

Basic PTO Example of Play

OK gang, time to begin yet another installment of the award-winning Basic (insert tricky ASL section here) Example of Play. This time out we're gonna do Basic PTO. Why? Cuz we're running out of things that I know about, that's why.

As with the other Basic Thingies, we'll pick an Avalon Hill scenario and walk you through a few player turns, pointing out various flora and fauna along the way. We're not necessarily going to demonstrate the best winning tactics for either side; we're going to exercise the PTO rules first and foremost, making notes of What Seems To Work and What Generally Doesn't Work as we go.

Also as with previous episodes, I greatly appreciate feedback, both to correct outright mistakes and to suggest improvements. So please, speak up if you see a mistake or something that can be improved or commented on. Remember, though, that this is the BASIC PTO example; our target audience needs help getting through the first part of Chapter G, not the nuances of Cave Complexes, Panjis, or Rice Paddies. That's for later.

Send feedback to me at tqr@mindspring.com

MANY thanks to the slew of people who have vastly improved this thing by making suggestions, catching mistakes, etc. Y'all have the Eagle Eye of Editing, and it makes the final product so much better. Thanks again.

The scenario we'll be looking at is **A60 Totsugeki!**, from the 93A Annual. (Pause while rampant cheering erupts from Brian Youse). I wish we could have chosen a scenario from Code of Bushido, but IMO there is no suitable scenario in that module. The second-best choice (IMO) is scenario 67, Cibik's Ridge, from Gung Ho. Totsugeki has five minor advantages over Cibik's Ridge:

It's played on one half-board, which is easier to depict with Web graphics.

You need Gung Ho to play both the Marines in Cibik's Ridge and the Chinese in Totsugeki, but if you don't own Gung Ho, the Chinese 337's are easier to simulate (with Partisan 337's) than the USMC 668's are. The IJA in Totsugeki have DC's, which lets us demonstrate DC Heroes. Totsugeki is regarded by many as one of the absolute best scenarios out there.

Youse paid me.

OK, enough preliminaries. Let's get down to it. We're going to start with a brief overview of Chapter G because Matt Romey's Vernacular Chapter F worked so well for Desert Rules. We'll touch on a few things and revisit them when we see them in action during the playing of the scenario.

I have always been surprised when people express Fear and Loathing of getting into the PTO. It's a personal thing, of course, but I just don't find the PTO rules to be that awful. The terrain is far more intuitive than desert terrain, and the unique qualities of the Japanese troops are very high on the bang-per-buck scale. The PTO is flat-out FUN. The IJA are unique and powerful if played properly, the terrain is often rugged and challenging, and the Allied Forces are also way cool. No Conscript Russian halvesquads here - when you dive into the PTO, you get to command US Marines, British Elites, Gurkhas, Aussies, Phillippine

insurgents, and a host of other Rough Guys.

Neat stuff, and surprisingly accessible for newbies since the PTO is dominated by infantry. It's a shame that the PTO modules are often at the end of the line of one's ASL purchases. Only armor buffs have reason to complain here; the PTO ain't armor country and the IJA armor isn't much to write home about.

Let's start with the terrain. G.I throws a lot at you all at once, but let's pass that PTC and dive into the Basic PTO Terrain:

- **Woods are Jungle (G2.)**. OK, we can handle that. Both got trees.
- **Orchards are Palm Trees (G4.)**. OK, fine. Both got very sparse trees.
- **Grain is Kunai (G6.1)**. Hmm, Kunai is... almost exactly like grain. Actually it's a bit closer to Brush in terms of costing 2 MF, no TEM, soft hindrance, etc. Also, Kunai is one of the Three Special PTO Terrain Types (along with Jungle and Bamboo) that we'll talk about more below. But it's no big deal - Kunai is easy.
- **Marsh is Swamp (G7.)**. OK, it's actually "Marsh hexes adjacent to Jungle are Swamp, otherwise they're Marsh." Both are so gnarly that you generally avoid them anyway.

Um, when is this supposed to get hard, Unca Bill?

Brush is Bamboo (G3.). This one seems to get people. Well, heck, the little √ symbols in the Brush hexes kinda look like Bamboo sticks (to me), so there shouldn't be a problem remembering it. What's more of a problem is that Bamboo is Inherent Terrain whereas Brush isn't.

Bamboo is one of the more unique terrain types in ASL because of the G3.2 entry restrictions. Bamboo is great to defend from because the attacker has a hard time moving into the hex - he can only enter via Low Crawl (A10.52), Minimum Move (A4.134), or Advance vs Difficult Terrain (A4.72). The latter two make the entering unit go CX in the process, while a Minimum Move also Pins the unit, both of which help the defender in the all-important Ambush dr for CC. On the down side, Bamboo only has a +1 TEM, has a stacking limit of 2 squad-equivalents, and is susceptible to Air Bursts.

- **Woods-Roads are Paths; other roads don't exist**. Easy concept, but somehow hard to get the old idea of a Road out of your head when you see it on the board. Sometimes roads will exist in the PTO via SSR.

There's a few more items in G.I that we'll skip because they don't pertain to Totsugeki. Trying to not flood you with information.

OK, we lied to you before. Jungle isn't entirely as simple as we made it out to be. Jungle comes in two flavors: Light and Dense. The scenario SSR's will usually tell you which one's in effect; if not, then the default is Dense. Light Jungle is exactly like normal ETO Woods except that it's a 2-level LOS Obstacle (and some minor stuff in G2.3-G2.8). OK, great - Totsugeki even uses Light Jungle, so you catch a break here.

FYI, Dense Jungle is like Light Jungle only moreso. Its TEM is +2, you can only stack 2 squads in it, it's so dense that you can't fire a mortar from it, and you can Stray (G2.22) while moving through it. Most importantly, though, Dense Jungle is Inherent Terrain (G2.2). It can be a big chore to adjust your eyes to see Dense Jungle in the right way on the

map; LOS is restricted something fierce and you'll catch yourself saying "D'ohhhh!" a few times before you get it down. (Memo to Avalon Hill: we could squeeze a few extra bucks outta those ASL crazies if we print up "Dense Jungle" versions of all the maps, heh heh heh.)

Back to the matter at hand. G.2 through G.6 have some very important points about the PTO:

G.2 - Fortifications in jungle, kunai, or bamboo are not revealed simply by an enemy having LOS to them. Oooh, aah. Easy to see the implications.

G.3 - Multi-hex firegroups involving Dense Jungle, Kunai, Bamboo, or Swamp are restricted - you can't have more than one such hex participate in a multi-hex FG. Hmm. No more of those "creeping amoeba mass" attacks where you form one huge firegroup with units in six adjacent hexes.

G.4 - If you move into a Jungle, Kunai, or Bamboo location, you will not immediately reveal a defending unit in that location if it is Hidden and Stealthy. The implications are hugely important for many scenarios because Elite and First Line Japanese are Stealthy (G1.6) and the Japanese are often given HIP units (G1.631). In these scenarios, the IJA can win simply by having a unit hide out and avoid detection, popping out at the last minute to claim victory.

Generally you only get burned by this rule about seven or eight times before you learn it. The only ways to reveal a HIP stealthy defender in those kinds of terrain are to either start the CCPh in its hex, Search, or probe by fire. Simply moving through an area will not clear it.

G.5 - Recovery of SW is more difficult in Jungle, Kunai, or Bamboo (those three types of terrain again. They're the troublemakers). In the PTO, you don't wanna be dropping a SW and trying to Recover it.

G.6 - Ambush. Attackers advancing into (you guessed it) Jungle, Kunai, or Bamboo must add +1 to their Ambush drm. Very commonly used rule in the PTO because CC is arguably the heart and soul of PTO combat. Since Hand-to-Hand Combat is prevalent in the PTO and HtH uses the deadly Red #'s on the Close Combat Table, setting up and winning Ambushes is important here. With no net drm's in your favor, you have a 16% chance of winning an Ambush. With a net -1 in your favor, this jumps to 25%. With a net -2, you Ambush 42% of the time. With a net -3, you Ambush 58% of the time. Every drm counts.

OK, enough terrain. The Chapter G divider has a nice summary of PTO terrain. Let's talk about the Imperial Japanese Army.

The IJA are wacky, wild, strange, and fun. Their unique characteristics make them one of the most powerful and interesting nationalities to command. They cannot be played like ETO armies; the rules will penalize you if you try that. But if you take the time to appreciate the new tactics that are opened up by the IJA rules, you'll use the IJA to its fullest potential and enjoy the heck out of it.

Right off the bat, I will reveal the secret to the IJA:

They are a Control Freak's dream come true.

That's right. These guys will do exactly what you tell them. They may suffer horribly in the process, but they will die trying to fulfill your orders. This is in opposition to every other nationality, whose squads will break and run away if you tell them to do something stupid or dangerous. IJA squads, however, don't break - when they fail a MC, they Step Reduce but they keep on chugging. If you want them to get from

Point A to Point B, somebody will get there. That once proud platoon of Elite 448 squads may be reduced to a rabble of second-line halvesquads once they reach point B, but THEY DID GET THERE. Let's hope they accomplished something good in the process.

The implications of this are HUGE. You can't really appreciate it until you see it in action, which I guess is why we're doing this Basic Example of Play.

* When an IJA squad is defending a VC building, you can't just break it and then run up and take the building. It won't break. It'll sit there and be slowly whittled away, first to a Step-Reduced Squad, then to a Halfsquad, then finally to a broken halvesquad. In the meantime, it's firing back at you. The IJA on the defense are great at stand-and-die actions.

* The IJA can and will run straight up to and through a defensive line. If you first fire at them and make them fail a MC, THEY'LL JUST KEEP COMING. They have an awesome weapon in the Banzai, and if they want to get to a particular spot, they're gonna get there. The most you can hope for is to hurt them along the way and be prepared for them to penetrate into your backfield. The IJA love to move, move, move, and they can totally screw up your "safe" rear areas where you normally expect to be able to rally broken units. The IJA don't have awesome firepower, but they sure can rack up the KIA's for Failure to Rout.

* Because the IJA are built for hard use, they get used hard. Eventually their strength will get eroded by Step Reduction until by the end of the game they are a disorganized rabble of halvesquads, step-reduced conscripts and 2nd-liners, crews, and wounded leaders. **This is normal.** The IJA are not supposed to have many intact units at the end of the game. Use and abuse them and get the most value out of them that you can, because their strength is fleeting.

While it's impressive to see IJA units Step Reduce instead of Break, remember your Zen training, Grasshopper. The reed that bends with the wind will survive the storm. The strong but inflexible oak tree will shatter in the wind. When a British 458 breaks, it's temporarily out of action, but it can Rally and return to the game at full strength. When an IJA 448 fails an MC and Step Reduces, it becomes a 348 and can never become a 448 again. If that 348 squad step reduces, it becomes a halvesquad; two MC failures for the IJA is the same as one Casualty Reduction. By the end of the game, this adds up.

Step Reduction - As we said before, when IJA squads fail an MC, they generally Step Reduce instead of break (G1.11). Squads flip to their red-banded Step Reduced side, Step Reduced squads become halvesquads, and halvesquads break. Along the way, ELR applies normally, so that a First Line squad that fails a MC by more than its ELR will become a Step Reduced Second Line squad.

Here is a chart showing how Step Reduction works. The underscore character represents the red band of Step Reduced squads.

This is for armed non-berserk squads; unarmed or berserk squads get CR'd normally. Casualty Reduction results apply normally in applicable situations.

IF YOU ELR, YOU GO DOWN A LEVEL IN QUALITY FIRST, THEN OVER TO THE RIGHT FOR THE STEP REDUCTION. (EX: an Elite 448 ELR's to a first line 347_)

Attack Break - MC Failure due to attack on the IFT, collateral attack, bombardment, FPF, "breaking" due to KIA result, or "1" sniper attack.

Full Squad	Reduced Squad	Half Squad	Broken HS	Notes
448	→ 348_	→ 238	→ dm238	Elite, GO are Stealthy
447	→ 347_	→ 237	→ dm237	1st line, GO are Stealthy
347	→ 237_	→ 137	→ dm137	2nd line, GO are Normal
336	→ 226_	→ 126	→ dm126	Conscript, GO are Lax
	—————→	—————→	dm126	(both 336 and 226_ ELR to dm126)

Crews

228 → 128_ → dm127

Other Break - MC Failure due to Bailing Out, Voluntary Break, Wreck Check, Para Landing, WP MC, OVR Prevention MC, Panji MC

Full (Reduced) Squad	Broken HS	Notes
448 (348_) → 2 (1)	dm238	Elite, GO are Stealthy
447 (347_) → 2 (1)	dm237	1st line, GO are Stealthy
347 (237_) → 2 (1)	dm137(6)	2nd line, GO are Normal
336 (226_) → 2 (1)	dm126(5)	Conscript, GO are Lax
—————→	2 (1) dm126	both 336 and 226_ ELR to dm126)

A few things to note about this table:

* 2nd Line Step Reduced squads (237_'s) are full squads! It's weird to see them toting around SW and firing them in addition to their Inherent Arms, but there you go.

* IJA crews step reduce like other units; the final step is a broken armor crew.

* As I read it, if you fire on an IJA Rider Squad and it fails an MC, it only Step Reduces but is not forced to Bail Out. The "Other Break" above applies to situations where IJA Riders have been forced to Bail Out (such as when the AFV they're riding spins its turret or enters Orchards, [D6.21] etc) and have failed the Bail Out MC. But since IJA Rider squads don't break when they fail an MC (only step reduce), I don't think they are required to Bail Out by D6.23. Perversely, if they were Pinned, D6.23 does require them to Bail Out.

If this is correct, then it's waaaay powerful because IJA Rider squads can penetrate deep into enemy lines even while being fired on, as long as the vehicle they're riding doesn't do anything that forces them to Bail Out. It sounds too good to be true, so it's probably something that's worth clearing up with your opponent before you get hip-deep into the scenario.

A few more notes about the IJA:

IJA Crews - G1.611 pretty much dictates that every MMG, HMG, and ATR in every IJA OOB will be assigned a Crew to man it. OK fine; I enjoy having my decisions made for me.

DC Heroes - DC Heroes (G1.424) are pure evil. They can only be used in scenarios where the IJA gets some DC's (like in Totsugeki). Basically they're a 1-man DC-totin' Banzai, and if you don't wound or KIA them, they're gonna drop some nasty DC music on your defensive line before blowing themselves to kingdom come. They soak up defensive fire like crazy, but their greatest use is as a threat-in-being; until they're used and gone, the defender has to prepare for them every turn.

IJA Leaders - IJA Leaders (G1.41) are gigantically precious units. Not only do they raise the ML of units stacked with them by 1, but they ignore DM like Commissars. Most importantly, you need an IJA leader to initiate a Banzai Charge (G1.5), which is basically the IJA Human Wave. When the last IJA leader dies, the Allied player breathes a huge sigh of relief, for he knows that he no longer has to worry about a Banzai.

Again, in reference to the "use 'em hard" concept above, the IJA is given a certain number of leaders in their OB, usually with the idea that they'll get off a certain number of Banzais during the game. If you coddle your IJA leaders and don't use them in Banzais, you're not using one of the IJA's great strengths to your advantage. Note that IJA leaders which fail a MC don't break - they are Wounded. If they survive the Wound Severity dr, then they're flipped over to their Wounded side, which lowers their morale and adds +1 to their leadership DRM. Again, IJA leaders are very powerful but their habit of leading from the front tends to get them killed.

Banzais - They're more powerful than Russian Human Waves because you don't need multiple MMC in at least 3 adjacent hexes to initiate one. All you need is an IJA leader (even a wounded one) and any number of MMC's that you want (even none), as long as all of the Banzai'ers are in adjacent Locations. It's very impressive to see a large Banzai chain in action, and very hard to keep it from happening. Don't try to prevent them; try to make them as costly for the IJA as possible.

On the up side, Banzaiers have a +1 Morale, don't Pin, and get 8 MF. And, of course, Banzai'ing squads don't break when they fail a MC; they just get Step Reduced *and keep on coming*. Shudder. If you work it right, you can have a new Banzai'er enter a particular defender's Location in successive Movement Impulses, forcing the defender to take multiple FPF shots and possibly break as a result. Perhaps best of all, you get to scream "BANZAI!!!!" when you launch one. Ain't life grand?

On the down side, Banzais can be a big drain on IJA manpower. Great morale or not, there's no getting around the fact that the Banzai is running right up to the defensive line and will get hit with Point Blank Fire, Triple PBF, and FFNAM. It's very easy to throw away units in a wasteful Banzai, especially when the opponent can throw down a firelane and hit every unit in the Banzai during every impulse of movement.

On top of that, Banzaiers are Lax, which makes it imperative that they avoid Advancing into Ambush Terrain; the +1 Ambush drm for being Lax combined with the +1 drm for advancing into Jungle, Bamboo, or Kunai means that the Banzaiers are likely to be Ambushed. Try to figure it so that all of the Banzaiers enter enemy hexes in the MPH or that none of them have to advance into an enemy hex in the APH. Not easy, at least for me, but definitely one of the great challenges of the PTO.

Note that this implies that Banzaiers have to advance into an enemy-occupied hex (as opposed to choosing to advance into an empty hex or not advance at all), which is an issue that has not been resolved through a Q&A yet. Technically, I believe that the Banzai is over at the end of the unit's MPH (when you flip the Banzai counter over to its Lax side), so the ex-Banzaier isn't beholden by the letter of the law to continue its mad bloodlusty charge toward the enemy, but I personally think it's against the spirit of the rule. Until it gets cleared up by a Q&A, it's a good idea to settle this point with your opponent before the game.

What terrain is good or bad to Banzai through? You generally want terrain that doesn't take many MF to enter, has a nonzero TEM, and is a "Hard" Hindrance (ie, one that lowers the FP of a Firelane, as opposed to "Soft" Hindrances which do not affect Firelanes). Roughly, we have:

Terrain	MF cost	TEM	Hard/Soft Hindrance?	
Light Jungle	2	+1	Blocks FL	Better for Banzai
Dense Jungle	2	+2	Blocks FL	
Palm Trees	1	0	Hard	↕ Worse for Banzai
Huts	2	+1	Soft	
Open Ground	1	0	-	
Kunai	2	0	Soft	

Note that Banzai'ing through Smoke is often a nice option - the smoke will add 1 MF to the COT and won't affect a Firelane, but will add a nice +1, +2, or +3 Hindrance to defensive fire.

Morale - G1.62 notes that IJA are immune to PAATC's and the NTC for Infantry OVR (A4.15). They do not surrender in the RtPh. If Encircled, their Morale is not lowered by one. And when they undergo HoB, Japanese almost always go Berserk. Ai yai yai. Who ARE these guys?

HIP - G1.631 notes that in daytime scenarios, the IJA may use HIP for less than or equal to 10% of his squad equivalents in his onboard setup OB (and any SMC/SW that set up with them). At Night, this is raised to 25%.

Tim Wilson points out that this applies even if the IJA is the Attacker, which leads to the very interesting concept of setting up part of your attack using HIP (maybe a flanking force?) and then revealing them after the defender has committed his strength to where he thinks your main attack is. Wow. Cool concept.

Here's an example of how the IJA and HIP and CC go together in a deadly combination. Say you've got a US 667 and an 8-1 that advances into a Jungle hex. Say that hex contained a HIP IJA first line halfsquad (a 237) which is now placed on the board under a ? counter. The Americans do the Ambush roll with a net drm of +0 (-1 leader, +1 advance into Jungle). The IJA HS does the Ambush roll with a net drm of -3 (-1 stealthy, -2 concealed). The HS has a 58% chance to Ambush you, and if he does, he must declare Hand To Hand CC. His attack will go through on the 1-4 column of the CC table using the red HtH numbers and a -1 DRM for the Ambush and a further -1 DRM because the IJA are good at CC (G1.64, which does have some exceptions, mainly for Pinned units and non-HtH CC). If he rolls a 6 or less (a 42%

probability), he KIA's your whole stack. ONE LOUSY HALFSQUAD. This is how the IJA can ruin your whole day.

CC - Hand to Hand CC is prevalent in the PTO because of G1.64 - HtH is **always** on when the IJA is the ATTACKER and is not ambushed or completely Pinned or when he is the DEFENDER and ambushes the other side. There is no choice; HtH is automatic in these cases. Even if the non-IJA side initiates non-HtH CC in his player turn, the CC will go to HtH when the IJA player turn rolls around. Yowza.

OK, that about does it for the basic ins and outs of the Japanese. Before we launch into the scenario itself, we would be remiss if we did not introduce the IJA's erstwhile enemies, the Chinese (G18.).

Some say that IJA-Chinese scenarios ROOL. Shrug. I find the Chinese to be poor cousins to the IJA, little better than Partisans. But one man's tea is another man's saki.

The Chinese come in two flavors: Red (Evil Commies) and GMD (Guomindang, Good Nationalists). The Reds use Russian brown counters, the GMD use those spiffy two-tone blue-on-brown jobs provided in Gung Ho. Chinese may make Russian-style Human Wave attacks (A25.23) and may designate less than or equal to 10% of their squads as Dare-Death Squads (G18.6). A DD Squad may go voluntarily Berserk if it is in/ADJACENT to an unpinned GO Chinese leader; it then charges an enemy unit within 8 MF with all the attendant Berserk hoopla. Note that this kind of Berserker uses the red-on-white Berserk counters, as opposed to your normal white-on-red counters; some ammunition for winning your next ASL trivia contest. Regardless of whether they're Berserk or not, DD squads can enter into Hand to Hand CC like the Japanese. Generally the Chinese player will have 2-3 DD squads to play with; I'm open to suggestions on how to use them well.

Bruce Probst adds:

DD squads are fantastic if you have to break through to somewhere. In European ASL, a unit that goes berserk will almost always attract all available Deffire because they're so dangerous if not dealt with. Well, DD squads are like that, except that the Chinese player gets to choose when to have it happen. That's a powerful advantage. The downside of course is that the DD squad will almost certainly not survive the experience.

Bret Hildebran adds:

DD dudes also lose berserk easier (hence the different counter to remember to pull it) and ALWAYS get a -1 in CC even if not HtoH. They make good distractions on the attack so that the main force can sneak in the back door while the Dare Death Dude is drawing all the fire while beating on the front door. On the defense their -1 CC is their biggest benefit.

OK, enough intro! Let's push some cardboard!

Totsugeki

Chinese Setup

X4	Sniper
R3	?, 337
S3	?,?
T5	?,337
V3	?,337
V4	?,9-1,337/MMG
V7	M1A1 ART (CA:U9), 227
X5	?,7-0,337/LMG,337(Dare Death)
X7	Foxhole 2S (HIP)
Y3	?,337
Y4	HIP 337 (Dare Death)
Y7	M1A1 ART (CA:X8), 227
Z3	?, 337
Z5	?,337,HIP Foxhole 1S, HIP 337/LMG
AA3	?,337/LMG
BB4	?,8-0,337/MMG
BB8	M1A1 (CA:AA10), 227
EE4	?,?
FF3	?,337

IJA Setup

W7	Sniper
S0	?,9-0, 447, 447, 448/LMG
W0	?,447/MTR, 447/DC
Y0	?, 9-1, 448/LMG, 448/LMG, 228/dmMMG, 237 (HS)
AA0	?,237 (HS)
EE0	?,10-0,448
GG0	?,447, 447/DC

All non-concealed units have been placed under ? counters prior to IJA setup. Note my convention of possessing a SW with a slash (/) - so a 337/LMG is a 337 possessing an LMG. Note that the two Chinese HIP units are given by SSR; it's not a standard feature of the Chinese to automatically be given HIP units on the defense like the IJA (G1.631)

The next page shows the setups for both sides, shown without the Concealment counters for clarity. Note that the graphics in this example are screenshots from VASL 2.5 using Carl Fung's excellent counter images.

Also, note the board changes due to the PTO terrain. The woods-roads are now Paths; the other roads are gone. Brush is now Inherent Bamboo.

General Scenario VC's - We don't want to get into copyright trouble by printing the scenario sheet here, but those of you who don't have the scenario would probably like to know what's going on. The Japanese win if at game end all three Chinese 75mm ART Guns are eliminated/captured or in hexes occupied solely by Good Order Japanese MMC. By SSR, the three Chinese Guns are set up unconcealed, are not Emplaced, and cannot be moved from their setup hexes. Boresighting is NA for either Guns or SW. Two Chinese squad-equivalents may set up HIP.

Basically it's Go For The Guns. The scenario tends to come down to a nail-biting struggle for the last Gun, which makes it one of the great scenarios out there.

Chinese Strategy - Again, we're not trying to present any Ultimate Strategies here, but it's probably worth a moment to explain what the Chinese are trying to do.

The board edges are too important to completely cede to the IJA, but the Chinese don't want to commit too much strength there. Lone squads go in FF3 and R3, bulked up by the 4 Chinese Dummy counters in S3 and EE4.

AA3 and BB4 are going to lay firelanes through the Kunai, hoping to restrict the IJA advance on the right. AA3 would throw his FL out to FF0; going along the alternate hex grain towards GG3 wouldn't give the LMG any RFP past the Palm Trees in DD3. V4 would do the same if the IJA had come on strong in the center.

The force in X5 is the general Mobile Reserve, complete with a Dare Death squad (and leader) in case the opportunity arises to do something funky. The other Dare Deather is HIP in the Bamboo in Y4 - there's going to be so much happening all around him that it's likely that he'll get a chance to have some big fun.

The other Chinese HIP unit is a 337/LMG inside the foxhole in Z5 - again, this area tends to see some important action and a HIP squad with LMG might be a nice ace in the hole.

IJA Strategy - The IJA go with a 3-pronged attack, figuring to use their infiltration techniques to force a breakthrough in one area. Also, since the battle is for the Chinese Guns in the rear, it's nice to try to threaten the defense from several angles, particularly when you're forcing the Chinese Guns to change Covered Arcs.

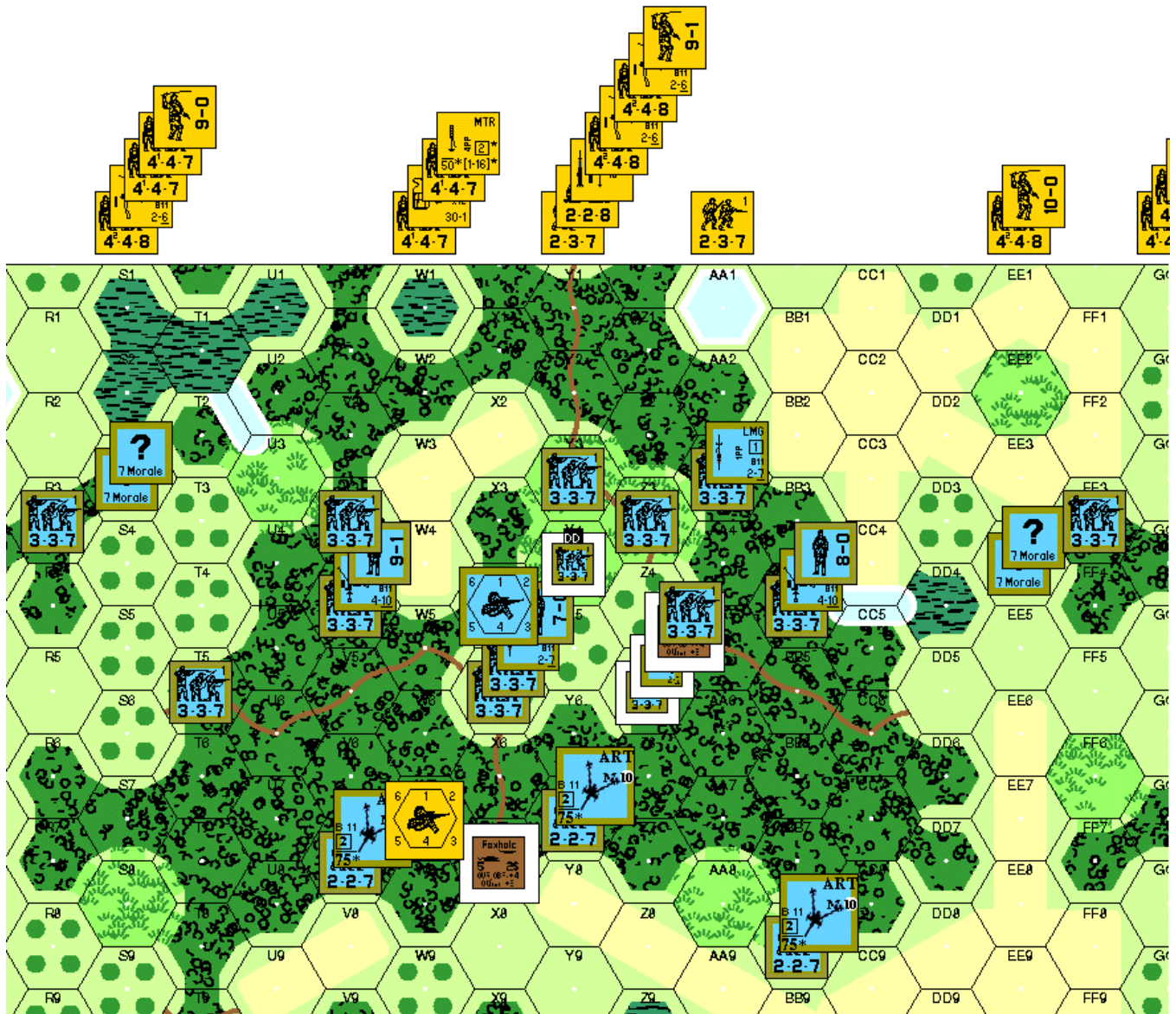
One IJA leader is allocated to each flank to give each force a Banzai threat. The central force has the most firepower and the best IJA leader (the 9-1). One 448 is sent to either side just to provide some infantry smoke potential.

Just because you're IJA, don't forget about using HS's to probe the defenses! IJA halvesquads have the nice feature that they break (instead of step reduce) when they fail a MC, so they can come back at full strength. If one of the 237's runs into trouble and breaks, he can simply rout back to a leader who stands an excellent chance of rallying the HS since IJA leaders raise morale by 1 and negate DM like Commissars (G1.41). Just rally and come back for more recon next turn - neat.

OK, let's roll some dice!

Pre-Game setups, shown without concealment counters for clarity.

GG0 contains a 447, 447/DC



IJA Turn 1

Rally Phase

1. Wind Change DR = 5,4 no effect

Prep Fire - none

Movement Phase

1. 237 in AA0 moves
 - a. bypass Z0/AA1 - 1 MF (losing concealment)
 - b. bypass Z1/AA1 - 2 (we always list total MF's expended unless stated otherwise)
 - c. AA2 - 4

Already the Chinese 337/LMG in AA3 is sweating a bit - his job is to throw a firelane against the IJA on the right flank, but this piddly little halfsquad is a real threat to advance in for CC - with no ambush, the 237 would eliminate the 337 on a HtH CC DR of 6, a 42% probability. Still, the 337 exercises some Fire Discipline and doesn't First Fire. There's always Final Fire vs the adjacent 237 anyway.

2. 237 in Y0 moves
 - a. Y1 - 1 MF
 - b. Y2 - 2 MF (losing concealment)
 - c. Y3 - 3 MF, bumping into the Chinese 337, stripping its concealment, and rebounding back to Y2.

Figuring he's got nothing better to do than lay some resid in the important Y2 hex, the 337 fires from Y3:

6(+0) DR = 3,3 cowers to 4 column, NMC, 2 Resid
NMC vs 237 DR = 4,5 Pin

3. 447 in GG0 moves, declaring Double Time
 - a. GG1 - 1
 - b. GG2 - 2
 - c. GG3 - 3

FF3 can't take it anymore and fires.

6(-2) DR = 3,4 1MC, 2 RFP
1MC vs cx447 DR = 4,4 flips to 347 step reduced side.

- d. GG4 - 5

FF3 Subsequent First Fires
2(+0) DR = 5,2 miss, 1 RFP

- e. GG5 - 6

Yep, that sucker just blew on by. Took a hit and flipped to his step-reduced side, but he just penetrated the front line. The Chinese player is not happy, of course, but at least he got a step reduction out of it and he laid some resid. Against a full IJA squad, you've got to stop trying for breaks and start thinking in terms of rooting for step reductions and making sure you lay resid in good places.

4. 447/DC in GG0 move
 - a. GG1 - 1
 - b. GG2 - 2
 - c. FF2 - 4 (Kunai costs 2 MF)

The Chinese in FF3 could PFP, but it'd just be a 2(-1) shot and he'd like to avoid breaking from the PFP and take his chances in CC. The Chinese

in BB4 are tempted to shoot, but they suspect there's an IJA leader in the as-yet-unmoved stack in EE0 and are holding their shot waiting for a crack at this guy. Plus, they'd rather protect the DD1-CC2-CC3 approaches than lay a firelane towards GG2.

5. EE0 moves.

Note that the Bamboo in EE2 is really channeling his movement - he has to go around it, not through it. Bummer.

- a. FF0 - 1
- b. FF1 - 3
- c. FF2 - 5

BB4 isn't gonna get a better shot, so he takes it now, using the MMG only (we're using the IFT, not the IIFT, by the way).
4(+2) DR = 3,2 PTC

IJA leaders don't Pin (G1.4), so only the 448 takes a PTC
PTC vs 448 DR = 5,5 Pins

Dang. Even a DR of 9 would have passed the PTC because the IJA leader raises the squad's morale to 9. Pinning is often the worst thing that can happen to IJA units. They rely heavily on CC and infiltration, both of which depend on the ability to advance. I'm sure this will come up more in this example - watch for it.

Hoping for a miracle, the guy in FF3 Final Protective Fires:

2(-1) DR = 4,2 NMC, 1 RFP
NMC vs 10-0 DR = 6,5 wounds
Wound severity dr = 2, just a flesh wound, so he flips to his 9+1 wounded side.

NMC vs pinned448 DR = 5,3 a worthless Pin (the 9+1 leader raises the 448's morale to 9, but adds +1 to its NMC DR, so the Final DR of 9 is a Pin)

Since the leader and squad spent 2 MF entering the Kunai, FF3 can PFP again:

2(-1) DR = 3,4 PTC, Pins 337

Since the IJA leader doesn't pin and the 448 is already Pinned, we don't need to roll the PTC.

6. 447 in S0 moves
 - a. R0 - 1
 - b. R1 - 2

337 in R3 fires
2(-2) DR = 6,1 NMC, 1 RFP
NMC vs 447 DR = 3,4 Pin (aargh)

7. 448/LMG in S0 moves
 - a. R0 - 1
 - b. R1 - 2

1 RFP hits at 1(-2) DR = 5,1 NMC
NMC vs 448 DR = 3,4 OK

- c. R2 - 3

337 in R3 SFF's
2(-2) DR = 5,2 NMC, 1 RFP
NMC vs 448 DR = 1,6 OK

Since S3 has not first fired yet, the 448 suspects it's a Dummy, so the

448 will
declare a late CX for one extra MF:

d. S3 - 5 (revealing Dummy)

R3 will not FPF at the 448 for two reasons - first, now that the 448 is CX, it's less of a threat in Close Combat due to the +1 CX modifier on the Ambush dr and the CC DR. Also, it doesn't seem prudent to risk breaking on a FPF shot in the hope of flipping a 448 to its step reduced side on a mere 2-flat FPF shot.

8. 9-0, 447 in S0 move
a. R0 - 1
b. R1 - 2

1 RFP hits at 1(-2) DR = 3,4 PTC
PTC vs 447 DR = 6,1 OK

c. R2 - 3

1 RFP hits at 1(-2) DR = 2,5 PTC
PTC vs 447 DR = 4,4 OK (ML raised by 1 due to IJA leader)

This is too tempting for the 337 in R3 to pass up. He FPF's
2(-2) DR = 1,5 1MC
1MC vs 9-0 DR = 5,3 OK (no pin)
1MC vs 447 DR = 6,2 flips to 347 side

One could argue that it doesn't pay to expose one's valuable IJA leaders to repeated -2 attacks like this. Aggressive is one thing; stupid is another. Unfortunately, the line between the two is often difficult to distinguish :-)

d. S3 - 5
e. S4 - 6

Again, too tempting for R3 to pass up with FPF:
2(-1) DR = 3,4 PTC, 1 RFP, Pins R3
PTC vs 347 DR = 4,5 Pins

Well, hmm. Now the IJA is in a bit of a pickle over on this side. There's really nobody good left for going into CC in R3. The two IJA 447's are pinned and the valuable 448 is CX. If he advanced in for CC vs the 337, he'd be at a +1 disadvantage in the Ambush dr (-1 Stealthy, +1 for CX, +1 for advancing into Jungle) and even if he wasn't ambushed, the Chinese 337 would kill him on a HtH CC DR of 6 (HtH CC odds of 1:2 with a -1 DRM for CC vs a CX unit). Them's not good odds.

Still, the IJA don't HAVE to rely on CC to neutralize this pesky Chinese 337; I just wanted to point out that CC, especially Hand-to-Hand CC, is not always the IJA's friend.

9. ?447/DC in W0 moves
a. V0 - 2
b. V1 - 4

10. ?447/MTR in W0 moves
a. bypass V0/W1 - 1
b. V1 - 3 (remember IJA MTR's are 4 PP)

11. 448/LMG in Y0 moves
a. y1 - 1
b. Y2 - 2

2 RFP hits
2(+0) DR = 4,3 NE

c. X2 - 4

V4 opens up
6(+0) DR = 2,5 NMC, ROF on the MMG
NMC vs 448/LMG DR = 3,4 OK

Leader and MMG ROF at 4(+0) since the squad spent 2 MF in X2
4(+0) DR = 6,2 NE

Not a great shot with the ROF. No resid because of the Kunai, and now no Firelane. This enables the rest of the IJA in Y0 to be more aggressive to the left of the path than they'd feel comfortable being on the right of the path (around Z2).

12. 9-1, 448/LMG, 228/dmMMG in Y0 move
a. Y1 - 1
b. X1 - 3
c. Bypass W2/X2 - 4
d. W3 - 6

V3 fires
6(-1) DR = 1,5 1MC, 2 RFP
1MC vs 9-1 DR = 5,3 OK
1MC vs 448/LMG DR = 4,4 OK (IJA leader raises ML by 1 and adds a -1 Leadership DRM to the squad's DR)
1MC vs 228/dmMMG DR = 5,1 OK

9-1 and 337 in V4 SFF
1(-2) DR = 4,4 NE

V3 SFF's
2(-1) DR = 3,3 NMC
NMC vs 9-1 DR = 6,3 OK
vs 448/LMG DR = 5,6 flips to 348 side
vs 228/dmMMG DR = 3,2 OK

So there you have it, your first IJA Movement Phase. I'm deliberately keeping the First Fire and Morale Check DR's around 7 in order to show the overall average effect. Hopefully now you see the reality of some of the things we spoke about before. The IJA can be very aggressive on the attack, blowing by your front lines with seemingly no concern. They're gonna suck up relatively large amounts of fire along the way (you didn't see it here vs wimpy 337's, but imagine if those were American 667's on the defense) and fail their share of Morale Checks, but it'll only result in squads flipping to their Step-Reduced side instead of breaking. It's often easy to get too aggressive with this kind of thing, and the IJA player can find himself exposing his units to too many morale checks, resulting in unnecessary losses. Finally, when an IJA unit Pins, it's often more of a heartbreak than if the unit had simply step reduced because it cuts down on the IJA's ability to advance in for CC or advance around the defense.

DFPh

What to do in AA3. The 337/LMG could simply not fire and dare the IJA HS to come in for some CC. The IJA would be at a +2 disadvantage in the Ambush drm modifiers (+1 for advancing into Jungle, -1 for Stealth, Chinese with -2 for Concealment). +2 is significant, but not guaranteed enough for this guy. He fires at AA2, hoping for a break so that he can withdraw cleanly next turn.

1. AA3 at AA2
8(+1) DR = 4,4 Cowers to 6 column, misses. Sigh.

2. Gun in V7 changes CA to U6
3. Gun in Y7 changes CA to X5
4. Gun in BB8 changes CA to CC7

AFPh

1. S3 fires vs R3.
6(+2) DR = 2,2 cowers to 4 column, NMC (IJA units without leaders can cower)
NMC vs 337 DR = 1,6 re-Pins the 337

2. W3 vs V3
6(+0) DR = 5,4 no

3. X2 vs Y3
6(+1) DR = 3,2 1MC
1MC vs 337 DR = 3,4 breaks, DM

4. AA2 vs AA3
2(+1) DR = 2,1 1MC, Chinese SAN
1MC vs 337 DR = 3,3 Pin

Chinese sniper dr = 1, hot
scatter direction = 6, distance = 3, moves sniper from X4 to U3. Two IJA stacks in TEM 0 terrain are equidistant; the Chinese player elects to relocate to W3 to try to nail the 9-1 leader.

Random selection for the IJA units in the hex:
9-1 leader dr = 3
348/LMG dr = 4
228/dmMMG dr = 3

So the 348 is casualty-reduced down to an Elite 238 halfsquad, unbroken, still holding the LMG.

5. FF2 at FF3, electing not to use the leader's modifier (and risking cowering)
6(+1) DR = 5,2 worthless PTC

RtPh

IJA have no routs.

The Chinese 337 in Y3 could Low Crawl to Y4, but that seems like a bad idea. Fortunately, a broken unit is not required to rout to the nearest Bamboo hex (G3.11). So he can rout to Z3. Once there, he can't continue on to AA4 because such a move is specifically prohibited by G3.2. So he continues his rout to Z4, AA5, AA6. He could rout to somewhere closer to the Chinese 8-0, but that leader will probably have his hands full real soon now, so it's perhaps safer to rout somewhere to the rear, lose DM in peace, and self-rally later.

The guy in AA3 could self-break, but it galls him to be so afraid of a measly halfsquad, so he stands his ground. Similarly, V3 is no longer afraid of massive CC odds against him now that the squad in W3 has been knocked down to a halfsquad, so he too stands his ground and dares the IJA to come in.

Advance Phase

1. 9-0 in S4 to S3 - things are a bit safer in the Jungle with the better squad.

2. V1 to V2
3. X2 to X3
4. 9-1, 228/dmMMG in W2 to X3 - 9-1 seeking to building a firebase
5. 238/LMG in W2 to V3
6. AA2 to AA3
7. 447 in FF2 gives DC to 9+1, advances to FF3
8. GG5 to FF4

CCPh

1. Ambush in V3
IJA dr = 3 (-1 Stealthy, +1 advancing into Jungle) = 3
Chinese dr = 3, No Ambush

Since the IJA is the Attacker and not all of his units are Pinned or were Ambushed, he must declare HtH CC (G1.64). Therefore we get to use the spiffy red CC numbers on the CC Table.

IJA 238 attacks at 1:2, -1 DRM for being IJA in HtH (G1.64)
Chinese 337 attacks at 3:2

IJA DR = 6,1 CR's Chinese 337 down to a 127 HS
Chinese DR = 4,4 CR's IJA 238 out of existence, LMG falls to the ground

2. Ambush in AA3
IJA dr = 4 (-1 Stealthy, +1 advancing into Jungle) = 4
Chinese dr = 2 (+1 Pinned) = 3, no ambush

IJA 237 attacks at 1:2, -1 DRM for being IJA in HtH
Pinned Chinese 337 attacks at 1:2

IJA DR = 5,1 eliminates Chinese 337
Chinese DR = 4,3 misses, LMG falls to ground.

3. Ambush in FF3
IJA dr = 1 (-1 Stealthy, +1 advancing into Jungle) = 1
Chinese dr = 2 (+1 Pinned) = 3, no ambush

IJA 447 attacks at 1:1, -1 DRM for being IJA in HtH
Chinese 337 attacks at 1:2

IJA DR = 5,4 miss
Chinese DR = 3,4 miss

Mark location with HtH Melee counter.

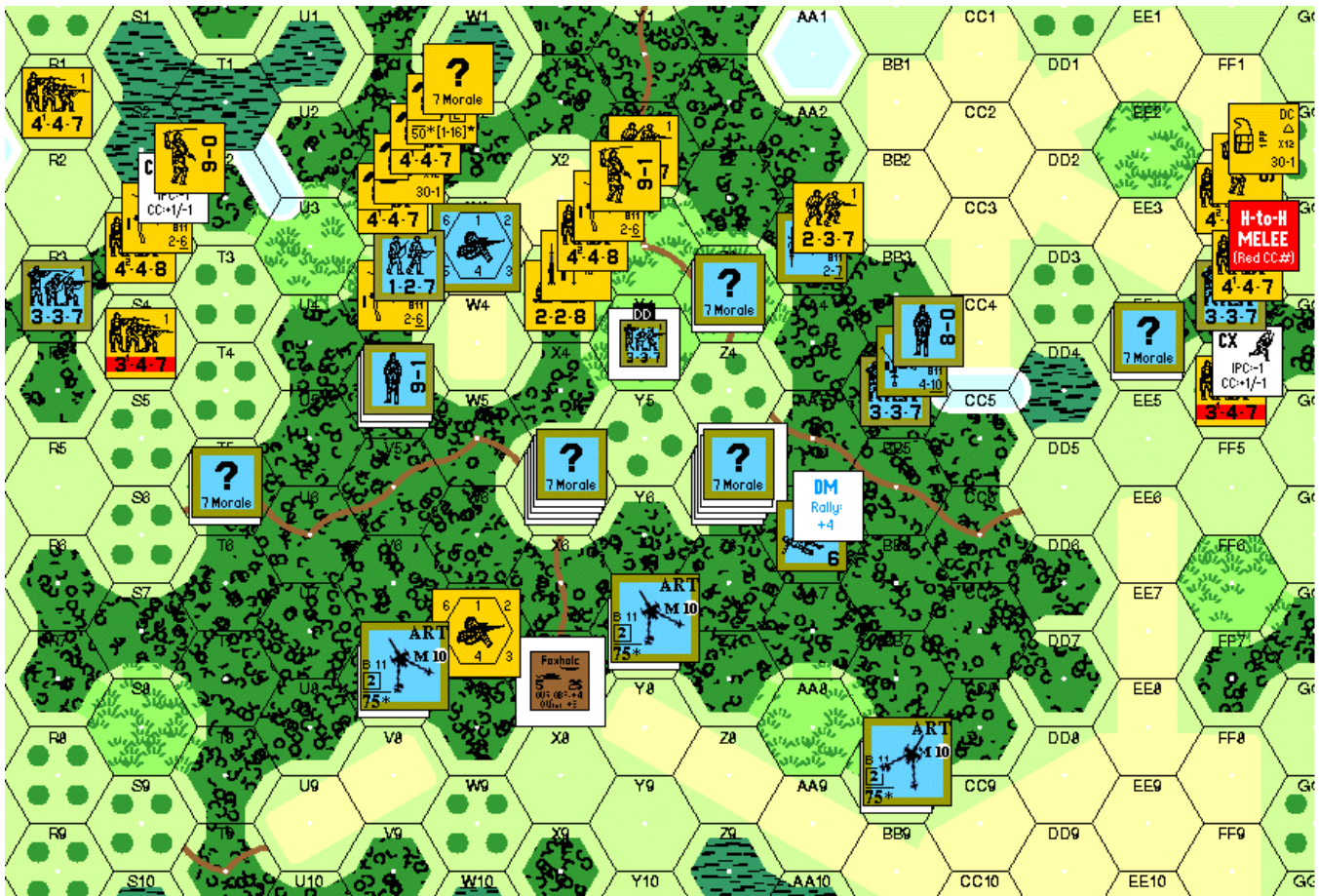
The advances into AA3 and V3 are examples of low-value IJA units (halfsquads) seeking to knock off higher value defenders (337's) in Hand-to-Hand CC. The IJA scored on one out of 2 of these, which is pretty much what you'd expect for the success rate on a 1:2 (-1) HtH CC attempt. Note, though, that HtH CC is deadly for both sides, as the Elite HS easily bit the dust on the return 3:2 HtH roll.

The advance into FF3 was not as smart. You always have to go into HtH CC figuring you might lose all of your units, and in this case it's not to the IJA's advantage to trade a full 447 squad for a Chinese 337. The IJA has to be considered lucky to have avoided any damage so far in that CC, but the Chinese will get another crack at him in the next CCPh.

LEARN THIS - *It's not always a smart thing for the IJA to enter CC*

The next page shows what the board looks like at the end of IJA turn 1.

Board status at the end of IJA turn 1



How did this turn go for the IJA? Not bad, I guess. They took some step reduction losses, but they made good progress down the board and all of their leaders are still intact. The Chinese far-left and far-right outposts are well on their way to being neutralized in the upcoming DFP. The middle is a tad weak, mainly due to the squads in V2 being out of position, but hopefully the left flank will converge toward the middle soon enough.

On the Chinese side, it's nice to have eliminated a 448 squad at the cost of one halfsquad. The firelane strategy out of AA3 and BB4 wasn't real successful, unless you count it a success to have kept the bulk of the IJA forces sticking toward the FF and GG hexrows. Now that the flank outposts are close to being turned, the front line is going to stretch, which is no fun at all. Still, the Chinese still have the interior lines, which is always good against the Japanese.

Chinese Turn 1

Rally Phase

1. Wind Change DR = 4,6 no
2. First MMC Self-Rally is in AA6. DR = 5,2 no, remove DM
3. 237 HS attempts to pick up Chinese LMG in AA3 dr = 6 (+2 for PTO, G.5) = 8, no
4. 127 HS attempts to pick up IJA LMG in V3 dr = 2 (+2, PTO) = 4, yes

Prep Fire Phase

Nothing. Time to skulk!

The Chinese Guns could conceivably start Area Firing on adjacent hexes and building up some nice acquisition, but the risk of these B11 Guns breaking down is just a tad too great for my tastes. When the going gets tough at the end of the game, those 75mm shells come in real handy and I wouldn't want to risk losing a gun just to gain some acquisition.

Movement Phase

1. R3 assault moves R4 - 2 MF - No point in prep firing and sticking around to get whacked by three enemy hexes.
2. T5 assault move U6 - 1 MF along the path
3. V4 moves
 - a. V5 - 2
 - b. U6 - 3
4. V3 assault moves U4 - 2
5. BB4 assault move BB5 - 2
6. EE4 assault move DD3 - 1 - this guy already seems tagged as a dummy since he didn't do any defensive firing last turn, but he might as well try to stay undetected.
7. Z3 assault move Z4 - 1
8. ?337 in Z5 moves
 - a. Y5 - 1
 - b. X5 - 2
9. Dare Death 337 in X5 moves
 - a. Y5 - 1
 - b. Z4 - 2
 - c. AA5 - 3

It's Skulk City out there for the Chinese, but that's OK. They've still got their self-esteem intact. Conceivably the Chinese could have counterattacked this turn in the center, firing from Z3 to AA3 (or advancing in for CC) and also advancing the Dare Death squad from Y4 to X3 in the hopes of initiating some tasty Hand to Hand CC against that high-value target. Certainly not an awful plan by any means, but for the moment this Chinese defender chose to lay low in Y4, hoping for a better time to spring his Dare Death trap.

Defensive Fire Phase

1. Crew assembles MMG in X3
 2. 9-1, 448/LMG in X3 probe for HIPsters by firing into X4
6(+0) DR = 1,1 great roll, no HIP units. That always happens to me :-)
 3. S4 at R4
6(+1) DR = 5,1 NMC
NMC vs 337 DR = 4,4 break, DM
 4. S3 at U4
6(+3) DR = 6,6 NE, breaks LMG
 5. FF4 at FF3
- Holy Fratricide Batman! They're firing at their own guys! Yep, and it's a very sneaky IJA thing to do. If they cause the IJA 447 in FF3 to fail a Morale Check, it simply flips to a 347 Step Reduced Squad and keeps on fighting. If the Chinese 337 fails a Morale Check, though, it's Broken, and a sure goner in this HtH Melee. Very nasty trick, very effective.
6(+2) DR = 4,6 no
6. FF2 fires at FF3, no leader
8(+1) DR = 2,2 cowers to 6 column, 1MC, Encircles FF3
1MC vs IJA 447 DR = 4,4 flips to 347

1MC vs Chinese 337 DR = 3,3 breaks (lowered morale in encircled location), DM

Advancing Fire Phase - none

Rout Phase

1. R4 to R5, R6, S7

Advance Phase

1. ?337 in U6 to T5
2. U4 to V4
3. DD3 to CC3 - who knows, maybe he'll get to keep broken IJA halfsquads from routing towards him later.
4. BB5 to CC6
5. Z4 to AA4
6. AA5 to BB5
7. ?337 in X5 to X4
8. ?7-0, 337/LMG in X5 to W6

CCPh

1. Resolve HtH Melee in FF3.
The broken Chinese unit must attempt to withdraw from the Melee. The IJA unit is going to whack him hard.

IJA unit attacks at 1:1, HtH, -1 DRM for being IJA, -2 DRM for attacking a broken unit, -2 DRM for attacking a Withdrawing unit. Encirclement does not affect CC attacks. Therefore, this is a 1:1 HtH attack with a -5 DRM. The Chinese unit will be killed on any DR that is not boxcars :-)

IJA DR = 5,4 eliminates Chinese 337

2. Conceal Chinese units in concealment terrain that are out of LOS of IJA units:
U6, V7, Y7, BB8.

The next page shows what the board looks like at the end of Chinese turn 1.

The Chinese have repositioned, attempting to maintain interior lines with a view toward stopping Japanese infiltration next turn. The guys in V4 and X4 aren't too happy with their lot in life, but they're there to stem the IJA advance, with their broken bodies if need be. Sure, the IJA could Banzai one hex from X3 to X4, but that's not a very rapid advance rate. Remember that the Bamboo in Y4 can only be entered through a Minimum Move (G3.2), again not a very fast advance for the IJA.

The left flank is ripe for a Banzai, so the Chinese player prepares. The MMG wouldn't do much good laying a firelane through the hard hindrances of the Palm Trees, so the Chinese player simply puts a 337 up on the front line and covers it with the 9-1 and MMG one hex behind. Now if the IJA Banzai the 337, they're gonna eat a 12-down-1 shot from the MMG's hex. Even IJA get KIA'd on shots like that.

The right-hand flank is also ripe for a Banzai, but the Chinese player hopes that the open ground in front of the MMG will save him. Who knows, he may be right. Let's find out.

much improved so as to eliminate ambiguity and sleaze. This Example of Play was written before the Human Wave rules were errata'ized, but what follows here would still be legal within the framework of the cleaned-up rules.

1. S3 and S4 declare a Banzai, target S7

a. First Impulse:

S4 to S5, S3 to S4 - 1 MF

The Chinese unit in T5 feels free to fire as the yellow horde passes by. If the IJA decide to charge into his hex (not mandatory, BTW, as I read it - the Banzai only has to move in the general direction of S7; there's nothing that requires the Banzai'ers to charge into the hex of a closer enemy unit), they'll still be eating hot lead from U6, which seems to be a good thing to the Chinese eye. Therefore:

T5 fires on S5:

6(-1) DR = 3,4 1MC, 2 RFP

1MC vs 347 DR = 6,1 no effect. The 347's ML has been raised to 8 by the Banzai, and Banzai'ers don't Pin.

b. Second Impulse:

S5 to S6, S4 to S5 - 2 MF, DM's S7

2 RFP hits in S5:

2(-1) DR = 3,4 worthless PTC against Banzaiers

T5 SFF's vs S6

2(-1) DR = 3,2 1MC, 1 RFP

1MC vs 347 DR = 4,5 step reduces to 237 halfsquad

c. Third Impulse:

S6 to S7, S5 to S6 - 4 MF

1 RFP hits in S6

1(-1) DR = 5,3 no

T5 decides that Final Protective Firing is more than he wants to do for The Cause.

d. Fourth Impulse:

S7 is done moving. S6 could conceivably go to R6, S7, or T6, as they all seem to be in the same general direction as the Banzai. T6 seems overly brave at the moment, so they'll just join their brethren in S7 for 6 MF.

e. Since these Banzai'ers MPH is over, flip the Banzai counter to its Lax side (G1.5)

Not a bad Banzai. Certainly continues to stretch the defense, didn't take many losses, and will definitely take care of that broken Chinese unit in S7. Sometimes an effective Banzai is simply one that gets you from Here to There without taking a lot of losses or Pinning.

2. 447 in R1 moves

a. R2 - 1

b. S3, bypass S2/T2 - 2

c. T3 - 3

d. T4 - 4

Erg. T5 is loathe to FPF, not wishing to give the IJA a free break.

3. 447/DC in V2 moves

a. V3 - 2

b. W4 - 4

V4 first fires the IJA LMG (might as well risk breaking it)

4(-1) DR = 6,5 NE, eliminates the LMG (original B# now an X#)

X4 fires

2(-1) DR = 3,1 1MC, IJA SAN, 1 RFP

1MC vs 447/DC DR = 5,6 ELR's to 2nd line, step reduces as well to a 237 squad.

4. Figuring he'll find trouble but not caring, the 237 in Y2 moves down the path:

a. Y3 - 1

b. z3 - 2

AA4 isn't interested in firing yet because he thinks his main job is to hold the BB3/BB4 corridor. And he figures it's Z5's job to put the hurt on any really pesky IJA incursions. So he lets this guy go.

c. Z4 - 3

The HS has some options here, particularly with a late CX for one extra MF to enter the woods in Z5, but he figures he's pretty good where he is, with the option to advance to Z5 in order to DM AA6 or to enter AA4 for some CC. Going CX doesn't appeal to him because CX halfsquads tend to get CC'd to death.

5. Content to simply strip AA4's concealment for the upcoming Ambush rolls in the CCPh, AA3 will move:

a. BB3 - 2 - Might as well try to find some HIPsters and tempt CC3 into firing if he's real

b. AA4 - 4 - bounces back to BB3 after stripping AA4's concealment. Still wanting to protect against the stronger IJA guys on the right, AA4 holds his fire.

6. 448/LMG in X3 moves

a. W4 - 2

1 RFP hits

1(-1) DR = 4,3 NE

Not going to get a better shot, X4 SFF's

2(-1) DR = 6,2 no

b. W5 - 4 - Pretty aggressive move, but that's what the IJA are good at.

W6 fires

8(+0) DR = 3,2 2MC, 4 RFP

2MC vs 448 DR = 5,3 flips to 348 step reduced squad

W6 SFF's at the second MF expenditure in W5

4(+0) DR = 5,6 no, breaks LMG

7. **BANZAI!!!!** FF2, FF3, FF4 all aim toward CC6

a. Impulse 1:

FF4 to EE5

FF3 to EE4 (bypass FF4)

FF2 to FF3

This all costs 2 MF because FF3 was leaving an Encircled Location and FF2 entered the Jungle in FF3.

The 8-0 in CC6 taps his gunner on the shoulder and the MMG opens up, laying a firelane to DD5, EE5, FF4. The 337 will hold his first fire until he can get PBF in DD5.

4(-2) DR = 4,1 2MC

2MC vs 347 DR = 6,1 step reduces to 237 1st line halfsquad

b. Impulse 2:
 EE5 to DD5
 EE4/FF4 to EE5
 FF3 to EE4/FF4 bypass

This impulse cost 1 MF for a total of 3 MF.

MMG Firelane hits in DD5:
 4(-2) DR = 5,5 miss

MMG Firelane hits in DD4:
 2(-2) DR = 2,5 NMC
 NMC vs 237 DR = 3,3 OK

MMG Firelane hits in EE5:
 2(-2) DR = 5,1 1MC
 1MC vs 347 DR = 3,5 step reduces to 237 halvesquad

337 in CC6 now fires his inherent FP at DD5
 6(-2) DR = 3,4 1MC, 2 RFP
 1MC vs 237 DR = 4,4 breaks

c. Impulse 3:
 EE5 to DD5
 448/DC in EE4/FF4 to EE5 - Total of 4 MF expended.

The 9+1 in EE4/FF4 only has 3 MF, so he can't continue on with the Banzai. He ends his MPh by entering EE4 from Bypass (with his Banzai counter flipped to its Lax side), limping along behind the Banzai shouting encouragement (A4.32-4.33).

This is actually pretty OK that the wounded leader isn't sprinting along with the rest of the guys. Chances are that he's going to lag far enough behind the main body of the Banzai that he won't take any defensive fire, and therefore he'll survive to keep the Banzai threat intact for next turn. Wounded leaders initiating Banzais are great.

MMG Firelane hits in DD5:
 2(-2) 6,1 NMC
 NMC vs 237 DR = 5,3 no effect (Banzai'ers don't Pin)

MMG Firelane hits in EE5:
 2(-2) 3,3 1MC
 1MC vs 448/DC DR = 5,4 flips to 348 step reduced squad

2 RFP from 337 squad hits in DD5:
 2(-2) 2,4 1MC
 1MC vs 237 DR = 2,6 breaks, DM

This obviously isn't going well, and the Chinese haven't even been rolling particularly low on the IFT. I'm not too excited about the 348's chances of charging into the resid in DD5. The lesson?

Banzai'ing into a Firelane over Open Ground is a really good way to get your troops chopped up.

OK. All is not lost. The inherent squad leader in EE5 sees the situation and thinks fast. "Yoshi! Take the DC!" And a DC Hero is born. DC Heroes (G1.424) are awesome. Basically a one man DC-totin' Banzai, they can instantly and literally blow a hole in the defense.

Whenever there's a DC in your Japanese OB, think DC Hero.

You create a DC hero during the Movement Phase of a squad/HS possessing a DC. All you need is to be within 8 MF of and have LOS to any enemy Unit/Gun or enemy-controlled hex containing a Known Fortification counter. Do a dr (G1.421) and subtract 2 for already possessing a DC. You can Pin on an original dr of 6, but not if you're already Banzai'ing when you try to create the DC Hero.

DC Hero Creation dr = 5, yep. Place (1)-0-9 Hero (with DC) in EE5.

Creating the DC Hero doesn't cost the parent unit any MF (G1.421), but since that unit had already expended MF prior to the Hero's creation, his inherent MF allotment is reduced (G1.423). In this case, since he was created during a Banzai, Yoshi only has 1 MF reduced from his normal 8 for each MF the Banzai has already expended, so he has 4 MF remaining.

Yoshi designates CC6 has his Designated Target and conducts his own mini-Banzai (BEFORE his old squad continues their Banzai, G1.423). **Yaaaaa!!!**

DC Hero moves to DD5 - 5 MF total
 MMG Firelane hits
 2(-2) DR = 6,1 NMC
 NMC vs (1)-0-9/DC DR = 4,4 no effect

2 RFP from 337 squad hits
 2(-2) DR = 4,2 1MC
 1MC vs (1)-0-9/DC DR = 6,2 no effect (IJA SMC don't Pin)

Time for the Chinese in CC6 to get nervous...

DC Hero moves to CC6 - 7 MF
 Since there's a TPBF situation, the firelane is negated (A9.223).

Chinese in CC6 SFF at DC Hero
 8(+0) DR = 5,1 1MC, 4 RFP
 1MC vs (1)-0-9/DC DR = 5,5 wounds.
 Wound Severity dr = 3, just a flesh wound, flip to (1)-0-8 wounded side

Chinese in CC6 PPF at DC Hero (you'll see why in a minute)
 8(+0) DR = 4,2 1MC
 1MC vs (1)-0-8/DC DR = 3,4 OK

Dare-Death squad in BB5 fires at DC Hero
 6(+0) DR = 4,3 NMC
 NMC vs (1)-0-8/DC DR = 3,5 OK

The Chinese are in a bad way. Why? Because once the DC Hero makes it to his Designated Target's hex (and survives all dfire), he can *immediately* detonate the DC(G1.424). No waiting around till the AFPh - that thing goes off *NOW*.

Yoshi thanks his ancestors and pulls the cord.
 30(+1) DR = 4,3 4MC, DC Hero eliminated (G1.425)
 4MC vs Chinese 8-0 DR = 3,2 breaks, DM
 vs Chinese 337/MMG DR = 4,1 breaks, DM

Oh yes baby, DC Heroes. Get to know 'em.

OK, now that Yoshi has conveniently taken that MMG nest down, the rest of his buddies can continue their Banzai relatively unmolested. Moving in the "general direction" of the Banzai doesn't mean they have to charge into the resid in DD5 and CC6, thank goodness, so they'll

continue the Banzai in a more leisurely manner.

- d. Impulse 4: EE5 to EE6 - 6 MF total
- e. Impulse 5: EE6 to DD6 - 8 MF
- f. Now that the Banzai is over for this guy, flip his Banzai counter over to its Lax side (G1.5)

Defensive Fire Phase

- 1. AA4 at Z4
- 6(+0) DR = 1,5 1MC
- 1MC vs 237 DR = 5,6 breaks, ELR's to 137 2nd line halfsquad

Advancing Fire Phase

- 1. T4 at T5
- 4(+1) DR = 5,3 no
- 2. W5 at W6
- 4(+1) DR = 3,3 cowers to 2 column, no
- 3. W4 at X4
- 2(+1) DR = 5,4 no
- 4. DD6 at CC5
- 2(+1) DR = 3,4 no

- 5. BB3 at AA4
- 2(+1) DR = 1,2 1MC, Chinese SAN
- 1MC vs 337 DR = 4,2 Pin
- Chinese SAN dr = 2, warm
- scatter direction = 2, distance = 1, moves sniper from w3 to x2, thence to x3. Uh oh.
- Random Selection
- 9-1 dr = 2
- 228 dr = 4 so Pin the crew.

Rout Phase

- 1. IJA halfsquad in Z4 has no other choice but to rout to Z5. Whereupon he'll stumble into and reveal the HIP Chinese 337/LMG in the foxhole before he dies. Bummer, but a pretty good day's work for a broken HS.
- 2. IJA halfsquads in DD4 rout to EE5, EE4.
- 3. Chinese in CC6 drop the MMG and rout to BB5, AA6
- 4. Chinese unit in S7 routs T7, U7, V6

Should the Chinese self-break anybody? T5 doesn't feel the need; if he trades squad-for-squad in CC with the 447 in T4, he feels like that's OK. V4 pretty much doesn't have the option of self-breaking due to the IJA infiltration; he'd die for failure to rout. W6 is starting to worry about W5 coming in for some CC, but it galls him to give ground just on the threat of CC, so he stays put. X4 is feeling like he's held his ground long enough, though; being Pinned and adjacent to so many IJA units (including a 9-1 leader) isn't a good recipe for surviving an Ambush. Therefore X4 will self-break and rout to Y5, Z5, AA6 - it's a regular drunken party in AA6. Note that if this were Dense Jungle, the stacking limits would be 2 squad-equivalents, so we couldn't stack 'em up like this. Lastly, AA4 doesn't feel like adding to the mass of broken Chinese units on that side, and he figures he can handle a wimpy IJA 237 in CC, so he stays put.

Advance Phase

- 1. S7 to T7.
- 2. T4 to U5 - realizing that CC'ing the guy in T5 isn't as good as pressuring the rapidly-collapsing Chinese pocket.
- 3. V2 to V3
- 4. W5 to V5

- 5. W4 to W5
- 6. DD6 to CC6
- 7. BB3 to AA4

CCPh

- 1. Ambush in AA4
- IJA dr = 2 (-1 stealthy, +1 advancing into Jungle) = 2
- Chinese dr = 4 (+1 Pinned) = 5, IJA ambush

237 attacks at 1:2 HtH, -1 for IJA in HtH, -1 for Ambush
DR = 4,3 eliminates Chinese 337

237 withdraws from ambush into AA5, DM'ing the last Chinese unit in AA6.

- 2. Remove Lax markers from people who Banzai'd this turn (T7, CC6, and EE4).
- 3. Conceal IJA in T7

The next page shows what the board looks like at the end of IJA turn 2.

Not an awful turn for the IJA. He can't feel great about losing so much strength in that Banzai on the right, but at least the DC Hero took out the cornerstone of the Chinese defense on that side, and the Chinese MMG won't bother him anymore. He also got lucky and found one of the two Chinese HIP units with that broken HS's rout into Z5 - definitely worth the price of losing a halfsquad. With his infiltration tactics on the left, he's looking forward to putting some real pressure on the Chinese in that area. Of course, there's always the Guns at the end of the line that he's going to have to deal with.

Chinese Turn 2

Rally Phase

- 1. Wind Change DR = 4,1 no
- 2. DM 8-0 self-rallies in AA6 DR = 5,2 no
- 3. First Multi-Man self-rally will be one of the 337's in AA6. DR = 1,1 Leader Creation. HoB dr = 5 (+1 for being GMD Chinese) = 6, creates a 6+1 and rallies the 337
- 4. Fix LMG in W6 dr = 1, yes
- 5. 348 attempts to recover MMG in CC6 dr = 2, yes
- 6. 9+1 rallies halfsquads with him (DM is negated for IJA leaders)
- 237 DR = 4,4 yes
- 237 DR = 5,4 no, ELR replace with a broken 137 2nd line HS (G1.41, A25.222)

Prep Fire Phase

- 1. Gun in V7 rotates CA to U9 - Covering the open ground on that side, as well as U8, and figuring it's the infantry's job to protect U7.

- 2. V4 vs W5
- 2(+1) DR = 4,1 cowers to 1 column, NMC
- NMC vs 237/DC DR = 1,1 HoB
- HoB DR = 2,3 (+4 IJA) = 9, Berserk

Oh joy. Nothing like having a Berserk DC-totin' IJA unit. When IJA undergo HoB, they almost always go Berserk because of that gnarly +4 DRM to the HOB roll.

U6 is in a bit of a pickle. Prep Fire or retreat? That dang IJA infiltration again. They decide to fire.

Defensive Fire Phase

1. Squad in CC6 eliminates the Chinese MMG.
Just because he doesn't feel like toting along a 4 PP weapon. Note that if he tried to use it, he would not suffer the non-qualified use penalties of G1.611 since this isn't a Japanese SW. He would, however, suffer the normal captured weapon penalties of A21.11/21.12.

2. U5 and V5 form a firegroup vs U6
12(+1) DR = 5,6 no

Firegroups CAN still happen in the PTO, it's just that they're more rare than in the ETO.

3. W5 at V4
4(+1) DR = 2,3 NMC
NMC vs 127 DR = 4,4 break, DM

Advancing Fire Phase - none

Rout Phase

- 1. V4 is eliminated for Failure to Rout
By G18.7, No Quarter is in effect for Chinese/IJA scenarios set in/after 1938. These guys just don't *like* each other.
- 2. V6 routs to W7
- 3. Broken units in AA6 rout to Z6, Z7. Hoping to shed DM and come back for turn 3.

Advance Phase

- 1. Seeing no better opportunity to do some damage, the HIP Dare Death squad in Y4 drops HIP (placed on the board under a ? marker) and advances in to X3 for some CC.
- 2. BB4 to AA4
- 3. 6+1 in AA7 to Z7
- 4. 337 in AA7 to BB7
- 5. Dare Death squad in AA6 to AA7 - trying to block the squad in CC6 from DM'ing the broken units in Z7.
- 6. U6 to V6
- 7. S6 to T6

CCPh

- 1. Ambush in X3
IJA dr = 3 (-1 stealthy, -1 leader) = 1
Chinese dr = 2 (-2 concealed, +1 advancing into Jungle) = 1, no Ambush
Dare Death MMC enter into and resolve Hand-to-Hand CC as if they were Japanese (G18.62), so the Chinese attack goes off at 1:1, HtH, -1 DRM for being like the Japanese in HtH (G1.64).

IJA will attack at 1:1, -1 DRM for being IJA in HtH, -1 DRM for the leader

Chinese attack DR = 8 (-1 HtH) = 7, Casualty Reduction
Random Selection 9-1 dr = 4 228/MMG dr = 3
The 9-1 is Wounded - Wound Severity dr = 6, KIA.
Unbroken IJA MMC treat LLMC as LLTC (G1.62), so the 228 takes a LL1TC
DR = 4,3 OK

IJA attack DR = 5,4 (-1 HtH, -1 leader) = 7, Casualty Reduces the Chinese squad to a HS.

Mark the location with a HtH Melee counter

2. Conceal unbroken Chinese out of LOS of IJA units (W7, Z7, AA7, BB7)

The next page shows what the board looks like at the end of Chinese turn 2.

Conclusion:

Thus ends our little drama. The IJA have lost a lot of units, but the Chinese broken units are starting to pile up in the rear. The IJA can feel good that they still have two leaders intact, and that Berserker in W5 will probably save the bacon of the distressed IJA crew in X3. He might want to save the DC for use vs the Guns, though - always remember the VC's!

The Chinese can feel good that they've got a reasonable wall of concealed units built up, and the IJA attack has degenerated nicely into piecemeal assaults all along the line. The Chinese have traded about as much space as they can, however - their back is to the wall and the Japanese are likely to start thinking about surrounding the Guns from the bottom hexrows of the map.

Hopefully this example has given you a feel for how the PTO plays out, and some comfort that it's not that drastically different from the ETO. The IJA do have many unique characteristics and are challenging to play to their full potential, but they're also one of the most exciting and fun nationalities in the ASL system.

Note that many of the things that the IJA can get away with vs Chinese 337's simply don't work vs Americans armed to the teeth - the US will be firing on the 12, 16, and 20 columns of the IFT and can count on a few KIA's in addition to more rapidly eroding the IJA manpower.

Thanks for following along. If you have any comments or questions, by all means, send feedback to me at tqr@mindspring.com

See you in the Jungle!

