

# Basic Infantry Example of Play

The following is an example of ASL basic infantry rules in action for the ASL version of Squad Leader Scenario 1, The Guards Counterattack. The ASL update to this scenario first appeared in The General vol 22 #6 and was reprinted in the Classic ASL pack. (Look for Classic ASL in your local hobby store or call Boulder Games or some other mail order shop to get it - it's a very good compilation of early ASL articles and scenarios.) This is just an example of exercising the rules, intended to show new players how the basic infantry game works in ASL. It is not meant to show the best way to play this scenario, although tactics tips and other explanatory text will be included along the way.

If you have questions about anything in the example, email me at <tqr@mindspring.com>. No question is a dumb one, really! We're just gonna cover the things that pop into my mind here; if I tried to address every single why and wherefore that new players might ask, this document would be huge. And although I might play like I've never seen the game before, in reality I'm a few years removed from Complete Newbie-hood, so it's probable that I've forgotten what it's like to be learning the system for the first time. Therefore, **ASK QUESTIONS**. The process of Q and A not only makes you a better player, but it will improve the quality of this example as well, so everybody wins.

You can learn not only from what we do, but from what we don't do. Some of the best questions are along the lines of, "Why didn't you do this?". Remember, though, that I'm not going to try to do the best thing for either side here - we're mainly exercising the rules. So if you think of a tactic that you think would be better than what you see here, that means you're learning!

And for gosh sakes, if you find an error, please let me know.

Rules references are given in parentheses, like (A12.12).

Thanks to Rodney Kinney for his work on VASL, Carl Fung for his excellent counter graphics, Bruce Mansfield for his wonderful mapboard graphics, and to Jeff Shields for doing a lot of early editing scut-work and for hosting this on his website for so long.

Tom Repetti  
May 17, 2000

J2 9-1, 447/MMG  
M2 447,447,447  
N2 447  
M5 447,447  
N4 9-0  
N5 447,447

## German Setup:

F6 9-1, 467, 467/LMG  
G6 467  
L6 8-1, 467/MMG, 467/LMG  
M7 467  
M9 8-1, 467/HMG  
i7 9-2, 467/LMG, 467/LMG, 467  
J4 467/LMG  
K4 8-0, 467/LMG  
J5 467

Snipers are placed AFTER the other units on both sides are set up (A14.2). The Russian places his in J6 and the German places his in J5; the hexside "1" on the Sniper counter is commonly is set to face the hex ID. Note too my convention of putting a unit's possessed SW after the unit, with a slash. So "467/LMG" represents a 467 possessing an LMG; in reality, the LMG counter is placed on top of the 467 possessing it. Sue me, this is how I like to do it.

Before the game begins, N2 and G3 may get concealment (?) counters on them since there are no Germans in LOS (A12.12). F6 may also conceal since no Russians are in LOS.

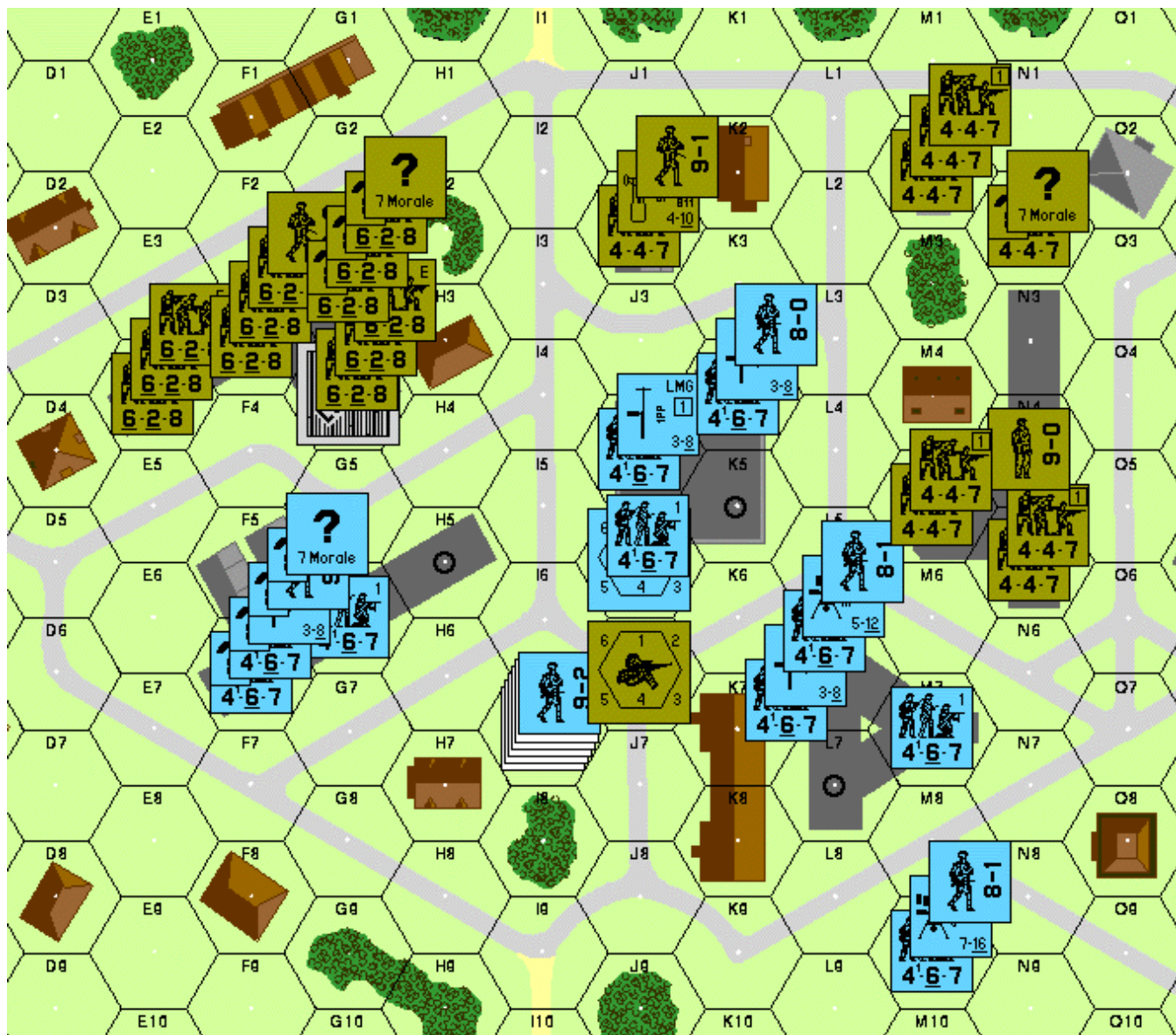
The figure on the next page shows the setups for both sides. The graphics in this example are screenshots from VASL 2.62 using Carl Fung's excellent counter images and Bruce Mansfield's fantastic board gif.

## Russian Setup:

F3: 10-2, 628,628,628  
G4.1 628,628,628 (first level of G4)  
E4 628,628,628  
G3 628,628,628

**Pregame Setup** after placing of concealment counters on out-of-LOS units as per A12.12.

Hex I7 contains a 9-2, 467, 467/LMG, 467/LMG. The squads in G4 are on building level 1.



## Russian Turn 1

### Rally Phase (RPh)

1. Wind Change DR = 3,6 no effect

Always check for wind change, even if it doesn't look like Wind would affect anything. In this scenario, the wind may increase in force which could affect the placement of infantry smoke - note the German 467's have smoke exponents of 1 and may want to place smoke sometime.

### Prep Fire Phase (PFPh)

1. G4.1 fires at G6

Three 628's have 18 FP factors, so we use the 16 column. The defender is in a stone building, so the Terrain Effects Modifier (TEM) is +3.

From now on we'll just state the attack as 16(+3).

16(+3) IFT DR = 5,2 +3 = 10 Normal Morale Check (NMC)  
NMC vs 467 DR = 3,6 breaks, Desperation Morale (DM)  
counter placed.

From now on we'll just be listing the IFT DR's and not spelling out things like adding the TEM to get the final DR. The dice came up 5,2 on the IFT attack, we added 3 for the TEM to get a 10, which is an NMC.

Also, after each unit has fired, mark it with a Prep Fire counter unless it retained ROF and is thus eligible to fire again. Note, though, that units which fire and retain ROF (even throughout the PFPh) are still marked with a Prep Fire counter at the end of the phase, thus showing that they Prep Fired and are not allowed to move in the Movement Phase.

2. M5 and N5 form a fire group and fire at L6  
16(+3) DR = 4,1 1MC  
1MC vs 8-1 DR = 5,2 pin  
vs 467/LMG DR = 3,4 breaks, DM  
vs 467/MMG DR = 3,2 OK

When the leader pinned, he could no longer apply his leadership modifier to the squads' morale checks, so the first squad broke with his DR of 7. Had the leader not pinned, that DR of 7 would have only pinned the squad.

3. J2 at J4  
8(+2: +3 for stone building -1 for leadership = +2)  
DR = 1,6 PTC, MMG retains ROF

By convention, the first dr listed is the colored die, the one which determines ROF. Here, the dr of 1 means the MMG retains ROF because 1 is less than the MMG's boxed ROF # of 2. Therefore, the 447 is marked with Prep Fire but the MMG isn't (yet).

PTC vs 467/LMG DR = 1,6 OK

MMG ROF's at same target.

4(+2) DR = 4,5 no - now rearrange the stack so that the MMG is under the 447's Prep Fire counter.

That's it for Prep Fire.

### Movement Phase (MPh)

1. N2 Assault Moves to N3 - 2 MF

The Russian unit doesn't lose concealment in this case because he is Assault Moving in non-Open Ground. He can Assault Move since he moved one Location and did not use all of his MF (A4.61). If this move had cost 4 MF, he could not have used Assault Movement to do it and would have lost his concealment for using Non-Assault Movement in the LOS of an enemy unit, and in fact could have been First Fired on with the -1 FFNAM modifier.

2. 447, 447, 447 in M2 move as a stack
  - a. N2, bypassing N2/N1 and N2/O2 hexsides - 1
  - b. O3 - 2
  - c. O4 - 3

M9 first fires, but the LOS *just* crosses the N5 building, so the shot is blocked. You still roll the dice to see if the HMG malfunctions, though. DR = 3,6 nope. The colored die roll (cdr) of 3 means that the HMG retained ROF. Therefore, it is not marked with a First Fire counter, but its Covered Arc is now restricted to the M8/N8 arc for the rest of the MPh (A9.21).

This is a great tactic to use for avoiding an HMG/MMG firing from a woods or building - draw the MG's fire with a sacrificial unit (or two...) and then take advantage of its restricted CA for the rest of the MPh. Note, though, that if the MG retains ROF and its manning Infantry remains unPinned, its CA is not restricted for Final Fire in the Defensive Fire Phase; it can swing around during Final Fire and engage a new target [A9.21].

The possible 8(-3) shot that the German HMG almost had is enough to make most squad leaders quiver in their boots. In general, don't stack move like this - move the squads one at a time. In fact, let's talk about stacking. One of the big lessons that you hear the grognards saying over and over is this: **DON'T STACK!** In general, it's good to not stack because you can spread out your vulnerability. If the Russians in J2 had prep fired on the BIG German stack in i7 and gotten snakeyes on the IFT roll, the German player could have had a big hurt put on him. But if the setup restrictions had allowed the Germans to spread out a bit more so that there was, say, only one 467 in each building hex around i7, the most that that snakeyes would have done is break one squad and a leader. There would still be two squads with LMG's guarding the area around i7.

Now, of course, this is not a hard and fast rule. There are times when it is good to form "killer stacks", and city fighting like this is one of them. In city fighting, the building TEM's are so high that often the only way to overcome them is to throw a lot of firepower out there, which means forming big stacks. You also

generally want to have somebody stacked with your best leaders to reduce the chance of the leader being hit by a sniper. I just wanted to point out an error that new players tend to make - stacking 2 or more squads together is not something that the better players usually do - not without some justification.

As long as we're in this mode, let's talk about city fighting in general. City fights are one particular kind of ASL situation, and they have their own kind of backbeat and rhythm. Generally they are dominated by infantry because infantry has definite advantages versus armor in the close terrain. Since it takes a lot of firepower to punch through the wood and stone building TEM's, you'll see a lot of Guards 628's and Pionier 838's, often armed with Demo Charges and Flamethrowers. Macho, macho men.

The terrain is also binary: you're either in the good cover of a building or you're completely exposed out in the street. Therefore, in order for the attacker to advance, he needs to use tactics which get him across the street. One great tactic which the grognards love to use is **SMOKE**. Have your Assault Engineers toss infantry smoke grenades (A24.1) into the street and suddenly you have a nice +2 smoke hindrance to hide behind, even though it only lasts for one Movement Phase. Another tactic is to Dash (A4.63), which reduces your vulnerability in the street. Yet another tactic is the Human Wave or Banzai, which we'll see in a moment.

On the defense, city fights tend to center around Firelanes (A9.221 - note that the Fire Lane rules on page A17 were revised when Croix de Guerre came out in 1992). Firelanes are natural fits to the straight lines of city streets, which feels nicely historical. Learn this: Firelanes are **WONDERFUL**. Instead of firing your LMG at just one moving unit, you fire at the unit and simultaneously lay down a firelane across the enemy's axis of advance. When other enemy units hit the firelane, they get attacked. It's a great way to get more than one attack out of a particular Machine Gun. Firelanes are excellent for LMG's and MMG's, but can sometimes be debateable for HMG's. This is because laying the Firelane uses up all of the MG's Rate of Fire, which is sometimes a bit of a loss for ROF 3 HMG's which have a 50% chance of firing and retaining ROF anyway. But hey, these debates are what gives ASL much of its flavor.

Finally, city fights tend to focus on taking control of certain buildings, as we have in this scenario. Therefore, we find the attacker trying to leapfrog from building to building across the dangerous city streets, while the defender tries to make those streets as lethal as possible. This is Meat and Potatoes ASL, arguably the area which the game recreates history most effectively. For true fans of this kind of fighting, you must try Red Barricades, the Historical ASL module which recreates the fight for Stalingrad. Many people say that RB is the best ASL experience they've ever had.

OK. Deep breath. We're gonna show you a Human Wave. This is gonna get a little ugly, folks, but hey, we're here to have some fun and exercise the rules, and what better way than to send a horde of Guards screaming across the street? Also, the Human Wave might actually be a good move in this scenario - you

decide when it's over.

Just a quickie note beforehand - prior to the release of the Doomed Battalions module in October 1998, the Human Wave rules were the subject of some controversy, mainly because they were somewhat unclear on certain aspects of the Wave, like "Do all of my Wavers *have to* enter an enemy occupied Location if possible?" and "What exactly does moving *toward* an enemy unit mean? Do I have to close the range with every one of my Wavers every time they move, or what?" These questions sound somewhat nitpicky, but there were holes in the rules which needed to be filled. Since this is part of the premise of ASL anyway (the rulebook is a 3-ring binder so that the rules could be updated, fixed, or improved from time to time), the Human Wave rules were errata'ed with the release of Doomed Battalions.

Unfortunately, Doomed Battalions was Avalon Hill's last game release before being bought by Hasbro, and as of this writing, it is unclear whether Hasbro will maintain the ASL Rulebook in its current form, revamp it, or what. Going by the Principle of Least Work and Maximum Laziness, I'm going to hold off on changing this Human Wave to conform to the Doomed Battalions version of the Human Wave rules. The update did not really modify the basic concept behind a Human Wave; it merely gave it some structure and eliminated the traditional bugaboos associated with earlier versions of the Wave. So as you read through this, realize that the Doomed Battalions HW rules are *slightly* different than what you see here, but the overall effect is the same.

Human Waves (and Banzai Charges) are an awesome spectacle. The Wavers get a 1-level morale boost, don't Pin, and must move toward an enemy unit in an impulse-type charge with 8 MF (A25.23, A25.231). Some (but not all) of them must try to enter the enemy unit's Location; some can in fact circle around that Location (see the examples on page A40), but for now it's more important to concentrate on how the mechanics of First Fire work.

### ***Urrah!***

3. E4, F3, G3 declare a Human Wave - F3 has LOS to an enemy unit in G6, which fulfills the LOS condition of A25.23.

### **First impulse move**

E4 to F4, F3 to G4, G3 to H3 (losing concealment due to non-assault movement in LOS of an enemy). The move into G4 cost 2 MF, so the entire wave expends 2 MF.

3a. 467/LMG in J4 fires at F4.

He will lay a Fire Lane to D4 along the alternative hexpine on the left-hand side. So place the LMG's 1 residual firepower firelane marker in D4 which means that there is 1 firelane resid FP in D4, E5, F4, G5, and H4. The firepower is doubled to 2 in i5 because of point blank fire.

You must pre-designate the firelane before you roll up the shot - you can't roll the dice, see if you retain ROF, and then declare that the shot would create a fire lane.

6(-2) DR = 6,3 NMC  
NMC vs 628 DR = 5,4 OK  
vs 628 DR = 5,5 break, DM  
vs 628 DR = 3,1 OK

The first 628 was OK because Human Wave units have a morale level 1 higher than normal and are immune to pinning.

The residual FP from the LMG is taken up by the fire lane, but the squad's inherent firepower does create its own resid FP. 4 halved is 2, so put a 2 RFP marker in F4. The LMG and the squad are marked with a first fire counter.

Quick Quiz: What would have happened if the IFT DR had been doubles?

Answer: Since the 467 is not immune, it would have Cowered (A7.9). The shot would have been resolved on the next lower IFT column. More importantly, the squad and the LMG would have been marked with a Final Fire counter, which would have negated the LMG firelane and kept the 467 from firing at any target that was not adjacent.

Cowering just sucks. Those doubles just seem to come up at the most inopportune moments. This is one reason why the British are fun to play with - they don't Cower (A25.45). Stiff upper lip, eh wot?

3b. i7 fires at H3.  
16(-1) DR = 3,2 K/3 and 8 residual FP (RFP) in H3

We do Random Selection to determine which of the 628's gets casualty reduced by the K/# result. One dr per unit; the dr's = 4,1,2, so one 628 goes to a 328 halfsquad (which is still in Good Order, not broken) and the others are OK. Note that had the dr's been 4,4,2, TWO 628's would have casualty reduced to 328's.

Rolling doubles (or triples or quadruples or whatever) for Random Selection is known as a "Yahtzee", and is one of the most aggravating things that can happen in ASL. On the plus side, you become eligible for some serious whining about the dice, which is always nice.

All surviving Russians now must take a 3MC, including the 328.

3MC vs 628 DR = 3,3 OK, German sniper possibly activated since the German SAN is 6  
vs 628 DR = 1,4 OK  
vs 328 DR = 5,4 breaks, DM

German sniper activation dr = 3, no effect.  
I7 is now marked with First Fire. Since the Human Wave expended 2 MF in this impulse, I7 can fire a second time at H3 (A8.14), this time using Subsequent First Fire (A8.3). H3 is 4 hexes away, and so is M5, so H3 is a valid SFF target since it is

the closest enemy unit.

3c. i7 SFF's at H3. SFF uses Area Fire, so the FP is halved to 8.  
8(-1) DR = 6,4 PTC

The PTC is worthless since the human wave units and the broken unit are immune to pinning. But since Sustained Fire penalties apply to Machine Guns using Subsequent First Fire (A8.3, A9.3), the MG's normal breakdown number goes down 2 (from 12 to 10), so at least one of the two MG's will break, as determined by random selection. Random selection dr's = 1,2, so only one LMG breaks.

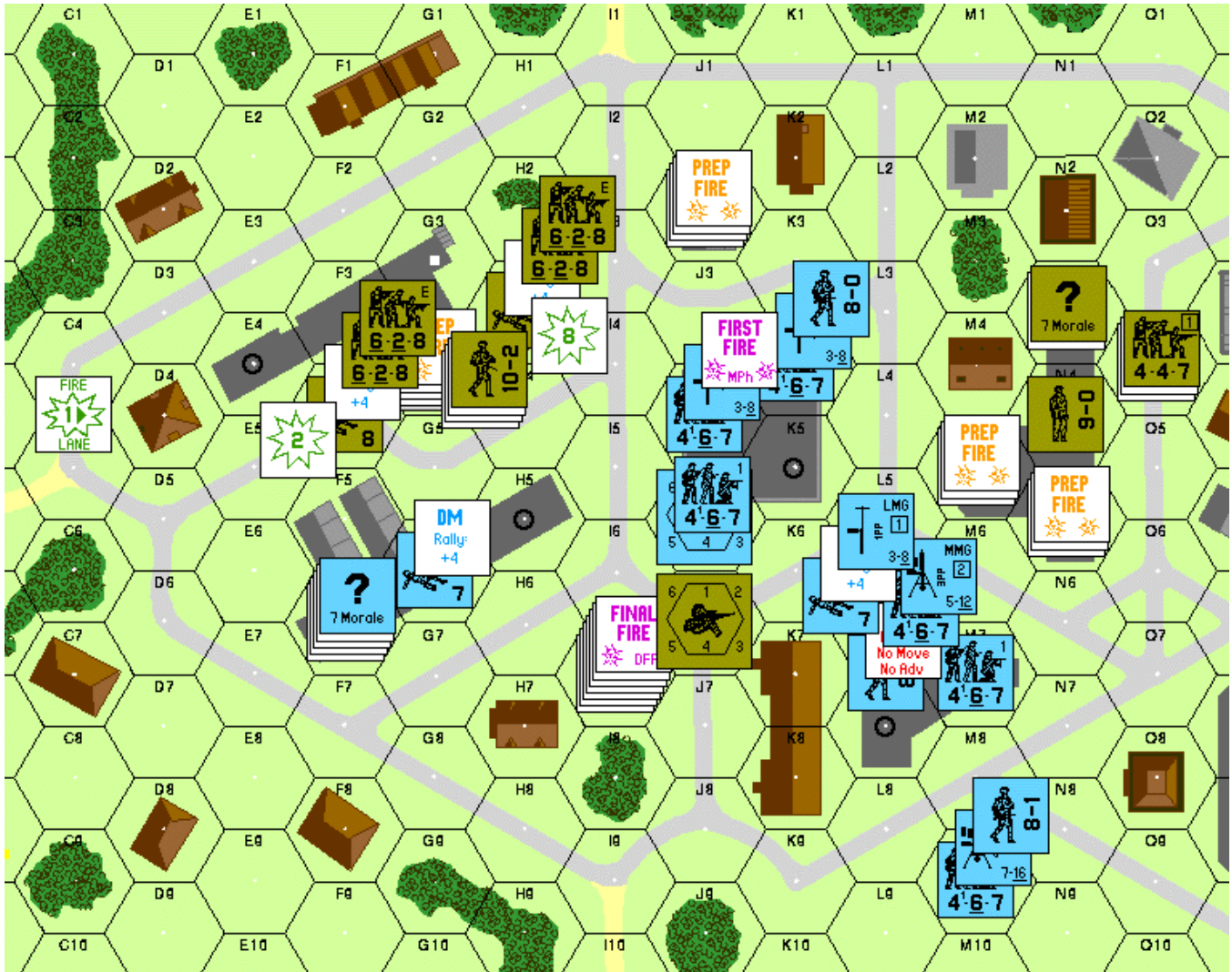
Note that the German player could have elected to not use the LMG's in the SFF shot, but then could not have used them for the remainder of this player turn (barring FPF - A8.3). Here, the LMG's bumped the shot up from the 6 to the 8 column on the IFT, so it seemed worthwhile.

Note that the residual FP placed vs the first MF's spent in H3 and F4 will not attack the moving units as they expend their second MF's in those locations since the units are not becoming more vulnerable with that second MF (A8.22).

I7 is now marked with final fire.

Here what the map looks like at the end of the first impulse:

Board status after the first impulse of the Russian Human Wave on turn 1. The 10-2's stack is in G4 level 0.



**Human Wave second impulse move**

Only unbroken units move; those broken in the last impulse are no longer part of the Wave.

F4 to F5, G4 to G5, H3 to H4, another 2 MF spent

4a. Fire lane residual FP always attacks first, before other defensive first fire. In G5 and H4, we have 1 FP attacks with a -2 DRM for FFNAM and FFMO:

G5: 1(-2) DR = 4,3 another worthless PTC vs Human Wavers

H4: 1(-2) DR = 5,5 no effect. Note that Residual FP attacks (including Fire Lanes) do not Cover (A8.224)

4b. K4 takes a Snap Shot at the H3/H4 hexside because they forgot to fire at H3 last turn and a snap shot is better than no

shot at all. The LMG is not used since the snap shot will be on the 2 column of the IFT regardless. FFNAM and FFMO do not apply to snap shots.

2(+0) DR = 2,2 1MC.  
1MC vs 628 DR = 3,4 OK  
vs 628 DR = 3,1 OK

The leader directing this shot kept it from covering from the IFT DR of doubles. No RFP is placed in H4 from this shot; Snap Shots do not leave RFP (A8.223). The 8-0 and 467 in K4 are marked with First Fire counters, the LMG is not since it did not fire.

Snap Shots are sneakily effective simply because your opponent may not expect them. They are weak (half FP, no FFNAM or FFMO modifiers), but oftentimes they're the only way you can

get off a shot in congested terrain. And don't underestimate the psychological effect of firing at somebody who doesn't expect to be fired at. When you look at Lines of Sight, always remember your potential to get off a Snap Shot.

4c. 467 in J5 fires at H4

4(-2) DR = 3,5 NMC

NMC vs 628 DR = 6,6 casualty reduces to 328, then breaks(DM) (A10.31)  
vs 628 DR = 3,4 OK

Note that if the Russian ELR had been 2 instead of 3, the 628 would have also suffered ELR Failure on that roll of boxcars, being replaced by a broken 227 1st Line halfsquad instead of a broken 328 Guards halfsquad.

4d. J5 SFF's at H4, firing for the second time since the Russians spent 2 MF in H4

2(-2) DR = 6,1 NMC

NMC vs dm328 DR = 6,2

A broken unit which breaks undergoes casualty reduction (A10.3), which eliminates the halfsquad. The broken 328 was no longer part of the human wave, so his morale was no longer one higher than printed on the counter. NMC vs 628 DR = 5,5 breaks, DM

4e. F6 drops concealment and fires at F5

20(+1) DR = 3,4 2MC, 8 residual FP

2MC vs 628 DR = 1,1 OK. Normally snakeyes would trigger Heat of Battle (A15), but HoB is not applicable to a unit in a Human Wave, goldarnit.

vs 628 DR = 3,3 OK, German sniper

German sniper dr = 2, yes

Scatter direction = 3, distance = 4, moves German sniper from J5 to N7. There are no enemy units in N7, so he moves to N5 which is the closest hex with enemy units. Random selection for the 447's in the hex: dr = 5,4, so pin one 447.

4f. F6 SFF's at F5

8(+1) DR = 1,2 2MC

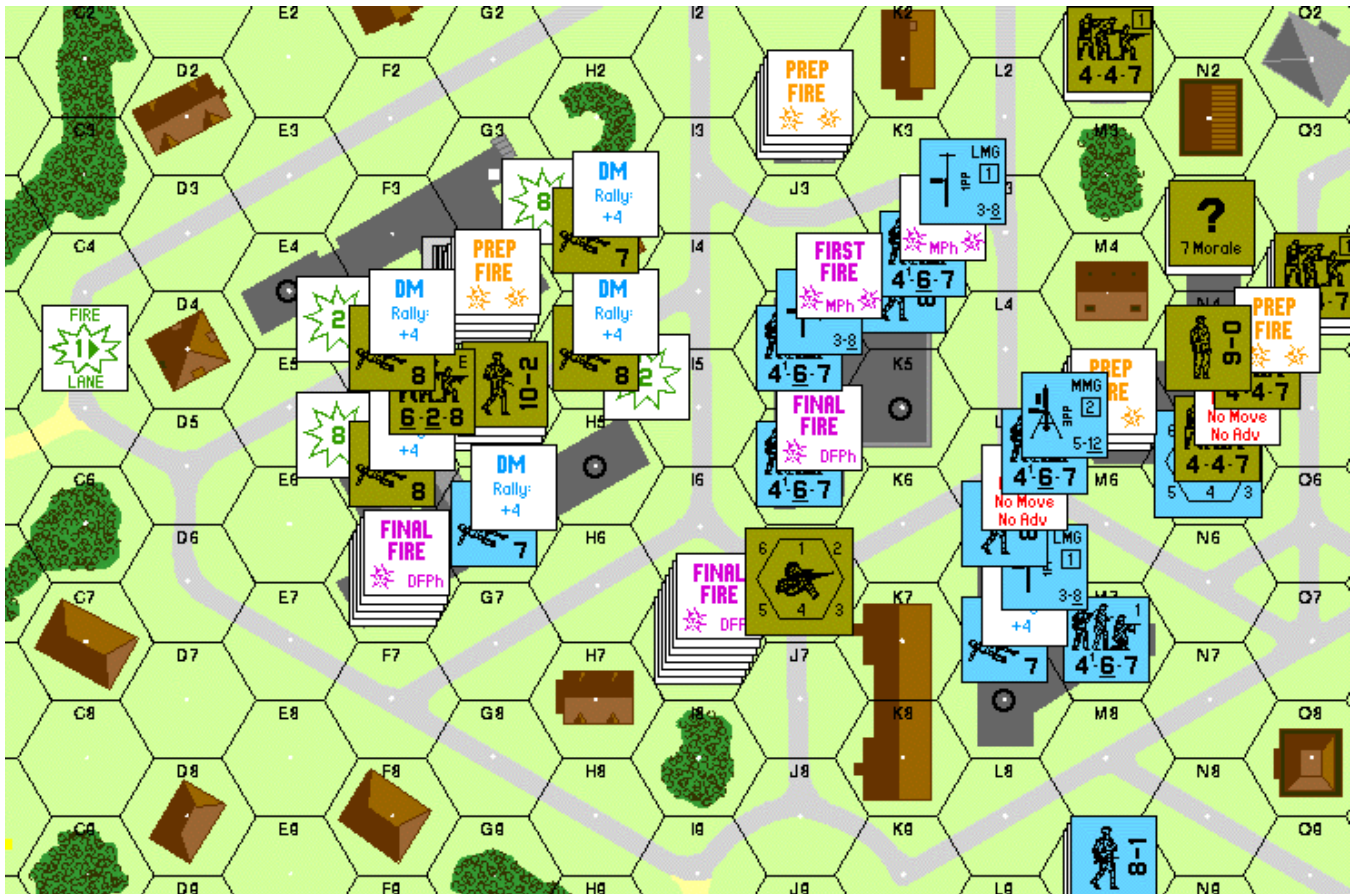
2MC vs 628 DR = 6,4 breaks, DM

vs 628 DR = 1,4 OK

Note that the Germans in J4 could have used SFF at H4, but they feel that enough damage has already been done to those Russians. More importantly, if the SFF shot Covered, the Firelane would be canceled because the squad and all of its SW would be marked with a Final Fire counter (A7.9). One might argue that the Firelane probably isn't necessary anymore, but J4 feels otherwise.

Here is what the map looks like after the end of the second impulse:

Board status after the second impulse of the Russian Human Wave on turn 1.



**Third impulse move**

G5 to G6, F5 to F6, 2 MF (Human Wavers get 8 MF, even when not stacked with a leader. Also note that a Human Wave is one of the few times when infantry can enter an enemy infantry's Location during the MPH.)

5a. F6 must Final Protective Fire at the 628 who enters its location (A8.312) with Triple Point Blank Fire and Area Fire. 11 FP \*3/2 = 16.5 FP  
 16(+1) DR = 4,3 1MC, place 8 Resid FP  
 1MC vs 628 DR = 3,1 OK

In PPF, the IFT DR is also applied to the firing units as an NMC. Since both the 9-1 and the 467's with him are unaffected by the IFT DR of 4,3, they are OK. Had the 9-1 not been there, the 467's would have been pinned by the PPF shot.

5b. L6 fires at G6. The Pinned leader cannot modify the shot 8(+2) DR = 2,4 NMC, ROF on the MMG, Russian sniper, and place 4 RFP  
 NMC vs 10-2 DR = 3,5 OK  
 vs 628 DR = 5,6 OK.

The leader's -2 DRM makes this a final DR of 9, which equals his Human Wave Morale, and of course Wavers don't pin. Don't confuse this leadership DRM with the ML Ceiling of 10 (A.18); the 628 has a ML of 9 with a -2 leadership DRM to any MC, not a ML of 10, so he does not break on this DR of 11. This is one bad hombre!

NMC vs 628 DR = 3,4 OK  
 NMC vs 628 DR = 1,3 OK  
 Russian sniper dr = 3, no

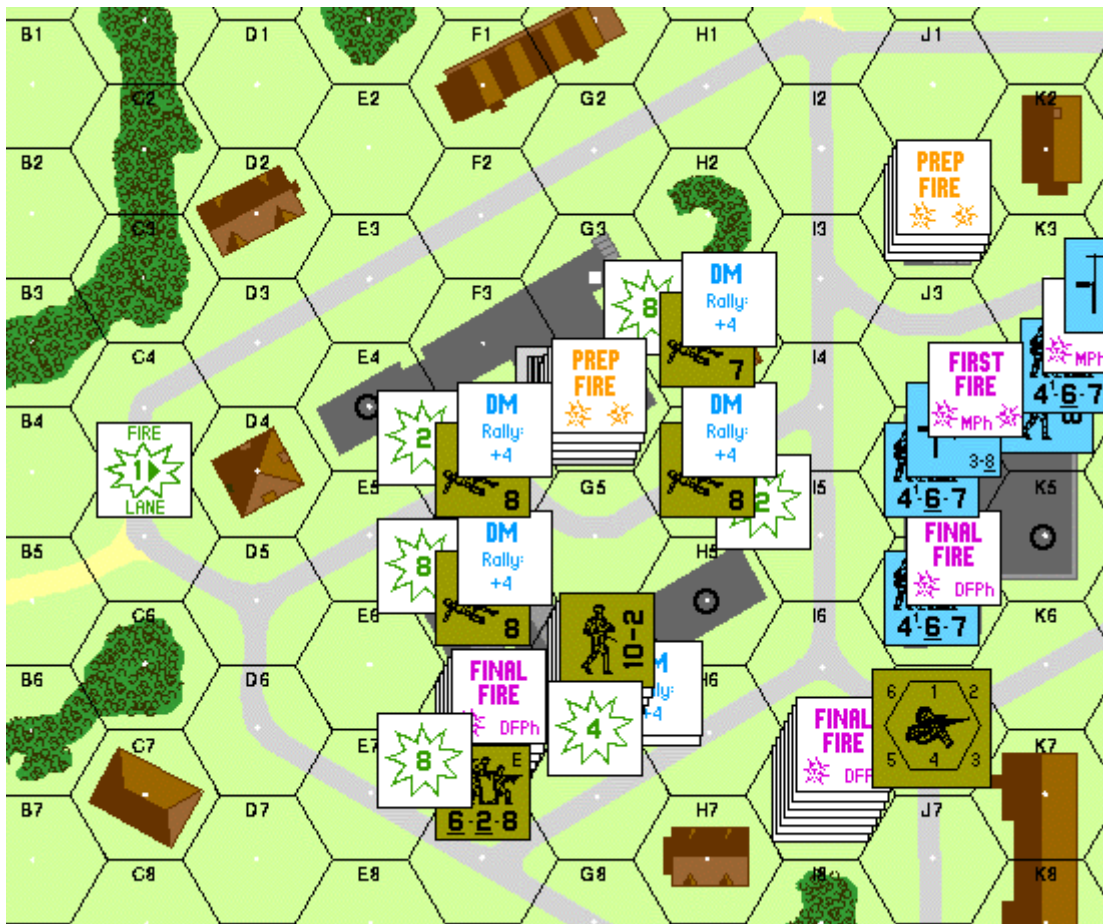
The 467 in L6 is marked with first fire, but the MMG is not since it has retained ROF.

5c. MMG in L6 fires at G6 (second shot vs the second MF expended)  
 4(+2) DR = 6,2 no, mark MMG with first fire as well

Note that i7 cannot SFF because it is marked with a final fire counter already. i7 cannot Final Protective Fire either because there is no target moving in an adjacent hex (A8.31).

Here is what the map looks like at the end of the third and final impulse:

Board status after the third impulse of the Russian Human Wave on turn 1.



That's it for the Human Wave - each element of the wave ends its participation when it either breaks, is killed, or enters an enemy location. Whew! Take a break and have a bowl of borscht to recover your mental energy. Human Waves are draining!

### Defensive Fire Phase (DFPh)

1. M7 fires at M5  
 4(+3) DR = 4,2 no, Russian sniper  
 Russian sniper dr = 1, yes.  
 Scatter direction = 1, distance = 3, moves sniper from J6 to J3.

There are no enemy units in J3, so he can go to either J4 or K4 since both are equidistant and have equal TEM. He chooses K4. Random Selection for the units in K4 gives dr's of 2,2. By A14.2, only one unit (sniper's choice) gets hit, and the second unit is subject to a new sniper dr. Being a smart sniper, he'll choose to hit the 8-0 (KIA'ing it because the sniper dr was 1). Subsequent sniper dr for the second unit = 1, which breaks the 467. Ouch. Now to make matters worse, the 467 must take an LLMC (A10.2) because the dead leader's morale was higher than his. LLMC DR = 4,1 OK.

That'll teach us to take low-odds shots, huh? With such a high enemy SAN, shots like 4(+3) are often not worth the risk of activating the enemy sniper. When the enemy SAN is 2, go ahead and take whatever potshots you feel like, but **when the enemy SAN is high, you should hold off on these lesser shots.**

Almost all of the other Germans are already marked with final fire. The HMG in M9 retained ROF and could final fire at any target in LOS if one were available. Remove the residual FP and firelane and first/final fire markers.

### Advancing Fire Phase (AFPh)

If they fire, F6 and G6 must fire at targets in their own locations using TPBF and Advancing Fire (A7.212).

1. Russians in F6 fire.  
 628's have an underscored firepower factor, so they got to use Assault Fire (A7.36) in the AFPh. This 628 has a firepower of  $(6 * 3 (TPBF) * 0.5 (advancing fire)) + 1 (assault fire) = 10 FP$   
 8(+3) DR = 5,1 PTC, German sniper  
 PTC vs 9-1 DR = 3,1 OK  
 vs 467 DR = 3,6 pin  
 vs 467/LMG DR = 4,4 OK with the leader's help  
 German sniper dr = 1, yes  
 Scatter direction = 5, distance = 4, moves the sniper from N5 to J7, thence to the nearest Russian units in G6. Random selection dr's are 5 for the 10-2 and 3,2,6 for the three 628's, so one of the 628's is broken.

How bad would the Russian have felt if the 10-2 had been chosen by random selection and had died? Real bad. This is why you want to **take the best attacks first** - use the 10-2's modifier before he can get nailed by the sniper.

2. G6 assault fires at G6  
 20(+1) DR = 3,2 3MC  
 3MC vs dm467 DR = 4,3 casualty reduce to dm247

End of the Advancing Fire Phase - remove Prep Fire counters

### Rout Phase (RtPh)

Routing is hard, one of the hardest rules sections to get right. Even experienced players make mistakes all the time, so grin and bear it while you learn the ropes.

Before we begin, here's a routing "crib sheet" that may help. This is **NOT** intended to be an all-encompassing survey of the Rout rules. It is intended to provide the basic Rout rules to get you through 90% of the Rout situations you'll find.

# Routing

## 1. A Broken unit must Rout if

KEU = Known Enemy Unit, in LOS and not Hidden/Concealed

- ADJACENT to an armed unbroken KEU which is not held in Melee or
- in Open Ground (no Hindrance or TEM to enemy fire) in LOS and Normal Range of a KEU unless it Low Crawled there to end its turn. Can therefore ignore Broken and unarmed units (no FP), as well as Pinned, CX, or Meleed units (which have Hindrances to their fire) when determining whether a hex is Open Ground for rout purposes.

## 2. Routing Terrain

- Must rout to nearest bldg/woods (in MF), even when using Low Crawl [EXC: the broken unit can rout anywhere if no such hex is legally available within 6 MF of the broken unit's original position]
- Don't count cost to enter/exit new Fortification/Entrenchment hexes when calculating nearest bldg/woods. But the broken unit may enter/exit them when it routs without being Interdicted.
- The broken unit can disregard building/woods hexes that are the same distance from a KEU as its original hex, even if there are no other bldg/woods within 6 MF
- The broken unit can disregard hexes/Locations of the building it starts in and can avoid known Minefields/FFE's

## Enemy Units

- May not enter a hex ADJACENT to an armed unbroken KEU (inc unarmed nonheroic leaders) unless leaving the KEU's position
- May not rout toward (with respect to its instantaneous position) a KEU (even a Broken, Disrupted, or unarmed KEU), as seen and remembered by the routing unit

## 3. Ending Rout

- Once the broken unit reaches a bldg/woods hex, it must stop unless ADJACENT to a KEU or it has the MF to continue on to ADJACENT allowable bldg/woods hexes as the next entered hex

## 4. Interdiction

- If a broken unit routs through Open Ground in the LOS and Normal Range of a KEU, it can be Interdicted and have to take a NMC.
  - DR < Morale, unit is OK and continues to rout
  - DR = Morale, unit is Pinned
  - DR > Morale, unit suffers Casualty Reduction and the remainder of the unit keeps routing
- Interdiction cannot occur where a positive TEM/Hindrance applies to fire from the Interdictor's hex (inc Height Advantage)
- Interdictor cannot be CX, Pinned, Broken, Meleed, Motion, Mounted Firer, any unit under half FP restrictions, or an unarmed leader
- Only one Interdiction per hex, but same enemy unit can interdict several hexes

## 5. Low Crawl

- A broken routing unit can use Low Crawl to avoid Interdiction
- Low Crawling is always an option, even if there is a woods/bldg within 6 MF.
- Move one hex from original position in required rout path, then stop
- May not Low Crawl when a broken unit leaves an enemy's Location
- Must still not end up ADJACENT to an armed unbroken KEU

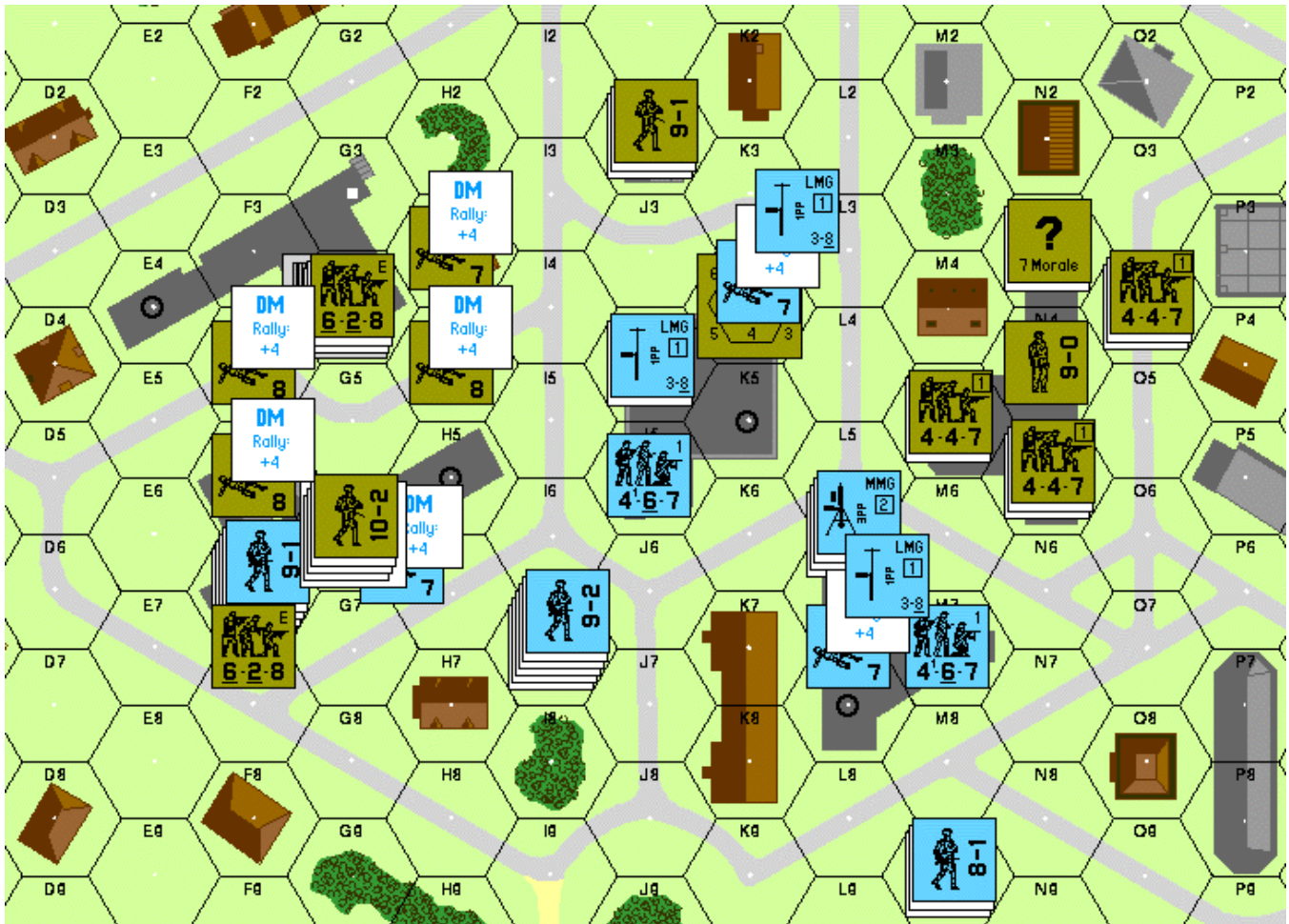
## 6. DM

- An unbroken unit becomes DM when it breaks; an already broken unit becomes DM when fired at with enough FP to get an NMC or when a KEU moves ADJACENT
- Lose DM in RPh unless a KEU is ADJACENT
- May stay DM beyond RPh if not in bldg/woods/pillbox/trench in order to be able to continue routing in next RtPh
- DM units may rout if not forced to by the "Must Rout If..." circumstances above
- Being DM only affects Rally attempts, never Morale Checks.

## Notes

- No Bypass, all routing units use 6 MF, Attacker routs first
- An unbroken unpinned leader in the same Location as the routing unit may rout with it (but is eliminated if the broken unit fails its Interdiction MC)
- A unit may carry any SW it possessed, but only up to its IPC
- If you can't rout legally or end up the RtPh having to rout under #1 above, you die or surrender
- If No Quarter doesn't exist, you must surrender (A20.21) to a Known Good Order Armed enemy Infantry/Cavalry unit if ADJACENT and unable to avoid Interdiction without resorting to Low Crawl. If Disrupted, Encircled, or Heat of Battle Surrender, a unit will surrender even if it's able to avoid Interdiction

Here is what the map looks like at the start of the Russian Turn 1 RtPh:



It often helps to take a look at the six hexes immediately surrounding a broken unit and eliminate those which the unit can't rout to for one reason or another, usually because entering those hexes would make the broken unit move closer or adjacent to a known enemy unit (A10.51). Once you identify that first routing hex, continue the process keeping in mind that you're routing to a woods or building location.

Russian routs first since it is his player turn.

1. F4 cannot rout to G4 or G5 because that would be moving closer to the known German units in J4. He can't go to F5 because of the German in G6. F3 and E4 are allowed and require fewer MF's than going to D4 via E5, so he'll go to E4. He could continue on to D4 but won't. He could not continue on to F3 because that would be moving closer to the German units in J4 which he remembers from F4, even though E4 cannot currently see J4.

2. H3 can choose H2, but G3 offers better cover. G4 is not allowed since that would be moving closer to the German in G6.

He could continue his rout from the ground level of G3 up to the first or second levels, but this seems unnecessary. He instead continues to F3 and then E4, which is allowed since he is not getting closer to the German unit that he remembers is in G6. When the Russians get a leader over to E4 to rally the troops, the leader will be able to attempt to rally the entire stack of broken units all at once.

3. What to do with the broken guy in F5.

Take a deep breath folks, cuz we're about to dive into the Prisoner and No Quarter rules.

New players often invoke No Quarter in order to avoid dealing with the Prisoner rules. That's fine, but eventually you'll want to take that step because Prisoners are worth double VP (A20.1) and plenty of scenarios expect you to go after them.

Prisoners/No Quarter usually first comes up in a scenario when there's a broken unit that is ADJACENT to an enemy unit and

would be subject to Interdiction or have to use Low Crawl in order to rout away from it (A20.21). In this case, the broken unit will attempt to surrender to that enemy unit. The enemy unit can reject this surrender and thereby invoke No Quarter (A20.3) for its side only, which means that from then on, all friendly broken units which would normally want to surrender in the Rout Phase as described above will instead take the Interdiction/Low Crawl option to rout away from the enemy. **Important - note that No Quarter can exist for one side but not the other.** Even though the enemy is acting in a barbaric, heathen manner, your troops can still uphold the principles of the Geneva Convention and accept prisoners instead of shooting them.

As with smoke, **better players take prisoners more often**, even when the Victory Conditions don't specifically reward their capture. It's great fun to mow 'em down when they suddenly throw their hands up, but in subsequent turns you may see what a pain No Quarter can be as enemy units desperately do anything to survive rather than be captured. Captured units are docile and usually well-managed as (1)-0-6 unarmed prisoners; broken enemy units have a way of blocking your movement and rout paths or even rallying to come back at you. Plus, there's the neat free Deployment allowed to Guarding units (A20.5), which comes in very handy at times, especially for the Russians who can't normally deploy (as noted by Jeff Shields).

So here, the broken Russian unit in F5 was forced to rout from the ADJACENT, Known, Good Order Germans in F6. Even though the Russian Human Wave landed a bunch of screaming Bolsheviks in F6's own Location, there is no Melee there yet, so the Germans in F6 are still Good Order (see the Index definition) and are allowed to take Prisoners. Since the only rout option for F5 is to risk Interdiction or use Low Crawl in F4 or E5, the F5'ers must now attempt to surrender to the Germans in F6.

Seeing a chance to inflict some casualties before they engage in a low-probability-of-success Melee, the Germans in F6 reject the surrender and invoke No Quarter for their side. The 628 dies instead of routing across the street. Note that had the Germans in F6 accepted the Prisoners, their FP would have been halved for the upcoming CCPh (A20.52), which is another good reason for invoking No Quarter.

4. Had F6 taken prisoners from F5 and kept the Prisoners Welcome sign out, the broken Russians in G6 would also have surrendered to the Germans in F6. Seeing what treatment the F6'ers give to their prisoners (ie, now that No Quarter is invoked for the Germans), the broken Russians in G6 will instead choose to rout to G5, risking Interdiction from J4 or Low Crawling there. He can't go to H5 or H6 since those are closer to the Germans in L6. G7 and F5 are adjacent to the Germans in F6, so he can't rout there (nor can he stay in G6 for this reason). He could rout normally through G5 to G4, but he would be hit by interdiction from J4 and may casualty reduce; by using Low Crawl, he is not subject to interdiction (A10.52).

You see the value of taking prisoners. If the Germans in F6 were not in an imminent life-or-death Melee situation themselves, they'd have already bagged two Soviet 628's as prisoners worth

twice their normal VP value. Break them ONCE and capture them nice and easy instead of having to break them two or three times or risk your own hide taking them out in CC. Very nice.

4. H4 will rout to G4, F3, and E4, stacking up the broken units as they await a leader to rally them.

#### German routs

1. dm467/LMG L6 routs out of the heat to L7. The pinned leader can't accompany the routing unit unless he wants to self-break, which seems unnecessary here. Note that if the MMG squad had broken, he would have carried the 3PP MMG back with him in his rout (A10.4). While this seems harsh in this situation, it's absolutely wonderful in many defensive fall-back situations where you don't want to lose your big MG's because their manning infantry broke and routed away without them. Remember that routing infantry can only carry their IPC; that's why 3PP MMG's are great and why 4 or 5 PP MG's require some care.

2. K4 cannot go to J3 or J4 because of the Russian units in G4. Similarly, K3 and L4 are out because of the Russians in J2 and M5, respectively. He could rout toward M3 through L3, but that would be sub-optimal. He currently does not know about the concealed unit in N3, but once he routed to L3 (and survived interdiction), N3 could drop concealment and force him to rout back to K4, since he cannot rout closer to the now-Known unit in N3. (Actually, if L3 has LOS to G4.1, then he could not rout back to K4 and would be eliminated for failure to rout). He therefore routs to K5. He cannot then go to J5 because that would be closer to G4 than he started. Even if he can't currently see them, he remembers seeing them at the start of the RtPh.

3. The broken Germans in G6 are adjacent to Known Good Order Russians in F6 and G6 and cannot rout away from them without risking Interdiction (you cannot Low Crawl to exit an enemy-occupied Location (A10.52)). Since No Quarter has not yet been invoked for the Russians, the Germans in G6 must surrender to the Russians in either F6 or G6 (Russian's choice, A20.21). Let's say the Russians decide to avenge the Massacre Of F5 and reject the surrender of the 467 in G6, eliminating the broken unit. No Quarter exists for both sides now. The horror.

Seeing the possibility that the Russians in G6 will advance into their hex for some nasty CC, the Germans in F6 are thinking about self-breaking and routing away (A10.41). If they routed upstairs to F6.1, they'd immediately be upper-level Encircled (A7.72). Normally, this would force their immediate surrender (A20.21), but since No Quarter is in effect for the Russians, they would not have to surrender and could prowl around the upper levels of the building until the Russians came and rooted them out. Still, being broken in such close proximity to a bunch of angry 628's isn't a good recipe for long life, so they look for more options. They can't rout to F5 since that would be routing adjacent to the Russians in G6. The G row is out since F6 has LOS to N5 and they can't move closer to N5. Therefore, their only rout destination would be F8 via F7. This option doesn't seem real appetizing to the German commander because of the interdiction in F7; if a 467 failed its interdiction NMC in F7, the 9-1 Voluntarily Routing with the squad would die (A10.711).

The German could get around this by self-breaking the leader in addition to the squads, but he decides against this. The Germans finally decide to stand in F6 for some CC and try to damage the Russians as much as possible before probably being overwhelmed. You make the call on whether this is a good move or not.

**Advance Phase (APh)**

1. 10-2, 628 in G6 to F6
2. two 447's in O4 to P3
3. 447 in O4 to N4
4. Concealed 447 in N3 to N4
5. 447 in M5 to M5.1 (upstairs)
6. unpinned 447 in N5 to M5

**Close Combat Phase (CCPh)**

1. CC in F6  
 Check for ambush first  
 Russian dr = 4 -2(leader) = 2  
 German dr = 3 -1(leader) +1(pinned unit) = 3, no ambush  
 Russian predesignates attacks:  
 10-2, 628 will attack 9-1, pin467 at 7:5 = 1:1 (-2 DRM for leader)  
 628 will attack 467/LMG at 3:2  
 From the German player's defensive viewpoint, it does not matter which 467 is pinned, since pinned units defend at full strength (although they attack at half strength). Here, he lumped the 9-1 with the pinned 467 in order to spread out his vulnerability a bit.

German predesignates attacks:  
 9-1, 467/LMG, pin467 attacks 10-2, 628 at 7:7 = 1:1 (-1 DRM for leader)

Resolve Russian attacks:  
 1:1 (-2) vs 9-1, pin467 DR = 3,4 casualty reduces one unit by random selection. 9-1's dr = 3, 467's dr = 4, so the squad goes down to a 247 HS.  
 3:2 vs 467/LMG DR = 2,3 KIA.  
 The LMG's fate is determined by A11.13; since the colored dr of the CC roll was not a 1, the LMG is OK but is now unpossessed in the middle of the fight.  
 Resolve German attack. The KIA'd German unit still gets his attack strength factored in because there was no ambush so the CC attacks are simultaneous.  
 1:1 (-1) vs 10-2, 628 DR = 5,2 no

Since both sides still have units in the location, the CC now becomes a Melee; mark the location with a Melee counter.

2. Remove Pin counters
3. Russians out of German LOS in N4 gain Concealment automatically

See the next page for an image of what the map looks like at the end of the Russian Turn 1.

Well, that was a lot of action. Nine 628's participated in the Human Wave: 3.5 broke, 2.5 died, three made it across the

street, and the Russians have the upper hand in a Melee in F6. Was it worth it? You make the call. F6 is probably theirs, but who's going to rally those broken 628's which routed to E4? They're going to be out of the action for some time unless the Russians can get a leader back there.

What else could the Russians have done? Possibly done a bit more prep firing to soften up the defense, particularly the 467 in J4 who laid the firelane down the street. Moving into H3 where the Germans in I7 could hit them was also a tough break - gotta watch those close LOS's. Throwing smoke into the street to cover the Human Wave would have been nice, but Russian infantry do not have Smoke Exponents, which is a big knock against them.

Still, the psychological shock value of the Human Wave is something to be considered. The German has probably lost one building by the end of the first turn, and those big bad 628's are now within firing range of I7 - can the German pass his Personal Morale Check and deal with this setback?

Board status at the end of Russian Turn 1.

Hex F6 contains a Melee between the Russian 10-2, 628, 628 and the German 9-1, 247.  
There is also an unpossessed German LMG in the Melee hex.



## German Turn 1

### Rally Phase (RPh)

1. Wind Change DR = 4,6 no
2. LMG repair attempt in i7 dr = 1, yes
3. dm467 in K5 self-rallies as the first MMC rally attempt.  
DR = 1,2 +4(DM) +1(self-rally) -1(in building) = 7, yes!
4. Remove DM markers from everybody except G5. G5 will opt to retain DM status to ensure his ability to rout this turn.
5. Nobody can attempt to recover the unpossessed LMG in the middle of the F6 Melee because you have to be Good Order to make a recovery attempt (A4.44), and Meleeing units are not Good Order (Check the index).

### Prep Fire Phase (PFPh)

1. L6 fires at the lower level of M5, attempting to break the link in the chain of Russian units which could form a firegroup in M5.1, M5, and N5. Since Firegroups must be made up of ADJACENT units, breaking the units in M5.0 will break up the firegroup.

8(+2) DR = 2,4 NMC, ROF, Russian SAN  
NMC vs 447 DR = 4,3 pin  
vs 447 DR = 5,6 break, ELR to dm426  
Russian sniper dr = 4, no

MMG ROF's at M5  
4(+2) DR = 1,6 no, ROF  
ROF, same shot  
4(+2) DR = 2,3 worthless PTC vs already pinned/broken units, ROF  
ROF, same shot  
4(+2) DR = 4,3 no

Let's talk about ELR Failure (A19.13). The ELR # given on the scenario card is the greatest number by which an unbroken unit can fail a Morale Check and still remain a unit of that class. (There are some exceptions, but it wouldn't be ASL if there weren't exceptions). The ELR # is generally an indicator of how seasoned that side's units are. Tough troops have ELR's of 4 or 5, raw recruits have ELR's of 0 or 1.

Usually ELR Failure is just one of those things, and you take it in stride. Just as some units will Battle Harden or go Berserk during a scenario, odds are that some units will ELR to a lower class unit. It's shruggable, with two exceptions. The first is when it happens to a leader - it hurts to have a 9-2 downgraded to a 9-1, or an 8-1 fail ELR and become an 8-0, because every negative leadership is valuable. The second exception is when your ELR is abysmally low, like 0, 1, or 2. In that case, you'd better plan on seeing your units get replaced during the course of the game.

2. M7 at N5  
4(+3) DR = 2,2 cowers to 2 column, misses
3. i7 at J2

DR = 16(+1) DR = 3,1 3MC  
3MC vs 9-1 DR = 5,1 pin, German sniper  
vs 447/MMG DR = 4,1 break, DM  
German sniper dr = 6, no

### Movement Phase (MPh)

1. M9 moves
  - a. L8 - 1 MF  
P3 takes a snap shot at the M9/L8 hexside. Two squads have 8 FP halved for long range and halved again for snap shot = 2 FP. DRM = 0 because FFNAM and FFMO do not apply to snap shots  
2(+0) DR = 6,2 no, but a good idea anyway.
  - b. K8 - 3 MF

Yes, he could have Bypassed the K8/K9 and K8/J8 hexsides for 1 MF instead of entering the building for 2 MF.

- c. J7 - 4 MF.  
The leader lends 1 PP to the squad so that they could stack move and carry this 4 PP weapon 6 MF if they desired.

2. 467 in J5 moves
  - a. J4 - 2 MF
  - b. smoke placement attempt in i4 - 4 MF dr = 6, no, ends move

Can you see why he's trying to lay smoke here?

Note that it's legal to place smoke and assault move (or vice-versa, assault move then place smoke), as long as you don't violate the rules of assault moving. Here, the unit has to expend 4 MF (2 for entering the building hex, 2 more for throwing Smoke into an adjacent hex), so he's not allowed to assault move and would be subject to FFNAM if fired on.

Also note that the dr of 6 on the infantry smoke placement attempt only forces the unit to end its MPH in its current Location (A24.1); it does NOT Pin the unit. Easy to confuse this with the fact that a unit checking for a Panzerfaust will pin on a dr of 6 (C13.31).

3. 467/LMG in K5 moves
  - a. K4 - 2 MF
  - b. smoke placement attempt in j3 - 4 MF dr = 1, yes. Place 1/2" infantry smoke counter in j3.

The 628's in G4 should have seen this coming after the first smoke attempt above, but they spaced it. They could have gotten off an 8(+2) shot vs the move into K4 above, but they held off too long.

4. 467/LMG in J4 declares Dash
  - a. J3 - 2 MF (into smoke adds 1 MF to the cost of entering open ground)  
G4 will take a snap shot at the J4/J3 hexside  
4(+2) DR = 4,1 PTC - smoke does apply to the shot vs the hexside.  
PTC vs 467/LMG DR = 1,4 OK

b. i3 - 3 MF. The Russian MMG is in big trouble...  
 G6 fires  
 2(-2) DR = 5,3 PTC  
 PTC vs 467/LMG DR = 5,3 pin, Russians breathe a sigh of relief

End of the MPh, remove the +2 infantry smoke. It's handy, but it goes away fast. **Smoke of all kinds is an exceedingly valuable resource.** When your infantry has a smoke exponent of 2 or more, you are probably expected to use it in order to have a chance at winning the game. With an exponent of 1 like the 467's have here, it's not something you should pin your hopes and dreams on, but the threat is always nice to keep in mind.

**Defensive Fire Phase (DFPh)**

G4 has no adjacent units and so cannot final fire.

G6 could final fire at the adjacent units in the F6 Melee, but he figures he'll win the Melee at the end of this turn anyway. Firing into a Melee is sometimes a good idea, though, particularly when you figure that your unit in the Melee will be able to pass the Morale Check while your opponent's unit won't. The Japanese (which Step Reduce instead of break) are particularly prone to firing into Melees.

1. M5.1, M5.0 (ground level), N4 firegroup vs K4. The Commissar in N4 is not needed to direct the firegroup, so he stays concealed (but the squads in N4 will lose concealment). M5.0's firepower will not increase the IFT column used for the

attack, but even though it is Pinned, it is the link in the chain to allow M5.1 in the firegroup and thus get to the 12 IFT column.  
 12(+3) DR = 5,1 NMC, German sniper  
 NMC vs 467/LMG DR = 4,5 breaks, DM  
 German sniper dr = 1, hot. (sniper dr of 2 = "warm", thanks Doug Gibson)  
 Scatter direction = 4, distance = 6. Moves sniper from G6 offboard to G12. No big deal, just play it normally. The nearest Russian is in F6 or G6; we'll choose F6 because we want to nail that 10-2. Random Selection gives dr's of 1 for the 10-2, 3 and 4 for the two 628's, so one 628 is broken. That will hurt; broken units in Melee are as good as dead.

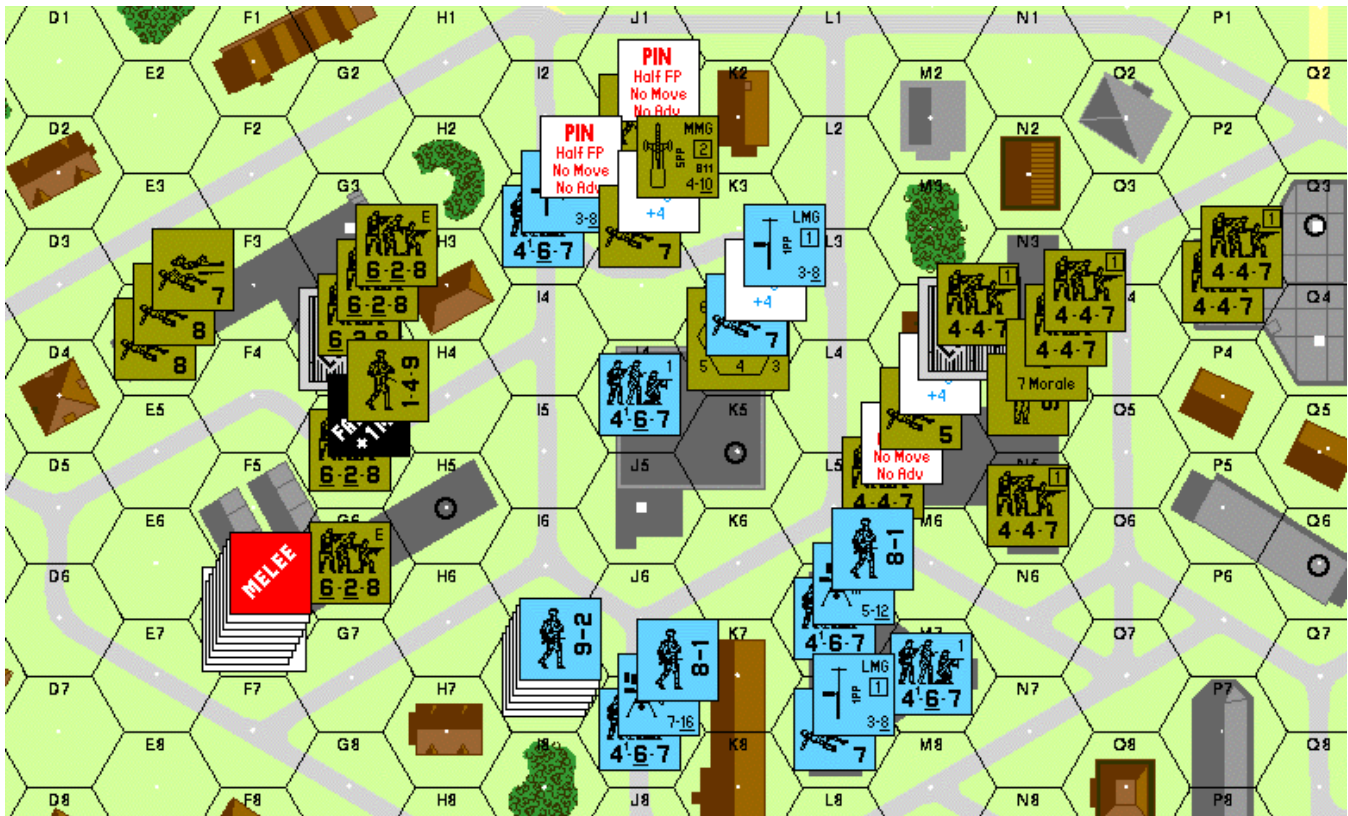
**Advancing Fire Phase (AFPh)**

1. J4 at G5  
 2(+0) DR = 2,2 covers to 1 column, NMC  
 NMC vs dm628 DR = 1,1 Heat of Battle  
 HoB DRM = -1(elite) +1(broken) +2(Russian) = +2  
 HoB DR = 3,1 +2 = 6, Creates a Hero and Battle Hardens the already-elite unit to Fanatic (A15.3), as well as automatically rallying the broken unit.

Sometimes it seems like you're better off not firing at the enemy at all...  
 Remove Prep Fire markers

Here is what the map looks like at the start of the German Turn 1 RtPh:

Board status at the start of the German turn 1 RtPh



**Rout Phase (RtPh)**

Germans rout first

1. K4 stays put, not for any particular reason. Perhaps the German wants to block the Russians from entering K4 next turn. Broken units are good for this sometimes.

Russian routs

1. 426 in M5.0 to N4  
2. 447 in J2 must drop the MMG since it is greater than his IPC of 3 PP (A10.4) and rout.

This is why **4 and 5 PP machine guns require some thought when you place them**. If the manning unit breaks, it will have to drop the MG when it routs away because routing units can only carry enough PP less than or equal to their IPC (ie, MMC's can only carry 3 PP SW when they rout). You really hate to have your heavy SW sitting there unmanned, or worse, captured. This is also why the 3 PP German and American MMG's are so great; the manning unit can break and take the SW with it when it routs away.

The 447 in J2 can ignore K2 because it is equidistant from the Germans in K4, so he goes to J1 and then J0. The Germans in i3 cannot interdict the routing unit in J1 because i3 is pinned and units suffering under half-FP restrictions like Pinning cannot Interdict (A10.532). Seeing no threat from an advance from i3, the 9-1 will stay put in J2 and try to grab the MMG in the next RPH in order to do some firing of his own. Note that he would have had to self-break in order to rout with the 447; Pinned leaders can't accompany broken units when they rout (A10.711).

Self-breaking a leader in order to rout away with a broken MMC is often a good idea, but here the Russian player figures it's a better idea for the 9-1 to Recover the MMG in the upcoming Rally Phase and Prep Fire on the adjacent German squad. We'll see if that works.

5. The broken 628 in F6 cannot rout away from the Melee - he's gonna be a liability in the upcoming CCPh (A11.16).

**Advance Phase (APh)**

1. J4 to J5  
2. 467/LMG in i7 to H7

Achieving some much-needed spacing - Don't Stack!

3. 467/HMG in J7 to i7.

If the HMG had been 5PP, the cost to enter this hex (2 MF) would have equaled the unit's entire MF allowance (taking into account the MF lost due to extra PP carried), making this an Advance vs Difficult Terrain (A4.72) which would have resulted in the squad going CX. Again, more praise for the 4 PP German HMG. The combination of the 9-2 and the HMG is pretty powerful here; i7 is a bona-fide "killer stack" or "Death Star". They are indeed powerful, but there are ways of neutralizing them. In most scenarios, killer stacks are vulnerable to being

smoked into oblivion - place +3 smoke on the stack and it fires out with a +4 smoke hindrance DRM (A24.8). In this scenario, the Russians are simply going to have to deal with it.

4. 8-1 in J7 to i8

**Close Combat Phase (CCPh)**

1. Melee in F6.

The broken Russian 628 must attempt to withdraw from Melee (A11.16, A11.2); he'll try to go to F5. The Germans can attack this unit with a -2 CC DRM vs a withdrawing unit and a further -2 DRM vs a broken unit. The remaining two Russian units will cover the broken unit's withdraw by giving a +1 CC DRM each.

The Germans will attack all of the Russian units at 1:4, with a final CC DRM of -3 (-1 for the leader, -2 vs withdrawing unit, -2 vs broken unit, +2 for two covering Russian units) vs the broken withdrawing 628 and a final CC DRM of -1 vs the standing units (from the 9-1 leader).

Note that this is one attack, but you use different DRM's vs the target units, depending on their situation. This is analogous to firing on two squads (one in a foxhole, one out) on the IFT. Even though you use one DR to resolve the attack, the squad in the foxhole gets a +2 TEM, the one outside the foxhole doesn't.

The Germans could attack only the withdrawing 628 at 1:2 (-3), but the 1:4 attack is only one pip worse and allows them to try to hurt the 10-2 and unbroken 628 as well.

The 10-2 and unbroken 628 will attack both of the Germans at 7:3, or 2:1, -2 DRM for the leader.

German attack DR = 4,1. Final DR of 2 vs the broken 628 eliminates it, final DR of 4 vs the standing units just barely misses.

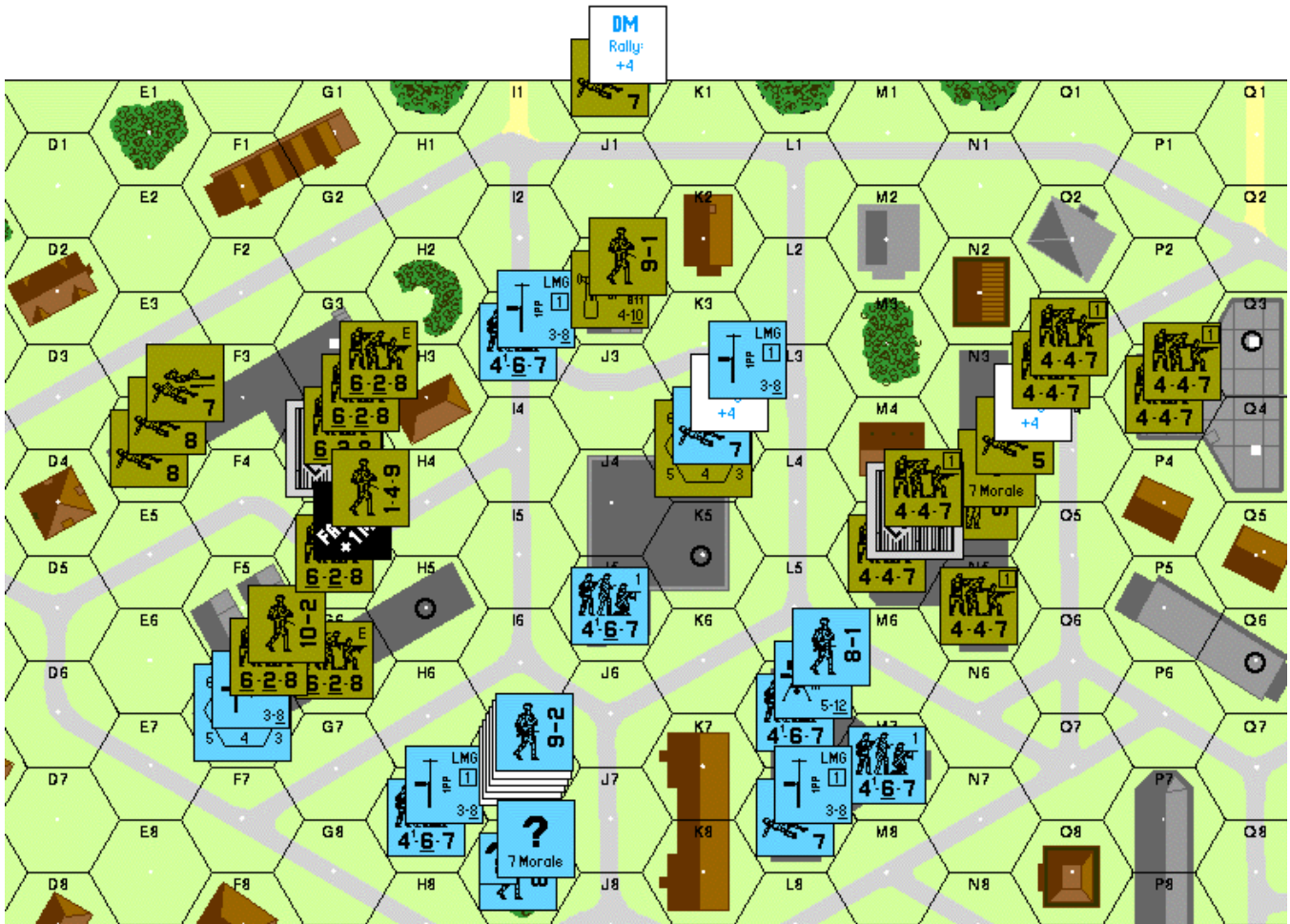
Russian attack DR = 5,3 KIA's both of the Germans.

Remove all Pin markers, conceal the 8-1 in i8 because he's out of LOS of all Russians.

The next page shows what the map looks like at the end of German Turn 1.

Well. We see the power of 628's in Melee, especially directed by a 10-2. The Russian now controls all of building F6, but his hold is tenuous and he's lost a lot of broken units. The German has united the HMG with the 9-2 and doesn't figure to give up building i7 so easily. In fact, he's looking to take building J2, where the Russian 9-1 is scrambling to grab the MMG and do some rockin' and rollin' of his own.

Board Status at the end of German turn 1



## Russian Turn 2

The Russian has paid a high price for building F6 and stands to lose the 9-1 and MMG in J2. Time to solidify his hold on F6 while plugging the leaks in the boat.

### Rally Phase (RPh)

1. Wind Change DR = 2,4 no
2. 9-1 Recovers MMG in J2. dr = 1, yes
3. 628 recovers German LMG in F6. dr = 4, yes
4. 628 in E4 self-rallies as the first MMC rally attempt (A18.11) DR = 1,3 yes

As Ole Boe mentioned, you should rally your broken SMC's first, then do the broken MMC's, because any SMC that rallies can then rally any broken MMC's in his location.

5. 9-0 Commissar rallies 426 in N4. DM doesn't apply when Der Kommissar's in town (A25.222) and he also raises the 426's broken morale level by one (to 6). With the -1 DRM to rally in a building, the broken 426 needs a 7 to rally.

Rally DR = 5,5 no!

Der Kommissar is NOT happy and makes an example of the malcontents in the squad, casualty reducing them to a 226. The German player is allowed to smirk. Note that the 9-0 doesn't lose Concealment for this Rally Attempt because there are no Good Order Germans in LOS.

In general, Commissars are terrific assets, especially on the defense. The ability to ignore DM and the +1 morale level increase means that Commissars can often act as automatic Rallying machines. And the whole "Rally or I will shoot the malcontents" thing is one of the most humorous aspects of the whole game. Note that what happened here is a special case of A25.222; Commissars don't usually Casualty Reduce units when they fail to rally, they just ELR the unit to a lower quality. Conscript 426's are as low as you can go, however, so at that point the Commissar does Casualty Reduce the unit to a 226 halfsquad.

### Prep Fire Phase (PFPh)

1. J2 at i3

Shot is halved for single SMC firing a machine gun (A9.12), but doubled for PBF. The leader does not get to modify his own shot (A10.7), so the DRM is +0.

4(+0) DR = 3,3 NMC, German SAN NMC vs 467/LMG DR = 5,1 OK, Russian SAN

German sniper dr = 5, no

Russian sniper dr = 1, hot

Scatter direction = 5, distance = 4, moves sniper from K4 to G6.

Nearest German unit is the German sniper in F6. This shot reduces the German SAN to 5 for the duration of the scenario.

This may seem small, but the SAN reduction from 6 to 5 cuts the probability of activating the German sniper by 33%. **In ASL you need to have an appreciation for the bell curve of rolling two six-sided dice.** A single +1 DRM doesn't change the probabilities much when you're at either end of the bell curve

(ie, when you need to roll a 2 or a 12 to make something happen), but that +1 DRM means a lot when you're in the middle of the curve (ie, when you're talking about rolling a 6, 7, or 8)

2. 628 in G6 declares opportunity fire, place under Bounding Fire counter (flip side of a Prep Fire counter).

See why he's doing this?

3. M5.1, M5.0, N5 form a firegroup, fire at L6  
12(+3) DR = 3,3 covers to 8 column, PTC  
PTC vs 8-1 DR = 5,5 pinned  
vs 467/MMG DR = 4,3 OK

4. 447, 447 in N4 at K4

8(+3) DR = 3,1 1MC, DM's 467/LMG

1MC vs dm467/LMG DR = 6,5 casualty reduces to 247/LMG, but doesn't ELR to a 2nd line halfsquad because ELR reduction doesn't apply to broken units (A19.11)

### Movement Phase (MPh)

1. 149 in G5 assault move G6

2. fanatic628 in G5 assault move G6

3. 10-2, 628/LMG in F6 assault move G6

Ah, now we see the purpose of the Opportunity Firer in G6. If G6 survives the DFPh unscathed, they'll have a 16(+0) shot vs i7.

The German stack in i7 normally wouldn't first fire at assault moving units in buildings since they'd get neither the FFNAM nor the FFMO DRM's, but in this case, if they'd fired at the 149's move into G6, they could have left 12 residual FP, and the other units moving into G6 would have been subject to 12(+3) RFP attacks, in addition to one possible 12(+1) SFF shot from i7. A tricky area to know what to do, but it helps to know your options.

4. 628 in E4 dashes

a. E5 - 1

b. F5 - 3

When in doubt, dash.

5. 628 in G4.1 moves

a. G3.1 - 2

b. G3.0 - 3

c. Double Time, H2 - 5

You can gain one extra MF if you declare Double Time after you start moving (A4.5). Sometimes an opponent will be lulled into thinking you can't enter a hex like H2 because you don't have the extra MF to get there. If it's worth it, go CX and get that extra hex.

The cx628's audacity will draw some first fire.  
J5 fires

4(+0) DR = 4,4 cowers to 2 column, misses

i3 fires

12(+0) DR = 1,6 1MC, LMG retained ROF and chooses to keep it, so leave 4 RFP from the squad's inherent firepower.

1MC vs cx628 DR = 2,4 OK

i3 will SFF at the second MF expended by the 628 in entering H2.

The squad's inherent firepower is halved for SFF, but if it wants to use the LMG, the LMG must also use SFF, even though it has not yet fired (A8.3 & A9.3). This means that the LMG would only contribute 1.5 FP. Since the LMG won't bump the attack up from the 4 column to the 6 column, the LMG will be forfeited.

4(+0) DR = 5,2 PTC

PTC vs 628 DR = 6,3 pin

The squad in i3 is now marked with final fire; the LMG could only fire during the rest of this player turn in Final Protective Fire (A8.3). However, the squad can't use Final Protective Fire because he's already fired twice at the 628, and it only expended 2 MF in H2. First firing units get one shot per MF expended.

6. Both 628's in G4.1 move

a. G3.1 - 2

b. G3.0 - 3

7. Both 447's in P3 move

a. O3 - 1

b. N2, bypass N2/M3 hexside - 2

c. M3 - 4

(OK, this violates the Don't Stack Move order, but we're saving space and the Germans had no defensive fire opportunities anyway).

### Defensive Fire Phase (DFPh)

1. i7 at G6

20(+1) DR = 3,4 2MC, ROF for HMG only

2MC vs 10-2 DR = 3,2 OK, German sniper

vs 149 DR = 6,4 wounds. Wound severity dr = 3, just a flesh

wound. Flip him over to 138 side.

vs 628/LMG DR = 3,4 OK

vs opp fired 628 DR = 3,1 OK

vs fanatic 628 DR = 6,2 OK. No pin because his ML is 9

German sniper activation dr = 2, warm

Scatter direction = 2, distance = 3, moves from F6 to i5, thence

to G6 which is the closest Russian-occupied hex. Random

selection determines the target: 10-2 dr = 4 138 dr = 3 628/LMG

dr = 1 fanatic 628 dr = 3 opp fired 628 dr = 2.

Well, them's the breaks. It's good strategy to stack units ("sniper bait") with a dominant leader in order to reduce his chance of being selected by a sniper, but sometimes the sniper will get him anyway.

The sniper dr of 2 wounds the leader. Wound severity dr = 1,

just a flesh wound (A17.11). Place a Wound counter on him, which effectively reduces him to a 9-1 (A17.3).

No Leader Loss Morale/Task Check is required if a leader just wounds. Had the leader died, a LLMC would have been required of all the units in the location with a morale currently lower than 10 (ie, all of them), and the leader's -2 leadership modifier would have been reversed to +2, effectively making it a 2MC since he was so beloved. Had the leader broken, it would have been a LLTC with the same +2 DRM applied to the TC, and units which failed would have been Pinned. Heroes don't pin, so he'd have been exempt.

Note that the German sniper attack was made after resolving all effects of the DR that activated it (A14.1). So the 2MC was resolved vs the Russian units before the sniper hit the 10-2. Lucky for the Russians.

Note that the unpinned Good Order Russians which had not yet fired or moved (ie, only the Opportunity Firing 628) in G6 could attempt to make a Sniper Check (A14.4) in order to hurt the German sniper, but they would become TI and have to forego their advancing fire shot vs i7, so they pass. Sniper Checks are relatively rare; most of the time your units have something better to do.

The German HMG, still directed by the 9-2, will ROF vs G6, employing the time-honored tactic of kicking 'em when they're down.

6(+1) DR = 4,2 NMC, Russian sniper

NMC vs wnd 10-2 DR = 6,3 pin, so he can't aid the rest of the stack with their MC's.

vs 138 DR = 5,3 no effect; heroes don't pin (A15.2)

vs 628/LMG DR = 1,2 OK

vs opp fired 628 DR = 3,4 OK

vs fanatic 628 DR = 4,5 pin (fanatics CAN pin)

Russian sniper dr = 2, warm

Scatter direction = 4, distance = 3, moves sniper from F6 to F9.

H7 and i8 are both 3 hexes away, but you go to i8 because its

TEM is lower (A14.21). Sniper dr of 2 vs a SMC wounds him.

Wound severity dr = 6, KIA. Being in the rear ain't always safe!

Now we need to talk about "Skulking". This is the tactic of assault moving out of enemy LOS in your MPh, then advancing back to the front line in the APh. Despite what some might say about its morality or realism, skulking is a legal and time-honored tactic. "ASL Newbie" is to "skulk" like "baby" is to "drool". You need to learn it, cuz you'll be doing it all your life.

Well, maybe that's not a great analogy. But we continue.

Skulking is most often used by the defending side to avoid the attacker's potentially hurtful defensive fire phase. If you don't let the enemy units break you in their DFPh, they'll be forced to decide to either prep fire or move in their next player turn, and them that's prep firin' ain't movin'.

In this example of play, both sides have purposefully been

aggressive, and haven't given much thought to hiding from the enemy. Here, however, the Russians in G6 and F6 could have skulked back to F5 and the fanatic 628 and Hero in G5 could have prep fired at i3 or something. This would have denied the German killer stack in i7 a shot at this flank (although they could have turned their attention to j2 or M5). Still, the Russians could have advanced back to F6, G6, and H5 and perhaps presented the Germans in i7 with too many targets to shoot at in the upcoming PFPh. While one might not think that skulking is a manly thing for Guards 628's to be doing, one also can't argue with wanting to get out of the way of a 24(+1) DFPh attack.

**Skulking. Learn it, love it.**

2. L6 and M7 form a firegroup to do spray fire vs M5, both the upper and lower levels. 467's and MG's can spray fire since their range factor is underscored (A7.34, A9.5).

The 8-1's leadership doesn't apply for two reasons: he is pinned, and in order to apply a leadership DRM to a multi-location Firegroup, you need Leaders in all of the firing Locations. Even then, only the worst Leadership DRM is applied.

6(+3) vs both locations DR = 3,5 no.

Generally Spray Fire is best when the shot has a 0 or negative DRM; otherwise you lose too much firepower because it's Area Fire (ie, half FP).

**Advancing Fire Phase (AFPh)**

1. G6 at i7  
 The Opportunity Fired 628 has 6 FP  
 The 138 Hero has 0.5 FP but gives a -1 DRM to the shot  
 The 628/LMG has 4 FP for the squad's assault fire plus 1.5 FP for the German LMG  
 The pinned fanatic 628 has 3 FP for his assault fire  
 The wounded 10-2 is pinned so he cannot direct the attack.  
 Therefore we have 15 FP, +2 overall DRM including the stone building's TEM. Since we don't need the German LMG's firepower to stay on the 12 column of the IFT, we won't use it so we don't break it. Note the B/X #'s of captured SW are reduced by 2 from what's printed on the counter (A21.11).

12(+2) DR = 6,4 no

2. M3 vs i3 4(+0) DR = 5,4 no

3. G3 vs i3 (assault fire)  
 8(+0) DR = 6,2 NMC, i3 now Encircled. Note the shots which caused the encirclement must be consecutive.  
 NMC vs 467/LMG DR = 5,2 breaks instead of pins because the encircled unit's morale is lowered by one, even against the shot that caused the encirclement. Mark i3 with an Encircled counter.

Adding H2 to the G3 firegroup on that last shot would have added 4 FP (assault fire, PBF, pinned firer) which would have bumped the shot up to the 12 column, but since H2 is CX, the shot would have had a +1 DRM, which would have negated the 1 column increase in firepower. It's better in this case to have H2

fire separately.

4. H2 vs i3  
 4(+1) DR = 4,3 no

**Rout Phase (RtPh)**

The next page what the map looks like at the start of the Russian Turn 2 RtPh.

1. K4 will stay put  
 2. i3 can't go to i2, h3, or j3 because they are all adjacent to enemy units. He can't go to i4 because that's moving closer to the Russians in G6. Therefore, he dies for failure to rout, and the LMG drops unpossessed into the street.

Easy KIA. **Better players jump on broken units like dogs after raw meat and keep hounding them.** Keep 'em DM so they don't rally and kill 'em off for failure to rout; it's so much easier than getting KIA's or double-breaks on the IFT.

**Advance Phase (APh)**

1. F5 to F6  
 2. 628 in G6 to H5 - spreading out, but leaving 16 FP in G6 with the leader and the Hero's -1 DRM as well.  
 3. G3 to G4  
 4. M3 to M4. The conditions for a Human Wave on the right flank have now been met (A25.23); will the Germans notice?

**Close Combat Phase (CCPh)**

Conceal M4 and N4 since there are no Good Order Germans in LOS.

---

That ends the Basic Infantry Example of Play. Hope it helped make the system a little easier to get into. Again, please email me at <tqr@mindspring.com> if you have any questions.

Board status at the start of the Russian Turn 2 RtPh.

Hex G6 contains a wounded 10-2, a wounded Hero, a fanatic 628, a 628 possessing a German LMG, a 628, and the German sniper.

