

Tips From The Trenches

ASL Annual '96, page 14.

If you need to get that 5PP SW up to the front fast, use two MMC. One MMC Double Times with the weapon and then transfers it to the other MMC (who can move just as far without Double Time, not being loaded down) at the start of the APh. With a leader, this stack can expend 6 MF each MPh, Advance into a building or woods, and fire in the DFPh without suffering CX penalties. This might be a good time to deploy, as HS have the same IPC as a squad.

ASL Annual '96, page 52.

Try not to invoke No Quarter at the beginning of the game: not only is Mopping Up now NA and the enemy no longer surrenders via the Rout Phase method, but that final "12" HOB DR now sends the enemy Berserk instead of Disrupting them. Don't, however, take Prisoners right before that last crucial CC to capture the Victory building.

ASL Annual '96, page 61.

An original 12 *To Kill* DR is a dud "regardless of ammunition or Target Type." But don't get fooled into thinking that your Original 12 IFT DR on the 30 FP column following a hit with 150mm HE is NE, it is still a 1MC! Only a PF Original 12 DR on the IFT results in a "dud".

ASL Annual '97, page 8.

Although horses cannot enter buildings, Infantry leading horses can. Just keep the Horse counter in Bypass!

For that matter, Cavalry can dismount while in Bypass of a building. The dismounting Infantry will be in Bypass until the end of the MPh, at which time occupy the building — just as if they unloaded from a halftrack.

ASL Annual '97, page 10.

Although Cavalry cannot use Bypass movement or enter woods while Galloping, it can move that way in a MPh in which it Gallops. Just declare Gallop *after* using Bypass/entering-woods. You only get 4 extra MF (to 16) instead of 8 (to 20), but that may be a small price to pay.

You can even declare a Gallop in order to dismount after having used the normal 12 MF; at 1/4 of your new allotment of 16, the 4 extra are just what you need!

ASL Annual '97, page 24.

Did your Bazooka (or Panzerschreck) toting MMC go Berserk and rush into that building Location with the enemy? When the Advancing Fire Phase rolls around, don't forget to shoot your LATW at your new friends. Since you are not in Melee yet, it won't affect you if it hits. Sure, you'll have to eat the backblast, but so will they. After all, who has 10 Morale, you or them?

ASL Annual '97, page 42.

Do you have a Hero *and* an ATR? Give the ATR to the Hero and get the extra -1 IFT DRM out to twelve hexes!

ASL Annual '97, page 51.

Do your 8 morale Riders not have enough MP/MF left to unload next to that prime piece of real estate? Just swing your TCA (free with any other MP expenditure), causing them to Bail Out. Assuming they pass their NMC, they will be in position to harass the enemy with Advancing Fire, Interdict his rout, and then Advance into the Victory hex. (Offer not available for turret-less AFVs.)

Note: see Tip from ASL Journal 1, page 10 below.

ASL Journal 1, page 10.

Don't try what we suggested in a Tip in the *ASL Annual '97* and have your ex-Riders use Advancing fire after Bailing Out. Further fire that Player Turn is plain out per D6.24.

ASL Journal 1, page 39.

Worried about the enemy having a sneaky LOS to your moving concealed unit? Drop concealment even though you are not sure the enemy has LOS. By dropping concealment you are forcing the defender to declare an attack before he is sure of the LOS. If you are concealed and not using Assault Movement the defender can take free LOS checks.

ASL Journal 1, page 46.

Is his Infantry guarding the road your AFV needs to travel, threatening to Street Fight if you go past? Maybe you can squeeze by in bypass of the building on the other side of the road from him. You have to be ADJACENT for him to Street Fight you. Just make sure there is enough room to bypass and watch out for side or rear shots vs your bypass CA.

ASL Journal 1, page 50.

Do you need to get into that Ground Level Fortified Location, but can't break the occupants and don't have a DC? If you have a Fully Tracked AFV handy, drive it into the Fortified Location through the hexside you want to advance through. The AFV may Immobilize. It may fall into the cellar. It may die in CC Reaction Fire. But the breach will be there.

ASL Journal 1, page 63.

When playing a night scenario, is your broken loser trapped against an enemy concealed unit, facing near-certain ambush and dismemberment? Put that broken unit to use! Rout *into* the concealed unit during the RtPh. He'll have to lose concealment to force you back, and you won't die for failure to rout during night. If you're not in woods or building, you can save yourself from the possibility of ambush altogether, and greatly increase your chances of holding the enemy in Melee.

ASL Journal 2, page 29.

A hexside forming part of a Wire Location cannot be Bypassed, neither in the hex with the Wire nor in the hex that shares a hexside with the Wire Location (A4.3).

ASL Journal 2, page 30.

Don't let your opponent get too close to his White Phosphorous FFE without taking the required MC. Unlike other WP (ordnance or Infantry Smoke Grenades), which only cause a MC when it is placed, OBA WP causes a MC whenever a vulnerable unit enters (or becomes more vulnerable within) a hex of the Blast Area of a WP FFE:1/FFE:2/FFE:C—just as if it were entering an HE attack (C1.51). Thus, OBA WP can be a double-edge sword when trying to press the attack. At least the Dispersed WP left behind when a WP FFE moves does not cause an attack; nor of course does Drifting WP.

ASL Journal 2, page 68.

Have you ever been faced with an AFV whose main threat to one of your units was that it would enter your unit's Location and prevent them from firing out, thus allowing enemy Infantry to run up unmolested prior to jumping into CC and killing off your unit? Say, for instance, when you have a lone HS with a HMG in good TEM facing a well-armored tank without much FP (maybe a French H-35) and two 4-5-7s with a 9-2 leader? The tank won't hurt you much but the Infantry is sure to eliminate you in CC. When the AFV becomes adjacent to you, consider firing your Small Arms at it. You won't do anything to the AFV (assuming it is not foolishly CE), but you can leave Residual FP that might persuade the enemy Infantry from entering the adjacent hex, thus delaying CC. For that matter, maybe you should use Spraying Fire (A7.34 & A9.35) to leave Residual FP in two adjacent hexes (so the Infantry can't dance around the one hex).

ASL Journal 3, page 13.

Is your position being swarmed and the enemy about to capture your Gun for double CVP? Are you torn between taking one last shot and spiking the Gun? Never fear, you can shoot your Gun normally in the PFPh or DFPh and then destroy it as Intensive Fire. Just be sure during DFPh that there is an adjacent enemy unit allowing you to Final Fire.

ASL Journal 3, page 16.

Are your opponent's armored halftracks loaded with squads and ready to cut off your retreat? Are you afraid to close against all the FP he has mounted as Cavalry? Can't get close enough to close assault the tanks because of all the AFV riders he has protecting them? Remember that only Infantry may Subsequent First Fire, or Final Protective Fire. Not Passengers. Not Riders. Not even Cavalry. Just Infantry. Passengers and Riders will only get on shot. Maybe you can slip past the halftrack Passengers or get close enough to unhorse that Cavalry.

ASL Journal 3, page 22.

Don't let your opponent Intensive Fire at just any of your units during DFPh. He can fire at whatever target he wants in PFPh or as Defensive First Fire in your MPh, but during DFPh a weapon already marked with a First Fire counter is under the restrictions of A8.4 and can only fire at adjacent or same-Location units.

ASL Journal 3, page 79.

Don't hesitate to use Intensive Fire to shoot SMOKE when you really need it. Given that non-mortars lose Multiple ROF possibilities when using the Area Target Type (required for firing SMOKE), think about Intensive Fire when the situation calls for more SMOKE. Often, the additional +2 TH DRM for Intensive Fire (Case F) will be offset by the +2 increase in the modified TH # when firing SMOKE within 12 hexes. This normally means that the DR needed to successfully hit with SMOKE, even with the added TH DRM for Intensive Fire, will be less than or equal to the SMOKE Depletion Number.

ASL Journal 4, page 5.

Remember that regular Ambush and the Street Fighting Ambush DRM for CC are *not* the same. Street Fighting can occur in the CCPh or your opponent's MPh and is not dependent on the dice, while Ambush only occurs in the CCPh and requires a dr. Even when you qualify for Street Fighting in CCPh, you may have to roll for regular Ambush—although you will only get one -1 Ambush DRM in CC. Finally, Ambush allows Withdrawal; Street Fighting does not, although you can usually return to your starting building location (NA if Street Fighting a vehicle in bypass of your Location).

ASL Journal 4, page 12.

You do not have to attack everyone you ambush with Hand-to-Hand Close Combat, but remember that the units you do not attack will still be using the H-t-H table when attacking YOU!

ASL Journal 5, page 6.

HIP Stealthy DEFENDERS in Jungle/Kunai/Bamboo can allow moving units to enter the defender's Location. The DEFENDER can then either drop HIP and use TPBF to end the moving unit's MPh or stay HIP and allow them to finish their MPh either in that Location (requiring an Ambush dr in the CCPh) or by passing through (G.4). If there are two such defending units hidden in the same Location (e.g., a Gurkha 4-5-8 and 8-0), the defender can do both. Pop up the 4-5-8 to blast the moving units with a 12 FP attack (followed by a 6 FP Subsequent First Fire attack), and place a CC marker. Then in the CCPh, the concealed 8-0 emerges in invoke Ambush, with the ATTACKER suffering a +1 drm despite not Advancing in. (A tip of the helmet to Scott Jackson for suggesting this.)

ASL Journal 5, page 11.

Since Inherent crews are not Personnel units, they do not take PTC (A7.305). But while vehicles do not pin, a vulnerable Inherent crew can suffer a Pin result by passing an IFT MC with the highest possible DR (A7.8). Such a Pin result forces a CT AFV crew to BU and inflicts a number of different results on an OT AFV (A7.82).

Note: see Tip from ASL Journal 6, page 16 below.

Out of the Attic #1, page 10.

Have your leader grab that SW from the broken unit in the MPh (no MF expenditure) and transfers it to Good Order Infantry at the start of the APh, giving you the use of the SW while its original owner tries to rally.

Out of the Attic #1, page 44.

It is easy to forget that Dense Jungle has a normal stacking limit of two squad-equivalents (G2.2) while Light Jungle has the regular normal stacking limit of three. Once you have this firmly established in the memory banks, don't forget that stacking in Dense Jungle goes back up to three squad-equivalents in a road/building hex.

Out of the Attic #1, page 47.

Can't afford to take the Backblast in a building with a bunch of other units, and can't afford to pay the +2 TH DRM for stepping out either? Declare Opportunity Fire. Assuming you survive until the AFPh (a good bet if you are in a stone building with Mist swirling around and the only real threat has to spin to hit you), you can have your cake and eat it, too (as well as losing any CX drm).

ASL Journal 6, page 16.

Vulnerable PRC are treated as Personnel for Resolution purposes, and so are subject to PTC like Personnel (A7.305), contrary to what was said in the TIPS FROM THE TRENCHES in page 11 of Journal 5.

ASL Journal 7, page 10.

If your defense depends on placing a Residual FP counter in a particular hex, make sure you have enough initial FP to overcome the column shifts required when your opponent lays down some Smoke between you and your target. Remember the Smoke in the firer's hex or along the LOS reduces the Residual FP by a column for each DRM; Smoke in the target hex does not reduce the Residual FP but does modify its attack.

ASL Journal 7, page 41.

Don't let your opponent Intensive Fire his Gun if it is marked with a Final Fire counter (whether from firing in the MPh or in the DFPh). Both A3.4 and A8.4 are pretty clear that units marked Final Fire cannot fire in the DFPh. This is even cleared with the errata to C5.6 that we are publishing in this issue.

ASL Journal 7, page 44.

A 1 FP attack with +1 DRM inflicts DM on a broken unit and is potentially eligible to inflict encirclement. Both rules (A10.62 and A7.7) require "enough FP (taking the possibility of Cowering into account) to possibly inflict at least a NMC." On such an attack, an

Original 3 DR could inflict a NMC. In contrast, a 2 FP attack with a +3 DRM could qualify only if the attacking unit were exempt from Covering (e.g., Fanatic, Elite British, leader directed, etc.) since an Original 2 DR would Cover.

ASL Journal 8, page 18.

DID YOU KNOW...a Gun can avoid the Case A TH penalty by simply changing its CA in the PFPh without firing, and firing instead in the Advancing Fire Phase? C5.11 requires a Gun to pay the TH penalty only in the same phase it changes CA.

ASL Journal 8, page 61.

A K/ result on the IFT which affects a squad will both Casualty Reduce it and force it to take the associated Morale Check; however, a SMC which suffers a Wound due to a K/ result is *not* subject to that Morale Check in addition to his wounding (A7.302 and the '96 *Annual*).

Out of the Attic #2, page 14.

When playing scenario OA32 **The Riley Shuffle**, remember that the Passenger squad (or two HS, at the owner's option) in the American M3(MMG) ht can Remove one or both of the secondary .30-cal. MGs (as dm MMGs) when it unloads from the ht. The MA MG may also be Removed as a dm .50-cal. MG, but only by the vehicle's *crew* when it Abandons the ht per D6.631.

ASL Journal 9, page 63.

The VC of scenario J138 **Point To Make** require Control of a 2 ½ level Factory (B23.74). Because Rooftops (B23.8) are in play, players may use the available Factory Rooftop Access Points (B23.87) to come and go between ground and Rooftop levels. Despite the height differential, a ground and Rooftop level of a F.R.A.P. are considered to be ADJACENT for movement purposes. Infantry expend 3MF to ascend to a Rooftop (or vice-versa) in a 2 ½ level Factory. But remember that units on the Rooftop are ignored for purposes of building Control (A26.14).

ASL Journal 10, page 40.

Dashing (A4.63) across a road can decrease your vulnerability; so can using Infantry Smoke (A24.1). Why not combine the two and Dash through some Smoke? A unit can use all its available MF (including Double Time and Leader bonus) to Dash, and placing Smoke grenades is the only thing a unit can do in its MPPh before declaring a Dash. Just don't roll a 6 on your Smoke attempt.

ASL Journal 11, page 16.

Wire can't go into buildings (B26.1), but a road between buildings has always been a great place for it, hampering movement for both infantry and vehicles. The Wire also prevents non-vehicular bypass and hampers VBM (B26.44) along the shared hexside of the building hex. But the Wire cannot prevent bypass along hexsides on the opposite side of the building from the Wire, nor can it prevent "bypass" from one rowhouse hex to another (B23.71) through a vertex shared with the Wire hex. And don't try to Double Time when attempting to move beneath Wire (B26.46); we always seem to forget that (until our opponent reminds us).

ASL Journal 11, page 45.

Remember that units with LOS INTO a Depression hex can see further along that Depression (A6.3) just like units IN the Depression can (B19.2) as long as the LOS does not leave the Depression artwork. See the example in A6.3 and contrast that situation (using the B19.2 EX on page B18) to a unit on the bridge in 12E9, which can see INTO F8 but not G8, since the LOS from E9-G8 crosses the ground level depiction in F8.

ASL Journal 11, page 58.

Note that even though a lone Heroic SMC may fire a MG at full FP (A15.23), he cannot lay down a Fire Lane since a MG requires at least two SMC to be fully manned. Nor can he use a MG as Sustained Fire (A9.3).

ASL Journal 11, page 59.

A good way to remove Wire from the road is by using a bulldozer (G15.23). Declare you are dozing, spend 2 MP+COT to enter the Wire Location, and don't Bog (despite the +2 DRM). Presto chango—no Wire. Do it a second time in a new hex if you have the MP. Of course, you'll be a lot safer in an armored bulldozer (G15.12). As an OT AFV that is also BU, its inherent driver is essentially safe from all Small Arms fire, although the bulldozer would be treated as unarmored vs firers with sufficient elevation advantage (D5.311 & D6.61).

ASL Journal 12, page 11.

The Chinese player (whether G.M.D. or Red Chinese) may secretly designate up to 10% of the (non-5-3-7) *squads (only)* in his OB as Dare-Death squads (G18.6), allowing each to go voluntarily Berserk at the start of its MP. In order to do so, such an armed, Good Order Infantry squad must be capable of moving that MP, be ADJACENT to a Good Order Personnel leader that is not marked with a fire/Pin/TI counter, and be within 8 MF of an enemy ground unit to which it and the leader have an LOS and which it can reach that MP. Having voluntarily become Berserk, the squad (and perhaps accompanying SMC) charge like regular Berserk units, but return to normal status at the end of the Player Turn (unless in Melee). The qualifying leader may have already moved in that MP into position to launch the squad's charge and could even be a Passenger or Rider. Even if the Dare-Death Squad never goes Berserk, however, it can enter into and resolve Hand-to-Hand CC as if Japanese and additionally receives an extra -1 DRM in regular CC (vs Personnel) if armed and unpinned.

ASL Journal 12, page 26.

Purchasing Reinforcement Groups as Reserves is a valuable tool in many Campaign Games, and those reserves set up using the principles of Cloaking (E1.4). Ordinarily, only Infantry can be Cloaked, but in **FESTUNG BUDAPEST**, the German IG4 Reinforcement Group is an Infantry RG despite including some armored halftracks. Thus, the halftracks will also set up Cloaked and lose that status per FB17.6194b.

ASL Journal 13, page 3.

The article *The Science of the Banzai* on page 8 of **Journal 9** forgot that a unit may not enter a Location ADJACENT to one it had left in a prior Impulse (A25.2322). Therefore, in the fourth Impulse Squad A could not enter hex Q3 despite it being a Side Location containing an enemy unit but had to proceed to hex R3.

ASL Journal 13, page 13.

Here's a typical situation: enemy Infantry is securely ensconced in a stone building, and your CE tank comes rolling up to knock them out. Those pesky LATW keep you from getting too close, and you are only trying to get an Acquisition in AFPh when you declare your Infantry Target Type shot and roll snake eyes. Critical Hit!? No, way too many DRM. With +4 for moving and +3 for TEM, it is not even a hit, only an Improbable Hit (C3.6), requiring a subsequent dr to secure a hit (CH on a 1, regular hit on a 2-3). But what if you had declared an Area Target Type shot? With only the +4 for moving, your snake eyes are not just a hit, but a Critical Hit (C3.7), with full (not halved) FP and reversed TEM. Your Acquisition won't be able to track him when he runs away, but he probably doesn't want to abandon that building anyway.

ASL Journal 13, page 16.

OVR Prevention (C5.64-.641) and Gun Crew FPF Reaction Fire (D7.23) are both used versus a declared OVR and use the Gun's TH DR as a NMC against the crew, but are significantly different otherwise. OVR Prevention is voluntary, takes effect prior to the OVR, requires the CA to face the vehicle's entry, is subject to Cases A and E (C5.5), has the Target Facing determined randomly (D3.2), and can be conducted even if already marked Intensive Fire. FPF Non-CC Reaction Fire (D7.22, of which Gun Crew FPF Reaction Fire is a subset unless using CC Reaction Fire) is mandatory if possible, cannot be used if marked Intensive Fire, requires the CA to match the VCA of the vehicle, is not subject to Cases A or E, sees all hits strike the rear Target Facing, but (if still unbroken) takes place after the OVR. Whew!

ASL Journal 13, page 17.

Failure to roll for Contact/Maintenance is considered a voluntary loss of Contact *only* if the Observer has no LOS to the SR's/FFE's Blast Height (C1.22). As long as you have such a LOS, you may move your Observer in the MP and re-establish Contact in the next DFPh without losing Battery Access.

ASL Journal 13, page 25.

Normally, a vehicle other than a motorcycle must pay 1 MP per vehicle or wreck to enter a Location containing such (D2.14). This penalty is doubled if entering using a road, and doubled again if on a bridge (B6.43). A One-Lane Bridge (B6.431; including for these purposes a Narrow Street [B31.11]) containing a vehicle/wreck presents a major obstacle to vehicular traffic. Very small vehicles (+2 size modifier) may enter, but others ordinarily may not. The lone exception is an AFV Pushing (D10.42) a wreck off the bridge. The AFV's weight must be $\geq 90\%$ of the wreck's weight, and the AFV must spend one-half of its MP plus COT—4 MP plus either 1 MP or $\frac{1}{2}$ MP (if CE)—to enter, and must remain. If the AFV remains Mobile, the wreck is cleared at the end of the MP. If any vehicle is Immobilized on a One-Lane Bridge, no non-very-small vehicle may enter at all. You would first have to turn the Immobilized vehicle into a wreck and then Push it.

ASL Journal 13, page 46.

Even when a unit breaks (or suffers Casualty Reduction) in Final Protective Fire, the attack occurs as normal and Residual FP is unaffected (A8.31). Of course, if a weapon malfunctions (in FPF or under normal circumstances), it leaves no Residual FP (A8.221). We all know that a MG that retains ROF does not leave Residual FP; neither does an ATR nor PF. A unit under Ammunition Shortage that rolls a 12 on a Small Arms attack will not leave Residual FP either.

ASL Journal 14, page 28.

Remember, Guns like the German *8.8cm PaK 43* that are large targets when Limbered cannot set up in a building (B23.423) even if they are normal-sized when Unlimbered because they cannot enter the building during play (A2.9). Don't do what Slot did in the *Journal 12* Crossfire of **Konev Cross!**

ASL Journal 14, page 28.

Snap Shots are NA against units moving between Trenches, and units moving to beneath an Accessible higher-elevation Trench do so as moving from a connecting Trench (clarified by errata to B27.6 published in *Journal 12*). This erratum also clarifies how you Control a Trench for the purposes of B27.6, i.e., by Controlling the Location that the Trench is in.)

ASL Journal 14, page 39.

In the article *Getting Your Feet Wet* on page 14 of *Journal 9*, delete "in which case only units adjacent to the location can see it while as Level 0" from the end of the second bullet of the first column. Refer instead to the G13.23 EX.

ASL Journal 15, page 2.

Remember that per C5.3 and its EX different types of MA apply different DRM when firing in the AFPh (or the MPh) after entering a new hex that Player Turn. Stabilized Guns pay +3; T/ST Guns pay +4; NT Guns pay +5 (as do any Passengers); and MA AAMG pay +2.

ASL Journal 15, page 24.

An Infantry unit subject to OVR while marked with a Final Fire counter *must* use either FPF CC Reaction Fire or FPF Non-CC Reaction Fire (D7.221). If the latter, it may use any LATW or (if unpinned) FT/DC that has not yet fired.

ASL Journal 15, page 25.

Provided it doesn't cower, a squad that uses two SW (including two attempts at PF) in Defensive First Fire can still use its Inherent FP as Subsequent First Fire (A8.3) in the normal way per A7.353. That rule does not restrict Subsequent First Fire to adjacent units, only Final Fire (A8.4) and (obviously) FPF (A8.31).

ASL Journal 15, page 29.

The Street Fighting Ambush -1 DRM in CC applies not just during actual Street Fighting, but also against vehicles in stationary Bypass or using VBM from Infantry in the bypassed obstacle (A11.8). The DRM is NA, however, if the unit is already marked with a Fire counter (D7.211).

A vehicle cannot stop or stay in an enemy AFV's hex unless it can Shock or destroy the enemy with an Original DR of 5 (D2.6), thus preventing crappy vehicles from freezing (A7.212) their betters. But even crappy AFV (although not tankettes) can carry Riders beginning in 1943, and a turreted AFV can always make Riders Bail Out by changing its TCA, leaving the Infantry (whether broken or not) behind to occupy the enemy. Find some use for those expendable units.

WO32 Corps Value and now J257 In Min's Gang Rumble are the first scenarios to use Chapter W Footnote 16 as an SSR. Under this SSR, U.S.M.C. 7-6-8 squads in Korea deploy into three 2-4-8 HS, rather than the usual two 3-4-8s. Along with the standard 7-6-8 capability of deploying without a leader (G17.11), this gives the Marines significantly more flexibility. When using this SSR, remember that a 2-4-8 counts as a third of a squad for PP purposes, that three 2-4-8s are needed to recombine into a 7-6-8, and that 7-6-8s are worth 3 CVP.

ASL Journal 15, page 35.

Always look for a Snap Shot (A8.15) when using Small Arms or MG Defensive First Fire in an urban environment. A 4 FP squad firing at an Assault Moving enemy entering a stone building gets a 4(+3) attack, assuming no other modifiers. However, that same 4 FP squad gets a 2(+0) if there is a Snap Shot available, a much better shot. Always play the odds.