any item with comments I feel needs more work. Otherwise, I will refer the item to an independent proofreader and reviewer to check that the item is substantially correct and readable. It will then be included in the next appropriate issue.

There is no particular size limit for Rate of Fire, I will issue what I have. Given sufficient submissions, I may make an attempt to do Special interest

issues, grouping submissions by subject.

From time to time I will request players to write articles for the newsletter. Please consider these as "my last editorial demand" to paraphrase a famous German leader

Mark McG (Editor)

CONTENTS

Foreword

One Man's Turret

Tank Rumbles

Bear Ratings

KGP CGV "SQUEEZING

PEIPER'S BULGE"

OPERATION HUBERTUS

DAY 4

RUBARTH AT

WADELINECOURT

(SCENARIO)

FOREWORD

Welcome to a SAGA '98 edition of Rate of Fire. Hope you enjoy this issue as much as the last issue, and thanks for all the kind words regarding that issue.

The biggest issue to come out of CANCON '98 was how to continue running this competition, and by implication, how to run other competitions. Some of the issues raised were the name of the competition, who will run the competition, the format and scenario content, the scoring and of course the ceding. Personally, I don't much care, since it is highly unlikely I'll ever place in the National

ranking's, but it is an issue I'd like to see resolved for the sake of the hobby. Included in this issue are some points of view about the matter, and a survey form for you to have your say.

There is also plenty of movement in the worldwide ASL scene during the last 6 months. New products have included the Critical Hit!'s DZERHEZINSKY TRACTOR WORKS, and a revision of the PLATOON LEADER rules to accompany this release. Heat of Battle has released FORTRESS CASSINO, including a New Zealander counter set. Avalon Hill has yet to release DOOMED BATTALIONS, the Allied Minor vehicles module, but by all accounts this is very near completion.

On the local scene, Paul Haseler and myself have been involved in finishing off THOSE RAGGED BLOODY HEROES project for Critical Hit!. (remember MUD & BLOOD) This was the project Steven Swann started in 1994, so it was very much unfinished business for the Bears.

However, there are some interesting recent developments with respect to the NEW GUINEA PACK, so we are very much hoping to get development on this project underway in July!

Mark McGilchrist Editor

ONE MAN'S TURRET

Greetings ASL fans and welcome to my turret.

This column is designed to be a mouth piece for ANY ASL devote who wishes to voice an opinion or tell a story about our beloved game. This means that 1MT is open to anyone who would like to host it.

This issue its, David Bishop but next issue it could be YOU! So please make use of it.

David writes;

Just got back from "sunny" Melbourne [not] after playing in the ANZAC competition.

On Friday arvo I started the fun with fellow travellers, Paul Von Mollusc and Capt.Nutrageous at Andrew Rogers house playing a friendly 8-player game with some local lads. To his credit Andrew had designed a game on the La Gleize map, incorporating overlays to represent somewhere in Burma. We all had approx. one company to control with victory conditions and then went at it!

The house was soon filled with screams, shouts, insults and laughter as we all tucked into some great ASL nourishment. This proceeded into the night until someone with brains suggested we knock off and get some rest for the tournament tomorrow, which we did.

This year ANZAC was run by Bruce [FAQ] Probst and held in the 3rd Mulgrave Scout Hall.

Let me start by saying that Bruce did a fantastic job of organising. We had multiple copies of all scenarios on offer, good trestle tables to play on and the 'Joan Simmons' kitchen that Bruce had stocked up well with biscuits and endless teas & coffees. Overall it

was a great venue although the fireplace could have seen some use, but no body had matches and the boy scouts were all away on a Jamboree somewhere!

Due to time restrictions there could only be 4 rounds but still this is a lot of ASL.

Round one was the ANZAC theme. There were 4 scenarios on offer but 5 out of 6 pairs chose the same game, 'Victoria Cross' me included.

I went down to Andrew Rogers in this PTO ripsnorter that pitted the tough Aussies against the Jap, in Malaya. By the end of turn three I was a shattered remnant and time had run out. Just couldn't do anything right and Andrew made NO mistakes.

0-1 so much for the warm up, oh well on to next round and time for a 'feed'.

Round 2 and up against newcomer Neil Andrews [welcome to the club].

Out of the 4 on offer we select Dangerous Crossroads, an Axis effort against attacking Poms . Unfortunately for Neil his Bren Carriers [which he had never used before], became 'Brixia' bait. Destroyed them all, even took one out with a yahtzee of 1`s that also destroyed 1.5 squads using the ill-fated carrier as cover and malf`ed an ATR they possessed to boot. .
BEWARE THE BRIXIA!

So ended day one and on to the BBQ at Jamie Westlakes` house.

It can be said that a good time was had by all this night. Jamie was the perfect host with a lavish feast and rivers of beer. He showed us the sacred games room where he is currently thrashing Dave Bardi in "Red Barricades". Then we saw the impressive board games

collection, which warmed the very cockles of my heart.

Ten beers later the die hards are still hanging round like Japs in a bunker when Jamie asks if anyone would like to play CIRCUS MAXIMUS. Next thing you know there are 8 of us rattling chariots down the track whipping the horses and each other. The winner was Steve Bannam and I think that night a tradition was born. But I'm not so sure if it will continue at Jamie's' house, unless he fortifies his letterbox. {IN joke}

Day 2 and I'm up against my old sparing partner in Dave Capt.Nutrageous Longworth.

It's a PTO theme round and we choose to play Kakazu Ridge. I go the Yanks and manage to avoid the OBA to successfully defend the hill against his attack. Then time runs out and we negotiate a result.

1-1-1 and onto the final round AND onto the task of finishing off the BBQ beer stocks.

The last game is an armour theme and I'm pitted against Steve Bannam winner of the inaugural Anzac chariot race. [Here's my chance for revenge after he whipped MY horses!!] We pick 'Duel at Reuler' and this proves to be the tightest game for me yet. Sherman easy 8`s against Pz IVH`s with a smattering of half squads on each side. We exchange tank for tank and malfunction gun for gun as both sides jostle for HD honours at a strategic stone wall.

I finally win in a nail biting game by having 1 tank survive to the bitter end. [We actually finished the scenario in time too!]

I finish on 2-1-1, not bad for a weekend's work.

The ANZAC 98 winner was Dave Bardi, a local Melbourne boy who beat Matthew Brennan [from Adelaide] for the trophy. By the way the trophy was another magnificent effort by Jamie Westlake.

Then it was pack up time and race to the Airport for our QANTAS flights) home. Thus ended a whirlwind of a weekend but what a weekend!

Id only been to one ANZAC CON before, the first. This was held at A. Rodgers house and it was great to be part of this inaugural event. What I found encouraging this year was seeing how this comp. had grown in both size and organisation and I'm looking forward to the next.

If I had to pick a fault of ANZAC 98 it would be the decision not to use chess clocks. Most games were unfinished and I think the clocks would have speeded us all up, but on the other side of the coin, the lack of clocks created a good relaxed atmosphere where the game itself became more important than the score.

Other points of interest that should be mentioned include Australia's first international competitor in the form of Master Sergeant Earl Shultz, who few from duty on the DMZ in South Korea to join the Melbourne rabble.

Also ten points to Gordon "Fouler" McClelland for braving /choosing State Rail to get him to and from the competition. [9 hours x2]

I can only recommend taking the trip to ANZAC CON 99, you will love it, but take your woollies!

On behalf of Dave, Paul and myself I would also like to thank Andrew and family for their charming hospitality.

Staying in the covered arc so to speak I would like to bring up the topic of CANCON and the debate surrounding competition format. After CANCON 98 a suggestion was made that the format of the comp. be standardised and that the name of the comp. be changed.

What needs to happen next is for some form of vote to be made giving a multiple choice of options. This should be taken at the next major comp. SAGA. {See attached survey form. Ed}

With these results we can then contact our inter. state brothers and get their 20c worth.

Here is what I would like to see happen.

1. Rename the comp. ' *Australian ASL National* '
2. The number of scenarios to be played between 5 to 7 in total depending on days available.
3. Scenarios to be played in distinct rounds using chess clocks.
4. Scenarios to be published works compiled into a short list of no more than 6 scenarios, chosen by the organisers and only revealed at the start of the round.
5. Uniform point scoring system that is used every year that includes bonus points for defeating winning players and deducting points for time penalties.
6. The running of the comp to be the exclusive right of the Canberra ASL community.
7. 1st, 2nd, 3rd placing each year. With the trophies made by the ASL organisers.

8. Inclusion of the State of Origin sub-competition, during the competition.
9. Initial round opponent based on seeding top vs. bottom, then after round one, winner vs. winner.
10. No IIFT use and all dice, 2 or 4 [players choice] to be rolled in a tower or lid. [no free hand rolling]
11. Other areas that should be worked on are the player draw method e.g. "Swiss Draw" or other method, and if results are graded as decisive, marginal, draw or just win / loss.

These are my views on the topic and I hope you agree with them.

I feel that the game in Australia has come of age and deserves the respect these reforms would give it.

Well I'll sign off at this point [time to find my platoon], but remember to set aside the time for SAGA and to rate your games and post or E-mail me the results.

See you

Col. Boxcars

TANK RUMBLES

by Paul Haseler

For those of you who have not been exposed to the tank rumble concept, a few words of explanation; picture a scenario set in a particular time period and location (like August 1944, France), with most or all units on each side being AFVs, with multiple players on each side, each player having just one unit (their personal tank) to command. The game is coordinated by email, with a Game Moderator receiving the intentions/orders for the units moving or shooting. Each player only knows what is in their current LOS, plus whatever they hear on the 'radio' (emails from members of their team). The sequence of Game Turns and Player Turns is very much the same as FTF ASL, but MPh activities are stretched out over a couple of segments to give the attacker some ability to react to discovering new enemy units.

Being a fog-of-war lover and having read the entertaining AARs written about Tank Rumbles conducted by US and European players, I wanted to try the idea myself.

The challenge of living/dying with a single AFV, of not knowing what your allies were doing, let alone the enemy, seemed just the sort of variant that ASL would work with.

It seemed logical to organise a group of people in the Western Pacific time zones (for easier email response times) and rumble with them. One Kiwi (Phil Richardson) joined, along with Earl Schultz from Korea and Scott Holst from Chicago. Oz players included grognards like David Bishop, Matt Brennan, David Longworth, Paul Seage, and also relative newcomers like Chris Hersey and Simon Tout. The results proved that ASL expertise is not as important as luck in a rumble, with fog of war making survival uncertain.

Rumbling into the Valley (of Death) The G.M.'s AAR of the Grecian Rumble

The date is April 1941, an elite panzer unit is ordered to assemble in the Greek hills and fight its way south through any opposition to be found there. Simultaneously, a veteran British armoured unit is ordered by their HQ to move into those hills and hold them at all costs. Thus the 'Greek Rumble' begins.....

As a first time rumble organiser, I wanted to keep the size manageable, so initially only six AFVs on each side entered the map.

6	11
18	10

Reinforcement players were on standby on both sides in anticipation of casualties (and the replacements were needed rapidly). At start, each team had six AFVs.

Each side had a chance to discuss/agree on a plan of attack, before the first orders were written. The British chose a double-bluff, avoiding the high ground available on Board 18 and trying to find and overwhelm the enemy left flank.

Entering first, the British formed a couple of groups and all entered on Board 10, hoping to have an advantage over any Huns they would meet (unlike the penny-packet mentality of real-life British commanders). The GM limited Road movement in the British opening MPH to avoid them dominating the German entry edge.

British Team - Turn 1		
AFV	Callsign	Player
MkVIB	Cpl Cameron	Malcolm Cameron
A9	Tpr Tabitha	Scott Holst
A10 MkIa	Maj. Richard	Richard Cornwell
A10MkIa	SSM Snakeyes	Paul Seage
A13 MkII	Capt Nutt-Rage	David Longworth
A13 MkII	Cpl Fouler	Gordon McClelland

As it happened the Germans adopted a spread-out approach to be certain of locating the Tommies (a tactic their real-life counterparts would have avoided), and individually would be vulnerable to the Allied ploy.

German Team - Turn 1		
AFV	Callsign	Player
PzIIF	Drac	Earl Schultz
Pz38tA	Otto	Steve Linton
Pz38tE	von Boxcars	David Bishop
PzIIIF	Fritz	Les Kramer
PzIIIG	Ladderman	Dave Wilson
PzIVE	von Zschub	Matt Brennan

Once the game began, communication between players was restricted to only the radio messages exchanged within the Rumble. Players get to send situation reports or intentions to their Team Leader each player turn, with individual communication less often. The value of a Good Order TL as a communication link was something that could only be tested in the heat of combat (and would only be recognised when lost).

The abbreviated radio message format often meant that important info was not passed on (possibly assuming that it was already known).

TURN 1

BRITISH: Despite entering as intended on Board 10, the Brit plan did not quite work. Some tank commanders displayed anarchic tendencies, ending up out position for mutual support. The initial pairings also went awry, with fast A13s accompanying slow A10s. Slower types obstructed the faster by entering first (and if the order of offboard set-up is not written, the GM does a Random Selection to set the order).

With two tanks staying in motion, the other four made ready to repel intruders with their 2-pounders. Captain Nutt-Rage DSO MC *{Disturbed Senior Officer Morale Check, like a LLMC for tanks. Ed.}*, in his A10, guarded the 10I1 road from Board 11 (backed by SSM Snakeyes in an A13). Major Richard in an A10 parked in 10R2, watching Cpl Fouler's A13 zoom to the 11R6 wall (where he could not fire on the roads coming off the Board 11 hills). Cpl Cameron sped along the eastern board edge, while Trooper Tabitha also stayed in motion, hoping to use full road movement onto the Board 11 hills in Turn 2.

The best-laid plans of mice and men, as the saying almost goes, are not to be relied upon once in contact with the enemy.

GERMAN: The Germans entered with one pairing on Board 6 and two on Board 11. Feldwebel Drac in his PzII and Gefreiter von Boxcars in a Pz38 cautiously entered Board 6 (widely separated from each other), skulking in the olive groves, and hoping to see the Brits first and report back. Feldwebel Ladderman went solo from 11I1 along the hill to 11P9, only to find a CE British tank waiting for him a few hexes away. Oberleutnant Fritz and Gefreiter Otto sped over the hill from 11I1 to 11H7-I8 and also ran into a reception committee. Leutnant von Zschub was delayed, but still meant to reach 11S9 as soon as he could.

Turn 1 was potentially a disaster for the Germans, having three tanks exposed to alert defenders.

Initial defensive MG fire forced one German tank to BU, but all the British 40L AP shots just missed, and nobody got rate. Then the dice-gods struck, with two German tanks scoring BFF Critical Hits on the hapless Tommis in front of them (so the tanks of ASL experts Capt.Nutt-Rage and Maj.Richard became instant pyrotechnic displays). The situation had swiftly turned to the advantage of the Germans, with the British now leaderless. It was also urgent for the GM to arrange some stout fellows to reinforce the British team.

The valley of death had claimed its first victims...

As only six AFVs on each side had entered the map, the British side at the start of Turn 2 consisted of four functioning tanks and two burning wrecks. Despite this, reinforcement players volunteered immediately. The loss of their TL (Maj Richard) meant all the Brits were acting on their own initiative for the next Player Turn.

Player Report from Matt Brennan.

I drove into the rumble in my spacious MkIV happy that the crew thought to pack a few rounds of AP and a golden Smoke round. Apparently the depot was all out of HEAT again. Gott in Himmel ! I bet the boys on the eastern front get it all! {Bet they don't! Not available until May 1942. Ed} I was wondering how my colleague, 'Drac' in the MkII, was going to fare against these over-armoured Tommies.

As an exercise, my driver tried to get into a hull-down position overlooking the perimeter of the collection of concreted Italian hovels in the valley. "Ack, look at all the cheap garden furniture down there men!". Already, a burning British AFV lit the field and I briefly wondered if God was rolling crew survival today or were we heading for an instant kill... Unfortunately, my driver spilled a thermos of coffee into his lap while manoeuvring and we were unable to get hull down.

I saw some kind of A series tank in the valley outside the village and popped off a round or two of AP in the general direction while consulting chapter H of the MkIV manual. Should I conserve AP and just stick with HE? Occasionally, there was an irritating crackle on the radio - sounded like someone in the unit cooking up on my right - so we turned down the volume a little and dug a few furrows in the Italian countryside with the cracking 75* and all machineguns.

After a brief period of welcome silence, Battalion informed me that I had been promoted to lead Kampfgruppe v. Zschub on the confirmed death of my predecessor. Ausgezeichnet !!! I naturally made a brief self-congratulatory speech in the Fuhrer's style (and imitated his putzy Austrian accent reasonably well I believe) and briskly countermanded all standing orders.

Somewhere around this time, another A series tank that had been hammering my paint work with AP from a stone walled farm yard in the valley, put one right through the turret of my spacious MkIV and slagged by coffee drenched crew. I myself had both legs and most internal organs filleted by this steel cored knife but managed to survive long enough for a few "Heil Hitler"s and to jot down these brief autobiographical notes before sliding into the flaming crew compartment like a schnitzel into the pan. I wish I'd been in the MkII.

v. Zschub RIP

TURN 2

BRITISH: Two new Tommy tanks lined up offboard ready to enter to defend King and Empire.

British Team -Turn 2-4		
AFV	Callsign	Player
MkVIB	Cpl Cameron	Malcolm Cameron
A9	Cpl Corroon	David Longworth
A10MkIa	SSM Snakeyes	Paul Seage
A13 MkII	Cpl Fouler	Gordon McClelland
A10 MkIa	Cpl Herseymere	Chris Hersey
A13 MkII	Cpl Addler	Phil Richardson

One thing in the British favour was that Sergeant-Major Snakeyes had his 2 pounder aimed at the PzIII that had burned the late Capt Nutt-Rage, and thus with the first shot of Turn 2 the Germans lost their Oberleutnant in a blaze of 'glory' (so far, 3 kills = 3 blazing wrecks, the start of a tradition)

The new chap Cpl Herseymere jostled Cpl Corroon away from the safest position on Board 10 (Q6), while Cpl Addler (a Kiwi volunteer) streaked up the right flank in an aggressive manner. Meantime Cpl Fouler was blundering about in the enemy rear (typical) but avoiding combat (and

HQ began to take a dim view of that). Corroon moved west to help hold the road from Board 11 on the British left flank. As senior NCO, Snakeyes became the team boss (and thus has a diminished life expectancy).

GERMAN: The Jerry team suddenly found that when they tried to radio their leader Fritz.... nobody was home. One of the two scouting panzers stayed in the olive groves on Board 6 (without any orders to the contrary), while Feldwebel Drac was driving around without a map, relying on remote guidance from others (Earl does not have Bd 6 with him in Korea). Leutnant von Zschub, parked in his PzIV on the 11S9 crestline, became fixated on duelling with a hull-down A10 in 10Q6, but actually doing more damage to Greek farm buildings, and the A10 was to be his downfall (and he was also cursed with the role of TL).

German Team - Turn 2-4		
AFV	Callsign	Player
PzIIF	Fwbl Drac	Earl Schultz
Pz38tA	Gftr Otto	Steve Linton
Pz38tE	Gftr von Boxcars	David Bishop
PzIIIG	Fwbl Ladderman	Dave Wilson
PzIVE	Lt von Zschub	Matt Brennan
PzIIIF	Gftr Kranklich	Simon Tout
PzIIIG	Swt Sturm	Mark McGilchrist

Thus far the action had developed around the areas linking Bd 10 to Bd 11 - and so it would continue for the length of the rumble.

The resourceful Feldwebel Ladderman decided to try his luck on Board 10 in search of more Tommis and soon spotted Corroon's A9. The fanatical Otto also left the high ground, venturing to 10I1 to look down the road, finding Snakeyes A10. For Otto, a classic 1 on 1 situation, actually entering the A10's hex to pin it down. Entering the game straight from Panzerschule, Gefreiter Kranklich drove down to the middle of Bd 11 (luckily unnoticed) in search of his team.

Dave Wilson tells his story:

The battle grows slightly vague but digging deep into my drug addled brain, I have some recall.

The most difficult thing about the tank rumble was communications. I never had a real idea of where everybody was or even where anyone was. I rocked on board 11 full speed ahead CE etc, straight into a HD position over looking the Bd11 pass. Richard Cornwall was my first victim, critical advancing fire shot. Sweet!! I sat on the pass for awhile but no one was coming to me so I went looking. Hit trouble down by the large olive grove on Bd11. There were bad dudes everywhere! Called for help but in the end dealt with the Brits myself. Do not know who I killed, but burn they did.

After hanging around for another turn I was rushed by 2 A10's, I had been promoted to team leader, but this had been the kiss of death for the Hermans and so it was for me. Big Gordo put me to the sword and now my whitening bones lie peacefully in the Greek sunshine.

That's the whole sad tale. Lt. Laddermann (KIA)

TURN 3

BRITISH: Snakeyes turned Otto into a pile of burning scrap (four from four - aargh) In 10Q6, Cpl Herseymere was also frustrated by an inability to hit and kill his opponent, but he did finally manage to shock von Zschub. With perfect timing, Cpl Addler popped up on the hill (behind the PzIV) and his shot made it five out of five for blazing wrecks (the GM is rolling the dice and wincing!). Cpl Cameron moved his toy

tank to the enemy board-edge to earn some 'breakthrough VP', while Fouler skulked unconvincingly out of LOS of the enemy (so HQ demoted him to unpaid Lance-Corporal, despite his story that he was hunting for von Boxcars and von Zschub). Cpl Corroon failed to hit the threatening PzIII, even disabling his MA, and had to hope for bad shooting by the enemy

GERMAN: Ladderman's AP helped the A9 crew make the supreme sacrifice (and yes, now six in flames from six, aiiieee!). Kranklich, seeing Ladderman in action in 10O2, sped past him, but stayed in motion only a few hexes from the enemy. Officer Cadet Sturm was sent from German HQ to get his first taste of combat, but ignored their hints and entered on Board 6. Over on the western side, Drac and von Boxcars both dared to enter Board 18 (aiming for easy breakthrough points). Drac discovered from his gunner that the 20L MA can't fire while he is CE (oops! back to Chapter H).

TURN 4

BRITISH: Under pressure, Herseymere's MA jammed (but in the rumble, only the owner knows). Radio messages from Snakeyes prompted a damned clever plan by Addler and the (reformed) Fouler to crush the deadly PzIII (10O2) in a pincer movement. Fouler moved to 11O9, Addler to 11T9, ready to kick butt, but Ladderman got in the first shot on Addler and gained his third unassisted kill (making him an 8-1 A/L). This did him little good - the advancing shot from the newly competent Fouler set the panzer ablaze (sigh, seven out of eight). SSM Snakeyes manoeuvred into position to threaten the other PzIII (Kranklich, in motion in 10L4), and fog of war ensured the Brit team became slightly confused about number and location of the enemy. So far British AFVs have not entered Bd 18 or Bd 6.

Three British tanks (one light and two medium) remained in action!

The life and short times of Charlie Tank.

The news was great that I was to get command of my own A10. I had been designated as a reserve due to my late arrival at the unit. It did not take long before we received the message to move forward. The troop commander had bought it in the first contact and my orders to move forward were not very specific. Following the old adage, march in the direction of the sound of the guns, I skirted the left of the village and took up a covering position behind a stone wall.

The scene was rather ominous as two of our tanks stood burning, one to my north, the other to the north west. After quickly surveying the scene my pulse rate increased as notch when I sighted a Pz IV on a hill to my north, slightly obscured by the smoke from one of its victims. It sprayed MG fire in my direction as we started to furiously fire off as many shells we could in his direction. Shells from the Pz IV started to zing by my tank, one hitting the wall in front of me. Just when I was getting a good line on the Pz IV, the MA jammed. After much abuse at the loader the jammed shell was removed. After a few more shots, I finally got a solid hit on the Pz IV. I was just preparing to put in the final round, some bastard blew up my Pz IV.

Much cursing followed, until my thoughts were refocussed by one of our tanks brewing to my west. The culprit soon showed himself as a Pz III darted from the edge of the woods to my north west at about 250 yards, while I was firing shells as fast as I could. Just when things could not get worse my gun jammed again. In between cursing the loader

again, I radioed the troop leader that I was going to reposition my tank, away from the Pz III, while we cleared the jam. Then came that fateful order, “Don't move away, Keep him occupied”! With just my MG's to keep him 'occupied' we blazed away with all we had at the kraut head sticking up out of the Pz III.

I think it was the second shell that hit us and it's associated fragments which tore away my lower torso. At least it's better than frying.

LCPL Herseymere (Deceased)

GERMAN: Kranklich was now alone in the middle of the British half of the map with at least four AFVs hunting for him. The other three remaining Germans were making their way slowly from Board 18 and could not help. When the going gets tough etc., Kranklich heroically charged 10Q6 (not knowing how safe that was with the A10's MA malfunctioned), stopping in front to Shock Herseymere with APCR, then swinging around Q7 to stop in bypass and destroying the A10 in AFPh (and also temporarily disappear from LOS of his other pursuers).

Four German tanks (one light and three medium) remained in action!

concluded in next instalment

BEAR RATINGS

Ever wonder why some players seem to move in leaps up the Bear Ratings Ladder, while others seem to sit on the same score time after time? Maybe it has something to do with lodging a Game results form?

Game reporting is currently at an all time low, with only a few players regularly reporting match results, even a Bear meetings. The Bear ratings are the basis from which the SAGA and other tournament seeding is prepared, so it is important for the overall system that you report your matches to the Ratings Meister.

To report a match result, send a written match result form to David Bishop or David Longworth. Alternatively, you can send an email to David Longworth at nutrageous@bigpond.com

Bear Ratings

8.54 KGP Campaign Game V:

SQUEEZING PEIPER'S BULGE

CG Date: 20PM to 21PM (4 CG Dates)

After the breakthrough of Kampfgruppe Peiper on the 18th December, Peiper sought to find an exit from the Ambleve Valley. Peiper had seized the bridges at Stavelot and Cheneux, but had been rebuffed at Trois-Ponts and Habiemont. After these setbacks, the Kampfgruppe attempted another armoured breakthrough at Stoumont on the 19th. Seizing the village after a battle of several hours, Peiper failed to breakthrough the American lines due to a disciplined retrograde action by 2 tank platoons under Lt. Macht of Company C, 743rd Tank Battalion, and the timely arrival of Company C, 1/119th Infantry.

Thwarted at Stoumont, and now cut off from his supplies by the recapture of Stavelot, Peiper had reached his high water mark. It now fell to the American forces to squeeze the bulge Peiper had created. On the morning of the 20th, several probing attacks were mounted, including an armoured probe by Task Force Jordan from Theux, a reconnaissance of Cheneux by scouts of the 504th Parachute Infantry, and the occupation of Borgoumont by Company K. 3/117th Infantry supported by 2nd Platoon, Company A. 743rd Tank Battalion. On the afternoon of the 20th, the American attacks began in earnest.

MAP GROUP: "St, Ch, & Lg"

CGV VICTORY CONDITIONS: The Americans win if they control 40 LVP at Game End, or if during the 4 CG-Scenarios their CG-LVP Total > 79. If these conditions are not fulfilled, but the German has suffered greater than 200 CVP of eliminated/captured units; then the game is a draw. Otherwise, the Germans win.

ATTACK CHIT LIMITS: U.S. 9 ; German 3

INITIAL-SCENARIO VICTORY CONDITIONS: The Americans win if at CG-Scenario end they have amassed > 49 CVP or they control 10 LVP (or both).

INITIAL-SCENARIO SETUP SEQUENCE: Germans setup first on all 3 Map Groups, Americans move first on all 3 Map Groups.

INITIAL GERMAN OB

Stoumont - Elements of SS Panzer Regt. 1 and SS Panzer Grenadier Regt. 2 [ELR:5] set up anywhere on St. Map Group within 3 hexes of any Stone Building Rubble Location {SAN:2}

RG: SS PzGr Pltn x4	RG: Pz VI Sect	RG: Para Inf Pltn x3
RG: SS PzGr HW Pltn	RG: Pz V Sect x3	RG: SPAA Sect
RG: SS MG Pltn	RG: Pz IV Sect x3	RG: AT Sect
RG: SS Engineer Pltn	RG: Amphib Car Sect	90 FPP

Cheneux - Elements of Battalion II, SS Panzer Grenadier Regt. 2, and of FlaK Sturm Abteilung 84 [ELR:5] set up on/east of (Alternate) Hex Grains ChG1-ChG14-ChCC25-ChTT25; however, a maximum of one German MMC (and all SMC/SW stacked with it) or one vehicle (and all its PRC), may be setup per hexrow on/west of hexrow V (even if in Reserve, and each Entrenchment set up on/west of hexrow V must contain at least one German MMC. {SAN:4}

RG: SS Inf Pltn x2	RG: AAht Sect I x2	Roadblock
RG: SS MG Pltn	RG: AAht Sect II	30 FPP
	RG: AAtr Sect	

La Gleize - Elements of Kampfgruppe Peiper [ELR:5] set up on/west of (Alternate) Hex Grains LgA5--LgI46-LgGG46-LgTT39 {SAN:2}

RG: SS PzGr Pltn	RG: SPA Pltn	PzKw VIB (see SSR V.6)
RG: SS Inf Pltn x3	RG: AAht Sect I	20 FPP
RG; SS Engineer Pltn	RG: AC Sect	

Peiper HQ - Elements of Kampfgruppe Peiper [ELR:5] set up in any allowable set up area on any/all of the 3 Map Groups, or in the Stoumont, Chateau de Froidcour, Viaduct (not Vehicles), or La Venne Crossroads Entry-Area Holding Boxes. All German RG whose ID begins "I", "V" or "HW" must set up in Reserve unless Standard On-map setup costs are paid.

75CPP

U.S. INITIAL OB

Elements of Task Force Harrison [ELR:3] set up in the Targnon Entry-Area Holding Box {SAN:2}

RG: Med. Tank Pltn II	RG: Inf Pltn x3	17CPP
-----------------------	-----------------	-------

Elements of Task Force Jordan [ELR:3] set up in the Theux Entry-Area Holding Box

RG: Med. Tank Pltn I RG: Arm'd Inf Pltn M5A1 x3 27CPP

Elements of the 1st Battalion, 504th Parachute Infantry Regt.

Companies B & C [ELR:5] set up in the Rahier Entry-Area Holding Box. {SAN:2}

RG: Para Inf Pltn x3 SPW 251/9 (see SSR V.4) 24 CPP

Elements of 3rd Battalion, 117th Infantry Regt.

Company L; and the 1st Platoon of Company A, 743rd Tank Battalion. [ELR:4] setup in the Roanne Entry-Area Holding Box. {SAN:2}

RG: Inf Pltn x3 RG: Med. Tank Pltn II (see SSR V.7) 27CPP

Company K; and the 2nd Platoon of Company A, 743rd Tank Battalion. [ELR:4] setup within 4 hexes of LgRR47.

RG: Inf Pltn x3 RG: Med. Tank Pltn II RG: Truck Sect II

Elements of Task Force McGeorge [ELR:4] set up in the Borgoumont Entry-Area Holding Box

56 CPP

INITIAL SCENARIO SPECIAL RULES:

The following SSR apply only to the 20PM Scenario of CGV

V.1 See KGP SSR. Weather is Very Heavy Mist (SSR KGP3)

V.2 Each hex that is not an eligible German setup hex is considered a US Setup-Area hex for the purposes of Reserve setup (SSR CG7; 8.4) only.

V.3 Place a Burnt-Out Wreck in ChK10, ChGG8, LgS52, StGG17 & StKK19

V.4 The U.S. OB-Given SPW 251/9 is manned by a U.S. vehicle crew (A21.22). Captured penalties apply, but for this inherent crew (only), all such penalties are reduced by one (A21.11-.12) [EXC: the MA's ROF is '1']. MA / Immobilization repair attempts and the optional CMG are NA. Red MP penalties apply (D2.51).

V.5 No mines or German vehicles may be set up in, or may any German vehicle voluntarily stop, change VCA or attempt ESB in, bridge location ChNN6.

V.6 The OB-given PzKpfw VIB must be set up Immobilized (not Out of Gas) in hex LgR44 (VCA: R43-S44)

V.7 The Medium Tank Pltn in the Roanne Entry-Area Holding Box must use Random Selection to eliminate one (only) tank from the Initial OB.

8.451 MULTIPLE PLAYERS SPECIAL RULES:

CGV is intended for multiple players to play simultaneously on the different Map Groups. The following is a suggested list of Players;

German

Peiper HQ - Overall German Commander, extra player for largest scenario, purchaser of all German reinforcements.

SS Panzer Regt.1 HQ - Stoumont Map Group Commander
 SS PanzerGrenadier Regt.2 HQ - La Gleize Map Group Commander
 SS FlaK-Sturm Abteilung 84 HQ - Cheneux Map Group Commander

American

Task Force Harrison HQ - Stoumont Map Group - Blue Entry Area troops
 Task Force Jordan HQ - Stoumont Map Group - Red Entry Area troops
 1st Battalion, 504th Parachute Inf Regt. HQ - Cheneux Map Group - Green Entry Area troops
 Task Force McGeorge HQ - La Gleize Map Group - Red Entry Area troops
 3rd Battalion, 117th Inf Regt. HQ - La Gleize Map Group - Blue Entry Area troops (includes 743rd Tank Battalion units)

For 8 player CG: Combine Task Force McGeorge HQ and 117th Infantry Regt. HQ
For 7 player CG: As for 8 player, plus combine task Force Harrison HQ and Task Force Jordan HQ
For 6 player CG: As for 7 player, plus combine Peiper HQ and SS PanzerGrenadier Regt 2 HQ

8.4511 Additional Rules for Multiple Players

Replace the 8.6161 CPP Base Chart.
 Use the following Chart;

8.6161 CPP BASE CHART						
CG DATE	Peiper HQ	TF Harrison HQ	117th Inf HQ	TF Jordan HQ	TF McGeorge HQ	504th Para HQ
20N	50	35	35	25	30	40
21AM	50	35	18	40	20	65
21PM	25	10	10	10	10	1

Germans make a DR and deducts it from their Base CPP
 Each American makes a dr and deduct it from their Base CPP

8.4512 Reinforcement Tables.

Use all the Unit Type and CPP Costs from the 8.619 Tables. However, for CGV use the following tables for the CG Date Max. and CG Max. Note that the CG Date Max. applies to the relevant force for the CG Date, not per Map Group.

RG ID	Kampfgruppe Peiper Group Types	Full/Depl	Units/ Equipment	CPP	Scen. Max.	CG Max.	Note
I1	Para Infantry Pltn.	3/2	4-4-7 MMC	5	0	0	dl
I2	SS Infantry Pltn.	3/2	6-5-8 MMC	9	3	6	dl
I3	SS Panzer Grenadier Pltn.	3/2	6-5-8 MMC & SPW 251/1	12	2	4	dl
I4	SS Engineer Pltn.	3/2	8-3-8 MMC	14	2	2	del
V1	Panzer IV Sect.	2/1	PzKw IV H/J <i>MT</i>	8	1	1	adj
V2	Panzer V Sect.	2/1	PzKw V G <i>MT</i>	14	2	4	ad
V3	Panzer VI Sect.	2/1	PzKw VI B <i>HT</i>	16	1	3	ad
V4	Armoured Car Sect.	2/1	PSW 234/2 <i>AC</i>	7	1	1	ad
V5	Flamm Halftrack Sect.	2/1	SPW 251/16 <i>ht</i>	7	1	1	d
V6	SPA Sect.	2/1	sIG 38(t)M <i>SPA</i>	7	1	2	d
V7	SPAA Sect.	2/1	FlaKPz IV/20 <i>SPAA</i>	8	0	0	d
V8	Staff Car Sect.	2/1	Kfz 1 <i>tr</i>	1	1	1	d
V9	Amphibious Car Sect.	2/1	Kfz 1/20 <i>tr</i>	1	1	1	d
V10	Halftrack Flak Sect. I	2/1	SdKfz 10/4 <i>AAht</i>	2	1	1	d
V11	Halftrack Flak Sect. II	2/1	SdKfz 6/2 <i>AAht</i>	4	1	1	d
V12	Halftrack Flak Sect. III	2/1	SdKfz 7/1 <i>AAht</i>	6	1	1	d
V13	Halftrack Flak Sect. IV	2/1	SPW 251/16 <i>AAht</i>	6	1	1	d†
V14	Flak Truck Sect.	2/1	2cm FLAK LKW <i>AAttr</i>	2	1	1	d
G1	INF Gun Sect.	2/1	7.5cm leIG 18 INF & SdKfz 2 <i>htMC</i>	6	1	1	cdR
G2	Panzerjager Sect.	2/1	7.5cm PaK40 AT & SdKfz 11	8	0	0	cdR
G3	Artillery Sect.	2/1	10.5cm leFH 18 ART & SdKfz 7 <i>ht</i>	8	1	1	cdR
G4	AA Sect.	2/1	2cm FlaK 38 AA & Opel Blitz <i>tr</i>	6	1	3	cdR
G5	Heavy Mortar Sect.	2/1	120mm MTR & SdKfz 11 <i>ht</i>	5	1	1	cdR
HW1	SS Hvy. Wpns. Pltn.		2xHMG & 2x MMG	12	1	1	cd
HW2	SS Pz Grdr HW Sect.		One each: SPW 251/2 <i>ht</i> SPW 251/9 <i>ht</i> & SPW 251/sMG <i>ht</i>	11	1	1	hd
O1	Btn. Mortar		120+mm OBA (HE, S)	7	1	3u	mpRs
O2	Heavy Artillery		120+mm OBA (HE, S)	9	2	3u	pRs
M1	Fortifications		15 FPP	1	6	24	a
M2	Sniper		+1 SAN	2	3	6	

RG ID	U.S. Forces	Units/Equipment	CPP	TF. Max	Harr	Jordan	504	117	McG	Note
F1	Air Support	1-3 FB 44	2	1	3	0	0	3	0	f
I1	Infantry Pltn.	3x Squad; 1x HS	7	4	12	0	0	0	0	lqr
I2	Paratrooper Pltn.	3x 7-4-7 ; 1x 3-3-7	8	5	0	0	12	0	0	lr
I3	Combat Engineer Pltn.	3x 7-4-7	12	1	1	0	0	0	0	elr
I4	HMG Pltn.	3x .30 cal HMG; 1x .50 cal HMG	12	1	3	0	0	1	0	cr
I5	Medium Mortar Sect.	2x 81mm MTR	6	1	2	0	2*	2	0	cr
I6	Mech. Inf Pltn.	3x Squad; 1x HS ; 3x M3 <i>ht</i> ; 1x M3A1 <i>ht</i> ; 1x M3 (MMG) <i>ht</i>	24	1	0	2	0	0	1	lqr
I7	Mech Inf. Mortar Squad.	3x M4A1 MC <i>ht</i>	12	1	0	1	0	0	1	hr
I8	Mech Inf. MG Squad	3x M3 (HMG) <i>ht</i>	22	1	0	1	0	0	0	qr
V1	Light Tank Sect. I	5x M5A1 <i>LT</i>	12	2	0	1	0	0	0	ar
V2	Light Tank Sect. II	2x M24 <i>LT</i>	7	1	1	0	0	0	0	r
V3	Medium Tank Pltn. I	5 x <i>MT</i>	16	2	0	2	0	0	3	art
V4	Medium Tank Pltn. II	5 x <i>MT</i>	18	2	2	0	0	0	0	art
V5	Assault Gun Pltn.	3x M4(105) <i>MT</i>	11	1	0	1	0	0	1	t
V6	Tank Destroyer Pltn. I	2x M10 <i>TD</i>	7	2	1	1	0	0	0	ar
V7	Tank Destroyer Pltn. II	1x M36 GMC <i>TD</i>	5	2	1	0	2	0	0	r
V8	Jeep Sect.	2x 1/4 ton Jeep <i>tr</i>	2	2	2	3	2	1	1	r
V9	Truck Sect. I	2x 1 1/2 ton truck <i>tr</i>	1	2	3	0	0	3	0	r
V10	Truck Sect. II	2x 2 1/2 ton truck <i>tr</i>	2	2	3	0	0	3	0	r
V11	Truck Sect. III	2x 7 1/2 ton truck <i>tr</i>	1	1	1	0	0	1	0	r
G1	AT Pltn. I	3x M1 57mm ATG & Jeep <i>tr</i>	10	1	1	0	1*	0	0	cr
G2	AT Pltn. II	3x M1 57mm ATG & M3 <i>ht</i>	13	1	0	1	0	0	0	cr

G3	AT Sect.	2x M5 3 in ATG & M3 <i>ht</i>	11	1	2	0	0	0	0	cr
G4	ART Sect.	2x M2A1 105mm ART & 2 1/2 ton truck <i>tr</i>	8	1	2	0	0	0	0	cr
G5	AA Sect.	1x M2 90mm ATG & M4 Tractor ²⁷	7	2	1	1	0	1	0	cr
O1	Btn Mortar	80+mm OBA (HE, WP, S)	7	1v	3	0	2	7	0	mpS
O2	Medium Artillery	100+mm OBA (HE, WP, S)	8	1v	1	1	1	2	3	pS
O3	M12 GMC Artillery	150+mm OBA (HE, WP, S)	4	1	1g	0	0	0	0	gp
B1	Bombardment	b	8	1	2	1	0	4	0	
M1	Fortifications	15 FPP	1	2	12	4	10	12	8	a
M2	Sniper	+1 SAN Increase	2	1	4	0	4	4	0	

8.542 MULTIPLE MAP GROUP SPECIAL RULES:

The use of Multiple Map Groups simultaneously is what give CGV the flavour of a massed battle. In doing so, it adds dramatically to the complexity of the Campaign play. All the maps must play at the same rate, with each Movement Phase occurring simultaneously on each Map Group. This is so that units can transit from one Map Group to another without travelling in time as well. In the case where the U.S. Players are moving first on at least one Map Group, and the Germans moving first on another Map Group, play the First U.S. turn first, then start all the German First turns simultaneously.

8.5421 ELR & SAN

ELR and SAN and maintained independently on each Map Group. Each side makes rolls during 8.6122 SAN Adjustment step and the ELR of all units in each HQ Group is determined as per SSR CG4. Task Force Harrison and Task Force Jordan share the same ELR and SAN. Task Force McGeorge and the 117th Infantry Regt. share the same ELR and SAN. All Kampfgruppe Peiper units have an ELR as per SSR KGP11.

8.5422 GERMAN AMMUNITION SHORTAGE

The German Ammunition Shortage DR (8.618) is made only by the Peiper HQ Player, but the +1 DRM applies for every scenario completed on any Map Group. EX: On the 20N RePh, there will be a +3 DRM for the three 20PM scenarios completed on the St, Ch & Lg Map Groups.

8.5423 WEATHER

Use the Historical Weather Chart. In addition, the Weather DR and the SSR KGP3 Mist Change DR is made only once for all 3 Map Groups. Any Rain, Mist or NVR change effects all 3 Map Groups. Any Building Collapse, Civilian Interrogation must make a dr to determine which Map Group on which it occurs prior to normal resolution.

1-2	St. Map Group
3-4	Ch. Map Group
5-6	Lg. Map Group

8.5424 MAP GROUP TRANSIT MOVEMENT

The following hexes are considered to be linked, and may be transited by normal movement as calculated by on-map movement costs. To use such Map Group Transit Movement, the side must control both the Entry and Exit hexes. If the side loses control of either the Entry or the Exit point whilst units are in transit, then the units are removed from transit and are placed in the Exited portion of the Entry-Area Holding Box nearest to their hex of Exit. Vehicles may not stop in transit, nor may PRC unload / Bail Out.

StA52 -- ChTT5 20 hexes of Paved Road
StE57 -- LgF0 15 hexes of Paved Road
StJ56 -- LgH0 12 hexes of Paved Road
StQ57 -- LgS1 12 hexes of Paved Road
StW57 -- LgDD0 20 hexes of Unpaved Road
StO57 -- LgO1 10 hexes of Path

Units pay normal movement costs as if they were moving through this terrain. Level changes have been extrapolated into the movement costs. Units that do not complete a full transit between Map Groups in a single MPh should be noted as "In Transit", along with the how many MF/MP have been used and how many hexes have been transited.

Transiting units that enter a Map Group that is Idle may continue movement, but cannot effect Idle units, nor change the Setup areas of Idle scenarios. Units moving into other Map groups are still considered to be under the control of their Original HQ for all purposes, including ELR, but not SAN or Map Group specific functions. Control of units may be passed from one HQ to another during the 8.607 step of the RePh.

8.5425 MAP GROUP HOLDING BOXES

All Map Group Holding Boxes are in play. In addition, SSR CG21 is modified so in the following regard; Personnel/equipment that exits the map via an Eligible Entry Area during play may re-enter during that scenario. German units that exit the Map Groups via the eligible Entry Areas relating to the Stoumont, La Venne Crossroads, Chateau de Froidcour and Viaduct Entry Areas, or at StA37 are not considered Eliminated. At the end of each Player's CCPh, units in the Exited Portion of any Entry-Area Holding Box may be moved to the Reinforcement portion of the same Entry-Area Holding Box and may re-enter the map during the player's next turn.

Units may also Shift from Map Group to Map Group using the Entry-Area Holding Boxes. Units from either the Exited or Reinforcement portion of the following Entry-Area Holding Boxes may be Shifted to the Reinforcement Section of the linked Entry-Area Holding Box of another Map Group. Each such shift uses the 8.613 SHIFT rules except that it is conducted at the end of the players CCPh.

St. Map Group <=> Lg. Map Group <=> Ch. Map Group

La Gleize --- --Stoumont

La Gleize --- --Chateaux de Froidcour- --La Venne Crossroads

8.5426 THE VIADUCT Infantry (only) may exit the St. Map Group at StA37 and are then placed in the Exited portion of the Viaduct Entry-Area Holding Box. Infantry (only) from the Reinforcement portion of the Viaduct Entry-Area Holding Box may setup offboard adjacent to

StA37 (only) in the German RPh, and may then enter the St. Map Group as reinforcements normally. All infantry exiting or entering the Stoumont Map Group via StA37 must make a Viaduct DR. On a DR>12 the unit suffers Casualty Reduction. There is a +1 DRM for each PP an MMC carrying over it's IPC. There is a further +1 DRM for a Night Scenario.

AFTERMATH

At Stoumont, the American attack had some initial success, with the St. Edouard Santitorium being captured after dusk and a bitter fight. The Germans counterattacked around midnight and quickly retook the building. Simultaneously, paratroopers from the 504th were advancing on Cheneux, where a grim firefight continued all night. Task Force McGeorge and Coy. K 3/117th Infantry advanced along the road from Borgoumont, catching the Germans off guard at Hassoumont. Here, as at Stoumont, the fighting lasted through the night before the Americans were forced to withdraw behind the Nabonru stream. Also at about noon, the 3/119th Infantry advanced from Roanne towards Marechal's mill, but were firmly rebuffed by the German defenders.

Dawn of the 21st brought fresh American assaults. Task Force McGeorge again attempted to gain Hassoumont, unsuccessfully, before undertaking a wide flanking manoeuvre to the South-East to attack along the N.33. Fighting continued around Marechal's mill, whilst American artillery pounded the La Gleize area. Company G, 3/504th Parachute Infantry arrived to bolster the assault into Cheneux, with furious house-to-house combat forcing the Germans back. 2 other companies from the 3/504th Parachute Infantry advanced from the south of Cheneux, pushing through the Monceau hamlet and towards the Cheneux bridge. By late afternoon the German position was desperate, and that evening the Germans retreated across the railroad viaduct, abandoning their heavy equipment.

In the afternoon of the 21st, the 1/119th Infantry again tried to capture the St. Edouard Sanitorium, to no avail. Also that afternoon, Task Force Jordan and the 3/119th Infantry used forest tracks to move through the woods north of Stoumont. Reaching the edge of the trees, German tanks prevented further progress. Peiper's greatest danger at Stoumont that day came from the fresh 2/119th Infantry, moving cross country through the Bois de Bassenge to cut the N.33 near the St. Anne Chapel, only 800 yards from Peiper's HQ. The Germans soon pushed back the American roadblock, but this new threat coupled with the fierce American artillery fire pouring into Stoumont prompted Peiper to order a withdrawal to La Gleize. This was accomplished without incident after dark. However, Kampfgruppe Peiper was now surrounded, low on supplies and in a defensive posture, nothing like the threatening armoured spearhead of two days before.

OPERATION HUBERTUS

Part IV THIRD DAY: 14TH November

Germans: Paul Seage

Russians: David Longworth

German Report

Into Day 4 with a miserable 14 CPPs I elected to purchase another Sturm Company in a desperate attempt to get some decent leadership and a company of PzIII's to aid in my assault from the north and take advantage of the slightly more open terrain at that end of the board. This left me with 1 point which I invested in another sniper which brought my SAN up to 6. In an ideal world I would have preferred some more PzIII's and spent the 2 points on another Stuka but alas no more H's were available. The alternate 75mm StuGs I just don't like as they lack those wonderful MG's (but I guess do have some Smoke to make for it). The depletion rolls left the Sturm Coy intact but unfortunately resulted in only 2 PzIII's making an appearance. Once again the leadership rolls were par for the course with the Sturms rolling boxcars and giving me a miserable 8-1 and 8-0 and of course the PzIII had no armour leader. I hate to moan (...no I don't really!) but in this entire campaign I've rolled up only 1 -2 leader which is just bloody hopeless in the land of +3 and +4 TEMs. The one piece of fortune I did have was that the fog was at Level -1 and lower which meant it would have no effect on the game whatsoever.

After seeing David's setup it was pretty obvious I was in for a tough challenge again as he still appeared to have plenty of troops and outnumbered me all along the front except perhaps in the North where my reinforcements would enter. My strategy was fairly simple and once again concentrated on sweeping down from the North to take full possession of the Chemists Shop and then hopefully the Commissar's House. To be any chance in the campaign at all I had to achieve this and inflict plenty of casualties as well. In the South I would concentrate solely on the X28 building which had thwarted me the

whole campaign. The rest of the front would be held loosely and hopefully fairly peacefully. I suspected the majority of the defenders in the factories which he had stolen from me in the last scenario were merely dummies so a cautious advance was warranted here.

The game started poorly for me with both Flamethrowers giving up the ghost without doing anything and my attacks everywhere but in the North running out of puff. Good progress was made to capture the Chemists Shop and move the reinforcements up into position but then it all went wrong just as I was about to launch an encirclement attack with my Panzers to trap his northern defenders. Here are the enemy die rolls;

2 - 70mm Artillery Critical Hit on PzIII: dead

3 To Hit 3 To Kill - Attack by ATR on PzIII seen for 1 MF at 6 hexes Pz III dead

4 TK : Hit on Hulldown StuG 150 by 76L Art 1st shot : StuG dead

3 on 8 normal on my kill stack of 9-2 3 MGs and 3 ? Sqds. Follow up attack with rate 6 normal "Snakes" : Nothing left!

In a matter of 1 ? turns all the muscle on my side had been wiped out!! Needless to say my SAN was about twice what it needed to be to actually achieve anything. Anyway, I potted on until Turn 4 when I put the white flag up and surrendered with only 1 miserable -1 officer left (David will give the full body count!). Just for the record on this campaign day David rolled 6 snakeeyes and I rolled 1! My Sniper activated only twice and did no more than lower his number to 3!

Well in summary what can I say. Was I diced ? Absolutely. In such a big game I've never seen anything like it! Was I outplayed? Yes. David's play was flawless and his defences well structured to cause maximum damage with minimal losses. His use of skulking was first rate, as it has to be to be any chance with the Russians, but also his skilful preservation of his heavy weapons from scenario to scenario meant the enemy was always getting stronger not weakening.

What went wrong for me? Lots of things I guess. One of the problems that plagued me for the whole campaign was quality leadership. I didn't have any. The German desperately needs a few 9-2's or better to allow some useful fire attacks on the Russian. Without negative mods the firegroups need to bigger to get any effect and thus you've got less of them. By way of example in order to get the equivalent of a 6+1 (a half decent attack) you need a 9-2 and HMG. To get the equivalent without the officer you need 2 HMG's to give you a 12 + 3 (even without taking into account cowering). This means you have only ? the number of attacks and pressure points on the Soviet defence which is simply intolerable. Another key factor was Day 1 of the campaign where I simply took too many losses in trying to gain ground. The German must think of a 5 day plan and preserve his troops as much as the Russian. The fact that in the last two days the Russian can get only 1 Coy each day is critical and means the German can be a little less bold than I was and still have a credible force in the end game. My use of tanks was also sub optimal, I actually think I wasn't bold enough with them. The German has got to accept that they will die and use them to neutralise positions with VBM freeze on mass. I split my vehicles up and tended to use them as mobile Artillery but they were very ineffectual in that role. Perhaps with a good armour leader they may be able to hit something but a skilful Russian will simply shuffle and skulk to minimise their impact.

In terms of Strategy my choice of concentrating in the South at the start of the campaign may have been in error (though it was probably the fanatical pursuit of this goal and the commensurate losses that caused the difficulties). A competent Russian expects the attack to concentrate in the North and it may be best not to let the Russian down. The German must take the Chemists Shop as early as possible as it is the linchpin to the northern Russian defence and opens up the inner sanctum where the game will be won or lost. The problem with the South is that simply once it is captured the Russian has a easy fall back to behind the long gully which is an even tougher defensive position which requires even less troops to hold strongly!

As far as purchases go I felt the Stuka's were excellent value and the Sturm companies almost compulsory. I wasn't that happy with the heavy 150mm StuGs and the CPPs spent on snipers were just a waste in this game. My artillery performed poorly and I really feel it is poor value as well. The Russian is just not as bunched as the German and the number of targets can be annoyingly low. To ensure a devastating effect you really need the 150mm but it is just so expensive!

If I was to play this one again as the Germans I'd definitely consider the HW Coy on Day 1 as those MGs would come in real useful (particularly if you roll up a couple of good leaders with your Infantry platoons) and contribute to the whole campaign. The mortars would also be valuable for putting some pressure on the inevitable HIP Russian artillery spotter (8+3's, ROF 3 is pretty deadly) as well as some much needed smoke. In the game I didn't have too many opportunities to use smoke effectively but both times I needed it (1 from a 150 StuG and the other from a 150 INF) I didn't have any! s9! In terms of tanks I think the PzIIIs are still as good as any but even the halftracks could be useful at breaching the Russian line and depositing some 8-3-8's behind the lines! I often find it hard to save points in this short campaign but it may be

justified to get that extra Sturm or Rifle Coy or 150 OBA in a later campaign date.

As for the Campaign Game itself I think it is great! May be a fraction pro-Russian with competent play but I'd take the Germans anyway. The 5 dates will be very exciting and though it does lack the ebb and flow of the longer campaign for those of us with a life outside ASL (unfortunate souls aren't we!) it is a great alternative. Incidentally this game took place over about 16 months, but it was a great experience regardless. (David is actually a pretty decent cook as well!) Red Barricades, the greatest campaign of all.

Russian Report

Pre-setup comments

The day dawns bright and...foggy.

Unfortunately, the fog rolls are done after all setup is complete. This means that purchasing and setup need to be carried out without knowledge of what the fog will do. A minor handicap as it means I need to account for the fact that he may be able to use the fog to slide through the defences if it is heavy enough.

My purchases are simple. A Rifle Coy, set up. Two 70 mm OBA modules to provide interdicting fire as he moves forward (I have used up all the 80 mm). A SAN increase. A Recon roll (I made a mistake here as in RB the concealment is replaced after inspection, unlike normally where it stays off. My fault.) And three fortification points for beefing up the defences. I thought briefly about the SW section, but too much chance of it being depleted. In the event, the riflemen are depleted and both modules are scarce.

The task is simple now. Paul will almost certainly buy a Sturm unit and tanks and come from the north with his main thrust with a secondary attack from somewhere else, probably through the middle of the ruck. In response, in the north I fall back a couple of

hexes, giving up the Chemists Shop, and using a substantial number of troops. Several hidden squads including one on the roof of X10 provide a surprise element. In the large factory I set up a few squads to fight to the death. Again significant forces are placed in core terrain in the middle. I set up only about 6 squads in the south as a delaying force in case he tries to cross the gully in force. The observers are set up in the two large upper level buildings to bring fire in any direction but particularly the north.

Post-setup comments

The fog is at river level only so no effect whatsoever. He has put very little in the south and most of his men in the centre as expected. No surprises so far. Men and tanks set up to enter in the north in the first RPh - well blow me down. At least the two SiGs in the centre are set up in LOS of the 76L in X28 - you gotta love that!!

Turn 1

The Germans push forward in the north with the reinforcements. In the centre he lays in some ineffectual fire, with no activity in the factories or the south. My defensive fire is at a minimum as his SAN is 6, so I really want to limit his activation opportunities. Let him come to me! The only event of note in DFPh is a SR in Y7.

The Russian turn brings a little bit of joy as the OBA breaks two squads and then kills a Panzer III with an OBA CH! I withdraw slowly in the factories and not much activity elsewhere.

Turn 2

More German prep fire but again not much effect, except that his 'kill stack' in U33 (9-2, three crews, an HMG and two MMG) fires into AA25 and kills the observer. In movement, his stack of an 8-1 and two 468s with MMG moves into X11: my 447 in X12 fires and breaks the lot, then the 447 on the roof in X10 pops up and encircles them. In the centre, some of his men in U29 are broken and driven back.

The Russian turn sees the action intensify a bit. In prep fire the 76L kills one of the assault guns, the Germans in II37 are shattered by HMG fire from DD35. In the factories I carry out a bit of 'skulking'. Defensive fire (German) sees the other observer in BB18 broken, greened and forced to flee: both OBA modules are now out of action. In the APh, my 628 in V29 jumps the fence into U29 and takes on an 8-1 and 548 with the bayonet: the destruction is mutual.

Turn 3

Days of decision; worlds in the balance. This will be the turn when the wave of the attacks breaks. German Prep Fire is relatively ineffectual, as I am careful not to give him any decent shots. In movement, the Pz III in Y11 turns to do an end around down the riverbank. An ATR fires on 1 MP in the rear, 3 to hit, 3 to kill - dead. German troops burst into V13 and X13 only to be broken by steady fire. A 7-0 and DC rush the O18 building in the centre only to be killed by HMG fire from O18. As the crowning glory, the 'kill stack' dashes forward through the rubble into V31, forgetting about the HMG in EE35 with a LOS over the rubble. Two quality rolls - 3 then 2 - annihilate the stack. The second SiG is then shocked by the 76L.

In the Russian turn, a quality turn as most of the broken troops rally. In the north, I stage a one hex Retreat to avoid fire. In the factories the defenders hold steady. In the centre, the 76L, having disposed of the assault guns, kills a 548 with a critical hit. In the south, I move out to force the gully and drive his remnants back.

Turn 4

A largely uneventful turn as the depleted Germans have little force to muster. The SiG revives and the 6+1 fails to find his phone. He advances cautiously in the north and the factories, drawing little defensive fire as I opt to remain concealed rather than draw possible sniper attacks. I lose a 527 in close combat in U15.

In the Russian turn, things only get better as the 6+1 picks up the phone, dials in to his ISP, starts up his browser, and downloads a spotting round onto BB11. In the north, prep fire shatters two 548s and an MMG. In the factory, a 548 is broken and encircled after having advanced between two concealed stacks. (He obviously didn't think they were real). Remaining guys retreat slightly to avoid defensive fire. In the centre I am able to push forward slowly as resistance has almost evaporated. In defensive fires, the SiG scores a hit and kills a 9-1, 458 and HMG. Quel horreur! In the north, a hail of (weak) fire fails to shut down the observer who is now ready to convert in place next turn.

Post game comments

Final CVP total for the scenario was 55 to 18, showing the disparity now extant between the two forces. Overall a fairly straightforward win. I had a bit of luck in spots, but so did Paul, the main difference being that mine came in patches on the first and fourth days.

I think one key point was the heavy German losses on the first day. After that, with continual manpower inferiority, it was always going to be hard for the Germans to attack. As they need local superiority, this means weakening the other sectors to the extent that the Russians can generally counterattack somewhere. This was the pattern of play virtually every day.

I feel my play was of a high order. *{Modesty is not Dave's strong suit. Ed}* Key points were; force preservation, in particular not exposing heavy weapons and quality leaders to isolation and destruction; placement of fortifications in the rear to avoid early overrunning and build up a fortified nut; a total concentration on defending the core without worrying too much about the periphery; and incredible luck with the OBA. I can honestly say I have never seen Russian OBA perform like this before.

Paul's play was somewhat suspect. Poor strategic decisions (an overemphasis on the south) combined with the body count and lack

of leadership and support weapons led him into a hole from which he could not escape. I feel the purchasing was one area where I won decisively. Paul bought too many elite companies (expensive and no HMGs) and no AFVs early. He should definitely have bought Stukas on the first day (compulsory if the weather is clear) and forget the guns.

Scenario Analysis

Is Hubertus balanced? From this playing, I would say that with experienced players the Russian has a slight edge. With lesser players

it is probably even. The German really has to rely on firepower to chew the Russians up. This means OBA, aircraft and tanks; with the infantry playing more of a pinning role. The 548s and 838s are tough, but if you try to crash through with them they can (and will) die in frightening numbers. A stealthy 527 in a factory is half the price and just as good - the Germans have five days and they have to use them all. Since the German has no numerical advantage at the start he has to create it on the first day. That is the challenge.

RUBARTH AT WADELINECOURT

It has struck me in recent times, that there is a real dearth of River Crossing scenarios in ASL. The Dinant Bridgehead is the only one I can immediately recall. There are in fact more Amphibious Assault scenarios than River Crossing scenarios. So when I came across a recount of the heroism of Feldwebel Rubarth in "The Breaking point: Sedan & the fall of France" by Robert Allan Doughty. (Archon, 1990. ISBN 0208022813), I was immediately interested in making an ASL scenario of the battle.

The Book itself is quite a good read, and a very interesting look at the role the German infantry played in the breakthrough in the Ardennes that allowed the spectacular Panzer breakthrough that wrought the Fall of France in May 1940. German morale was high, but they expected a tough fight. The French artillery was particularly strong in this sector, and General Guderian was fortunate that the late arrival of orders to the Luftwaffe could not be implemented, so that the Luftwaffe carried out a series of harassment attacks on the French artillery as Guderian had planned. The decisive role of the Luftwaffe in interdicting

the French artillery was critical in this river crossing.

Also of interest is the poor planning of the French command, apparently seizing every advantage and turning it against themselves. The French unit depicted had only recently occupied this sector of the line, having just returned from a few days of well overdue training. The rotation of units to new sectors of the line seemed to have deliberately rejected the "home ground" advantage, since the units were not very familiar with the terrain. In this scenario, this is reflected by the Green quality of the French troops. Most of the French Fortress Infantry troops were older Reservists, many of which had never fired a machine gun. The French crews reflect the specialist MG crews

In the sole playtest of this scenario, the Hero Leader (Rubarth) led his men as he did historically. First across the river, he charged forwards and into the French positions, destroying 1 bunker and capturing another, Rubarth and his Pioneers cleared the crossing point. His exit offboard was enough to ensure victory.