

## Scenario Replay: V1 High Danger

Good evening and welcome to another exciting Scenario Replay. This one is a special treat for me, because it features a Desert scenario. Since I am quite weak with regard to Desert rules, I was very glad to have Matt Romey and Scott Faulk volunteer their services toward bringing you a Scenario Replay from this often-overlooked Theater of Operations. Matt is the author of "The Vernacular Chapter F", one of the finest pieces of ASL writing I've ever seen; watching him tear around the desert should prove instructive to those of us who are mortally afraid of the DTO. Run (don't walk) to the View From the Trenches website to see this article featured in VFTT #10: <<http://www.vftt.co.uk/vftt10.pdf>>. As a bonus, that issue of VFTT features a discussion of the very scenario we're replaying here. The VFTT website also contains a PDF file with the High Danger scenario card: <[http://www.vftt.co.uk/high\\_danger00.pdf](http://www.vftt.co.uk/high_danger00.pdf)>. Note too that this scenario was reprinted in Critical Hit magazine as scenario CH49.

Scott Faulk is one of the founders and driving forces behind Coastal Fortress, a relatively new group which has done marvelous things for the ASL community with their well-stocked website <<http://www.coastalfortress.com>>, including the invaluable translations of the Tactiques scenarios and assorted Campaign Games. Joining us as Neutral Commentator this time out will be Rodney Kinney, the highly-acclaimed developer of VASL and certified Non-Slouch as a player in his own right.

Setting up the scenario: the date is October, 1943. The boards are set up as shown on p. 3. The Germans have a mobile combined-arms group composed of several SPW 251/1 halftracks carrying 4-6-8 infantry and backed up by four PzIIIj's, one PzIVF2, and a Marder. This force enters the West edge of bd 28 and has 6 turns to capture the Hillock Summit hex 27S4. Trying to stop them are a ragtag band of Australian 4-5-8's dug in to various Foxholes and Trenches and supported by a 76mm MTR and two 2-lber AT guns. The Australians also have to suffer a pregame Bombardment, but will be reinforced by three Valentine II's entering the East edge of bd 27 on turn 3. Intense Heat Haze [F11.621] and Light Dust [F11.71] are also in effect to complete the true desert experience.

Please send all comments and questions regarding this Scenario Replay to me: [tqr@mindspring.com](mailto:tqr@mindspring.com). Thanks, and enjoy the show!

### Australian Pre-Game Comments - Scott Faulk

This being my debut in the desert, the first thing I did was not set my hopes too high. I've only been playing a little over a year and here I am tackling Matt "Mr. Vernacular" Romey. DTO (Desert Theater of Operations) has held my interest ever since I heard it was part of the game system. Just like most other wargamers, I'm entranced by the history of wartime North Africa. The swirling sands, the gallantry of the for the most part civil combat and the legends of the Desert Fox and the Desert Rats. On top of that, Chapter F is a brand new part of my rulebook. Now I get to roll three dice instead of two and get to implement cool terms like "Hammada" and "Heat Haze". Plus, I grew up in the Sonora Desert of Southern California. I've actually seen things like Wadis and Scrub. Heck, I've even bogged an ATV (only one letter away from getting a Chapter H listing) in the sands of Glamis. That's a distinct advantage, right?.....

As for this scenario, I accept it as a learning tool. I almost begged Matt to take the Germans after seeing what they had to do. Cross two featureless desert boards (26 & 28) in the face of a large mortar and a pair of two-pounders. Not to mention the fact that crossing two boards also gives time to the Aussie player if there is need for a defensive change of plan. In addition, and not to give those guys Down Under a big head, but playing Anzacs is always cool. They have a certain USMC-like tough mystique about them. Either that or I've seen *Crocodile Dundee* a few too many times. Anyhow, Matt gladly took (what I'm guessing) is a challenge and let me have the entrenched Australians.

After looking up the Chapter H on everything I had in my Order of Battle, and getting to know the specifics on what I had to stop, I decided to go ahead and start with the set-up of the two 2-pounders. The British 2-pounder is a 40L AP-only weapon with no other ammo type and a high (3) ROF. Obviously, I have to utilize these to whack either the Panzers or the halftracks. However, then I notice that the 40L has a TK# of 10. Not even a 50-50 chance to kill a Panzer from its front glacis.

For now, I'm going to give up taking on the Panzers head on. I'm going to go sneaky and HIP the guns instead of putting them in Trenches. If I can get a side shot on one of his tanks then I'll take it, but the infantry carrying halftracks are going to be the main target for these guns. If I can kill a good portion of his infantry before it even gets to the Hillock, then the Aussies in the Trenches will be awful grateful.

When it comes to desert, there is not a whole heck of a lot of concealment terrain. Which, in turn, means there's not a lot of choice when it comes to hiding a gun. Since there are no cactus patches, olive groves or vineyards in this part on the desert, my only choice is Scrub terrain. The first spot was easy, the Scrub hex in 27Z1 provides frontal protection to the Hillock and also locks down the Deir on the right flank of the Hillock. The more terrain I can take away from him the better. Terrain is one of my main advantages at this point, and I have to work at keeping it that way.

The other 2-pounder was a bit of a guessing game. Should I place it behind the Hillock in 27R6 to provide left flank protection as well as endgame firepower? Should I place it in the Deir to the left of the hill to be used against an attack on that flank? I ended up opting to put it in 27G3 in order to not only deny the left flank Deir and provide frontal support, but to make sure that I have a legitimate chance of really pounding a frontal attack on the Hillock with a crossfire if he chooses to take that route.

Boresighting these two weapons in the desert was more of a guessing game. For the most part, in ETO, or even in PTO, boresighting an obvious crossroad or terrain feature is a given. However, in the desert, knocking away terrain TEM with boresighting or attempting to foresee an opponent's plan of attack is a guessing game. So, I'll play the range game with the ATG's. I place the boresighted hex for the right flank gun (27Z1) in 26K6. Not only is it in a hex that is between two terrain bog features (Hammada), but it's at a 8 hex range. The -2 modifier for boresighting will effectively give me a range edge, making the shot similar to one done at 0-6 range with an extra -1. I play the range game with the left flank (27G3) ATG also, carrying its boresight out to 26N4. The range is 13, again, effectively bringing the shot down another range category.

My next task was to place the mortar. The 3-inch mortar has an effective range of 3-63 and has a Smoke Depletion Number of 8 and a White Phosphorus Depletion Number of 7. It was quite

obvious to me that I had to use this in direct support of the Hillock. Its smoke ability can be a life saver if dropped at the right time. Its WP might not be the best thing at such close range to my own troops, but I may end up using it if the regular smoke depletes. Also, with the plethora of Open-Topped vehicles the Germans will bring, at 76mm, it makes for a nice stopgap anti-tank weapon.

With a minimum range of three, I decided to not place the mortar on the Hillock. When the Germans do close on the Hillock, it will be rendered useless. So I will back it off the hill, emplacing it in Scrub in 27J7 and boresighting the summit victory hex (27S4), in order to make life tough for the end game. If I need to retake the summit, I can pound it with six firepower factors and a high rate of fire. If I need to keep the hex, I can place a smoke round on top of my own helmets and make shots tough going in.

Now, the biggest worry I have about the above decisions is found in the only SSR. The pre-game Bombardment against those guns set in the Scrub could get nasty. If they were set up in Trenches I could almost assure their safety. However, in the Scrub, if the Bombardment goes bad, not only do I run the risk of some of the crews starting broken and thus losing the HIP status for the guns, but there is a good chance they can be eliminated. On the other hand, if I play it safe and place my guns in Trenches, I lose the element of surprise and I let him possibly neutralize my guns with smoke and HE before they can be effective. I'll go ahead and gamble that my guns escape the Bombardment for the sake of denying Matt that safe feeling of knowing where everything is.

Next, I will look at fortifications. I get three Trenches and two Foxholes. I know that I'm going to have all my infantry in them so they can survive the impending Bombardment. The infantry is the backbone of my defense; if I lose too many Anzacs before I get any of the Afrika Korps in my sights, it's going to be a short game. I run a band of Trenches from 27T3-S3-R3 and also place an adjacent Trench in the summit of 27S4. That makes it easy for Hillock movement and makes sure I won't take any FFMO/FFNAM from jumping in and out of Foxholes when it comes to adjusting my defense. I then place a Foxhole at the foot of the Hillock in 27R2 and one in 27U1 for a purpose to be described below. Since Matt will be entering his forces from off-board, I will be able to HIP these forts until he gets LOS, making it even more of a guessing game on his part.

Now, the meat and potatoes, or the Vegemite sandwich of my forces, the infantry. I get a 9-1, an 8-0, six 4-5-8's and a 2-4-8 halfsquad. Not bad. Not bad at all. I have a great morale of 8, I don't cower, I have superior leadership compared to my opponent and I have a smoke exponent of 2. I really don't see how I'll use the squad smoke, but it's reassuring to know that if I need it, it's available. On top of that, I'm stealthy. I know, there's no ambush terrain in this scenario, but if there was, I'd have the advantage.

Starting with the leaders, I place Captain 9-1 in the victory hex, the Hillock summit of 27S4. If (what do you mean, IF?) there's any routing on the Hillock, they will go to where the battle will most likely end up. I also place a 4-5-8 with one of the two Bren guns (LMG) with him. A good "six down one" shot base from that hex is a good place to start. I then place my last anti-armor hedgehog in the Foxhole of 27U1. I'm going to place the 2-4-8 clutching an ATR in that lonely Foxhole. To reassure our solitary heroic halfsquad, I give him the Sarge (8-0). My thinking is the placement of the fortification with a stack guards the front edge of the Hillock, but it prevents the halftracks from parking close and unloading next to the Hillock. Also, since the stack is an obvious

threat (it appears as three counters, hinting at a load of firepower or a squad weapon), Matt will be forced to take time to make sure it's neutralized. The placement of the leader with the halfsquad gives the ATR's "crew" some rallying ability, a movement advantage (if it needs to up and run) or if the "crew" bites it, the Sarge can pick up the Boys Rifle and carry on with the mission.

As for the rest of my forces, I place a 4-5-8 with LMG in the foothill Foxhole (27R2). I figure I will see his main push and adjust this position using range and the dust as a cover while his forces approach. The remaining forces get placed in the Trench network with two 4-5-8's in 27T4, one going in 27S3 and another going in 27R3. My dummy counters (hmm....why?) are placed three in 27AA5 and two in 27R6. I can either make a stack look bigger or cover some Scrub hexes with them. I'll opt to keep Matt guessing some more as to what I've used the board 27 Scrub to hide.

I don't get my armor support, consisting of three Valentine II's, until turn 3. However, to play it safe, I'll begin to formulate a plan. Facing 50L's and possibly two 75L guns, I will need to make a run directly to the Hillock to get that hull down status that it will grant. So, in order to make sure that my reinforcements stay healthy, I need to make it a primary objective to not let his armor get too close too fast. The Vals are good tanks with semi-adequate armor and a nice 4FP factor coaxial machine gun, but again, the AP-only 2-pound gun is not going to do much against a forward facing Panzer and it doesn't even scare infantry. One of the best features of the Val is its smoke mortar. The sM8 will be a great tool to use while I'm hull down against the Hillock. With a smoke placement range of three, if I can get the tanks optimally placed next to the Hillock, I can make it awful tough for German direct fire to break my dug-in Anzacs.

Well, I guess I'm ready for the pregame shelling and the onslaught of the "Desert Meister's" forces. Here's to my first foray into Chapter F. Hopefully I'll be able to make a game of it. Bring it on Matt! (Just be gentle....)

### Australian Setup

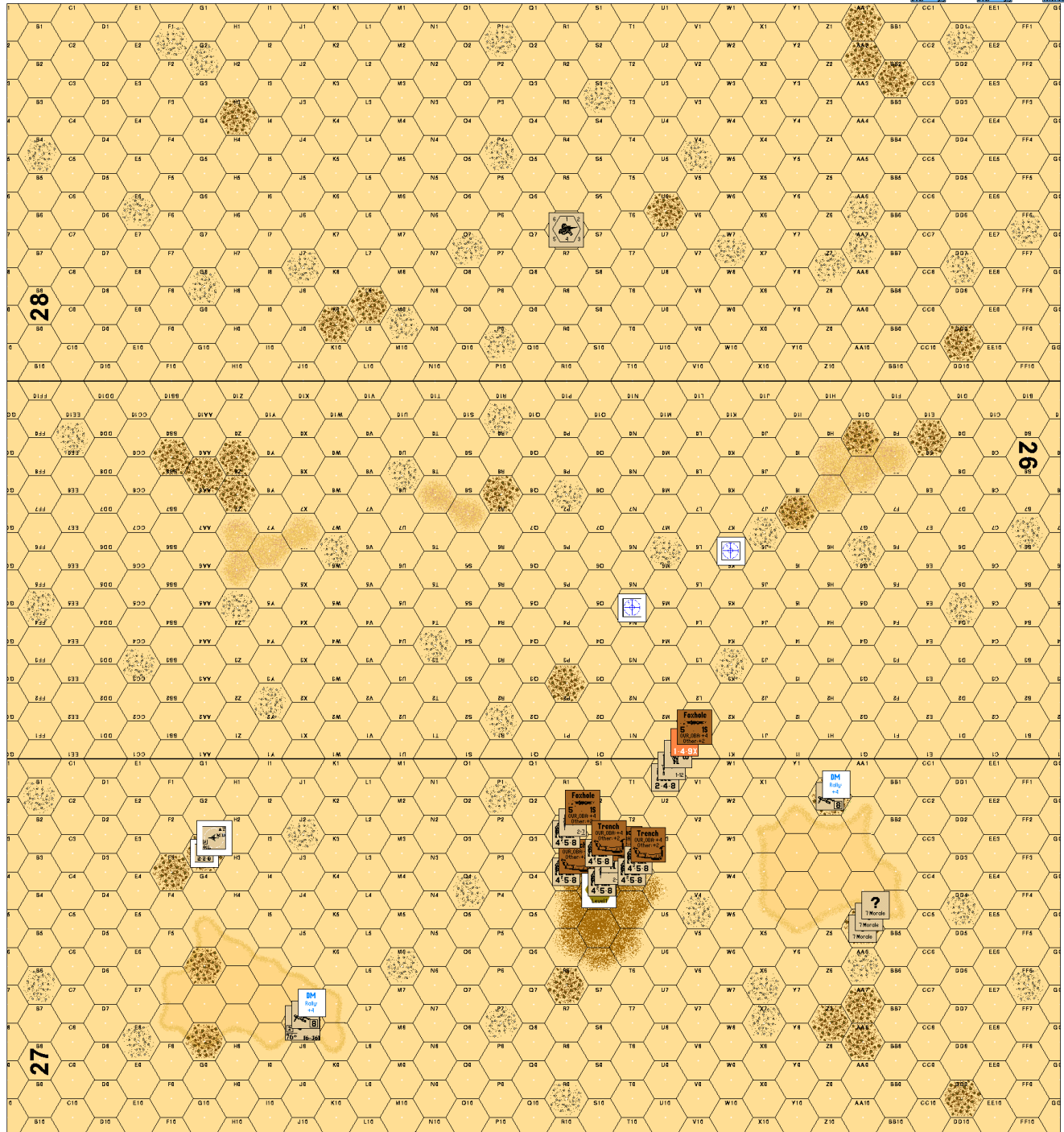
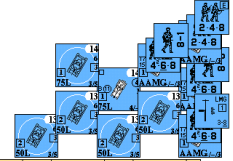
28R6 Sniper  
 27R2: ?, 4-5-8/LMG in HIP 1S Foxhole  
 27J7: HIP 2-2-8/76\* MTR, CA = 1 Boresight 27S4  
 27T3: ?, 4-5-8, 4-5-8 in HIP Trench  
 27S4: ?, 9-1, 4-5-8/LMG in HIP Trench  
 27Z1: HIP 2-2-8/40L ATG, CA = 6 Boresight 26K6  
 27G3: HIP 2-2-8/40L ATG, CA = 2 Boresight 26N4  
 27U1: ?, 8-0, 2-4-8/ATR in HIP 1S Foxhole  
 27AA5: ?, ?, ?  
 27S3: ?, 4-5-8 in HIP Trench  
 27R6: ?, ?  
 27R3: ?, 4-5-8 in HIP Trench

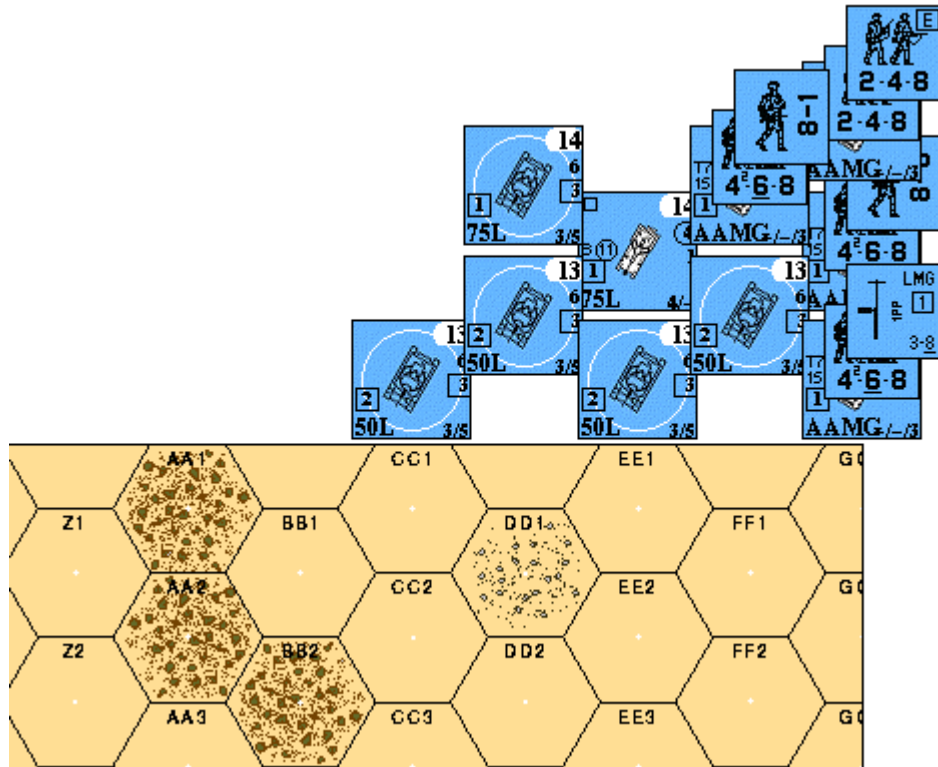
### Board Overview and Pregame Setups

See next page for close-ups of both sides.

Australian units are shown after the pregame Bombardment. The broken Australian MTR crew in 27J7 still possesses the MTR, even though it is shown on top of the MTR for clarity in this illustration. All non-Dummy units are under ? counters which are not shown for clarity. All Fortifications are HIP. All German vehicles are CE and in Motion.

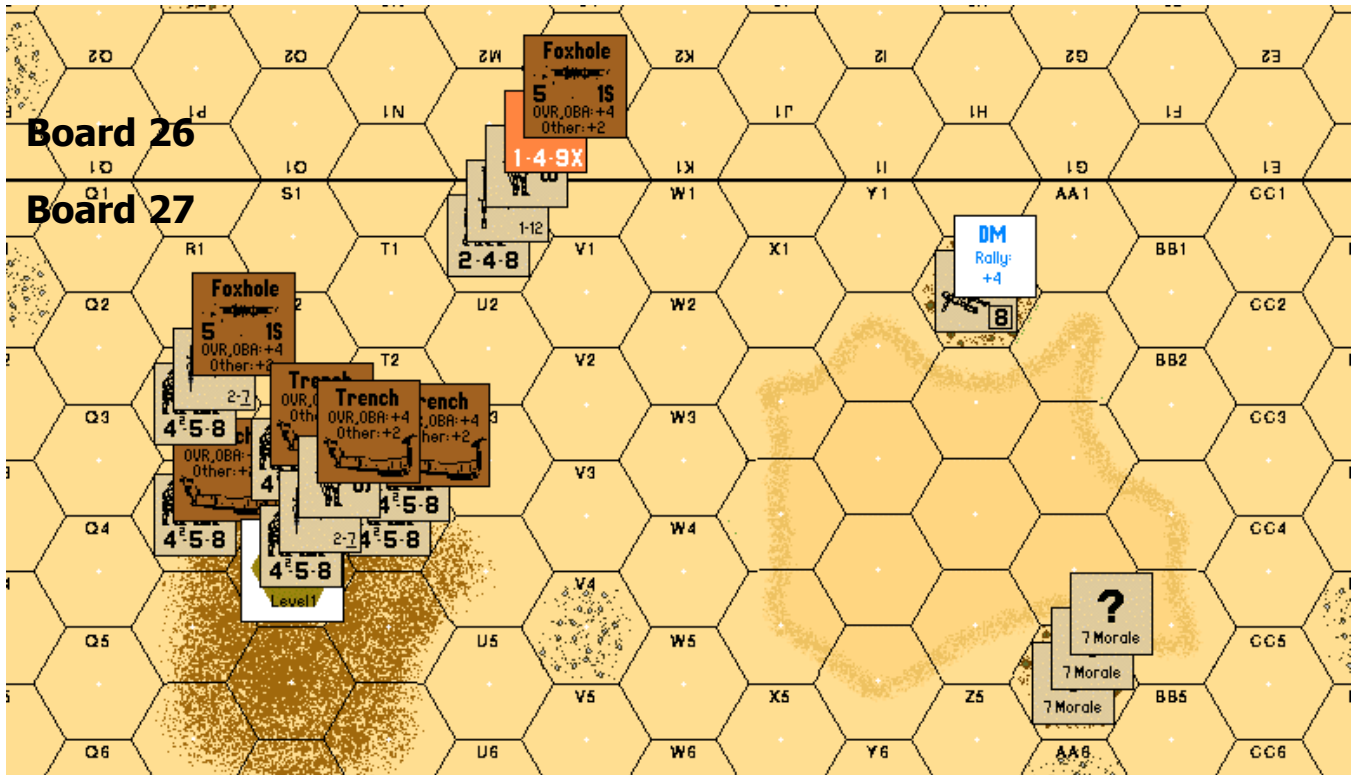
North →





**German Pregame Setup**

All vehicles are CE and in Motion. (CE and Motion counters not shown for clarity).



**Australian Pregame Setup**

Including results of pregame Bombardment. All non-Dummy units are under Concealment counters which are not shown for clarity. Hex 27S4 is a Hillcock Summit. Not shown are a HIP 40L ATG and crew in 27G3 and a broken 2-2-8 and 76mm MTR in 27J7. All Fortifications are HIP

## German Pre-Game Comments - Matt Romey

I have had my eye on “High Danger” for a number of years now, but have never had the chance to play it. Not only does it look like a fun representative desert scenario, but its size is manageable enough to initiate those intimidated by the large scale of many desert battles. The desert rules needed to play it are minimal, yet light dust, vehicle dust, and heat haze are in play, so one can really get a feeling for the special tactics involved in this kind of warfare. Add to that a typical mid-era North Africa order of battle, and this looks to be an excellent desert primer.

And who better to prime than Scott Faulk, a self-proclaimed desert newbie whom I have played in a number of email games in the past. Not only will I expose him to the glories of the desert, but I hope to teach him some tricks of the trade that he can use in future scenarios.

I also expect this to be a lot of fun, for I see a lot to like about the two forces presented here. The German force is a textbook example of a desert combined-arms phalanx, with five panzers, a Marder, and four halftracks loaded with four elite squads. This is my absolute favorite type of force to play in ASL, which is one of the reasons I like desert so much. A combined-arms attack like this can be tricky, however, especially in the desert where dust and Smoke must be used to their fullest to create cover. Because of the onus put on the German attackers, I am letting Scott have the Aussies.

Scott’s Australians consist of six 8-Morale super-squads, an 81mm mortar, and two of those beautiful 2-lbr AT Guns. The 2-lbers are a major threat to my Germans, as each should be able to pick off at least two vehicles. Add to that three Valentines that enter on turn 3 to give some extra oomph to the defense. Although they cannot hope to dominate the battlefield, the Australian tanks can definitely make life miserable for most of my vehicles, freezing my options for fear of exposing a side shot or losing a halftrack.

The Australians have a few different options for setup, but I am expecting Scott to pile most of his infantry on or near the hillock. Covering the thing with trenches will enable him to shift his infantry around without losing cover. During the end-game this will also allow him to shift units onto the hillock summit itself, denying me easy Control.

As far as where to place those two AT Guns, I figure that he has two options. He can put one on each flank, HIPing them in scrub (hexes Z1 and G3 seem like obvious choices). Or, he could place them both on the hillock, thus ensuring LOS to almost the entire battlefield. Either way, I would certainly place both Guns in the trenches – these are simply the most important weapons on the board, and the +4 bombardment TEM is essential to ensure their survival. Because I would want to have trenches on the hillock, I personally would choose to place the Guns there. I do not feel that the loss of HIP (due to the inability to Emplace in desert Open Ground [F.1A]) hurts the Australians at all in this case – those Guns really should open fire early anyway, so why bother HIPing them?

This hillock will be a tough nut to crack, especially due to my limited supply of infantry, the fact that my halftracks cannot enter trenches, and with my entire force feeling the heat from those five 2-lb Guns. The key to my attack will be to control my losses, both on the approach and once I get in close. I plan to do this by

prodigious use of Vehicular Smoke and Dust. I also plan to keep all my vehicles in Motion for the first few turns, keeping them inside a swirling ball of dust and smoke through which my units will be practically indiscernible (especially with that heat haze obscuring vision even more).

To this end, I will enter my tanks CE to avoid the +1 DRM to my Smoke Discharger rolls. This gives the Panzer IIIs Smoke on a 7, which is good odds in my book. I plan to roll for Smoke on almost every turn from every eligible vehicle. It doesn’t really slow me down that much, and even Smoke placed somewhat randomly during the confusion of battle can sometimes come back to help you later. I see very few instances where Smoke will hurt me instead of help me.

Throughout the course of this scenario I will carefully plan out my MP expenditures so that, if I wish to leave Vehicular Dust, I will enter the last hex expending 2 or less MPs. This may often force me to use extra MPs to enter prior hexes rather than the hex I want to end the MPH in. I will be careful to announce these MP expenditures as I go. This rule (found in F11.74) is actually a major rules clarification to Chapter D. In the context of F11.74 it is used to avoid Vehicle Dust, but I am using it as a way of expending “Delay” MPs without having to stop. Sure I will be losing the Vehicle Dust for a hex or two while I move, but that will only be an issue for those behind the dust, who will not be moving at the time anyway. All this adds up to me planning to have Vehicle Dust strategically placed at the end of every turn so as to provide cover for the units behind.

As for how to assault the hillock, I approach this kind of situation the same way I would approach an amphibious assault - make haste towards the enemy, and, once you’ve hit the beaches, dismount and close in immediately. This Hail Mary type of strategy, though unavoidable, is also vulnerable to lucky shots, so I will do everything I can to minimize them. One thing that I think will help is to Deploy as many squads as possible. If I can successfully Deploy three of my four squads by the time I dismount from the halftracks (the LMG squad stays intact), he will have that many more targets to contend with once they dismount. And as long as I keep my infantry adjacent to each other they will maintain the same firepower as they would have had as a full squad. Stack a MMC with each of the four halftracks, and I can add their 12 FP to the firegroup as well! I will, admittedly, lose 2 hexes of range from my inherent firepower, but given that I can choose the spot where I dismount, I might as well choose one that is within 4 hexes. Thus, I will use my free Deployment at scenario start (A2.9), and stack the two other non-LMG squads with leaders to hopefully Deploy them by turn 3 or so.

I have three possible avenues of approach: down the right flank, down the left flank, or down the middle. I prefer not to use the middle, as I do not want to receive the brunt of the entire Australian order of battle for the entire approach. Barring miraculous bombardment results, I plan to head down the German left flank, largely because the deir on that side is closer than the one on the right. I plan to swing around to my left of the 26G8 sand, and be fully invested in the 27Z3 deir by the end of turn 3. At that time I need to be ready to do two things: 1) confront the Australian tank reinforcements with the Panzers and Marder, and 2) dismount my infantry within four hexes of the hillock, and prepare to use armored assault to rapidly, but cautiously, close in on the hillock.

Till then, I will just have to keep myself covered with dust and Smoke... and pray for low ROF from those 2-lbers!

**German Setup**

Set up a board on the west side of board 28 with the same orientation. All vehicles CE and in Motion.

- CC10: PzIIIj, CA: 4
- DD9: PzIIIj, CA: 4
- EE10: PzIIIj, CA: 4
- FF9: PzIIIj, CA: 4
- DD8: PzIVF2, CA: 4
- FF8: SPW 251/1, CA: 4, 4-6-8/LMG Passengers
- EE9: Marder III(t)H, CA: 4
- EE8: SPW 251/1, CA: 4, 8-1, 4-6-8 Passengers
- CC9: SPW 251/1, CA: 3, 8-0, 4-6-8 Passengers
- DD7: SPW 251/1, CA: 3, 2-4-8, 2-4-8 Passengers

Note that the German sniper was never set up and never entered play.

**Neutral Pre-Game Comments - Rodney Kinney**

I'm a fan of the desert theater. It requires such a different set of tactics from the "typical" ASL scenario that it's a great break for when you're feeling like something new. The lack of natural cover is so profound that most of the terrain is under the control of the players. You control your own destiny in the desert. Nobody gets to whine over getting surprised by a sneaky LOS. For the attacker, a +1 TEM from an AFV is as good as his Infantry can expect, and it's up to him where that +1 TEM goes. A scenario with Vehicular Dust, such as this one, affords the most opportunity for skill, as there are many ways to use it effectively.

Combined arms tactics in the desert are very different from the other theaters. Usually, players are used to treating their tanks as precious, and quickly learn to screen them with friendly squads to protect them. In the desert, it's the Infantry that's vulnerable, and the player must deploy his armor to protect the foot soldiers. High Danger exemplifies this mindset, with the German player's AFVs outnumbering his squads more than 2:1. The German tanks are far more expendable than those few squads crossing the desert against a larger number of entrenched enemy squads. Likewise, the Australian Valentines can almost ensure victory simply by trading themselves one-for-one with enemy squads.

**Pre-Game Bombardment**

Bombardment dr's: 3,5,4,5(+6), 2(+6), 2(+6), so the unaffected coordinates are 3, 4, 5, and 8. To avoid the repetitious dice rolling involved in Bombardments, we will simply report the results. The only affected Australian units are:

- The MTR crew in 27J7 was broken and starts the game DM; he thus loses HIP and is placed onboard along with the MTR.
- The 40L ATG in 27Z1 was eliminated and its crew broken (DM) and also loses HIP and is placed onboard.
- The 8-0 leader in 27U1 became Heroic.

Scott - OW!! That really hurt.

Okay, so my whole strategy of "stealth" doesn't look that good now. German artillery really softened me up for his assault troops. Not only am I one 2-pounder short of a pair, but I now have shown him what probably appears as a big hole. It's obvious I set up my ATGs to flank the hill. Now he will see that I've got nothing to stop a tank on my right flank. Unless I can get some great sharpshooting from the 2-pounder on my left flank, he is going to

waltz right into the 27Y2 deir and tackle the hill from the (now naked) right flank.

Oh yeah, my mortar's crew was broken by the shelling and the Sarge in the 27U1 foxhole became heroic. The mortar isn't that big a deal, I was most likely going to use that when his troops were close anyhow. The leader growing a hero counter is kind of cool, but it doesn't come close to replacing that ATG.

Not a great start for the Aussies.....

Matt - I am viewing Scott's setup after the bombardment, as we have opted to let him make his DRs in secret. The first thing I notice, of course, is the broken crew in 27Z1. I must conclude that the AT Gun was set up HIP and was destroyed in the bombardment. I also assume that he has opted not to place his Guns in the trenches. This is the first big break of the game for me, one that I hope I can make the best of. Wow, losing one of two ROF 3 weapons is a huge loss for Scott's defenders.

Since it seems Scott has opted for the one HIP Gun on each flank approach, I assume that the other Gun is on the Aussie left. F3, G3, and G6 all are possibilities. This reinforces my decision to attack to my left. No point in continuing to gab about it, I might as well start heading out.

**German Turn 1**

**Rally Phase:**

1. Wind Change DR = 3,5 NE
2. Offboard Deployment in EE8 DR = 3,5 yes
3. Offboard Deployment in CC9 DR = 5,4 no
4. Remove DM's from both broken Australian crews.

**Prep Fire Phase - none**

**Movement Phase**

Quickie Review of the relevant Vehicle Dust (VD, F11.74) rules, since it applies in this scenario. Whenever a vehicle enters a new hex at a cost of ≤ 2 MP, a Vehicle Dust counter is placed in the hex it just exited, unless it expended a Start MP in that hex or is Armored Assaulting. The Vehicle Dust counter is removed from that hex when the vehicle moves into another new hex (with the VD counter moving to the vehicle's just-exited hex, continuing to trail behind the vehicle), or when the vehicle begins its next PFPH not in Motion. VD is essentially the same as +2 Dispersed Smoke. Motion Vehicle Dust is used for vehicles which end the MPH in Motion while creating Vehicle Dust, but is identical to non-Motion VD in all other respects.

For purposes of protecting the editor's sanity, we will not mention when VD is first placed behind a moving vehicle, but we will be sure to note its presence or absence at the end of a vehicle's move or when it expends >2 MP while entering a hex.

1. Pz IIIJ moves from offboard CC10:
  - a. 28CC1 - 1
  - b. 28CC2 - 2
  - c. 28CC3 - 3
  - d. 28CC4 - 4
  - e. 28CC5 - 5
  - f. 28CC6 - 6
  - g. 28CC7 - 7
  - h. 28CC8 - 8

- i. 28CC9 - 9
- j. 28CC10 - 10
- k. 26E10 - 11
- l. 26E9 - 12
- m. Bog Check - bogs on a 12 DR = 6,3 OK
- n. try for sD7 DR = 4,3 successful - 13 MP
- o. ends in Motion, Motion Vehicle Dust remains in 26E10

Matt - Great! The first move of the game and I already pull a bonehead move. Why did I set him up in that hexrow, knowing he would end up in Bog terrain? Well, at least I got the Smoke Discharger roll.

- 2. Pz IIIJ moves from offboard DD9:
  - a. 28DD0 - 1
  - b. 28DD1 - 2
  - c. 28DD2 - 3
  - d. 28DD3 - 4
  - e. 28DD4 - 5
  - f. 28DD5 - 6
  - g. 28DD6 - 7
  - h. 28DD7 - 8
  - i. 28DD8 - 9
  - j. 28DD9 - 10
  - k. 28DD10 - 11
  - l. 26D9 - 12
  - m. 26D8 - 13
  - n. end in Motion, Motion Vehicle Dust remains in 26D9

Matt - Sigh. Second move, second flub. I planned on using the sD7 in 26D8 and... I ran out of MPs! D'oh! My play thus far does not bode well for my attack.

- 3. Pz IIIJ moves from offboard EE10:
  - a. 28EE1 - 1
  - b. 28EE2 - 2
  - c. 28EE3 - 3
  - d. 28EE4 - 4
  - e. 28EE5 - 5
  - f. 28EE6 - 6
  - g. 28EE7 - 7
  - h. 28EE8 - 8
  - i. 28EE9 - 9
  - j. 28EE10 - 10
  - k. 26C10 - 11
  - l. 26C9 - 12
  - m. try for sD7 DR = 4,1 yes - 13
  - n. end in Motion, Motion Vehicle Dust remains in 26C10
- 4. Pz IIIJ moves from offboard FF9:
  - a. 28FF0 - 1
  - b. 28FF1 - 2
  - c. 28FF2 - 3
  - d. 28FF3 - 4
  - e. 28FF4 - 5
  - f. 28FF5 - 6
  - g. 28FF6 - 7
  - h. 28FF7 - 8
  - i. 28FF8 - 9
  - j. 28FF9 - 10
  - k. 28FF10 - 11
  - l. 26B9 - 12
  - m. try for sD7 DR = 6,1 - yes - 13
  - n. end in Motion, Motion Vehicle Dust remains in 28FF10

- 5. Pz IVF2 moves from offboard DD8:
  - a. offboard DD9 - 1
  - b. 28DD0 - 2
  - c. 28DD1 - 3
  - d. 28DD2 - 4
  - e. 28DD3 - 5
  - f. 28DD4 - 6
  - g. 28DD5 - 7
  - h. 28DD6 - 8
  - i. 28DD7 - 9
  - j. 28DD8 - 10
  - k. 28DD9 - 12 (using 2 MP to enter the hex)
  - l. 28DD10 - 13
  - m. try for sD7 DR = 1,2 yes - 14
  - n. end in Motion, Motion Vehicle Dust remains in 28DD9

- 6. offboard: LMG,4-6-8,SPW 251/1, CA = 4 moves
  - a. 28GG1 - 1
  - b. 28GG2 - 2
  - c. 28GG3 - 3
  - d. 28GG4 - 4
  - e. 28GG5 - 5
  - f. 28GG6 - 7
  - g. 28GG7 - 9
  - h. 28GG8 - 10
  - i. 28GG9 - 11
  - j. 28FF9 - 14
  - k. 28EE10 - 16
  - l. end in motion, Motion Vehicle Dust remains in 28FF9

Matt - as anybody who has read my Vernacular Chapter F remembers, I do not generally risk halftracks on Hammada Immobilization DRs. In this scenario it is especially true. These halftracks are simply too important to my meager force to be risking Immobilizing them out here in the boondocks. Thus, I will avoid hammada hexes altogether, and will enter any hex Adjacent to a hammada hex using 2x MPs. Notice how using 2 MP in Open Ground hexes adjacent to hammada still keeps the vehicle dust behind me. This will slow me down only slightly, as there are plenty of routes to the 27Z4 deir that allow me to minimize hammada Immobilization DRs. Note also that my fully tracked AFVs do not have to worry about Hammada at all.

- 7. offboard: Marder III(t)H, CA = 4 moves
  - a. offboard - 1
  - b. 28EE1 - 2
  - c. 28EE2 - 3
  - d. 28EE3 - 4
  - e. 28EE4 - 5
  - f. 28EE5 - 6
  - g. 28EE6 - 7
  - h. 28EE7 - 8
  - i. 28EE8 - 9
  - j. 28EE9 - 12
  - k. 28EE10 - 14
  - l. end in motion, Motion Vehicle Dust remains in 28EE9

- 8. offboard: 8-1,4-6-8,SPW 251/1, CA = 4 moves
  - a. offboard - 1
  - b. 28FF0 - 2
  - c. 28FF1 - 3
  - d. 28FF2 - 4
  - e. 28EE3 - 5
  - f. 28EE4 - 6
  - g. 28EE5 - 7
  - h. 28EE6 - 9

- i. 28EE7 – 11
  - j. 28EE8 – 13
  - k. 28EE9 – 15
  - l. end in motion, Motion Vehicle Dust remains in 28EE8
9. offboard: 8-0,4-6-8,SPW 251/1, CA = 4 moves
- a. offboard – 1
  - b. 28GG1 – 2
  - c. 28GG2 – 3
  - d. 28GG3 – 4
  - e. 28GG4 – 5
  - f. 28GG5 – 6
  - g. 28GG6 – 8
  - h. 28GG7 – 10
  - i. 28FF7 – 12
  - j. 28FF8 – 13
  - k. 28FF9 – 15
  - l. end in motion, Motion Vehicle Dust remains in 28FF8
10. offboard: 2-4-8,2-4-8,SPW 251/1, CA = 4 moves
- a. offboard – 1
  - b. offboard – 2
  - c. 28GG1 – 3
  - d. 28GG2 – 4
  - e. 28GG3 – 5
  - f. 28GG4 – 6
  - g. 28GG5 – 7
  - h. 28GG6 – 9
  - i. 28GG7 – 11
  - j. 28FF7 – 13
  - k. 28FF8 – 15
  - l. end in motion, Motion Vehicle Dust remains in 28FF7

**Defensive Fire Phase** - none

**Advancing Fire Phase** - none

**Rout Phase** - none

**Advance Phase** - none

**Close Combat Phase** - none

**Australian Comments** - Yep, nothing gets past the "Desertmeister". I guess Matt took a gander at the scenario card and noticed I have only two ATGs. Being that one of them is scattered to pieces on the desert floor, he decided to make a run at that flank. I'd like to think that he had that planned all along. However, something tells me the Pre-Game Bombardment had something to do with it.

In regards to his entry, I'm truly impressed. Nice use of vehicular dust to cover the halftracks. I'm pretty sure that Matt's tactic of a "flying wedge" type attack is THE way for lightly armored vehicles to cross open desert in ASL. It's just that I hadn't seen it before and I now understand how it's done.

Okay, so here he comes, I'm down one gun and up against a dust using, heat hazed horde of sun-tanned Germans..... The confidence level is still high, but I'd say that it's dropped a notch or two.

**German Comments** - I am pleased about my position at the end of my first Movement Phase. Using Smoke in conjunction with

vehicle dust, and taking into account heat haze, I have created a situation where Scott does not have a viable target during the first turn. He could have tried for a shot or two, just to gain acquisition, but it is probably not worth malfunctioning his only remaining AT Gun to do so.

I am, however, slightly upset about two mistakes during this MPH. First was moving into the Bog hex in 26E9. I just wasn't paying enough attention, and by the time I noticed, I was already in the hex. Having a panzer lag behind or even Immobilize that far back would be disastrous to my attack. More ominous to me, however, was flubbing the PzIII Smoke Discharger in 26D8 by moving him a hex too far. Although it isn't a big deal at all in this case, I hope it is not a harbinger of things to come. Once I close in on the enemy, I simply *must* be more careful of how I place my hindrances, or Scott will surely make me pay dearly.

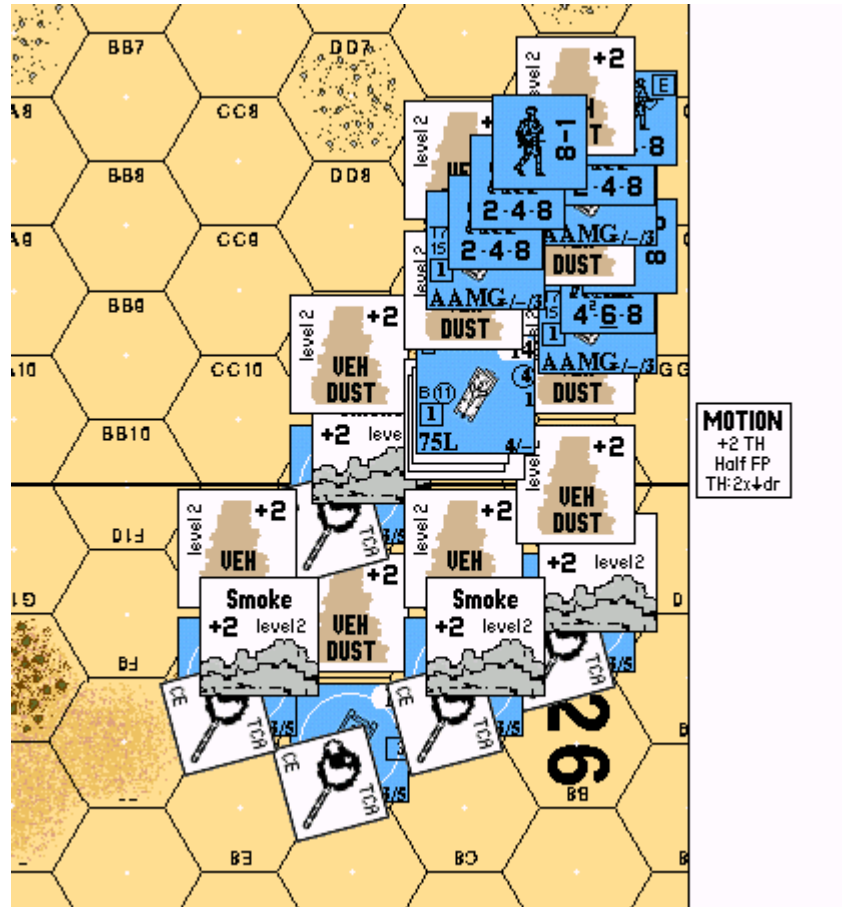
**Neutral Comments** - Scott's setup has the Infantry in the right place – right on the victory Hillock. When I'm given Trenches, however, I always am worried about them helping the Attacker in his approach, so I wouldn't put them in front of the Hillock summit. For example, trenches in S4, S5, R5, and T5 would be less likely to benefit the Germans in the final turn. Or even just in S4 and S5, with the other Trenches with the Guns out on the flanks. I like the foxhole in U1. However, I'd sooner put the LMG there. It can threaten the halftracks just like the ATR and can also put down firelanes to U6 or P5. Those firelanes could be crucial when that Hillock is covered in SD Smoke and Vehicle Dust. In fact, I'd be tempted to put the second foxhole in Q1 with the other LMG for firelanes to Q6 or W5. Then the ATR could go in the Trenches on the Hillock, where it could be recovered by other units if the original possessor breaks.

There are arguments for putting the AT guns either on the Hillock or one on each flank, as Scott has done, but I think it's unanimous that they need to be put in trenches. In any case, trying to psych your opponent out about AT placement just doesn't make sense in the Desert. You notice that Matt guessed right away in his pregame comments where Scott's AT guns were, and the Guns should begin firing at long range anyway. Another good idea would be to place the MTR adjacent to one of the AT guns so that its crew can play backup in case the AT crew breaks. The MTR's clear priority target is the Marder, while the AT guns should be firing at the HT to kill Infantry before they unload.

Of course, it was a huge bad break for Scott to lose one of the Guns in the pre-Game bombardment. Scott's gamble blew up in his face and he's in a big hole right off the bat. Matt's flying wedge is a beautiful example of how to use Vehicular Dust correctly, so Scott wouldn't have had any real shots this turn anyway, but in the upcoming turns he'll sure wish he had that Gun.

**German Forces at the end of German Turn 1**

All vehicles are CE and in Motion; Motion counters not shown for clarity.



**Australian Turn 1**

**Rally Phase**

1. Wind Change DR = 4,3 NE
2. broken 2-2-8 crew in Z1 self-rallies: DR = 5,6 NE
3. Mortar Crew in J7 self-rallies: DR = 5,2 yes

**Prep Fire Phase** - none

**Movement Phase** - none

<At this point, the Australian player reveals some fortifications that really should have been revealed as soon as the Germans came within 16 hexes and LOS of last turn: Foxholes in 27R2 and 27U1, Trenches in 27S3 and 27T3.>

**Defensive Fire Phase**

1. BMG and CMG in 26D8 to 27Z1
- 2(+0) DR = 1,3 dust dr = 1 NMC
- NMC vs crew DR = 4,1 DM

**Advancing Fire Phase** - none

**Rout Phase**

1. DM Australian Crew routs 27Z2, Y3, Y4

**Advance Phase**

1. 27R2: ?,4-5-8/LMG to 27S3

**Close Combat Phase** - none

**Australian Comments** - Nothing really in this turn, just the wait for Matt to get into range, then I'll let him have it. At least, that's the plan. I got one of my two broken crews rallied and suffered through some meaningless pot-shots from far off. Otherwise, the range has closed to the point that I will begin to show my defensive set-up through fortifications being revealed. I'm still a bit stunned by the loss of the ATG, but hopefully I can give him a good pasting as he moves into the deir on my right flank.

**German Comments** - Seems as if Scott doesn't want to risk firing inside my dustball. That should change once I move out during my second MPH. The Heat Haze won't be a factor for too much longer.

**German Turn 2**

**Rally Phase**

1. Wind Change DR = 6,5 NE
2. 28FF9 tries to deploy DR = 2,3 yes.
3. DM'd dudes in Y4 attempt self rally DR = 2,4 NE
4. Remove DM

Matt – At this point I have Deployed all the squads that I want to. As for my moves this turn, much of it depends on when and where Scott's remaining 2-lber shows its face. I assume it is in 27G3, but I have no idea when he will fire it. I am afraid of him letting my panzers pass, and trying to pick off my vulnerable halftracks while they are still in the open. To attempt to avoid this, I will move the tanks first, and try to place Smoke Dispensers between 27G3 and my anticipated avenue for the halftracks. It will be a dicey prospect, but hey, part of the fun of the desert (and ASL in general) is putting the fate of your cardboard combatants in the fickle hands of the dice.

Many of my units are close enough to make it to cover behind the hillock by the end of this movement phase. By "cover" I am, of course, talking about cover from the 2-lber, which I feel is my biggest threat. By staying behind the hillock my units will be out of LOS to 27G3. But, like I said, since I don't know when Scott will unleash the 2-lb beast, I will generally be making decisions on the fly.

#### Prep Fire Phase

1. Remove Dispersed Smokes (Vehicle Dust will stay because all German vehicles are in Motion; if any of them had been stopped, then those Vehicle Dust counters would have been removed).

#### Movement Phase

1. 26D8: Pz IIIJ, CE moves
  - a. 26D7 - 1
  - b. 26D6 - 2
  - c. 26E6 - 3
  - d. 26F5 - 4
  - e. 26F4 - 5
  - f. 26F3 - 6
  - g. try for sD7 DR = 4,3 yes - 7MP
  - h. 26F2 - 8
  - i. ATG in 27G3 drops HIP and fires  
TH DR = 5,3 dust dr = 1 miss, -1 acq, place ATG onboard (not concealed) since red dr was a 5 [A12.34]

Matt – Ahhh. Scott reveals the Gun just where I thought it would be, and fortunately misses. This is an excellent development. He will certainly be reluctant to Intensive Fire it, so I can now move the rest of my units with little regard to the ATG.

- j. 26F1 - 9
- k. 26F0 - 10
- l. 27AA1 - 11
- m. 27AA2 - 12
- n. stop - 13 - non-Motion Vehicle Dust remains in 27AA1

Matt - Note that, because I stopped, the Vehicle Dust is flipped to its non-Motion side. It will be removed at the beginning of my next PFPh, just like Dispersed Smoke.

2. 26E9: Pz IIIJ, CE moves
  - a. 26E8 - 1 and a Bog Check: DR = 2,1 NE.
  - b. 26E7 - 2
  - c. 26F6 - 3
  - d. 26G6 - 4
  - e. 26G5 - 5
  - f. 26H4 - 6
  - g. 26H3 - 7
  - h. 26H2 - 8
  - i. 26H1 - 9
  - j. 26I1 - 10
  - k. 27Y1 - 11

- l. 27Y2 - 12
- m. stop - 13 non-Motion Vehicle Dust remains in 27Y1

Matt - I may regret not trying for a Smoke Dispenser, but I wanted to get the Vehicle Dust as far forward as I could, in order to cover the planned moves of my remaining vehicles. I anticipate that they will congregate in the 27CC1-FF1 area. This is proof, however, that none of these moves are surgically planned; I prefer to make decisions on the go. It is more in keeping with the high-speed spirit of desert warfare, plus it keeps the game from becoming bogged down by microanalyzing every move.

3. 26C9: Pz IIIJ, CE moves
  - a. 26C8 - 1
  - b. 26C7 - 2
  - c. 26C6 - 3
  - d. 26C5 - 4
  - e. 26C4 - 5
  - f. 26C3 - 6
  - g. 26C2 - 7
  - h. 26D1 - 8
  - i. 26D0 - 9
  - j. 26CC1 - 10
  - k. 27CC2 - 11
  - l. 27CC3 - 12
  - m. 27BB3 - 13
  - n. ends move, Motion Vehicle Dust remains in 27CC3

#### 4. 28DD10: Pz IVF2, CE moves

- a. 26D9 - 1
- b. 26D8 - 2
- c. 26D7 - 3
- d. 26D6 - 4
- e. 26D5 - 5
- f. 26D4 - 6
- g. 26D3 - 7
- h. 26D2 - 8
- i. try for sD5 DR = 5,1 no

Matt – Ok, so I tried for Smoke there. More proof that I'm really making this up as I go.

- j. 26D1 - 9
- k. 26D0 - 10
- l. 27DD1 - 11
- m. 27DD2 - 12
- n. 27DD3 - 13
- o. stop - 14 non-Motion Vehicle Dust in 27DD2

#### 5. 26B9: Pz IIIJ, CE moves

- a. 26B8 - 1
- b. 26B7 - 2
- c. 26B6 - 3
- d. 26B5 - 4
- e. 26B4 - 5
- f. 26C4 - 6
- g. 26D3 - 7
- h. 26E3 - 8
- i. 26F2 - 9
- j. 26G2 - 10
- k. try for sD7 DR = 1,6 yes - 11
- l. 26H1 - 12
- m. 26I1 - 13
- n. end in Motion Motion Vehicle Dust in 26H1

- 6. 28EE10: Marder III(t)H moves
  - a. 26C10 - 1
  - b. 26C9 - 2
  - c. 26C8 - 3
  - d. 26C7 - 4
  - e. 26C6 - 5
  - f. 26C5 - 6
  - g. 26C4 - 7
  - h. 26C3 - 8
  - i. 26C2 - 9
  - j. 26C1 - 10
  - k. 27EE1 - 11
  - l. 27EE2 - 12
  - m. 27EE3 - 13
  - n. try for sD6 DR = 5,4 no.
  - o. VCA = 5 - 14
  - p. End in Motion, Motion Vehicle Dust in 27EE2

Matt – Notice how the Marder is now out of LOS to the ATG in 27G3, due to the “wall-like” 1/2 Level hillock obstacle. This is my most important anti-tank weapon, and a thin-skinned one at that. I want to protect it at all costs.

- 7. 28EE10: LMG,4-6-8,SPW 251/1 moves
  - a. 26C10 - 1
  - b. 26C9 - 2
  - c. 26C8 - 3
  - d. 26C7 - 5
  - e. 26C6 - 7
  - f. 26C5 - 9
  - g. 26C4 - 11
  - h. 26C3 - 12
  - i. 26C2 - 13
  - j. 26C1 - 14
  - k. 27EE1 - 15
  - l. 27DD1 - 16
  - m. end in Motion, Motion Vehicle Dust in 27EE1

Matt – Hmm, the LOS from this halftrack to the ATG may thread the needle of all those LOS Hindrances. Whoops. Like I said, I’m making this up as I go. I’ve got to cross my fingers and hope he doesn’t notice it, or misses if he does.

- 8. 28FF9: 8-0,2-4-8,2-4-8,SPW 251/1 moves
  - a. 28FF10 - 1
  - b. 26B9 - 2
  - c. 26B8 - 3
  - d. 26B7 - 5
  - e. 26B6 - 7 and take a Immobilization TC DR = 6,3 - NE

Matt – I know I’m going against my previous advice regarding halftracks and hammada, but I really want to reach 27FF1, where I will be out of reach of the ATG. I believe it is worth the risk in this case.

- f. 26B5 - 9
- g. 26B4 - 10
- h. 26B3 - 11
- i. 26B2 - 12
- j. 26B1 - 13
- k. 26B0 - 14
- l. 27FF1 - 15
- m. VCA = 5 - 16
- n. End in Motion, Motion Vehicle Dust in 26B0
- 9. 28FF8: 2-4-8,2-4-8,SPW 251/1 moves
  - a. 28FF9 - 1

- b. 28FF10 - 2
- c. 26B9 - 3
- d. 26B8 - 4
- e. 26B7 - 7
- f. 26B6 - 9 takes an Immobilization TC DR = 3,6 OK
- g. 26B5 - 11
- h. 26B4 - 12
- i. 26B3 - 13
- j. 26B2 - 14
- k. 26B1 - 15
- l. 26C1 - 16
- m. end in Motion, Motion Vehicle Dust in 26B1

- 10. 28EE9: 8-1,2-4-8,2-4-8,SPW 251/1 moves
  - a. 28EE10 - 1
  - b. 26C10 - 2
  - c. 26C9 - 3
  - d. 26C8 - 4
  - e. 26C7 - 6
  - f. 26D6 - 7
  - g. 26E6 - 8
  - h. 26E5 - 10
  - i. 26E4 - 12
  - j. 26E3 - 13
  - k. 26F2 - 14
  - l. 26F1 - 15
  - m. 26F0 - 16
  - n. end in Motion, Motion Vehicle Dust in 26F1

**Defensive Fire Phase - none**

**Advancing Fire Phase**

Free VCA changes [C3.22].

1. 27Y2: Pz IIIJ, CE, CA = 5
2. 27AA2: Pz IIIJ, CE, CA = 5
3. 27DD3: Pz IVF2, CE, CA = 5

**Rout Phase - none**

**Advance Phase - none**

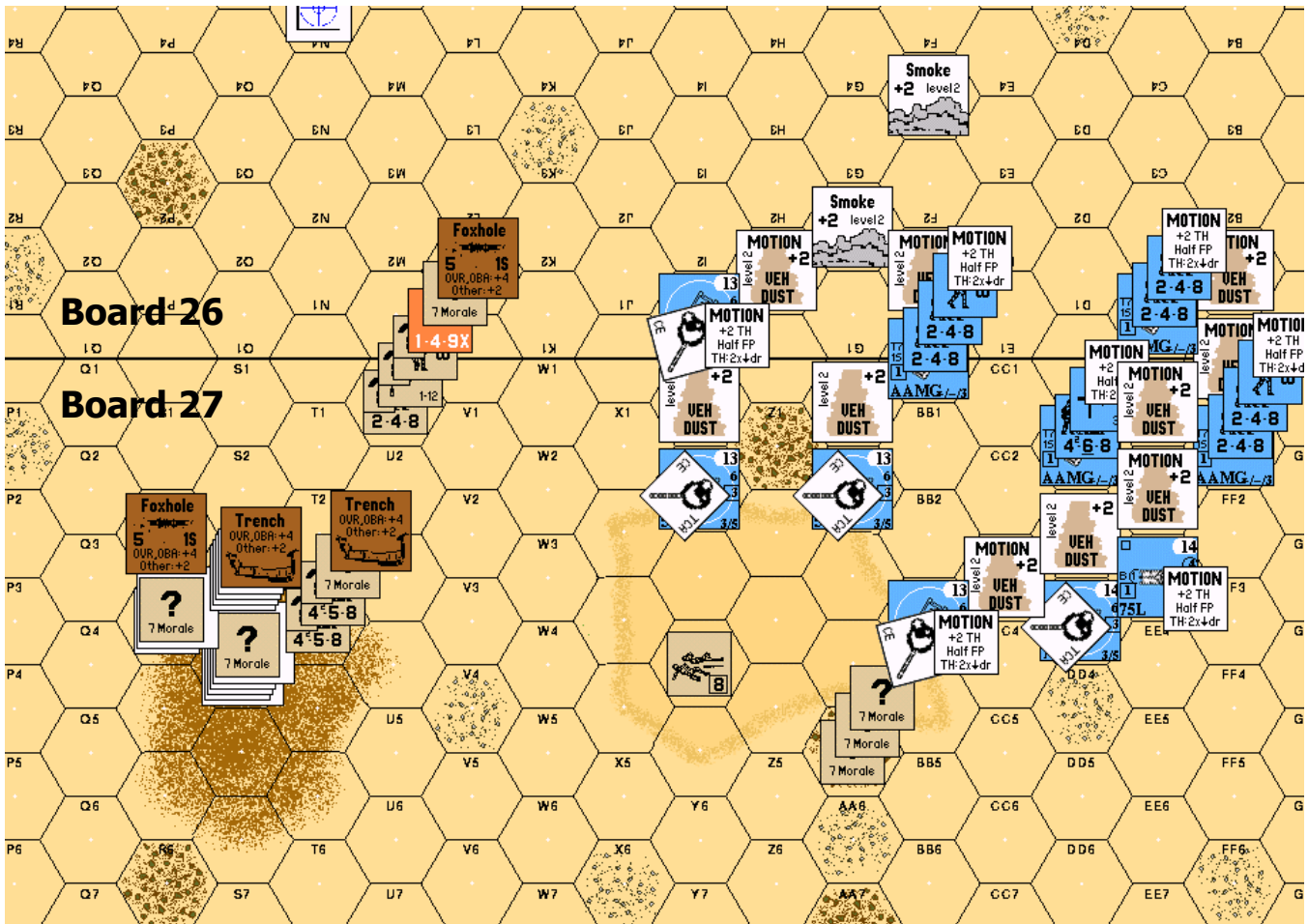
**Close Combat Phase - none**

**Australian Comments -** I’m beginning to really understand how the whole dust and motion coordination works. Matt’s movements have made a successful shot a virtual impossibility. Looking at the factors in play to get off a shot (Case J, Case R and the dust dr), I still end up taking an ill-advised shot. However, the thinking behind the trigger is that I won’t get any other flank shots with this gun. Matt’s plan of attack has the deir on the right flank as its first objective. That puts the 2 pounder on my left flank effectively out of the game for a bit. Well, the shot missed as expected and I now have shown him the deir is his to take. Not much I can do about it at this point.

**German Comments -** Except for the halftrack in 27DD1, I feel that, by keeping most of my vehicles in Motion and placing copious LOS Hindrances, I have done a good job of giving Scott very few good shots in his upcoming PFPh.

**Neutral Comments -** Scott’s AT Gun makes its debut to no effect. I swear I could hear Matt’s sigh of relief when it fired at the first unit to move. Scott would have done better to show some fire discipline. By firing at the first opportunity, he let Matt screen all of his important vehicles (i.e. the Infantry-carrying halftracks) with loads of dust. Much better to wait until the DFPh, in case Matt left some halftracks with unobstructed LOS.

Board Status at the end of German Turn 2



**Australian Turn 2**

**Rally Phase**

1. Wind change DR = 4,1 no
2. Rally crew stuck in the Deir..... DR = 2,3 yes

Scott - If it were me in that Deir, I wouldn't have rallied....

Matt - The interesting thing is that I could have easily DM'ed them in my AFPh, but I spaced it. If I had not turned my VCA in the AFPh, then the broken crew would have *automatically* been DM'ed at the beginning of the RtPh, just for being in Open Ground, LOS, and Normal Range of a unit that was capable of Interdiction [A10.62, Q&A from the 96 Annual]. But because the vehicles around the Deir changed their CA's away from the broken crew, they were not eligible to interdict due to the Case A DRM incurred if they wanted to fire on the crew. If one of these two tanks had an AAMG, there would have been no CA change required, and the broken crew would have been DM'd automatically. Note that the tanks in the Deir were the only ones that could do this, because the crew was in Open Ground relative to them; all other Germans incur a +1 Deir TEM when firing on the broken crew.

<At this point, the Australian player reveals the Trenches in 27R3 and 27S4 that really should have been put onboard as soon as the German came within LOS last turn.>

**Prep Fire Phase**

1. Reveal 2-4-8/ATR in U1 and fire for Deliberate Immobilization against Y2  
TH # = 10, TH DR = 3,2 dust dr = 5 miss by 1
2. G3 ATG fires at the Y2 tank  
Range = 18, TH # with an L gun = 9 -2 for Gun Caliber = 7  
TH DR = 1,5 dust dr = 6 miss, -1 Acq, ROF
- ROF, same shot  
TH DR = 4,1 dust dr = 4 hull hit, -2 Acq, no ROF  
TK # = 10 - 6 armor = 4  
TK DR = 1,6 no
3. T3 fires at the CE tank crew in Y2  
8(+2) DR = 3,2 dust dr = 6, miss.
4. MTR crew dm's the MTR in 27J7

Matt – I'm not sure what Scott is up to by dismantling the MTR. Seems to me that it will see action soon enough, what's the point of moving it and losing the Emplacement DRM? He must have something up his sleeve.

#### Movement Phase

1. 2-2-8 in 27Y4 assault moves 27Y3
  - a. DD1 fires
    - 4(+2) (Deir, vehicle in AA2)
    - DR = 2,2 dust dr = 2 covers to 2 column, miss

tank in AA2 fires MG's at Y3  
8 (-1) (FFMO). DR = 2,6 dust dr = 5 PTC  
PTC vs crew DR = 4,1 OK

Same tank fires MA at Y3  
TH # = 8, DRM = -1 (FFMO), -1 range = -2  
TH DR = 5,2 dust dr = 4 hit, -1 acq

IFT resolution 6(+0) DR = 5,6 no

Y2 rotates TCA to 4 and fires MA at Y3  
TH# = 8. DRM's = +1 (TCA), -1 (FFMO), -2 (PBF) .  
TH DR = 1,6 dust dr = 4 hit, ROF, -1 acq  
IFT resolution 6(+0) DR = 3,6 no

(Y2 can't fire again with the ROF because the crew used only one MF)

Matt – Man! This guy just won't die!!

#### Defensive Fire Phase

1. Y2 fires again at Y3 with ROF  
TH DRM = -2 (PBF) +3 (dust) -1 (acq) = 0.  
TH DR = 3,3 dust dr = 6 hit, -2 acq  
IFT resolution 6(+0) DR = 1,6 NMC  
NMC vs crew DR = 4,4 Pin

2. Y2 rotates TCA to 5 and fires MG's at T3.  
8(+3) DR = 5,4 dust dr = 5 NE losing -2 acq on Y3

3. 26I1 fires MG's at T3.  
4(+2) DR = 1,5 dust dr = 5 NE

4. 27BB3 fires MG's at 27AA5.  
2(+0) DR = 3,5 dust dr = 5 NE

5. 27DD3 fires MG's at 27AA5.  
4(+0) DR = 4,6 dust dr = 1 NE

6. 27DD3 fires MA at AA5.  
TH# = 8. DRM's = +2  
TH DR = 5,1 dust dr = 1 hit, -1 acq  
IFT resolution 6(+0) DR = 2,1 K/2 reveals Dummy stack

Matt – Jeez, I already knew this was a Dummy stack, so why did I fire at it? Because I forgot! Ai caramba. At least it didn't activate a sniper.

**Advancing Fire Phase** - none

**Rout Phase** - none

#### Advance Phase

1. 27J7 to 27K7

**Close Combat Phase** - none

**Australian Comments** - Another way the loss of the right flank Gun affected my gameplan was to ensure that most of the "traps" I had set are revealed a lot sooner than I would have liked. In this case, my heroically led anti-tank rifle tries for Deliberate Immobilization against a Panzer. A long shot, but if I knock the treads off that tank, then it's one less that my Vals have to deal with and it's not going to VBM freeze me later (which at this point, I'm very afraid of that prospect). The shot had no effect, yet another surprise that didn't work the first time. Hopefully, they will be around for a second try. I also decided to take another multi-plus shot with the ATG for no effect. At this point, I'm guessing I'm due a few low rolls....

I also tried to throw a small wrench his way by threatening to defend the deir with the crew of the busted 2-pounder. He took notice to the CC threat and the crew soaked up a lot of firepower that would have been used against the hillock otherwise. In the end, they were pinned, so the threat of close combat was nullified, however I do think that I used them the best way that I could have in the situation. Also lost my dummy stack to the south of the deir. No biggie there, just more fire-power diverted from the hillock. I'm sure the hillock will be the recipient of German firepower quite soon. No hurry in that.

**German Comments** - The upcoming turn is very important to my attack. Scott's tanks enter anywhere along the east edge, and I must be set and ready to take them on. Scott can wait till his Turn 3 RPh to choose his point of attack, so any chink in my armor may be easily exploited. To combat this, I plan to do two things. First, I will position my tanks to cover every approach possible. Although I could assume that he will enter on his left in order to use the hillock as cover for his approach, that would be a mistake on my part. A flanking attack towards my left could be devastating if I am not prepared for it. To counter every possibility, I will move one panzer Hull Down behind the hillock, and another behind him to support an attack from the southeast. Another panzer and the Marder will stay behind to protect my left flank. The Marder will be hull down in the deir – again, I want to protect it at all costs. The remaining two panzers will begin attacking the infantry on the hillock.

Second, I will move my halftracks to within four hexes of the closest hillock unit (behind the first row of panzers) and unload. I will attempt Smoke Dischargers from the tanks, and smoke grenades from the CE halftracks in order to cover this action from the Australian firepower on the hillock. Once I advance half of the MMC out of the halftrack hex, I will potentially have a 30FP firegroup (including the halftracks) spread out across seven hexes! I plan to open up in the Turn 3 DFPh with some withering fire; that will certainly make him nervous.

Executing all this without making mistakes will be easier said than done. As before, I will be doing a lot of this on the fly, so I hope I don't embarrass myself!

**Neutral Comments** - Not too much for Scott to do this turn. I don't think I would have even tried the Prep Fire shot from T3. Being concealed is worth more than stunning a German tank. The problem the Germans have is that unlike most scenarios where the Attacker has dominant armor, in this scenario, the Germans can't win by using his tanks to freeze the Australian squads and running up to kill him in CC. There aren't enough Germans squads to make CC attractive. The Germans have to break the Australians with firepower: HE, point-blank MG, and Overrun. Being concealed

could buy an extra Game Turn, which could be enough in this short scenario.

### German Turn 3

#### Rally Phase

1. Wind Change DR = 4,1 NE

#### Prep Fire Phase

1. Remove dispersed smokes and non-Motion Vehicle Dust.

#### Movement Phase

1. 2611: Pz IIIJ, CE moves
  - a. 26J0 - 1
  - b. 27X1 - 2
  - c. ATR in 27U1 fires, attempting Deliberate Immobilization  
TH DR = 1,5 no
  - d. 27X2 - 3
  - e. try for sD7 DR = 2,4 yes - 4 MP
  - f. CA = 5 - 5
  - g. 27W3 - 6
  - h. stop - 7 through 13 MP  
Vehicle Dust is removed and no Vehicle Dust is left in this case, because > 2 MP was spent in the last hex.

Rodney - In fact, F11.74 talks about leaving Vehicle Dust when ≤ 2 MP are spent *in entering* a new hex, not spent *in* a hex, so moving in for 1MP, stopping, and delaying for 6 MP like Matt does here *would* place Vehicle Dust. However, Matt could just as easily have moved in for 7 MP and stopped for 1 more, leaving no Vehicle Dust. With this many MP's left, the presence or absence of Vehicle Dust will be at the mover's discretion.

2. PzIII in AA2 moves

- a. starts up - 1 (losing -1 acq on 27Y3)
- b. 27Z2 - 2
- c. 2-2-8 crew in Y3 fires at the CE tank crew  
4(+2): DR = 1,3 dust dr = 3 NE, leaves 2 Residual FP
- d. 27Y3 - 1 MP + 4 MP to overrun = 7 MP total spent
- e. 2-2-8 crew final fires inherent FP at CE tank crew  
2(+2): DR = 5,6 dust dr = 4 NE
- f. Overrun: base of 2, 2 for MA; MG's 8FP \* 1.5 = 12. 12+4 = 16 FP. TEM = -1 FFMO  
DR = 6,2 dust dr = 5 1MC  
2-2-8 takes 1MC DR = 3,2 OK
- g. Tank continues moving - 27X3 - 8
- h. try for sD7 DR = 6,6 no  
<illegal once you have bounding fired - ed.>
- i. 27W4 - 10
- j. stop - 11  
Vehicle Dust is removed and no Vehicle Dust is left in this case, because > 2 MP was spent in the last hex.

3. Motion PzIII in 27BB3

- a. VCA = 5 - 1
- b. 27AA4 - 2
- c. 27Z4 - 3
- d. 27Y4 - 4
- e. 27X4 - 5
- f. try for sD7 DR = 5,6 no
- g. VCA = 4 - 6
- h. 27X5 - 10 (entering using 4 MP)
- i. VCA = 5 - 11
- j. 27W5 - 12
- k. stop - 13, leaving non-Motion Vehicle Dust in 27X5

4. PzIV in 27DD3 moves

- a. starts - 1 (losing -1 acq on AA5)
- b. 27CC4 - 2
- c. 27BB4 - 3
- d. 27AA4 4
- e. 27Z4 - 5
- f. 27Y4 - 6
- g. 27X3 - 7
- h. try for sD5 DR = 4,4 no
- i. 27W4 - 10
- j. 27V4 - 1 + 1 delay = 12
- k. 27U5 - 13
- l. stop - 14, leaving non-Motion Vehicle Dust in 27V4

5. HT in 26F0 moves

- a. 27BB1 - 1
- b. ATG shoots, losing -1 acq on Y2  
TH DR = 1,5 dust dr = 2 miss, ROF, -1 acq
- c. 27AA2 - 2
- d. 27Z2 - 3
- e. 2(+2) RFP hits  
DR = 4,4 (dust dr NA to Resid FP) miss
- f. 27Y3 - Overrun for 8 MP total spent so far.  
Base FP = 2+2 = 4. - (MG+pass.) 3/2 = (3+4) 3/2 = 10.5 - 10.5+2 = 12.5. DRM = -1(FFMO), -1(leader) = -2  
12(-2) DR = 2,5 dust dr = 3 1MC.  
1MC vs 2-2-8 DR = 6,3 breaks, DM

Matt – For one, I can't believe I finally got him. For two, I love overrunning with loaded halftracks! What fun!

- g. HT continues moving to 27X3 - 9
- h. try for smoke grenade dr = 3, no  
<illegal anyway, since you can't do this once you've bounding fired - ed.>
- i. 27X4 - 10
- j. stop - 11
- k. unload - 15, Vehicle Dust is removed and no Vehicle Dust is left

6. 26C1: Motion,2-4-8,2-4-8,SPW 251/1 moves

- a. 26D0 - 1
- b. 27CC1 - 2
- c. 27BB1 - 3
- d. ATG shoots again, losing -1 acq on HT in 27X4  
TH DR = 5,1 dust dr = 3, miss, -1 acq
- e. 27AA2 - 4
- f. 27Z2 - 5  
2 RFP hits DR - 4,5 NE
- g. 27Y3 - 6
- h. 27X3 - 7
- i. try for smoke grenade dr = 3 no
- j. stop - 8.
- k. unload - 12
- l. T3 fires at unloading infantry  
8(+2) DR = 6,5 dust dr = 6 miss
- m. Ends move, Vehicle Dust is removed and no Vehicle Dust is left

7. 27EE3: Marder III(t)H, CA = 5 moves

- a. 27DD3 - 1
- b. 27CC4 - 2
- c. 27BB3 - 3
- d. 27AA4 - 4
- e. VCA = 3 - 6
- f. stop - 7, Vehicle Dust is removed and no Vehicle Dust is left

8. 27DD1: Motion, LMG, 4-6-8, SPW 251/1 moves
- 27CC2 - 1
  - 27BB2 - 2
  - 27AA3 - 3
  - 27Z3 - 4
  - 27Y4 - 5
  - stop - 6
  - unload - 10
  - HT crew tries for a smoke grenade dr = 3 no
  - End move, Vehicle dust is removed and no Vehicle Dust is left

Matt – This guy can unload further away, because of his 6 hex range, and still be included in the resultant firegroup.

9. 27FF1: Motion, 8-0, 2-4-8, 2-4-8, SPW 251/1, CA = 5 moves
- 27EE2 - 1
  - 27DD2 - 2
  - 27CC2 - 3
  - 27BB2 - 4
  - 27AA3 - 5
  - 27Z3 - 6
  - 27Y3 - 7
  - 27X2 - 9
  - stop - 10
  - unload - 14
  - start up - 15
  - 27W2 - 16
  - end in Motion, Motion Vehicle Dust in 27X2

Matt – I miscalculated MPs. I meant to unload in the Smoke, then move and stop the halftrack in the next hex so that the Infantry could advance under it. I was 1 MP short of stopping. He won't be able to include his 3FP in the planned firegroups, but perhaps he can cause some trouble next turn.

10. PzIII in Y2 moves
- tries for sD7 DR = 3,1 yes - 1
  - start up - 2
  - VCA = 4 - 3
  - 27Y3 - 4
  - VCA = 3 - 5
  - 27Z3 - 6
  - 27Z4 - 10 MP (Vehicle Dust is gone)
  - VCA = 4 - 11
  - 27Y5 - 12
  - stop - 13 non-Motion Vehicle Dust in 27Z4

**Defensive Fire Phase** - none

**Advancing Fire Phase**

- X3/Y4 firegroup at T3.  
8(+2) DR = 6,4 dust dr = 6 miss
- W3 MG's at T3.  
4(+2) DR = 2,5 dust dr = 4 miss
- W3 MA at T3.  
TH DR = 5,1 dust dr = 2 miss. -1 acq.
- U5 MG vs S4  
2(+2) DR = 3,5 dust dr = 5 miss
- U5 fires MA at S4, Area Target Type  
TH DR = 5,6 dust dr = 6 NE. -1 Acq.

6. Free CA change in W5 to CA:4

7. Free CA change in Y5 to CA:3

**Rout Phase**

1. Y3 cannot rout to Y2 because it is ADJACENT to the Known Enemy Units in X2, and all other paths are interdictable by X3, so they will surrender to a HS in X3.

**Advance Phase** - none

**Close Combat Phase** - none

**Australian Comments** - Jeez, you know Matt, the least you could do is Overrun my guys in the deir with a tank! Guess I really need do something bad to deserve a Panzer Overrun. All I get is the halftrack Overrun with PRC guns blazing. Well, it worked for him nonetheless, and Matt has successfully turned my right flank. I now have to defend the hillock from that side, something I should have planned a little better for. Well, now it's time to improvise.

Once again, my defensive fire is harmless. Feels like I'm firing warning shots, much like the old Robin Williams joke about Muammar Quadafi's "Line of Death"; "You cross this line you die...okay, you cross this line, you die.....okay, you cross this line...". All joking aside, Matt has exceeded my expectations of where he'd be by this point and I'm going to need some help in the form of Lady Luck real quick. Especially with the Marder getting into position to start raining down shots of 12 FP on the hillock and his troops unloading unscathed into the cover of the now undefended deir.

At least I got to see another DTO novelty. The "Quarter for all surrendering troops" rule (F.5) saved the crew from a gory demise at the hands of Romey's Blue Baddies.

**German Comments** - I feel that the scenario up to this point has been a prolonged setup for the next player turn. Part of that has to do with the loss of the ATG on the Aussie right flank. We surely would have seen some fireworks by now if it were still around. Nevertheless, it is when the Valentines come on board that this scenario really begins to heat up. I expect a full-fledged raging battle from this point on, and I feel that I am ready for it! Hold your breath folks, it's gonna start getting bumpy!

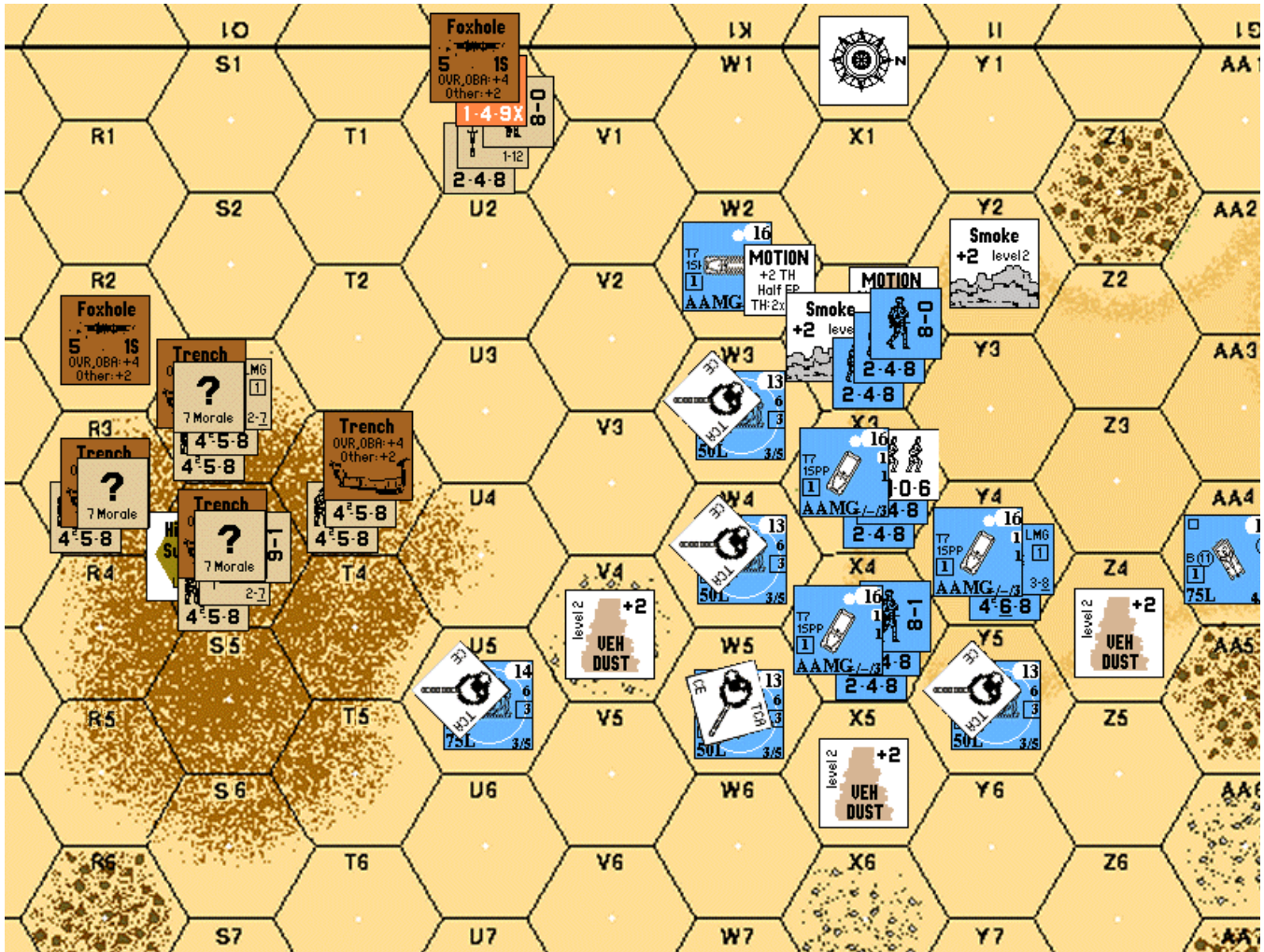
**Neutral Comments** - As Matt says, not much interaction so far. If the Gun had survived the Bombardment, you would have seen some action for sure. Probably Matt would have still been able to keep his halftracks safe behind Vehicle Dust while he sent tank after tank to overrun the AT Gun. It's likely that the position would have looked much the same as it does now, with the Germans down 1-3 tanks. As it is, Matt is in beautiful position, with a good Defensive Fire firegroup and everybody ready to use Armored Assault next turn.

Scott's got to be glad to have those reinforcements right about now. Driving them up to wait Hull Down behind the hillock would be the safe move. Another option, albeit a gutsy one, would be to try to come in behind the Germans, in row Z or higher. For one, that would deny rout paths off the hillock for any Germans who broke trying to assault move forward. Breaking some of Matt's dismounted Infantry with point-blank MG fire or an Overrun could actually result in some eliminated squads this turn. For another, it gives Scott a chance to catch the Marder flat-footed. Since it's non-turreted, it would have a hard time hitting anything outside of

its Covered Arc and Scott might be able to destroy it with point-blank Bounding Fire. Matt's Vehicle Dust would actually protect Scott from most of the PzIII's. Finally, if Matt wanted to hunt down the Valentines, he'd have to ignore the Infantry for a turn.

The Valentines would definitely have a shorter life, but they might be able to prolong the Infantry's life for a while longer by being a backfield nuisance.

**Board Status at the end of German Turn 3**



**Australian Turn 3**

Scott - Okay, here comes the cavalry. I've got three Valentine IIs. I'd like to have about seven more, but the designer didn't seem to think of that, so I have three. I also have an 8-1 armor leader to help counter the dust roll. I'm gonna need these guys to be effective and to do so quickly. I'll set them up so they can run straight the hillock from the left side (my perspective). Hopefully, I will be able to make it to the hillock and the coveted hull down positions it will provide. I set the 8-1 AL in the far tank so it will be the one most likely to survive the run through the gauntlet to make it to the hillock.

**Rally Phase**

1. Wind Change DR = 3,5 no
2. Set up reinforcements (all CE and in Motion)
  - 27L11: Valentine II, CA: 1
  - 27K11: Valentine II, CA: 1
  - 27J11: Valentine II, CA: 1, 8-1 Armor Leader (The Armor Leader is HIP until his modifier is used [D3.41].)

Matt – This may be the safe move for Scott to enter behind the safety of the hillock, but I admit that I am happy about it. I hope this will allow me to focus my entire attack in an Easterly direction.

**Prep Fire Phase**

1. ATG will take a shot at the hull down panzer in U5, losing acq on X3:
  - TH DR = 5,5 dust dr = 6 miss, -1 acq

2. T3 fires at CE tank crew in U5  
8(+2) DR = 4,2 dust dr = 3 NE

3. S4 fires at CE tank crew in U5  
6(+1) DR = 3,4 dust dr = 4 NE

4. S3 fires at CE tank crew in U5  
8(+2) DR = 1,6 dust dr = 6, NE

5. ATR in U1 makes a Deliberate Immobilization attempt at W3  
TH DR = 4,4 dust dr = 2 miss

6. Assemble the MTR in 27K7, CA: 2

Matt – So, the ATR rears its ugly head in the U1 foxhole. Despite its puny caliber, I am very aware of its power to Deliberately Immobilize me. It seems Scott is aware of this too – fortunately his attempt fell far short. I must say that those Australians in U1 make me very nervous. The way I have positioned myself, they are off the axis of my attack. Thus, they could prove to be a pesky irritant to my right flank. I may have to send a halftrack over to deal with them next turn.

### Movement Phase

1. Valentine in 27L11 moves
  - a. 27L10 - 1
  - b. 27M10 - 2
  - c. 27N9 - 3
  - d. 27O9 - 4
  - e. 27P8 - 5
  - f. 27Q8 - 6
  - g. W5 fires  
TH# = 10. DRM's = +2 moving  
TH DR = 2,3 dust dr = 4 turret hit, -1 acq, ROF  
TK# = 13 - 8 armor = 5  
TK DR = 5,1 possible shock  
Shock PTC DR = 3,3 OK
  - h. 27R7 - 7
  - i. W5 fires again, this time with -1 acq.  
TH DR = 3,1 dust dr = 6 hull hit, no ROF, -2 acq  
To Kill # = 13 - 6 armor = 7  
To Kill DR = 2,2 eliminates tank  
Crew Survival DR = 1,5 no

Note that there is vehicle dust in 27Q8. Even though that tank was eliminated, it only expended 1MP to enter the last hex, so the non-Motion Vehicle Dust stays until the next Australian PFPh.

Matt – One down, two to go.

2. Valentine in 27K11 moves
  - a. 27K10 - 1
  - b. 27K9 - 2
  - c. CA = 2 - 3
  - d. 27L8 - 4
  - e. 27M8 - 5
  - f. 27N7 - 6
  - g. 27O7 - 7
  - h. Tank in U5 fires, losing acq on S4  
TH DRM's = +2  
TH DR = 5,5 dust dr = 4 - miss, -1 acq, no ROF
  - i. 27P6 - 8
  - j. 27Q6 - 9
  - k. sM to T4: DR = 5,4 no
  - l. stop - 10

- m. bounding fire to U5 (you never know, it could happen):  
DR = 3,5 dust dr = 6 no
- n. ends move, non-Motion Vehicle Dust in 27P6

3. Valentine in 27J11 moves
  - a. 27J10 - 1
  - b. 27J9 - 2
  - c. 27K9 - 3
  - d. 27L8 - 4
  - e. 27M8 - 5
  - f. 27M7 - 6
  - g. VCA = 2 - 7
  - h. 27N6 - 8
  - i. 27O6 - 9
  - j. 27P5 - 10
  - k. end in Motion, Motion Vehicle Dust in 27O6

### Defensive Fire Phase

free CA changes:

1. 27Y5: Pz IIIJ, CE, CA = 5
2. 27AA4: Marder III(t)H, CA = 5
3. Firegoup: X3/X4/Y4 vs. T3.  
FP = (X3) 2+2+3 + (X4) 2+2+3 + (Y4) 4+3+3 = 24FP.  
DRM = +2(Trench)  
DR = 2,4 dust dr = 1 2MC  
2MC vs 4-5-8 DR = 1,2 OK  
2MC vs 4-5-8 DR = 4,4 break, DM

Matt – Ahhh! I love a nice juicy 24 firepower attack. It feels good to see my plan come to fruition, even if one squad escaped unscathed. But he'll see his day, believe you me.

4. W3 fires MG's at S4, losing -1 acq on T3  
8(+2) DR = 3,1 dust dr = 4 NMC  
NMC vs 9-1 DR = 6,2 OK  
NMC vs squad DR = 2,4 OK

5. W3 fires MA at S4.  
TH # = 8, DRM = +2  
TH DR = 6,3 dust dr = 3 miss. -1 acq.

6. W4 fires MG at T3.  
8(+2) DR = 3,1 dust dr = 1 1MC  
1MC vs unbroken squad: DR = 5,5 breaks, DM  
1MC vs broken squad: DR = 2,4 OK

7. U5 fires BMG (only) at S4, so as not to lose its -1 acq on 27Q6 by firing its CMG at a different target than the one acquired [C6.5].  
2(+2) DR = 1,5 dust dr = 2 NE

### Advancing Fire Phase

1. Valentine in 27P5 fires at U5  
TH DR = 1,2 dust dr = 5  
+2(dust), Case C with ST (+4)= +6, turret hit  
TK # = 10 - 6 armor = 4  
TK DR = 4,3 NE

### Rout Phase

Two DM 4-5-8's in 27T3 rout along Trenches to S4, R3.

### Advance Phase

1. 9-1 in 27S4 to 27R3 (-1 acq from tank in W3 tracks him)
2. ?,4-5-8 in 27R3 to 27S4
3. LMG,4-5-8 in 27S3 to 27T3

**Close Combat Phase** - none

**Australian Comments** - Well, as everything else has gone in this scenario, the plan for this turn didn't go off without a hitch. Losing one tank of three wasn't bad, but I'm still not yet hitting with the ATG and the ATR hasn't been able to light anyone up yet either.

Now I also begin to feel something I thought was going to arrive a bit later in the scenario. Matt has put together a toothy 24 FP fire-group and has begun to take it out on the hillock. Being able to wield big numbers like that as early as he has, I'm beginning to lose personal morale.

He's still got a lot of work left ahead of him, but as the defender, I should have been able to inflict more casualties by this point.

**German Comments** - I think that I delivered Scott some setbacks this Player Turn by knocking out one Valentine and breaking two squads. In addition, one of the Valentines was left in Motion, and thus will be unable to get effective shots off at me. Only the Valentine HD in Q6 is worrisome, but better one Valentine than three. Perhaps Scott should have considered moving one or more of the tanks to a HD position in the I7 deir.

I am exactly where I want to be, and so I feel that I can now move up and assault the hillock in my next Movement Phase. I only have the Valentine in Q6 and the AT Gun to worry about. Nothing to sneeze at, but I have the numerical advantage to swarm the hillock, so I plan to move out now while I still have time.

**Neutral Comments** - One Valentine dead in vain, Where was that guy heading anyway? Not to a Hull Down position behind the hillock, from what I could see. Leaving the Valentine in P5 in motion also seems like a mistake. He'll take a lot of shots before he gets to return fire effectively, and it's not like being in P5 is any different from being one hex further back.

Now for the real meat of the German assault. Lots of options open to Matt. Using a tank to freeze Infantry also means that tank won't be firing at any Valentines since it'll be under TPBF restrictions as well. Moving through the Trench and leaving sD Smoke on top of the Infantry seems attractive, but again, the Germans don't have enough of a numerical advantage to make CC work. Matt's really got to break the Infantry with his tanks. They get a 16(+3) OVR attack with a dust dr to boot. Pretty iffy against 8-morale troops. Still, with three turns yet to go, Matt doesn't have to do anything drastic yet.

**German Turn 4****Rally Phase**

1. Wind Change DR = 3,3 NE
2. 9-1 rallies DM4-5-8's in 27R3 DR's= 1,6 & 2,6 , no and no
3. Remove DM's.

**Prep Fire Phase**

1. Remove dispersed smokes.
2. Remove non-Motion Vehicle Dust behind German vehicles
3. U5 fires AP at Q6.  
TH DR = 6,1 dust dr = 3 miss, -2 acq

Matt – Darn. I considered firing Smoke on this shot. Now I wish I had.

4. U5 fires MG's at S4 (losing acq on Q6).

4(+2) vs concealed, 8(+2) vs unconcealed  
DR = 5,6 dust dr = 4 - NE.

5. AA4 fires AP at Q6.  
TH# = 9. DRM's = +4 (vehicle hindrances)  
TH DR = 6,2 dust dr = 3 miss, -1 acq

Matt – Not much of a Prep Fire Phase, I know. I plan to move almost all my units up this turn. Soon I will be dishing out massive PBF using my vehicles as mobile +1 TEM for the infantry. I expect losses, but those Aussies shouldn't be able to take that kind of punishment for long. My movement phases will be a work in progress, depending on which units survive and where the hindrances will appear during the course of the MPH.

**Movement Phase**

1. Y5 moves
  - a. starts up - 1
  - b. 27X5 - 3
  - c. 27W6 - 4
  - d. 27V5 - 5
  - e. 27U6 - 6
  - f. stop - 7 Remove Vehicle Dust; no Vehicle Dust is left

2. W5 moves
  - a. starts up - 1
  - b. 27V4 - 2
  - c. 27U4 - 3
  - d. attempt sD7 DR = 5,1 - got it - 4
  - e. 27T3 - 5 (no Overrun)  
Bog Check DR = 3,2 - OK.
  - f. fires MG's 6(+2) DR = 1,4 dust dr = 2 PTC  
PTC vs 4-5-8/LMG DR = 5,1 - Pass.
  - g. 27S4 - using extra MP's to bring it to 11  
Bog Check DR = 6,4 OK
  - h. 27R4 - 12
  - i. ATG fires, losing acq on U5  
TH DR = 4,4 dust dr = 6 miss, -1 acq
  - j. stop - 13, non-Motion Vehicle Dust left in 27S4

Matt – <Gasp!> I almost failed that second Bog Check. Deep breaths, deep breaths!

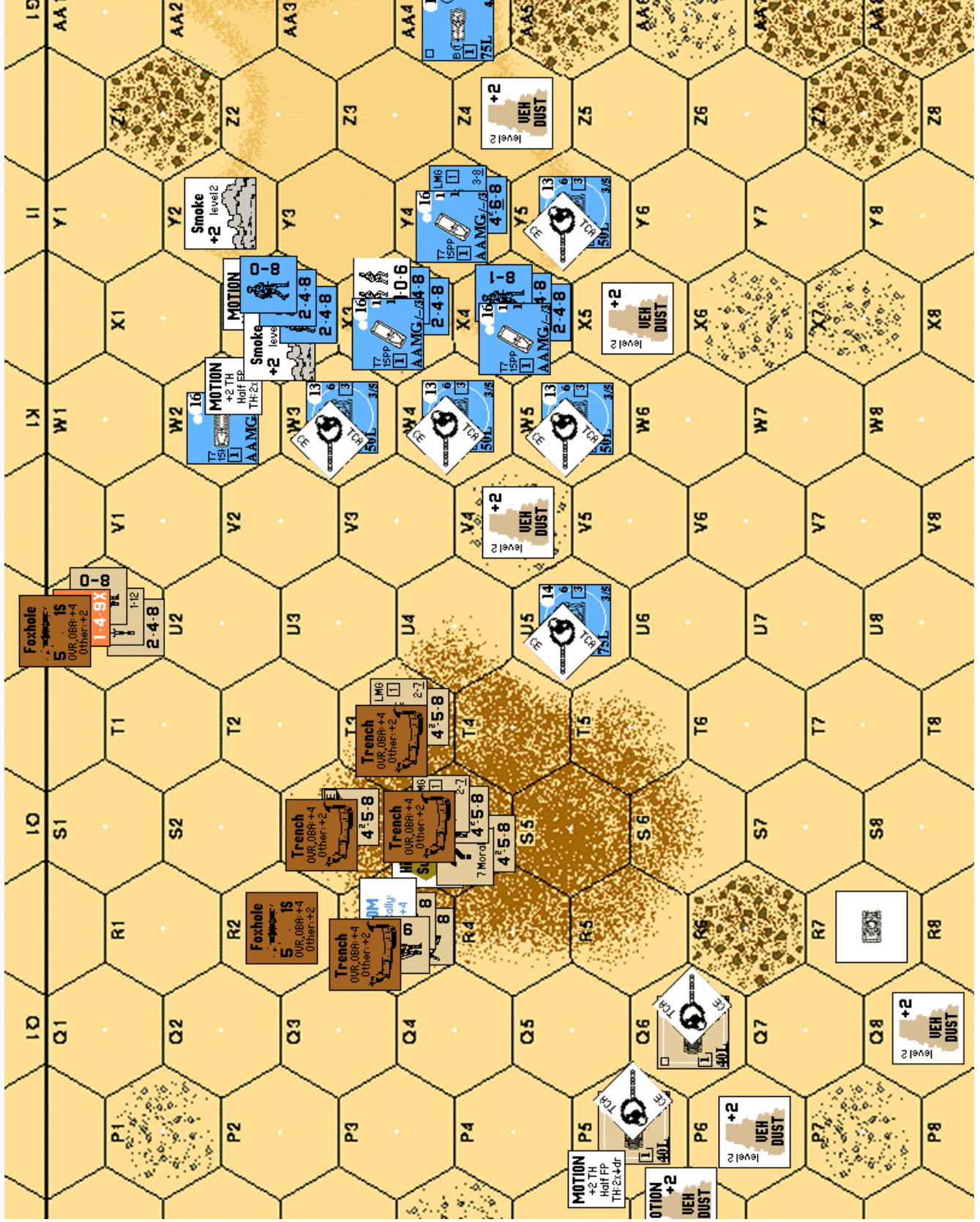
3. W4 moves
  - a. starts up for 1
  - b. 27V3 - 2
  - c. 27U4 - 5
  - d. 27T3 - 6  
Bog Check DR = 4,4 - NE -
  - e. attempt sD7 DR = 6,3 - no
  - f. 27T2 - 7
  - g. VCA = 5 - 8
  - h. 27S3 - 11  
Bog Check DR = 3,2 - OK
  - i. 27R2 - 12
  - j. stop - 13, non-Motion Vehicle Dust left in 27S3

Matt – Except for missing the sD7, this worked out perfectly! Not only do I get the Vehicle Dust in S3 to obscure the squad within, but I have surrounded the brookies in R3, who, assuming my tanks in R2 and R4 are still around, will be eliminated for failure to rout.

# High Danger Scenario Replay

v7

## Board Status at the end of Australian Turn 3



## 4. W3 moves

- a. starts up - 1
- b. 27V3 - 2
- c. 27U3 - 3
- d. 27T3 - 5  
Bog Check DR = 5,2 - NE
- e. sD7 attempt DR = 4,4 - no
- f. 27S3 - 7  
Bog Check DR = 5,6 - Bogs  
Remove Vehicle Dust, no Vehicle Dust is left

Matt – Bummer. The good news is that I have frozen the squad from firing out of the hex. The bad news is that I am immobile, and thus vulnerable to CC.

## 5. 27W2: SPW 251/1, CA = 5 moves

- a. 27V2 - 1
- b. 27U3 - 2
- c. 2-4-8 fires ATR from U1  
TH DR = 3,1 dust dr = 6 hit  
TK # = 5 + 1(range) -1 (armor) = 5  
TK DR = 3,5 no
- d. stop - 3
- e. bounding fire at T3  
2(+2) DR = 4,1 dust dr = 1 NE
- f. start - 4
- g. try for smoke grenade  
dr = 6, no <illegal once you have bounding fired - ed.>
- h. stop - 5
- i. delay to 12MP
- j. start up 13
- k. VCA = 6 - 14
- l. 27U2 - 15
- m. stop - 16, non-Motion Vehicle Dust left in 27U2

Matt – As I said, those guys in U1 are a thorn in my side. I hope to dispatch them with a halftrack. If not, then maybe I can at least draw some fire and a modicum of cover for my advancing infantry.

## 6. HT and infantry in 27X3 armored assault

- a. start the HT for 1 MP
- b. HT changes VCA to 5 - 2 MP
- c. 27W3 - 1 MF, 4 MP
- d. 27V3 - 2 MF, 5 MP
- e. HT tries for smoke grenade dr = 3 - no
- f. 27U3 - 4 MF, 7 MP
- g. stop - 8 MP, Remove Vehicle Dust, no Vehicle Dust is left

## 7. 8-1, 2-4-8, 2-4-8, and HT in X4 Armored assaults.

- a. HT Starts up for 1MP
- b. HT VCA: 5 - 2 MP
- c. 27W4 - 1 MF (4 MP)
- d. 27V3 - 2 MF (5 MP)
- e. vehicular crew smoke grenade attempt dr = 6 no
- f. 27U4 - 4 MF (8 MP)
- g. T3 fires  
12(+2) DR = 6,1 dust dr = 6 miss
- h. stop - 9, remove Vehicle Dust, no Vehicle Dust is left

Matt – Using hindrances really helps cover my advance. Shrouded in dust and Smoke, I can move up adjacent to the enemy, and either jump into CC, or blast him with PBF come my next PFPh (free of the hindrances, which will conveniently be removed at the beginning of the PFPh).

## 8. 4-6-8/LMG, HT in Y4 armored assault

- a. HT starts up- 1MP
- b. VCA = 5 - 2MP
- c. 27X3 - 1 MF (3 MP)
- d. 27W3 - 2 MF (5 MP)
- e. 27V3 - 3 MF (6 MP)
- f. vehicular crew smoke grenade attempt dr = 4 - no
- g. squad attempts smoke grenades dr = 3 - no - 4 MF (6 MP)
- h. HT stop - 4 MF (7 MP) - Remove Vehicle Dust, no Vehicle Dust is left

## 9. 2-4-8 in 27X2 moves

- a. 27W3 - 1
- b. 27V2 - 2

## 10. 2-4-8 in 27X2 moves

- a. 27W3 - 1
- b. 27V2 - 2

## 11. 8-0 in 27X2 moves

- a. 27W3 - 1
- b. 27V2 - 2

## Defensive Fire Phase

1. T3 final fires at U3  
6(+3) DR = 4,2 dust dr = 3 NE

2. 4-5-8 in S3 fires at CE vehicle in his hex  
12(+4) DR = 4,2 dust dr = 6 NE

3. tank in Q6 fires at U5  
TH DR = 4,3 dust dr = 6 miss, -1 acq

4. tank in Q6 fires CMG at U6  
4(+2) DR = 6,3 dust dr = 5 miss, lose acq on U5

5. Motion tank in 27P5 fires at U5:  
TH DR = 1,3 dust dr = 1 turret hit  
TK # = 10 - 6 armor = 4  
TK DR = 2,2 shock

Matt – Wow! Scott gacks just about every dust dr in the game, then his lucks swings back in dramatic fashion in the form of a long-odds Motion shot - against a HD target, no less! Well, I certainly didn't expect that. Nevertheless, I also didn't expect to have no casualties, so I will just have to deal with this setback. Let's hope that he comes back – but I am notoriously bad with my Schock rolls, so I won't hold my breath.

6. MTR in K7 fires at R2  
TH DR = 5,5 dust dr = 3 miss, -1 acq

## Advancing Fire Phase

1. U6 MA vs. P5.  
TH DR = 3,3 dust dr = 6 - miss, -1 acq
2. PzIII in 27R2 rotates TCA to 4 and fires at P5  
TH DRM = +4 case C, +2 Motion target, +1 case A  
TH DR = 1,2 dust dr = 5 miss, -1 acq

3. S3 fires MG's into own hex.  
12(+4) DR = 5,6 dust dr = 2 - NE.

4. S3 fires MA at same.  
TH DRM = +4 case C, +2 Trench, +2 Vehicle Dust, +2 case E  
TH DR = 6,1 - miss, -1 acq.

5. U3/U4/V2/V3 firegroup versus T3.  
20(+5) DR = 6,2 dust dr = 2 miss

#### Rout Phase.

R3: both squads are eliminated since they cannot rout and there is no infantry to take them prisoner.

Scott - My guys in T3 will not voluntarily break. They will sit there and try to dish a little damage if that's what it'll come down to. They *are* Aussies after all.... :-) Plus, I haven't got much left.

#### Advance Phase. -

1. BU tanks in S3, R2, and R4
2. 2-4-8 in V2 to U2
3. 2-4-8 in V2 to U3
4. 2-4-8 and prisoners in U3 to U2

Matt - Cool. I like to put prisoners in the line of fire. :-) Notice how my 8-0 will be able to use V2 as a rally hex, as it is non-Open Ground to every Australian unit.

#### Close Combat Phase

CC in S3:

Since a vehicle is involved, CC is sequential [A11.3], and the Aussies go first. No PAATC is necessary since the infantry unit is not *advancing* into the vehicle's Location [A11.6]. The squad's CCV = 5. DRM's = -1 (immobile). DR = 1,6 no

Tank fires back, using its CMG vs. 4-5-8. Odds are 1:1.  
CC DR = 2,3 - squad CR's to a halfsquad, the tank's -1 Acq is removed. Place Melee counter.

Matt – Wow, he just missed me, and I bagged a halfsquad! Man, I'm glad I went BU to avoid the extra -1 CC DRM against me!

**Australian Comments** - Ha! I shocked a tank! Yipee-kay-yay and all that jazz. I knew I couldn't go a whole game without at least having some adverse effect on my opponent. So far my Aussies haven't been more than speedbumps to Romey's war machine, but I'm gonna keep trying. Matt has also seemed to do what I couldn't and held up one of his panzers by bogging it. However, it's in one of my hillock hexes, so it doesn't exactly qualify as a positive for me. Especially since I missed bagging it in CC and casualty reduced down to a halfie in the attempt.

As for the crew manning the ATG, once again a miss. They'll be relegated to making Bloomin' Onions at Outback if they survive this battle. I know, the shots they are taking are low odds, but I would think the dicebot would be kind just once....just once...

**German Comments** - Things are going well so far. I have moved up adjacent to the hillock as planned, casualties have been low, and most of my infantry is shielded from his firepower by hindrances. Bagging two Aussie squads for failure to rout was the high point of the turn. Getting shocked by a Motion shot while Hull Down was definitely the low point.

**Neutral Comments** - A Bog and two Shocks finally give the Germans some casualties, and that AT Gun is definitely due for a score. However, Matt's assault moves forward, and he does a great job of isolating the defenders. You wouldn't think it possible with the defenders huddled into three adjacent hexes, but

Matt uses Vehicle Smoke and TPBF freeze to neutralize the hindmost defenders, while leaving T3 to face his line of Infantry alone.

## Australian Turn 4

### Rally Phase

1. Wind Change DR = 6,5 no
2. Shocked German vehicle in 27U5 rolls to recover: dr = 6, flip to UK side

Matt – Yup. I never get Shock rolls.

### Prep Fire Phase

1. Remove non-Motion Vehicle Dust behind Australian vehicles

2. MTR in K7 fires s8 smoke at R2  
TH DR = 5,4 dust dr = 6 miss, Acquisition lost due to firing Smoke.

3. ATG in G3 fires at R4:  
TH DR = 1,2 dust dr = 5 turret hit, -1 acq, ROF  
TK # = 10 - 6 armor = 4  
TK DR = 3,1 Shock, tank Buttons Up [D6.61]

4. ATG in G3 fires at R2, losing acq on R4:  
TH DR = 2,4 dust dr = 6 miss, -1 acq, ROF

ROF, same shot  
TH DR = 4,3 dust dr = 6 miss, -2 acq

5. Q6 fires MA at U6, losing acq on U5  
TH DR = 3,3 dust dr = 3 hull hit, -1 acq  
TK DR = 4,3 NE

6. Q6 fires CMG at U6  
4(+2) DR = 5,4 dust dr = 5 miss

7. U1 at U2  
6(+0) DR = 6,5 dust dr = 3 miss

8. T3 at U4  
12(+3) vs infantry, 12(+4) vs CE HT crew  
DR = 1,1 dust dr = 3 2MC vs infantry, 1MC vs crew, ROF on LMG  
2MC vs 8-1 DR = 2,3 pass  
2MC vs 2-4-8 DR = 1,1 HoB  
HoB DR = 4,1 (-1 Elite) = 4 Hero Creation  
2MC vs 2-4-8 DR = 6,5 breaks, DM  
1MC vs HT crew DR = 2,3 OK

Matt – A mixed result. He Shocked yet another tank. But I survived what could have been a devastating snakes result in U4. I'd rather have the infantry than the tank, so things could be worse.

9. S4 at U4  
8(+3) vs infantry, 8(+4) vs CE HT crew  
DR = 5,1 dust dr = 3 miss



**Movement Phase**

1. P5 moves
  - a. try for vehicular crew smoke grenades: dr = 4 no
  - b. VCA: 1 - 1
  - c. 27P4 - 2
  - d. U6 fires  
TH# = 10, +2 moving, +1 tank in R4, -1 acq.  
TH DR = 1,6 dust dr = 5 miss, ROF, -2 acq
  - e. R2 fires  
TH# = 10, +2 moving, -2 acq  
TH DR = 3,6 dust dr = 4 miss
  - f. 27P3 - 3
  - g. U6 fires again  
TH DR = 6,1 dust dr = 1 hull hit, no ROF  
TK# = 13 - 6 armor = 7  
TK DR = 1,2 burning wreck  
(non-Motion Vehicle Dust stays in P4)

**Defensive Fire Phase**

1. U2 vs. U1:  
12(+2) DR = 3,5 dust dr = 1 PTC  
Heroic leader is immune to PTC's because he is a SMC [A11.6]  
PTC vs HS: DR = 4,1 - Pass.
2. U3/U4/V3 firegroup vs T3.  
36(+5) DR = 4,6 dust dr = 6 miss

Matt – Arrgh! I thought that was a good shot, too. I sure hope Scott's high dust drs are not heading my way.

3. R2 will fire MG's at R3.  
16(+2) DR = 3,4 dust dr = 6 PTC, losing acq on wreck in 27P3.  
PTC vs 9-1 DR = 5,2 - Pass.
4. S3 fires CMG into his own hex (BMG firing into his own hex is NA, D8.5).  
12(+4) DR = 1,1 dust dr = 2 2MC  
2MC vs 2-4-8 DR = 3,3 Pin

Matt – More good fortune for the Bogged tank. He just might pull through!

5. Marder in AA4 fires at the tank in Q6.  
TH DR = 6,6 dust dr = 5 malfs the MA, losing -1 acq

Matt – Oh no!!! This is my best AT weapon, with Smoke too. This could be a bad, very bad. This back and forth business is giving me fits!

**Advancing Fire Phase - none**

**Rout Phase**

27U4: 8-1 and DM 2-4-8 routs to 27V3

**Advance Phase**

1. 27R3: 9-1 advances into 27S4

**Close Combat Phase**

Continue the Melee in S3  
HS attacks tank first since CC is sequential with a vehicle in the Location. Pinning reduces the CCV by 1, so its CCV is 2  
HS CC attack DR = 1,5 miss

Tank attacks back with CMG

2:1 DR = 1,4 eliminates HS

**Australian Comments** - A very small ray of sunshine in this turn as his shocked tank becomes an Unconfirmed Kill and I whack a small stack encroaching on the hillock. On the downside, my fire that broke a halfie and made an 8-1 rout with it also created a hero. On top of that I lost a tank. I never did get the Vals close enough to garner the HD status of the hillock, darn panzers got in the way and all.

Romey has really started to swing a big stick also. I was lucky and survived a 36 FP shot, but luck and surviving high firepower shots usually are not hand in hand for long.

Hehe, too bad about Matt breaking his Marder, I'm sorry about that. Really, I am.... ;-)

**German Comments** - Well, well, that bogged Panzer is leading a charmed life indeed! Despite being bogged, he takes out an entire squad. Even if I Immobilize here, I am in a good position to place PBF on the hillock summit. And though I also have two shocked tanks, I still feel good about my position. His 458 in T3 is essentially toast, and I can easily be adjacent to the Hillock Summit by the end of the upcoming turn. I don't expect him to be able to withstand that kind of withering fire for long. I just hope he doesn't go on a ROF killing spree with that AT Gun. Two turns to move two hexes; sounds like a cinch. But, of course, in this damn game you just never know what's going to happen.

**Neutral Comments** - Another Valentine bites the desert dust, but at least Shocking a German tank before going down. It's going to take some Infantry casualties to stop the Germans now that they're dishing out 36 FP attacks. I'm beginning to think that coming in behind the Germans would have been the right move for Scott's tanks. The Valentines would either be taking shots at Infantry or at the rear armor of the German tanks; at the very least, they would have drawn the German tanks off the hillock and given the last-stand team on the summit some breathing space.

**German Turn 5**

**Rally Phase**

1. Wind Change DR = 1,2 NE
2. 8-1 attempts to rally broken HS in V3 DR = 5,1 no
3. Roll for recovery of UK in U5 dr = 4 eliminates vehicle
4. Roll for recovery of Shock in R4 dr = 2 removes Shock

Matt - <Gasp!> I actually got one of my tanks out of Shock! Even though I lost the other tank, I view this as a minor victory, because my Shock rolls have been dogmeat recently.

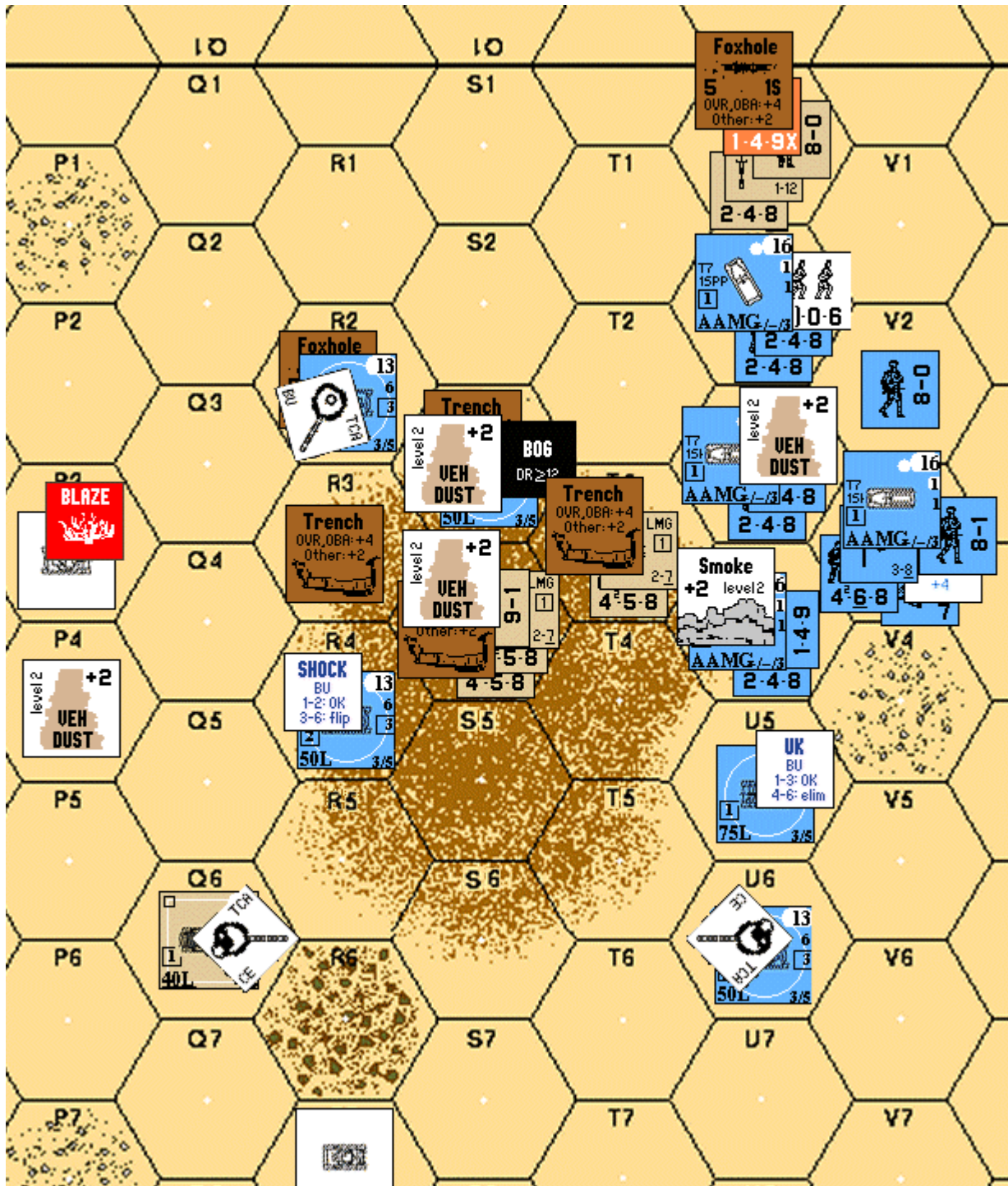
5. Marder attempts to fix its MA dr = 1 yes

Matt - Yes!!!!!!!!!!!! - (pause while Matt does a Snoopy dance). With only a 4FP MG I just didn't see any disadvantage of recalling the Marder, so I attempted to fix the MA. And got it! This is great, I can now attempt to Smoke the Summit hex and move adjacent with near impunity! All in all, an excellent RPh.

6. Remove DM

### Board Status at the end of Australian Turn 4

Hillock Summit counter in S4 is not shown.



## Prep Fire Phase

1. Remove dispersed Smoke
2. Remove non-Motion Vehicle Dust behind German vehicles

3. AA4 fires s7 Smoke at S4  
TH DR = 3,3 dust dr = 6 successful, place +3 smoke

4. U6 attempts an APCR shot at Q6  
TH DR = 3,5 dust dr = 6 no APCR, no shot

5. U6 attempts AP shot at Q6  
TH DR = 2,1 dust dr = 2 hull hit, -1 acq  
The Final TK # is less than 2, so a TK DR is not made since it is not possible to achieve an effect.

6. U6 fires MG's at Q6  
8(+2) DR = 4,3 dust dr = 1 PTC  
PTC vs CE vehicle crew DR = 1,3 OK

7. PzIII in 27R4 rotates TCA to 4 and fires at Q6  
TH DRM = +1(case A), +1(BU) -1(2-hex range) = +1  
TH DR = 4,3 dust dr = 3 hull hit, -1 acq  
TK# = 13 - 6 armor = 7.  
TK DR = 4,3 - Immobilized.  
Immobilization TC: DR = 5,1 - Pass.

8. PzIII in 27R4 fires CMG vs CE crew of Q6  
2(+2) DR = 4,4 dust dr = 6 - NE.

9. U3 and U4 firegroup vs. T3.  
24(+1) DR = 4,3 dust dr = 3 2MC  
2MC vs 4-5-8/LMG DR = 5,3 breaks, DM

Matt – I immobilized the last remaining Valentine, and although he is still a threat to my vehicles, I can breath a sigh of relief that he will not be overrunning my infantry anytime soon. The U3/U4 firegroups worked like a charm. Notice how the Smoke and Vehicle Dust lift at just the right time (start of the PFP) for me to dish out some heinous fire.

## Movement Phase

1. R2 moves
  - a. Try for sD7 DR = 2,1 - yes - 1MP
  - b. start up - 2
  - c. 27Q3 - 3
  - d. CA = 4 - 4
  - e. 27Q4 - 5
  - f. 27Q5 - 6
  - g. ATG fires  
TH DR = 4,1 dust dr = 5 miss, -1 acq
  - h. stop - 7
  - i. Bounding fire at Q6 using APCR  
TH DR = 2,5 dust dr = 1 no APCR, no shot
  - j. Repeat shot using AP  
TH DR = 3,2 dust dr = 2 - hull hit  
TK # = 13+1 (range) -6 (armor) = 8  
TK DR = 5,5 - nope.
  - k. Bounding fire MG's at Q6  
8(+2) DR = 5,5 dust dr = 2 - NE.
  - l. ends move, Vehicle Dust is removed and no Vehicle Dust left

Matt – Under the convenient cover of the burning wreck and Vehicle Dust, I planned to put this guy away once and for all. Maybe I should just ignore him and attack the summit hex, but

I'm seeing red and his mere presence is intolerable! I must take him out!

2. PzIII in S3 attempts to unbog
  - a. DR = 6,4 - Immobilized
  - b. Go CE, try for crew smoke dr = 6, no
  - c. Change TCA to 4
  - d. Ends move
3. HT and 4-6-8/LMG in V3 armored assault
  - a. HT starts up - 0MF (1MP)
  - b. 27U4 - 1 MF (4 MP)
  - c. 27T4 - 2 MF (5 MP)
  - d. S4 fires  
20(+3 vs infantry, +5 vs HT crew) DR = 1,3 dust dr = 3 2MC vs infantry, 1MC vs HT crew, ROF on LMG, 1 RFP  
2MC vs 4-6-8/LMG DR = 1,5 Pin  
1MC vs HT crew DR = 1,5 OK
  - e. HT stops, Vehicle Dust is removed and no Vehicle Dust left
4. HT, 2-4-8, and 2-4-8/Prisoner in U2 armored assaults
  - a. HT starts up 0 MF (1 MP)
  - b. HT CA = 4 - 0 MF (3 MP)
  - c. ATR fires from U1  
TH DR = 5,4 dust dr = 1 hit  
TK # = 5 +2 (range) +1 (rear target hit) -1 (armor) = 7  
TK DR = 5,2 immobilization  
Immobilization TC DR = 6,3 fail, crew Abandons [D5.5]
  - d. 2-4-8 and Prisoner continue to 27U3, other 2-4-8 stays put with the HT - 1 MF
  - e. end movement, Vehicle Dust is removed and no Vehicle Dust left

5. 8-1 in 27V3 assault moves to 27U4 - 1 MF

6. 8-0 in 27V2 assault moves 27V3 - 1 MF

## Defensive Fire Phase

1. MTR in K7 at T4  
TH DR = 3,1 dust dr = 6 miss, -1 acq
2. Tank in Q6 changes TCA to 1 and fires at Q5  
TH DR = 1,1 dust dr = 3 critical hit  
TK # = 10\*2 (CH) = 20 + 1 (range) - 6 armor = 15  
TK DR = 6,4 eliminates tank  
Crew Survival DR = 1,1 1-2-7 crew survives

Matt - Ai Caramba! Looks like the tank in Q6 is still aiming to make my life miserable. Hopefully we will make him pay for his discourteous actions. At least I made the Crew Survival DR! The crew may still be able to contribute something to the German cause.

## Advancing Fire Phase

1. S3 fires MA at S4  
TH DR = 5,5 dust dr = 2 miss, -1 acq

Matt – that was just to gain acquisition; I prayed that I wouldn't break the MA.

2. U2 fires at U1  
2(+2) DR = 3,6 dust dr = 6 miss

## Rout Phase

1. T3 drops his SW and surrenders to U3

Advance Phase:

1. 2-4-8,2-4-8 in 27U3 to 27T3 (in Trench)
2. 8-1,Hero, 2-4-8 in 27U4 to T3 (in Trench)
3. Q5 takes a PAATC to advance to 27Q6 DR = 3,4 yes
4. Tank in R4 goes CE

CC DR = 2,2 - eliminates tank

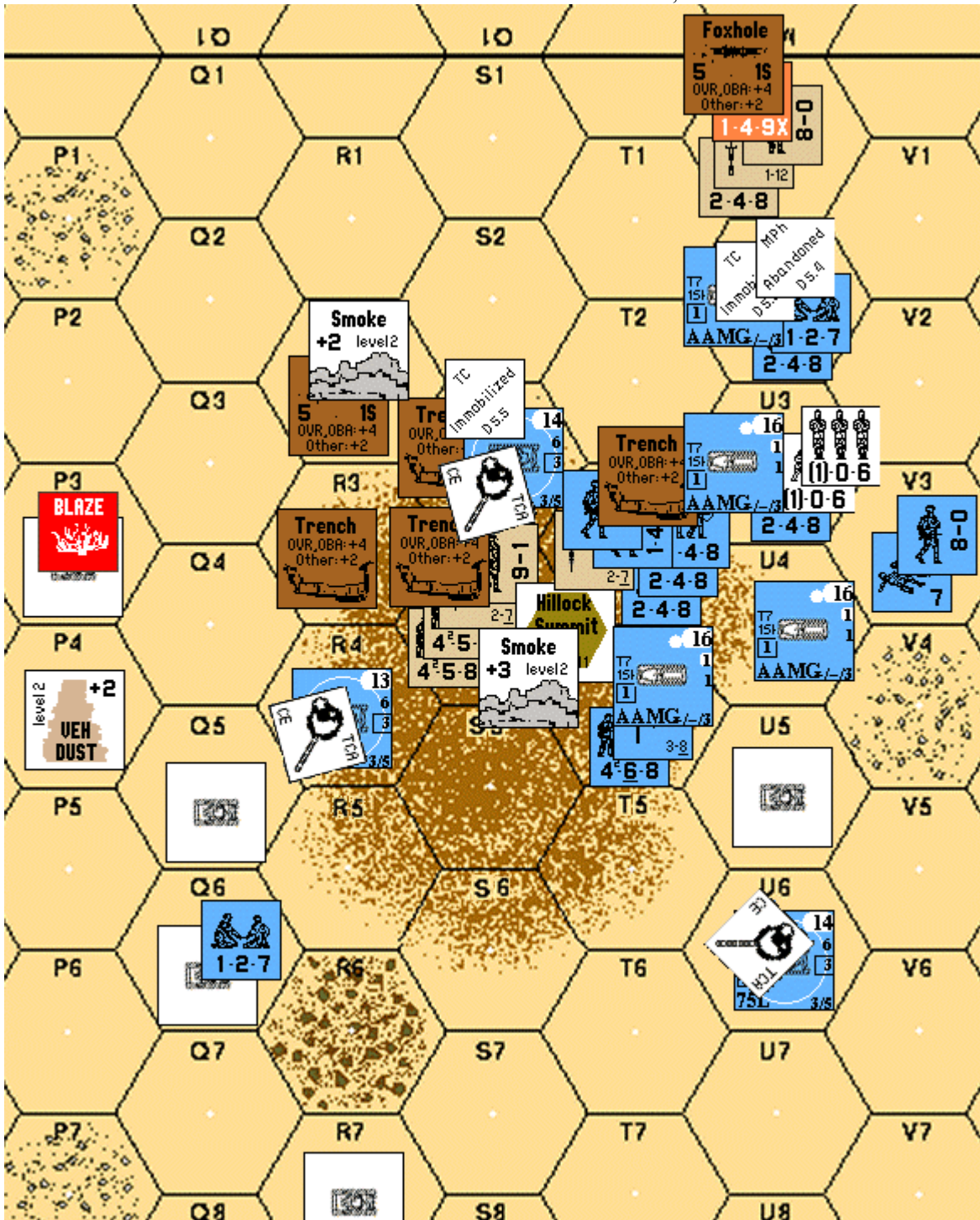
Matt - <Insert silent sound of Matt blinking at the screen>  
 Yes!! The tank can't fire back either! The crew finds their tank shot out from under them, then lashes out at their oppressor to splendid effect. Such poetic justice!! Wow, and I was just hoping to survive so the tank couldn't fire out. I *told* you these guys weren't finished with their business!

Close Combat Phase: -

CC in Q6. German crew CCV is 4. CC DRM = -1(immobilized vehicle) -1(CE vehicle) = -2.

Board Status at the end of German Turn 5

The +3 smoke is on the Hillock Summit hex, S4.



**Australian Comments** - Rally phase starts off well here, as Matt loses the UK tank. However, then he turns it around and un-shocks another tank *and* fixes the Marder's MA. (I shouldn't have taunted his misfortune). Then things really start to get wild. First off, Matt fires smoke into the victory hex. My first reaction to this was: "Oh Crap!, here comes a freeze!". When he didn't do it, I really began to wonder. That's why I hadn't used my mortar to place smoke, I would have liked the the cover smoke provides; on the other hand, I didn't want to be hindering my already impotent fire and allow him to step up into CC with me.

My last remaining tank in Q6 seemed to be his objective in this turn. He used prep fire a lot more in this turn than he had the whole game and for the most part all at my last Val. In the end, my Valentine weathered shots and was immobilized, only to turn around and CH a panzer. However, Matt's retribution was swift, taking out my last tank in CC.

Well, it's mostly an infantry game from this point on anyway (at least that's my rationalization). In hindsight, the tanks were at a disadvantage from the start due to my blunder at losing the deir so early in the game. It allowed Matt's panzers to ready them-selves for the Val's entry and take position for kill shots. It's always bad in ASL to be forced to run a gauntlet; however, I don't know if I would have had another tactically viable choice.

**German Comments** - Things are winding down. This looks now to be a static shootout. I can put tons of fire on the summit, although that Smoke will make things a little more difficult. I'm beginning to think that it was a mistake to place it there. Still I have two fire phases to take them out, as well as CC in the last turn. My infantry in U2 should keep the guys in the foxhole from pulling any shenanigans.

**Neutral Comments** - Scott's Q6 tank gets the most interesting career experience of the platoon. Immobilized, gets a Critical Hit on an enemy, only to be killed in CC by the surviving enemy crew! Is it any wonder we love this game? Actually, the best move for Matt after failing to kill the Valentine in Bounding Fire would have been to enter his hex and stay in Motion. That would keep the immobile Valentine from firing out of the hex, effectively removing it from the game.

Placing Smoke on the hillock summit was also definitely a mistake. Much better to place it in T4, where it covers Matt's assaulting troops but doesn't protect the Australians from the inevitable end-game firepower. Scott's chance to win here is to survive two fire phases of 36(+5) – like shots and then not die in a 3:2 Melee. Not a great chance, but better than it would be if he had to survive 36(+2) shots.

## Australian Turn 5

### Rally Phase

1. Wind Change DR = 3,5 NE
2. Hero attempts to pick up LMG in T3 dr = 2 yes
3. 8-0 attempts to rally HS in V3 DR = 1,6 - yes

### Prep Fire Phase

1. Remove non-Motion Vehicle Dust in P4
2. ATG fires at tank in R4  
TH DR = 3,6 dust dr = 1 turret hit, -1 acq  
TK # = 10 - 6 armor = 4  
TK DR = 2,6 no

3. Same shot, Intensive Fire  
TH DR = 2,1 dust dr = 4 hull hit  
TK # = 10 - 6 armor = 4  
TK DR = 1,2 kill  
Crew Survival DR = 1,1 1-2-7 crew survives

4. MTR in K7 fires at T4  
TH DR = 2,5 dust dr = 3 hit, ROF, -2 acq  
IFT resolution 8(+0) vs HT, 8(+2) vs crew, 8(+1) vs 4-6-8/LMG  
DR = 6,1 NE vs HT, PTC vs crew, NMC vs 4-6-8/LMG  
PTC vs crew DR = 1,6 OK  
NMC vs 4-6-8/LMG DR = 3,4 OK

ROF, same shot  
TH DR = 5,4 dust dr = 4 miss

5. ATR in U1 at U3 (though the halftrack, off Fritz's helmet, ricocheting off the rock and into the engine block)  
TH DR = 1,5 dust dr = 2 hit  
TK # = 5 + 1(range) - 1 armor = 5  
TK DR = 1,1 burning wreck

6. S4 at T3  
20(+6) DR = 3,3 dust dr = 2 NE

Matt – Wow, Scott is going on a hot streak. I hope it doesn't last. I knew those Aussies in the U1 foxhole would be trouble, but I never would have guessed the ATR would take out 2 halftracks during the scenario. I will have to make him pay in a most violent fashion. And, although I am disappointed at losing the tank to the AT Gun, I am also thankful that he hasn't gone on any ROF reigns of terror. Knock on wood.

**Movement Phase** - none

### Defensive Fire Phase

1. T3 and T4 firegroup vs. S4.  
30(+4) DR = 6,2 1MC  
1MC vs 9-1: DR = 3,4 OK  
1MC vs 4-5-8/LMG: DR = 4,3 OK  
1MC vs 4-5-8: DR = 1,4 OK

2. S3 MA vs. S4.  
TH DR = 4,2 hit, -2 acq  
IFT resolution, 6(+0) DR = 5,5 miss

3. U6 MA vs. K7 mortar.  
TH DR = 2,3 dust dr = 6 miss, -1 acq

4. S3 fires CMG at S4  
8(+5) DR = 2,3 dust dr = 6 miss

5. U2 vs. U1  
6(+2) DR = 5,6 miss

6. AA4 fires MA vs S4. Going for the CH!  
TH DR = 1,6 dust dr = 2 miss, -1 Acq, ROF  
ROF, same shot  
TH DR = 1,3 dust dr = 3 miss, -2 acq, ROF  
ROF, same shot  
TH DR = 6,3 dust dr = 1 miss

Matt - I shouldn't have placed that Smoke round. I'd be tearing him up now.

**Advancing Fire Phase** - none

**Rout Phase** - none

**Advance Phase** - none

**Close Combat Phase** - none

**Australian Comments** - Had a few nice shots in prep and really was clutching my lucky wallaby's foot in defensive fire. This is the first turn that I've actually inflicted more losses than I've suffered. Matt is right, he would be ripping me a new one if it weren't for his smoke round on the Hillock Summit. However, next turn I'm expecting the inevitable... a little VBM freeze and the CC that ends it all.

Would like to also note that the ATG crew finally did get a good shot off. I take most of it back, not all of it, just most of it...

**German Comments** - Well, a pretty good Player Turn for Scott, by any definition. My last turn is coming up next, and Scott still has a 9-1 and two 4-5-8s in the victory hex. I am beginning to think that placing the +3 Smoke in S4 was a major blunder on my part. My best Prep Fire shot is a 30+4, which is not bad, but is also survivable. I really need for his guys to break, because I don't have overwhelming odds if I advance into CC. I'd say the game is 50-50 at this point, but a sinking feeling is beginning to set in. This should be fast and furious....

**Neutral Comments** - The Hillock heroes survive one of the required two fire phases. Having the German tank in R4 die to the AT Gun helps not only by reducing the firepower coming down on the summit, but also because it keeps them from becoming Encircled in German Prep Fire. If they survive Prep Fire, Matt could be in a spot. TPBF freezing the summit defenders with a tank will ensure that he gets enough Infantry in to bring the odds to 3:2, but having the tank in the hex will make the CC sequential, which would offset the odds advantage. Of course, not TPBF freezing the defenders leaves Matt vulnerable to a hot DFPh.

## German Turn 6

### Rally Phase

1. Wind Change DR = 3,3 NE
2. Recombine HS in T3 into a 4-6-8
3. Transfer the LMG in T3 to the 4-6-8  
<this is illegal since the 4-6-8 already performed its one allowed action during the RPh by recombining. [A4.431, Q&A from The General vol. 22 number 5]>

### Prep Fire Phase.

1. Remove dispersed smoke
2. Flip smoke in S4 to +2 side
3. S3 fires MA vs S4.  
TH DR = 5,4 dust dr = 5 miss

Intensive fire, same shot  
TH DR = 2,2 dust dr = 6 miss

4. S3 fires MG's at S4  
8(+4) DR = 6,3 dust dr = 3 - NE.

5. T3 fires at S4

16(+2) DR = 1,1 dr = 1 K/3  
Random Selection determines who gets Casualty Reduced  
Leader dr = 2  
Top squad dr = 4  
Bottom Squad dr = 2  
So the Top squad gets CR'd to a HS  
3MC vs leader DR = 2,6 breaks, DM  
3MC vs HS DR = 2,5 breaks, DM  
3MC vs squad DR = 5,4 breaks, DM

Australian Player Concedes

## Post-Game Australian Comments

OUCH!

What a way to end it. Snakes does me in. After losing the stack on the victory hex, it seems to me an Australian counterattack is not only an exercise in futility but also a time waster. The white flag has been raised, the hillock is yours Mr. Romey. Good Game.

Even though I've been complaining about my rotten luck, I would have not needed to rely on it as heavily as I did had my set-up been sound. In my opinion, I lost the game when I decided to face the pre-game bombardment with the two anchors of my defense (the 2 pounders) set up in scrub instead of in the trenches. My ploy for stealth and setting traps completely, and with disastrous results, ruined any chance I had at holding Matt's attackers off.

To say I got schooled is an understatement, however I'd like to look on the bright side of this. I did go into the scenario with no real high expectation of winning. Of course, I wanted to try to win, but I was playing a "grognard" on his turf, and I'm a newbie playing on that turf for the first time.

My opinion of the scenario is a positive one. I really do like the DTO and had a lot of fun toying with the new rules. I know I will improve my play not only in this theatre but also in ASL in general by playing someone who is far more experienced than I. I would recommend to any novice player to find an experienced player to attach yourself onto and learn from. It'll not only improve the way you play the game, but also the enjoyment you get from the game as you begin to better understand the nuances of the rules.

Well, to sum it up, I hope you learned a little something about ASL combat in North Africa at my expense. Nothing like placing yourself on the Aztec Altar for the good of the hobby..... Thanks to my worthy opponent Matt for allowing me to take a beating and teaching me a thing or two at the same time. Also, thanks to Tom and Rodney for allowing me to take part in this wonderful project. And last but not least, thanks to Andrew Saunders for designing a great scenario to wean a desert newbie on....



## Post-Game German Comments

Yahtzee!!!!!! What else can I say but “WOW!” I certainly have not had a scenario end with a game-winning snakes in, oh, I don’t know ... EVER! I am reveling in my victory, but times like this remind me of how fickle this game can really be. I mean, I think that for the bulk of the scenario I played a pretty good game. Then, I almost threw it away with one seemingly innocent move (the Smoke shot on the hillock, which itself was brought upon my a lucky MA repair dr). Then, I then snatch victory from defeat with a dramatic last ditch snake-eyes!

Looking back, except for the misguided Smoke round, I do not think I would do too much differently. I also realize, however, that the loss of Scott’s AT Gun greatly influenced the course of the scenario. Had it still been in the game, I doubt if I could have been as well-situated in the deir by the end of turn 3. By that time in our game, I was in a very good position to not only deflect his tank attack but to also put major pressure on his infantry on the hillock.

As for Scott’s play, I must say that I’m impressed at his intuition considering his limited experience in the desert. He set up and played this just right by concentrating his infantry on the hillock, and covering it with trenches. I really like the placement of the 1S foxhole out front; it was close enough to make a difference, but far enough be off the axis of attack from either deir. Those guys caused me fits!

His one flaw, fatal it turns out, was not putting the AT Guns in the trenches. Considering it went down to the wire as it was, I don’t think I would have been able to pull this off without that twist of fate in my favor. Seeing what can happen if the Guns are lost, I am convinced now that the best setup puts both Guns on the hillock in trenches. Not only will they be protected from the bombardment, but they will be able to see the whole battlefield throughout the scenario.

After following this Scenario Replay I hope that many out there are turned on by the pleasures of desert ASL. Despite the seemingly open terrain, one can create an impressive amount of cover using Smoke and Vehicle Dust. And I think that one of the exciting things about desert is that the placement of these hindrances will vary greatly from scenario to scenario, so that no two playings will be alike. I also hope that the reader has gotten a feel for the free-wheeling nature of this kind of combat that I find so enjoyable. If overanalyzing every facet of every unit’s move is your style of play... then desert is not for you! And don’t be afraid of the rules – they are not that hard. Just jump in, get some sand in your shoes, and don’t forget the sunscreen.

## Post-Game Neutral Comments

A good sportsmanship award to Scott for taking a snake-eyes in the teeth in the final turn and remaining civil about it. This after offering to play an experienced Desert Rat in his first foray into the theater. Really, Matt, you could have been a little more considerate.

It’s easy to see how a different playing could have resulted in Australian victory. Even though his only AT Gun only had shots for the last half of the game and his Valentines were quickly dispatched, Scott still managed to kill over half the German armor. However, Matt did a very good job of protecting his most valuable asset, the Infantry. He shielded the mounted halftracks with

Vehicular Dust and unloaded the Infantry in the deir at just the right range to form a large-FP firegroup that was still spread out enough to not be vulnerable to a single lucky attack. He also made good use of the Halftracks’ cover and firepower. Many players forget that Halftracks can form firegroups with Infantry (D6.64), but this is the perfect situation to do that, and they gave the Germans a column shift in firepower on some pretty high-stakes attacks.

High Danger definitely strikes me as a good introduction to the Desert. Although the Infantry defense is static, the defending armor reinforcements give the Australian some interesting options. It’s likely to often come down to the stalwart stack on the summit needing to shrug off some firepower, but as in most ASL scenarios, victory depends on who can use the events leading up to the final confrontation to tip the odds in their favor. The Desert theater makes you think differently about how to come out on top, and that’s good, so if you haven’t yet done so, gear up and broaden your horizons.